

# Final Fantasy IX Instruction Manual Translation

by Lucius Maximus

Updated on Jul 9, 2000

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FINAL FANTASY IX: Instruction Manual Translation  
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produced by Squaresoft, SCPS 45500-3  
published by Sony Computer Entertainment Inc.

translated by Henry H. Jerng (hjerng@leland.stanford.edu)  
on July 9, 2000

TRANSLATOR'S NOTE: This FAQ is specifically designed to provide early adapters (especially Final Fantasy fanatics) with basic information about how to play this game. All information provided is as accurate as I can make it according to the instruction manual, without actually playing through the game.

After approximately 2 hours of actual play, I cannot yet deliver even a decent review of this latest installment of Final Fantasy. Still, it is already perfectly obvious that Squaresoft has come through with a graphically beautiful and absolutely playable game with, above all, magnetic personality. FFIIX is filled with wonderous fantasy and adolescent FUN- in complete contrast from the serious drama that was FFVIII.

Back to the fantasy...

Henry

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## I. INTRODUCTION

(This comes by the way of Sony...)

Thank you for purchasing "PlayStation" Final Fantasy IX by Sony Computer Entertainment Inc. Please read the attached instruction manual thoroughly before starting the game. Please keep this instruction manual for future reference.

(Back of game)

"Time passes unconcerned as people live with anxiety, doubt, and sadness.

And, they try to seek something. That's what they seem to be doing.

For Zidane, something to protect himself.

For Vivi, his own existence.

For Garnet, something like herself.

In a world where a mist completely covers everything, they each pursued their very own "answers". At times, they fought against one another; at other times, they held each other's hands.

What were their "answers"?

Could they discover something there?

You may understand that if you read this story..."

THIS IS HOW YOU ENJOY A FANTASY. In Final Fantasy IX (FFIX), everything you want to know on how to play, including what's written in the manual, can be found in the game. To say this concretely, if you press the SELECT button after opening the menu screen, you can point the cursor and see explanations for commands and items. Furthermore, a character called Mogutaro will appear during the story and explain essentially how to progress through the game.

And, this instruction book does not repeat the same explanations as found in the game. Instead, it will introduce you to how to enjoy FFIX. If you read this booklet, it's expected that you will progress smoothly in the game AND understand how best to play FFIX until all the nooks and corners have been searched. Before you start playing and even when you're playing, please look over this booklet several times.

## II. OVERALL LOOK AT CONTROLS

The controls for FFIX changes depends on 4 different situations, as described below. Try to understand the controls for each situation so you'll move and control the characters at will.

(Menu Screen)

Directional Keys: move cursor/switch between one or whole when using abilities

Left Stick: move cursor

Right Stick:

Circle Button: decide/ability list display (status menu)

X Button: cancel

Triangle Button:

Square Button: change to ability and equipment screen

L1 Button: change character/change display page/switch between one or all when using abilities

L2 Button:

R1 Button: change character/change display page/switch  
between one or all when using abilities

R2 Button:

Select Button: help display

Start Button: decide (when on controller config screen)

(Battle Screen)

Directional Keys: move cursor

Left Stick: move cursor

Right Stick:

Circle Button: decide

X Button: cancel

Triangle Button: change character you're entering command  
for

Square Button: not display window (only while pressed)

L1 Button: change display window/switch between one or all  
target/escape from battle if continuously pressed with

R1  
button

L2 Button: display or not display target window

R1 Button: change display window/switch between one or all  
target/escape from battle if continuously pressed with

R1  
button

R2 Button:

Select Button: help display

Start Button: pause

(Movement Screen: Field)

Directional Keys: move controlled character

Left Stick: move controlled character

Right Stick:

Circle Button: investigate/speak/decide

X Button: change speed of movement (while pressing X and  
directional keys)/cancel

Triangle Button: open menu window

Square Button: investigate/speak/decide/challenge to card  
game

L1 Button:

L2 Button:

R1 Button:

R2 Button:

Select Button: display HERE icon/see ATE

Start Button: pause

(Movement Screen: World Map)

Directional Keys: move controlled character/change  
direction

and altitude of airship

Left Stick: move controlled character/change direction and  
altitude of airship

Right Stick: make your vehicle move forward/backward

Circle Button: enter building/ride vehicle/make vehicle  
move

forward

X Button: disembark vehicle

Triangle Button: open menu screen/move to inside the  
vehicle

Square Button: call out Moguri/make vehicle move backward

L1 Button: rotate view to left

L2 Button: set direction of view  
R1 Button: rotate view to right  
R2 Button: change view  
Select Button: change Navi Map display  
Start Button: pause

\* You can soft reset if you press L1, L2, R1, R2, select, and start all at the same time.

### III. LET'S ENJOY THE STORY!

One of the FF series' attraction is its deep story. This time the story involves a heart-pounding adventure.

Eight important characters form the center of the story, and their thinking and aims change through the game. Please see for yourself how they are brought together by fate and how they weave the story.

Zidane Tribal  
Garnet Til Alexandros 17th  
Adelbert Steiner  
Freija Crescent  
Vivi Ornitier  
Salamander Cral  
Quina Quen  
Eiko Carol

#### A. The story widens with active time event (ATE)

ATE happens in the story like knots in lumber, and they are events where the player can choose how to see. Whenever text appears at the lower left part of the screen, showing that there's ATE happening, you can see an event by pressing the SELECT button (as an exception, if the letters are grey colored, you will see the event automatically). Even if you don't see the ATE, the story will proceed, but if you see it you can know the story's lining and some aspect of some character. This way, it increases the emotional immersion to the story.

#### B. ATE changes with player selection

Sometimes which event is seen in ATE changes depends on which one the player chooses and sees before. The photos (in the manual) shows an example of how that changes occur. Because the result that you see in the event and the conversation changes, it's better to try various ways.

### IV. LET'S TRAVEL THE WORLD!

The world where the story takes place is huge. Let's pay attention to explore without overlooking anything.

#### A. The basics of exploration are conversation and investigation

As you progress in the story, it's necessary to speak to many people and search various places. At places where there are things you can investigate (like strongboxes, signs, and ladders you can go up and down on), the "feel icon" appears above the controlled character's head. If you press the CIRCLE or SQUARE button at that time, you can get

information on what kind of item it is and you can go up and down on a ladder. As for the feel icon, a "!" is mainly what is shown, but when you search, a place that has selections will have a "?" displayed.

#### B. How to save

If you talk to a special Moguri, the play data can be saved. You need to pay attention because there are Moguris that can't save even if you talk to them, and there are Moguris that are hidden. Furthermore, on the world map, if you press the SQUARE button, a Moguri will appear and you can save. Other than that, you can save also when the scenario advances to a point when you have to change the disks.

#### C. Various adventures other than pressing on with the story

In the game, along with the main story, many events not directly related are provided. Try to experience these events as detours.

MOGUNET: Try to forward letters to Moguris

If you choose "MoguNet" when speaking to a Moguri, you'll be asked to forward letters to other Moguris, and you'll be shown letters sent to you. Furthermore, if you hand over letters to Moguris, you can read its content. Since you can pass these letters back and forth, it's good to check which Moguri is located where. However, if the story progresses, please be aware that some Moguris will change locations.

COLLECTION SEARCH: Gather articles scattered throughout the world

In your journey, you'll have opportunities to meet various collectors. Searching for things that these collectors want is one of the enjoyment of adventure.

1. Stellar Trio: Coin that some nobility collect. There are more than 10 kinds, and they have the names of various constellations inscribed on them.

2. Coffee Beans: Ingredient to make delicious coffee. Old folks who like coffee is looking for these.

#### V. LET'S BATTLE!

Let's understand the battle system and harness the power to win no matter who you're fighting against.

##### A. In order to not lose in battle...

The battles in this game follows the Active Time Battle (ATB) system where time always passes. Furthermore, command that you can select in battle differs from character to character. It can be said that the quickest way to succeed in battle is by establishing a strategy that suits the situation, while considering the commands available for use by various characters.

#### HOW TO LOOK AT THE BATTLE SCREEN

1. Cursor: It is displayed on a character that you can

choose command for.

2. Command: Fight, Item, and others. All commands shown.
3. HP (Hit Point), MP (Magic Point): Characters with 0 HP because of enemy attack will be inactive and cannot join the battle. MP is the power necessary to use Ability.
4. ATB: Increases with time. When it becomes full, action (command selection) is available.
5. Trance Gauge: If you receive damage from enemy attack, trance power increases. The character with full trance gauge will trance. The trance gauge is also shown at some events.

#### B. Easy control during battle

1. Change the order with TRIANGLE button

When there are many characters active and ready, by pressing the TRIANGLE button, you can change the character who will choose command, thereby organizing the order of action.

2. Escape with L1/R2 buttons

If you continuously press the L1/R1 buttons simultaneously, you can escape from the enemy. Moreover, time is required until escape, and you can receive attacks during that time (There are times when you cannot escape).

3. L2 button opens the target window

If you press the L2 button, a target window for choosing enemy to attack or perform magic appears, and you can choose the enemy by name.

#### C. TRANCE changes command

After receiving attacks from the enemy, a character can have a full trance power and is lit under bright light. During a trance, attack ability is increased, and it is possible to perform special attacks that appear when the commands change. It is an effective strategy to control trance power before fighting a powerful enemy and then trance to use special commands.

CRITERIAS FOR MAKING TRANCE ZERO. For characters in trance, trance power decreases whenever some action is performed and the trance state is resolved when it becomes zero. Furthermore, if certain criteria such as 1) zombie or 2) battle ending during trance are fulfilled, then trance power becomes zero.

#### D. About abnormal status

We will call changes in a character's condition "abnormal status". As described below, there are advantageous and disadvantageous abnormal statuses, so you'll want to use them wisely in battle. Still, in the midst of battle, when you try to use item or magic to remove abnormal status, you can verify the abnormal status by its icon.

#### ADVANTAGEOUS ABNORMAL STATUS

(all cancelled at end of battle)

1. Re-Raise: If hit by "battle inactive" spell, it is removed by recovering HP.

2. Regeneration: HP gradually increases.
3. Haste: ATB gauge has increased speed.
4. Levitate: Body levitate in air. No damage from ground attack.
5. Shell: Damage from magic attack is reduced.
6. Protect: Damage from physical attack is reduced.
7. Banish: No damage from physical attack.
8. Reflect: Reflect magic (there are exceptions).

#### DISADVANTAGEOUS ABNORMAL STATUS

(cancelled after battle)

1. Confusion: Becomes uncontrollable; repeated attacks without regard for friend or foe.
2. Berzerk: Attack power increases, but becomes uncontrollable.
3. Stop: Time is stopped; you have no control.
4. Poison: HP gradually decreases by poison.
5. Sleep: No control due to sleep.
6. Slow: ATB gauge speed slowed.
7. Heat: Because of fire damage, you will become battle inactive slowly.
8. Freeze: Becomes uncontrollable due to freezing; if you receive physical attack, you will become battle inactive.
9. Minimum: Body becomes small; attack and defense abilities drop.
10. Death Sentence: If counter above head becomes zero, you'll be battle inactive (or dead).
11. Slowly Petrify: If counter above head becomes zero, you turn to stone.

#### DISADVANTAGEOUS ABNORMAL STATUS

(continues even after battle ends)

1. Petrify: Turn to stone; cannot control.
2. Poison Plus: Uncontrollable due to powerful poison, and both HP and MP slowly decrease.
3. Wills: Stops growth; even after winning battle, Exp and AP do not increase.
4. Silence: Cannot chant; cannot use magic.
5. Darkenss: Vision becomes bad; physical attacks are ineffective.
6. Trouble: Damage received from enemy physical attack is halved, but all party members receive same damage.
7. Zombi: All recovery effects become opposite effects.
8. Battle Inactive: Cannot control until resurrected.

\* If in a trance, all disadvantageous abnormal statuses are cancelled except petrify, zombi, and wills.

#### VI. LET'S USE ABILITY!

Let's advantageously progress through fights, freely using special powers called Abilities.

##### A. To use Ability

You can bring out a character's hidden abilities by equipping him/her with an item, and you can use it in a form called ability. The ability that you've drawn out right

after equipping an item called cannot be used; if you "master" its use by repeatedly battle with it equipped, you can use the ability even if you un-equip it (take it off). You'll choose whichever way you like- mastering an ability you want to use, or trying to use only whatever you need by switching items/abilities.

When equipping item: Abilities that correspond to the equipped item will eventually be useable. If you take the item off, that ability cannot be used.

When mastering ability: Ability that is mastered can be used freely, even if the corresponding item is not equipped.

#### B. How to master ability

To master abilities, you must store a certain amount of ability points (AP) that is set depending on respective ability. If you win battles with an item equipped, AP is added to the ability. The AP value can be verified by putting the cursor on the "Ability" window on the menu screen, then pressing the CIRCLE button for "Status".

1. Equip item: When you equip an item, you can check the AP value of what you want to master.
2. Win AP in battle: AP that is gained is added to various drawn abilities equally.
3. Collect necessary AP: When gauge turns red and star marks are attached, that ability is mastered.

Remember: What's different depending on character

Even if they equip the same item, the ability drawn out changes depending on the character. That's because only the ability that meets that character's hidden powers is drawn out.

The AP value necessary to master an ability is different from character to character. That's because, even with the same item, a character may find it easy to master and another may find it hard.

#### C. "Action Ability" is where magic and special techniques can be used

We call abilities that you can use as a command "Action Ability". To use action ability, you need MP (there are exceptions). Action Abilities are things as described below, and the type that can be used depends on the character. Again, there are also abilities that have changed names and effects during trance.

##### Zidane (secret technique)

It's a special technique used by thieves. They're all convenient assistance-type techniques with generally low MP cost. (Tonzura: during battle, you can escape enemy with higher rate of success).

##### Vivi (black magic)

It's magic used by black wizards. They center around magic that attack and cause abnormal status changes. (Fire: damage enemy by producing flame).



Steiner (sword technique)

It's special technique used by swordsmen. Techniques to lower the enemy's attack and defense capabilities are abundant. (Balance sword: by decreasing your own HP, you can cause damage to the enemy by the same amount).

D. "Support Ability" is where you can demonstrate special powers

"Support Ability" are abilities that, with proper equipment, can demonstrate effects in battle. Support ability is gained by equipping things that release the character's "Magic Stone Power". For more powerful abilities, you need higher magic stone power. You need to consider which support ability should be equipped and how they should be organized.

-Main roles of support ability

1. Prevent abnormal status

They will cancel out specific abnormal status. There are abilities that work on such things as poison and sleep.

2. Raise given damage

When attacking specific types of enemy, such as worms or magic users, you can increase damage given.

-About Magic Stone Power

The magic stone power for every character, like MP, will increase when level goes up. Again, if you take off an equipped support ability, because that part of magic stone power is retrieved, you can use it toward another support ability.

-Examples of combining Support Abilities

1. "Defend" + "Counter" + "Eye-to-eye" = increased frequency of attacks

The combination that increases the frequency that you fight back with "Counter". "Defend" receives an attack for another character, and "Eye-to-eye" is an ability that increases the active rate of "Counter".

2. "Auto Potion" + "Pharmacist's Prescription" = fight safely

"Auto Potion" uses potion automatically when receiving attacks, and "Pharmacist's Prescription" increases the medicine's effect by 2-fold. When you combine the two, you can decrease the likelihood of HP becoming zero.

E. How to use Ability depends on the player

If you only use abilities periodically, it's okay if you equip the item you want to use. However, to use abilities whenever you feel like it without having to equip, you have to master the abilities. How to use abilities- this game's greatest attraction- involves some maneuvering. Try to find the play style that best suits you by consulting the info below.

1. Impromptu Expediency Style (If you want to go ahead at

any rate...)

In this style, you equip items that draw out abilities necessary to meet the situation. Because there's no reason to master ability, as a result the frequency of battle becomes few. Then, you must journey with many items so that you can use the item you want at any time.

The main point: change equipment to meet attacks and match enemy's weak point.

## 2. Balanced Style (If you go orthodox...)

In this style, you master abilities that you think is convenient (for example, "Raise", "Avoid Silence", and "Warning"), and for other abilities you can use them by changing equipment. It will be important to check which ability you've mastered, and it's safe to say that this is the basic way to progress through the game.

The main point: perfectly test the ability that you master.

## 3. Great Talent Mature Late Style (If you play very carefully and assiduously...)

In this style, you master all the ability that can be drawn from an item. Because you need lots of AP, to get the necessary frequency of battle is difficult. However, if you master it once, you don't need to equip it anymore, so later on you'll have to work less.

The main point: patiently master abilities while repeating battles.

## D. Advice on top of using abilities

### 1. Advice 1: Put "Scan" ("Raibura") to practice

By using Scan, you can check the enemy's weak points. If you use abilities (magic and support ability) to attack that weak point, you can give highly efficient damage. If you do not master the appropriate ability, you should equip items that draw out that ability.

### 2. Advice 2: Consider combining equipped items

For example, if you simultaneously equip weapons and accessories that can draw out the same ability, the AP added to that ability will be doubled and you can master the ability more quickly. On the other hand, if you don't need to master that ability, it would be better to increase the type of ability by equipping an item that draw out a different ability.

### 3. Advice 3: Use the shops and combination shops

In towns, you can get powerful items by visiting shops and creating new ones by combining. Because it's possible to draw out new abilities, it's better to verify items as frequently as possible. As for equipping items that draw out new abilities, you should check how much AP is needed for the new ability and the usefulness of the new ability.

## -Constructing through combination

In order to combine items at the combination shop, you will need (other than gils) 2 items for material. Because the 2 items will be used up, consider carefully before deciding to combine.

## VII. LET'S PLAY CARD GAMES!

"Quad Mist" is a very popular card game around the world. Have fun challenging "soldiers" everywhere by talking with the SQUARE button.

### A. Basic rules of the game

The player and the challenged opponent will each have 5 cards, and each will lay one-by-one cards on a 4 by 4 field. By placing the cards as described below, you can win your opponent's cards and make them yours. When all of the player's cards are used up, the side with the most cards win.

**BASIC:** If a placed card has a triangular mark on the side facing an opponent card without a mark, the opponent's card is turned over

**CARD BATTLE:** When the opponent card has a triangular mark to counter yours, the numbers displayed on the card gets subtracted from each other, and the one with the smaller number gets turned over.

**COMBO:** When a card gets turned over in card battle, it's possible for that card to turn over other cards around it (such as ones that cannot counter its sides with triangular marks).

**POWER VALUE:** A 4-figured word is inscribed on every card. This is the power value that determines the card's strength in card battle, and so the bigger the number the more powerful the card it. To find out which figure holds what meaning, you'll have to enjoy the game.

### B. Let's consider various strategies

There's not just one way to winning the card games. Various strategies can be considered, depending on the shape of the field and the types of cards on hand. Here, I'll introduce 2 basic ways to play.

#### 1. Stiffen your defense with triangular marks

If you place your cards so their sides without triangular marks are protected, they are less likely to lose in card battle and get turned over.

#### 2. Aim for one-shot sudden reversals

Even if your cards get turned over, you can still get them all back with a one-shot reversal. If you use combos, it's possible to suddenly, at the final moment, turn all the enemy's cards in one stroke.

### C. The cards you can get by winning the card game

By the game's end, the winner of the card game can receive one card from the opponent, among the ones that were turned over. Furthermore, if you win with all opponent cards turned over, you get all 5 cards. Please remember that, on the other hand, if you lose completely, your entire hand of 5 cards will be lost.

## VIII: LET'S RAISE CHOCOBOS!

If you increase the power value of your chocobos and make them more developed, the world that you can explore further expand.

### A. If you have a chocobo, you can play "Look here! Chocobo"

If you meet a chocobo at some place, you can use it for more than just a ride. On top of a chocobo, you can enter special places and start to play "Look here! Chocobo".

"Look here! Chocobo" is a mini-game where, within a set time, you dig out items that are buried everywhere (you'll need gils to play). If you're lucky, you may unearth a very valuable item.

### B. When your chocobo's level goes up...

Chocobos have beak levels (Lv), and along with level increases, their ability to dig holes strengthens. The Lv goes up if you repeatedly have it dig holes, but there seems to be other ways too.....

### C. Challenge to "Look here! Chocobo" even on the world map

When playing "Look here! Chocobo", you may dig up a lithograph called Chocograph. This is a map that shows the whereabouts of a treasure, and if you find the place that matches that on the Chocograph, then dig around there with your chocobo. You may find the treasure. Although it's good to hurry in the story, but how about taking some time off and enjoy some treasure hunting.

### D. Make your chocobos develop by finding treasures

If you find treasures, your chocobos will develop. If developed, chocobos can go to places unaccessible before, and as a result, you can find even more treasures.

## IX. STILL MORE; THIS IS HOW YOU PLAY!

Other than what I have already introduced so far, there are various ways to enjoy FFIIX.

### A. Let's get a handle on mini-games!

During your adventure, there are many mini-games other than card games and "Look here! Chocobo". You might even get a precious item important to finishing the game.....

1. Rope Jumping: You'll jump rope by pressing a button with careful timing. If you try it a number of times, the timing will get more difficult.

2. Frogs: Try to aim for a moment when frogs in a lake come on shore. It seems there are frogs with different sizes and personalities.....

### B. Try to aim for complete!

Part of the fun of the game is to get a complete collection of cards, abilities, and items. If you collect many cards, your collector's level goes up. Good luck in aiming for the highest level.

## XI. Hints

1. When Navi Map is displayed fully, if you press the TRIANGLE button, you can verify your control method when you move.
2. How to use the select button! Even during battle, you can verify the effect of items with "help".
3. If you remember in detail the information from conversations with town folks and signs of various locations, it will help you with battles against special enemies.
4. With the mini-game "jump rope", the trick is to press the button at the same time you land. Take note that after the 200th jump, the jump interval is not fixed.
5. If you're aiming for the highest score at Lindbalm's hunting festival, preferentially defeat Fang first. Moreover, in the commercial district.....
6. Among the rare items that you bought at Treno's auction, was there something you bought somewhere else?
7. In equipping defense items, between the attributes of no-effect and added-effect, the no-effect attributes are more important.
8. Letters that you're entrusted each time in MoguNet is 3. If you try to hold more than that, one will be thrown away.
9. For characters with low attack ability, it is better to prepare for emergencies and make them wait and not take the trouble of giving them commands.
10. Exp and AP are added if all the enemy is defeated. Exp value is divided among the party members, but AP value is not shared.
11. AP can be gained from enemy you defeat with petrify or stop. Exp, war loot, and gil are not gained.
12. When an item is stolen by an enemy, you cannot get it back. Try to defeat enemy with ability to steal items first.
13. If you try to repeatedly use "steal", you can only steal a maximum of 4 types of items from the same enemy.
14. When Zidane uses "See Thru", the name of item will be displayed, but the rate of successfully stealing it will decrease.
15. "Save" is an ability that increases Vivi's magic power. The effect last until the battle's over even if he becomes incapacitated/battle inactive.
16. After boarding the airship, you can enlarge the Navi Map, choose your destination, and press the CIRCLE button.

Then it will automatically fly to that place.

17. When your entire party is under the "reflect" status, if you use an attack magic on your party, you can give damage to your enemy that's far greater than normal.

18. No matter where in this world, there is a rumor that there's an ultimate combination shop.....

19. If you have 100 cards, your opponent will not lose any cards. Try to decrease the number using "Card" in the menu screen.

20. Even if you lose in card battle, if you challenge your opponent to another game, there is a chance you can win back the card that you lost in the previous game.

21. Points are added when you find a treasure in "Look here! Chocobo", and the points can be exchanged for valuable items.

Finally.....

Other than what's written here, there are various elements incorporated in FFIIX. If you're not satisfied after clearing the game once, consider how you played, and please try to enjoy thoroughly by playing again.

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