Nintendo Wi-Fi connection

NINTENDO DS

FINAL FANTASY. III

INSTRUCTION BOOK   SQUARE ENIX

EmuMovies

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.

Wireless DS Multi-Card Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

Important Legal Information

EVERYONE 10+

Fantasy Violence
Mild Blood
Suggestive Themes

ESRB CONTENT RATING   www.esrb.org

Rev-E

During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.

LICENSED BY

Nintendo

Prologue

The Gulgan thus prophesied:
"The earthquake was only the beginning.
The great tremors that swallowed the crystals,
the light of our world, only to spawn monsters
from the depths of the scarred land,
are nothing but harbingers
of what has yet to come.
Something is coming...fathomless, ominous,
and full of sorrow...
But hope is not yet lost.
Four souls will be blessed with light,
and so it shall begin..."

Contents

LUNETH

An orphan raised by Nina and Elder Topapa in the village of Ur. Adventurous by nature, his curiosity gets the better of him as he tumbles into a hole created by the great earthquake.

ARC

Another orphan raised by Topapa, and Luneth's best friend. Unlike Luneth, he prefers reading over gamboling in the wild. His studies endow him with great knowledge that more than makes up for his shyness.

REFIA

Raised in Kazus by the mythril smith Takka, whose rigorous training led her to run away from home...again.

INGUS

A loyal soldier of King Sasune's army, he narrowly escaped the Djinn's curse. His prime concern is finding the missing Princess Sara.

BASIC CONTROLS

Although this manual refers to button commands,
FINAL FANTASY III can also be played using the Touch Screen.
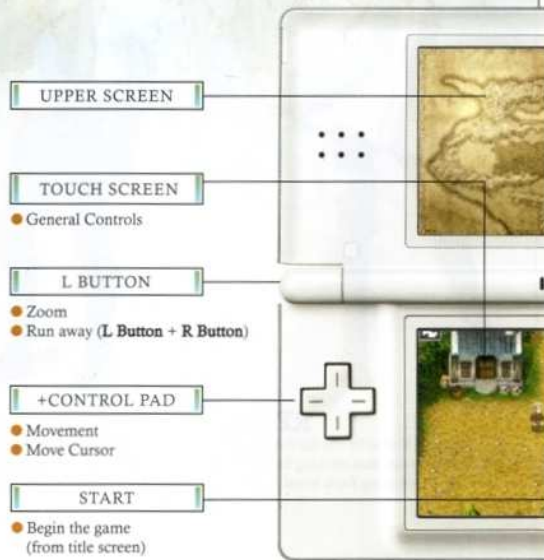
★ In this manual, screenshots with a white bar along the right side indicate those displayed on the upper screen. A blue bar along the right side indicates those displayed on the Touch Screen.

★ Closing the system while the power is ON will activate Sleep Mode, extending the life of the battery. Open the system again to deactivate Sleep Mode and resume play.

★ The controls in this manual are based upon the Nintendo DS Lite.

UPPER SCREEN

TOUCH SCREEN
● General Controls

L BUTTON
● Zoom
● Run away (**L Button + R Button**)

+CONTROL PAD
● Movement
● Move Cursor

START
● Begin the game
  (from title screen)

Y BUTTON
● Converse with current guest character

X BUTTON
● Display menu

A BUTTON
● Talk/Examine
● Confirm selection
● Advance message window
● Board certain modes of transportation

R BUTTON
● Display menu
● Run away (**L Button + R Button**)

POWER BUTTON

B BUTTON
● Cancel
● Disembark certain modes of transportation
● Increases character's movement speed (Default).

FINAL FANTASY III

Game Controls

HOW TO USE THE TOUCH SCREEN

There are two methods of using the stylus.

TOUCH	SLIDE

"Touching" is the term used to describe lightly touching the Touch Screen.

"Sliding" is the term used to describe keeping light contact on the Touch Screen as you track across it.
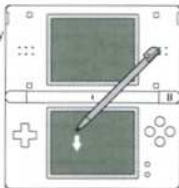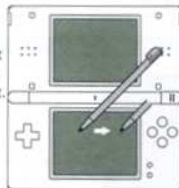
TOUCH SCREEN PRECAUTIONS

- ☐ Only the special stylus (NTR-004) and other special implements specified in the game should be used on the Touch Screen.
- ☐ The use of a damaged stylus or another damaged implement should be avoided.
- ☐ Pushing or rubbing the Touch Screen with excessive force should be avoided.
- ☐ Fingernails should not be used on the Touch Screen.
- ☐ Please do not rub the upper screen with the stylus or any other implement.
- ☐ Keep small objects such as sand, crumbs, and other pieces of food away from the Touch Screen.
- ☐ When using a protective sheet, be sure to read the instruction manual included with the sheet to avoid damaging the screen or creating air bubbles.

⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

GETTING STARTED AND SAVING

Make sure the Nintendo DS is turned **OFF** before inserting the **FINAL FANTASY III** Game Card. Once the Game Card has been firmly inserted, slide the **Power Button**.

1 Once the system is turned ON, the screen to the right will appear. After reading the information, touch the Touch Screen to proceed.

* Hold the **Power Button** in the UP position for a moment to turn power ON.

⚠ **WARNING - HEALTH AND SAFETY**

BEFORE PLAYING, READ THE HEALTH
AND SAFETY PRECAUTIONS BOOKLET
FOR IMPORTANT INFORMATION
ABOUT YOUR HEALTH AND SAFETY.

TO GET AN EXTRA COPY FOR YOUR REGION, GO ONLINE AT
www.nintendo.com/healthsafety/

Touch the Touch Screen to continue

2 To begin play, touch the **FINAL FANTASY III** panel on the DS Menu Screen or press the **A Button**.

* This step is unnecessary if your Nintendo DS is set to Auto Mode. Please consult the Nintendo DS hardware manual for further details.

3 When the title screen appears, press the **A Button** or touch the Touch Screen to advance to the title menu.

GETTING STARTED

NEW GAME, LOAD GAME, and Wi-Fi
SETTINGS will appear on the title menu.
If quicksave data exists, then CONTINUE will
also appear.

STARTING A NEW GAME

To play from the beginning, select NEW GAME.
On the name entry screen, use the A Button to enter
a character and the B Button to delete. The name will
appear on the upper screen. When you are satisfied
with the name you have entered, select Confirm to
proceed.

RESUMING PLAY

To continue playing a saved game, select LOAD
GAME, then choose the data you wish to load. When
quicksave data from a previous session is present,
select CONTINUE.

ENDING A PLAY SESSION

Be sure to save your progress before turning the power OFF. There are two
methods of saving your progress.

SAVE AND QUICKSAVE

Select SAVE from the menu while on the world map
to save your progress to one of three files (see page
27). The QUICKSAVE function can be used any time
out of battle or an event, but once QUICKSAVE data
is loaded, it is lost forever.

Wi-Fi SETTINGS

Select Wi-Fi SETTINGS from the main menu to
set up the Wi-Fi connection settings you will be
using for Mognet (see page 46). Please consult the
Nintendo Wi-Fi Connection instruction booklet
for details.

* If you encounter connection problems, please consult the "Troubleshooting" section
of the instruction booklet.

LET THE JOURNEY BEGIN

FINAL FANTASY III is played using three types of screens:

Travel the world and experience the story as it unfolds.

WORLD MAP

TOWNS AND DUNGEONS

Journey across the map to discover towns, dungeons, and other points of interest. You can also save your progress from this screen.

Gather information in towns or delve into treacherous dungeons.

Examine your inventory, equip gear, or customize other settings.

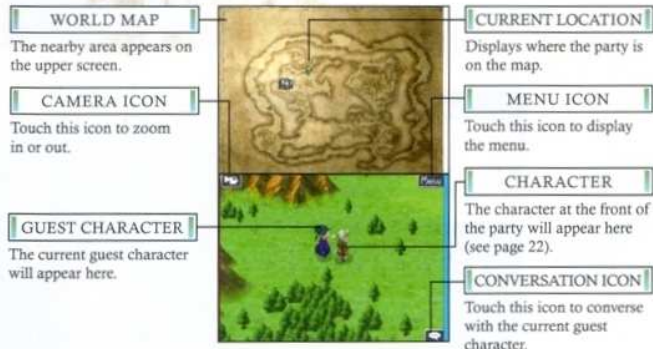Engage enemies that you encounter in the field or during events.

EXPLORING THE WORLD

You will journey across the world map to reach towns and dungeons. Once you reach your destination, the Touch Screen will switch to a detailed view of the area.

NAVIGATION AT A GLANCE

Use the **+Control Pad** to move your character. Open the menu by pressing the **X Button** or the **R Button** (see page 22).

WORLD MAP

The nearby area appears on the upper screen.

CAMERA ICON

Touch this icon to zoom in or out.

GUEST CHARACTER

The current guest character will appear here.

CURRENT LOCATION

Displays where the party is on the map.

MENU ICON

Touch this icon to display the menu.

CHARACTER

The character at the front of the party will appear here (see page 22).

CONVERSATION ICON

Touch this icon to converse with the current guest character.

TALK

Talk to others by approaching them and pressing the **A Button**.

Speak to anyone (or anything!) that you can to gather information for your journey.

TALKING WITH GUEST CHARACTERS

During your quest, certain characters will temporarily join your party. Although you cannot directly control them, you can learn valuable information by pressing the **Y Button** to start a conversation.

USING ITEMS DURING EVENTS

Pressing the **A Button** at certain places or near specific characters will open the item window. From here, select the item you wish to use.

ZOOM

At any time the camera icon is displayed, press the **L Button** to zoom in or out (see page 14).

 ⟷

EXAMINE/OPEN TREASURE CHESTS

Press the **A Button** to examine suspicious areas or to open treasure chests.

The chest contained Phoenix Down.

CHECK FOR SHINING POINTS!

While in towns or dungeons, hold down the **L Button** to zoom in for a closer look at the screen. Sometimes you will notice small shining points. Approach the points and press the **A Button** to trigger events or find items.

TRANSPORTATION GUIDE

Various modes of transportation will appear throughout the game. Controls may vary depending on the vehicle.

CID'S AIRSHIP

This airship was crafted by Cid, an old man living in Canaan. Although it allows you to fly, it cannot pass over mountains.

THE ENTERPRISE

This fine seafaring vessel is a gift from the vikings' boss. Move into the ship to board it, and disembark by directing the ship towards an area of the coastline that is appropriate for landing.

FOLDING CANOE

This handy device was once possessed by King Sasune. With the canoe in your inventory, you can easily navigate both rivers and lakes.

CHOCOBOS

You can find chocobos in special wooded areas on the map.

WELLSPRINGS

In towns and dungeons, you can find wellsprings with various magical properties that affect the entire party. Some springs restore HP and MP, while others remove status ailments. There are even springs that remove KO status.

TOWNS

In towns and villages, you will find shops and other facilities where you can spend your gil. In smaller towns, you may find that some establishments are unavailable.

INNS

Resting at an inn will fully restore HP and MP, as well as all status ailments except for Mini, Toad, Petrification and KO. You may even find some places to spend the night free of charge.

ITEM SHOPS

You can purchase items at these establishments. There are two types of items: normal items that can be used at any time, and items that can only be used in battle. These special battle items cannot be purchased. Items are consumed upon use.

◆ Examples of Normal Items

Potion	Restores 50 HP.
Hi-Potion	Restores 500 HP.
Antidote	Removes poison status.
Eye Drops	Removes blind status.
Gold Needle	Removes petrification status.
Phoenix Down	Removes KO status.

◆ Examples of Battle Items

Antarctic Wind	Deals ice damage. Same effect as Blizzara (see page 44).
Zeus's Wrath	Deals lightning damage. Same effect as Thundara (see page 44).
Bomb Fragment	Deals fire damage. Same effect as Fira (see page 44).

⚔ WEAPON SHOPS

You can purchase weapons at these establishments. Your current job dictates which types of weapons you can equip (see pages 34-41).

⚔ Knife	⚔ Sword	⚔ Staff/Rod	⚔ Dark Blade	⚔ Bow
⚔ Arrow	⚔ Book			
⚔ Claw	⚔ Hammer	⚔ Axe	⚔ Spear	⚔ Thrown
⚔ Bell	⚔ Harp			

🛡 ARMOR SHOPS

You can purchase armor at these establishments. Your current job dictates which types of armor you can equip.

🛡 Shield	🛡 Helm	🛡 Armor	🛡 Gloves

🔮 MAGIC SHOPS

You can purchase different types of magic at these establishments. Spells are divided into black magic, white magic, and summoning magic. Although anyone can learn a spell, a character's job dictates which types of spells can actually be cast.

This section describes how to buy or sell items at different shops. Once the shop menu appears, select **Buy** or **Sell** to begin your transaction. Use the **+Control Pad** to choose an item and press the **A Button** to confirm.

PARTY

Characters will indicate if they can use the currently selected weapon, armor, or spell.

SHOP MENU

Select **Buy** to purchase goods, or **Sell** to exchange unwanted items for gil.

HELP WINDOW

Displays information about the currently selected item.

CURRENT GIL

EQUIPPED/BAG

Displays how many of the selected item are currently equipped or are in the inventory.

MENU COMMANDS

Press the **X Button** or the **R Button** while on the field to open the menu. From here you can use items or magic, select equipment, or change other settings.

THE MENU SCREEN AT A GLANCE

Use the **L Button** or **R Button** to switch between characters while navigating certain menus.

| PARTY FORMATION |

The character at the top is the one who will appear while you move around the world.

| CHARACTER STATUS |

Displays basic information about characters (see page 24) as well as status ailments (see page 32). The 🔽 icon denotes a character that is in a job transition phase (see page 26).

| MENU (See pages 23-27.) |

| CURRENT GIL |

| COMMAND GUIDE |

Displays currently available commands.

ITEMS

Use or confirm items in your inventory. To move an item, press the **A Button** once, place the cursor where you wish to place the item, and press the button again.

Use	Move the cursor to an item and press the **A Button** twice to use it.
Sort	Arranges items.
Key Items	Displays important items.

MAGIC

Learn or use magic, as well as view the spells in your possession. Magic is divided into eight different levels (LV). A character can learn up to three spells in each level. Learning or removing a spell will not consume it, so always be sure to customize your party's magic to meet the challenge at hand.

Use	Use magic.
Learn	Learn magic.
Remove	Remove magic.
Exchange	Exchange all spells with another character.

| MAGIC LIST |

Displays magic levels, the number of times spells from each level can be cast, and which spells have been learned.

EQUIP

Equip or remove weapons and armor. Changing jobs will automatically remove all equipment, so be sure to equip your characters with the appropriate gear as soon as possible.

Equip	Equip or change weapons and armor.
Remove	Remove equipped gear.
Remove All	Remove all current equipment.

ATTACK/DEFENSE

Displays your current attack and defense ratings. An increase from the current value is represented by (🔼) while a decrease is represented by (🔽).

STATUS

Check the status of your characters. Strength, agility, vitality, intellect, and mind are affected by a character's job. Equipping weapons and armor may modify these stats.

NAME	NAME OF THE SELECTED CHARACTER
LV.	Current level. Gain EXP by winning battles. Once you have earned enough points, you will level up, increasing your stats.
Job	Current job and job level (see page 26).
HP	Current/maximum hit points. When HP reaches zero, the character will be KO'd and unable to fight.
MP	The number of times each level of magic can be used.
Strength	Influences the effectiveness of physical attacks.
Agility	Influences how quickly actions are executed in battle.
Vitality	Influences how much HP increases when a level up occurs.
Intellect	Influences the effectiveness of black magic.
Mind	Influences the effectiveness of white magic.
Attack	Influences damage dealt in battle.
Defense	Influences damage received in battle.
Magic Defense	Influences damage received from magic in battle.

FORMATION

Select two characters one after the other to switch their order in the party. Move the cursor to a character and press the **A Button** twice to switch between the front line and the rear line (see page 31).

FRONT LINE
Character's portrait is displayed towards the left.

REAR LINE
Character's portrait is displayed towards the right.

JOB

View your current job levels or change jobs. A character must have a job selected at all times.

JOB LIST
Display available jobs, as well as current job levels.

CURRENT JOB AND JOB LEVEL

CHANGING JOBS

As you proceed through your adventure, the number of available jobs will increase. Characters can change jobs at any time outside of battles or events. Depending on the combination of your former and current job, you may be unable to fully realize your new abilities until you have fought a certain number of battles. This period is called the job transition phase. Also, when changing jobs from one that cannot use magic to one that can, MP will remain at zero, so make sure to replenish your MP at wellsprings or inns.

JOB LEVEL

Represents how proficient a character is at a particular job. As this level increases, characters will be able to deal damage more effectively in battle, attain greater accuracy, or heal more HP with restoration spells.

CONFIG

Customize system settings.

Text Speed	Set the speed at which text is displayed.
Cursor	Set whether or not to have the cursor remember its last position while navigating menus.
Default Move	Set the default method of movement to Walk or Run.
Main Hand	Set which side of the screen will display camera and menu icons.

QUICKSAVE

Save the game and end it at the current location. Select **CONTINUE** from the title menu to access this data (see page 11). Be aware that once you load quicksave data, it is lost forever.

SAVE

Select **SAVE** to record your journey's progress. You can only save while on the world map. Select **LOAD GAME** from the title menu to access save data (see pages 10-11).

BATTLE

Encountering enemies triggers a battle sequence.

THE BATTLE SCREEN AT A GLANCE

Party members and enemies will appear on this screen. The camera will shift while characters perform actions.

ENTERING COMMANDS

BATTLE COMMANDS
Displays currently available commands.

ROWS
Left: Front Line.
Right: Rear Line.
(See page 31.)

EXECUTING COMMANDS

PARTY'S CURRENT/ MAXIMUM HP
When HP is at maximum, it is displayed in white. When it decreases to a certain point, it will change to yellow. If a character is KO'd, the number turns red.

BATTLE COMMANDS

Battle commands may change depending on a character's current job. Many jobs enable special commands that can be used in battle (see pages 34-41). When guest characters are accompanying your party, they will sometimes assist by attacking enemies or using magic (see page 15).

ATTACK

Strike a target using a weapon or barehanded attack.

MAGIC

Use magic that you have learned. Select the spell you wish to use, and then the target. Each level of magic can only be used a certain number of times. Certain spells will allow you to select a single target or multiple targets (see page 31).

FINAL FANTASY III

Battle

GUARD

Brace against an enemy attack to reduce damage.
Guarding will only affect damage received in the
same turn after this command has been executed.

ITEM

Use items from your inventory. Select the item you
wish to use, and then the ally or enemy you wish to
target. Certain items will allow you to select a sin-
gle target or multiple targets. Currently equipped
weapons will be displayed when you press **UP** on
the **+Control Pad**.

*Some equipment can be used as an item during battle.

EQUIP

Change what characters have equipped in their left
and right hands. Attack and defense are displayed
while selecting weapons. A character can enter
another command on the same turn after modifying
equipment.

FRONT/REAR

Move between the front line and the rear line. Characters in the front line will have
increased attack power, but suffer lowered defense. Characters in the rear line will have
boosted defense, but will be unable to deal as much damage. Be aware that when a
character changes rows, it is the only action that can be performed in that turn.

RUN AWAY

Escape from the current battle. Each character can select to escape, and if at least one
character is successful, the entire party will flee. Be aware that when you are attacked
while trying to run away, you will suffer greater damage than normal.

USING MAGIC AND ITEMS

Certain magic and items will allow you to select
a single target, a group, or all enemies at once.

Single	Select the target with the cursor.
Group	Move the cursor up or down until all enemies of the type you wish to target are selected.
All	Move the cursor to the left to target all enemies. Move the cursor to the right to target the entire party.

STATUS AILMENTS

Certain enemy attacks can inflict status ailments on party members. Use magic or items to remove these harmful effects. Visiting certain wellsprings may also prove useful (see page 18).

Subside After Battle

Paralysis	Paralyzes body, removing ability to act.
Sleep	Puts the afflicted into a deep slumber, removing ability to act.
Confusion	Causes disorientation, removing ability to determine friend from foe.
Gradual Petrification	Causes the body to slowly petrify over time.

Persist After Battle

KO	The afflicted becomes unable to act.
Petrification	Petrifies body, removing ability to act.
Toad	Decreases attack and defense. Only usable magic is Toad.
Silence	Prevents the afflicted from using magic.
Mini	Decreases effectiveness of physical attacks.
Blind	Decreases accuracy of physical attacks.
Poison	Gradually reduces HP.

END OF BATTLE AND GAME OVER

Defeating all enemies will yield experience points, gil, and sometimes items. On the other hand, if all party members are KO'd, petrified, or otherwise unable to act, the game is over.

BACK ATTACKS AND PREEMPTIVE STRIKES

When attacked from the back, the front line and rear line of the party become reversed, and your foes will immediately receive an extra turn to act. A preemptive strike, however, will immediately give your party an extra turn to act.

JOB LIST

A variety of jobs exists to aid you in your quest. Although you will begin with only the Freelancer job available, others will become unlocked as you proceed in your journey.

FREELANCER

AVAILABLE WEAPONS:

Freelancers lack any sort of particular expertise. While they can equip most weapons and armor, as well as use magic, their overall abilities are well below average.

BATTLE COMMAND

● **Magic:** Cast LV. 1 white and black magic.

WARRIOR

AVAILABLE WEAPONS:

Warriors have a high aptitude for wielding swords in battle. Having focused all their training on physical combat, they are unable to use any magic.

BATTLE COMMAND

● **Advance:** Increase attack power at the cost of lowered defense.

MONK

AVAILABLE WEAPONS:

Monks are highly proficient in the martial arts. Although they are unable to equip most types of weapons, they are highly adept at using their bare hands in combat. Armor selections are also limited.

BATTLE COMMAND

● **Retaliate:** Counterattack an enemy when hit.

WHITE MAGE

AVAILABLE WEAPONS:

White mages excel in assisting the party with defensive and restorative white magic. Some offensive magic is also available. They possess low attack power and defense.

BATTLE COMMAND

● **Magic:** Cast LV. 1 to LV. 7 white magic.

BLACK MAGE

AVAILABLE WEAPONS:

Black mages excel in attacking enemies with offensive black magic. They wield a variety of spells and can attack multiple targets at once. They possess low attack power and defense.

BATTLE COMMAND

● **Magic:** Cast LV. 1 to LV. 7 black magic.

RED MAGE

AVAILABLE WEAPONS:

Red mages are able to use a wide assortment of weapons, as well as both black and white magic. However, they are unable to become true masters of either school of wizardry.

BATTLE COMMAND

- **Magic:** Cast LV. 1 to LV. 5 white and black magic.

THIEF

AVAILABLE WEAPONS:

During battle, thieves are able to steal items from the enemy or assist the party in escaping from combat. While on the field, placing a thief at the front of your party will allow you to open locked doors.

BATTLE COMMANDS

- **Steal:** Attempt to pilfer an item from one enemy.
- **Flee:** Escape from battle with a high rate of success.

RANGER

AVAILABLE WEAPONS:

Rangers are highly skilled in the way of archery. With a bow in hand and arrows readied, rangers can deal the same amount of damage from either the front line or the rear line.

BATTLE COMMAND

- **Barrage:** Perform 4 ranged attacks that target random enemies. Each attack deals less damage than a normal attack.

KNIGHT

AVAILABLE WEAPONS:

Knights are mighty warriors who are experts in close-range combat. They are dependable allies who can defend themselves, as well as shield fellow party members during harsh ordeals.

BATTLE COMMANDS

- **Defend:** Brace against an attack. More effective than Guard.
- **Magic:** Cast LV. 1 white magic.

SCHOLAR

AVAILABLE WEAPONS:

Using their analytical prowess, scholars are able to ascertain an enemy's HP and any existing weaknesses. They also use the mystic power of ancient tomes to damage enemies. Their extensive knowledge allows them to double the effects of items they use.

BATTLE COMMANDS

- **Study:** Examine an enemy's status and determine its weakness, as well as remove any beneficial magic effects from target.
- **Magic:** Cast LV. 1 to LV. 3 white and black magic.

GEOMANCER

AVAILABLE WEAPONS:

Geomancers are able to attack by tuning into their natural surroundings and drawing out the latent powers around them.

BATTLE COMMAND

- **Terrain:** Randomly draw out the powers of nature and damage enemies.

VIKING

AVAILABLE WEAPONS:

Vikings swing giant hammers and axes with ease. Their only drawback is that they develop slower than other melee jobs.

BATTLE COMMAND

● **Provoke:** Lure an enemy to target the viking. This will decrease the affected enemy's defense.

DRAGOON

AVAILABLE WEAPONS:

Dragoons wield spears in battle and are highly skilled against aerial foes. They are renowned for their ability to launch deadly attacks from above.

BATTLE COMMAND

● **Jump:** Leap into the air for one turn before unleashing a devastating attack. Dragoons cannot be damaged while in the air. Jump is effective against flying enemies.

BLACK BELT

AVAILABLE WEAPONS:

Black belts are masters of combat, able to use only their bare fists for massive damage. They are capable of linking their mind and body to store energy for an upcoming strike.

BATTLE COMMAND

● **Boost:** Increase power of the next attack (select **Attack** on the following turn). Although Boost can be used multiple times in succession, charging up too much energy may result in damage to the character.

DARK KNIGHT

AVAILABLE WEAPONS:

Dark Knights are trained to harness the negative energies that flow throughout the world. The dark blades they wield are very effective against monsters that divide and multiply.

BATTLE COMMAND

● **Souleater:** Sacrifice own HP to attack all enemies.

EVOKER

AVAILABLE WEAPONS:

Evokers possess the ability to summon powerful beings into battle. Each possesses a black and white magic effect, which is triggered randomly at the time of summoning.

BATTLE COMMAND

● **Summon:** Call forth a magical beast to attack the enemy or aid the party.

BARD

AVAILABLE WEAPONS:

Bards have received extensive training, allowing them to play the harp while singing. Depending on the harp used, some melodies can be used against enemies, while others support allies in dire times.

BATTLE COMMAND

● **Sing:** Perform with a harp to cause various effects in battle (each harp melody has a different effect).

MAGUS

Magi can cast all black magic spells up to LV. 8. They also possess higher MP for high-level black magic.

BATTLE COMMAND

● **Magic:** Cast black magic from all levels.

DEVOUT

AVAILABLE WEAPONS: 🗡

Devouts can cast all white magic spells up to LV. 8. They also possess higher MP for high-level white magic.

BATTLE COMMAND

● **Magic:** Cast white magic from all levels.

SUMMONER

AVAILABLE WEAPONS: 🗡

Summoners are magic users who have harnessed the power of high summoning --the ability to call forth a combined black and white magic effect.

BATTLE COMMAND

● **Summon:** Call forth a powerful magical beast to attack the enemy or aid the party.

SAGE

AVAILABLE WEAPONS: 🗡

Sages are highly adept mages who have mastered all levels of the black and white arts. While they have numerous techniques at their disposal, their MP is limited compared to those spell casters who are more specialized.

BATTLE COMMAND

● **Magic:** Cast white and black magic.

NINJA

AVAILABLE WEAPONS: 🗡🗡🗡

Ninjas are able to deal massive amounts of damage by throwing weapons and specialized projectiles at the enemy.

BATTLE COMMAND

● **Throw:** Throw a weapon from your inventory at an enemy (weapons thrown in this fashion will be lost).

MAGIC LIST

This section describes the three schools of magic available. Spells can be purchased in shops or found in treasure chests.

WHITE MAGIC

Defensive/restorative spells wielded by users such as white mages or devouts.

LV	Spell	Description
LV 1	Cure	Restores a small amount of HP. Damages undead enemies.
	Poisona	Removes poison status.
	Sight	Displays a map of nearby surroundings while on the world map.
LV 2	Aero	Deals wind damage.
	Toad	Transforms target into a toad or back to its normal form.
	Mini	Shrinks target or returns it to its normal size.
LV 3	Cura	Restores a large amount of HP. Damages undead enemies.
	Teleport	Teleports party out of a dungeon or battle.
	Blindna	Removes blind status.
LV 4	Libra	Displays target's current and maximum HP, as well as any weaknesses.
	Confuse	Inflicts confusion status.
	Silence	Inflicts silence status.
LV 5	Curaga	Restores a great amount of HP. Damages undead enemies.
	Raise	Revives an ally from KO status.
	Protect	Increases target's defense.
LV 6	Aeroga	Deals a great amount of wind damage.
	Stona	Removes petrification and gradual petrification status.
	Haste	Increases target's agility.
LV 7	Curaja	Restores a massive amount of HP. Damages undead enemies.
	Esuna	Removes all status ailments except for KO.
	Reflect	Creates a magic-reflecting barrier that sends spells back at the caster.
LV 8	Tornado	Reduces an enemy's HP to one digit.
	Arise	Revives an ally from KO status with full HP.
	Holy	Smites an enemy with divine light.

BLACK MAGIC

Offensive spells wielded by users such as black mages or magi.

LV	Spell	Description
LV 1	Fire	Deals fire damage.
	Blizzard	Deals ice damage.
	Sleep	Inflicts sleep status.
LV 2	Thunder	Deals lightning damage.
	Poison	Inflicts poison status.
	Blind	Inflicts blind status.

L V 3	Fira	Deals a great amount of fire damage.
	Blizzara	Deals a great amount of ice damage.
	Thundara	Deals a great amount of lightning damage.
L V 4	Break	Deals earth damage while gradually petrifying target.
	Blizzaga	Deals massive amounts of ice damage.
	Shade	Inflicts paralysis status.
L V 5	Thundaga	Deals massive amounts of lightning damage.
	Raze	Inflicts KO status upon all enemies below the caster's level.
	Erase	Removes beneficial magic.
L V 6	Firaga	Deals massive amounts of fire damage.
	Bio	Deals damage by rapidly mutating any bacteria attached to target.
	Warp	Sends target to another dimension.
L V 7	Quake	Deals damage by shaking the earth and the heavens.
	Breakga	Instantly petrifies target.
	Drain	Absorbs HP from target.
L V 8	Flare	Deals damage by detonating a tremendous amount of fire and energy.
	Death	Inflicts KO status upon target. Restores HP of undead enemies.
	Meteor	Rains astral bodies upon the enemy. Sometimes damages allies.

SUMMONS

Evokers and summoners harness this form of magic. The effects are broken into three variations: white magic (defensive/restorative), black magic (offensive), and high summoning.
Only summoners are capable of performing high summons.

□ = WHITE ■ = BLACK ■ = HIGH

LV1 ESCAPE (CHOCOBO)
- □ Escape instantly from battle.
- ■ Attacks the enemy... Ineffective.
- ■ Damages one enemy with a powerful chocobo kick.

LV2 ICEN (SHIVA)
- □ Inflicts sleep status upon all enemies.
- ■ Damages all enemies with an icy glare.
- ■ Damages all enemies with ice crystals.

LV3 SPARK (RAMUH)
- □ Inflicts paralyze status on all enemies.
- ■ Damages all enemies with a volley of lightning bolts.
- ■ Damages all enemies with a towering pillar of lightning.

LV4 HEATRA (IFRIT)
- □ Restores HP to all allies.
- ■ Damages all enemies with flames of rage.
- ■ Damages all enemies with an overwhelming inferno.

LV5 HYPER (TITAN)
- □ Damages one enemy with a colossal punch.
- ■ Damages one enemy with a deadly kick.
- ■ Damages all enemies with a violent earthquake.

LV6 CATASTRO (ODIN)
- □ Shields the party from enemy attacks with a protective barrier.
- ■ Damages all enemies.
- ■ Instantly KO's all enemies with the Zantetsuken.

LV7 LEVIATH (LEVIATHAN)
- □ Instantly petrifies all enemies.
- ■ Damages all enemies with a powerful tornado.
- ■ Damages all enemies with a gigantic tidal wave.

LV8 BAHAMUR (BAHAMUT)
- □ Increases attack power of all allies.
- ■ Instantly KO's all enemies.
- ■ Damages all enemies with Mega Flare.

EXCHANGING LETTERS

Talk to moogles in towns or villages to access the Mognet, which allows you to correspond with NPCs or friends outside the game.

MOGNET

Sending and receiving letters via Mognet utilizes DS Wireless Communications and Nintendo Wi-Fi Connection. Although it is not required to complete the game, using Mognet allows you to communicate with people all over the world and exchange mail.
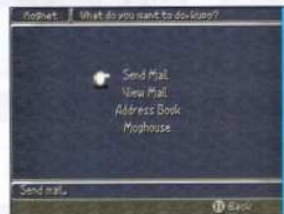
Mognet Menu

Send Mail	Send a message to an NPC or a friend.
View Mail	Display received messages.
Address Book	Check Friend Codes or enter new codes to your Friend List.
Moghouse	Receive messages from friends or perform friend registration.

★ Before using Nintendo Wi-Fi Connection, be sure to access **Wi-Fi SETTINGS** (see page 11) and set up your connection settings.

★ Before using DS Wireless Communications, carefully read pages 50-51 and make the necessary preparations.

SEND MAIL

To send mail to an NPC, select the character's name from the list. Select **A NEARBY FRIEND** to send a message using DS Wireless Communications. Select **A FARAWAY FRIEND** to send a message using Nintendo Wi-Fi Connection. When sending mail to a friend, you will be prompted to enter the letter's text. Be aware that you can only send one message per hour.

WRITE MAIL

First, write the letter utilizing the same method you used to enter character names (see page 10). Once the letter is complete, send it using the respective transmission method.

Sending Mail to a Faraway Friend with Nintendo Wi-Fi Connection
After connecting to Nintendo Wi-Fi Connection, select a friend from your Friend List (see page 48) to send your message.

Sending Mail to a Nearby Friend with DS Wireless Communications
The name of any friend who is currently waiting to receive mail will appear on the list. Select a name to send your letter.

SENDING MAIL TO AN NPC

Selecting a character's name will automatically prepare the content of the letter. Sending letters to NPCs might cause something good to happen!

VIEW MAIL

Here you can view any letters that you have sent or received. When you receive a new letter, NEW will appear next to the message subject in the View Mail menu. Be aware that you can only store 10 letters at once from friends. When this limit is exceeded, currently stored letters will be deleted, starting from the oldest.

ADDRESS BOOK

Check Friend Codes or enter new codes to your Friend List. A Friend Code is the 12-digit code assigned to you when you first access Nintendo Wi-Fi Connection.

Friend List	Confirm registered friends. To send a letter using Nintendo Wi-Fi Connection, the recipient must be on this list. A maximum of 28 friends can be registered.
Enter Friend Code	Register a new Friend Code to your list.
Display Friend Code	Confirm your own Friend Code.

MOGHOUSE

Receive mail sent by friends. You will also receive mail from certain NPCs if certain conditions are met. Once a letter has been received, you can read it under View Mail (see page 48).

From Nearby Friends	Receive a letter using DS Wireless Communications. While set to receive mail, messages will be received automatically once a friend sending a message has been detected.
From Faraway Friends	Receive a letter using Nintendo Wi-Fi Connection.

SENDING MAIL VIA NINTENDO Wi-Fi CONNECTION

First, you must enter your friend's Friend Code into your Friend List (the code will be grayed out at this point), and your friend must do the same with your Friend Code. Once this is done, both you and your friend must select "**A Faraway Friend**" in the Moghouse menu, and the Friend Code registration process through Wi-Fi Connection will begin. When this process is completed, your friend's user name will be displayed in white on your screen, and your user name will be displayed similarly on your friend's screen. You can now send mail to each other by selecting "**A Faraway Friend**" in the Send Mail menu.

* Be aware that any mail that is not downloaded by the recipient for a certain amount of time will be deleted from the server (Mognet).
* Nintendo Wi-Fi Connection can only work when the original DS hardware and DS Game Card are used as a set. (Please see the Nintendo Wi-Fi Connection instruction booklet for more on user information.)

To play Nintendo DS games over the internet, you must first set up the Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS system. Please see the separate Nintendo WFC Instruction Booklet included with this game for directions on setting up your Nintendo DS.

To complete the Nintendo WFC setup, you will also need access to a wireless network connection (such as a wireless router) and an active broadband internet account.

If you do not have access to a wireless network device, you can order a Nintendo Wi-Fi USB Connector directly from Nintendo. See the separate Nintendo WFC Instruction Booklet for more information.

You can also play Nintendo WFC compatible games at selected internet hot spots without additional setup.

For additional information on the Nintendo WFC, setting up your Nintendo DS or a list of available internet hot spots, visit www.nintendowifi.com (USA, Canada and Latin America) or call 1-800-895-1672 (USA/Canada only).

To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, e-mail or home address when communicating with others.

The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection Instruction Booklet or online at www.nintendowifi.com/terms.

DS WIRELESS COMMUNICATIONS

WHAT YOU WILL NEED

Nintendo DS or Nintendo DS Lite Systems...............................1 per player
FINAL FANTASY III Game Cards...1 per player

INSTRUCTIONS

1 For each Nintendo DS system, check that the power is turned **OFF**, and then insert the Game Card.

2 Turn each DS system's power **ON**. The DS Menu Screen will be displayed.

3 Touch the FINAL FANTASY III panel.

4 Follow the instructions on page 46 of this manual.

WIRELESS COMMUNICATION GUIDELINES

Please note the following points regarding the wireless communications:

○ The ⊞ displayed on the DS Menu screen or the game menu is the DS Wireless Icon. Choosing a menu option with a DS Wireless Icon activates the wireless communications mode. Never activate this mode in areas where wireless communications are prohibited (such as on airplanes, in hospitals, on trains, or on buses).

○ The 📶 displayed on screen while wireless communications are in operation indicates the signal strength of the wireless signal. The icon has four modes depending on the signal strength, as shown below. The stronger the signal is, the more stable the wireless communications will be.

	📶	📶	📶	📶
No. of Bars	0	1	2	3
Strength	Weaker ←——→ Stronger			

When the wireless communications mode is active, the power light will flash at a different speed.

Within 30 ft.

○ - For the best wireless communications performance, please note the following:
  • All DS systems should be within 30 feet of each other, or at a distance where the signal strength icon shows two or more bars.
  • The DS systems should face each other as directly as possible.
  • Avoid having people or other obstructions between the DS systems.
  • Avoid interference from other devices. If communication seems to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.

BEGINNER'S GUIDE

Countless trials and puzzles lie waiting for you along your journey. Do your best to overcome the toughest obstacles, and you'll find riches beyond compare!

TALK TO EVERYONE!

Once you arrive in a new town or city, be sure to speak to as many people as possible. Gathering information about what is going on in each location will be vital to progressing in the story.

UTILIZE THE ZOOM FUNCTION!

While you are exploring a building or dungeon, use the camera to zoom in on any suspicous areas. Make an effort to investigate any shining points you find.

DON'T SELL RARE ITEMS!

Some items like phoenix down are not sold at stores! Make sure you know which items you can restock before selling them off.

KEEP YOUR EYES OPEN FOR HIDDEN PATHS!

What do you do when you've found all the treasure, but can't find the exit? Have you tried zooming in, but can't find any switches or levers? During times like this, try pressing against walls or exploring the shadows behind objects. You may just find a hidden path where you least expect it!

CHOOSE JOBS WISELY!

There are times when you might have to slip through narrow areas as a toad, or use certain magic to defeat a seemingly unbeatable adversary. Many challenges require specific jobs to handle the tasks at hand.

RAISE YOUR JOB LEVEL!

As job levels increase, the damage a character can deal in battle will also increase. Mastering a job may yield something very special.

Warranty & Service Information

You may need only simple instructions to correct a problem with your product. Try our website at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available online or over the telephone, you will be offered express factory service through Nintendo. Please do not send any products to Nintendo without contacting us first.

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Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

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EXCLUSIONS FROM WARRANTY

This warranty applies only to defects in factory materials and factory workmanship. Any condition caused by abuse, unreasonable use, mistreatment, neglect, accident, improper operation, destruction or alteration, or repair or maintenance attempted by anyone other than SEI is not a defect covered by this warranty. Parts and materials subject to wear and tear in normal usage are not covered by this warranty.

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HOW TO OBTAIN WARRANTY SERVICE

To obtain warranty service, please send the defective Product, together with a copy of your original sales receipt, your return address, name and telephone number, should contact be necessary, and a brief note describing the defect to SEI at the following address: Square Enix, Inc., Customer Warranty, 999 N. Sepulveda Blvd 3rd Floor, El Segundo, CA, 90245. THE DEFECTIVE PRODUCT MUST BE POSTMARKED WITHIN NINETY (90) DAYS FROM THE DATE OF PURCHASE. PROOF OF PURCHASE IN THE FORM OF A DATED RECEIPT MUST BE INCLUDED TO OBTAIN WARRANTY SERVICE.

The shipping costs for sending the defective Product to SEI is a sole responsibility of the Customer. SEI will not be liable for any damage or loss that occurs during shipping. To minimize loss during shipping, you may opt to use a tracking method when shipping.

If you have warranty questions, you can also contact our Customer Warranty department at (310) 846-0345 during its hours of operation, Monday – Friday, 9:00 am – 6:00 pm, Pacific Standard Time.

For customer support and technical support questions, please call (310) 846-0345 during the following hours of operation: Monday – Friday, 9:00 am – 6:00 pm, Pacific Standard Time. FOR INFORMATION AND SERVICES BY SQUARE ENIX, INC., GO TO WWW.SQUARE-ENIX.COM