

# Final Fantasy

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## Story

There is a legend that has been told since time immemorial: the legend of Light. As long as Light dwells within the Four Orbs that govern the elements of Earth, Fire, Water, and Wind, there will be peace in the world. But should the Light disappear from the Orbs, the Four Warriors of Light will appear.

How long has it been since the world has last been blessed by that light? Now, the sky is dull, crops are withering, and the seas are raging. Volcanoes that have always been dormant now spew liquid fire, roaring madly. This was the work of a great evil, but none could stand against it. The people could only hope that God would send the Four Warriors of Light to save them.

And now...

As the legend is retold, four warriors, each carrying an orb, have appeared in the town of Coneria. But are these youths truly the legendary Warriors of Light?

Only they can restore Light within the Orbs. They must find the altars, hidden somewhere in this vast world. To do so, they must meet with the sages who have been waiting for the arrival of the Warriors of Light, unravel numerous mysteries, and defeat the monsters standing in their path.

Their journey will not end until Light has been returned to all four Orbs.

Now go, legendary warriors! Your battle has only just begun!

# Before Playing the Game!

## 1) Contents of the Box

- "Final Fantasy" game disk (1)
- Instruction manual
- Label for user disk (1)
- User support request form
- Survey card

## 2) About Saving

Final Fantasy MSX2 Edition allows you to save your progress during gameplay. In order to save, you need a user disk in addition to the game disk.

A blank disk (3.5-inch 2DD) is required to create a user disk.

## 3) Creating a User Disk

During the game's opening, press the Select key, and the following message will be displayed on screen:

```
<< Create User Disk >>  
* Press ESC to exit  
* Which drive to format?
```

Then, enter A, and the following message will be displayed on screen:

```
1 - Single Side  
2 - Double Side  
?
```

Then, enter 2, and the following message will be displayed on screen:

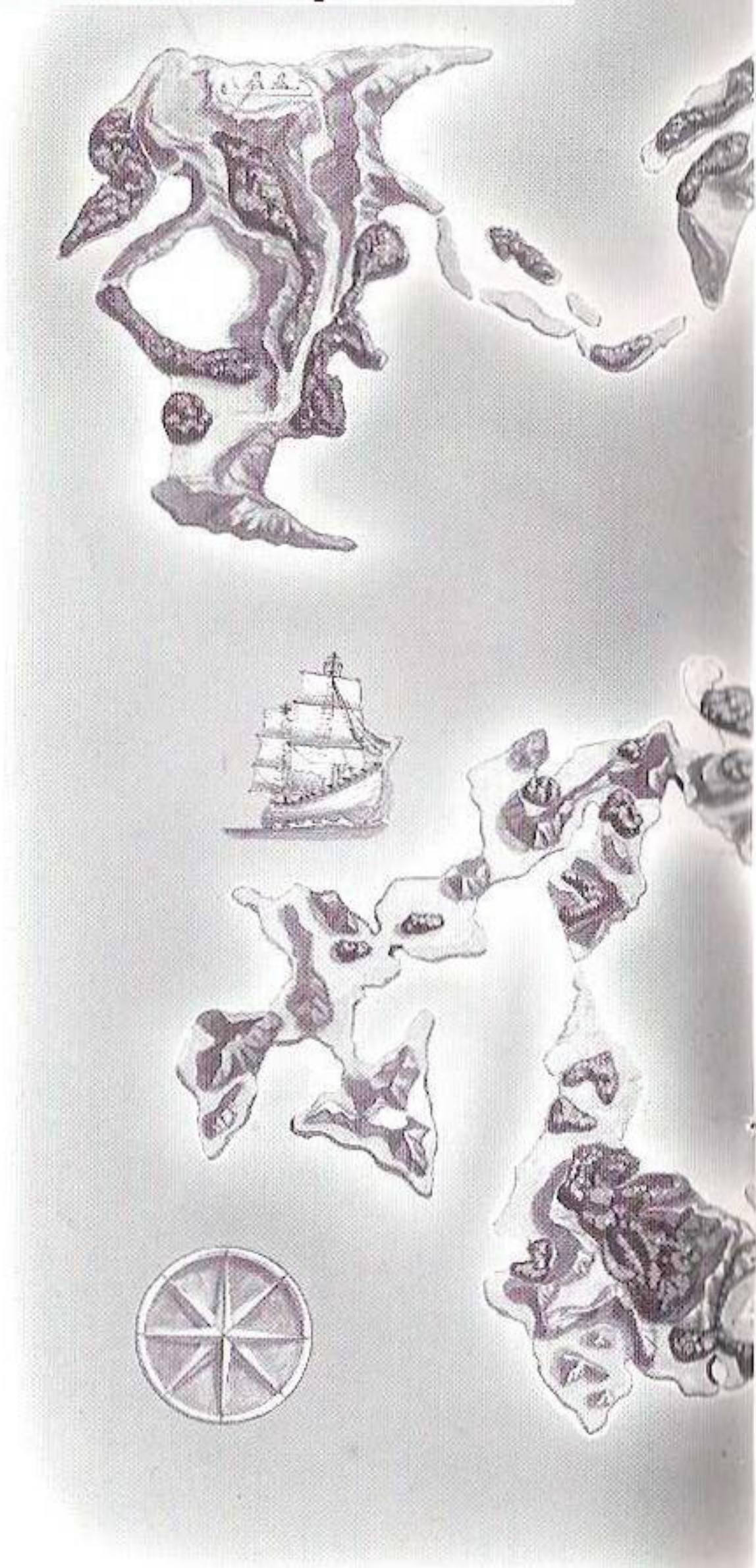
```
* Insert blank disk into  
drive then press Return
```

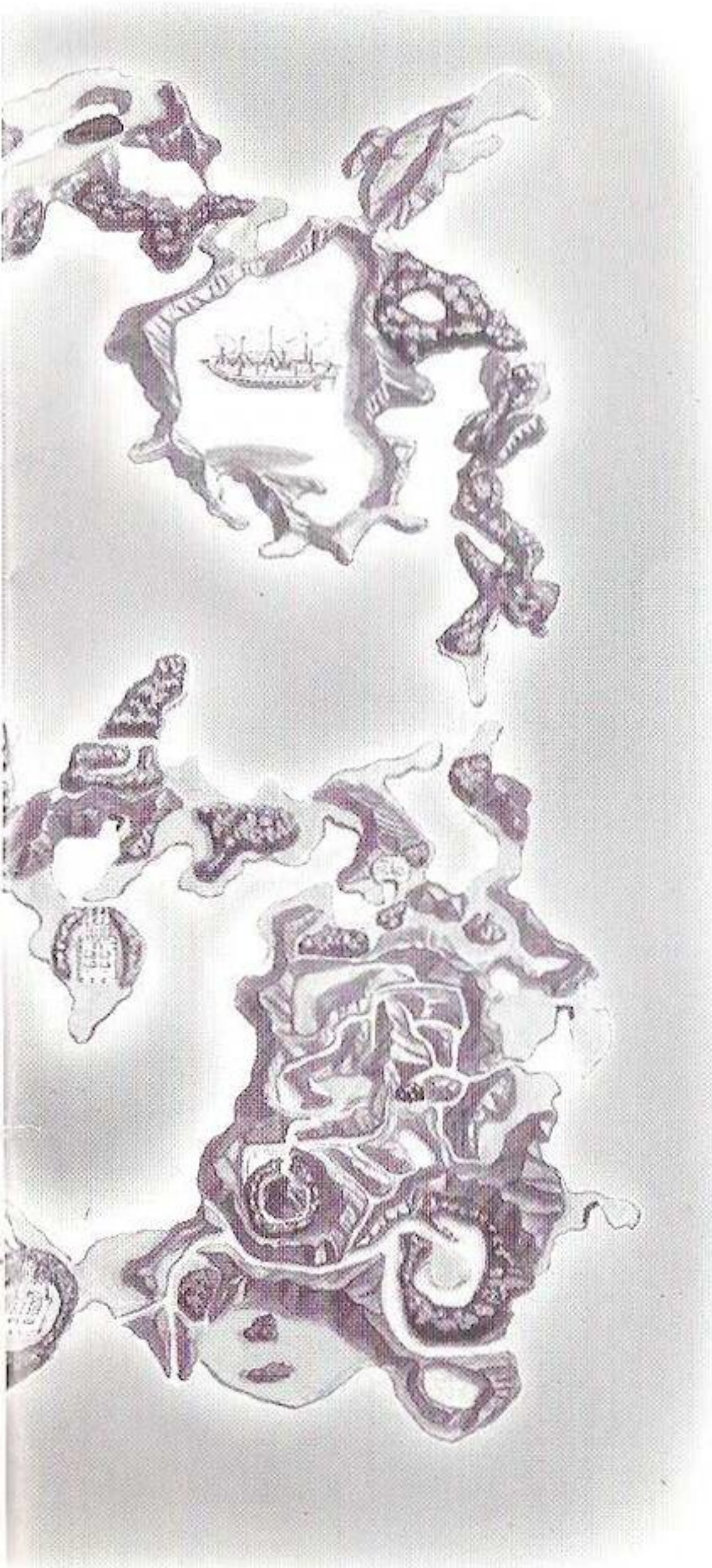
Now replace the disk in the Disk Drive with the blank disk you will use as user disk, and press Return. The following message should be displayed on screen:

```
* Format complete  
* Insert game disk in drive A
```

Now replace the disk in the drive and press Return. You can also press the Spacebar during the opening.

# Final Fantasy World Map





# Controls

The "Final Fantasy" MSX2 Edition package includes one game disk. Please follow these instructions before turning on your MSX2. This version of "Final Fantasy" is compatible with FM Sound. If you own an FM Pana Amusement Cartridge, please insert it in your MSX2.

Insert the game disk into the drive and turn on the power while holding the Ctrl key. After a few moments, you will see "Continue", "New Game", "Respn'd Rate 1" displayed on your screen. First, you should choose your message speed. Message speed refers to how quickly text is displayed on screen during battles. There are 8 levels, 1 being the slowest and 8 the fastest. Next, choose between "Continue" and "New Game".



"Continue" allows to resume your game from where you have last saved, while "New Game" begins the game from the party selection. If you are playing for the first time, select "New Game".

\* You can adjust the volume of FM-PAC to your liking.

## ■ Control Keys Explanation

Cursor Keys	Move the Warrior; Highlight commands
Spacebar	Confirm commands; Talk to people; Inspect
Return Key	Cancel commands (Return to previous command)
Function Key 1	Open menu screen
Function Key 2	Rearrange party

★ While the game can be played with a Joy Card, not all keys are supported. Please use in conjunction with a keyboard.

Cursor Keys	————>	Control Pad
Spacebar	————>	Buttons A and 1
Return Key	————>	Buttons B and 2



## 1) Character Creation

After selecting "New Game", the character selection screen will be displayed. Starting from the upper left corner of the screen, use the cursor keys Left and Right to select a Class, then press the Spacebar to confirm (refer to page 8 for an explanation on Classes). In this game, your characters will undergo a Class Change when certain conditions are met, allowing them to become powerful specialists (refer to page 9).



## 2) Name Input

After choosing a Class for each character, press the Spacebar to bring up the Name Registration screen. Use the Cursor Keys to select the letters. Names can have up to four letters or symbols. In case you wish to input a name with less than four letters, insert a blank space (last column on the third row) to fill the blanks. Once you have input names for all four characters, press the Spacebar to confirm and begin your adventure.



### 3) The Four Warrior Classes



#### **Fighter:**

Professionals of armed combat. Naturally, they can use almost any weapon. After a Class Change, they will become even stronger, as well as gain the ability of casting magic spells, though not at high levels.



#### **Thief:**

They can easily run from enemies thanks to their nimble legs. After a Class Change, they will be able to use a surprisingly large number of weapons and armor.



#### **Blackbelt:**

Those who have honed their mind and body with rigorous training. After a Class Change, the Blackbelt's bare hands will be more powerful than those petty common weapons. They can only equip a handful of weapons and armor.



#### **Red Mage:**

While they can cast both White and Black spells, they cannot cast all of them. However, Red Mages can equip weapons and armor, making them very versatile fighters.



#### **White Mage:**

White Mages can cast defensive White spells that can heal wounds and protect themselves and their comrades. However, they can cast very few offensive spells, and they are physically weak.



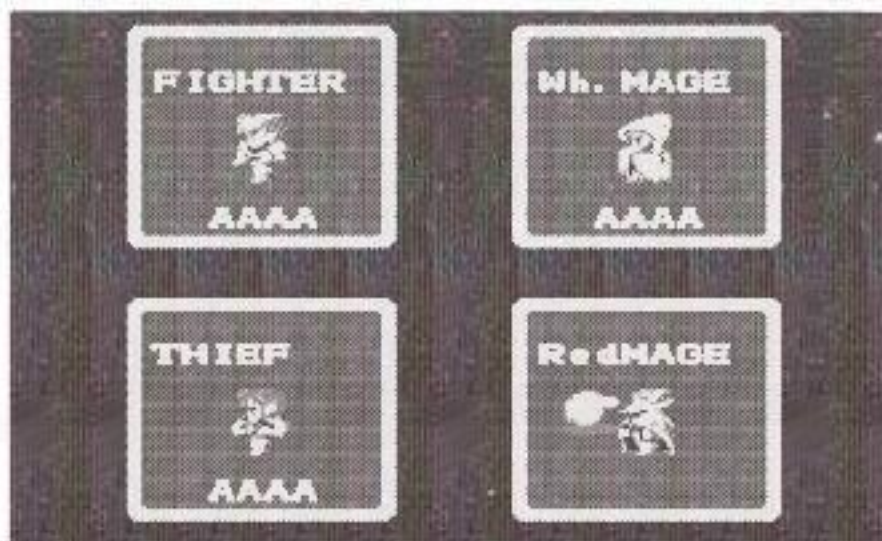
#### **Black Mage:**

Black Mages can cast a large variety of offensive Black spells to inflict damage on their enemies. However, like White Mages, they are physically weak.

#### 4) Forming a party

Your party must be composed of four out of the six available Classes. Depending on how you form your party, the way you experience the game will vary greatly. What kind of party will you make?

There are a total of 1,296 different combinations you could make. For example...



Fighter	Fighter	Fighter	Fighter
Warrior	White Mage	Black Mage	Red Mage
Warrior	Thief	Blackbelt	White Mage

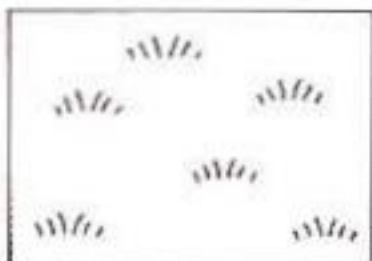
And many more. However, you will not be able to change your party once the game has started. Think carefully about the kind of party you wish to create.

★ If certain conditions are met during the course of the game, your characters will be able to undergo a Class Change, which will allow them to wield weapons and spells they could not before.

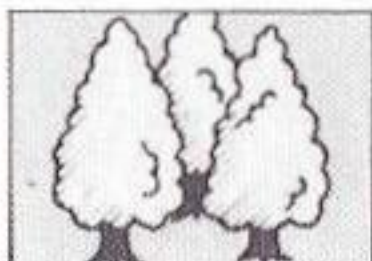
Fighter	—————>	Knight
Thief	—————>	Ninja
Blackbelt	—————>	Master
White Mage	—————>	White Wizard
Black Mage	—————>	Black Wizard
Red Mage	—————>	Red Wizard

# Terrain

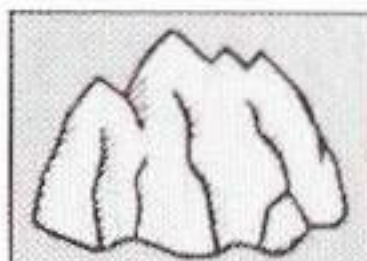
Understanding terrain is essential to completing your journey. Note that terrains are also very relevant to vehicles.



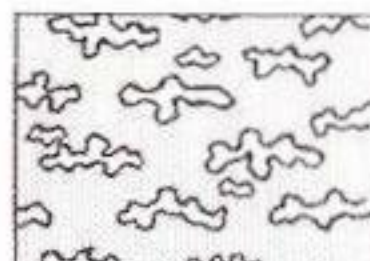
**Plains / Grass**  
You can walk and land your airship on this terrain.



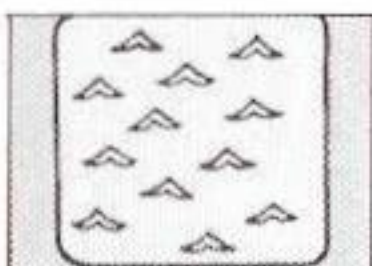
**Forest**  
You can walk on this terrain.



**Mountains**  
You cannot walk on this terrain.



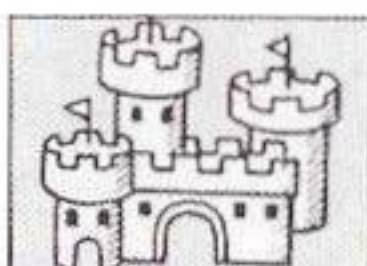
**Marshland / Desert**  
While you can walk on this terrain, you cannot land your airship on it.



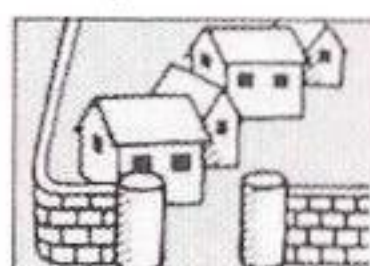
**River / Lake**  
You can only cross this terrain with the canoe.



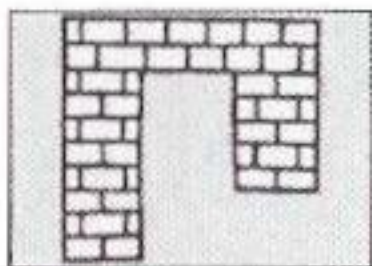
**Sea**  
You can only cross this terrain with the ship.



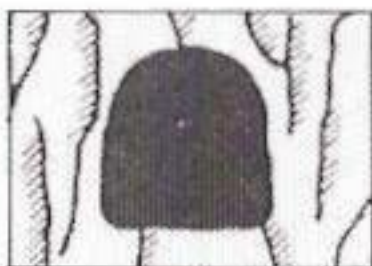
**Castle**  
A treasure house of information and items.



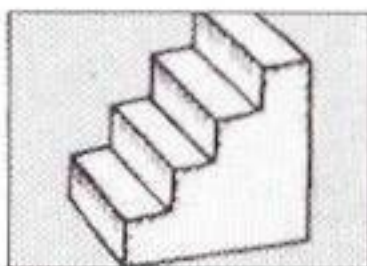
**Town / Village**  
In towns and villages you will find inns, churches, as well as a variety of shops.



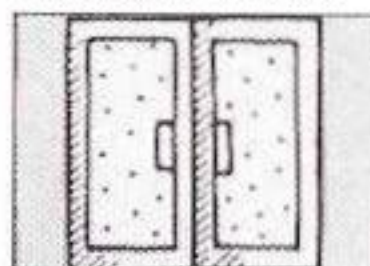
**Harbor**  
You can only disembark from your ship from harbors.



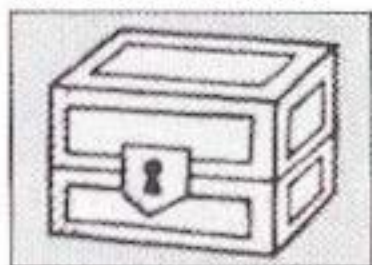
**Dungeon**  
Labyrinths that go deep underground.



**Staircase**  
These allow you to move to an upper or lower floor.



**Gate**  
Some gates require a key, while others do not.

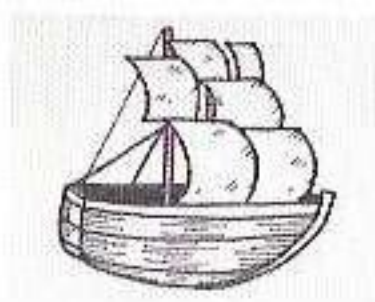


**Treasure Chest**  
Face a chest and press the Spacebar to take its content.

# Vehicles

Vehicles play an important role in your journey through the world of Final Fantasy.

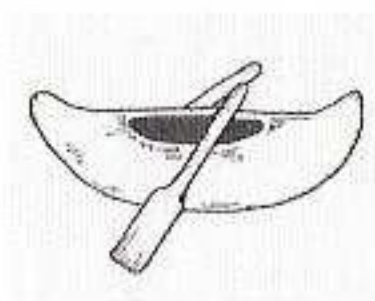
With each new vehicle, your area of activity will expand.



## Ship

You will acquire a ship during your journey. However, this ship can only dock in harbors.

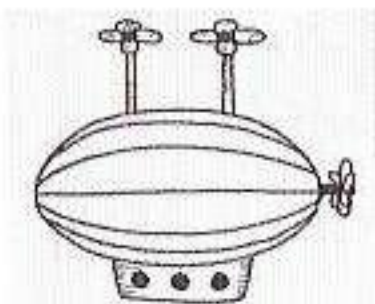
The ship is essential to cross the sea



## Canoe

You will acquire a canoe somewhere in the southern hemisphere.

The canoe is essential to cross rivers and lakes.



## Airship

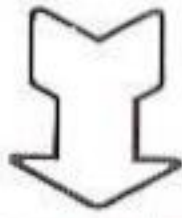
This special vehicle can only be obtained after solving a series of riddles.

The airship can travel anywhere, but can only land on plains and grass tiles.

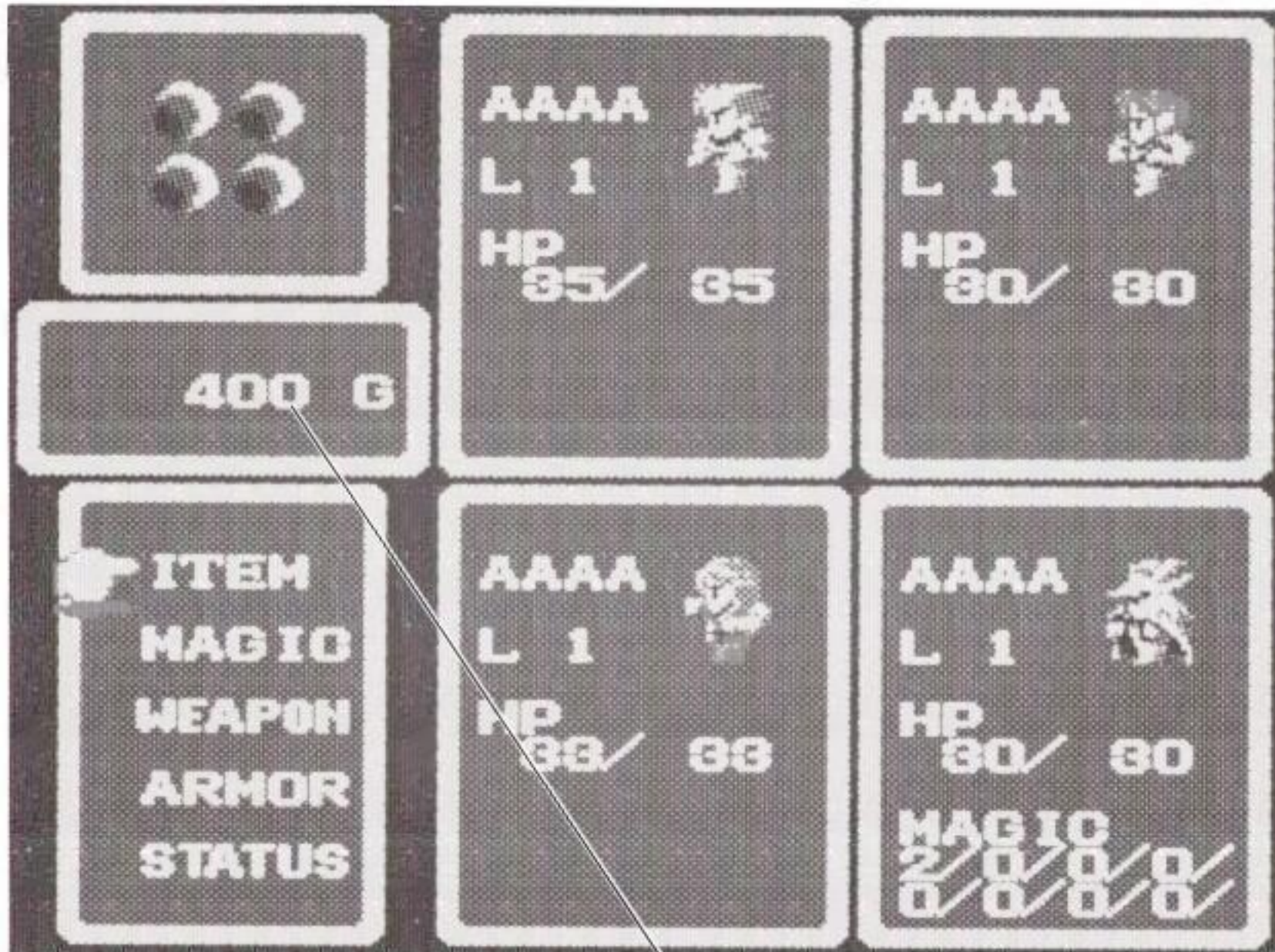
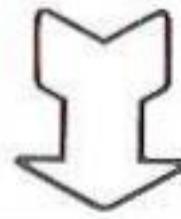
# Menu Screen

This is the basic screen for selecting commands.  
Press the F1 key to display your characters' current status.

The legendary orbs.  
One of them will glow each  
time you solve a mystery.



This will display the level,  
condition, and HP of your  
characters.



**Command Space**

Your current amount of money.

Highlight a command and press  
the Spacebar to display the  
related Command Screen.



Character's name  
Current level  
Current HP/Max HP

If the character can use magic, the number of times each spell level can be used is also shown.

## ■ Regarding "Status"

- This screen will display the character's current level, current experience points, points needed to level up, as well each individual stat.
- The higher the value of "Weapon" and "Armor", the more damage you will inflict and the less damage you will receive. However, heavier equipment will lower your "Accuracy" and "Evasion" rates. Check your status often whenever you try new equipment.
- The higher "Luck" is, the more likely you are to run away from enemies.
- All values will increase when the character gains a level, so check your status often whenever you level up.

## ■ Selecting Commands During Your Adventure

Inside the "Command" option located at the lower left corner of the menu screen, you can select commands you wish to use or check out with the Spacebar

### ★Items

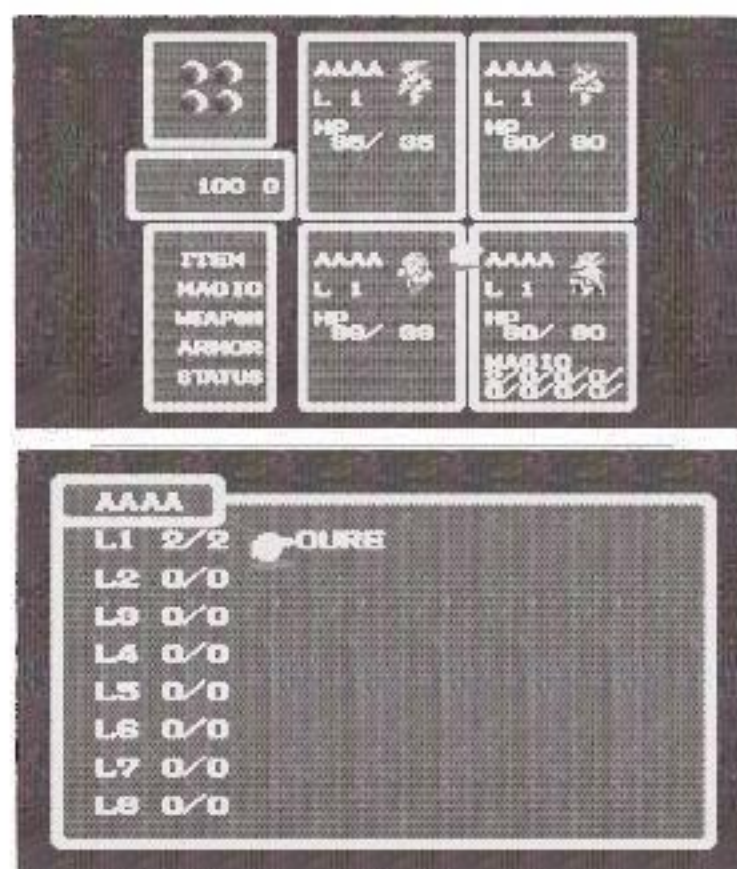
It will display your item list. You can select which one you'd like to use by pointing it with the cursor and pressing the Spacebar. If you select potions or antidotes, a new textbox will appear. This will allow you to pick which one of your characters will receive it.



### ★Magic

To use magic, you must select which character will perform which spell with the "Magic" option in the menu screen. Once you highlighted your wizard, press the Spacebar and a textbox with a spell list will pop up, from which you'll have to select one.

Some spells can only be used mid-battle, so learn to use them carefully and make sure to strategize. Also, if you want to continue using spells, push the Spacebar again, and if you wish to return to the previous screen, press the Return key.





## ★Weapons

Selecting the "Weapon" option will display your current weaponry, as you can see in the picture of the right.

### Equip

Weapons can only be used when equipped. Choose the one you want to equip using the cursor and the Spacebar. Then, a letter "E" will appear, marking it as equipped. If you press the Spacebar again, it will be removed.

### Exchange

If you wish to exchange weapons between characters, choose them with the space key one at a time, and they will be swapped. Additionally, should you wish to give a specific weapon to a character, use this same command to pick the weapon you'd like to assign to them, and place it in a blank slot of their personal weapon inventory. Each character can carry up to four weapons.

### Drop

Point to the weapon you want to get rid of, and press the Spacebar. It's useful if you're carrying too many.



## ★Armor

Enter this option to display your armor inventory.

### Equip

Equipping a piece of armor is the same as with weapons. However, unlike weaponry, multiple armor elements can be assigned to a character (depending on the class): choose every piece you need with the cursor, and finish your selection by pressing the Spacebar. Lastly, "Equip" and "Drop" options work the same way as they do with weapons.

# Battle

During your journey, whenever you encounter enemies, the screen will flash and you'll be redirected to the battle screen. Putting your characters' abilities to good use and defeating these foes is the way to level up.

## ★Fight

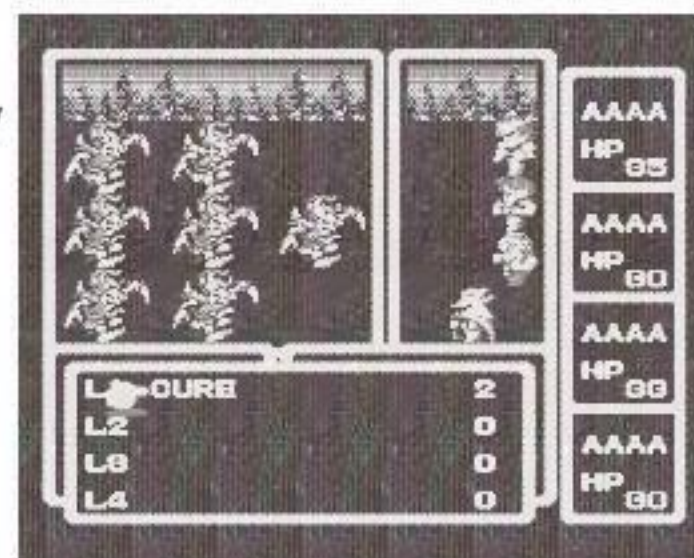
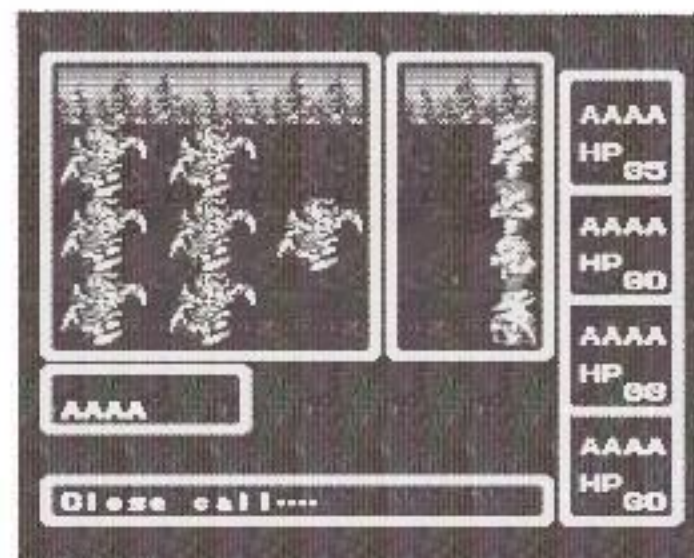
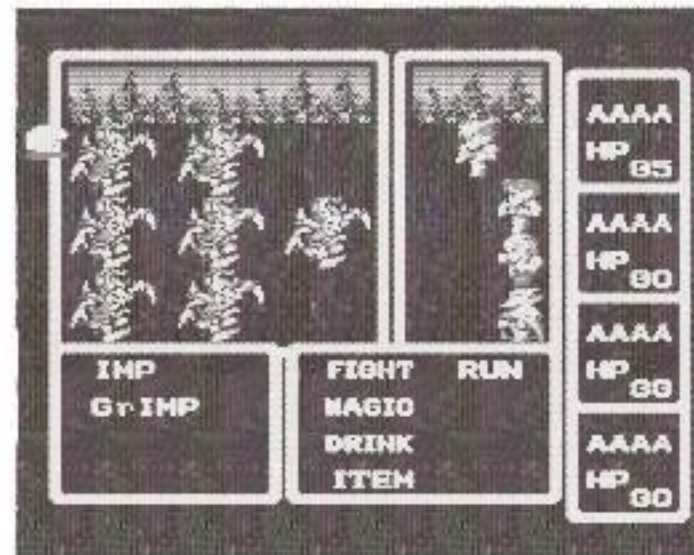
The warriors will attack the enemy with whatever weapon they hold in hand. Pick an enemy with the cursor and press space bar to confirm your choice. If you win the fight, you'll receive EXP points.

## ★Flee

Use this to escape from the enemy. However, please keep in mind you won't always be able to run immediately. Commands are executed in order from the quickest to slowest character, so "Flee" will be executed following this criteria. However, fleeing can be unsuccessful, so if you want to raise your chances, it would be advisable to command everyone in your party to do so.

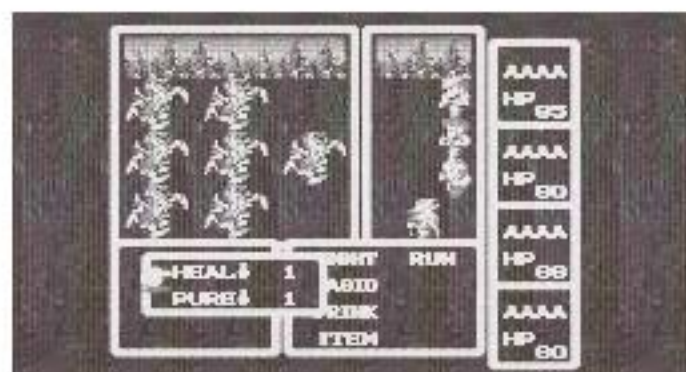
## ★Magic

Will perform magic you already learned. Selecting this option will display a list of available spells. For offensive magic, you first need to choose a spell and then choose an enemy to attack (not required for multi-target spells), and for defensive magic, you pick an ally you want to protect instead. If you're using a multi-ally spell, you only need to press the Spacebar once.



### ★Medicine / Items

Choosing this option will display your available inventory in the lower side of the screen.



- Choose a command for each character, from top to bottom. Once you made your choices, the battle will resume immediately.
- Commands will be executed in order from the fastest character to the slowest one, regardless of whether said characters are enemies or allies. If either your party or the enemies flee or perish, the battle screen will close.
- If you defeat all the enemies, the message, "Monsters perished", will appear onscreen. Press the Spacebar again to see how much EXP and Gil you acquired in the battle.

### 📖 Important Advice

---

While stronger weapons, armor and spells are obvious choices to use in battle, here's some ways to step up your game:

- a) When fighting in water, it is better to use electrical spells.
- b) Ice weapons like the Icebrand sword and ice spells such as ICE are effective against fire-type foes.
- c) Conversely, you should fight ice-type enemies with fire spells!
- d) Undead monsters (ghouls, zombies, etc) are weak against the HARM spell, casted by white mages.

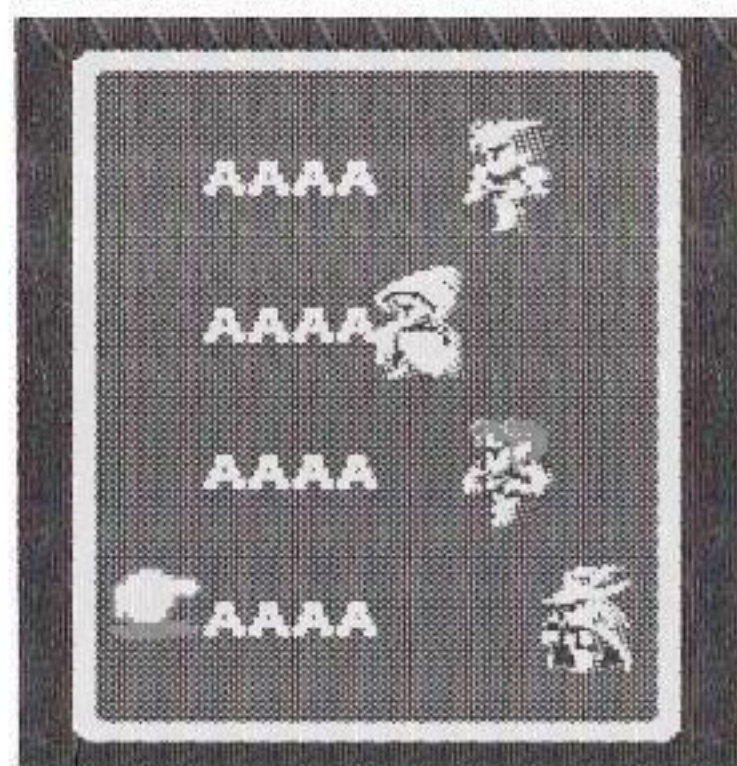
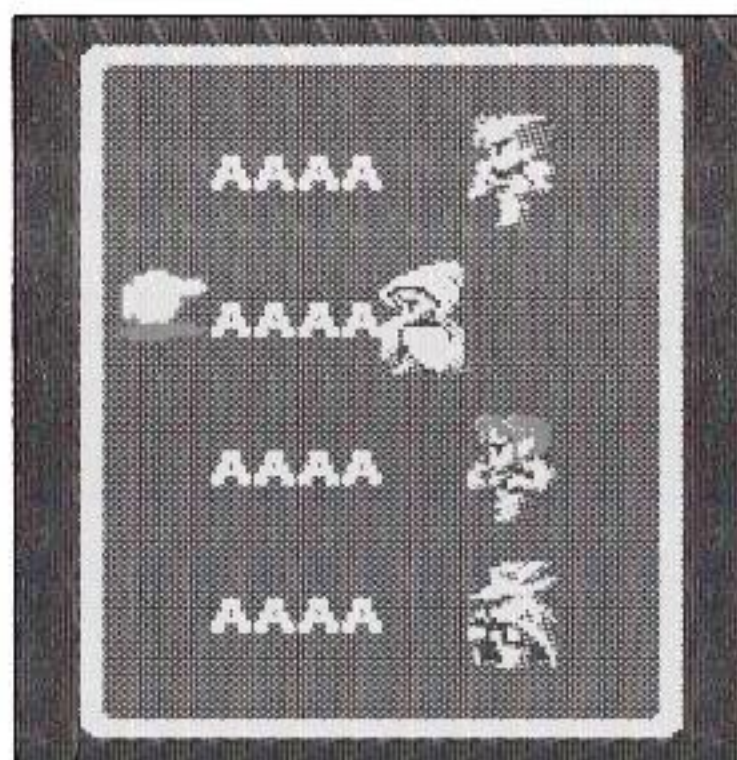
Knowing which type of strategy works best for the enemy you're facing will grant you the upper hand on battle.

## Party Formation

The characters always travel in a line-up of four; this formation is also used in battle. The warriors higher on the line-up are more exposed to enemy attack, so placing ones with better defense and higher HP up further is the best course of action.

To change formation, press the F2 key, place the cursor on the character you wish to move, and press the Spacebar. Next, choose the character to wish to swap places with.

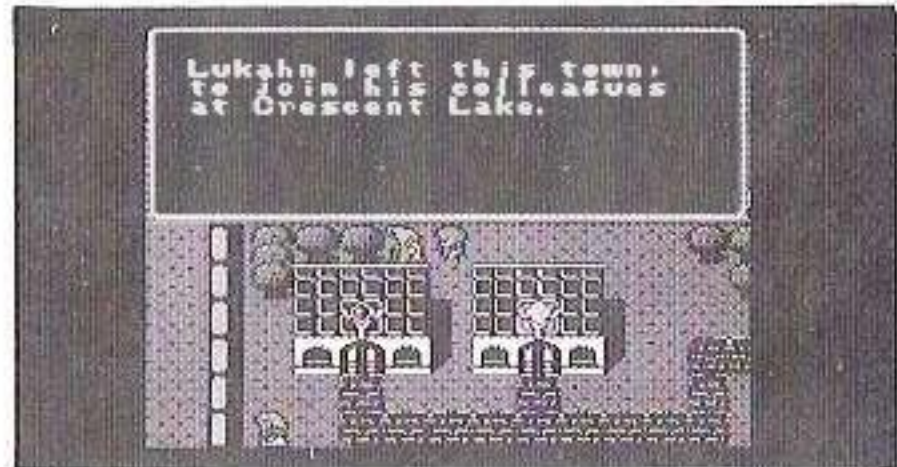
Keep in mind that you cannot change formation mid-battle. If a member of your party gets poisoned, they will lose a huge amount of HP and be automatically placed in the rear position. After you cure them, you have to adjust the formation, otherwise you will enter battle with the current formation.



# Communicating / Examining and Collecting Objects / Shops

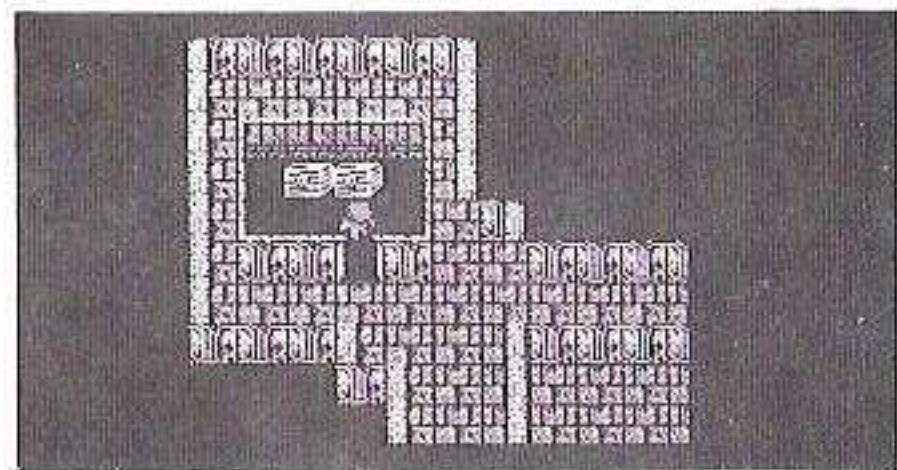
## 1) Communicating

In order to talk to animals and people inside castles, cities, and dungeons, turn around to face them and press the Spacebar. Collecting information is a fundamental part of RPG games. To exit the conversation, press the Spacebar again.



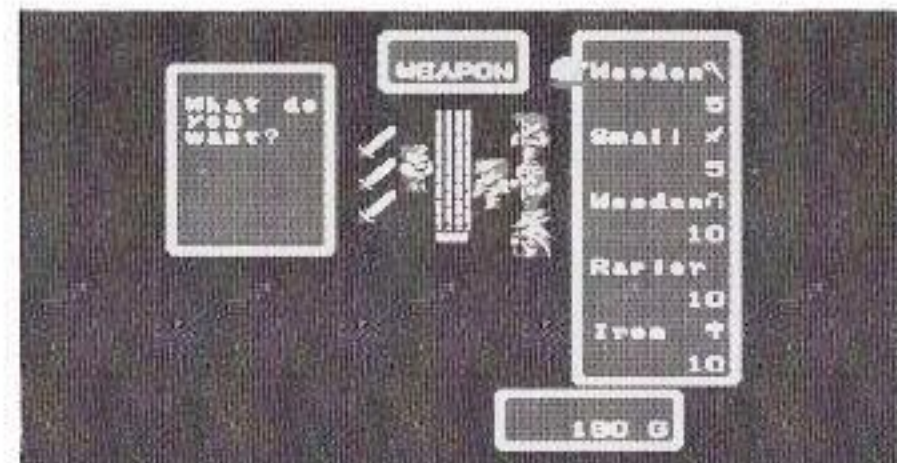
## 2) Examining and Collecting Objects

Face a treasure chest and press the Spacebar to pick up its contents. You can also do this with anything that looks suspicious.



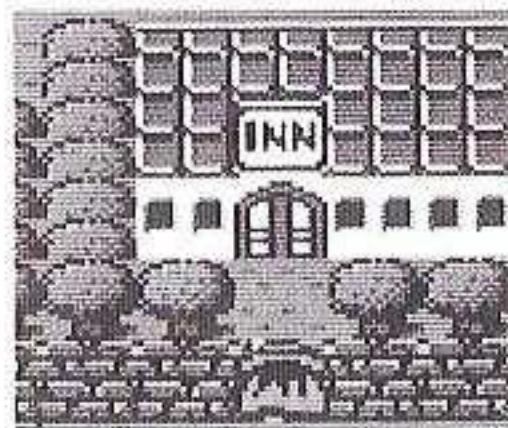
## 3) Shops

There are several places such as inns and churches where characters can buy weapons and armor, recover energy, resurrect allies, etc. Inside lodgings and stores, follow the shopkeeper's instructions and select what you wish to do using the cursor and Spacebar.



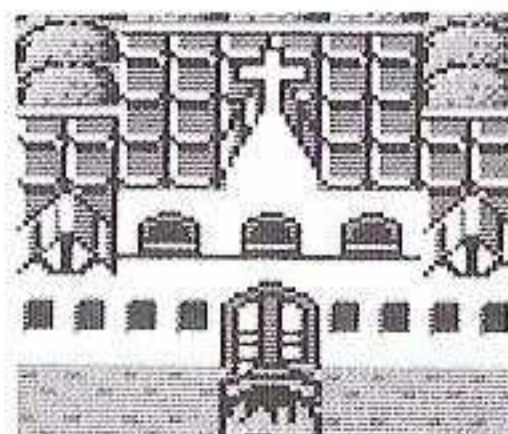
#### 4) Inns

Stop by here whenever you want to recover your health or save your game. Your HP and MP will be fully restored. It is advisable to buy weapons and spells prior to visiting them.



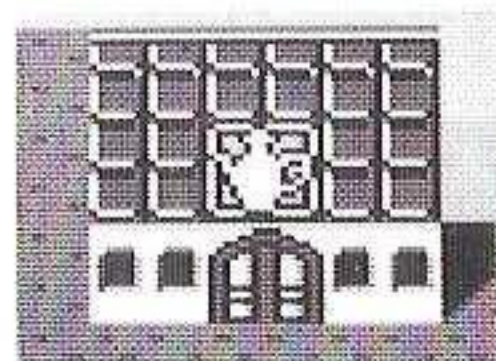
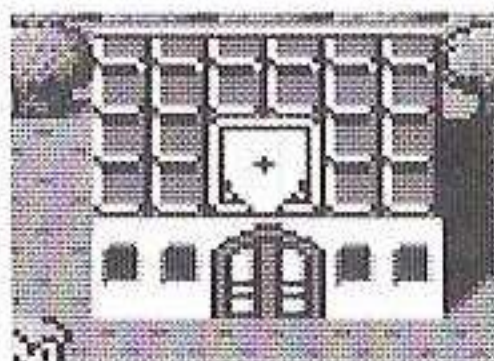
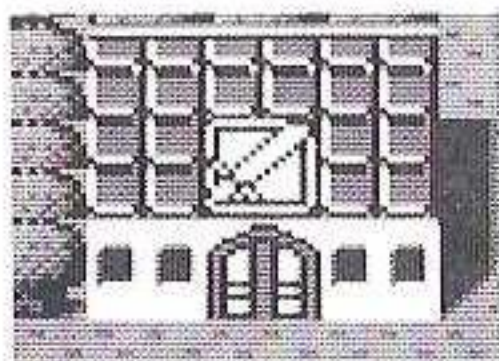
#### 5) Churches

If a party member dies in battle, you can bring them back to life here (although they will start at 1 HP). You will be charged a fee (both in churches and lodgings), and their price will vary from town to town.



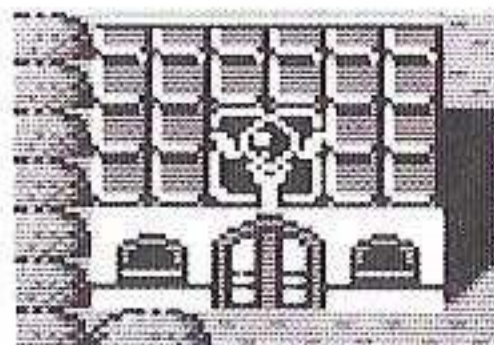
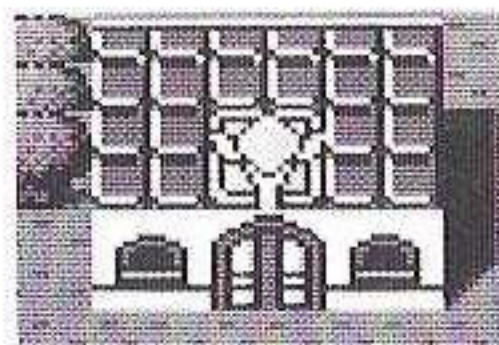
#### 6) Weapon / Armor / Item Shops

You're guaranteed to find at least one of these in a town. Depending on the location, the inventory will differ. Also, item shops in every city each have unique goods you can't find anywhere else, so make sure to pay them a visit.



#### 7) Black and White Magic Shops

There are two types of magic shops: black magic and white magic. Just like weapon and armor shops, their inventory vary from town to town. The spells are sold according to the caster's magic level, so keep that in mind when purchasing.



# Saving

These are the instances where you can save your progress:

- 1) Stopping by an inn  
HP and MP will be fully recovered.
- 2) Using a cottage  
HP and MP will be fully recovered.
- 3) Using a tent  
HP will greatly recover, but MP won't.
- 4) Using a sleeping bag  
HP will recover a little, but MP won't.

After you save the game and turn off the power, the next time you play, choose "Continue" to resume your journey from where you left off. You can't save inside dungeons, so make sure you have plenty of HP and MP before diving into them.

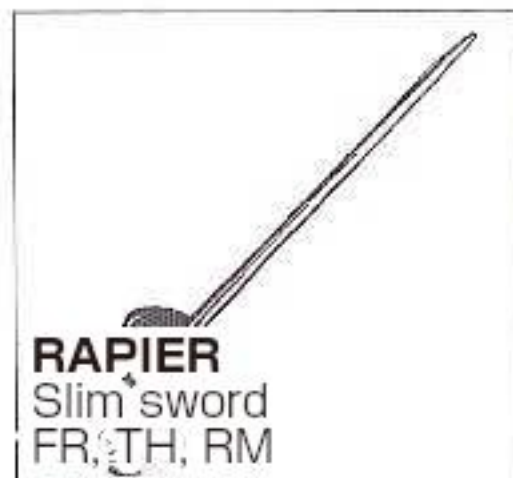
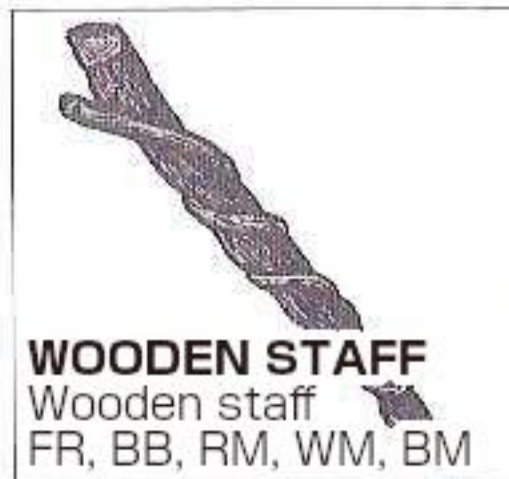
## ★Closing the Game

If you want to quit playing, eject the disk when the access light is off (showing the disc is not active), and then power off the machine.

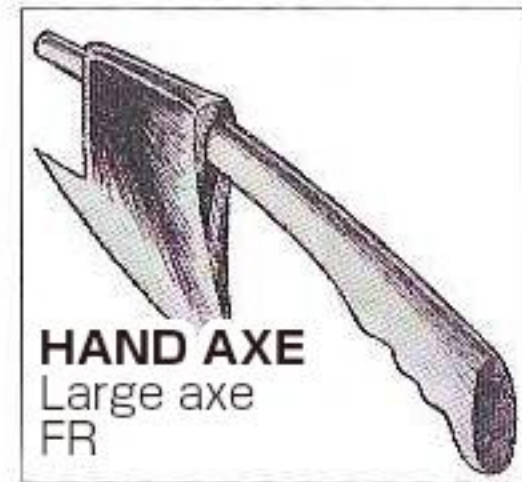
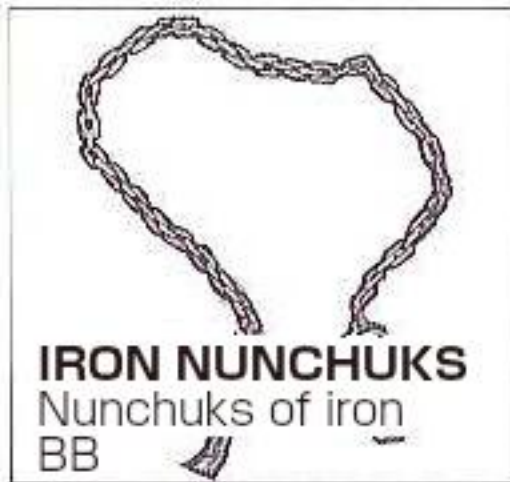
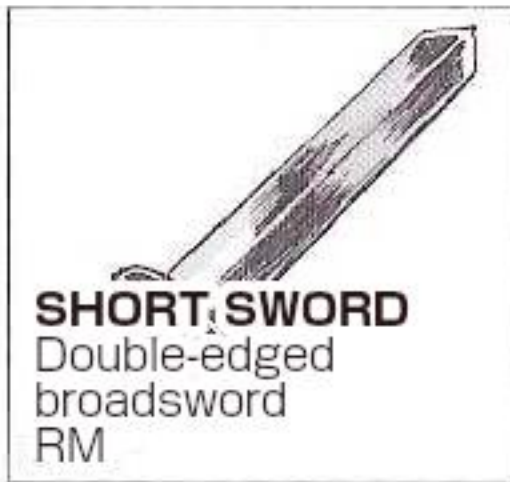
# Weapon List

Final Fantasy features a rich arsenal of weapons that you can buy in shops inside towns or find inside dungeons. The ones we will introduce here are the ones obtainable in the first half of the game, but there are tons more. Every character is able to wield a specific set of weapons, so do your research before purchasing them. Also, weapons have several quirks that make them more effective against certain types of enemies. Learning them will go a long way towards improving your game. You can hold up to four weapons, but you can only equip one at a time. It would be wise to carry a few and equipping them according to the kind of foe you're fighting against.

FR: Can be used by Fighters  
TH: Can be used by Thieves  
BB: Can be used by Blackbelt  
RM: Can be used by Red Mages  
WM: Can be used by White Mages  
BM: Can be used by Black Mages







# Armor List

Just like weapons, Final Fantasy features a bountiful assortment of armor. They're sold at shops and can be acquired inside dungeons as well, but unlike weaponry, they can be equipped multiple pieces at a time. Of course, every character can use only specific garments, so you can't just wear anything just because it's "strong". Please be careful not to waste your money on armor you can't equip.



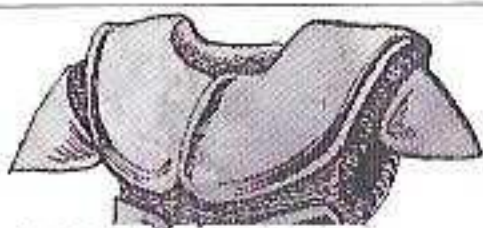
**CLOTH**  
Clothes designed for combat  
FR, TH, BB, WM, RM



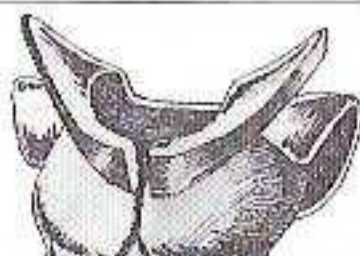
**WOODEN ARMOR**  
Armor made out of wood  
FR, TH, BB, RM



**CHAIN MAIL**  
Armor made of rings linked together  
WR, RM



**IRON ARMOR**  
Chain mail with slim pieces of iron on the top  
FR



**STEEL ARMOR**  
Custom-made steel armor for a knight  
FR



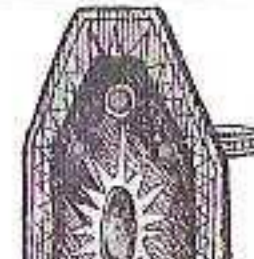
**SILVER MAIL**  
Chain mail made out of mythril silver  
FR, RM



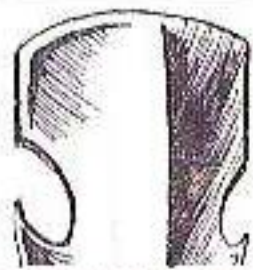
**WOODEN SHIELD**  
Shield made out of wood  
FR



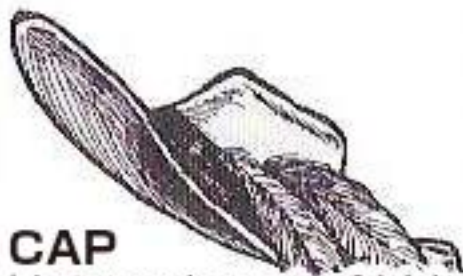
**IRON SHIELD**  
Shield made out of iron  
FR



**BUCKLER**  
Small shield  
FR, TH, RM



**SILVER SHIELD**  
Shield made out of  
mythril silver  
FR



**CAP**  
Hat made out of hide  
WR, TH, BB, WM, RM,  
BM



**WOODEN HELMET**  
Small helmet  
FR



**IRON HELMET**  
Helmet that covers  
the whole head  
FR



**SILVER HELMET**  
Helmet made out of  
mythril silver  
FR



**GLOVES**  
Gloves made of hide  
WR, TH, BB, WM, RM,  
BM



**COPPER GAUNTLETS**  
Gauntlets made out  
of copper  
FR



**IRON GAUNTLETS**  
Gauntlets made  
out of iron  
FR



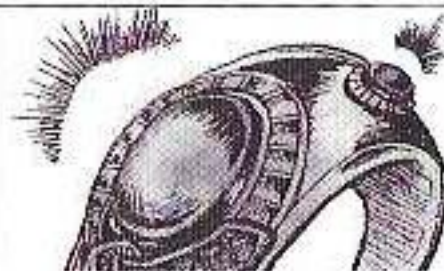
**SILVER GAUNTLETS**  
Gauntlets made out  
of mythril silver  
FR



**COPPER BRACELET**  
Bracelet made  
out of copper  
Everyone



**SILVER BRACELET**  
Bracelet made  
out of silver  
Everyone



**GOLD BRACELET**  
Bracelet made  
out of gold  
Everyone

You can sell weapons and armor you don't need anymore at any shop. If the equipment you find inside dungeons piles up and eats up inventory space, selling them is the best choice. This will be a long journey, so any income source is welcome!

# Item List

During their outstandingly long journey, the four warriors will face countless enemies along the way. Regardless of their level of experience or the mighty weapons they acquire, there are certain items that are absolutely essential to travel. Here we will list the most important tools you can obtain in any town or city. There are others you get by helping people being attacked, or by picking them up in dungeons, but you must procure them yourself with your own power. These are hidden throughout the whole world, and you need them in order to make the crystals shine again.

## Items You Can Buy at Shops

- |                     |  |
|---------------------|--|
| <b>Potion</b>       | A medicinal herb that grows in the sacred forest. You can even use it mid-battle.  |
| <b>Antidote</b>     | A key herb when fighting against poisonous enemies, usable inside battles. While poisoned, your health will decrease rapidly, and you won't be able to keep going on your journey.                                     |
| <b>Soft</b>         | People turned into stone by enemies' magic spells are functionally dead. For critical moments like this, this is what you need to bring them back to life.   |
| <b>Sleeping Bag</b> | This portable bag can shrink and expand through magic. It allows you to save your game as you travel.  |
| <b>Tent</b>         | A tent you can effortlessly carry with you. If you rest here after an exhausting day of adventures, enemies won't get close. Of course, you can save your game with it, and it recovers more HP than the sleeping bag. |
| <b>Cottage</b>      | A hut that can grow smaller until fitting in the palm of your hand. Ideal for resting in remote regions. It can recover all your HP and MP too, but only after saving the game.  |

# Tips About Magic

## 1) White Magic and Black Magic

In Final Fantasy, magic is divided into two types: black and white. White magic utilizes people's kind souls as a source of power to heal wounds, illnesses, and keep evil beings at bay. On the other hand, black magic controls the power of the four elements that form nature and exploits it at will to defeat foes and weaken their attacks.

White magic is employed by white mages and sorcerers, and black magic by black mages and wizards. It is a very deep discipline, so only max level sorcerers are able to master every spell available to them. Red mages and wizards can use both white and black magic, but they won't be able to take advantage of their full range of spells, even at top level (that's what the rumors say). Remember that spells must be bought at shops located in towns.

## 2) Magic Level

Character level and magic level do not go hand in hand. Magic level ranges from 1 to 8, and the most powerful spells can be purchased at shops in exchange for a pretty penny, but they can't be utilized unless the mage has obtained the appropriate qualification. Inside the "Magic" menu you can check what magic level you're currently at.

## 3) Using Magic

Not only your magic level limits the amount of spells available to you, but also you can only use them a limited amount of times. This information is also displayed in the "Magic" section of the game menu. Once it's a mage's turn to fight, place the cursor on it and press the Spacebar to open the spell selection screen. Now, you can choose a spell by pressing the Spacebar again, but please be aware of the available casts you have left. If you run out of MP, you can restore it at inns.

Should you wish to use magic while traveling, press F1 key to open the menu, select "Magic", and choose which mage will use which spell (and use the same steps like in battle).

### Available Casts

LV1	3/3	Three casts of a LV1 spell.
LV2	1/2	Two casts of a LV2 spell, used one already.
LV3	0/0	Can't use LV3 spells yet.

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