

# FINAL FANTASY

1 Controls

2 Getting Started

3 Basic Play

4 Map Screen

5 Menu Screen

6 Battle Screen

7 Magic

8 Saving

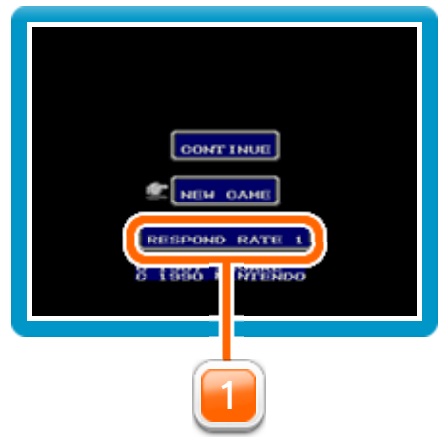
## Basic Controls

Move/Menu navigation	+
Talk/Examine/Confirm	A
Cancel	B
Confirm/Display menu screen (on map screen)	START
Change party formation (on map screen)	SELECT

When starting the game, the introductory story will appear. Press **A** or **B** to speed it up and continue to the main menu.

Select **NEW GAME**, then decide on names and classes for the four central characters to begin a new game.

Select **CONTINUE** to start the game from the last save point.



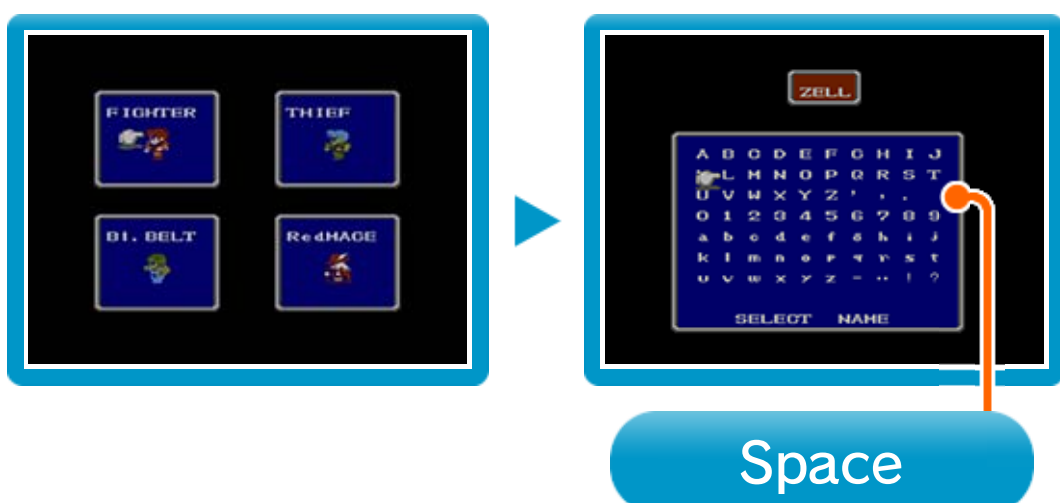
### 1 Respond Rate

Use  $\oplus$  to set the speed at which messages are displayed during battle (respond rate). Select a speed from 1 (slow) to 8 (fast).

### ● Character Name and Class

Select the first character's class with  $\oplus$  and confirm with **A**. Next, decide on a name of up to four letters or symbols (including numbers).

Select each letter or symbol with  $\oplus$ , and press **A** to enter it. Press **B** to delete. When you have entered all four letters or symbols in a name, press **A** to move on to the next character. Once you have decided the names and classes of all four characters, press **A** to begin the game or **B** to make changes.



- ◆ For names shorter than four letters/symbols, use the blank space below 'T' to fill the rest of the spaces.

## ● Classes

There are six classes. Each has its own abilities and can use class-specific items, such as different types of weapon and armour.

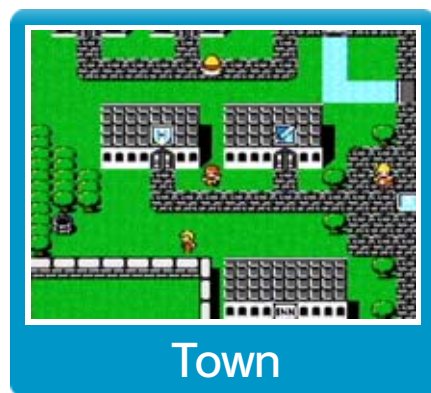
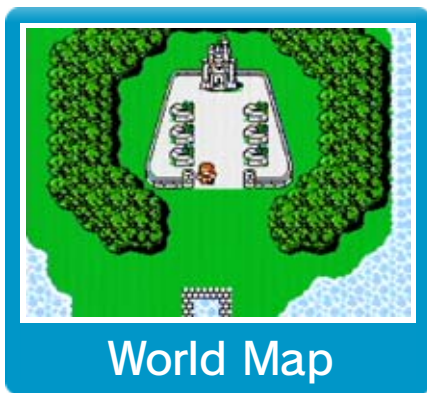
Fighter	Fighters are professional soldiers hardened after years of training. Extensive weapons training lets them equip almost anything.
Thief	The agile thief is an expert at both quick attacks and tactical retreats, but lacks resilience.
Black Belt	The master of martial arts is both mentally and physically tough, fighting effectively with both bare hands and martial arts weapons.
White Mage	These mages can heal wounds and cast protective spells. Their offensive spells are focused on obliterating the undead.
Black Mage	Black Mages have the ability to unleash powerful elemental spells which can attack, debilitate and disable entire legions.
Red Mage	A jack of all trades, the Red Mage has limited training in white and black magic, along with some weapons training.

Control the four characters and journey around the world, restoring light to your four mystical orbs. In general, you'll rely on three screens: the map screen, the menu screen and the battle screen.

### ● Map Screen

This is the main game screen. It shows various types of terrain, including populated areas.

Move your party around the map to visit towns and castles, trek through forests and swamps, and traverse many other areas. Talk to everyone you see and fight lots of monsters to get more experience!



### ● Menu Screen

Press START on the map screen to go to the menu screen, where you can

change your equipment,


check out your characters' stats and use your items or magic.



### ● Battle Screen

When you run into enemies while adventuring, the action plays out here.



Move your party around the map screen with .



### ● Talk and Search

Talk to people and interact with objects by standing next to them and pressing **A**.

Investigate everyone and everything – every piece of information is important.

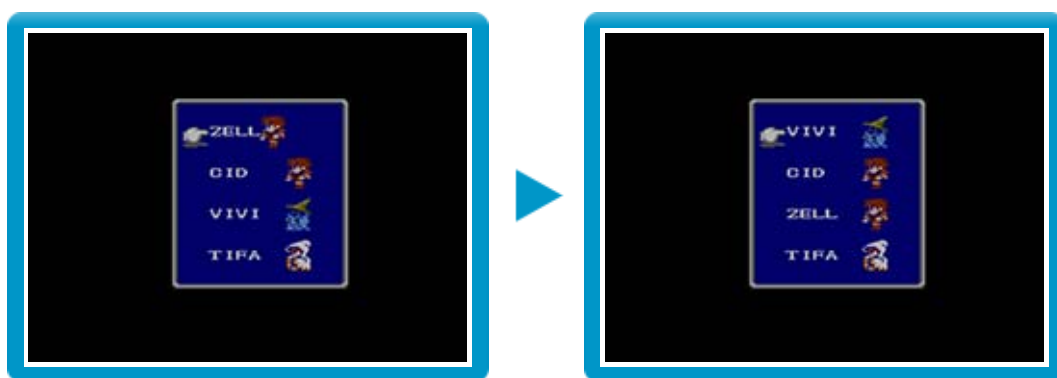
### ● Change Party Formation

Press **SELECT** to check and change your party's formation. To change the formation, select a character you want to move with **A**.

Then select another character and press **A** again to make the two characters swap places.

The character at the top of the formation will be the one displayed on the map screen.

◆ Slain, poisoned or petrified characters are automatically moved to the bottom of the formation at the end of a battle.



### ● Using Town Facilities

Various goods and services are available in towns and villages. Spend your gold wisely!





### Weapon Shop

Buy and sell weapons such as swords or staves.



### Armour Shop

Buy and sell protective equipment such as armour or shields.



### Item Shop

Buy potions and other items.



### White Magic Shop

Learn white magic spells.



### Black Magic Shop

Learn black magic spells.



### Inn

Staying at an inn will restore the health your party members have lost and the magic they have used. You can save your game when you stay here.



### Clinic

Characters who have been slain in battle can be revived with 1HP (hit point) for a fee.

## ● Vehicles

As your adventure progresses, you will come across vehicles you can use for transportation.



Ship

Ship

Travel by sea and dock at ports.

Canoe

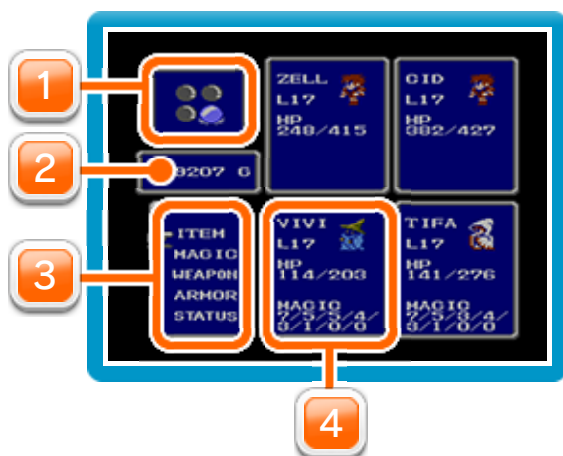
Travel on rivers and lakes. You can also switch from the ship to the canoe at river mouths.

## Airship

Fly over seas and mountains.  
You can only land on open plains. Monsters will not attack you while you are flying in the airship.



Press START on the map screen to display the menu screen.



### 1 Orbs

As your adventure progresses, the orbs will glow once again.

### 2 Gold

### 3 Menu

Select one of the five options described below.

### 4 Character Status

You can see each character's name, current level, current HP, maximum HP, status ailments (if any) and the number of spells per level that magic users have remaining.

#### ● Item

Check and use the items your party members are carrying. To use an item such as a potion, select the item then the character who will use it.



#### ● Magic

Use magic spells that characters have learned. Select the character who will cast the spell, then select the spell and the target character.

This shows each spell level, along with the remaining uses, maximum uses and the names of the spells learnt for that level.



Spell list

## ● Weapon

Manage your party's weapons. You can discard any weapons you no longer need.



## ● Armor

Manage your party's armour and shields. You can discard any armour you no longer need.



Equip	Equip or remove weapons/armor.
Trade	Exchange weapons/armor between two characters.
Drop	Discard weapons/armor.

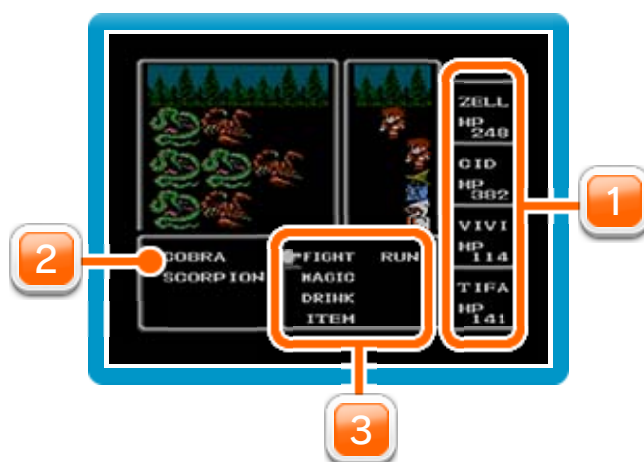
## ● Status

Check various stats for each character in your party.



Character name	This is the name of the selected character.
Class	This is the class of the selected character.
Level (LEV)	This is the current experience level of the selected character. Your level will increase as you accumulate experience points.
Strength (STR.)	Strength affects your physical attack power.
Agility (AGL.)	Characters with higher agility will be more likely to have their turn before other characters in battle.
Intelligence (INT.)	Intelligence can affect the potency of magic spells.
Vitality (VIT.)	The higher your vitality, the more HP you will gain when you level up.
Luck	Luck affects how easy it is to run away from a battle.
Damage	The higher this is, the more damage you will deal with physical attacks.
Hit accuracy (HIT %)	This value affects your accuracy when attacking an enemy.
Damage absorption (ABSORB)	This value affects how much damage you take from physical attacks.
Evasion (EVADE %)	This value affects your chance of evading an enemy's attack.

When moving on the world map or in a dungeon, there is a chance you will run into enemies. If this happens, the battle screen will be displayed.



1 Characters' Current HP

2 Enemy List

3 Battle Commands

Fight	Use a character's equipped weapon or bare hands to deal a physical attack.
Magic	Use magic spells a character has learned.
Drink	Use potions or antidotes.
Item	Use items from your inventory.
Run	Escape from the battle. Some battles cannot be escaped from.

### Rules of Engagement

Select battle commands and commence fighting. When you have defeated all members of an enemy party, you are victorious. You will be awarded experience points and/or gold after vanquishing enemies. The order of actions in battle is decided by each participant's agility attribute.

## Status Ailments

When a character is hit with certain special attacks, the character may be afflicted with a status ailment such as poison or dark. Use items or magic spells to recover.



## Game Over

During battle, when all characters in your party are slain (or petrified by a magic spell), the game will end and you will go back to the main menu.



White and black magic are used by White and Black Mages, respectively. Red Mages can also use these types of magic, although they have fewer spells available to them. Some other classes can learn to use magic, but they must first prove their courage to a certain dragon.

### ● White Magic

White magic spells can restore the HP of allies, heal status ailments and damage undead monsters.

#### White Magic Level 1 (L1)

Cure	One ally	Restores a small amount of HP.
Harm	All enemies	Damages undead enemies.
Fog	One ally	Shields an ally in a thick fog, increasing their defence.
Ruse	Caster	Increases the evasion rate of the caster.

#### White Magic Level 2 (L2)

Lamp	One ally	Removes the dark status from an ally.
Mute	All enemies	Silences enemies, making them unable to cast magic spells.
Alit	All allies	Reduces damage from lightning spells.
Invs	One ally	Makes an ally invisible, improving their evasion rate.

## White Magic Level 3 (L3)

Cur2	One ally	Restores more HP than cure.
Hrm2	All enemies	Damages undead enemies. Does more damage than the harm spell.
Afir	All allies	Reduces damage from fire spells.
Heal	All allies	Restores a small amount of HP.

### ● Black Magic

Black magic is effective in dealing damage to enemies or weakening enemy attacks.

## Black Magic Level 1 (L1)

Fire	One enemy	Damages an enemy with a small fire attack.
Slep	All enemies	Puts enemies to sleep. Does not work on undead monsters.
Lock	One enemy	Applies a magical target to an enemy, increasing its chance of being hit by attacks.
Lit	One enemy	Damages an enemy with a small lightning attack.

## Black Magic Level 2 (L2)

Ice	One enemy	Damages an enemy with an ice attack.
Dark	All enemies	Blinds enemies.
Tmpr	One ally	Increases attack power.
Slow	All enemies	Slows enemy actions.

## Black Magic Level 3 (L3)

Fir2	All enemies	Damages all enemies with a strong fire attack. Does more damage than the fire spell.
Hold	One enemy	Fixes an enemy in place.
Lit2	All enemies	Damages all enemies with a strong lightning attack. Does more damage than the Lit spell.
Lok2	All enemies	Targets all enemies and increases their chances of being hit by attacks.



When you stay at an inn, or use items such as a cabin or tent in the field, you can save your progress. There is only

one save file. **When you save, the previously saved data is overwritten, so please be careful.**

