

GAME BOY ADVANCE

AGB-BFFE-USA

The logo features the title 'FINAL FANTASY. I & II' in a large, black, serif font. Below it, 'DAWN OF SOULS' is written in a white, serif font inside a dark blue rectangular box. The text is centered over a background of faint, stylized character silhouettes in blue and pink, with a central green and blue diamond shape.

FINAL FANTASY. I & II

DAWN OF SOULS

<http://www.replacementdocs.com>

INSTRUCTION BOOKLET

SQUARE ENIX

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

NEED HELP PLAYING A GAME?

You can visit our website at www.nintendo.com for game play information.
For automated game play tips and news, call Nintendo's Power Line at: **1-425-885-7529**.
This may be a long distance call, so please ask permission from whomever pays the phone bill.

Rather talk with a game counselor?

1-800-521-0900

Available in U.S. and Canada - \$1.50 per minute (U.S. funds)

Please have Visa or MasterCard ready

MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time

Callers under 18 need to obtain parental permission to call. Prices subject to change.

TTY Game Play Assistance: 425-883-9714



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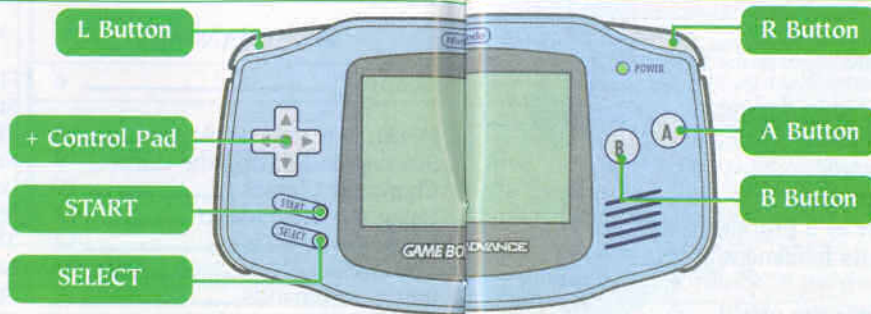
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Sections in green boxes apply to both games.

Controls

* These controls apply to both FINAL FANTASY I and II.



| | |
|--------------|--|
| +Control Pad | Move the character Move the cursor |
| A Button | Confirm Talk Examine Board and disembark vehicles such as an airship |

| | |
|----------|--|
| B Button | Cancel Return to previous screen Move faster in towns and dungeons (press and hold) |
| START | Display the main menu |

| | |
|----------------------|--|
| B Button + SELECT | Display the world map (in FINAL FANTASY II, this command is only available after obtaining the ring) |
| L Button R Button | Change pages (available in menus where L or R appear at the edges of the screen) |

Prologue

The world lies shrouded in darkness.

The winds die...

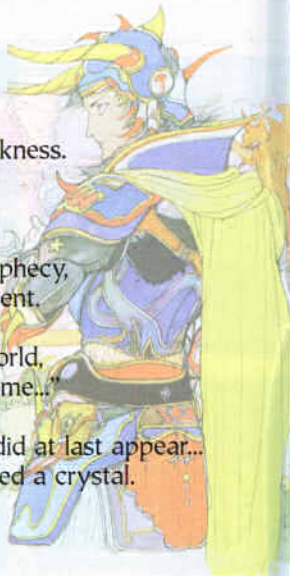
The seas rage...

The earth decays...

But the people believe in a prophecy,
patiently awaiting its fulfillment.

"When darkness veils the world,
four Warriors of Light shall come..."

After a long journey, four young travelers did at last appear...
...and in the hand of each was clutched a crystal.



Starting and Saving the Game

Starting the Game

Insert the Game Pak into your Game Boy Advance system and turn the power ON. When the title screen appears, press START to display the Title Select screen. Select FINAL FANTASY and press the A Button.



Starting the Game for the First Time

Select "New Game" and press the A Button.

The Character Creation Screen

From this screen, you can assign each character's name and class.

Choosing a Class

Move the cursor to one of the character icons and press the A Button. Select the desired class from the list and press the A Button to confirm.

Assigning a Name

Move the cursor to "???" and press the A Button. When you've finished assigning names, press START to begin the game. To choose from several pregenerated character names, move the cursor to "???" and press SELECT.



Continuing a Saved Game

Select "Load Game" and press the A Button. Select the file you would like to load and press the A Button to confirm.

Saving the Game

Select "Save" from the Main Menu. You can have up to three separate save files.

Character Classes

As you assume the role of the Warriors of Light at the start of the game, you will need to assemble a party of four characters from a total of six available classes. If you fulfill certain requirements as you progress through the game, your characters will be able to change to more powerful classes. Keep in mind that a character can change only to the advanced version of his or her starting class.



Warrior

(Class changes to knight)

Specializing in combat, the warrior has high attack and defense and can wield any weapon. The knight gains the ability to use magic.



Thief

(Class changes to ninja)

The thief is quick of movement and nimble of limb. The ninja gains the ability to use magic.



Monk

(Class changes to master)

A martial artist refined both in body and mind, the monk specializes in barehanded fighting techniques.



Red Mage

(Class changes to red wizard)

The red mage is a well-rounded spell caster whose repertoire can include a balance of both black and white magic.



White Mage

(Class changes to white wizard)

Though physically weak, the white mage can choose from a broad array of healing and defensive white magic spells.



Black Mage

(Class changes to black wizard)

Although they are ill suited for wielding weapons, black mages easily bend destructive black magic spells to their will.

Using the Main Menu

With the exception of battles and cutscenes, access the main menu by pressing START.



1 Party Members

Each character's current level, HP, MP, and status ailments (if any).

2 Menu Commands

The commands available in the main menu. (See pages 13 through 17 for detailed descriptions of each command.)

3 Gil

The party's current amount of money.

4 Time

The number of hours spent playing the current game.

5 Crystals

The crystals held by the Warriors of Light. As you progress in your adventures and restore light to the crystals, these crystals will regain their glow.

6 Location

The name of the party's current location.

Menu Commands

The following commands are available in the main menu. Selecting certain commands will open another menu screen with more detailed options.

Items

Select "Items" to use items from the party's inventory. Press the B Button to choose subcommands other than "Use."

1 Items Subcommands

2 Item List

The names and quantities of the party's items.

3 Item Description

The description of currently selected item.



Using Items

Select "Use," move the cursor to the item you want to use, and then press the A Button twice. Some items require that you target a character. Select equipment to see which classes can use that equipment.

*Moving Items

Swap any two items by selecting an item, pressing the A Button, selecting another item, and pressing the A Button once more.

Sorting Items

Organizes items by category: consumable items, weapons, and armor.

Key Items

Displays a list of items that are vital to progressing in the game.

Menu Commands

Magic

Select "Magic" to view or cast spells the party has learned.

① Magic Subcommands

② MP Cost

The amount of MP required to cast the selected spell.

③ Magic Level

④ Spell List

Spellcasters can learn up to three spells in each magic level.

Spells that cannot currently be cast are grayed out.

5 Spell Description

A description of the currently selected spell.



Casting Spells

Select "Use," move the cursor to the spell you want to cast, and then press the A Button.

Discarding Spells

Select "Discard," move the cursor to the spell you want to discard, and then press the A Button. If you discard a spell, you must purchase it from a magic shop if you want to learn it again.

Learning Spells

Spells can be purchased in magic shops. There are four spells per magic level; however, each character can learn only three spells of the same level. If you want to have a character learn a different spell, you must first discard one of the spells he's already learned.

Equipment

Select "Equipment" to outfit characters with weapons and armor from the party's inventory.

① Equipment Subcommands

② Current Equipment

③ Available Equipment

④ Effect

A comparison of the character's attributes now, and attributes after equipping the selected equipment. Numbers in yellow represent an increase, gray represent a decrease, and white show no change in that attribute.

⑤ Equipment Description



Equipping Weapons and Armor

Select "Equip" and move the cursor to the part of the body you want to equip. Press the A Button to bring up a list of the available equipment. Select the piece of equipment you want to equip and confirm your selection to ready it.

Optimal

Select "Optimal" to equip available weapons and armor automatically to maximize a character's attack and defense.

Remove

Select "Remove," move the cursor to the equipment you want to remove, and press the A Button.

Menu Commands

Status

Select "Status" to view detailed information about your characters.

1 **Character Name, Class, Level, and Current HP/MP**

2 **Highest Available Magic Level**

A character's magic level is determined by class and level.

3 **Current Equipment**

4 **Attributes**



Formation

Select this command to adjust the characters' positions in battle.

Changing the Party's Order

Select the character you want to move and press the A Button. Choose another character and press the A Button to switch the characters' positions. Characters farther down the roster are harder for enemies to hit, so place characters with lower HP toward the bottom.

Config

Select "Config" to adjust game settings.

B Button Dash

Choose whether the party moves quickly in towns and dungeons always or only while the B Button is held down.

Cursor

Set the cursor either to return to its default position in menus or to remember its previous position.

Message Speed

Change the speed at which text appears on the screen.

Window Color

Adjust the background color of windows.

Bestiary

View information about the kinds and numbers of enemies you've defeated. (See page 45 for more information about the Bestiary.)



Save

Select this to save your progress. You can have up to three separate save files.

The Battle Screen

When the party encounters enemies, the screen will change to the battle screen, pictured below.



- 1 Battle messages and spell and item descriptions
- 2 Party members
- 3 Enemies
- 4 Name and number of enemies
- 5 Battle commands (See page 19 for detailed descriptions of each command)
- 6 Party members' current HP, max HP, and current MP

Battle Commands

Attack

Attack with the character's equipped weapon. If no weapon is equipped, a character will attack with his or her bare hands.

Magic

Cast a spell the character has previously learned. Choose the spell you want to cast and its target.

Items

Use items in the party's inventory. Choose the item you want to use and its target.

Equip

Change the character's equipment.

Flee

Attempt to escape from the battle. If one character successfully flees, the entire party will flee. You can also issue the "Flee" command to the entire party by holding down the L and R Buttons simultaneously when giving commands to the first character.

Ending a Battle

Battles end when all enemies have been defeated, all enemies have fled, or the party has fled. Winning battles earns the party money (gil), items, and experience points.





Game Over

The game ends when the entire party is knocked out or petrified. You'll have to restart from a previous save file, so be sure to save often.






Status Ailments

Status ailments that wear off after battle

| | | |
|---|-----------|--|
|  | Sleep | The character is asleep. |
|  | Darkness | Vision is impaired, reducing accuracy of physical attacks. |
|  | Silence | The character cannot use magic. |
|  | Paralysis | The character cannot act. |

Status ailments that remain after battle

| | | |
|---|--------|---|
|  | Poison | The character is poisoned and will gradually lose HP over time. |
|  | Stone | The character cannot act. |
|  | KO | The character can't act until revived. |

Vehicles

You can travel the world of FINAL FANTASY via three different vehicles.

Ship

The ship can move freely on the high seas but cannot enter rivers or lakes. You can only board and disembark the ship at ports.



Canoe

The canoe can cross rivers and lakes. Once the party obtains the canoe, they will use it automatically.



Airship

The airship is four times faster than traveling on foot. Move the party over the airship and press the A Button to board it. Once aboard the airship, land by pressing the A Button. The airship can only land on open plains.



Shops

Speak to shopkeepers to buy and sell weapons, armor, items, and spells.



Weapon Shop

Sells weapons you can use to attack your enemies.



Armor Shop

Sells armor you can equip to defend your party against enemy attacks.



Item Shop

Sells various items to aid you in your journey.



White Magic Shop

Sells white magic spells.



Black Magic Shop

Sells black magic spells.



Inn

Restores the party's HP and MP fully after a night's stay.



Sanctuary

Revives characters who have been KO'd.

Buying and Selling Items

Once you've selected an item to buy or sell, you can adjust the item number using the +Control Pad.

Items

This is a partial list of items you will find in the course of your travels. Many other items await discovery.

| Name | Effect |
|--------------|---|
| Potion | Restores 50 HP. |
| Hi-Potion | Restores 150 HP. |
| X-Potion | Fully restores HP. |
| Ether | Restores 50 MP. |
| Turbo Ether | Restores 150 MP. |
| Dry Ether | Fully restores MP. |
| Elixir | Fully restores HP and MP. |
| Phoenix Down | Revives one KO'd ally. |
| Echo Grass | Cures silence. |
| Remedy | Cures all status ailments except stone and KO. |
| Sleeping Bag | Partially restores party's HP. Can only be used outdoors. |
| Tent | Fully restores party's HP. Can only be used outdoors. |

White Magic Spells

| Level | Name | Target | Effect |
|-------|----------|------------|--|
| 1 | Cure | One ally | Restores a little HP to one ally. |
| 1 | Dia | All foes | Deals damage to all undead foes. |
| 1 | Protect | One ally | Raises one ally's defense. |
| 1 | Blink | Caster | Raises caster's evasion. |
| 2 | Blindna | One ally | Cures darkness. |
| 2 | Silence | All foes | Prevents all foes from casting spells. |
| 2 | NulShock | All allies | Reduces lightning damage by half. |
| 2 | Invis | One ally | Raises one ally's evasion. |
| 3 | Cura | One ally | Restores HP to one ally. |
| 3 | Diara | All foes | Deals damage to all undead foes. |
| 3 | NulBlaze | All allies | Reduces fire damage by half. |
| 3 | Heal | All allies | Restores a little HP to entire party. |
| 4 | Poisona | One ally | Cures poison. |
| 4 | Fear | All foes | Drives all foes away in terror. |
| 4 | NulFrost | All allies | Reduces ice damage by half. |
| 4 | Vox | One ally | Cures silence. |

White Magic Spells

| Level | Name | Target | Effect |
|-------|-----------|------------|---|
| 5 | Curaga | One ally | Restores a lot of HP to one ally. |
| 5 | Life | One ally | Revives one KO'd ally. |
| 5 | Diaga | All foes | Deals damage to all undead foes. |
| 5 | Healara | All allies | Restores HP to entire party. |
| 6 | Stona | One ally | Cures stone. |
| 6 | Exit | ---- | Transports party out of dungeons. |
| 6 | Protera | All allies | Raises party's defense. |
| 6 | Invisira | All allies | Raises party's evasion. |
| 7 | Curaja | One ally | Fully restores one ally's HP. |
| 7 | Diaja | All foes | Deals damage to all undead foes. |
| 7 | NulDeath | All allies | Raises party's defense against death. |
| 7 | Healaga | All allies | Restores a lot of HP to entire party. |
| 8 | Full-Life | One ally | Revives one ally and fully restores HP. |
| 8 | Holy | All foes | Damages all foes with holy light. |
| 8 | NulAll | One ally | Reduces damage from spells by half. |
| 8 | Dispel | One foe | Negates one foe's magical defenses. |

Black Magic Spells

| Level | Name | Target | Effect |
|-------|----------|----------|---------------------------------------|
| 1 | Fire | One foe | Deals fire damage to one foe. |
| 1 | Sleep | All foes | Puts all foes to sleep. |
| 1 | Focus | One foe | Lowers one foe's evasion. |
| 1 | Thunder | One foe | Deals lightning damage to one foe. |
| 2 | Blizzard | One foe | Deals ice damage to one foe. |
| 2 | Dark | All foes | Blinds all foes with darkness. |
| 2 | Temper | One ally | Raises one ally's attack. |
| 2 | Slow | All foes | Reduces all foes' number of attacks. |
| 3 | Fira | All foes | Deals fire damage to all foes. |
| 3 | Hold | One foe | Paralyzes one foe. |
| 3 | Thundara | All foes | Deals lightning damage to all foes. |
| 3 | Focara | All foes | Lowers evasion of all foes. |
| 4 | Sleepra | One foe | Puts one foe to sleep. |
| 4 | Haste | One ally | Doubles one ally's number of attacks. |
| 4 | Confuse | All foes | Causes foes to turn on each other. |
| 4 | Blizzara | All foes | Deals ice damage to all foes. |

Black Magic Spells

| Level | Name | Target | Effect |
|-------|----------|----------|--------------------------------------|
| 5 | Firaga | All foes | Deals fire damage to all foes. |
| 5 | Scourge | All foes | Kills all foes instantly. |
| 5 | Teleport | --- | Transports party to previous floor. |
| 5 | Slowra | One foe | Reduces one foe's number of attacks. |
| 6 | Thundaga | All foes | Deals lightning damage to all foes. |
| 6 | Death | One foe | Kills one foe instantly. |
| 6 | Quake | All foes | Calls an earthquake to swallow foes. |
| 6 | Stun | One foe | Paralyzes one foe. |
| 7 | Blizzaga | All foes | Deals ice damage to all foes. |
| 7 | Break | One foe | Petrifies one foe. |
| 7 | Saber | Caster | Raises caster's attack and accuracy. |
| 7 | Blind | One foe | Blinds one foe with darkness. |
| 8 | Flare | All foes | Blasts all foes with light and heat. |
| 8 | Stop | All foes | Stops time and paralyzes all foes. |
| 8 | Warp | All foes | Banishes foes to another dimension. |
| 8 | Kill | One foe | Kills one foe instantly. |

FINAL FANTASY II

Prologue

A long-lived peace is at an end. The emperor of Palamecia has called forth monsters from the underworld and begun his campaign for world conquest.

A rebel army arose in the kingdom of Fynn to thwart the emperor's plans. But the rebels' castle fell to an all-out assault by the empire. Left with little choice, the rebels withdrew to the remote town of Altair.

Four youths from Fynn also found themselves fleeing the imperial forces. They had lost their parents at the hands of the empire. But their escape wasn't over...

Starting and Saving the Game

Starting the Game

Insert the Game Pak into your Game Boy Advance system and turn the power ON. When the title screen appears, press START to display the Title Select screen. Select FINAL FANTASY II and press the A Button.



Starting the Game for the First Time

Select "New Game" and press the A Button.



Assigning a Name

After selecting "New Game," you will have the opportunity to rename each character. To change a character's name, select the name you would like to change and press the A Button to bring up the Name Selection screen. When you've finished assigning names, press START to begin the game.

Continuing a Saved Game

Select "Load Game" and press the A Button. Select the save file you would like to load and press the A Button to confirm.

Saving the Game

Select "Save" from the main menu to save your progress. You may have up to three separate save files.

Characters



Firion

Taken in by Leon's family at a very young age, Firion was raised as a brother to Leon and Maria. After losing his adopted parents when the empire invades the kingdom of Fynn, Firion decides to join the rebels to exact vengeance upon the empire.



Maria

Leon's sister by birth, Maria is a strong young woman who carries on her fight against the empire even as she searches for her lost brother.



Guy

None can match Guy's extraordinary physical strength; however, his imposing figure belies his gentle and somewhat naïve nature. Guy also has the unusual ability to communicate with animals.



Leon

Leon is Maria's brother, and Firion's adopted brother and best friend. Leon's parents are killed during the empire's invasion of Fynn. He escapes with Maria, Firion, and Guy, but becomes lost when they are set upon by a party of black knights in the forest.



Key-Term System

You can speak to people and investigate locations in towns and dungeons by standing in front of the person or location that interests you and pressing the A Button. Occasionally, this will cause the key-term window to appear in the bottom-left corner of the screen. The key-term window contains the following three commands.

Learn

When important terms come up during a conversation, they appear in red text in the message window. When one of these terms appears, commit it to memory by selecting "Learn," moving the cursor to the word you want to memorize, and pressing the A Button. You can review any key terms you've learned from the main menu.



Ask

Selecting "Ask" brings up a list of all key terms you've learned. Select a key term to ask about and press the A Button.



Items

This command allows you to show or give someone an item from your inventory. Select "Items," move the cursor to the item you want to show or give to the person you're speaking with, then press the A Button.



Using the Main Menu

Outside of battles and cutscenes, access the main menu by pressing START.



1 Party Members

Each character's current level, HP, MP, and status ailments, if any.

2 Menu Commands

The commands available in the main menu. (See pages 34 through 39 for detailed descriptions of each command.)

3 Location

The name of the party's current location.

4 Time

The number of hours spent playing the current game.

5 Steps

The number of steps the party has taken.

6 Gil

The party's current amount of money.

Menu Commands

The following commands are available in the main menu. Selecting certain commands will open another menu screen with more detailed options.

Items

Select this command to use items in the party's inventory.
Press the B Button to choose subcommands other than "Use."

Items Subcommands

Item List

Displays the names and quantities of items in the party's inventory.

Item Description

Displays a description of the selected item.

Using Items

Select "Use," move the cursor to the item you want to use, then press the A Button twice. Some items require that you target a character. Select equipment and press the A Button twice to open a window comparing the party's current equipment to the selected equipment.

* Moving Items

Swap any two items by selecting an item, pressing the A Button, selecting another item, and pressing the A Button once more.

Sorting Items

Organize items by category: consumable items, weapons, and armor.

Magic

Select this command to view or cast spells the party has learned.

- 1 **Spell Names and Mastery (Level/Progress Bar)**
(See page 44 for a detailed description of skill mastery.)
- 2 **MP Cost**
The amount of MP needed to cast the selected spell.
- 3 **Spell Description**
A description of the selected spell.
- 4 **Discard**
Discard spells you've learned.



Casting Spells

Move the cursor to the spell you want to cast and press the A Button. Some spells require you to select a character as the spell's target.

Discarding Spells

Select "Discard," move the cursor to the spell you want to discard, then press the A Button. Once you've discarded a spell, you'll have to find another tome in order to learn it again. If you discard certain spells, you may be unable to learn them again.

Learning Spells

Spells can be purchased in magic shops or found in treasure chests. Use the magic tomes in the "Items" menu to learn spells. No single character can learn every spell; characters are limited to a maximum of 16 spells at a time. To learn additional spells, you must discard existing spells first.

Menu Commands

Equipment

Select this command to outfit characters with weapons and armor from the party's inventory.

- ① **Equipment Subcommands**
- ② **Current Equipment**
- ③ **Effect**

The character's current attributes and attributes after equipping the currently selected equipment. Numbers in green represent an increase, in red show a decrease, and in white show no change in that attribute.

- ④ **Available Equipment**
- ⑤ **Equipment Description**

Equipping Weapons and Armor

Select "Equip," move the cursor to the part of the body you wish to equip, and press the A Button. Select the desired equipment and confirm your selection to ready it. Select "Remove" to unequip a piece of equipment.

Optimal

Automatically equips the strongest weapons and armor available. Weapons with which a character is more skilled are equipped in his dominant hand.

Best Armor

Automatically equips the strongest armor currently available in the party's inventory. The character's currently equipped weapons and shields will not change.



Status

Select this command to view detailed information about the characters in your party. Pressing the A Button switches between the two pages of the status menu.

- ① **The character's dominant hand**
For maximum attack power, a character should have a weapon equipped in his dominant hand.
- ② **Attack power**
- ③ **Accuracy level/Hit rate**
- ④ **Defense power**
- ⑤ **Evasion level/Evasion rate**
- ⑥ **Magic defense level/Magic defense rate**
- ⑦ **Weapon and shield skill mastery/Progress bar**
(See page 44 for a detailed description of skill mastery.)
- ⑧ **Current equipment**
- ⑨ **Attributes**
- ⑩ **Spells/Spell mastery/Progress bar/MP Cost**
(See page 44 for a detailed description of skill mastery.)



Menu Commands

Formation

Select this command to adjust the characters' positions in battle. Select a character and press the A Button to move him or her between the front and rear row of the party's battle formation. Characters in the rear row can only be hit by long-range weapons such as bows, but are likewise limited to bows for their attacks. Magic is not affected by a character's position in the formation.

-You cannot move all characters to the rear row.



Key Terms

Select this command to review key terms you've learned in your travels. See page 32 for a detailed description of the key-term system.



Config Menu

Select this command to adjust various game settings to your liking.

B Button Dash

Choose whether the party always moves quickly in towns and dungeons or only while the B Button is held down.

Cursor

Set the cursor to either return to its default position in menus or remember its previous position.

Message Speed

Change the speed at which text appears on the screen.

Window Color

Adjust the background color of windows.

Bestiary

View information about the kinds and numbers of enemies you've defeated. (See page 51 for more information about the Bestiary.)



Save

Select "Save" to save your game's progress. You can have up to three separate save files.

The Battle Screen

When the party encounters enemies, the screen will change to the battle screen, pictured below.



- ① Displays battle messages and spell and item descriptions.
- ② Party members
- ③ Enemies
- ④ Name and number of enemies
- ⑤ Battle commands (See page 41 for detailed descriptions of each command.)
- ⑥ Party members' current HP, max HP, and current MP.

Battle Commands

Attack

Attack with the character's currently equipped weapon. If no weapon is equipped, a character will attack with their bare hands.

Magic

Choose the spell you want to cast and its target or targets. Press up on the +Control Pad to target all foes or all allies.

Items

Move the cursor up to open a window displaying the character's current equipment. Press the A Button to select the equipment you would like to replace, move the cursor to the new equipment, then press the A Button to confirm.

Flee

If one character successfully flees, the entire party will flee. You can also issue the "Flee" command to the entire party by holding down the L and R Buttons simultaneously when giving commands to the first character.

Ending a Battle

Battles end when all enemies have been defeated, all enemies have fled, or the party has fled. Winning battles earns the party money (gil) and items and may increase the characters' skill levels and attributes.







Game Over

The game ends when the entire party is knocked out, petrified, or turned into toads. You'll have to continue from a previous save file, so be sure to save often.










Status Ailments

Status ailments that wear off after battle

| Condition | Name | Effect | Recovery Methods |
|--|-----------|---|---|
|  | Venom | The character is poisoned and will gradually lose HP over time. | Chance of recovery during each round of battle/Basuna Lv. 1 or greater. |
|  | Sleep | The character is in a deep sleep and cannot act. | Chance of recovery during each round of battle/Basuna Lv. 2 or greater. |
|  | Silence | The character cannot use magic. | Chance of recovery during each round of battle/Basuna Lv. 3 or greater. |
|  | Mini | The character is shrunk, reducing the accuracy of physical attacks. | Chance of recovery during each round of battle/Basuna Lv. 4 or greater. |
|  | Paralysis | The character is paralyzed and cannot act. | Chance of recovery during each round of battle/Basuna Lv. 5 or greater. |
|  | Confusion | The character attacks their allies and cannot be given commands. | Chance of recovery during each round of battle/Basuna Lv. 6 or greater. |

- Press the R Button while entering commands during battle to view the current character's status ailments (if any).
- The higher the magic level of Basuna and Esuna, the greater the chance of success.

Status ailments that remain after battle

| Condition | Name | Effect | Recovery Methods |
|---|----------|--|---------------------------------------|
|  | Poison | The character is poisoned and will gradually lose HP over time. | Antidote/Esuna Lv. 1 or greater. |
|  | Darkness | Vision is impaired, reducing the accuracy of physical attacks. | Eye Drops/Esuna Lv. 1 or greater. |
|  | Curse | The success rate of actions in battle is reduced. | Cross/Esuna Lv. 2 or greater. |
|  | Amnesia | The character cannot use magic. | Mallet/Esuna Lv. 3 or greater. |
|  | Toad | Magic can't be used and accuracy of physical attacks is reduced. | Maiden's Kiss/Esuna Lv. 4 or greater. |
|  | Stone | The character is petrified and cannot act. | Gold Needle/Esuna Lv. 5 or greater. |
|  | KO | The character cannot act until revived. | Phoenix Down/Life/Visit a sanctuary. |

Skill Mastery

Each spell and weapon class has its own skill level and progress bar. When the progress bar fills, the skill level increases by one. The higher the skill level, the more powerful the skill.

Weapons

At the end of battle, the skill level of any weapon a character is holding increases. If a character has two different types of weapons equipped, both skills will improve. As weapon skill improves, both the damage and accuracy of that type of weapon improve as well.



Shields

Like weapons, shields also have a skill level. As a character's shield skill level increases, his or her chance of evading attacks will improve.

Magic

Each magic spell has its own skill level. As the spell's level increases, its rate of success, effect, and potency all improve. You can also increase a spell's level by casting it outside of battle.



Character Development

The decisions you make during battle determine how your characters develop. Basically, the more a character uses an ability, the more it improves. You can't raise a character's attributes just by fighting battle after battle; your fighting style and actions affect how a character's attributes change over time.

• Characters do not improve when they flee a battle, are knocked out, or are petrified.



Development Table

| Action | Primary Attribute Developed | Abilities Affected |
|--|-----------------------------|---|
| Attacking | Strength | Accuracy and potency of physical attacks. |
| Losing HP during battle | Stamina | Max HP. |
| Casting white magic | Spirit | Success rate and potency of white magic. |
| Casting black magic | Intelligence | Success rate and potency of white magic. |
| Losing MP during battle | Magic | Max MP. |
| Attacking with a weapon | Accuracy | Number and accuracy of attacks. |
| Being the target of physical attacks | Evasion | Evasion of physical attacks. |
| Being the target of spells and special attacks | Agility | Chance of getting a preemptive strike. |
| | Magic Defense | Evasion of special attacks. |

Vehicles

There are many ways to travel the world of FINAL FANTASY II.

Ship
The ship can move freely on the high seas but cannot enter rivers or lakes.



Canoe
The canoe is a small craft that can cross rivers and lakes. Once you obtain the canoe, your party will use it automatically when attempting to enter a river or lake.



Snowcraft
The snowcraft is a vehicle that can move over deep snow. It belongs to the only person who can traverse the snow plains.



Chocobo
The chocobo is a timid creature that lives in an unknown forest. While on the back of the chocobo, the party moves at twice its normal walking speed and does not encounter enemies. The chocobo cannot cross rivers or lakes.



Airship
The airship sails the skies at four times the speed of traveling on foot. Move the party over the airship and press the A Button to board the airship. Once aboard the airship, you can land by pressing the A Button. The airship can only land on open plains.



Shops

Speak to shopkeepers to buy and sell weapons, armor, items, and spells.



Weapon Shop
Sells weapons you can use to attack your enemies.



Magic Shop
Sells magic tome.



Armor Shop
Sells armor you can equip to defend your party against enemy attacks.



Sanctuary
Pray before the statue of the goddess to revive characters who have been KO'd.



Item Shop
Sells various items to aid you in your journey.



Pub
You can't buy any drinks, but you might pick up some useful information.



Inn
Staying at an inn fully restores the party's HP and MP.

Buying and Selling Items

Once you've selected an item to buy or sell, adjust the number using the +Control Pad.

Items

| Item Name | Effect |
|----------------|--|
| Potion | Restores a small amount of HP. |
| Antidote | Cures poison. |
| Gold Needle | Cures stone. |
| Cross | Removes curse. |
| Maiden's Kiss | Cures toad. |
| Mallet | Cures amnesia. |
| Eye Drops | Cures darkness. |
| Phoenix Down | Revives a KO'd ally. |
| Elixir | Fully restores HP and MP. |
| Ether | Restores a small amount of MP. |
| Hi-Potion | Restores HP. |
| Cottage | Fully restores HP and MP. Can only be used outdoors. |
| Wind Flute | Calls forth a cyclone when used in battle. |
| Gaia Drum | Summons an earthquake when used in battle. |
| Antarctic Wind | Unleashes an ice storm when used in battle. |

White Magic Spells

| Name | Effect |
|----------|---|
| Cure | Restores HP. |
| Life | Revives a KO'd ally. |
| Basuna | Cures status ailments that wear off after battle. |
| Esuna | Cures status ailments. |
| Barrier | Raises a barrier to defend against special attacks. |
| Blink | Creates a double image, raising evasion. |
| Protect | Creates a magic curtain, raising defense. |
| Shell | Envelops target in magic, raising magic defense. |
| Wall | Forms a magic wall, raising magic defense. |
| Dispel | Removes protective magic barriers. |
| Mini | Shrinks target. |
| Silence | Silences target. |
| Sap | Reduces target's MP. |
| Fog | Inflicts amnesia on target. |
| Slow | Temporarily reduces target's number of attacks. |
| Swap | Switches HP and MP with target. |
| Fear | Drives target away in terror. |
| Teleport | Banishes target or transports party out of dungeon. |
| Holy | Deals holy damage. |
| Ultima | The ultimate magic, sealed away by the ancients. |

Black Magic Spells

| Name | Effect |
|----------|--|
| Fire | Deals fire damage. |
| Thunder | Deals lightning damage. |
| Blizzard | Deals ice damage. |
| Scourge | Deals poison damage. |
| Drain | Absorbs HP from target. |
| Osmose | Absorbs MP from target. |
| Flare | Sets off a fusion reaction. |
| Sleep | Puts target to sleep. |
| Stun | Paralyzes target. |
| Stop | Disrupts target's sense of time, paralyzing it. |
| Confuse | Confuses target. |
| Blind | Blinds target with darkness. |
| Curse | Curses target. |
| Toad | Transforms target into a toad. |
| Break | Petrifies target. |
| Death | Kills target instantly. |
| Warp | Banishes target or transports party to previous floor. |
| Berserk | Temporarily raises attack. |
| Haste | Temporarily increases target's number of attacks. |
| Aura | Enhances effectiveness against various foes. |

The Bestiary

You can access the bestiary from the Title Select screen or the config menu of either title.

- 1 The percentage of monsters defeated.
- 2 The names and the number of the monsters you've defeated.



| Bestiary | | |
|--------------------|-------------|-----|
| Monsters defeated: | | 64% |
| 001 | Golem | 45 |
| 002 | Golem Guard | 45 |
| 003 | Wolf | 28 |
| 004 | Grass Horse | 4 |
| 005 | Grass Wolf | 42 |
| 006 | Black Wolf | 10 |
| 007 | Grass Wolf | 16 |
| 008 | Wolf Wolf | 47 |
| 009 | Marmoset | 6 |

Confirm

Back

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