
This readme file is spoiler-free for your protection,
but notes on some of the image files contain spoilers.
You have been warned.

The images in this zip archive showing the height and
terrain type of each panel of each of the battle maps
in Final Fantasy Tactics. Maps from the Chapter 4
sidequest and the Deep Dungeon are in their own folder
within the zip archive.

Some notes on the maps:

- The terrain type listed for each panel is actually
the Geomancy effect produced by that panel's terrain
type.
- Panels with two heights (in places such as bridges,
caves, and tunnels), are split in half on the maps
to show the information for both panels at that
coordinate.
- At the bottom of each map is a description of where
the map appears in-game, as well as a Debug Map
number, for use in conjunction with the World Map
Debug menu, accessible with a Gameshark as described
in Fred Oliver's FFT Debug Menu FAQ:
http://db.gamefaqs.com/console/psx/file/final_fantasy_tactics_debug.txt
- Deep Dungeon exit panels are indicated by a red box
around the panel.
- The party's starting locations for Deep Dungeon maps
are indicated by a black box around the entire area.
- Move-Find Item panels are usually indicated by a
white box around the panel. On some panel colors,
contrast is an issue, and on those panels the box is
light gray and made of thicker lines than usual. For
detailed information about each panel's items, see
FFBeowulf's Move-Find Item Guide, available at:
http://db.gamefaqs.com/console/psx/file/final_fantasy_tactics_move_find_item_a.txt
Please be aware, however, that some of the maps
in that guide are rotated differently than the maps
in this archive. You may need to compare panel
heights and terrain formations for best results.

Although I made all the color-coded maps, it couldn't
have been done without the people who first charted
each map in a text-based format. Here are the people
responsible for the original textmaps, and the number
of maps they charted. Full credits are in readme.txt.

chessjerk - 37 maps
falcon815 - 22 maps
captain Qball - 9 maps
AquaHaute - 3 maps
sqpat - 3 maps
Black Fenril - 1 map
Myst Erik Ery - 1 map
CirclMastr - 1 map
countchocula25 - 1 map

I am not affiliated with Squaresoft, Square Enix, the
FF Tactics team, or any publishers of guides or
walkthroughs, and I do not claim their work as my own,
nor am I profiting from this guide, monetarily or
otherwise.

However, the design and contents of this archive are
copyright 2006 Andrea Robinson. Please do not copy or
plagiarize these maps or claim them as your own work.

If you have questions, please check readme.txt and
make sure your question has not already been answered.
If it isn't there, or if it lies outside the scope of
the color-coded maps in this zip file, check with other
FAQs, and if that doesn't help, direct your question to
the Final Fantasy Tactics message board on GameFAQs,
located at:
<http://boards.gamefaqs.com/gfaqs/gentopic.php?board=197339>

Questions about the maps can also be directed to the

unofficial home of text-based FFT maps, the SD Gundam
World Map Collection board:
<http://boards.gamefaqs.com/gfaqs/gentopic.php?board=579421>

Although all the actual color-mapping was done by me,
all these maps were spawned by the hard work done by a
number of other people in the FFT and Super Tact
communities. Therefore, I'd like to extend special
thanks to...

- chessjerk on the GameFAQs message boards, for charting about half of these maps and keeping the text-based archive of them alive and bumped. This project could not exist without his efforts.
- falcon815, captain Qball, sqpat, Black Fenril, CirclMastr, Myst Erik Ery, and countchocula25, for doing the text charting of the remaining maps.
- FFBeowulf, for his comprehensive guide to Move-Find Item panel locations and contents, from which the MFI and Deep Dungeon exit information for this map collection was taken.
- Notti, for his Deep Dungeon Guide, from which I took the information about starting locations for Deep Dungeon maps.
- And, as always, thanks to Aaron, who got me into RPGs to begin with and let me borrow his copy of FFT, thus allowing me to get hooked; who got me involved in Super Tact; and without whom I would never have become a serious gamer. I love you, Aaron. Thanks for everything.

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