

Final Fantasy VI Endings Guide

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This walkthrough was originally written for Final Fantasy Anthology on the PSX, but the walkthrough is still applicable to the SNES version of the game.

Final Fantasy VI Complete Endings Guide

Based on the Playstation Anthology Version

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Here are some things to note before you start reading:

- WARNING. THIS GUIDE REVEALS THE ENTIRE FINAL FANTASY VI ENDING, INCLUDING ALL ALTERNATE ENDINGS AND THE PLAYSTATION ANTHOLOGY BONUS FMV. IF YOU HAVEN'T SEEN THEM YET AND DON'T WANT TO KNOW WITHOUT SEEING FOR YOURSELF, DON'T READ ANY FURTHER.

- I've followed the game's format of putting the characters' names in all capital letters.

- As a character's portion of the ending plays, a version of their theme song plays. Depending on which one is playing, this may sound very similar to their original theme, or be only barely recognizable.

- There are a couple of lines in the ending that aren't attached to any one particular character, so there won't be a name at the start of those.

- There are some characters that don't have their own ending because their ending is tied directly to another character. These are EDGAR and SABIN, CELES and LOCKE. RELM's ending involves STRAGO, but he still gets his own ending as well.

- If you haven't found a character by the end of the game, then their portion of the ending theme will still play, however, their scene will simply be an image of their portrait floating over whatever can best be considered their hometown, i.e. Strago and Thamasa. If a character never even joined your party, then their portion of the ending theme will stay play with the floating head, however, their name will be displayed as ?????? AS Character Name. If you are missing a character that is directly tied to another characters' ending, then a different version of that particular ending will play. The only characters you absolutely must have by the end of the game are CELES, EDGAR, SETZER and TERRA. It is possible to beat Kefka's Tower with only CELES, EDGAR and SETZER and TERRA joins automatically after the final battle. Necessarily, many of the ending scenes heavily involve CELES, EDGAR and SETZER. For some reason, TERRA is only her own ending scene, even though you have to have her.

And now, without further ado:

~~~~~ Final Fantasy VI Complete Endings Script ~~~~~

It's breaking up! There's no time to lose! Airship's just ahead!

CELES: Come on, everybody! We have to work together!

CELES: TERRA! What's wrong?

(Several magicite appear, float up and disappear into puffs of green smoke.)

The Magicite... Magic is disappearing from this world...

EDGAR: The Espers... They no longer exist...

CELES: You mean TERRA too?

TERRA: Come with me. I can lead you out with my last ounce of strength.

(The screen goes white. A book appears on a conveyor belt. Its pages start flipping, at first slowly, then faster and faster. A sword appears on the conveyor belt.)

CYAN

AS

CYAN GARAMONDE

EDGAR: CYAN, think you can handle that switch?!

CYAN: Machines... I HATE machines!

CYAN: You just have to show technology who's boss!!

(Playing cards float across the screen. They're all aces of diamonds.)

SETZER

AS

SETZER GABBIANI

(Setzer is with Celes and Edgar and they're trying to choose between two doors.)

SETZER (flips a coin): Wait!

(An explosion blocks off one of the doors.)

SETZER: Let's go that way!! Sometimes in life you just have to FEEL your way through a situation.

SETZER: Daryl...I'm starting to sound just like you!

(A spinning coin with Edgar's image appears on it.)

EDGAR

AS

EDGAR RONI FIGARO

(The coin spins to the other side, with Sabin's image.)

SABIN

AS

SABIN RENE FIGARO

(Edgar and Sabin are making their way out when a beam nearly falls on Edgar's head.)

SABIN: I didn't turn my back on the kingdom, big bro. I knew you'd be a better king.

SABIN: I trained hard, knowing I might have to help you one day. Now I know why I have these stupid muscles!

- or -

EDGAR  
AS  
EDGAR RONI FIGARO

(The coin spins to the other side, with Sabin's image.)

SABIN  
AS  
SABIN RENE FIGARO

(A beam nearly falls on Edgar, but he stops it.)

EDGAR: Where's Sabin when you need him?! Ladies first!

(A carousel of spinning moogles appears.)

MOG  
AS  
MOG

MOG: Heeeeelp! Save me!

(EDGAR takes one of the lifting hooks to rescue MOG from danger.)

MOG: The hair!! Watch the hair!!!

(A skull and crossbones appears, with some moogles heading towards it. As they reach it, they fall over in a row.)

UMARO  
AS  
UMARO

CELES: It won't open!

UMARO: U'ghaaaa!

(UMARO forcibly opens a new path.)

UMARO: U'ghaaaa!

(A comical theatric mask appears on screen.)

GOGO  
AS  
GOGO

CELES: Both buttons have to be pressed simultaneously...

SETZER: GOGO! Watch CELES and do exactly what she does!

(GOGO complies by mimicking CELES's motions. However, as CELES leaves for the exit, GOGO mimics this too and falls down a hole.)

(GAU's "shiny thing," the underwater breathing helmet, appears on screen. Some eyeballs peep out of it and it makes a funny face at us.)

GAU  
AS  
GAU

GAU: GAU find short cut!

(He repeats this again as he finds another "short cut.")

(A bouquet of roses appears.)

LOCKE

AS

LOCKE COLE

CELES

AS

CELES CHERE

Come on! This floor's about to break apart!

CELES: LOCKE!!

LOCKE: I will not let go... ...I promise! You almost ate it trying to pick up that silly trinket!

- or -

LOCKE

AS

LOCKE COLE

CELES

AS

CELES CHERE

Come on! This floor's about to break apart!

SETZER: Don't fall! Remember, you promised me you'd do your Maria act again!

What a woman. Your life hanging by a bandana.

CELES: This is my good luck charm. When I found this, my life took a turn for the better.

CELES: LOCKE, promise me some day you'll look after me again.

(Two linked wineglasses appear on the conveyor belt.)

TERRA

AS

TERRA BRANFORD

TERRA: Father... ...?

MADUIN: TERRA... we must part now. We Espers will disappear from this world... forever.

MADUIN: But if the human part of you is attached very strongly to something or someone... You will probably be able to remain in this world as a human being...

(RELM's paintbrush appears on screen and flashes a sparkly purple.)

RELM

AS

RELM ARROWNY

(RELM and STRAGO are making their way down a conveyor belt.)

RELM: Grandpa! Stop goofing around!!

STRAGO: Sorry, dear...

RELM: If I hear even a peep out of you, I'm gonna draw your portrait!!

STRAGO: No! Anything but that!

RELM: ... ..but you know... Just once I'd really like to do a portrait of you... on canvas, of course!

STRAGO: RELM! How can you be thinking about pictures at a time like this?!

- or -

RELM

AS

RELM ARROWNY

(RELM, CELES, SETZER and EDGAR are proceeding down a conveyor belt. However, RELM can't seem to make it down and the others just keep passing her by.)

RELM: I won't be done in by an older woman!

RELM: Wait a minute, lover boy!

RELM: You can't just throw me aside! How about a nice portrait for you, hmm?

(CELES, SETZER and EDGAR all return to help her down.)

(An apple appears on the conveyor belt.)

SHADOW

AS

SHADOW

SHADOW: Interceptor! Get going!

SHADOW: Stay well...

SHADOW: Baram! I'm going to stop running. I'm going to begin all over again...

(The flipping book appears again.)

STRAGO

AS

STRAGO MAGUS

(STRAGO is trying to make his way out, but is having trouble grabbing on.)

STRAGO: No...NO!!!! A "kid" like me doesn't know the meaning of defeat!

STRAGO: Gotcha!!

(The book flips to the center.)

AND YOU

TERRA: Come with me.

(TERRA, in Esper form, starts flying. The airship follows, as the last of the Magicite disappears.)

EDGAR: The last piece of magicite!

CELES: TERRA! It's okay! Your power! It's fading...

CELES: TERRA, your strength is going!

(TERRA falls away. But the kids at the orphanage see her as a bright purple star and rush into the shack where Katarin is having her baby.)

Do it right... Katarin!  
Gotta hang in there...

(White screen, then the airship comes into view, everyone sprawled on the deck...)

... for a while longer ...

Just a little longer...

Where's TERRA?

CELES: TERRA!

TERRA: Thank you, SETZER!

SETZER: Didn't I say it before?! This is the world's fastest ship!

(Credits roll! Notable names include producer Hironobu Sakaguchi, director Yoshinori Kitase, main programmer Ken Norita, music programmer Nobuo Uemastu [heart], battle programmer Akihiro Yamaguchi and monster graphic designer Hitoshi Sasaski. If you're playing the anthology version, then you also get FFVI Remake credits and a somewhat extended version of the kick-ass credits theme plays.)

(Katarin has given birth to her new child. One of the kids of the orphanage comes in and they all go outside. TERRA waves to them. We see scenes of towns being fixed up. The different characters take turns looking at the view. The seeds that were planted are growing. All's well at the Figaro Castle. TERRA lets the wind whip in her hair as some birds fly by. They fly over mountains and streams. They fly with the airship and finally we get one more really nice shot of the airship.)

THE END

Bonus ending (Playstation Anthology):

MOG appears.

MOG: Save your current play data to the System File?

\* Yes

- No

- What's the System File?

An FMV sequence begins and text appears on the screen in white, cursive letters.

- What do you think you've found here in this dying world?

Celes begins singing the opera song. She gets dressed in a bridal gown and raises a bouquet of roses. Edgar can be seen as Celes raises the roses to a sky. It's a reenactment of the opera scene. Sabin has the two-headed coin. As he flips the coin, Celes releases the roses to the wind. The two intersect. It's snowing now and Celes is standing outside. Kefka appears and the scene switches to the Phantom Train. The airship flies overhead and back in the Phantom Train, Shadow attacks the ghosts. The scene switches between Imperial forces and Shadow rushing the ghosts. Celes heads down the aisle. Now, the scene changes to outside in the snowy atmosphere of Narshe and more Imperial forces, shooting at things. Just then, Setzer appears in the airship, gunning them down! Locke can be seen and the camera changes to Celes. The opera song ends and the music becomes intense. The Imperial forces attack again and this time, Setzer whips out his Cards and uses them to shoot down the forces. The scene changes to a battlefield, with destruction everywhere. There's a shot of the winged Kefka. A big machine opens up and shoots him. On an island in the middle of nowhere, there's a huge explosion. The music comes to an end and a

new piece starts up.

- Why do you build, knowing destruction is inevitable?
- Why do you yearn live [sic], knowing all things much die?

CELES can now be seen holding a bandana, her "lucky charm." She's standing in front of a lake and there's a bright sunset.

- THE END - (Prelude plays)

FAQ and Speculations (Stuff That I've seen asked about the ending, and some random thoughts)

Q: Is it true there are different SHADOW endings?

A: There's a lot of stuff floating around the Internet that SHADOW's ending changes depending on how many of his dreams you saw by resting with him in your party at an Inn. Allow me to lie this to rest forever. I have tested this thoroughly. There are \*no\* alternate SHADOW endings. His ending will always be the same, regardless of whether you saw all of his dreams, or not a single one.

Q: I wanna see the alternate versions of the CELES, RELM and EDGAR endings for myself. How do I go about doing that?

A: I recommend that as soon as the game allows it, you start working on building up CELES, EDGAR and SETZER. CELES and RELMS' alternates are easy --- just don't get LOCKE and STRAGO back once you're in the World of Ruin. SABIN's is a bit more difficult because it means you have to make do without his help during the initial part of the World of Ruin, but it shouldn't be too hard if you focus on developing CELES, SETZER and EDGAR and have good equipment. Not getting LOCKE in your party also means not getting Phoenix, which means that you won't have Life3 from that, but if you really want it during the Kefka battle, you could use GAU's Rhinox rage. Alternatively, try this site here if you'd like to see pictures: <http://www.vgmuseum.com/end/snes/a/ff3.htm>

Speculation:

- CELES' lucky charm is apparently LOCKE's bandana. Her ending without LOCKE is a very interesting sequence that most FFVI players, even avid ones, have probably never seen. Hope you enjoyed reading it!

- What happened to GOGO? Well, it turns out that GOGO can be seen on the airship in the ending after all. It's extremely brief, but if you visit [www.youtube.com/watch?v=HZi2rNwStvk](http://www.youtube.com/watch?v=HZi2rNwStvk) and navigate to 8:02, you can see him, along with UMARO.

- Did SHADOW commit suicide? What happened to him? He wasn't on the airship either.

- Since the FMV ending is the same regardless of who you had in your party at the end, does that mean that all of the characters reunited even if you didn't find them? Okay, so I know this is a bit cheesy on my part --- obviously they couldn't design multiple FMVs too.

Well, that's all. I've checked over this guide thoroughly, but sometimes even my watchful eye misses things. If you find something I missed or was mistaken about, just dash an e-mail to [Agent0042@mail2fanatic.com](mailto:Agent0042@mail2fanatic.com), or look me up at Final Fantasy Shrine.

Thanks to Rey of Video Game Museum (<http://www.vgmuseum.com>) for fixing me up

on a small mistake and adding info about how to view pictures of the endings.  
Thanks also to BlueBlazeSmurf for informing me that GOGO isn't dead and that  
the evidence is there to see.

- Quote of the Moment -

KEFKA: You're such a goody two-shoes!

LEO: Shut up, Kefka! I oughtta.....

KEFKA: Oh! A threat...? You're such a violent little brute! I'll  
tell your "liege" that I had to exterminate a traitor...!

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