

Final Fantasy II Low Level Walkthrough

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

FINAL FANTASY 2 Low-Level Walkthrough

Version 1.2

January 14, 2020

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-Google Drive Link:

https://docs.google.com/document/d/1EO4W11RpUPHNp2abvGuGmPedue_vKmT8UrUTBanSMyg/

-Youtube Playlist:

https://www.youtube.com/playlist?list=PLNE_C0R-k9hrfPxW5N6WVyRSU1jNX6T15

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0. Version Info

Version 1.2

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Version 1.0

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1. Introduction

This is a walkthrough for a Low-Level Challenge (LLC) for Final Fantasy 2 (the US release of Final Fantasy IV). So far as I know, there is no existing guide for completing this game at the lowest possible levels. Garland the Great has posted a nice playlist of LLC boss fights to YouTube, but stopped prior to the Four Fiends fight in the Giant of Babil. Curtsed has posted a video of a low-level party beating Zeromus (<https://www.youtube.com/watch?v=N-R9FEXiOCw>) in the Japanese version of the game; this guide will show how to extend that approach to the US version.

This is a hard challenge, so I recommend you play through the game at least once to familiarize yourself with the game's plot and mechanics. The walkthrough will be relatively sparse, focusing instead on key items and boss strategies.

For your sanity, this challenge is more enjoyable on an emulator, as the ending

of several of the boss fights are quite tricky and Zeromus is a long, precise fight. However, all of the strategies laid out here can be performed on console.

I have also written a corresponding guide for the original Japanese version of the game, released in the US as the 10th Anniversary Edition in Final Fantasy Chronicles, which is available on that game's page.

1.1 What is a Low-Level Challenge?

The goal of the LLC is to beat the game with the lowest average levels among your final party. In particular, you will reach Zeromus with an average party level of 19:

- Kain: 37
- Edge: 25
- Rydia: 16
- Rosa: 16
- Cecil: 1

It is not possible to achieve a lower average party level. Achieving these levels takes a fair amount of planning, as you need to make sure certain characters are alive at the end of each fight (see Section 1.3 for a discussion of EXP mechanics). For those that are curious how I determined the optimal fight plan, see my Google Sheet (<https://docs.google.com/spreadsheets/d/10hNpovKcE597zjIkfS-YpsbuQzF84GZQ9pHYOJtIEjU/edit#gid=0>), or email me at ff4lowlevel@gmail.com and I'll be happy to share my code and Excel with you.

1.2 How do you beat Zeromus?

Before diving in, let me say a word about Zeromus, who has been the bane of previous LLC attempts. At these levels, Zeromus's Big Bang attack is almost always a one-hit KO for the whole party, so the only way to survive is to have Kain Jump over Big Bang.

The general approach for beating Zeromus borrows heavily from curtsed's videos (<https://www.youtube.com/watch?v=N-R9FEXiOCw>). His strategy involves using Star Veils to reflect Zeromus's magic and strategically timing Kain's Jump to avoid Big Bang. Star Veils are dummied out in the US version, but the general approach can still be adapted to the US version. In general, the approach is:

- Slow Zeromus down (in the US version we need to hit him with two Slows)
- Jump over his Big Bangs
- Do some fancy footwork to prevent his magic attacks from taking us out
- Equip the Blood Sword for the final phase of the fight

Section 3.24 has the full details.

1.3 EXP Mechanics

EXP is divided among the surviving party members. For example, Milon-Z gives 4000 EXP. If one party member survives the fight, that member will receive all 4000 EXP. If all four party members survive, each will receive 1000 EXP. KO'ed party members receive no EXP, and all fractional EXP is rounded down.

Your "shadow party" are the members that have entered your party and subsequently left (e.g. Rydia between the Leviathan attack and her return in the Underground Castle). Shadow members receive the same amount of EXP as the surviving members of the fight.

To continue the Milon-Z example: if one party member survives the fight, Rydia, Rosa, Kain and Yang (your shadow party at the time) will each receive 4000 EXP; if all four members survive the fight, Rydia, Rosa, and Kain will only receive 1000 EXP apiece.

Since the goal is to prevent our final party from gaining EXP, the mechanics imply three general principles:

- Avoid all unnecessary EXP (i.e. run from optional fights)
- Keep non-final party members alive at the end of fights (to reduce the EXP your shadow party receives)
- Keep final party members KO'ed at the end of fights

These rules aren't ironclad (for example, we keep Kain alive for the Valvalis and Cal/Brena fights in order to reduce the EXP Rydia receives), but they're good to keep in mind. The boss descriptions in Section 3 give all the details as to who needs to survive each fight. I will point out any deviations from these rules as we go.

1.4 Inventory Management

One irksome aspect of FFIV is the small inventory relative to the number of items, weapons, and armor available. You'll quickly find your inventory filling up and you will need to make decisions regarding which items to hang onto and which ones to sell or throw away.

If you need to lighten your inventory, I would recommend you sell/throw away:

- Items you can buy in stores
- Items that will never be used again (Edward's Harps, Cid's Hammers, Cecil's Dark Knight gear, etc. Hang on to the Cat Claws, but you can toss Yang's other claws)
- Bows and Arrows
- Weak healing items (e.g. Cure1s once you have Cure2s)

Additionally, if you think you might like to hang on to an item but don't need it currently, you can use the Fat Chocobo, available on the Lunar Whale or any Chocobo Forest.

1.5 General Advice

- Always run from random encounters. The only avoidable fight in this walkthrough is the Stalemen (3.20, to get the Drain Sword)
- Pick up chests throughout the world, but avoid "Monster!" chests, as you cannot escape from these battles
- De-equip party members before they leave you. You can either transfer their equipment to another character, or sell it for GP
- As you lose GP for running away, I tend to spend my money as soon as I get it. Cures, Lifes, and (prior to Valvalis) Heals are good options for spending money early in the game.

-Many weapons can be "cast" from the Item menu, a technique I never figured out as a kid. In the item menu, press up to access your current left- and right-hand equipment. Select a weapon twice, and some of them have nice effects.

-In this run, whenever I say to use Dancing Daggers, I mean to cast them in this way.

2. Walkthrough

2.1 The Overworld

2.1.1 Baron and Mist

Collect the treasures in the castle and the town of Baron, and stop into the Item shop to buy 10 Cure 1s (for Antlion fight). Once on the World Map, remove all of Kain's Iron gear, and kill him off in your first fight.

Make your way to the Mist Dragon, collecting chests in the Misty Cave along the way. Since there are no shadow party members to worry about, feel free to win any random encounters with Cecil. When you're ready, approach the Mist Dragon [3.1].

Head to Mist and open the package. After your encounter with Rydia, Kain will leave. From here on out, run from any random encounter unless otherwise told. Take Rydia to Kaipo, where you'll be attacked by a group of Baron guards [3.2].

2.1.2 Kaipo and the Watery Pass

Visit Rosa in the northwest corner of town. She has taken ill and is in need of the Sand Ruby to break her fever. Leave Kaipo and head northwest to the Watery Pass. Pick up Tellah and make your way through, again picking up items as you go. There is Darkness gear for Cecil along the way, which you can equip as soon as you get them. Save when you reach the world map, and then head through to Octomamm [3.3].

2.1.3 Damcyan and Antlion's Nest

After Octomamm, de-equip Tellah. When you exit the cavern, you'll witness Baron bombing Damcyan. Enter the castle, but first skirt around the outside of the castle to the right to find the treasure room. After collecting the goods, climb the castle to find Edward. Tellah will exit, and Edward will join your party. If you're low on Curels or Lives, head to Kaipo for a refill (the item shop is in the Inn); you can also restore your HP on the top floor of Damcyan Castle.

When you're ready, go to the Antlion's Den. Collect the treasures here, and then head down to the Antlion's nest where you'll be attacked [3.4].

With the Sand Ruby in hand, leave the Antlion's Den and head back to Kaipo to heal Rosa. Overnight, Edward will be attacked by a Water Hag [3.5].

2.1.4 Mt. Hobs and Fabul

In the morning, take the hovercraft to Mt. Hobs, where Rydia will overcome her fear of fire. Collect the treasures, then head towards the top of the mountain

where you'll see Yang battling a group of monsters. You'll come to his aid when he is attacked by Mom Bomb [3.6].

After conversing with Yang, head to Fabul. Raid the treasure room (left tower), and then talk with the King. Afterwards you'll face a series of battles [3.7] before being attacked by Kain and losing their Crystal.

After receiving the Black Sword from the King, return to the throne room and pick up Cecil's Black Shield in the secret room on the right. If you have the cash, buy two Bolt Claws from the Weapon Shop. Unequip your characters, sell Edward's Harps and Cecil's old weapons/armor, and then head out to the ship.

2.1.5 Mysidia and Mount Ordeals

After the ship wrecks, walk to Mysidia. Purchase some Cure2s. Talk to the Elder and he will introduce you to Palom and Porom and send you on your way to Mount Ordeals. If you get beat up on your way to the mountain, you can heal with Porom and restore your MP using the White Chocobo in the Chocobo Forest south of the mountain.

Once at Mount Ordeals, head up until you run into Tellah. Give Tellah a helmet, then continue on to the bridge on where you'll encounter Milon [3.8]. Heal up using a tent and then cross the bridge, where you'll fight Milon Z [3.9].

At this point, unequip Cecil and enter the sanctuary at the top of Mount Ordeals. Don't attack your mirror image and you will become a Paladin. You can equip Cecil with all of Kain's Iron Armor that we de-equipped at the beginning of the game.

Leave Mount Ordeals and head back to Mysidia (I like to heal using Tellah's magic and then use a White Chocobo to recover MP before hitching a ride to Mysidia on a Chocobo). After visiting the Elder he'll reopen the Devil's Road, which you can take to Baron.

2.1.6 Back to Baron

Head to the Inn in Baron, where you'll find Yang. After you knock some sense into him and his guards [3.10], he'll give you the key to Baron's waterways. Immediately upon entering, collect the 1000GP in the chest hidden to the right.

Make your way through the waterway, collecting treasures as you go. When you reach Baron, you can rest in Cecil's room if needed, before continuing on to fight Baigan [3.11]. The right half of the castle is now open to you, so go and raid it for treasure before resting up in Cecil's room and then confronting Kainazzo in the Throne Room [3.12].

After defeating Kainazzo, Cid will join and Palom and Porom will exit. You now have access to the airship!

2.1.7 Toroia and the Magnetic Cave

Unless you're morally opposed to it, I'd recommend you stock up on cash by underflowing Dancing Daggers with the Exchange Screen Glitch. This glitch is not necessary to beat the game, but makes life easier.

Go to Mist and buy two individual Dancing Daggers (so that you have two stacks of one). Make sure your inventory is full (if it's not, go buy single Cure 1s

from Baron until it is), and head to the building in the northwest corner of Mist. Walk through the fireplace to reveal several hidden chests. Open one to bring up the exchange screen, and then use the Exchange Glitch described in Section 4.1 to get a stack of 255 Dancing Daggers. Keep 30 or so for the party (we'll have Edge throw them later), and sell the rest.

With this money, head to Mysidia and stock up on Cure 2s, Lifes, and Heals. You'll want at least 20 Heals for Valvalis, along with 30 Lifes and 50 Cure 2s..

Next, head to Silvera and get a set of Silver armor for Cecil and Cid, plus a Silver Hammer for Cid.

Next, go to Baron and pick up two Bolt Claws if you didn't do this at Fabul earlier. They'll come in handy for Lugae and Rubicant.

You can also do some item hunting at this point: collect the Change Rod and the Tiara hidden in the fire place of the northwestern building of Mist; the treasures in Eblan Castle (avoid the monster chests, though); a 5000GP chest in the town of Mythril; and the treasure chests hidden in the woods in Toroia.

Once you feel well-stocked, head to Toroia Castle and talk with Edward. After receiving the TwinHarp, walk north to the Chocobo Forest, and take a Black Chocobo to the Magnetic Cave (heal with Tellah's magic and then use the White Chocobo before grabbing the Black Chocobo).

The Magnetic Cave is annoying; just run from everything and pick up the treasure as you go. The Dark Elf will wipe the floor with you before Edward helps out and gives you a fighting chance [3.13].

Return to Toroia Castle and walk north towards the Crystal room. Kain will call you to your Airship, but before leaving collect all the treasures from the eastern side of the castle. Once in your Airship, Kain will lead you to the Tower of Zot.

2.1.8 The Tower of Zot

Zot is where I first notice back attacks becoming more frequent. Keep your HP high in between battles to avoid any unpleasantness from a back attack gone wrong. Pick up the items throughout, avoiding the monster screen on the second floor. Restore everyone at the save point before the Magus Sisters [3.14].

Save after the fight, then unequip Tellah - his confrontation with Golbez is not going to end well for him. After Tellah dies, collect Kain, save Rosa from being crushed, and then get ready for Valvalis [3.15]. This is a good time to check that your levels and EXP are on track. Before the Valvalis fight you should have:

-Cecil Level 1, 0 EXP
-Kain Level 17, 16,531 EXP
-Rosa Level 16, 12,920 EXP

After exiting the Tower of Zot, take the Airship south to Agart and drop the key Kain gave you in the well. Make sure you're well-stocked on Cure 2s and Lifes before heading underground. You will immediately be attacked by the Red Wings and crash in front of the Dwarf Castle.

2.2 The Underground

2.2.1 The Dwarf Castle

Before entering the castle, set your Battle Speed to its slowest possible level. Beating Golbez is very difficult without doing this. When you're ready, enter the Castle and walk north to find the Dwarf King.

While talking with the king, Yang will notice something behind the walls, which will prompt you to investigate. Once in the crystal room, you'll discover the Cal/Brena dolls [3.16]. After beating them, they'll call for Golbez [3.17].

Another status check: Rydia should return at Level 16 with 15,696 EXP.

Back in the King's room, immediately cast Warp with Rydia, which will send you back to the Crystal Room which happens to contain...the Dark Crystal! By picking this up you can avoid the Sealed Cave and bypass a substantial amount of EXP.

Raid the Dwarf Castle for goods, particularly the Black Belt and Strength Ring. Buy Rydia a Wizard Helm and Armor, and buy three Rune Rings for Rydia, Rosa, and Yang. I tend to avoid Fire armor for Kain and Cecil, as it is weak against Fire (that checks out, right?) and we have Rubicant coming up.

2.2.2 The Tower of Babil, Part I

Once you're ready, leave the Dwarf Castle through the back and make your way to the Tower of Babil. Head straight up, making sure to collect the Bandanna on the second floor and the Cat Claw on the third floor.

If you're trying to beat this challenge without underflowing items to generate GP, now is the time to do some GP grinding with Yang. You have no shadow party members at this point (Edge enters at Level 25 no matter what), so you can win solo fights with Yang without impacting your final party levels. In order to beat Zeromus you will need ~30 Elixirs, which means you need about 3,000,000 GP. If you're okay using the underflow glitch, then you need not worry about this.

You will eventually encounter Dr. Lugae [3.18]. Don't heal much afterward the Lugae fight, since you will need to kill everyone off in the upcoming Dark Imp fight anyway. To avoid getting killed by a back attack, I'd recommend reviving everyone but not refilling their HP.

After uncovering the plan to take out the Dwarves, backtrack to the cannon room which you can now unlock. Unequip Yang before going inside. In the cannon room you will be attacked by a group of Dark Imps [3.19], after which Yang will sacrifice himself to stop the cannon.

IMPORTANT: Revive your characters immediately after Yang leaves the party. If you get into a fight with a dead party, it's an automatic game over. Also, even though Yang is gone, do not get rid of his Cat Claw. Edge can equip them, and the stat boosts it gives are useful for the fight against the Elements.

Make your way out of the Tower of Babil. Cid will make a dramatic reappearance to save you from falling to your death, and after a chase scene with the Red Wings, he will sacrifice himself to get you out of the Underground (man, that was a rough sequence for the good guys).

2.2.3 An Above Ground Interlude, and the Drain Sword

Return to Baron and speak with Cid's engineers (on the east side of the castle), and they will attach a hook to the Enterprise for you. Collect the hovercraft from Mt. Hobs, and drop it near Eblan Cave.

Head through the cave to where the people of Eblan have taken refuge. Pick up an Icebrand for Kain and Cecil, and give Cecil the Ice Shield and Armor as well. Continue on through the caves (make sure to pick up the two Elixirs along the way) until you find Edge challenging Rubicant.

After Rubicant demolishes Edge, don't go to the Tower of Babil immediately. Instead, head south to the save room, and take the hidden passage in the top left, which leads you to a monster chest. Defeat the Stalemen inside [3.20] and you'll be rewarded with a Drain Sword, which is important for the fight with Zeromus. Heal afterwards at the Save Point. If you're so inclined, you can steal a shield for Rydia and Rosa from Mythrils or Armadilos in the cave (see Section 4.2 for details); this can also be done after beating Rubicant. When you're ready, continue on to the Tower of Babil.

2.2.4 The Tower of Babil, Part II

Collect the treasures throughout the Tower of Babil. There is also a Middle Sword for Edge and a substantial amount of GP near Rubicant. Avoid the monster chest at the bottom of the long stairway.

After finding the mutated remains of Edge's parents, Rubicant will appear and challenge the party [3.21]. After falling through the trap in the Crystal Room, continue through the Tower until you come across a new Airship. Return to the Dwarf Castle and speak with the King, who will inform you that the final Dark Crystal sits in the Sealed Cave. Go downstairs to find Cid in the infirmary; he'll offer to put a heat shield on the Airship so that you can get to the Sealed Cave.

2.2.5 Exploring the Underground

At this point, there are a few odds and ends I'd recommend taking care of before the Sealed Cave.

First, I'd recommend stealing Silver Shields for Rydia and Rosa if you haven't already (see Section 4.2 for how to do this). Equipping Rydia and Rosa with shields isn't crucial, but it's useful for the Four Fiends fight since the shields give Rydia and Rosa an extra defense multiplier, as well as allow them to dodge attacks.

Next, go to the Land of Summons. Watch out for Arachne's—if your health is low and you get back attacked, Quake can take out the party. Save before entering and keep your health up between battles. You can skip most of the chests in the caves, but in the southwest corner of the third floor pick up the Ninja sword for Edge. Once in the town, go to the Armor shop on buy Sorcerer Robes for Rydia and Rosa and an Aegis Shield for Cecil. In the Weapon shop, get a Lunar Rod for Rosa and a Kotetsu/Long for Edge.

Third, go to the Sylvan Cave. Collect the treasures here, particularly the Charm Rod and the second Cat Claw. Talk to Yang and the Sylphs before leaving.

Lastly, go to Tomra and pick up a second Tiara for Rydia/Rosa, and a Diamond Helm for Cecil. Don't bother with the other Diamond gear for Cecil - we're about to pick up Samurai gear on the Moon and we'll use the Ice Armor for the Elements fight. I would also recommend using the Exchange Screen Glitch to generate (and

then sell) 255 Ogre Axes in Tomra. You can buy two axes on the Weapon store, then use the chests containing a Cabin in the top left of town to get to an exchange screen (just make sure your inventory is full and that you have no Cabins - see Section 4.1 for details).

After all the equipment gathering, check your equipment against the recommended list for the Four Fiends [3.22] and make sure you've got what you need. If Edge doesn't have a Rune Ring, buy one for him at the Dwarf Castle.

2.2.6 The Sealed Cave, a Frying Pan and a Whale

Once you're done with all this, head to the Sealed Cave. Since you already have the crystal, Kain will depart immediately, meaning you don't need to deal with this portion of the game. Return to the Dwarf Castle and Cid will now help you get out of the Underground.

Before getting the Lunar Whale there are a few things to do in the overworld. Take the airship to Fabul and speak with Yang's wife, who will give you the Frying Pan. Then drop the hovercraft near the town of Mythril (east of Baron) and use it to visit the Adamant Grotto. Give the sprite there the Rat Tail and it will give you some Adamant Ore in Return.

Now return to the Underworld. Head to the Sylvan Cave and whack Yang over the head the Frying Pan. Then go to the Smithy's (in the southeast portion of the map) and give him the Adamant Ore.

Lastly, return to Fabul. Speak to Yang's wife again and she will give you the Spoon, which we will use to deal some serious damage against Zeromus.

Now head to Mysidia and call upon the Lunar Whale.

2.3 The Moon

2.3.1 A First Trip to Space: Meeting FuSoYa

Upon reaching the Moon, land near the cave in the oval section northeast of where you first appear. This cave is filled with Namingways, and one of them sells Elixirs. If you used the Exchange Glitch to sell 255 Ogre Killers, you should be able to buy ~50 of these. I'd recommend doing so, as they're handy for the Four Fiends fight, and are critical for Zeromus. (Alternatively, you could use the Exchange Screen Glitch to underflow Elixirs and get 255 of them. See Section 4.1)

Next, go to Bahamut's Cave and collect the Samurai gear. Give the armor and helm to Edge, and give Cecil the Glove.

Lastly, go through the Lunar Path to the Lunar Palace. In the Palace you'll meet FuSoYa, who will reveal that Golbez is under the control of a deranged moon-being named Zemus. Return to the Lunar Whale with him, and when you're ready, return to Earth.

2.3.2 Back to Earth: The Giant of Babil

Unfortunately, you can't explore the world with FuSoYa. Immediately upon landing, the Giant of Babil will emerge. After entering the Giant, simply make

your way through. Save at the save point, then continue on to face the Four Fiends [3.22] and the CPU [3.23]. After these fights, FuSoYa will break Zemus's hold over Golbez, and Golbez will reveal that he is...Luke's father! I mean, Cecil's brother! Kain rejoins the party for good. Your party is now at its final levels and EXP:

-Cecil: Level 1, 0 EXP
-Kain: Level 37, 262,297 EXP
-Rydia: Level 16, 15,696 EXP
-Rosa: Level 16, 12,920 EXP
-Edge: Level 25, 66,877 EXP

2.3.3 The Attack on Zeromus

Once you've regained control of the party on the moon, quickly return to Earth and pick up the Excalibur from the smithy. Spend your remaining money in Ninja stars for Edge to throw, then return to the moon and use the Lunar Path to get to the Lunar Core.

There's a lot of treasure you can get here, but we actually have most of what we need at this point. The only things we'll use for the battle with Zeromus are Kain's Dragoon Helm and Armor (third floor) and the Protect Ring (fifth floor passage).

Head straight to Zeromus at this point. Collect the stars for Edge in the crystal area, as they are handy during the final fight. Read over the setup and strategy for Zeromus [3.24], then take him on and get ready to celebrate finishing the FF2 Low-Level Challenge!

3. Boss Fights

3.1 Mist Dragon

HP: 465
EXP: 700
Party: DK Cecil, Kain
Surviving Members: DK Cecil

Attack him 4-5 times with Cecil before he turns into mist, then wait for him to re-form. Three or four rounds of this and he'll be done.

3.2 Soldiers and Officer

HP: 27 (Soldier)
EXP: 480
Party: DK Cecil
Surviving Members: DK Cecil

Again quite straightforward. Just take out the Soldiers and let the Officer run away to avoid receiving excess EXP.

3.3 Octomamm

HP: 2350
EXP: 1200
Party: DK Cecil, Tellah, Rydia
Surviving Members: DK Cecil, Tellah

Nothing fancy here. Attack with Cecil and use Litl with Tellah. Have Tellah use Cure2 if anyone gets low on health, and the fight will be over soon. If Rydia is still alive by the time Octomamm is down to two arms, have Tellah cast Fire on her.

3.4 Antlion

HP: 1000

EXP: 1500

Party: DK Cecil, Edward, Rydia

Surviving Members: DK Cecil, Edward

This fight is slow but manageable. Make sure you have ~10 Cure 1s before engaging Antlion.

Cast Chocobo with Rydia if she has enough MP, then kill her off and let Cecil take over. Every attack by Cecil prompts a counter from Antlion, so use Cure 1s whenever his HP dips below 50 or so. Have Edward hide and parry; if he's killed before he can hide, simply revive him.

3.5 Water Hag

HP: Hit three times

EXP: 800

Party: Edward

Surviving Members: Edward

Three hits and the hag is done. The only risk in this fight is if Edward misses several times in a row. Put him in the back row if you're having trouble.

Interestingly, Cecil and Rydia do not receive any EXP from this fight, while Kain does.

3.6 Mom Bomb

HP: 11,000 (Mom Bomb - I only dealt ~900 damage before it transitioned), 50 (Bomb), 100 (GrayBomb)

EXP: 2460

Party: DK Cecil, Rydia, Rosa, Edward, Yang

Surviving Members: DK Cecil, Edward, Yang.

This fight can be tricky as you need to keep the right set of characters alive at the end, but it's not too bad.

Set your lineup so that three slots are in the back row. Put Cecil and Rosa in the back, with Rydia and Edward in the front. Doing it this way, Yang will enter in the back row.

On Edward's first turn, have him Hide. Keep him hidden for the remainder of the fight.

Let Cecil and Yang beat up on Mom Bomb, using Cure1 with Rosa to keep their HP full. Rydia will die off soon - don't worry about her.

After Mom Bomb explodes, again use Rosa to cure Cecil and Yang, but don't revive her if she falls. Get off a round or two of Kick with Yang and Dark with Cecil, but above all else keep their HP high. When the bombs start detonating, so long as they don't gang up on Cecil or Yang character you should be fine. If one of

them falls, try and use a Life and hope the other bombs leave them alone.

3.7 Fabul Battles

General and Fighter (x3)

EXP: 820 (only kill the Fighters)

Weeper, Imp Captain, Water Hag (x2)

EXP: 490

Gargoyle

EXP: 320

Party: DK Cecil, Yang, Edward

Surviving Members: DK Cecil, Yang, Edward

Before the battles, place Cecil, Edward, and Yang in the back row and give Yang defensive gear. None of these fights are hard, as you can simply whack away at them with all three. Heal when needed and revive anyone who gets KO'ed, as you want all three characters to survive all six fights.

3.8 Milon

HP: Online sources say 3100

([https://finalfantasy.fandom.com/wiki/Scarmiglione_\(Final_Fantasy_IV_2D\)](https://finalfantasy.fandom.com/wiki/Scarmiglione_(Final_Fantasy_IV_2D))), but for me he transitioned after ~2250 damage)

EXP: 3800

Party: DK Cecil, Tellah, Palom, Porom

Surviving Members: Everyone

This fight isn't too bad. Use Cure2s to clear out the Ghosts, then let Cecil go to work on Milon while the twins use Twin and Tellah cures the group. Annoyingly, Milon counters every attack with Lit 1. If Palom and Porom die, just revive them and heal up.

3.9 Milon Z

HP: 3000

EXP: 4000

Part: DK Cecil, Tellah, Palom, Porom

Surviving Members: Everyone

Another manageable fight. Put Tellah, Palom, and Porom in the front row before the fight (so that they'll be in the back for the actual fight). Attack with Cecil, use Cure 2 against Milon Z with Tellah, and use Cure 2s with Palom and Porom. If Palom or Porom fall, don't worry too much. Once Milon Z has ~200 health left bring everyone back to life and finish him off with a Cure 2.

Milon Z is also weak against Holy, so the White arrows do decent damage if you run out of Cure 2s for Palom and Porom to throw.

3.10 Yang and Guards

HP: 300 (Guards), 62,000 (Yang - don't need to do all this)

EXP: None

Party: Cecil, Tellah, Palom, Porom

Surviving Members: Doesn't matter

Take the guards out quickly using Tellah's Virus. Don't bother using physical attacks as they retaliate with Mini, which can get ugly fast. For Yang, attack

him with Cecil after he uses his second Kick and the fight will end.

3.11 Baigan

HP: 3500 (Main Body), 350 (Arms)

EXP: 4820

Party: Cecil, Tellah, Palom, Porom, Yang

Surviving Members: Tellah, Palom, Porom, Yang

Set Tellah, Palom, and Porom in the back row.

This is another fight that is easy to win but tricky to ensure the right people are standing at the end. Have Palom take out one arm with a Fire 2, and have Tellah cast Ice 3 on the body, which will respond by casting Wall. Attack the other arm until it has <100 health left, then attack the main body with Cecil and Yang, healing with Tellah, Palom, and Porom. If Palom or Porom falls, don't worry about reviving them yet.

After three rounds, Baigan's Wall should wear off, at which point cast Ice 3 again. Revive the twins and heal everyone except Cecil. If Baigan does not kill Cecil, have Palom use Fire 2 to do the job. Attack with Yang throughout, and if Baigan is still standing after three rounds, use a multi-target Ice 3 with Tellah to finish things off. If you're low on MP, use Psych to replenish; alternatively, use Virus on Baigan, as the arm will simply detonate afterwards. If its health is low enough, it won't pose a risk to your party.

3.12 Kainazzo

HP: 4000

EXP: 5500

Party: Cecil, Tellah, Palom, Porom, Yang

Surviving Members: Tellah, Palom, Porom, Yang

Kainazzo is interesting, as Big Wave's damage output is tied to his health. Early on, don't worry if Palom and Porom fall. Immediately hit him with Lit 3 with Tellah. Then hit him with one or two Lit 2s plus attacks from Cecil and Yang to bring him down to ~500. Heal as needed with Cecil and Yang during this stage.

Now revive and restore Palom and Porom, as Big Wave is no longer strong enough to knock them out. Have Palom knock Cecil out with Fire 2, then finish Kainazzo with Lit 3.

3.13 Dark Elf

HP: About 2000 to transition, 3000 after

EXP: 6000

Party: Cecil, Tellah, Yang, Cid

Surviving Members: Tellah, Yang, Cid

Put Yang, Cid, and Tellah in the back row. Equip a RubyRing to Tellah, which will prevent him from getting Pigged.

This fight isn't too bad. During the first phase, attack with Cecil (use the Legend, as the Dark Elf is weak against Holy), Cid, and Yang, and use Tellah to keep everyone but Cecil healed. After about three rounds of attacking, kill off Cecil, then finish the first phase by attacking with Yang and Cid.

Once the Dark Elf transitions, you want to quickly cast Weak on him and then attack with Yang or Cid to finish him off. If you'd rather not use Weak, have

Tellah use Level 3 elemental spells and use Yang and Cid to heal, but the fight is hard this way.

3.14 The Magus Sisters

HP: 2500 (Sandy), 4300 (Cindy), 2200 (Mindy)

EXP: 9000

Party: Cecil, Tellah, Yang, Cid

Surviving Members: Tellah, Yang, Cid

Behold the awesome power of the Earth Hammer. Select and use it from the Item menu while Cid has it equipped, and he will use a mini-Quake against everyone for a good amount of damage. Combined with Cecil using his Dancing Daggers against the middle sister (from the Item menu, of course), your damage output is several times higher than if you were using regular attacks. Just be careful not to take out the left and right sisters with Quake.

The Magus Sisters will rotate through a pattern of Fire2, Ice2, Lit2, and Virus. Attack the middle sister with Yang and heal with Tellah - you can use Cure 2 if your target isn't Walled, otherwise use a Cure 2. If Virus OHKOs someone, revive them, Cure 2, and keep going. Tellah can Psych the left or right sister if he's low on MP.

Once the middle sister is down, kill off Cecil, then use Ice 3 on the remaining sisters. That's it!

3.15 Valvalis

HP: 6000

EXP: 9500

Party: Cecil, Kain, Rosa, Yang, Cid

Surviving Members: Kain, Yang, and Cid

Valvalis is obnoxious, but not too bad once you know how to approach her. The biggest challenge of this fight is having the right people alive at the end.

Put Cecil and Rosa in the back row and everyone else up front. Give Cecil the best armor you have. He will be your tank for this fight (that's right, the ol' Level 1 tank). Valvalis has three attacks: a physical attack, Wind, and Ray, which causes gradual Petrify. The only attack that can kill someone is her physical attack. Since Wind puts characters into critical status, Cecil will protect them so long as he's not also critical! (Or defending. Do NOT defend with Cecil)

In general, I try to get in the following cycle. Jump with Kain. After he lands, attack with Yang and Cid and use Dancing Daggers with Cecil. Have Rosa keep Cecil's HP up and use Heals to remove Petrify. Note: if Cecil uses Dancing Daggers against Valvalis's Spin phase, they'll do no damage.

If Cecil ever gets hit with Wind, heal him immediately. If anyone gets knocked out, revive them quickly.

Once Valvalis is below 300 health, switch rows and then heal Yang, Cid, and Kain to full health while letting Cecil and Rosa die off. Jump with Kain, and then finish her off with Yang and Cid.

This fight is much less frustrating than the Hardtype version, where you have to kill Kain off too!

3.16 Cal and Brena

HP: 1000 (Cal), 300 (Brena)
EXP: 1000 each, 6000 total
Party: Cecil, Kain, Rosa, Yang
Surviving Members: Kain, Yang

This fight isn't bad once you know how to approach it. If either the Cals or the Brenas are the only dolls remaining, they will transform into Calbrena. Since Calbrena gives 12,000 EXP, we want to avoid fighting her.

Simply pick off one Cal and one Brena at a time. Jump with Kain, use Dancing Daggers with Cecil, and attack/Kick with Yang. Cecil will again act as your tank, so don't worry about keeping Kain and Yang's HP up (but revive them if they fall). Use Rosa to heal Cecil, or Yang if Rosa falls.

When there is one Cal and one Brena left, whittle their health down so that each can only survive one more attack. Heal Yang and Kain, then kill off Cecil and Rosa. Attack in quick succession with Kain and Yang, and hope the attacks don't miss J.

3.17 Golbez

HP: 2250? (FF Fandom says 9,999, but he fell after about 2250 for me)
EXP: 20,000
Party: Cecil, Kain, Rydia, Rosa, Yang
Surviving Members: Yang

As soon as the fight begins, revive Cecil and give him a Cure 2. You'll need quick fingers here, which is why we lowered the Battle Speed before the Cal/Brena battle. You can try getting Kain in the air after doing this, but I've never been able to.

Once Rydia rejoins the team, quickly revive the team using Lifes and Cure 2s. Then starting whittling Golbez's HP down. Sources online say you need to deal 9,999 damage here, but he typically falls after about 2250 damage for me. One Jump, Titan, and a Dancing Daggers from Cecil should get him close to down. Depending on damage rolls, you may want to attack with Yang as well, which will do 100-150 damage.

Once Golbez is one hit from Yang away from dying, let him whittle down your party. Keep Yang healed, and try to have his turn queued as Golbez takes out the last remaining party member. Then finish him with Yang.

If Golbez doesn't die as expected, try and revive your party, since Yang cannot survive for long on his own.

Again, save states are useful here since you can better calibrate when to isolate Yang. Plus, if you fail during a save state you don't have to repeat the Cal Brena fight!

3.18 Dr Lugae

HP: 6600
EXP: 15,000
Party: Cecil, Kain, Rydia, Rosa, Yang
Surviving Members: Yang

Before the fight equip Yang with you're a Cat Claw, a Bolt Claw, the Bandanna, the Black Belt, and the Strength Ring. Bolt Claws do 4x to Machine enemies (which the second form of Lugae is), so with this and all the stat boosts from his other equipment, Yang can deal north of 2000 damage in a single hit.

Focus your attacks on Lugae during the first phase: Jump with Kain, Dancing Dagger with Cecil/Rydia, and Attack with Yang. Heal with Rosa as needed, which shouldn't be much. Once Lugae falls, Balnab will self-destruct and take out one of your characters.

At the start of the second fight, revive whoever Balnab took out and start whittling away. Dancing Daggers with Cecil/Rydia, Jump with Kain, and Attack with Yang. Use Rosa to heal and revive people who are taken out by Laser.

When Lugae gets low on health, heal Yang and kill off all your others characters, then finish him off with Yang. Laser is tied to Lugae's health, so it won't be an issue at this point of the fight.

Don't heal much afterwards, since you will need to kill everyone off in the upcoming Dark Imp fight anyway. To avoid getting killed by a back attack, I'd recommend reviving everyone but not refilling their HP.

3.19 Dark Imps

HP: 199

EXP: 5820

Party: Cecil, Kain, Rydia, Rosa, Yang

Surviving Members: Yang

This fight is easy. Take out two of the Imps, then heal Yang and kill off your other party members before finishing the third one.

3.20 Stalemen

HP: 2100

EXP: 4200

Party: Cecil, Kain, Rydia, Rosa, Edge

Surviving Members: Kain and Edge

These guys don't pose much of a challenge. Put Kain and Edge in the back, and then kill off the first golem using Kain's attack and Rydia's Ice 2. Get the second golem within a hit or two of death, then kill off everyone in your party except Kain and Edge.

3.21 Rubicant

HP: 25,200

EXP: 25,000

Party: Cecil, Kain, Rydia, Rosa, Edge

Surviving Members: Kain

This is Kain's fight. Give him the Ice Brand along with the Bandanna, Black Belt, and Strength ring. With this setup, his jump can do in excess of 6000 damage.

Rubicant counters physical attacks with a group Fire 2, so other than Jumping with Kain the only thing I do is throw Dancing Daggers with Edge for ~750 damage. If you don't have a stockpile of Dancing Daggers, just Jump with Kain.

Have Cecil, Rydia, and Rosa revive people who are killed by Glare, otherwise

have them defend.

Whittle Rubicant down to ~3000 health (about 4 Kain jumps if Edge is throwing Dancing Daggers). Slowly kill off Cecil, Rdyia, and Rosa. Keep Kain and Edge fully healed, and wait until Rubicant uses Glare on Edge. If he targets Kain, have Edge bring Kain back to life, heal Kain, and continue waiting. Once Edge is gone, quickly Jump with Kain and the fight will be over.

3.22 The Four Fiends

HP: Not entirely sure. From my gameplay I estimate Milon ~17,500; Rubicant ~27,500, Kainazzo ~ 22,500, Valvalis <= 25,000.

EXP: 62,500

Party: Cecil, Rydia, Rosa, Edge, FuSoYa

Surviving Party Members: FuSoYa

This fight is tough, but manageable with the right preparation. Once you're past Rubicant, things should be ok.

Before the fight, put FuSoYa, Edge, and Cecil in the back row. Have FuSoYa in the middle slot. Set the battle speed to its lowest level; if you want a challenge, see on how fast a speed you can beat this fight.

Your equipment should look like this:

-Cecil: Ice Brand, Aegis Shield, Diamond Helm, Ice Armor, Samurai Glove

-Edge: Cat Claw, Cat Claw, Samurai Helm, Samurai Armor, Rune Ring

-Rydia: Charm Rod, Silver Shield, Tiara, Sorcerer Robe, Rune Ring

-Rosa: Lunar Staff, Silver Shield, Tiara, Sorcerer Robe, Rune Ring

-FuSoYa: Initial Equipment

The Cat Claws give Edge +10 Agility, which gives him two extra defense multipliers and an extra magic defense multiplier. Since he won't be using his physical attack for the fight, this is well worth the loss in attack power. I put the Ice Armor on Cecil because it grants resistance to all three elements.

Your general priorities in this fight are:

-FuSoYa: always use level 3 elemental spells: Fire on Milon, Ice on Rubicant,

-Lit on Cainazzo and Valvalis.

-Rydia: always use level 2 elemental spells

-Edge: Revive or throw elixirs if someone needs them, otherwise use his Ninja abilities

-Cecil: Revive or throw elixirs

-Rosa: Revive or throw elixirs

Milon isn't too bad. A Fire 3 from FuSoYa, two Flames from Edge, and two Fire 2s from Rydia should trigger the transition to Rubicant. Have FuSoYa heal/parry on his second turn, and then queue an Ice 3 before Milon falls, so that he hits Rubicant right at the beginning of the fight.

Rubicant is nasty because he uses nothing but multi-targetting attacks: Fire 2, Fire 3, Glare in order. End this fight quickly: Ice 3 with FuSoYa, Ice 2 with Rydia, and Flood with Edge. Have Cecil and Rosa use Elixirs if anyone is low on MP and revive anyone who falls to spread out the damage from Glare. This fight can get ugly if Rubicant does Glare more than once.

Kainazzo is manageable. Revive your party quickly and cast Cure 4 with FuSoYa. Hit him with Lit spells with FuSoYa, and have everyone else keep the party alive

and well. If you're in good shape, use Lit 2 with Rydia or Blitz with Edge. Kainazzo will attack four times and then use Big Wave, so if you have critical members, heal them in advance of Big Wave.

Valvalis can be tricky, since her Weak is now multi-targeting. Be patient and keep everyone alive and FuSoYa's MP high. Once you've done two Lit 3's with FuSoYa, let Valvalis slowly kill your party, using Elixirs/Cure 3 on FuSoYa whenever Valvalis casts Storm. Ideally you will have FuSoYa's turn queued up when Valvalis kills the last party member so that you can quickly cast Flare. Flare is the fastest queueing spell, so hopefully you can get it off and finish Valvalis before things go south.

3.23 CPU

HP: 20,000 (CPU), 2000 (Attacker), 2000 (Defender)

EXP: 150,000

Party: Cecil, Rydia, Rosa, Edge, FuSoYa

Surviving Party Members: FuSoYa

On the first turn, have FuSoYa cast Nuke to take out the Defender in the bottom right. Then settle in for a slow but simple fight. The Attacker's Laser does a fixed 10% of each character's HP every round, so you're in no risk of dying so long as you keep up with healing.

Edge is the main damage doer here. Haste him and Slow the Attacker. Have Edge throw Dancing Daggers. Use Dancing Daggers with Rydia, Ice Brand with Cecil, and cast Cure 2 on the group with Rosa. FuSoYa can attack or heal. FuSoYa's greater HP means he takes more damage every round, so you may need to give him a dedicated Cure 2 or Cure 3 every now and then.

If you're feeling lucky and want to speed things up, have FuSoYa cast Wall on Cecil and then bounce Flares off it. Just pray it doesn't hit the Attacker! This strategy is more viable on an emulator.

Once you've done over 10,000 damage to the CPU (about 15 Dancing Daggers worth), kill off everyone except FuSoYa, then have him cast Meteo to end the fight.

3.24 Zeromus

HP: Variable (61,000 plus a possible refill of 45,000 - 49,000)

EXP: None

Party: Cecil, Kain, Rydia, Rosa, Edge

Surviving Party Members: Kain

Buckle up. This fight is a real challenge but a lot of fun once you get the hang of it. Make sure you have at least 30 Elixirs and 20 Lives.

Party Order (top to bottom - this matters!): Kain, Edge, Cecil, Rydia, Rosa

The only equipment that matters is for Kain: Gungir Spear, Aegis Shield, Dragoon Helm and Armor, Protect Ring. This setup gives him maximum possible magic defense (particularly the Aegis Shield, whose +3 Wisdom boost gives us an extra magic defense multiplier), which will let us tank Zeromus's Virus.

There are four phases to this fight, which we will tackle one at a time. There's RNG involved in the first phase, but none after that. The first phase RNG should go in your favor ~60-70% of the time.

3.24.1 Phase I

After being restored by your former party members, do the following:

- Have Cecil use the Crystal on Zeromus the second time he shakes
- Press and hold to have Kain attack
- Zeromus will transition. On Rosa's turn, quickly have her cast Slow.
- Have Edge throw the Spoon

If Zeromus's Nuke counter kills Rosa, reset. I believe Zeromus is impossible if you don't get two Slows in, and if Rosa is killed you don't have enough time to revive her and cast a second Slow.

Your next action will depend on Zeromus's counterattack:

- If Kain was killed, have Rydia revive him and Cecil Elixir him
- If Kain was injured, have Rydia Elixir him
- Otherwise, just press and hold attack until Rosa's second turn

Have Rosa cast Slow a second time. Then:

- If Edge and Rydia are both alive, have Edge throw the Excalibur and Rydia use an Elixir on Kain (it's timing should coincide with Rosa's slow animation).
- If one of them is dead, just wait on the other's turn until the Slow animation, and use an Elixir on Kain

Unless Zeromus's Nuke counter kills Kain, Kain should be at full health with his turn queued when Zeromus casts Big Bang. Kain will live through this. Have him throw an Elixir during the Big Bang animation, then Jump on your next turn to skip the second Big Bang. We're now in Phase II.

3.24.2 Phase II

From here on out it's Kain v. Zeromus. In this phase, Zeromus's pattern is:

- Part 1: Black Hole, Disrupt (this action is invisible or coincides with him shaking), Disrupt, Big Bang (he won't cast Black Hole the first time he does this)
- Part 2: Black Hole, Disrupt, Disrupt, Big Bang
- Part 3: Virus, Black Hole, Disrupt, Disrupt, Big Bang

When Kain lands at the start of Phase II, Zeromus will be about to start Part 2. Now settle into the following pattern:

- When Zeromus begins Part 2, attack (during Black Hole animation), then Jump.
- When Zeromus begins Part 3, use an Elixir (during Virus animation), attack (during Black Hole animation), then Jump
- When Zeromus begins Part 1, attack (during Black Hole animation), then Jump.

Simple. If Zeromus is casting Black Hole, attack. If he's casting Virus, use an Elixir, otherwise Jump. Note: even if you're a bit behind (e.g. attack just after the Black Hole animation) you should still be able to get these turns off.

Zeromus will transition to Phase III if he takes a turn while his health is between 12,000 and 16,000. This transition is the scariest part of the fight, since if you miss it and get off-sync with his new phase, you might get hit by a Big Bang. You won't like getting hit by a Big Bang.

The way I try to identify the transition point is by watching Zeromus's actions

every time I attack or use an Elixir. In Phase II, these are synced up with Black Hole/Virus animations. Thus, if you're ever about to execute one of these commands and Zeromus does nothing, he has transitioned to Phase III and you need to Jump immediately. You can also keep rough track of his HP, but this is admittedly hard given all the other things you need to keep track of during the fight.

It may be possible to revive Edge and have him throw the Spoon in order to skip Phase 3 altogether, but that would be difficult to do in real time (you'd need to keep very precise track of Zeromus's HP). If anyone can come up with a consistent strategy for doing this, I'm all ears, as it would shorten the fight dramatically.

3.24.3 Phase III

This phase is similar to Phase II, but now Zeromus uses Nuke instead of Virus. The big difference is that Kain cannot consistently survive Nuke. Also, at the start of Phase III Zeromus refills his HP :).

- Part 1: Disrupt, Disrupt, Big Bang
- Part 2: Black Hole, Flare, Disrupt, Disrupt, Disrupt, Big Bang

We have a new cycle now:

- When Zeromus begins Part 1, Jump
- When Zeromus begins Part 2, use a Life on Edge (during Black Hole animation). You then get a blessed break, as Kain will get his turn before Zeromus casts Nuke. Wait and have Kain attack during Flare animation. Your next actions depend on the outcome of Zeromus's Nuke

*If Nuke kills Edge

- Press and hold to attack one more time with Kain (Zeromus does nothing), then Jump

*If Nuke damages Kain but doesn't kill him

- Have Edge use an Elixir on Kain
- Press and hold to attack twice each with Kain and Edge
- Jump with Kain
- Attack/Throw with Edge (will be right before Big Bang)

*If Nuke kills Kain

- Have Edge use a Life on Kain
- Have Kain use an Elixir
- Parry with Edge (I find having him attack messes up the timing too much)
- Jump with Kain
- Attack/Throw with Edge (will be right before Big Bang)

Continue this until you see Zeromus use Meteo, which signals he has moved into his final phase.

3.24.4 Phase IV

When Zeromus is below 12,000 HP he'll start using Meteo. Congrats—there are no more Big Bangs to dodge!

This phase is why we picked up the Drain Sword.

- Use an Elixir on Kain right after the first Meteo (assuming it hit you. Sometimes it misses)
- Wait until the second Meteo, then use another Elixir during the animation.
- Attack Zeromus once, then use an Elixir right after the next Meteo

Now settle into the following pattern:

- Press and hold attack so that Kain attacks twice
- Use an Elixir

Doing this, you should have no problem staying alive until you can whittle down the last 10,000 or so of Zeromus's health.

Congrats on taking down one of the tougher low-level bosses around!

A few notes:

- Throwing the Spoon and the Excalibur is not essential, it just speeds things up
- I believe the Drain Sword is necessary. Zeromus is too fast to heal from Meteo and also attack.
- They say a picture is worth 1000 words, which is just about as long as this description of the Zeromus fight is. If you'd rather see a video of this approach, see <https://www.youtube.com/watch?v=fWqio8oi3Jo>

4. Other Information

4.1 The Exchange Screen Glitch

(Note: I did not discover this glitch. For a text description, see Penguin8R's description here: <https://pastebin.com/yk6dgc4u>. For a video demonstration, see <https://www.youtube.com/watch?v=utIV0JekE8c>.)

The Exchange Screen Glitch allows you to quickly underflow any consumable or equippable items to generate a stack of 255 of them. The links above do a good job describing the glitch, but I'll write a few words here in case the links break in the future.

The basic mechanics of the glitch work as follows:

- Have two stacks of item X you want to duplicate
- Enter the item exchange screen
- Place one of the stacks of X in the top exchange screen, then place it on top of the second stack of X in your inventory.
- Select the slot in the top exchange screen where the stack of X just was. This is a hidden stack of 0 X's.
- Place this stack in your inventory
- Exit the exchange screen
- For equippables, have a character equip X from the 0 stack. This will create a stack of "-1" X's, which the game will interpret as 255.
- For consumables, get into a fight, and have a character use X. This will again cause an underflow glitch and result in a stack of 255 X's.

To expand on these details a bit:

- If you get in a fight and run away or win without using the underflow, the 0 stack will disappear.
- There are two ways to trigger the exchange screen. One is by winning an item

from a monster fight. The other is by opening a treasure chest (or receiving a plot item) containing a new item when your inventory is full

- If you ever need to fill up your inventory, you can just buy single Cure 1s from an item store
- If you only have one stack of X and a monster drops an X, the glitch still works exactly as above.
- However, if you only have one stack of X and a chest gives you an X, the X will simply be added to the existing stack. You will not be taken to the exchange screen in this case.

There are a few possible uses for this glitch in a Low Level run.

- Getting money. Buy two stacks of an expensive item, use the underflow glitch, and then sell the resulting 255.
- Duplicating useful items/weapons, such as Elixirs

4.2 Stealing Shields for Rydia and Rosa

Rydia and Rosa can't usually equip shields, but there's a glitch with Edge's Sneak technique that allows them to. To perform this trick, run into a fight that contains an Armadillo. Kill all the enemies except one Armadillo, then kill off all your characters except Edge and whichever lady you're trying to get a shield for (let's say Rydia).

On Edge's turn, wait a few seconds and then use the Sneak command. With any luck, Rydia will get her turn while Edge is about to steal. Quickly enter the item menu with Rydia. If Edge successfully steals a Silver Shield, Rydia will be able to select the Shield, drag it up to the equipment box, and equip it. Don't exit the item screen before the shield is equipped.

5. Acknowledgements

- To Square Soft, for making this great game
- To curtsed, for his video convincing me that a low-level Zeromus was possible
- To the Final Fantasy Fandom wiki (<https://finalfantasy.fandom.com/wiki>) and GameCorner guides (<https://guides.gamercorner.net/>) for centralizing a tremendous amount of information about Final Fantasy and other games
- To penguin8r, for his video about the Exchange Screen Glitch