



Final Fantasy V (SFC + English Patch) Any% Notes

Last updated	Example run
23/03/2015	http://www.twitch.tv/draaagonlx/c/6268766

Heyo, these are my personal speedrun notes for Final Fantasy V. Feel free to send a message to DraaagonLX at Twitch or Twitter and I'll answer back at the earliest convenience. I can interpret game mechanics on a surface level and should be able to answer why we do certain things. FFV is simple to understand and run; about 50% cutscenes with a couple breaks. RNG does play a big role on certain boss battles, cough, Dark Shock.

This route makes use of step manipulation up to Ramuh in order to prevent his spawn and take advantage of all the good things in-between. I'm unaware of execution steps for full step manip so you lost me there. FrankerZ I also routed portions of menuing for optimization's sake but you can perfectly execute these notes without them. It is recommended, however, to do so for !Mix combinations.

On these notes I take, cough, creative liberties to not be terribly specific on where to go. Sorry if it's confusing. Use a video reference to go along.

A. TIPS

- Run away from all battles unless stated otherwise.
- Cherish Memory cursor. Holding A input method is hella faster.
- Using A + B to scroll dialogue and actually paying attention to frame transitions saves minutes.
- Preferably every party member should survive by the end of boss battles or their AP yield will be at risk. Lenna, more often than not, won't need AP except as a Mediator and Samurai.
- Mistakes on maps without random encounters do not affect manip EXCEPT on Karnak Castle before explosion event.
- Interacting with objects too early can skip a step. Be careful when overworld pausing as well.

B. LABELS

MENU. **SHOP.** **BATTLE.** **OVERWORLD MOVEMENT.** **STEP MANIPULATION.** **SAVE.** **COMMENT.**

- **On step manipulation references:** Lines with two arrowheads translates into walking back and forth. Ex: Three walking cycles describes moving the distance from the starting point (the sprite) to the end. Once you reach the end, come back to the start to complete the cycle. Now repeat that procedure twice before moving on.

1. INTRO

A. When you gain control after intro cutscene, go directly to the meteor.

B. As soon as you dismount Boko:

- **Config** (4 ↓)

▸ Bat.Speed	4
▸ Msg.Speed	1
▸ Cursor	Memory
▸ Reequip	Empty

C. **Goblin x2:**

- Hold A. Yeah, really.

D. Name: "B" (1 ↓) (3 B) (1 ↑) (2 →) (A)

E. **+4 steps:** Two walking cycles on the small trench prior entering the Pirate Cave:



2. PIRATE CAVE

A. If done right, first random encounter will appear in nine steps.

B. Grab **Leather Helmet** chest.

C. Deny pirate's help on leading towards Wind Shrine.

D. Don't dock on a coast, that's a reset.

3. WIND SHRINE

A. Grab **Broad Sword** on room right after hidden passage.

B. WINGRAPTOR

- Fight ad infinitum.
- **Galuf:** Item > Broadsword (**EQUIP**) > Fight
- Galuf enjoys acting before Bartz sometimes.

C. If done right this encounter will appear four steps away from Wind Crystal room!

D. Search for **White Snake** and **Black Goblin**:

- **Faris:** Attack
- **Lenna:** Defend
- **Bartz/Galuf:** Attack

E. #speed:

- **Job**

▸ Bartz	Thief (2 →)
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F. BOKO STOP

G. Hug shore to Tule until you see this awkward triangular peninsula. Navigate left.

4. TULE

- A. Head for Tule's very own Beginner's House.
- B. **1F**: Pick all the goodies except for the rightmost chest.
- C. **2F**: Before pilfering chest:
 - **Job**
 - **Bartz** Blue Mage (2 ←)
 - **Galuf** Blue Mage (2 ←)
 - **Lenna** Blue Mage (2 ←) (OPTIMIZE)

D. Monster-in-a-box!!!

- Wait until somebody eats a cold platter of Goblin Punch to the face.
- **Lenna**: Fight
- **Bartz**: **Menuing** during death animation
 - (Potion > Broad Sword) (**PHOENIX DOWN** > **3RD SLOT**)



E. Success!

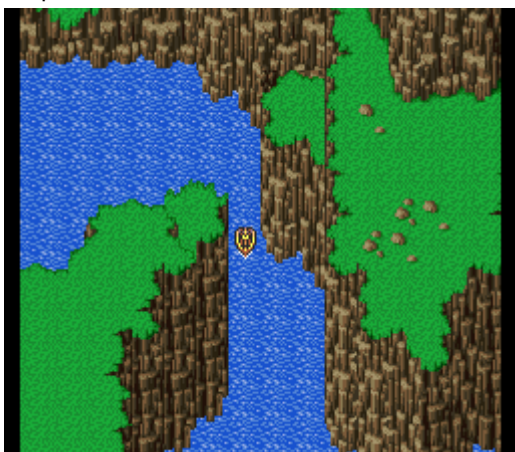
- **Job**
 - **Lenna** Thief (2 →)

- F. Out.
- G. Grab **Phoenix Down** in the bush behind Zokk's house.
- H. Head to Zokk's house. Endure.
- I. Go to the **Magic Shop**:

- **Buy**
 - Fire
 - Bolt
 - Cure
 - Antidote

5. TORNA CANAL

- A. Open gate on its right side.
- B. Stop here:



- C. Call the thunder:
 - **Job**

- **Lenna** Black Mage (3 ←)
- **Bartz** Black Mage (3 ←)
- **Faris** Black Mage (3 ←)
- **Galuf** Black Mage (3 ←)

- **Form**

- Everyone on back row

D. KARLABOS

- **Bolt** (1 ↓)(1 ←) ad infinitum

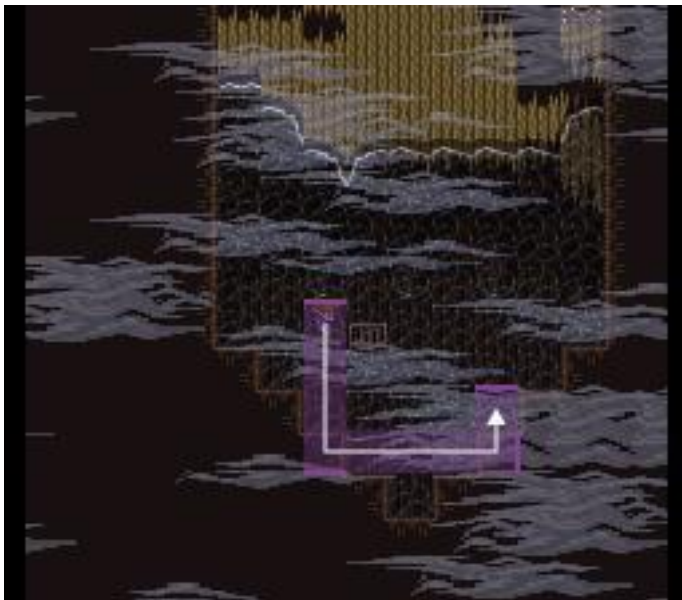
6. SHIPYARD

A. Regain control:

- **Job**

- **Faris** Thief (2 →)
- **Galuf** Blue Mage (2 ←) (OPTIMIZE)
- **Lenna** Blue Mage (2 ←) (OPTIMIZE)
- **Bartz** Blue Mage (2 ←) (OPTIMIZE)

- B. This section was grueling to explain so have a handy dandy diagram; after a random encounter on this tile follow the path:



- C. Grab **990 Gil** on skull crate, matey.

- D. **+8 steps:** Enter World Map room and walk back and forth between the walls twice:



E. SIREN

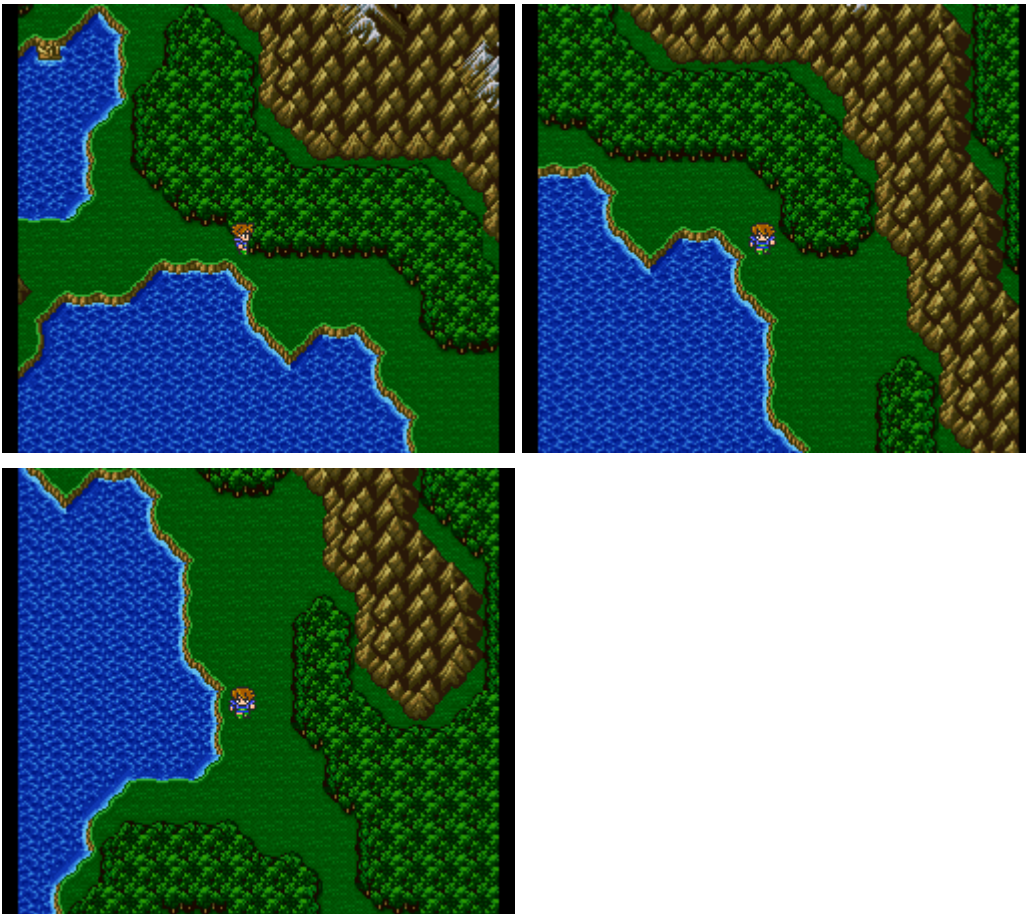
- **Faris: Menuing** during **Siren**' spell animations
 ▸ (Phoenix Down > Potion) (Leather Armor > Tent)



- Spam **Goblin Punch**.
- Siren should die on her humanoid form; drop is Bronze Armor and it sells better.

7. CARWEN

A. Pause on the following tiles en route Carwen:



- B. Grab **Ice Rod** from port crate.
- C. To the North Mountain!
- D. If done right, **Bighorn x2** will spawn on the way.
- E. Pause here:



F. Do the following:

- **Job**

- **Bartz** Black Mage (3 ←)
- **Lenna** Thief (2 →) **Equip** > Dagger
- **Galuf** Black Mage (3 ←)
- **Faris** Black Mage (3 ←)

8. NORTH MOUNTAIN

A. If done right you'll encounter a **GalaCat** here:



B. Search for **GalaCat** and **RockGarter x2**:

- **Lenna**: Fight > **GalaCat**
- **Mages**: Fire > **Multi-target**

C. Step on em frigging plants.

D. **MAGISA**

- **Lenna**: **Menuing** during spell animation
▸ (Bronze Armor > Potion)



- **Faris**: Item > Ice Rod (**BREAK**)
- Everyone but Faris and Lenna needs to be at critical health for Galura.
- If **Magisa** wasn't polite and killed Bartz or Galuf:
 - **Faris**: Item > Knife (**EQUIP**) > Fight > **Bartz/Galuf**

- **Galuf** Blue Mage (2 ←) **!Black** (OPTIMIZE)
- **Bartz** Blue Mage (2 ←) **!Black** (OPTIMIZE)

- **Item**
 - Potion > **Faris**

G. **GARUDA**

- **Faris:** Guard
- **Bartz:** Goblin Punch
- **Galuf:** Goblin Punch
- If Galura counters with Rush exceptionally early, pot up Faris.
- If Lenna somehow isn't carpeting the floor, she should suicide at the start of this battle.

11. **EN ROUTE KARNAK**

A. Pause here:



B. If done right, you'll get this encounter two tiles into the forest.

C. Search for **Wild Nak x5** on forest:

- **Faris:** Defend
- **Bartz:** Fire > **Multi-target**
- **Galuf:** **Menuing** during Fire animation
 - (Potion > Tent)



- **Galuf:** Fire > **Multi-target**

D. Pause here:



E. If done right, you'll get this encounter in the second forest.

F. Search for **Wild Nak x5** on forest here:

- **Faris:** Defend
- **Bartz:** Fire > **Multi-target**
- **Galuf:** Fire > **Multi-target**

12. KARNAK > KARNAK CASTLE > KARNAK

A. Go to the **Armory**:

- **Sell** Rounds up 6220 Gil

- ↳ Whip
- ↳ Phoenix Down x2
- ↳ Knife
- ↳ Ether x2

- **Buy**

- ↳ Fire Rod x1 (it does register on inventory with discount)

B. Prison intermission. Make your way back to Karnak.

C. **Armory**, again:

- **Buy**

- ↳ Fire Rod x1
- ↳ Ice Rod x5

D. **Magic Shop**:

- **Buy**

- ↳ Fire2 (Middle) (1st)
- ↳ Life (Left) (2nd)

13. STEAMSHIP

A. **+6 steps:** Using pipe as reference, complete a cycle before climbing staircase:

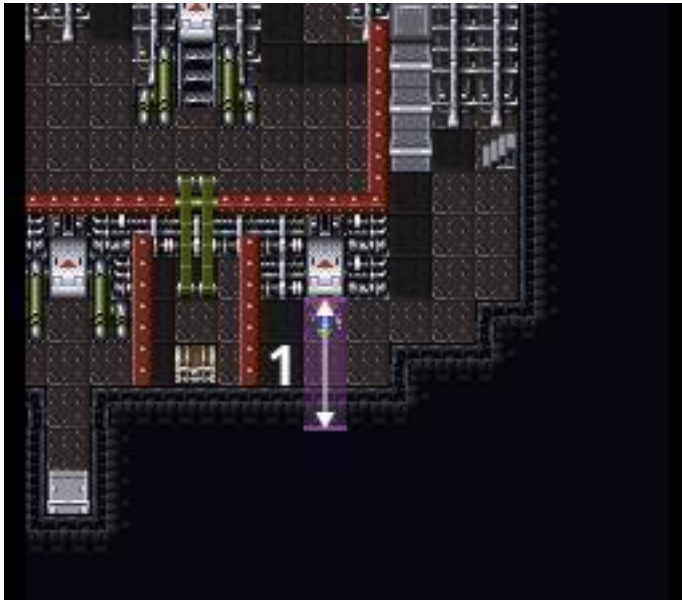


B. Grab **Phoenix Down** chest next to World Map.

C. If done right encounter with **Crew Dust x2** and **Poltergeist** right before entering air duct.

D. 2nd air conduct from left.

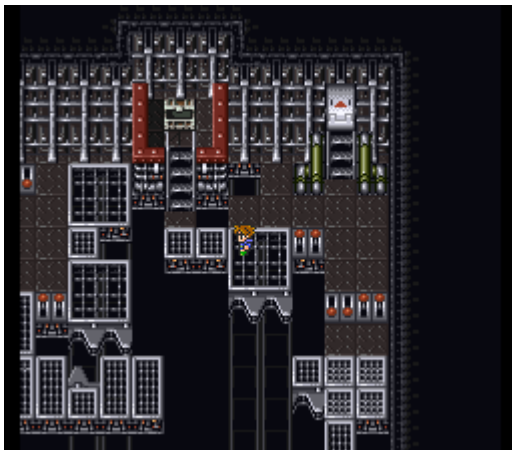
E. **+4 steps:** After fall but prior entering door, walk back to the wall and come back.



F. Oh right, Lenna.

- **Item**
 - Tent
- **Job**
 - **Faris** Thief (2 →)
 - **Lenna** Red Mage (2 ←)

G. If done right, encounter with **Poltergeist x2** will occur here. If you're at +1 steps IT DOESN'T MATTER. Continue as normal.



H. Grab **Elixir**.

I. **LIQUID FLAME**

- **Faris: Menuing** during first attack animation
 - (Tent > Ice Rod)



- **Faris:** Defend/Potion if Lenna got hit
- **Bartz:** Item > Ice Rod (**BREAK**)
- If Liquid Flame transforms into hand forme
 - **Bartz:** Goblin Punch
 - Revive Fire2 response and break a leg.

- If Liquid Flame transforms into tornado forme
 - **Bartz** Item > Ice Rod (**BREAK**)
 - This shape drops Fire Bow.

14. SAMUS WAS HERE OH NO

- Pilfer first chest on prison cells containing **2000 Gil**.
- 1F**: Climb closest set of stairs.
- 2F**: The castle is exploding, why not steal more **2000 Gil**.
- +12 steps**: However, pick chest on its left and complete a cycle from open chest to the stairs:



- 1F**: Grab mirrored stairs on the other side of room.
- 2F**: **2000 Gil** on the rightmost chest, exit castle.
- Before going through stairs, slam your face against the wall and go back down:



H. SERGEANT

- **Faris**: Defend
- **Lenna**: Item > Fire Rod (**EQUIP**) > Black > Fire2 > **Multi-target**
- **Bartz**: Item > Ice Rod (**BREAK**)
- **Galuf**: **Menuing** during Ice3 animation
 - (Potion > HiPotion) (Leave cursor on Ice Rod)

Ice	: 2	Fire	: 1
Potion	: 2	PhoenixDown	: 1
HiPotion	: 1	Leather	: 2
Tent	: 2	Leather	: 1

- Galuf: Fire > **Sergeant**

15. EN ROUTE ANCIENT LIBRARY

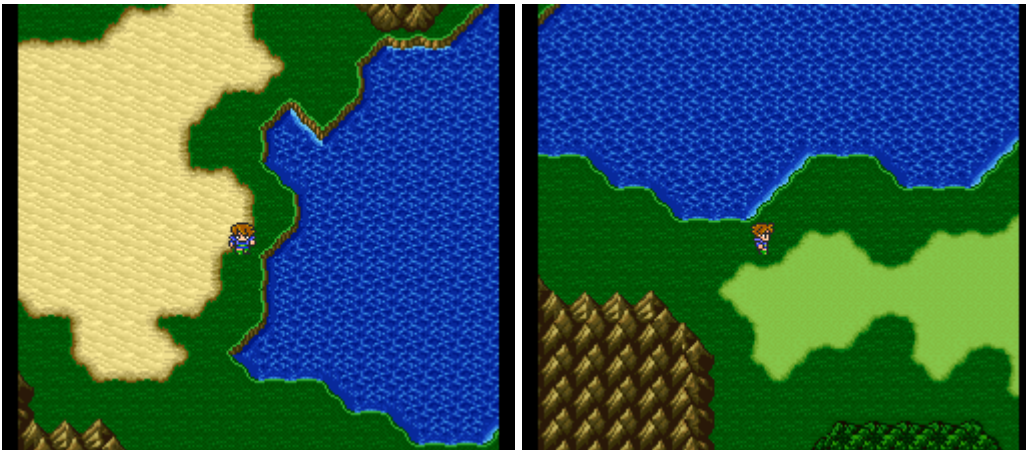
A. Pause here:



B. Check if everyone is above 40HP:

- Job
 - Lenna Black Mage (1 ↓)

C. Pause on the following locations:



16. ANCIENT LIBRARY

A. **First dark room:** Grab **Ether**

B. Make sure everyone is above 40 HP:

C. **IERIT**

- Faris: Defend/Steal if no one dies
- Lenna: Item > Ice Rod (**BREAK**)
- Galuf: If possible, **menuing** during Ice 3 animation
 - (Ice Rod > Fire Rod) (Ice Rod > (**BREAK**))



D. After humiliating Ifrit:

- **Job**

- **Lenna** Blue Mage (1 ↓) (3 →)
- **Bartz** Mediator (3 ←)
- **Galuf** Red Mage (4 ←) **!Black (OPTIMIZE)**

- **Magic**

- **Galuf** > **Cure** everyone

E. After burning the cocky bookshelf advance to the next room and go back.

F. Go through left passage and grab **Stealth Robe** on that lonely chest.

G. **Second dark room:** Grab **Phoenix Down** on bottom left chest.

H. If manipulation is done proper you'll get this encounter right before you can open said chest:

I. Search for **Page 64:**

- Wait until Lenna gets hit by **L5. Doom**.
- **Galuf:** Fire x2
- **Bartz:** Catch

J. **+12 steps:** Using this path with convenient width, bounce off the walls seven times:



K. On the entrance of Byblos' room:

- **Item**

- Phoenix Down > **Lenna**

- **Job**

- **Galuf** Blue Mage (1 ↓) (3 →)
- **Lenna** Mediator (3 ←)
- **Bartz** Blue Mage (1 ↓) (3 →)
- **Faris** Blue Mage (1 ↓) (3 →)

L. **BYBLOS**

- **Faris:** Item > Fire Rod (**BREAK**)
- **Lenna:** Menuing during Fire3 animation
 - (Flame Scroll > Dagger)



- **Bartz:** Item > Fire Rod (**BREAK**)
- **Galuf: Menuing** during Byblos' Hamlet. Make it look like this:
 - (HiPotion > Flame Scroll) (Bronze Armor > Phoenix Down) (Bronze Armor > Potion) (Flame Scroll > Tent) (Mythril Helm > Last left slot) (Last right slot > Leather Armor) (Stealth Robe > Elixir) (Elixir > Phoenix Down) (Leather Shield > Ether)

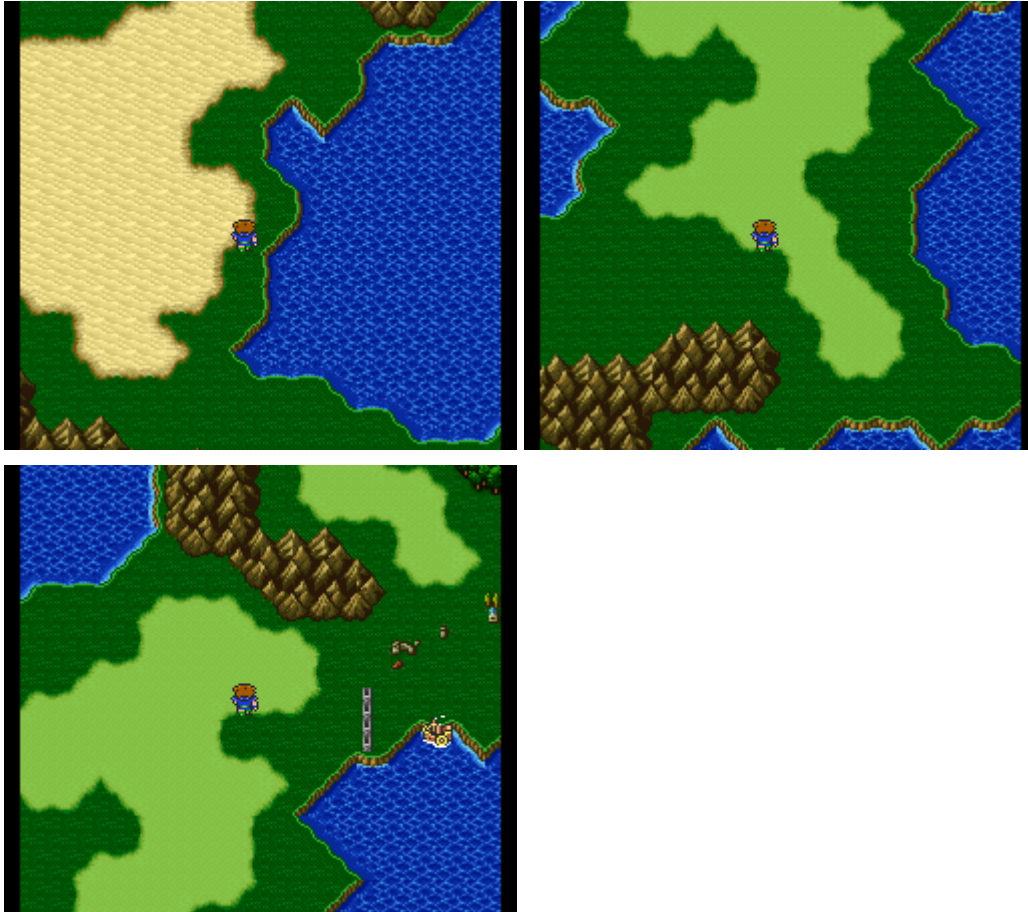


M. After the battle:

- **Job**
 - **Galuf** Knight (A) **Learning** (OPTIMIZE)
 - **Lenna** Blue Mage (1 ↓) (3 →) (OPTIMIZE)
 - **Bartz** Thief (2 →) **Learning**

17. KARNAK, AGAIN

- If one step behind from Steamship, go back into the library and exit again. You're back on track with manip now.
- En route Karnak, pause on the following tiles:



C. **Armory:**

- **Buy**

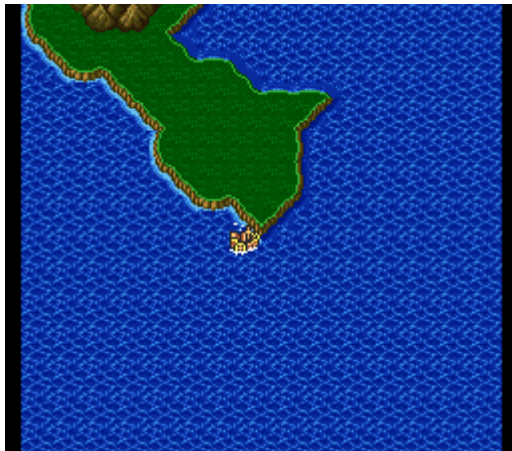
- Fire Rod x3
- Thunder Rod x2

D. Cid is on the Tavern. Top left building any

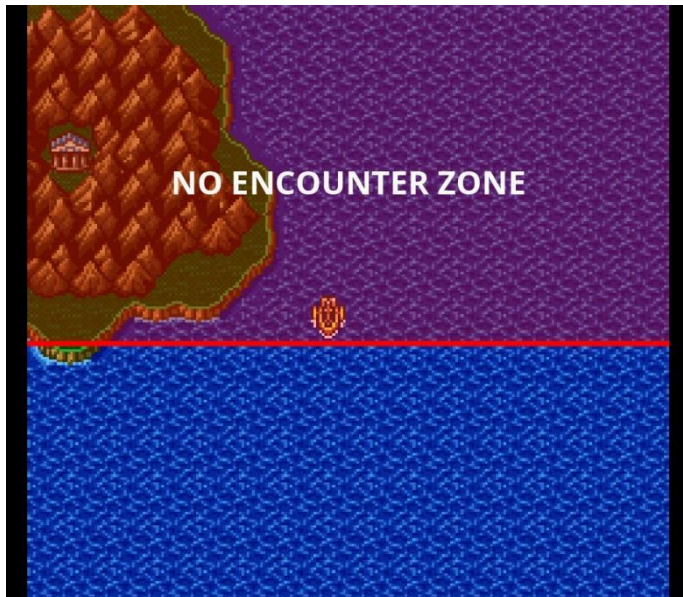
18. CRESCENT

A. **Crescent when:**

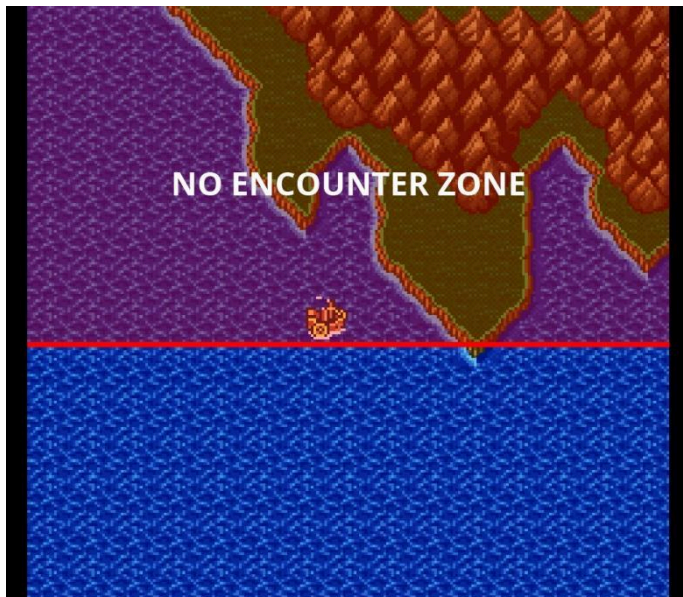
- South until you reach a continent and go east until Bahamut's carcass.
- Grace this peninsula here to enter the no encounter zone as early as possible:



- South until the Wind Tablet, be careful not to go beyond this line when turning east:



- You'll get an encounter around here as you're forced to leave the no encounter zone:



- East until three islands, get close to the third, then south and there's Crescent.

B. If done right, you should get no encounters on the way to the Black Chocobo forest.

C. Fly to nearest bottom left island, on this space:



D. Search for **Black Flame x5** on plains or coast:

- Pray to your deity of choice.
- Bartz/Faris:** Defend
- Wait for **Black Flames** to DarkShock someone.
- Lenna:** Item > Fire Rod (**BREAK**)

- E. Pilot chocobo southwest until you're between two islands, then straight south until you notice Lix. Land on its left.

19. LIX

A. As soon as you enter village:

- **Job**

- ↳ **Bartz** Ninja (3 →) **!Black**
- ↳ **Lenna** Mediator (1 ↓) (1 ←) (1 ↓) **!Black**
- ↳ **Galuf** Ninja (3 →) **!Black**
- ↳ **Faris** Thief (2 →) **!Black**

B. **Weapon Shop.** It's on the north building's 2nd floor, first merchant.

- This specific shopping accomplishes skipping the Shuriken and Ancient Sword chests over Lonka Ruins. While I do recommend performing this, you gotta sell Phoenix Down in case LiquidFlame didn't drop the Fire Bow and my step manipulation keeps this in mind, so it's up to your judgement.

- **Sell**

- ↳ Protect
- ↳ Bronze Armor
- ↳ Broad Sword x2
- ↳ Phoenix Down x3
- ↳ Leather Shield
- ↳ Leather Helmet
- ↳ Fire Bow
- ↳ Ether
- ↳ Leather Armor x4
- ↳ Stealth Robe
- ↳ Leather Shoes
- ↳ Mythril Helmet

- **Buy**

- ↳ Thunder Scroll x26
- ↳ Water Scroll x2
- ↳ Flame Scroll x1
- ↳ Shuriken x1

C. From Lix fly west, avoid mountains by moving up a block thrice.

20. THE LAST STAND

A. Land on forest east of Istory Falls. Where does not matter.

B. Manipulation was leading up to this moment. You should get:

- Mini Dragon x5
- Mini Dragon x5
- Mini Dragon x5
- Don't fuck up, next battle is Ramuh.

C. Search thrice for **Mini Dragon x5** on forest.

- **Bartz:** Throw > Thunder Scroll (Hold A)
- **Galuf:** Throw > Thunder Scroll

D. Fly down the river straight south. Avoid obstacles by moving right and land left of Ancient Library.

21. ANCIENT LIBRARY, AGAIN > QUICKSAND DESERT

A. From Mini Dragon forest, fly south, avoid obstacles by moving right.

B. If you got the third Mini Dragon encounter ON the Black Chocobo, get +2 steps after leaving the Ancient Library.

- C. IF you got the third Mini Dragon encounter a tile away from the Black Chocobo, re-enter Ancient Library to be at +1 steps.
- D. Pause here:



E. Cutscenes, etc.

F. **SANDWORM**

- **Bartz:** Throw > Water Scroll
- **Galuf:** Menuing during Water Scroll animation
 ↳ (Thunder Scroll > Tent) (Water Scroll > Potion)



- **Galuf:** Throw > Water Scroll
- If scrolls didn't roll 3000+ HP, then Faris and Lenna got to spam Fire.

G. Gotta play it safe:

- **Ability**
 ↳ Faris !Escape

H. Quicksand movement: <http://i.imgur.com/vKCBjE7.gif>

22. RUINED CITY > AIRSHIP

A. Pause here:



B. Perform the following:

- **Job**
 ↳ Bartz Blue Mage (1 ↓) (4 →) **Equip** > Thunder Rod
 ↳ Lenna Thief (2 →)

- **Item**
 - ↳ Tent

- Enter the city, then up to the stairs and see King Tycoon.
- Go to the top left building.
- Go back to the main building.
- Cutscene happens.

G. CRAYCLAW AKA. THROW GLITCH

- **Faris: Menuing** during first attack animation
 - ↳ (Tent > Thunder Scroll) (Dagger (**EQUIP**))



- **Galuf: Throw > Empty Slot** where Dagger used to be.
- **Bartz: Defend**
- **Faris/Lenna: Steal** until successful.
- **Galuf: Throw > Coral Sword** to avoid weird overflows from occurring.
- **Bartz: Item > Thunder Rod (**BREAK**)**

H. Land front of Crescent.

I. Go to the Item Shop on the Inn (first building).

- **Buy**
 - ↳ Potion x30
 - ↳ Antidote x30
 - ↳ Eyedrop x2
 - ↳ MaidnKiss x11
- **Sell**
 - ↳ Coral Sword x255 (it'll say x55 so just press up and sell everything)
- **Buy**
 - ↳ Phoenix Down x31

J. Back to airship, go right until that random town, then up.

K. Backtrack to Ancient Ruin HQ and deal with cutscene. Use bottom of this mountain as reference:

23. TYCOON METEOR. AGAIN

A. Fly northwest, following the edge of this peninsula:

B. Need health:

- **Job**
 - ↳ **Lenna** Mediator (1 ↓) (1 ←) (1 ↓)
- **Item**
 - ↳ **Potion** who needs it

C. ADAMANTITE TURTLE

- **Faris: Defend.**
- **Galuf: Defend.**
- If you are absurdly unlucky (double hit on person not named Faris or Galuf), revive.
- **Bartz: L.5 Doom**

D. Back track to Ancient Ruin HQ and deal with the cutscene, again.

24. FLOATING RUINS DEFENSE

A. Once in the floating island:

- **Job**
 - **Bartz** Ninja (3 →) **!Black**

B. **Turrets and Flamethrowers.**

- **Bartz:** Throw > Thunder Scroll
- **Galuf:** Throw > Thunder Scroll

C. Before interacting with the huge ass cannon:

- **Job**
 - **Lenna** Ninja (3 →) **!Black**

D. **SOUL CANNON**

- **Faris:** Defend
- **Lenna:** Throw > Thunder Scroll
- **Bartz:** Throw > Thunder Scroll
- **Galuf:** Throw > Thunder Scroll

25. LONKA RUINS

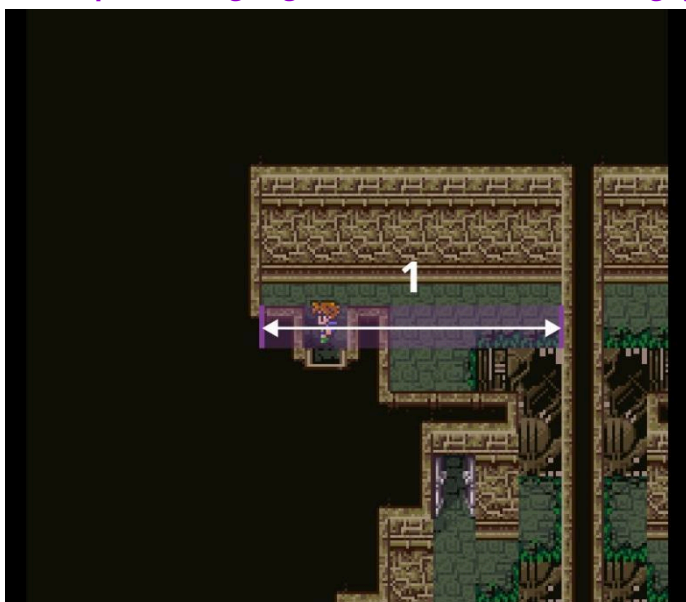
A. Friendly reminder this route skips Shuriken and Ancient Sword over here, and manipulation route is dramatically different because of that.

B. **First level:**

- Encounter with **LonkaKnight x3** here:

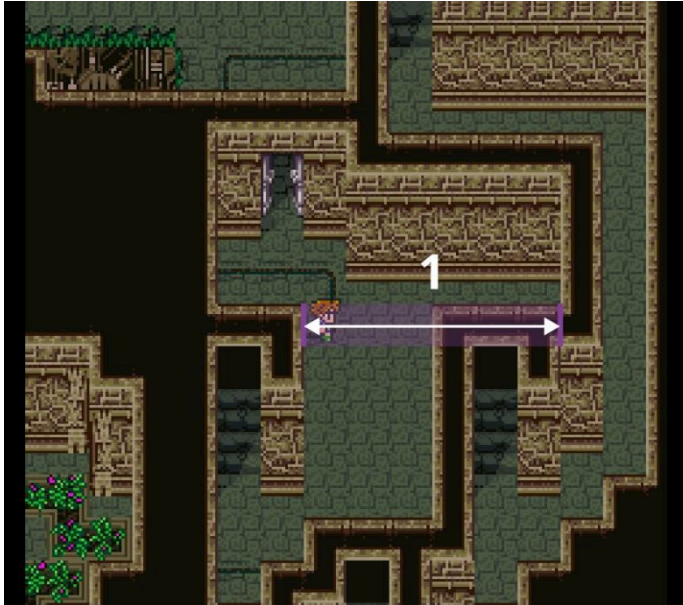


- **+12 steps:** Before going down the stairs, do a walking cycle.



C. Do NOT grab Gold Armor, it kills manip.

D. **Fifth level: +10 steps** when you get on this tile, slap the wall and come back.



E. **Fourth level:** +4 steps before entering stairs.



F. Go through the first staircase you see just before the boss room, come back and proceed as normal.

G. Ruins aren't too confusing eh?

H. Before talking to King Tycoon:

- **Job**

- **Lenna** Pajamas (1 ↑)(1 ←)
- **Bartz** Blue Mage (1 ↓)(4 →) (OPTIMIZE)
- **Faris** Pajamas (1 ↑)(1 ←)

I. **ARCHEOAEVIS**

- Round 1
 - **Galuf:** Defend
 - **Faris:** Terrain
 - **Lenna:** Menuing during Gale Cut (TurtleShell > Shuriken)



- **Lenna:** Terrain
- **Bartz:** Item > Fire Rod (**BREAK**)
- Round 2
 - **Galuf:** Throw > Thunder Scroll (Hold A)
 - **Faris:** Terrain
 - **Lenna:** Terrain
 - **Bartz:** Item > Thunder Rod (**BREAK**)
- Round 3
 - **Galuf:** Throw > Shuriken
 - **Faris:** Terrain
 - **Lenna:** Terrain
 - **Bartz:** L.5 Doom

J. Gain control:

- **Job**
 - **Galuf** Thief (2 →)

K. OH NO EXDEATH

L. Fly east until a peninsula, then past Wind Tablet, north a little and land front of Tycoon Meteor.

26. MEATEOR ADVENTURES

A. Enter Tycoon Meteor:

- **Job**
 - **Faris** Samurai (1 ←) (1 ↓) **Dash**
 - **Lenna** Samurai (1 ←) (1 ↓)
 - **Bartz** Knight (A)
- **Job**
 - **Potion** per character

B. Cutscene it up.

C. Fly north until you reach a desert, then right until you're two blocks away from the mountain (you know the one), then up to Walse Meteor:



D. PUROBOROS

- **Faris:** Gil Toss kek
- **Lenna:** Menuing during Gil Toss
 - (Thunder Scroll > Phoenix Down)

 Phoenix Down	: 22	 Hero	: 1
 Potion	: 18	 Ice	: 1
 Tent	: 1	 Fire	: 1
 Flame	: 2	 Turtle Shell	: 1

E. Fly east until you spot a continent, then south through Quicksand Desert until Meteor at the Ruins.

F. CHIMERA BRAIN

- **Faris:** Gil Toss kek
- **Lenna:** Gil Toss kek

G. Post- battle:

- **Job**
 - **Bartz** Dragoon (3 →)
- (In case of Aqua Rake) **Item**
 - **Potion** erylone

H. Fly north until you spot the Death Chimera desert, then east until Karnak Meteor.

I. TITAN

- **Bartz:** Jump
- WAIT UNTIL BARTZ IS OFFSCREEN
- **Faris:** Gil Toss kek
- **Lenna:** Gil Toss kek
- Earth Shaker will wipe out the party barring Bartz.

J. Wiggle southeast until you reach Bahamut's carcass and enter rift.

CHAPTER 2: GALUFTHUMP

27. ISLAND > EXDEATH'S CASTLE

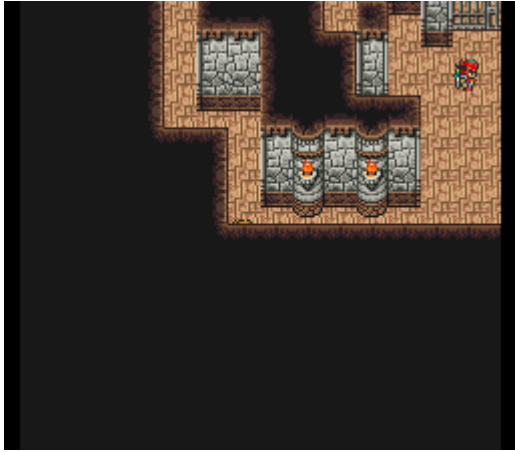
A. Gain control:

- **Job**
 - **Bartz** Blue Mage (1 ↓) (1 ←) (1 ↓)
- **Item**
 - Tent

B. **Abductor** will abduct you:

- Wait until **Abductor** performs an action
- Commit Sudoku (Goblin Punch > Bartz)

C. **B3: +26 steps:** When you have control over Galuf, arrive on this tile, come back to the stairs but do NOT enter them and proceed as normal:



D. Stop on this tile:



E. Money does bring happiness:

- **Job**

▸ **Galuf**

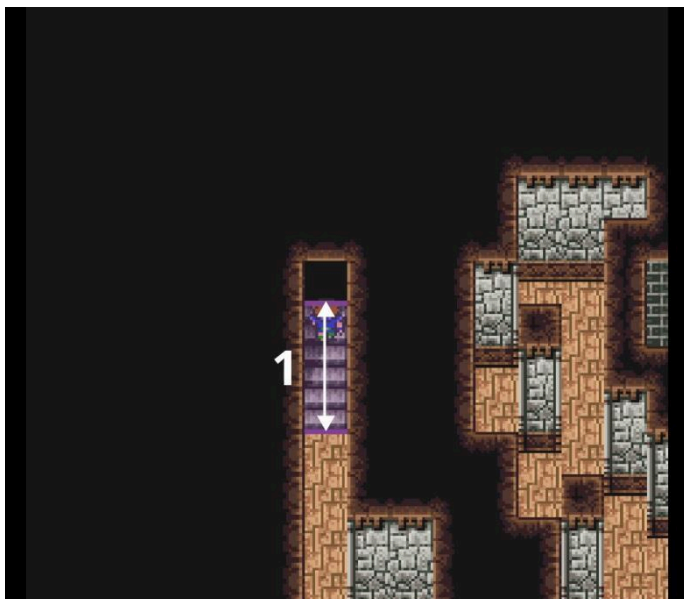
Samurai (1 ←)(1 ↓)

F. GILGAMESH

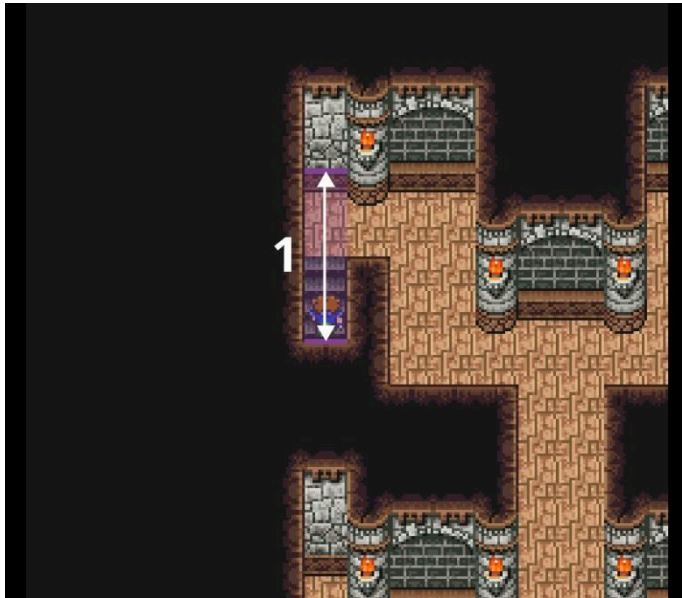
- **Galuf:** Gil Toss kek

G. You're gonna have to ziggy a lil:

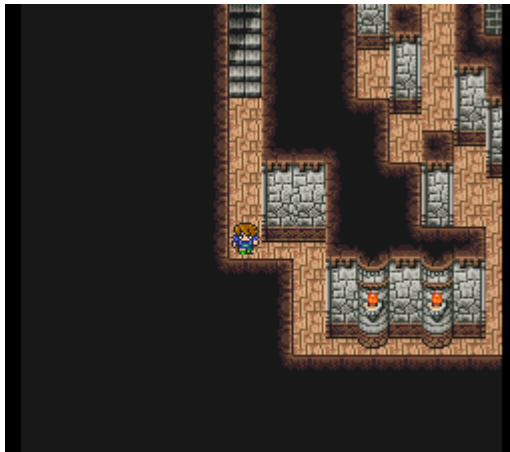
- **B3: +4 steps**



- **B2: +4 steps**

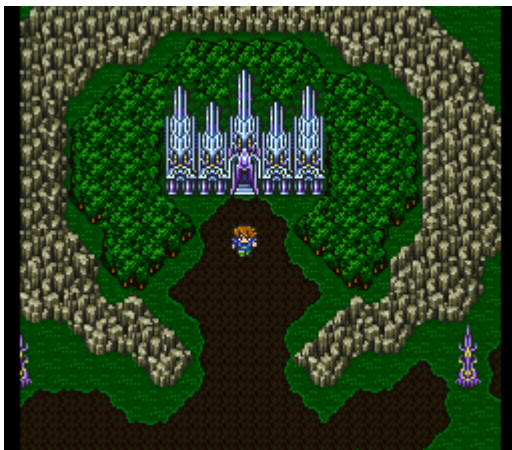


- **B3: +14 steps:** Go to this tile and come back.



H. Hold left on the way back through prison cells.

I. Pause here:



J. Prepare:

- **Job**
 - **Bartz** Samurai (1 ←)(1 ↓) **Cover**
- **Item**
 - **Potion** who needs it.

28. **BIG BRIDGE**

A. Music HYPE

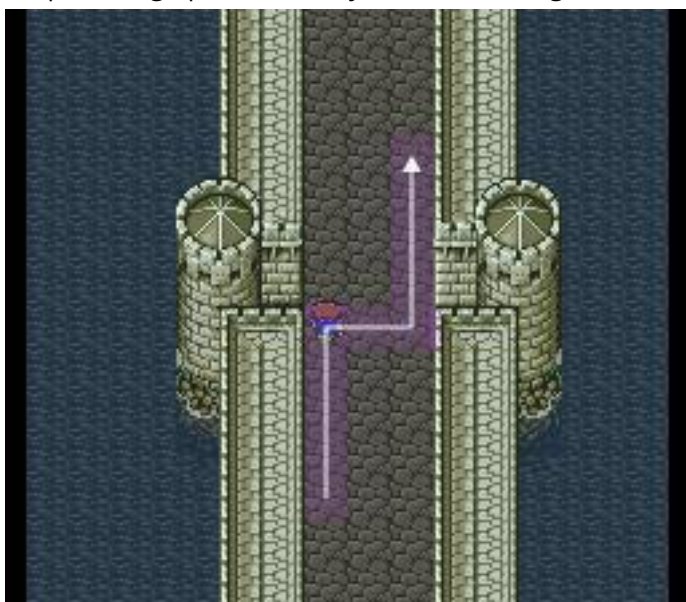
B. Stick to the left side of the bridge.

C. **Lil' Chariot x3:**

- **Faris:** Gil Toss (Hold A)
- **Lenna:** **Menuing** during Gil Toss animation
↳ (Hero Tonic > HiPotion)



D. Keep walking upwards until you see the bridge connection, follow the path and keep going up:



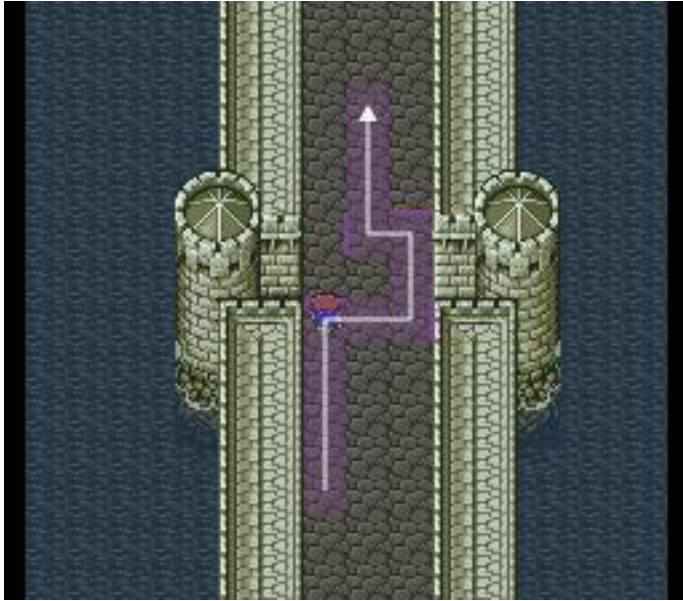
E. **GILGAMESH**

- **Faris:** Gil Toss
- **Lenna:** Gil Toss
- Wait until Gilgy attacks a second time.
- **Bartz/Galuf:** Gil Toss
- **Bartz/Galuf:** **Menuing** during Gilgy's monologue:
↳ (Potion > Thunder Scroll) (Antidote > 5th slot) (Fire Rod > Maiden's Kiss) (Turtle Shell > Antidote) (Eyedrop > TurtleShell) (Hero Tonic > Ice Bow) (Potion > Turtle Shell)



- **Gil Toss** twice to end the battle.
- Faris can't die. She needs AP.

F. Stick left and replicate this path between the towers, then keep going up and congrats you win the videogame:



29. GROCIANA

B. Pause here:



C. Prepare:

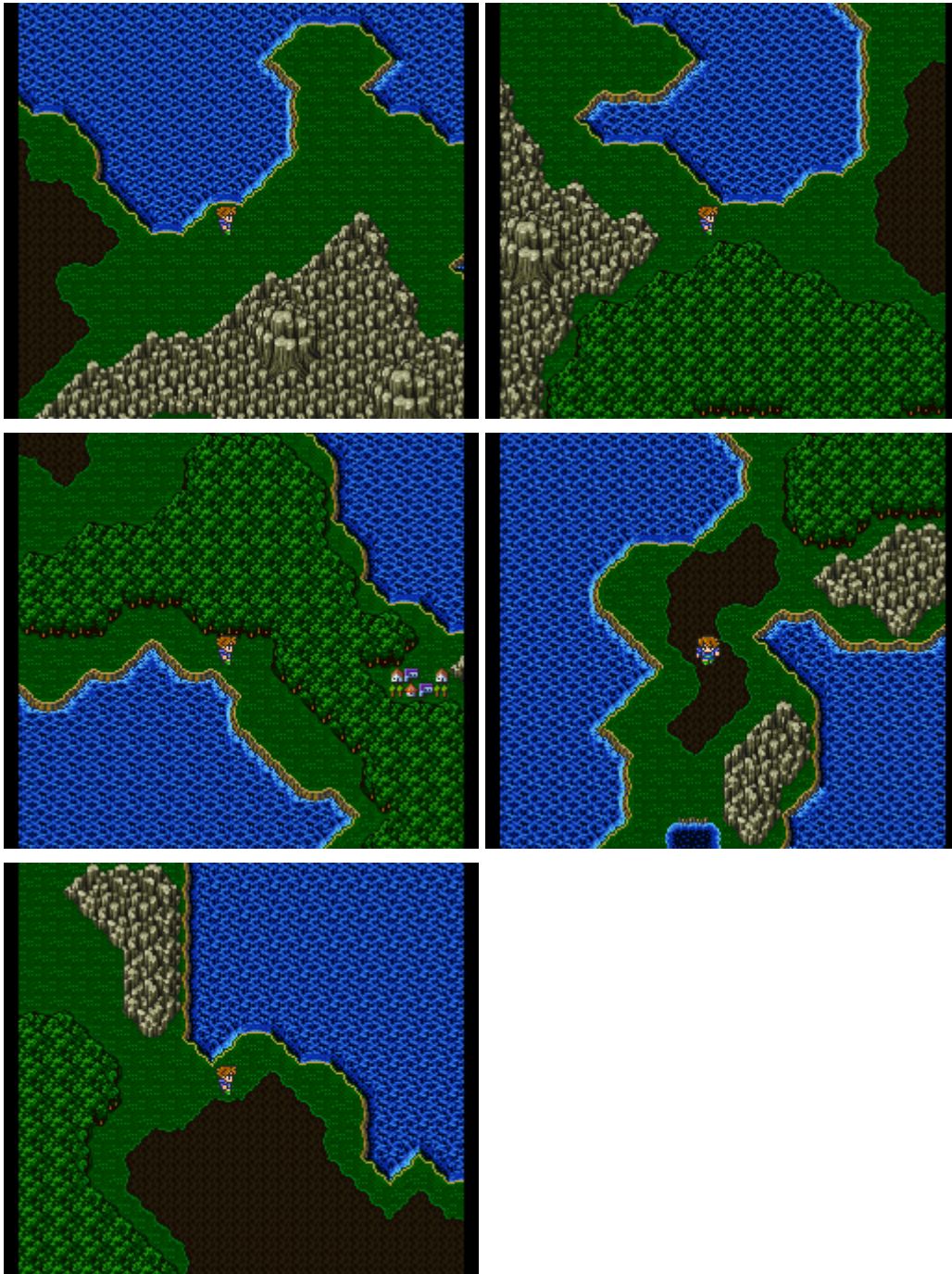
- **Item**

- **Phoenix Down** who needs it.
- **HiPotion** who needs it.

- **Job**

- **Lenna** Mediator (1 ↑)
- **Galuf** Chemist (1 ↑)(1 →)
- **Faris** Thief (2 →) **!Escape**

D. Pause on the following locations:



- E. Now, don't get scared about this screenshot. Grociana has another one of those no encounter zones but we wanna approach this carefully for the manip. Enter these four squares that are part of the zone, leave the zone and get +6 steps, then re-enter the zone and proceed as normal.



F. TYRANOSAURUS

- Hello, I'm vulnerable to **Phoenix Down**.

G. Doing a safety save doesn't affect manip.

H. Go north (yes, through the desert) and pause here:



I. Go two tiles to the right, then up until here:



J. Go east until this tile and leave the desert:



K. The nose!

30. MOOGLE VILLAGE

- A. After instilling public terror, walk towards top left treehouse and talk to our moogle.
- B. TALK TO THE MOOGLE INSIDE.**
- C. Borrow contents of top right chest: a **Dancing Dagger!**
- D. Wait patiently on the door until you can talk to our moogle again.

31. BAL CASTLE

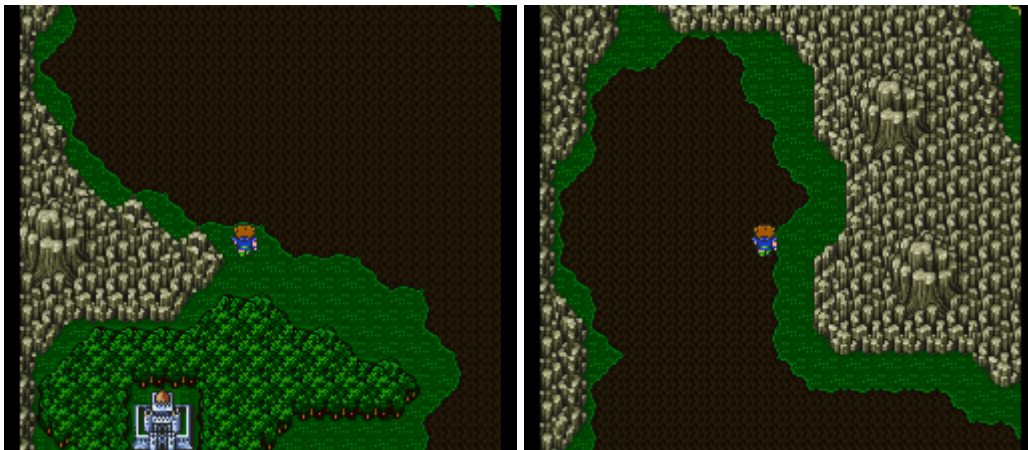
- A. Pick **Exit** spell from the hidden chest of Galuf's throne room.
- B. Talk with Cara.
- C. Before talking with the gate guard:
 - **Job**
 - **Faris** Samurai (1 ←)(1 ↓)

D. ABDUCTOR

- **Gil Toss** kek
- E. After the battle:
 - **Job**
 - **Faris** Thief (2 →) **!Escape**

32. KELB

A. Pause here:



- B. ResidentSleeper.
- C. And here:



33. HIRYUU VALLEY

- A. **First room: +6 steps:** Step here and walk a cycle to left and enter the room.



- B. **+18 steps:** When you come back out, step on this tile, go up, touch the wall, come back and proceed as normal:



- C. **Third room: +8 steps:** Do two walking cycles before proceeding here:



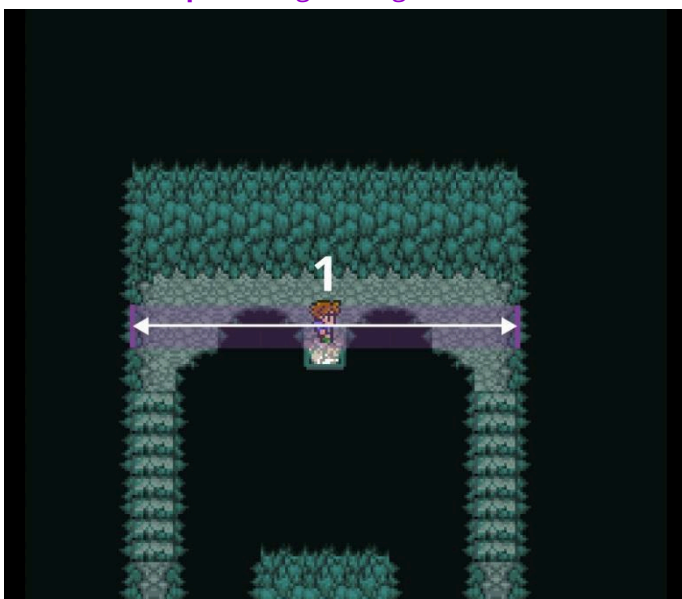
D. Don't forget about the **Bone Mail**.

E. **After triggering the landslide: +10 steps:** Do a walking cycle where you stand.



F. Grab **Coronet** chest. It's the left one on the hidden passage room.

G. **Leave: +16 steps:** after grabbing the Coronet.



H. **+4 steps:** Touch the wall and come back:



I. **+4 steps:** Stop here, do walking cycle to the left and enter the save room.



J. **+14 steps:** At long last, use the stairs as reference and keep goin'



K. But what if you can bribe plants:

- **Job**
 - **Faris** Samurai (1 ↓) (2 ←) **Dash**

L. **HIRYUU PLANT**

- **Gil Toss** kek
- Menuing opportunity.

E. **WALK A STEP BEFORE EXITING!!!**

F. Outta dis joint:

- **Job**
 - **Lenna** Time Mage (2 ←) (1 ↑)
- **Magic**
 - **Lenna** > Teleport

34. BAL CASTLE

A. Pause here:



B. Shopping:

- **Buy (Armory)**
 - Stealth Robe x3
- **Buy (Right Magic Shop)**
 - Reset

C. Talk to Cara, then the hiryuu.

35. GUIDO'S CAVE

A. Resident Sleeper.

B. Fly south until you collide with a mountain, then right for a while and south until the Big Bridge.

C. Follow length of the Big Bridge and hug mountains around ExDeath's castle.

D. One block down and you'll be directly above Zezat's fleet.

36. ZEZAT'S SHIP

A. Sleep.

B. An encounter won't happen if the goblins touch you, only if you press A.

C. **Gabbldegak:**

- **Gil Toss** kek (Hold A)
- Try selecting Reset.
- Another chance to menu.

D. It's-a me Gilgy:

- **Job**
 - **Bartz** Blue Mage (1 ↓) (1 ←) (1 ↓) (OPTIMIZE)
 - **Faris** Blue Mage (1 ↓) (1 ←) (1 ↓) (OPTIMIZE)

E. Now it's time that you guys SINK

- **Faris:** DarkShock
 - If it doesn't hit, **Lenna:** Reset
 - If it hits, **Lenna:** Haste > **Bartz**
- **Bartz:** Goblin Punch > Murder **Galuf**
- **Bartz:** L5 Doom
- ENKIDOU NOOOOOOOO

F. After battle:

- **Job**

 ↳ **Faris** Thief (2 →) **!Escape**

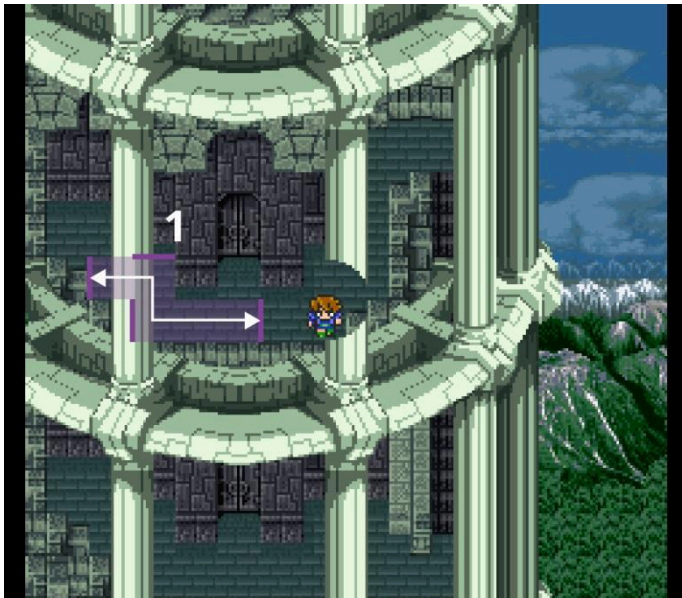
G. Move box, no need to talk to Zezat.

37. **BARRIER TOWER**

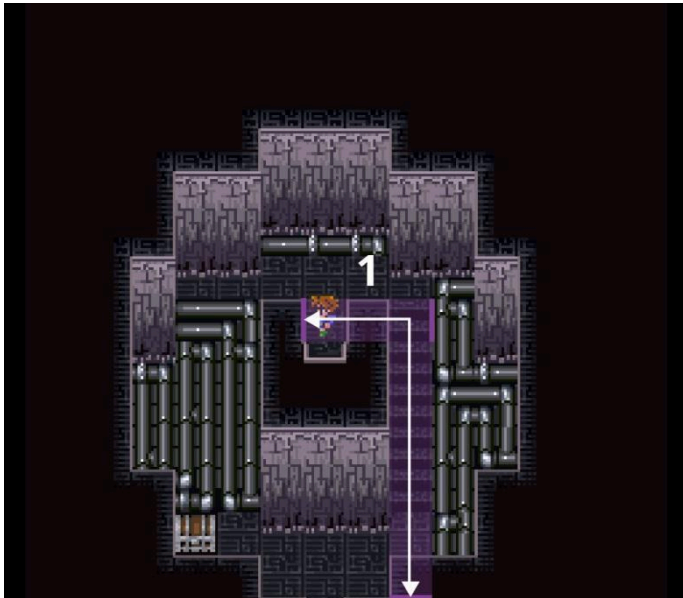
A. **1F: +8 steps:** After the cutscene, touch the wall on your right and exit where you came from like so:



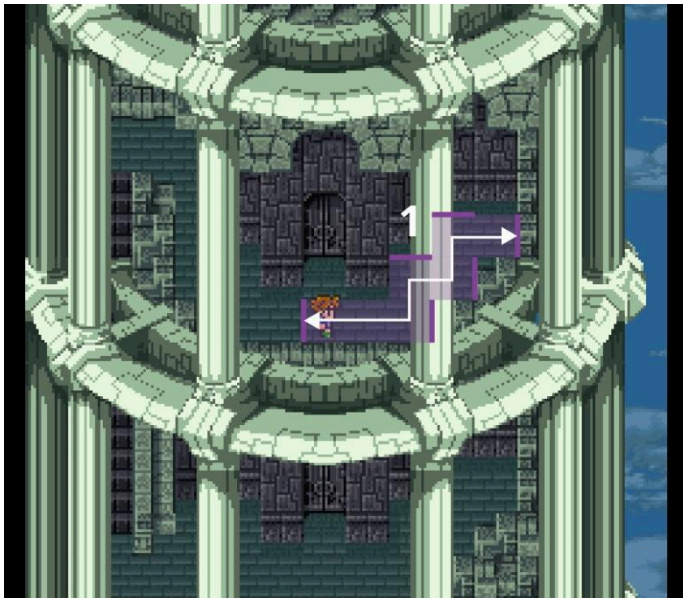
B. **5F: +8 steps:** After getting an encounter on this tile, go to the designated area and perform a cycle before entering the door:



C. **6F: +16 steps:** Before proceeding, touch the bottom right corner below the stairs and proceed:



D. **7F: +12 steps**: Before triggering the cutscene, enjoy the scenery a little:



E. Get **+2 steps** before talking to Atomos.

F. Stop here:



G. Ayy

- **Job**

▸ **Faris**

Blue Mage (1 ↓) (1 ←) (1 ↓) **Equip** > Stealth Robe

H. ATOMOS

- **Faris**: DarkShock
 - If it doesn't hit, **Lenna**: Reset

39. MOORE

A. **Item Shop.** Inn, right merchant:

- **Buy**

- HiPotion x21

B. **Alchemy Shop.** Left merchant:

- **Sell**

- Ice Bow

- **Buy**

- Ether x11

- Revivify x21

- Hero x11

C. **Magic Shop:**

- **Buy**

- Wall (Top) (2nd)

- Bolt3 (Left) (3rd)

D. Exit the cool way:

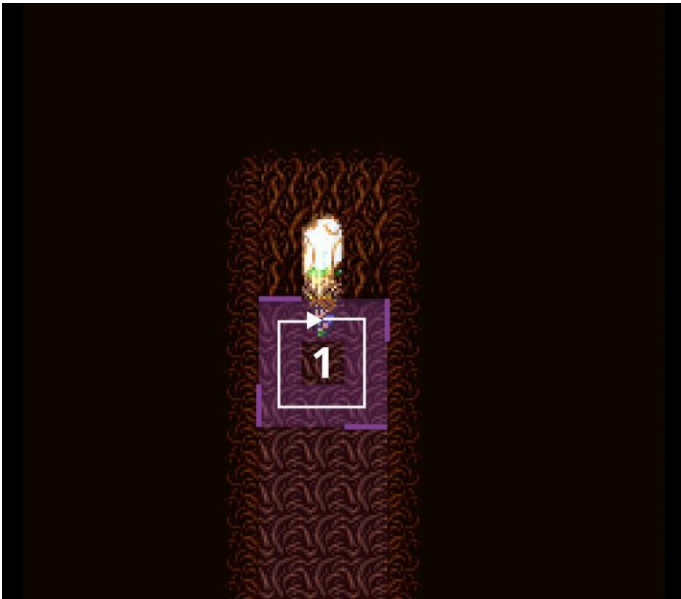
- **Magic** (Menu, mash A)

- **Lenna** > Teleport

E. You can walk on top of submarine to cut the lake.

40. FOREST OF MOORE

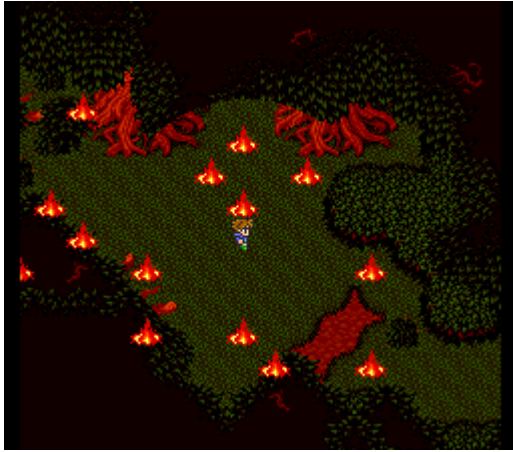
A. **+8 steps:** When you get below the second tree, make a donut:



B. Pilfer **Aegis Shield** during fire cutscene.

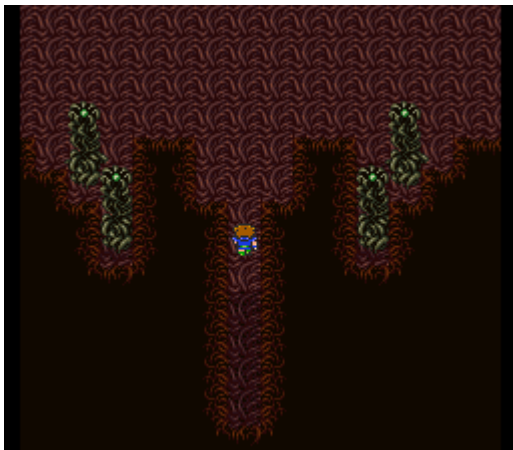
C. Stop here:

NEXT ENCOUNTERS: (ignore this it's just reference for manip) 239 (((137 tota l69 92 ----121 EARLIEST POSSIBLE- 141- 182- 188- 206- 220—239-241-253-26-47-54-61-92-121-167-186-203



A. That spring... (don't enter it)

B. Inside Elder Tree stop here:



C. Oh golly:

- **Equip**
 - **Bartz** Stealth Robe
 - **Galuf** (OPTIMIZE)
- **Job**
 - **Lenna** Samurai (1 ←)(1 ↓) (OPTIMIZE)
 - **Faris** Samurai (1 ←)(1 ↓) (OPTIMIZE)
- **Item**
 - **HiPotion** who needs it.

D. THE SEALED

- Pray to your deity of choice. Things can get ugly real fast if somebody dies.
- Round 1
 - **Faris:** Gil Toss kek
 - **Lenna:** Gil Toss kek
 - **Galuf:** HiPotion who needs it/Defend
 - **Bartz:** Defend
- Round 2
 - **Faris:** Gil Toss kek
 - **Lenna:** Gil Toss kek

E. EXDEATH

- **Galuf:** Phoenix Down > **Galuf**
- How's that for an oxymoron.

F. GalufThump

G. Hug the mountain, fly down the peninsula then west and you'll find ExDeath's Castle.

41. EXDEATH'S

A. Land on grass patch closest to ExDeath's castle:

- **Job**
 - **Faris** Thief (2 →) **!Gil Toss**
 - **Cara** Mediator (1 ↑)
 - **Lenna** Mediator (1 ↑)
 - **Bartz** Ninja (1 ←) (1 ↓) (1 ←) **!Smoke (OPTIMIZE)**

B. Run away when possible, **!Smoke** animation takes forever.

C. Step back when you get to the big room, no need to get in there more than one tile for cutscene trigger.

D. Search for **Magic Dragon x3, Arage** and **Blind Wolf**:

- **Faris**: Gil Toss
- **Bartz**: Throw > Thunder Scroll
- **Cara**: Capture
- **Lenna**: Capture
- **Faris**: Gil Toss

E. After that's done:

- **Job**
 - **Bartz** White Mage (1 ↓) (2 →) **Learning**
 - **Lenna** Blue Mage (1 ↓) (1 ←) (1 ↓) **!Control (OPTIMIZE) Equip** > Stealth Robe
 - **Cara** Blue Mage (1 ↓) (1 ←) (1 ↓) **!Smoke (OPTIMIZE)**
- **Item**
 - **HiPotion** who needs it
 - Ether > **Bartz**

F. Search for **Magic Dragon**:

- Round 1
 - **Faris**: Gil Toss
 - **Cara**: Defend
 - **Lenna**: Control
 - **Bartz**: Reflect > **Magic Dragon**
- Round 2
 - **Lenna**: L.2 Old
 - **Bartz/Cara**: **Menuing** during L.2 Old animation
 - (3rd slot > Revivify)



▸ Wait until **L.2 Old** spell bounces back on someone with Learning.

- **Faris**: Gil Toss to end the battle. (Hold A)

G. Grats, hope that wasn't horrible:

- **Ability**
 - **Faris** !Escape
- **Job**
 - **Bartz** Thief (2 →) **Cover**
- **Config**
 - **Bat.Speed** 5

H. **+4 steps**: before moving on:



I. +6 steps: on the next room:



J. Be manly, take the lava shortcut.

K. EXDEATH

- **Faris:** Defend
- **Bartz:** Defend
- **Lenna:** L.2 Old
- Run away until you read **6 "Can't escape!"** messages.
- **Cara:** L.5 Doom

CHAPTER 3: RIP EVERYONE

42. CASTLE TYCOON > PIRATE CAVE > ANTLION

A. ResidentSleeper.

B. ANTLION

- **Bartz:** Defend
- **Cara:** L.2 Old
- **Bartz:** Defend
- **Cara:** L.5 Doom timing is conveniently the same as when her turn comes up.

C. Dismount Boko before entering Guido's cave to save frames. Hype strats PogChamp

43. ELDER TREE

A. Pause here:



B. Before entering the Pyramid of Moore:

- **Job**

- **Cara** Thief (2 →) **!Combine**
- **Faris** Chemist (1 ↑) (1 →) **!Gil Toss**
- **Bartz** Samurai (1 ←) (1 ↓) **!Smoke (OPTIMIZE)**

- **Item**

- **HiPotion** who needs it.

C. To avoid a cutscene, don't walk in front of the Elder Tree.

D. Safety save.

44. PYRAMID OF MOORE

A. When you interact with the door:

B. GARGOYLE X2

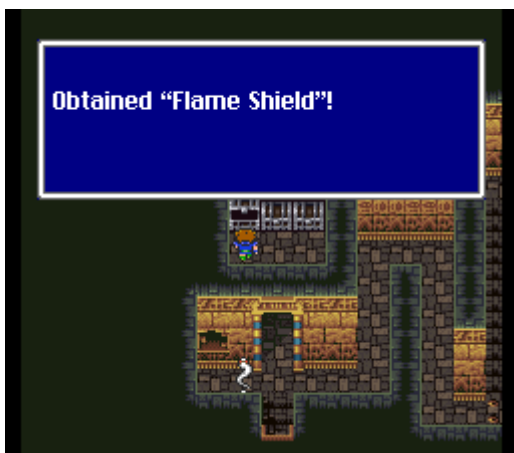
- **Cara:** Combine > **Revivify + Antidote** > **Bartz**
- **Faris:** Gil Toss
- **Bartz:** Gil Toss

C. Hit first and third switch to clear the doors.

D. If you touch an **Aspis**:

- **Cara:** Combine > **HiPotion + Phoenix Down** > **Aspis**

E. Get this chest with a **Flame Shield**.



F. Suddenly **Cursed One x4**:

- **Gil Toss** kek (Hold A)

G. Wait for toxic spikes to appear and step on them several times.

H. Before entering next room:

- **Item**
 - HiPotion > **Bartz**
 - **Antidote** everyone
- **Job**
 - **Bartz** Mystic Knight (1 ↓) (1 →) (OPTIMIZE)

I. You will have to fight a **Mecha Head x1** two:

- **Cara:** Defend
- **Bartz:** Magic Sword > Bolt3
- **Faris:** Defend
- **Cara:** Defend
- **Bartz:** Attack

J. After interacting with sarcophagus:

- **Job**
 - **Bartz** Blue Mage (1 ↓) (1 ←) (1 ↓) **Cover** (OPTIMIZE)
 - **Cara** Ninja (1 ←) (1 ↓) (1 ←) **!Black**
 - **Faris** Ninja (1 ←) (1 ↓) (1 ←) **!Black**

K. **Mummy x3** in the coffin:

- **Cara:** Throw > Flame Scroll
- **Faris:** Menuing during Flame Scroll animation
 - (Flame Scroll > Hero Tonic)



- **Faris:** Throw > Flame Scroll (Hold A)

L. After battle:

- **Job**
 - **Faris** Thief (2 →) **!Escape**
 - **Cara** Time Mage (2 ←) (1 ↑) **!Combine**

M. Head straight to the tablet.

45. ELDER TREE, AGAIN

A. ?????????????????????????????

- **Job**
 - **Faris** Blue Mage (1 ↓) (1 ←) (1 ↓)

B. L-LEWD

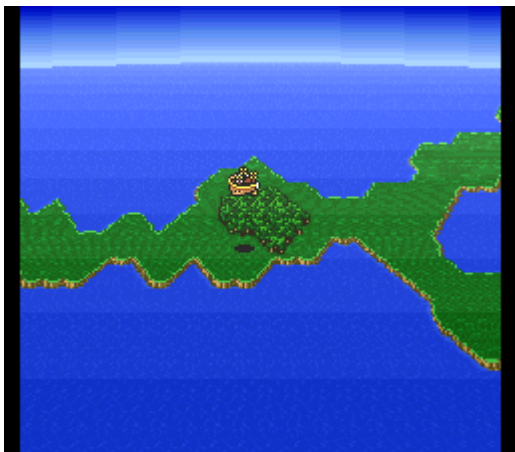
- **Cara:** Combine > **Maiden's Kiss + Eyedrop** > **Merugene**. Keep her under control with this.
- **Faris:** DarkShock
- **Bartz:** DarkShock
 - If both DarkShock miss, **Reset** with Cara.
- **Faris:** L.2 Old
- **Faris:** L.5 Doom

C. After exiting the forest:

- **Row**
 - **Faris** > Bartz
- **Item**
 - (Antidote > Ether) (Antidote > HiPotion) (Revivify > Phoenix Down) (Ether > **Faris, Bartz**)

- **Job**
 - **Faris** Thief (2 →) **!Escape**
 - **Bartz** Thief (2 →) **!Blue**
 - **Cara** White Mage (1 ↓) (2 →)
- **Magic**
 - **Cara** > Life > **Lenna**

D. Fly up with the airship after Bartz' meltdown. Land near Mirage:



46. MIRAGE

A. **Magic Shop:**

- **Buy**
 - Size
 - Float

B. **Armory:**

- **Buy**
 - Crystal Shield
 - Dark Hood

C. **Armory** hidden merchant:

- **Buy**
 - Running Shoes x3
- **Sell**
 - Flame Shield

D. **Safety save.**

E. Go up until you spot the void. Good luck.

47. INTERDIMENSIONAL RIFT

48. FOREST

A. Pick **Dragon Fang** in the first chest of this area.

B. After touching the tree hole:

- **Job**
 - **Lenna** Samurai (1 ←) (1 ↓)
 - **Cara** Thief (2 →) **!Combine (OPTIMIZE) Equip** > Stealth Robe
 - **Faris** Blue Mage (1 ↓) (1 ←) (1 ↓) **!Escape (OPTIMIZE)**

C. CALOFISTERI

- **Cara:** Defend
- **Faris:** L.2 Old
- **Cara:** Combine > **Phoenix Down + Dragon Fang** > **Faris**
- **Bartz:** L.5 Doom

D. Talk to Omega. RIPSteps

49. LIBRARY

E. Before opening book on the desk:

- **Job**
 - **Faris** Chemist (1 ↑) (1 →) **!Gil Toss** (OPTIMIZE)
 - **Lenna** Mediator (1 ↑)
 - **Cara** Mediator (1 ↑) **!Combine** (OPTIMIZE)
 - **Bartz** Blue Mage (1 ↓) (1 ←) (1 ↓) **Cover** (OPTIMIZE)

F. APANDA

- **Cara:** Combine > **Revivify + Turtle Shell** > **Apanda**.
- **Bartz:** Item > Fire Rod (**BREAK**)
- **Release** the dragons!
- Tis fine matter that young'un Bartz' perishing.

G. After the battle:

- **Job**
 - **Bartz** Bard (3 ←) **Cover**
 - **Cara** Thief (2 →) **!Escape** (OPTIMIZE)
 - **Lenna** Time Mage (2 ←) (1 ↑) **!Gil Toss**
- **Item**
 - HiPotion > **Bartz**

50. CASTLE

H. Before talking to Catastrophe:

- **Ability**
 - **Cara** **!Combine** (OPTIMIZE)
- **Magic**
 - **Lenna** > Float > **Faris**

I. CATASTROPHE

- **Cara:** Combine > **Antidote + Revivify** > **Faris** x6
- **Faris:** Drink > Hero x2
- **Lenna:** Float > Bartz to keep Catastrophe at bay
- **Bartz:** Defend
- **Faris:** Gil Toss

J. After battle:

- **Ability**
 - **Cara** **!Escape** (OPTIMIZE)

K. After floating to the throne:

- **Ability**
 - **Cara** **!Combine** (OPTIMIZE)

L. HALIKARNASSOS

- **Cara:** Combine > **Antidote + Revivify** > **Faris** x4
- **Faris:** Drink > Hero x2
- **Lenna:** Gil Toss
- **Bartz:** Defend
- **Faris:** Gil Toss

M. When you gain control:

- **Ability**
 - **Cara** **!Escape** (OPTIMIZE)
- **Job**
 - **Bartz** Blue Mage (1 ↓) (1 ←) (1 ↓) **!Hide** (OPTIMIZE)
- **Item**
 - Kurururu!
 - Elixir > **Bartz**

N. TWIN TANIA

- **Bartz:** Hide
- **Show** on his fourth "Ineffective."
- Get hit by Wind Slash
- **DENY GIGA FLARE:** L.5 Doom

O. Gain control:

- **Job**
 - **Bartz** White Mage (1 ↓) (2 →)
- **Magic**
 - **Bartz** > Life > **Everyone**
 - **Bartz** > Mini > **Bartz**

51. THE VOID

A. Escape straight to the end.

B. Cue mandatory "you can do it!" cutscene:

- **Row**
 - **Faris** > Lenna
 - **Faris** on front row
- **Ability**
 - **Faris** **!Combine Equip** > Dagger, Running Shoes
- **Job**
 - **Lenna** Chemist (1 ↑) (1 →) **!Gil Toss (OPTIMIZE)**
 - **Bartz** Knight (A) (OPTIMIZE)
- **Ability**
 - **Cara** **!Combine Equip** > Running Shoes

C. EXTREE

- Round 1
 - **Cara:** Combine > **Maiden Kiss + Revivify** > **ExDeath**
 - **Lenna:** Drink > Hero
 - **Faris:** Combine > **Antidote + Revivify** > **Lenna**
- Round 2
 - **Cara:** Combine > **Antidote + Revivify** > **Lenna**
 - **Lenna:** Drink > Hero
 - **Faris:** Combine > **Antidote + Revivify** > **Lenna**
 - **Bartz:** Guard
- Round 3
 - **Cara:** Combine > **Antidote + Revivify** > **Lenna**
 - **Lenna:** Gil Toss (7350)
 - **Faris:** Combine > **Antidote + Revivify** > **Lenna**
- Round 4
 - **Cara:** Combine > **Antidote + Revivify** > **Lenna**
 - **Faris:** Fight > **Cara**
 - **Lenna:** Gil Toss
 - **Bartz:** Guard
- Round 5+
 - **Faris:** Fight > **Faris**
 - **Lenna:** Gil Toss
 - **Bartz:** Guard
- Hit timer when ExTree dissipates.
- gg