

FINAL FANTASY

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.



2 TEMPLE OF FIENDS

1 CASTLE & TOWN OF CONERIA

27 ???

26 ???

3 NORTH BRIDGE

25 MIRAGE TOWER

4 MATOYA'S CAVE

24 WATERFALL

5 PRAVOKA

23 SEA SHRINE

6 ELFLAND AND THE CASTLE OF ELF

22 LEFEIN

7 DWARF CAVE

21 GAIA

8 NORTHWEST CASTLE

20 ONRAC

9 MARSH CAVE

19 CASTLE OF ORDEAL

10 MELMOND

18 CARDIA ISLANDS

11 TITAN'S TUNNEL

12 EARTH CAVE

13 SARDA'S CAVE

14 CRESCENT LAKE

15 GURGU VOLCANO

16 ICE CAVE

17 RYUKAHN DESERT

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)

Ineffective Attack(s)

Monster Name

Gold Obtained for Defeating

Monster's Average Attack Points

Monster's Special Attack(s)

AGAMA 2472 1200 296 31-62 ICE FIRE FIRE	AIR 1614 807 358 53-106 none OAKE, BANE, STUN, BRAK, SLEP	ANKYLO 2610 1 352 98-196 none none	ARACHNID 141 50 64 5-10 none none	ASP 123 50 56 6-12 none none	ASTOS 2250 2000 168 26-52 none RUB, FAST, FIRE, etc. plus	BADMAN 1263 1800 260 44-88 none none	BIGEYE 3591 3591 304 30-60 LIT OAKE, FIRE STUN, DARK, plus	BLUE DRAGON 3274 2000 454 92-184 OAKE, FIRE LIT plus	BONE 9 3 10 10-20 FIRE ICE, RUB, BANE, BRAK, STUN, SLEP plus	BULL 489 489 164 22-44 none none
CARIBE 240 20 92 22-44 LIT OAKE, FIRE	CATMAN 780 780 160 30-60 none none	CEREBUS 1182 600 192 30-60 FIRE FIRE	CHIMERA 2064 2500 300 30-60 ICE OAKE, FIRE FIRE	COBRA 165 50 80 22-44 none none	COCTRICE 186 200 50 1-2 OAKE STUN	CRAWL 186 200 84 1-2 none none	CREEP 63 15 56 17-34 FIRE none	EARTH 1536 768 288 66-132 FIRE OAKE, ICE, LIT, BANE, BRAK, STUN, SLEP plus	EVILMAN 2700 3000 190 55-110 none RUB, BANE, BRAK, STUN plus	EYE 3225 3225 162 30-60 none OAKE, STONE, RUB, XXX
FIGHTER 3420 3420 200 40-80 none RUB, HEAL, plus	FIRE 1620 800 276 50-100 FIRE OAKE, FIRE, RUB, BANE, SLEP, STUN, plus	FROST DRAGON 1701 2000 200 53-106 LIT, FIRE OAKE, ICE, BANE, BRAK	FROST GATOR 1890 2000 142 56-112 LIT OAKE, FIRE	FROST GIANT 1752 1752 352 60-120 FIRE ICE	FROST WOLF 402 200 93 25-50 FIRE ICE	GARGOYLE 132 80 80 12-24 none OAKE	GARLAND 130 250 106 15-30 none plus	GAS DRAGON 4068 5000 352 72-144 ICE OAKE POISON, GAS, plus	GATOR 816 900 184 42-84 LIT OAKE, FIRE	GEIST 117 117 56 8-16 OAKE FIRE, ICE, RUB, BANE, plus
GHOST 990 990 180 93-186 FIRE OAKE, ICE, RUB, BANE, plus	GHOUL 93 50 48 8-16 FIRE OAKE, ICE, RUB, BANE, plus	GIANT 879 879 240 38-76 none none	GREAT PEDE 2244 1000 320 73-146 ICE, FIRE none	GREEN MEDUSA 1218 1218 68 20-40 FIRE OAKE, ICE, STONE	GREEN OGRE 282 300 132 23-46 none none	GREY IMP 18 18 16 8-16 none none	GREY NAGA 3489 4000 420 7-14 none LIT, HOLD, DARK, SLEP, plus	GREY SHARK 2361 600 344 50-100 LIT OAKE, FIRE	GREY WOLF 93 22 72 14-28 none none	GREY WORM 1671 400 280 50-100 ICE OAKE, FIRE, OAKE
GUARD 1224 400 200 25-50 none RUB, BANE, STUN, plus	HYDRA 915 150 212 30-60 none none	HYENA 288 72 120 22-44 none none	IGUANA 153 50 92 18-36 none none	IMAGE 231 231 86 22-44 FIRE OAKE, ICE, RUB, BANE, STUN, SLEP, plus	IMP 6 6 8 4-8 none none	IRONGOL 6717 3000 304 93-186 LIT, ICE, FIRE, STUN BANE, RUB, plus	JIMERA 4584 5000 350 40-80 ICE OAKE, FIRE, FIRE, BANE, BRAK, plus	KYZOKU 60 120 50 14-28 none OAKE	LOBSTER 639 300 148 35-70 LIT OAKE, FIRE	MADPONY 63 15 64 10-20 none none
MAGE 1095 1095 105 26-52 none RUB, LIT, STUN, FIRE, plus	MANCAT 603 800 110 20-40 OAKE, LIT, FIRE, STONE, RUB, XXXX, plus	MANTICOR 1317 650 164 22-44 none OAKE	MEDUSA 699 699 68 20-40 none STONE	MUCK 255 70 76 30-60 LIT OAKE, LIT, RUB, BANE, BRAK, STUN, etc.	MUDGOL 1257 800 176 64-128 LIT, ICE, FIRE, STUN, FAST	MUMMY 300 300 80 30-60 FIRE ICE, RUB, BRAK, SLEP	NAGA 2355 2355 356 9-18 LIT OAKE, FIRE LIT, HOLD, DARK, SLEP, plus	NAOCHO 3189 500 344 35-70 none none	NITEMARE 1272 700 200 30-60 ICE OAKE, FIRE, RUB, BANE, SNORTING (darkness)	OCHO 1224 102 208 20-40 LIT OAKE, FIRE
ODDEYE 42 10 10 4-8 LIT OAKE, FIRE, STUN	OGRE 195 195 100 18-36 none none	OOZE 252 70 76 32-64 ICE, FIRE OAKE, LIT, RUB, BANE, BRAK, STUN, plus	PEDE 1194 300 222 39-78 none none	PERILISK 423 500 44 20-40 ICE OAKE, FIRE, RUB	PHANTOM 1 1 360 120-240 FIRE OAKE, ICE, RUB, BANE, STUN, SLEP, plus	PIRATE 40 40 6 8-16 none none	RED ANKYLO 1428 300 256 60-120 none none	RED BONE 378 378 144 26-52 FIRE ICE, RUB, BANE, BRAK, STUN, SLEP, plus	RED CARIBE 546 46 172 37-74 none none	RED DRAGON 2904 4000 248 75-150 ICE, BANE, BRAK OAKE, FIRE, FIRE, plus
RED GARGOYLE 387 387 94 10-20 OAKE, ICE, FIRE FIRE, HOLD, plus	RED GIANT 1506 1506 300 73-146 ICE FIRE	RED HYDRA 1215 400 182 20-40 ICE FIRE	RED SAHAG 105 105 64 15-30 LIT OAKE, FIRE	ROCKGOL 2385 1000 200 70-140 LIT, ICE, FIRE, STUN, plus	SABER TOOTH TIGER 843 500 200 24-48 none none	SAHAG 30 30 28 10-20 LIT OAKE, FIRE	SAND WORM 2683 900 200 46-92 none OAKE	SAURIA 1977 658 196 30-60 none STONE	LICH 2200 3000 400 40-80 FIRE ICE, RUB, BANE, STUN, SLEP, BRAK, plus	KARY 2475 3000 600 40-80 STUN, LIT, plus LIT, ICE, FIRE, BANE, plus
SCORPION 225 70 84 22-44 none none	SCUM 84 20 24 1-2 ICE, FIRE OAKE, LIT, RUB, BANE, BRAK, STUN, plus	SEASNAKE 957 600 224 35-70 LIT OAKE, FIRE	SEATROLL 852 852 216 40-80 LIT OAKE	SENTRY 4000 2000 400 102-204 LIT OAKE, ICE, FIRE, RUB, plus	SHADOW 90 45 50 10-20 FIRE OAKE, ICE, RUB, BANE, STUN, SLEP, plus	SHARK 267 66 120 22-44 LIT OAKE, FIRE	SLIME 1101 900 156 49-98 none none	SORCEROR 822 999 112 1-2 none plus	SPECTER 150 150 52 20-40 FIRE OAKE, ICE, RUB, BANE, STUN, SLEP, plus	SPHINX 1160 1160 228 23-46 none OAKE
SPIDER 30 8 28 10-20 none none	TIGER 438 108 132 73-146 none none	T REX 7200 600 600 115-230 none none	TROLL 621 621 184 24-48 FIRE none	TYRO 3387 502 408 65-130 none none	VAMPIRE 1200 2000 156 76-152 FIRE OAKE, ICE, RUB, BANE, BRAK, SLEP, plus	WARMECH 32000 32000 1000 128-256 none OAKE, LIT, FIRE, ICE, BANE, BRAK, plus	WATER 1962 800 300 69-138 ICE OAKE, BANE, STUN, plus	WEREWOLF 135 67 68 14-28 none none	WIZARD 276 300 84 30-60 none ICE, FIRE, STUN, BANE, SLEP, plus	WIZARD MUMMY 984 1000 188 43-86 FIRE ICE, RUB, BRAK, SLEP
WIZARD OGRE 723 723 144 23-46 OAKE RUSE, DARK, SLEP, plus	WIZARD SAHAG 882 882 204 47-94 LIT OAKE, FIRE	WIZARD VAMPIRE 2385 3000 300 90-180 FIRE OAKE, ICE, RUB, BANE, STUN, LIT, ICE, STUN, plus	WOLF 24 6 20 8-16 none none	WORM 4344 1000 448 65-130 none OAKE	WRAITH 432 432 114 40-80 FIRE OAKE, ICE, RUB, BANE, STUN, SLEP, plus	WYRM 1218 502 260 40-80 none OAKE	WYVERN 1173 50 212 30-60 none OAKE	ZOMBIE 24 12 20 10-20 FIRE OAKE, ICE, RUB, BANE, plus	ZOMBULL 1050 1050 224 40-80 none none	ZOMBIE DRAGON 2331 999 268 56-112 FIRE OAKE, ICE, RUB, BANE, plus

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!

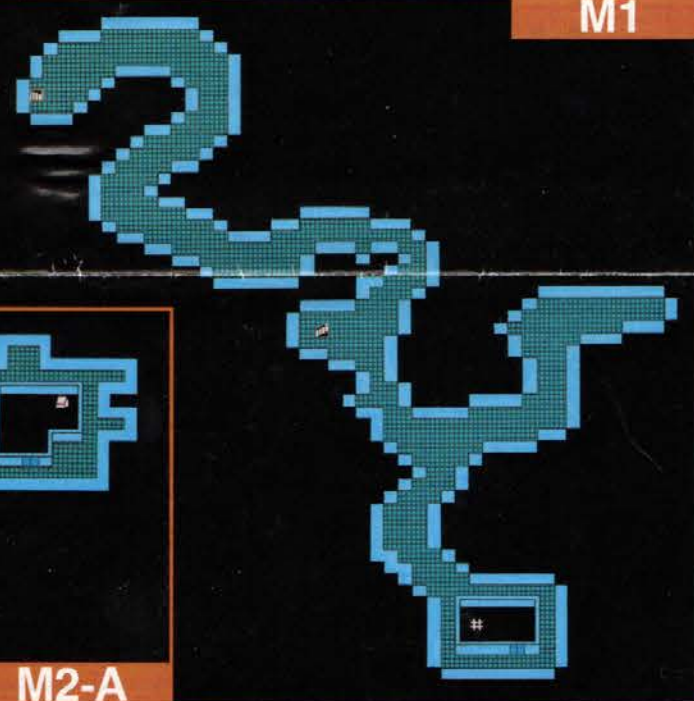
FINAL FANTASY™

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.

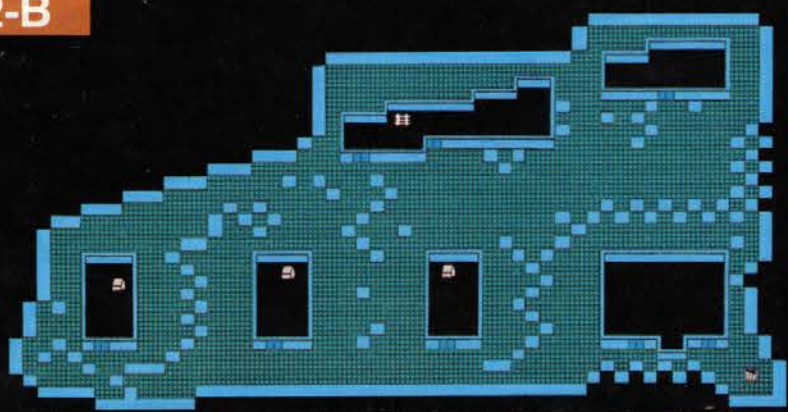


M1

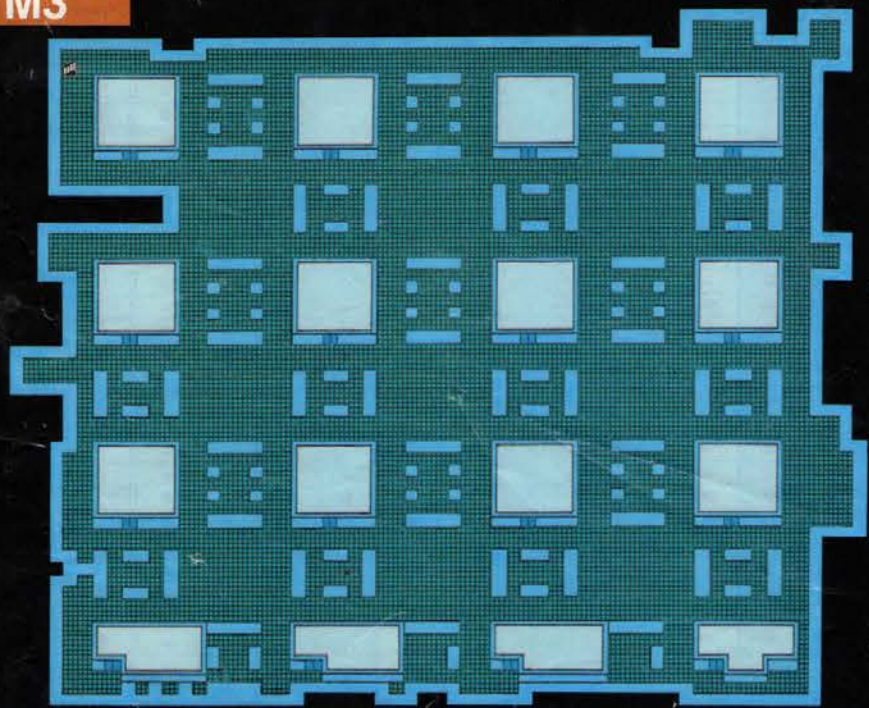


M2-A

M2-B



M3



E1



E2

E3



E4



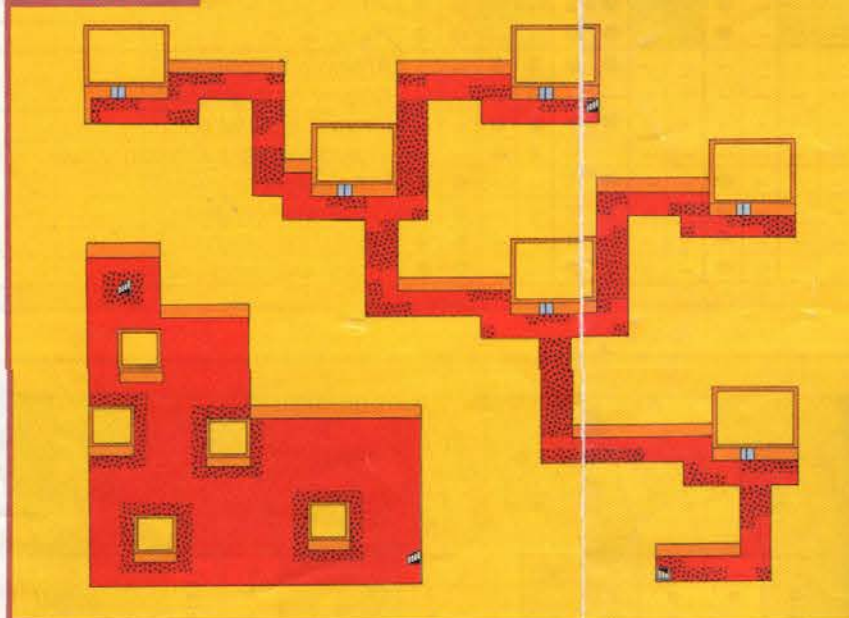
Earth Cave

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

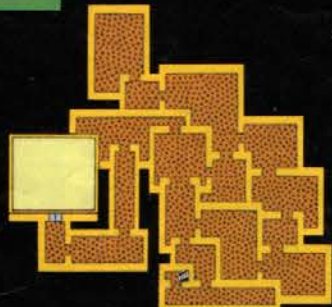
G1



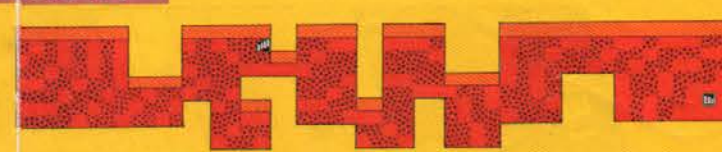
G4



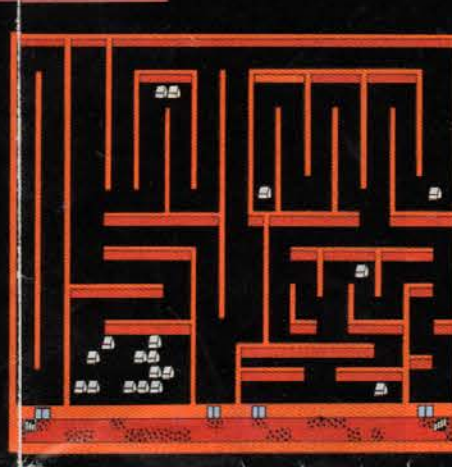
E5



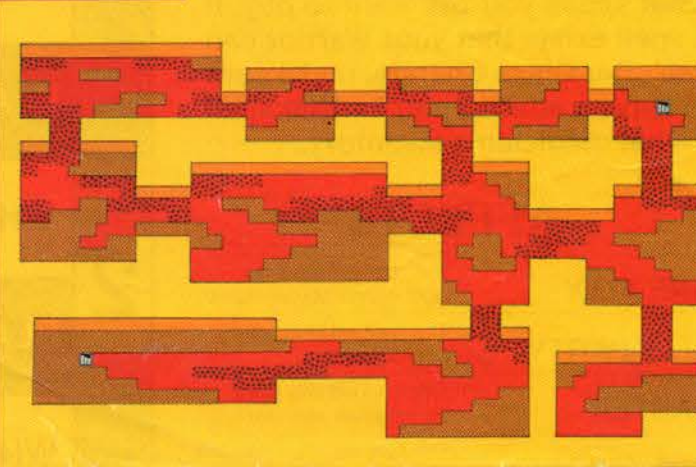
G3-A



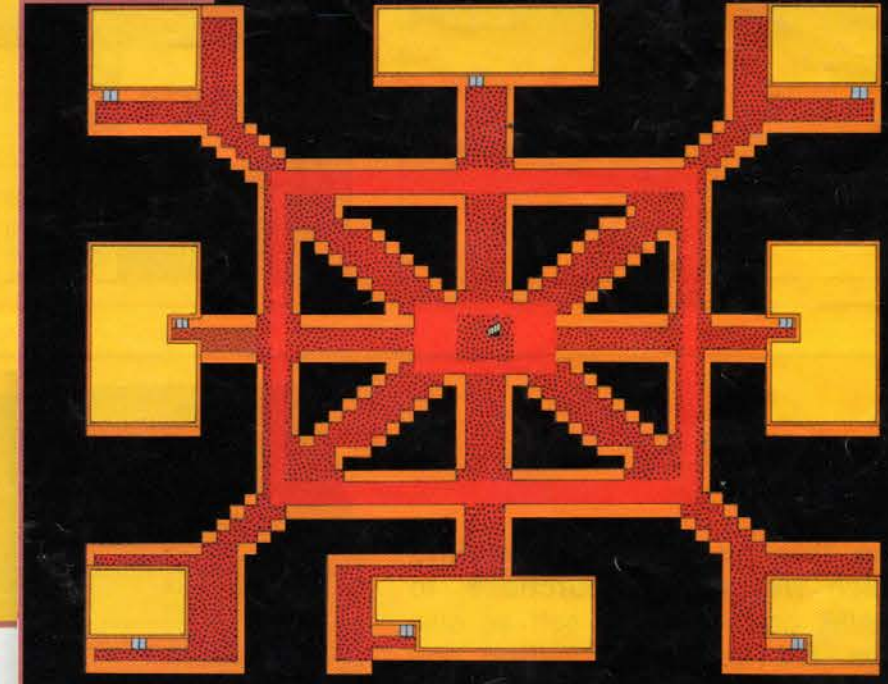
G2



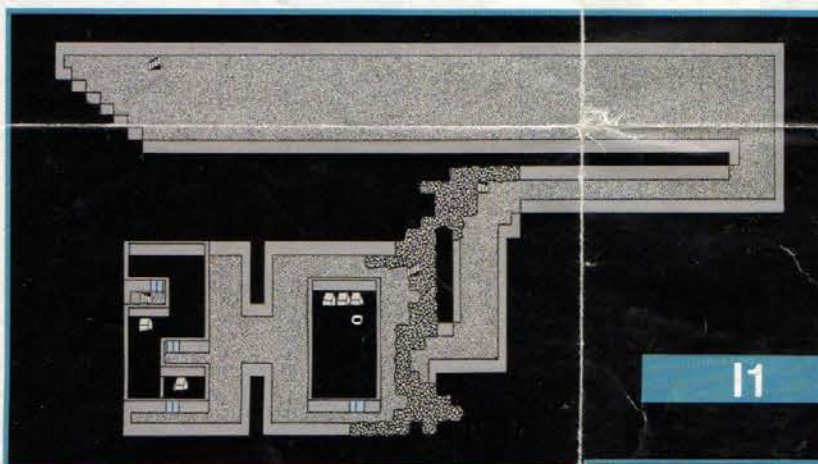
G3-B



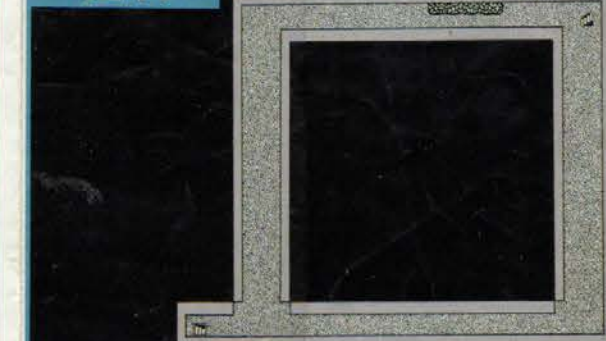
G5



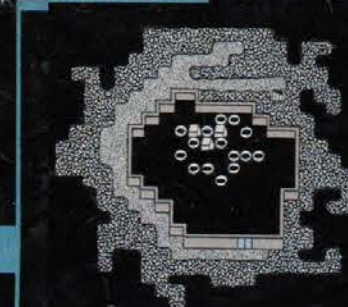
I1



I2-A



I2-B



I3-A



I3-B



Gurgu Volcano

Fire Cave

According to the Sages 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 FLOATER 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 that 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 who cast it.
- ONE ENEMY** This spell will affect only one member of the enemy party.
- ENEMY PARTY** This spell will affect the entire enemy party.



LEVEL	TYPE	SPELL NAME											RESULT	AFFECTS			
			Fighter	Knight	Thief	Ninja	Black Belt	Master	Red Mage	Red Wizard	White Mage	White Wizard			Black Mage	Black Wizard	
1	WHITE	CURE	●													Recover HP	One ally
		HARM		●												Harm Undead	Enemy party
		FOG		●												Raise defense	One ally
		RUSE		●												Raise defense	Caster
	BLACK	FIRE			●											Attack with fire	One enemy
		SLEP			●											Put to sleep	One enemy
		LOCK			●											Raise hit %	One enemy
2	WHITE	LAMP		●												Recover HP	One ally
		MUTE		●												Silence magic users	Enemy party
		ALIT		●												Defend against lightning	Ally party
		INVS		●												Raise defense	One ally
	BLACK	ICE			●											Attack with cold	Enemy party
		DARK			●											Surround with darkness	Enemy party
		TMPR			●											Increase weapon value	One ally
3	WHITE	SLOW			●										Lower offense	Enemy party	
		CUR2		●												Recover HP	One ally
		HRM2		●												Harm Undead	Enemy party
		AFIR		●												Defend against fire	Ally party
	BLACK	HEAL			●											Recover HP	Ally party
		FIR2			●											Attack with fire	Enemy party
		HOLD			●											Paralysis	One enemy
4	WHITE	LIT2			●										Attack with lightning	Enemy party	
		LOK2			●										Raise hit %	Enemy party	
		PURE			●											Antidote for poison	One ally
		FEAR			●											Enemy runs away	Enemy party
	BLACK	AICE			●											Defend against cold	Ally party
		AMUT			●											Muted magic users can speak	One ally
		SLP2			●											Put to sleep	One enemy
4	BLACK	FAST			●										Quick shot	One ally	
		CONF			●										Confusion	Enemy party	
		ICE2			●										Attack with cold	Enemy party	

LEVEL	TYPE	SPELL NAME											RESULT	AFFECTS			
			Fighter	Knight	Thief	Ninja	Black Belt	Master	Red Mage	Red Wizard	White Mage	White Wizard			Black Mage	Black Wizard	
5	WHITE	CUR3														Recover HP	One ally
		LIFE														Revive the slain	One ally
		HRM3														Harm Undead	Enemy party
		HEL2														Recover HP	Ally party
	BLACK	FIR3														Attack with fire	Enemy party
		BANE														Attack with poison smoke	Enemy party
		WARP														Return one dungeon floor	Ally party
6	WHITE	SLO2													Lower offense	One enemy	
		SOFT														Remove "STONE" spell	One ally
		EXIT														Exit dungeon	Ally party
		FOG2														Raise defense	Ally party
	BLACK	INV2														Raise defense	Ally party
		LIT3														Attack with lightning	Enemy party
		RUB														Erase enemy	One enemy
7	WHITE	QAKE													Earthquake	Enemy party	
		STUN													Paralysis	One enemy	
		CUR4														Recover HP	One ally
		HRM4														Harm Undead	Enemy party
	BLACK	ARUB														Defend against magic	Ally party
		HEL3														Recover HP	Ally party
		ICE3														Attack with cold	Enemy party
8	WHITE	BRAK													Shatter enemy	One enemy	
		SABR														Raise weapon power	Caster
		BLND														Blind enemy	One enemy
		LIF2														Revive the slain	One ally
	BLACK	FADE														Attack against evil	Ally party
		WALL														Defend all	One ally
		XFER														Loss of "special" defense	One enemy
8	BLACK	NUKE													Tremendous heat	Enemy party	
		STOP													Paralysis	Enemy party	
		ZAP!													Send to 4th dimension	Enemy party	
XXXX														Erase enemy	One enemy		

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



WEAPON											DAMAGE	HIT %		
	Fighter	Knight	Thief	Ninja	Black Belt	Master	Red Mage	Red Wizard	White Mage	White Wizard			Black Mage	Black Wizard
WOODEN NUNCHUCK													12	0
SMALL DAGGER	●	●											5	10
WOODEN STAFF	●	●											6	0
RAPIER	●	●											9	5
IRON HAMMER	●	●											9	0
SHORT SWORD	●	●											15	10
HAND AXE	●	●											16	5
SCIMITAR	●	●											10	10
IRON NUNCHUCK	●	●											16	0
LARGE DAGGER	●	●											7	10
IRON STAFF	●	●											14	0
SABER	●	●											13	5
LONG SWORD	●	●											20	10
GREAT AXE	●	●											22	5
FALCHON	●	●											15	10
SILVER KNIFE	●	●											10	15
SILVER SWORD	●	●											23	15
SILVER HAMMER	●	●											12	5
SILVER AXE	●	●											25	10
FLAME SWORD	●	●											26	20
ICE SWORD	●	●											29	25
DRAGON SWORD	●	●											19	15
GIANT SWORD	●	●											21	20
SUN SWORD	●	●											32	30
CORAL SWORD	●	●											19	15
WERE SWORD	●	●											18	15
RUNE SWORD	●	●											18	15
POWER STAFF	●	●											12	0
LIGHT AXE	●	●											28	15
HEAL STAFF	●	●											6	0
MAGE STAFF	●	●											12	10
DEFENSE	●	●											30	35
WIZARD STAFF	●	●											15	15
VORPAL	●	●											24	25
CATCLAW	●	●											22	35
THOR'S HAMMER	●	●											18	15
BANE SWORD	●	●											22	20
KATANA	●	●											33	35
XCALBER	●	●											45	35
MASMUNE	●	●											56	50

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



ARMOR											ABSORB	EVADE%		
	Fighter	Knight	Thief	Ninja	Black Belt	Master	Red Mage	Red Wizard	White Mage	White Wizard			Black Mage	Black Wizard
CLOTH	●	●	●	●	●	●	●	●	●	●	●	●	1	2
WOODEN ARMOR	●	●	●	●	●	●	●	●	●	●	●	●	4	8
CHAIN ARMOR	●	●	●	●	●	●	●	●	●	●	●	●	15	15
IRON ARMOR	●	●	●	●	●	●	●	●	●	●	●	●	24	23
STEEL ARMOR	●	●	●	●	●	●	●	●	●	●	●	●	34	33
SILVER ARMOR	●	●	●	●	●	●	●	●	●	●	●	●	18	8
FLAME ARMOR	●	●	●	●	●	●	●	●	●	●	●	●	34	10
ICE ARMOR	●	●	●	●	●	●	●	●	●	●	●	●	34	10
CPAL ARMOR	●	●	●	●	●	●	●	●	●	●	●	●	42	10
DRAGON ARMOR	●	●	●	●	●	●	●	●	●	●	●	●	42	10
COPPER BRACELET	●	●	●	●	●	●	●	●	●	●	●	●	4	1
SILVER BRACELET	●	●	●	●	●	●	●	●	●	●	●	●	15	1
CPAL BRACELET	●	●	●	●	●	●	●	●	●	●	●	●	24	1
COLD BRACELET	●	●	●	●	●	●	●	●	●	●	●	●	34	1
WHITE SHIRT	●	●	●	●	●	●	●	●	●	●	●	●	24	2
BLACK SHIRT	●	●	●	●	●	●	●	●	●	●	●	●	24	2
WOODEN SHIELD	●	●	●	●	●	●	●	●	●	●	●	●	2	0
IRON SHIELD	●	●	●	●	●	●	●	●	●	●	●	●	4	0
SILVER SHIELD	●													