

# FINAL FANTASY™



## THE ADVENTURE GOES BEYOND ANYTHING YOU'VE EVER KNOWN

Final Fantasy redefines the limits of both Adventure and Role Playing Games by plunging you into a world brimming with its own history and legends. It is a vast world that pits you against deserts and oceans as well as armies of Chaos. Solving the puzzles and winning the battles are not easy tasks, but they're not impossible, either. Get a quick start using the Explorer's Handbook that comes with the game. A quick review of Final Fantasy's earliest stages follows this page. Then it's on to greater challenges by land, sea and air as the four Light Warriors pursue their destiny. Don't forget to read about the July/August Final Fantasy Treasure Quest and how you might win real treasure!

An Adventure Pack Or  
Suit Of Armor May Be  
Yours If You Enter  
The...



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# FROM CONERIA TO CRESCENT LAKE: THE QUEST BEGINS

There's so much to see and do in Final Fantasy that even the 84-page Explorer's Handbook provided with the game can't cover everything. The following three pages list the major tasks facing the Light Warriors during the early stages. If you're just starting out, use the information as a quick play guide. If you've already reached Crescent Lake, you might want to see if you've missed anything valuable. There is so much treasure lying about that missing a critical treasure chest is easy to do. Get your bearings using the full world map on pages 12 and 13. If you missed the first installment of the Treasure Quest, be sure to look back at your May/June issue. Contest details can also be found in the May/June issue of Nintendo Power.

## GARLAND'S CASTLE

In the north is the castle home of Garland, an evil wizard who holds Princess Sara captive. Take as many Heal potions as you can afford. Magic users in your party should save their magic for the fight against Garland. HARM, CURE and FIRE are all good spells. Collect treasure from the castle before the battle.



Defeat Garland and return the Princess to Coneria for the King's reward.

## CONERIA

The quest of the Light Warriors begins here in Coneria. First, visit the King in the castle and talk to everyone you meet. Then go to the town and buy weapons and armor at the shops. Make sure you Equip each Warrior. In the forest outside the town, fight enemies until you reach Level 3 for each member of your party.



The King tells you what has happened to his kingdom and challenges you with a quest.

## MATOYA'S CAVE

Cross the King's Bridge to the north and begin searching for Matoya's Cave. Again, bring lots of Heal potion so you don't waste magic using the CURE spell. Take a Tent with you to save your progress. Once you reach the cave, the broom tells you how to use the world map. Then talk to Matoya.



Matoya needs a crystal to regain her sight. The crystal can be found in the south.

## PRAVOKA

The trip to Pravoka is long and dangerous so stick to the grassy areas as much as possible. In the port town, talk to everyone. Your levels may have gone up, too. See if you are ready to buy Level 2 magic spells. Fill up your HP by staying at the Inn, then search for the pirate who has been terrorizing the town.



Use SLEP—the sleep spell—against the pirate crew. Then attack and win a ship!

## ELFLAND

Across the Aldi Sea lies Elfland. A great deal of information is available here. High quality weapons are also available in the shop. The Silver Sword is great for your Fighter. Earn Gold and Experience points in the forest that surrounds Elfland. Raise your Levels to 9 or 10 before moving on to Astos and the Marsh Cave.



Only an Herb obtained from Matoya can wake up the sleeping Elf Prince.

## ASTOS & THE MARSH CAVE

The Northwest Castle is Astos' home—your next goal! There Astos tells you to look for a lost crown in the Marsh Cave. Take 99 Heal potions into the cave. Use Level 3 and 4 magic spells to defeat difficult enemies such as Wizards and Gargoyles. In the lowest dungeon you'll find a crown. Return the crown to Astos.



Make sure your party is at full power when you enter Astos' chamber.

## FROM ELFLAND TO THE DWARVES' CAVE

After defeating Astos, return the Crystal to Matoya and get the Herb to awaken the Prince. The Prince will give you the Key. Go to Coneria and explore the Treasure Room. Then it's time to visit the Dwarves' Cave directly to the west. There you should talk to Nerrick who needs the TNT you found in the Treasure Room.



Nerrick uses the TNT to blast a passage to the Western Sea. Now you can sail to Melmond.

## MELMOND

Listen carefully to the people of Melmond and check out the Armor Shop for some powerful items. There's no Tool Shop here, though, so you should stock up on Heal and Pure potions before setting sail from Coneria. Dr. Unne lives in this town. Much later in the game you'll have to pay him a visit.



Melmond is the staging area for your assault on the Earth Cave further south.

## THE EARTH CAVE

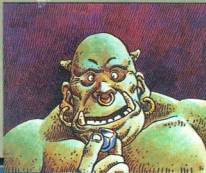
The people of Melmond told you about a Vampire. He lives here in the Earth Cave, but he is not alone, nor is he the main enemy to be found in the cave. You should be at about Level 11 now. No matter how strong you are, it won't be an easy fight. Against the Vampire, try using the FAST spell to increase the power of a Fighter.



In the Earth Cave, you have to fight through two big foes.

## THE TITAN'S CAVE AND SARDA

By defeating the Vampire in the Earth Cave, you'll obtain a Ruby. Feed the Ruby to the Titan in the cave west of Melmond and he'll let you pass. Don't miss the Treasure Room at the bottom of the cave! Then see Sarada in the cave further south. He'll give you the Rod that moves the stone slab in the Earth Cave.



The Titan has a taste for Rubies. Feed him the Ruby you got in the Earth Cave.

## CRESCENT LAKE

If you have the Gold, this is the place to buy great silver weapons and armor. It's also the town where you meet Lukahn. Follow the woodland path from the northeast corner of town to the Circle of Sages. They'll tell you all about the world's trouble and give you a canoe. Buy a House in the Tool Shop.



The Circle of Sages reveal how the four elements are destroying the world.



# FINAL FANTASY

## WORLD MAP

The world of Final Fantasy is a sprawling place with every imaginable landscape. From impassable mountain ranges to serpent-filled seas, this is a world made for adventure. Using the trick taught to you by the Broom in Matoya's cave (Push B Select), you can see your party's present position in the world as well as other key locations. Other useful maps are supplied in the Explorer's Handbook (Supplied with the Game Pak) to help you cover the many treacherous territories. One of the most exciting parts of Final Fantasy is exploring new regions—going where no one has gone before! Your maps will prove invaluable.

### THEY SAY THAT GETTING THERE IS HALF THE FUN

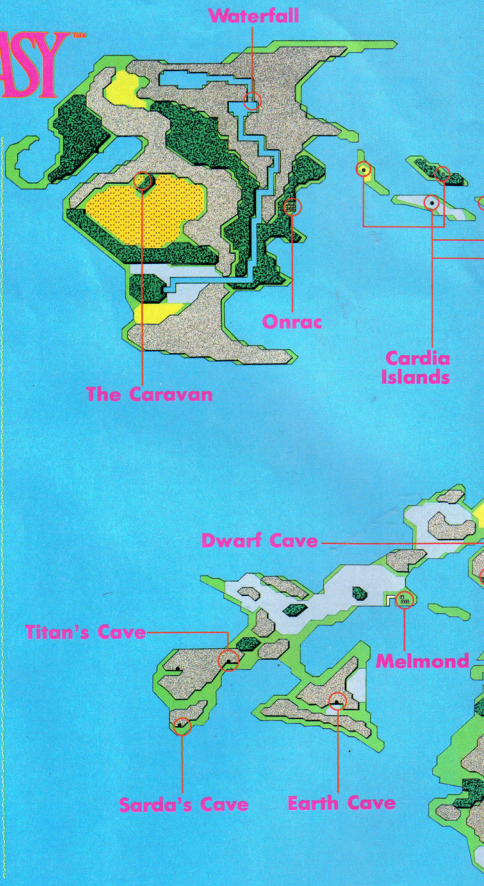
The Pirate Ship takes you from the area around Coneria to the wide southern lands. The Canoe is used in rivers. The Airship opens up the North.

SHIP



CANOE

AIRSHIP





Mirage Tower

Gaia

Castle of Ordeal

Lefein

Matoya's Cave

Temple of Fiends

Pravoka

Coneria

Ice Cave

Northwest Castle

Crescent Lake

Eifland

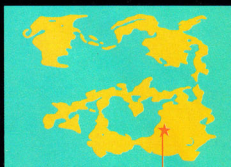
Gurgu Volcano

Ryukahn Desert

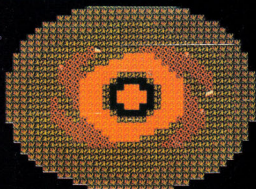
Marsh Cave

# GURGU VOLCANO

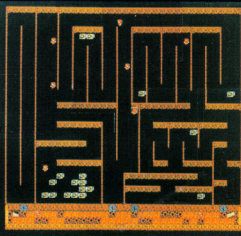
Northwest of Crescent Lake is Gurgu Volcano, home of Kary, the Fiend of Fire. Using the canoe to paddle upstream, you'll battle many river creatures. Fighters are strongest against them, but you can Run from most. Before entering the volcano, use a House to save your progress and restore HP. If you don't succeed on your first trip inside, you'll be able to start again at the entrance. Plan your route using the maps below to avoid dead-ends and as much of the damaging lava as possible.



## LEVEL 1



## LEVEL 2

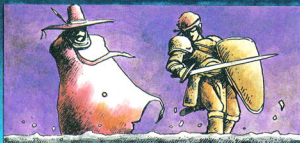


A quick trip through the Second Level treasure rooms will earn you valuable silver armor and weapons plus lots of gold.

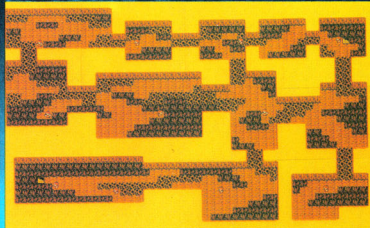
## LEVEL 3-A



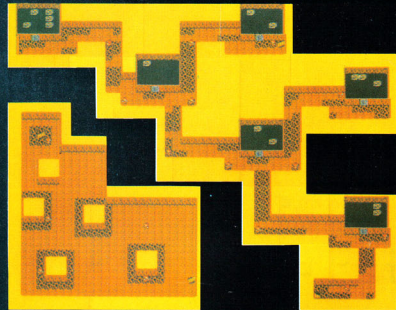
If your HP and magic levels remain high after the second level, proceed to Levels 3-A and 3-B. Avoid lava where possible and restore HP with Heal potion. Don't waste magic. It's better to Run.



## LEVEL 3-B

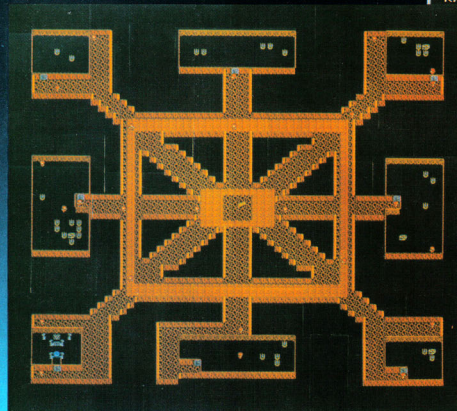


## LEVEL 4



In the upper left corner of Level 4 you'll find an Ice Sword and the Flame Shield—both valuable items. Come back to get other items and gold after defeating Kary.

## LEVEL 5



In the middle left chamber of Level 5 you'll find the Flame Armor. The other chambers, except Kary's, are all empty. When you go to battle Kary, use the powerful Ice Sword and the Flame Armor on your lead Fighter.

Each step on lava reduces the HP of each party member. By staying on the cool, darker lava, you can conserve HP. Carry a full supply of 99 Heal potions and keep your HP up to the maximum. Powerful enemies attack at the deeper levels, some of which can't be escaped using Run. The fighting warriors will inflict damage along with a mage's ice spells. Only use ICE and ICE2 in critical battles. Also, don't waste time checking every room. Just a few (noted in captions) contain items worth the cost in HP to get them. If you have to backtrack, avoid places where you were attacked.

		NEST HP 395
		HOWA HP 274
		GAIL HP 215
		PAM HP 188
KARY	FIGHT RUN MAGIC DRINK ITEM	

Before entering Kary's lair in the bottom left corner, max out your HP and Equip with your most powerful weapons and armor. Against Kary, use AFIR to reduce the damage of her fiery attacks. SLEP, STUN and ICE2 also work. Boost your Fighter with FAST.





# ICE CAVE

North of Gurgu Volcano and accessible only by canoe lies the perilous Ice Cave. Your goal is to find the Floater stone, which is used to raise the airship. Your strategy is similar to that used in the volcano. Use a House before entering and carry a full supply of Heal potion. Fire spells will be very effective inside. Beware of Ice Dragons and Mages!

## LEVEL 1

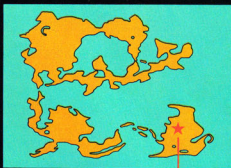


In the upper levels of the Ice Cave you'll encounter Wraiths and other undead enemies. FIR2 and HRM2 work well against them. Avoid the damaging light colored icy patches. On the second level, go down then left to reduce the chance of meeting the Mage, who might use the RUB spell.

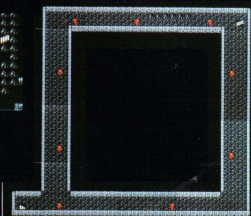
## LEVEL 4-B



## LEVEL 3



## LEVEL 2



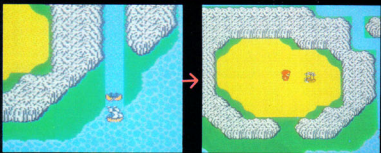
## LEVEL 4-A



Take the stairway on the right hand side of the ice maze. Now look for a room with many holes. The Floater's in the middle.

# RYUKAHN DESERT

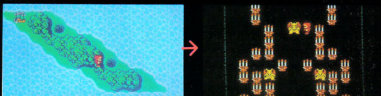
In ages past a fantastic flying ship was buried in the sands of the Ryukahn Desert. With the Floater you can raise the airship and use it. While airborne, no enemy can attack the Light Warriors. On the other hand, you can land the airship only on grassy land, so you'll still have to make treks through forests and deserts to reach certain vital locations in the north. It's also easy to visit Coneria's inexpensive Inn.



Go to the middle of the desert and use the Floater on your item list. Once it appears, stand on the airship and push the A Button to launch it.

# THE CARDIA ISLANDS

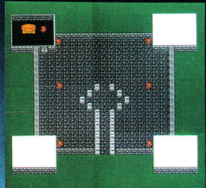
These islands are inhabited by a race of friendly Dragons. Enter each cave, talk to the Dragons and collect treasure. Your next quest will be revealed to you. If you succeed in this task, return to the Dragon King with proof of your courage and your party will be transformed into knights and wizards with superior powers.



Bahamut, King of the Dragons, will ask you to prove your courage. Since you can land only on the grass, you might have to hike to his cave.

# CASTLE OF ORDEAL

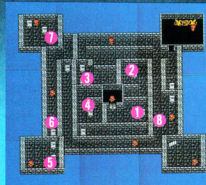
## LEVEL 4



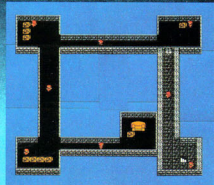
Make your way to the upper left chamber and touch the throne. Now follow the numbers on the map to the right, touching the pillars in the order shown. On Level 3 you'll have to go around the entire length of the hall to reach the final chamber where the Rat's Tail is kept. The main threat along the way comes from groups of magic users. Always cast the MUTE or AFIR spell immediately!

Northeast of the Cardia Islands is a castle filled with dangerous enemies. To prove yourself worthy of Bahamut's gift, you must enter the castle and find the Rat's Tail. The enemies are very strong, so make sure your supply of Heal potions and magic levels are full. You'll have to park the airship on the peninsula to the west, which leaves a long hike. Use a House outside the castle to restore lost HP and magic. Watch out for Sorcerers, Mancats and other strong enemies.

## LEVEL 2

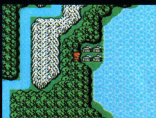


## LEVEL 3



# ONRAC

New mysteries are introduced when you reach Onrac and speak to its citizens. Some of them talk about a problem at the Waterfall to the north, others about a Sea Shrine, and there's even talk of a Caravan out in the Western Desert. They're all revealing clues. You see, to use the submarine moored at Onrac you need Oxyal from the Fairy who is for sale in a bottle. That's just for starters. Each time you finish a task, people may have new information for you.



Although the Sea Shrine is your first objective, eventually you'll make use of all the clues. For instance, someone might mention Dr. Unne. If you remember, he lives back in Melmond. Better go talk to him when you find his Slr! It's a good idea to write down all the messages.

# GAIA

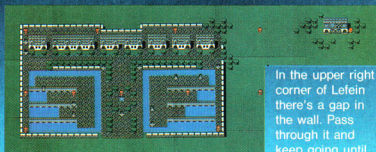
Gaia is hidden away in a remote northern valley. Land nearby on the grass and check it out. You'll find the Fairy's pond, but the Fairy has been kidnapped by a ruthless pirate who sold her to a Caravan. Aha! If you buy the Bottle from the Caravan and bring it back to Gaia, you'll get Oxyal for the sub. Simple! Actually it's just the beginning. As always, listen closely to what the people are telling you. In Gaia some talk about a town down south where... a different language is spoken?



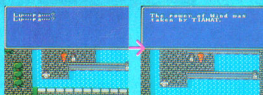
If you release the Fairy at the Spring she will reward you with Oxyal for the submarine.

# LEFEIN

Depending on whether you found the Slab in the Sea Shrine, and if you took it to Dr. Unne, a trip to Lefein might not do much for you. Only Dr. Unne can teach you the language, and he can only do that if he can translate the Slab. Once you can talk to the people of Lefein, however, a lot is explained. You'll learn about the tower in the desert and how to get inside.



In the upper right corner of Lefein there's a gap in the wall. Pass through it and keep going until you find the Magic Shop.



# THE CARAVAN

In the northern part of the Western Desert is a small oasis where a caravan has set up shop. Go to the patch of sand just west of the oasis to find the shop. Only one item is for sale here, but it's vital that you purchase it, even at the extraordinary cost of 50,000 gold pieces!



Park the airship further west at the edge of the desert and hike in.



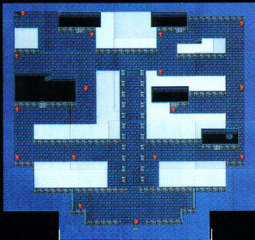
The Bottle contains the Fairy from Gaia who can give you Oxyal.

# THE SEA SHRINE

The submarine in Onrac will take you directly to the Sea Shrine when you have Oxyal. Long ago the Sea Shrine was taken over by Kraken—the Fiend of Water. Inside the Shrine you will find Mermaids who will help you and many enemies to fight. Your best attack magic against sea monsters will be LIT2 and LIT3. The Ice Sword is still the best weapon for Knights, and if you have a Blackbelt, make sure he uses only his hands.



## LEVEL 3-A

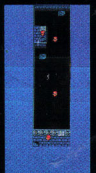


The first area of the Shrine is actually the middle—Level 3-A. Go up to Level 5 to meet the Mermaids and down to Level 1 to battle Kraken. Between trips, go to the Inn at Onrac.

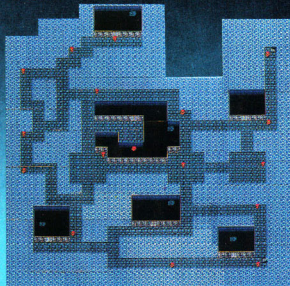
## LEVEL 3-B



## LEVEL 3-C

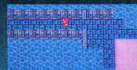


## LEVEL 4-A

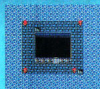


## MEET THE MERMAIDS

The Mermaids will show you with information and treasure. They also have the Slab with Dr. Unne. Visit them before your attack on the evil Kraken.



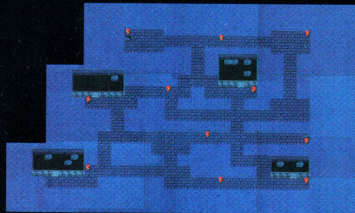
## LEVEL 4-B



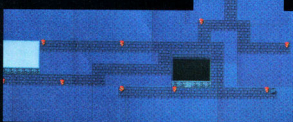
## LEVEL 5



## LEVEL 2-A



## LEVEL 2-B



# 21

What goes down must come up, at least part of the way if you want to reach Kraken. Take a good look at these maps to plan your route. ATTACK Kraken with LIT3 and use both FAST and Opal Armor to boost the power and resistance of your fighting warriors. Be prepared to lose a couple of warriors in the battle.



## LEVEL 1



# THE SLAB

The Slab contains a valuable translation of Lefeinish—which is the language of the Sky Warriors. You'll learn about them back in Lefein, where you can now understand what people are saying.



Give the Slab to Dr. Unne and he'll teach you Lefeinish.

# IT'S NOT OVER YET

Although the Light Warriors have come far, the greatest challenges still lie ahead. The Waterfall! The Mirage Tower! The floating palace of Tiamat! Luckily, plenty of Power tips are still to come.



This tower leads the Light Warriors to a futuristic place in the sky!



July/August  
Contest



Is there such a thing as too much treasure? We don't think so, especially when it's so much fun to find. In the last Final Fantasy Treasure Quest we asked you to send in the answers to three questions. This time there are only two questions. Read the rules below to learn how



you can enter. You may wind up with one of 500 Final Fantasy Adventure Packs, each stuffed with treasure. Or you could receive one of two authentic suits of armor—as much fun as a stuffed armadillo but more stylish! And still to come, in the September contest you'll have a chance to win the Grand Prize—an exotic Treasure Quest Weekend!

## July/August Contest Rules

Include answers to both questions for the July/August Contest on a 3x5 postcard and mail it to the address below with proper postage by September 1st. (The post office will not deliver any mail that doesn't have proper postage and no responsibility is assumed for lost, stolen or misdirected mail.) Be sure to include your address and telephone number on your entry card. Contestants are limited to one entry per contest. All entrants must be U.S. residents.

Winners are randomly selected from entries correctly answering the 2 contest questions for the July/August contest. The random drawing for 500 Final Fantasy Adventure Packs and 2 suits of armor will take place on or about September 15, 1990. Winners will be notified by mail. By acceptance of their prize, winners consent to the use of their names, photographs, or other likenesses for purpose of advertising or promotion on behalf of "Nintendo Power" magazine and Nintendo of America Inc. without further compensation. Chances of winning are determined by the number of eligible entries received. No substitution of prizes is permitted. All prizes will be awarded. The contest is not open to employees of Nintendo of America Inc., their affiliates, agencies or their immediate families.

THIS CONTEST IS VOID IN CANADA AND ELSEWHERE where prohibited by law, and is subject to all federal, state, and local laws and regulations.

No purchase is required to enter the contest. May/June Contest answers will be printed in the September/October issue.

## THE JULY CONTEST

Question  
1

WHAT IS THE NAME OF  
THE EX-MERMAID?

Question  
2

WHERE DO YOU FIND AN  
INQUISITIVE BROOM?

Nintendo Power  
Final Fantasy  
Treasure Quest  
P.O. Box 97063  
Redmond,  
WA 98073-9763