Nintendo

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GAME BOY ADVANCE

AGB-BFFU-AUS

FINAL FANTASY I & II
DAWN OF SOULS

INSTRUCTION BOOKLET

SQUARE ENIX.

This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.

WARNING: PLEASE CAREFULLY READ THE SEPARATE CONSUMER INFORMATION AND PRECAUTION BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT WARRANTY AND HELPLINE INFORMATION.

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

Thank you for selecting the FINAL FANTASY® I&II DAWN OF SOULS Game Pak for your Nintendo® Game Boy Advance™ system. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

Nintendo

Contents

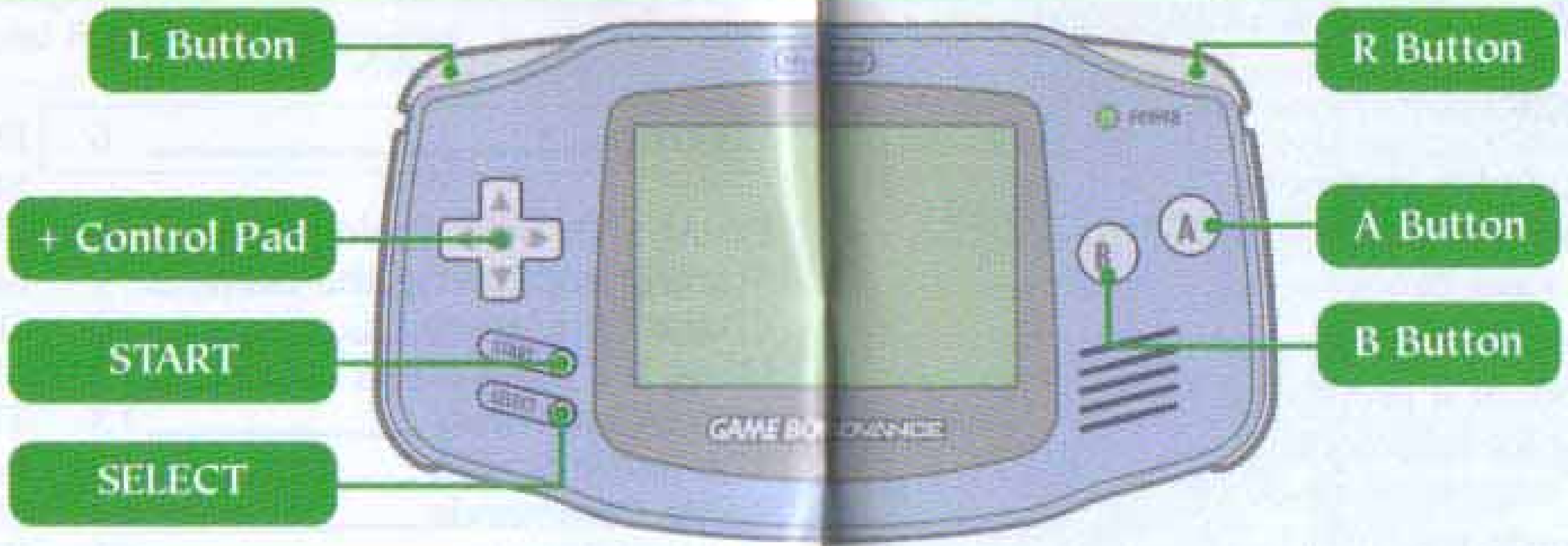
FINAL FANTASY

FINAL FANTASY II

Sections in green boxes apply to both games.

Controls

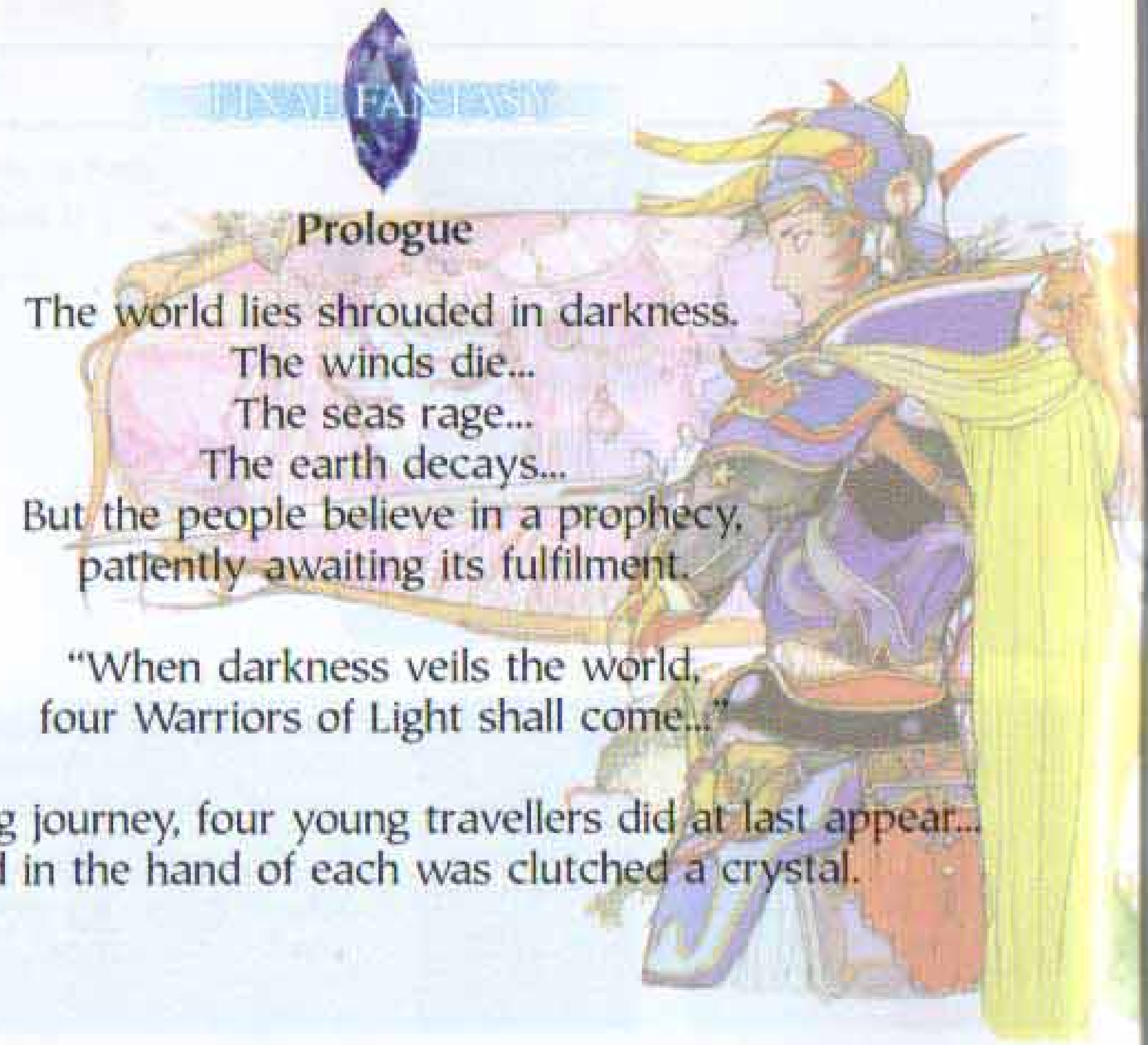
* These controls apply to both FINAL FANTASY I and II.



+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 fulfilment.

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

After a long journey, four young travellers 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 fulfil 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)

Specialising in combat, the warrior has high attack and defence 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 specialises in barehanded fighting techniques.

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.

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.

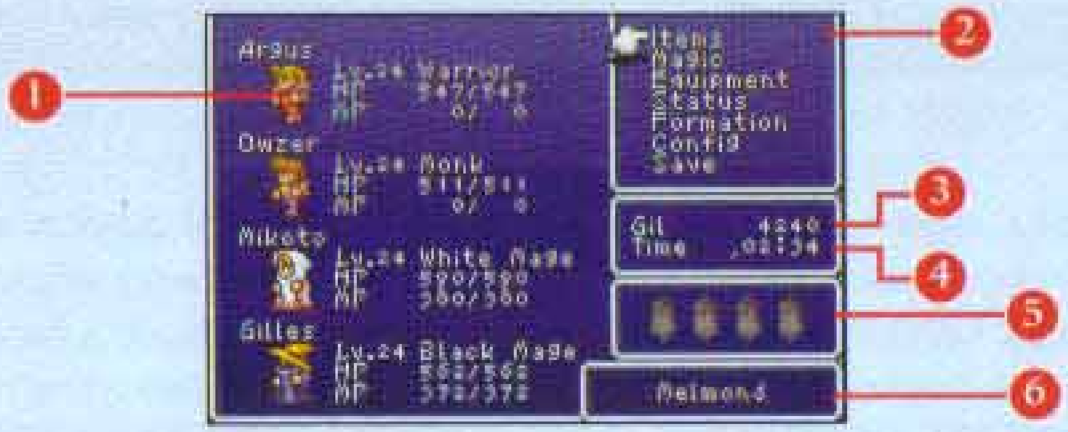
Black Mage

(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.



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

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

❸ Gil
The party's current amount of money.

❹ Time
The number of hours spent playing the current game.

❺ 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.

❻ 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."

❶ Items Subcommands

❷ Item List
The names and quantities of the party's items.

❸ 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

Organises items by category: consumable items, weapons, and armour.

Key Items

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

Magic

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

❶ Magic Subcommands

❷ MP Cost

The amount of MP required to cast the selected spell.

❸ Magic Level

❹ Spell List

Spellcasters can learn up to three spells in each magic level. Spells that cannot currently be cast are greyed out.

❺ 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 armour from the party's inventory.

❶ Equipment Subcommands

❷ Current Equipment

❸ Available Equipment

❹ Effect

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

❺ Equipment Description

Equipping Weapons and Armour

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 armour automatically to maximise a character's attack and defence.

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.

- ❶ **Character Name, Class, Level, and Current HP/MP**
- ❷ **Highest Available Magic Level**
  A character's magic level is determined by class and level.
- ❸ **Current Equipment**
- ❹ **Attributes**

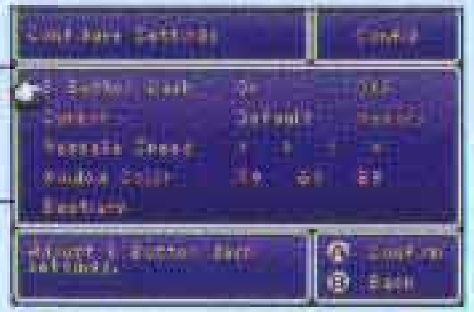
Formation

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 colour 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.

❶ Battle messages and spell and item descriptions

❷ Party members

❸ Enemies

❹ Name and number of enemies

❺ Battle commands (See page 19 for detailed descriptions of each command)

❻ 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

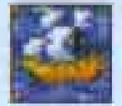
Poison	The character is poisoned and will gradually lose HP over time.
Stone	The character cannot act.
KO	The character can't act until revived.

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 travelling 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, armour, items, and spells.

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

Armour Shop
Sells armour 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 defence.

Magic

Black Magic Spells

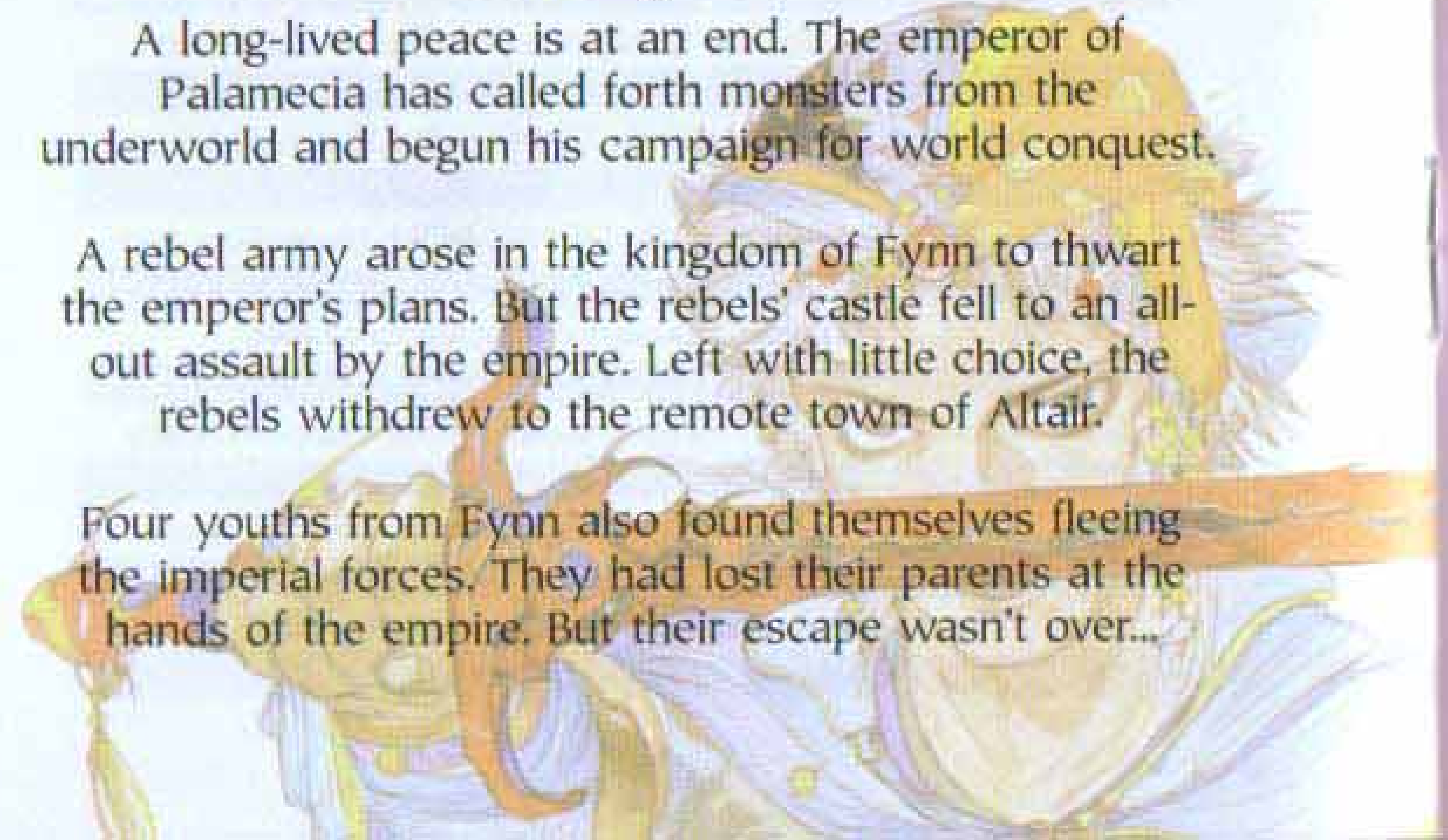
Level	Name	Target	Effect
1	Fire	One foe	Deals fire damage to one foe.
1	Sleep	All foes	Puts all foes to sleep.
1	Focus	One foe	Lowers one foe's evasion.
1	Thunder	One foe	Deals lightning damage to one foe.
2	Blizzard	One foe	Deals ice damage to one foe.
2	Dark	All foes	Blinds all foes with darkness.
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	Paralyses 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	Paralyses 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 paralyses 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.

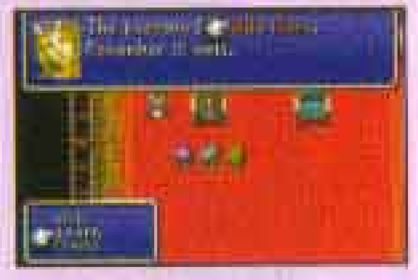
Leon

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

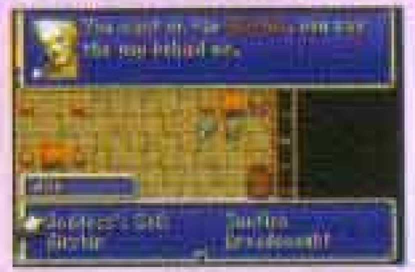
You can speak to people and investigate locations in towns and dungeons by standing in front of the person or location that interests you and pressing the A Button. Occasionally, this will cause the key-term window to appear in the bottom-left corner of the screen. The key-term window contains the following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

Learn



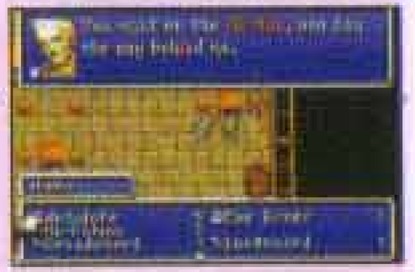
When important terms come up during a conversation, they appear in red text in the message window. When one of these terms appears, commit it to memory by selecting "Learn," moving the cursor to the word you want to memorise, and pressing the A Button. You can review any key terms you've learned from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

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

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

Location
❸ The name of the party's current location.

❹ Time
The number of hours spent playing the current game.

❺ Steps
The number of steps the party has taken.

❻ 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.

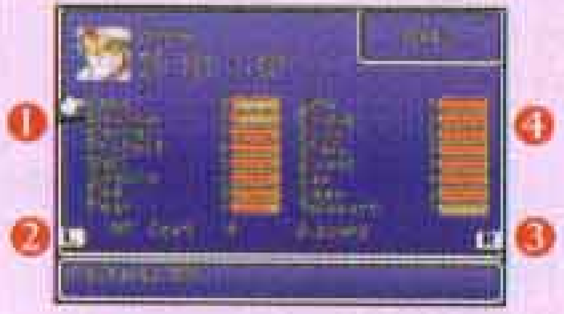
*** Moving Items**
Swap any two items by selecting an item, pressing the A Button, selecting another item, and pressing the A Button once more.

Sorting Items

Organise items by category: consumable items, weapons, and armour.

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 armour 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 armour available. Weapons with which a character is more skilled are equipped in his dominant hand.

Best Armor

Automatically equips the strongest armour 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 defence level/Magic defence rate

⑦ Weapon and shield skill mastery/Progress bar

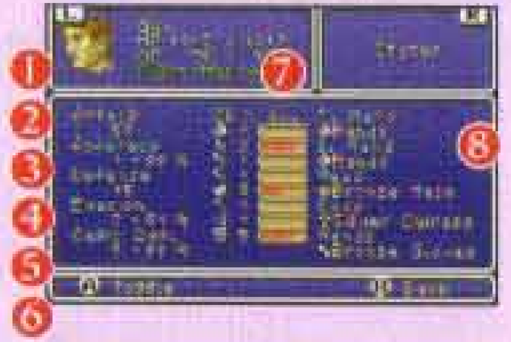
(See page 44 for a detailed description of skill mastery.)

⑧ Current equipment

⑨ Attributes

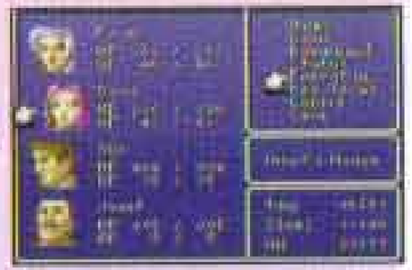
⑩ Spells/Spell mastery/Progress bar/MP Cost

(See page 44 for a detailed description of skill mastery.)



Menu Commands

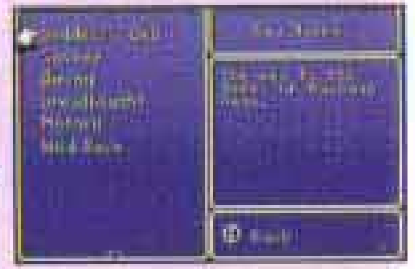
Formation



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.

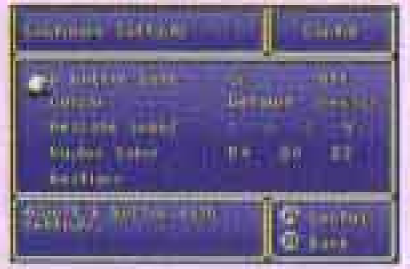
·You cannot move all characters to the rear row.

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 colour 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

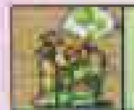
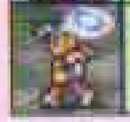
Battles end when all enemies have been defeated, all enemies have fled, or the party has fled. Winning battles earns the party money (gil) and items and may increase the characters' skill levels and attributes.

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.

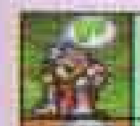
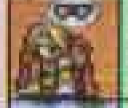
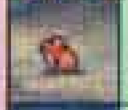
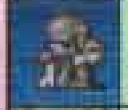
Status Ailments

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 paralysed 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.

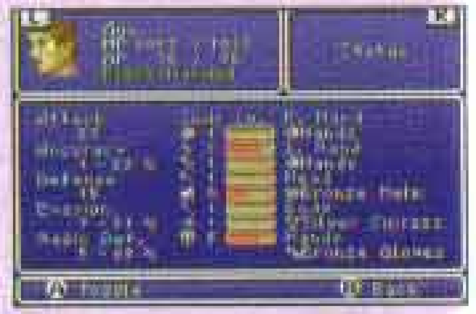
Status ailments that remain after battle

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

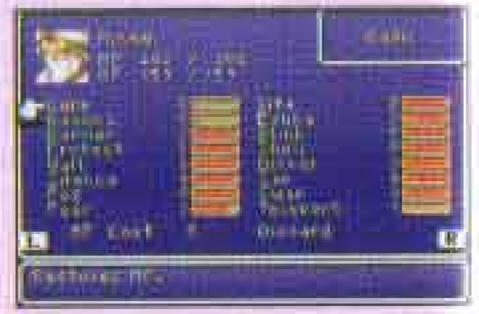


At the end of battle, the skill level of any weapon a character is holding increases. If a character has two different types of weapons equipped, both skills will improve. As weapon skill improves, both the damage and accuracy of that type of weapon improve as well.

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.

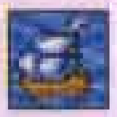
Development Table

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.
	Agility	Chance of getting a preemptive strike.
Being the target of spells and special atacks	Magic Defence	Evasion of special attacks.

Vehicles

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

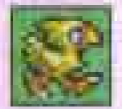
Ship
The ship can move freely on the high seas but cannot enter rivers or lakes.



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 travelling 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.

Armour Shop
Sells armour you can equip to defend your party against enemy attacks.

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

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

Magic Shop
Sells magic tome.

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

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

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

Items/Magic

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	Paralyses target.
Stop	Disrupts target's sense of time, paralysing 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.

❶ The percentage of monsters defeated.
❷ The names and the number of the monsters you've defeated.

Notes

Notes

12 MONTH WARRANTY FOR NINTENDO GAME BOY ADVANCE™ (GAME PAK) REV-R

The benefits conferred by this Warranty are in addition to all other conditions and warranties in respect of this product which the consumer may have under the Trade Practices Act 1974 of the Commonwealth of Australia and/or similar State, Territory or Country Laws.

Nintendo Australia Pty Limited warrants this Game Boy Advance™ (GAME PAK) to be free of defects in materials, workmanship and manufacturing to the original purchaser for a period of **twelve months** after the date of purchase and upon presentation of purchase receipt.

1. Nintendo Australia Pty Limited will at its option and subject to the terms and conditions stated below, repair or replace free of charge this GAME PAK or any component part, which upon examination by Nintendo Australia Pty Limited is found to be defective.

2. This Warranty shall not apply:
(a) If the GAME PAK has been subjected to misuse, abuse, accident or want of care.
(b) If the GAME PAK has been modified and/or tampered with.
(c) If a repair has been made or attempted by the purchaser or their agent.
(d) The following are not covered by this Warranty;
  (i) Liquid damage;
  (ii) Dirty/Contaminated Game contacts;
  (iii) Wear and tear.
(e) If the unit fails due to causes unrelated to defective materials or workmanship.

3. Nintendo Australia Pty Limited accepts no liability pursuant to this Warranty for any cost or consequential damage or economic loss whether direct or indirect, to any person or property, arising from breakdown or failure of this product and no responsibility is to be implied or accepted over and above the replacement value of the product.

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Contact **Nintendo Customer Service** on **(03) 9730 9822**
for Warranty and Repair information and all other general enquiries.
Hours of operation: 8:30am to 5:00pm Monday to Friday (EST)

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