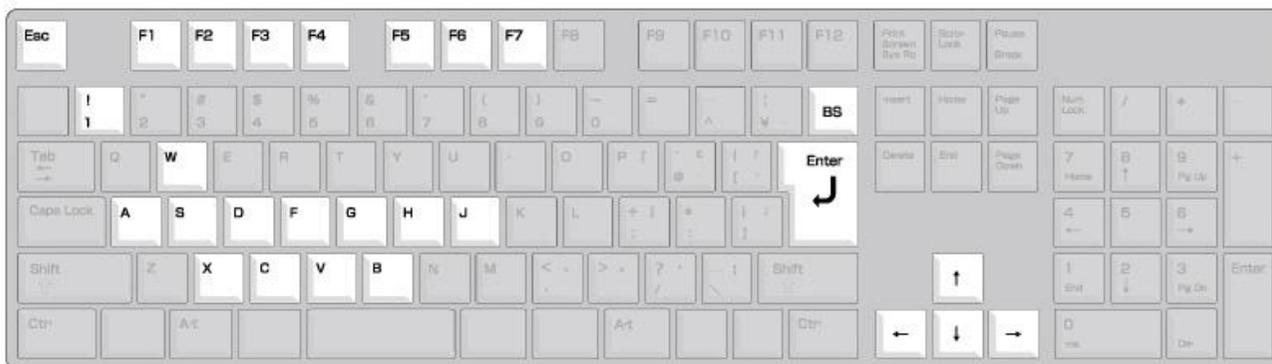




FINAL FANTASY IX for PC

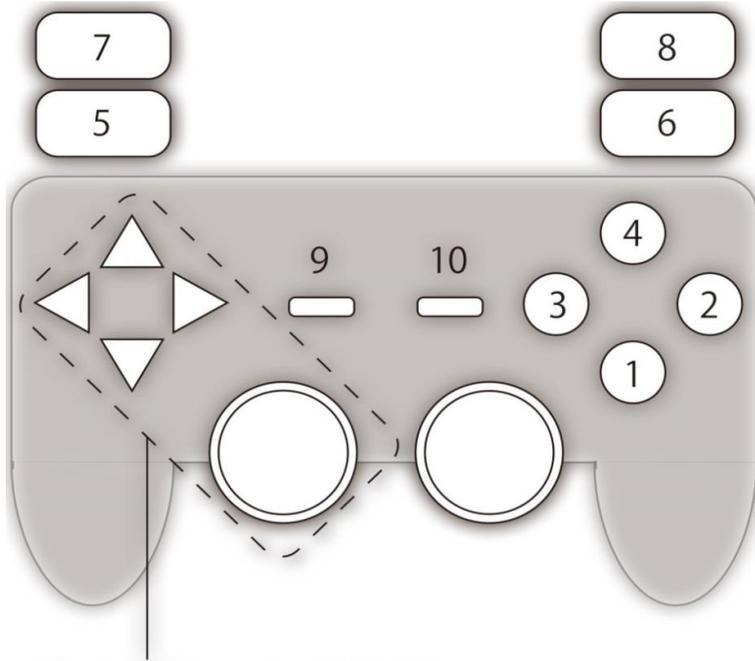
Keyboard Controls



Basic Controls : Keyboard

Confirm/Talk	: X , Enter	Pause	: Backspace
Cancel/Dash	: C , Esc	Cards/Moogle	: B
Menu	: V	Cam Rotation	: G , H
Up	: W , ↑	Fix Camera	: F
Left	: A , ←	Perspective	: J
Right	: D , →	Escape Battle	: G + H
Down	: S , ↓	Auto-Battle	: J
		Toggle Help	: 1

You can customize key assignment in
Menu>Config>Controls



Control Character & Hand cursor

- ① Cancel / Dash
- ② Confirm / Talk
- ③ Card / Moogle
- ④ Menu
- ⑤ Cam Rotation
- ⑥ Cam Rotation
- ⑦ Fix Camrera
- ⑧ Perspective
- ⑨ Toggle Help
- ⑩ Pause

Boosting Features in Pause

- ⑤ Battle Asistance
- ⑥ High Speed Mode
- ⑦ 9999
- ⑧ Safe Travel

Game Boosting

Turn the booster functions on or off with the following keys.

Booster Functions	Details	Enable Key
High Speed Mode	Speed up certain parts of the game.	F1
Battle Assistance	Grants you an always full ATB gauge, as well as full HP and MP. Trance is also always available.	F2
9999	Attacks will deal 9999 damage.	F3
Safe Travel	Eliminates random encounters with enemies. This does not include event battles. Please note that by enabling this feature, you will not encounter friendly monsters.	F4



The booster functions below can be enabled with the following keys or through the Config Menu. The effects of these features cannot be undone. Please be careful when saving your game data.

Booster Functions	Details	Enable Key
Master Abilities	Abilities will be mastered immediately after acquiring their associated items.	F5
Level and Magic Stones Max	Your level and number of magic stones will be set to maximum.	F6
Gil Max	Grants you the maximum limit of gil.	F7



■ TALK TO PEOPLE AND INSPECT EVERYTHING

You must speak with many characters and examine various locations to progress in the game. In locations where there are things to inspect (like treasure chests, bulletin boards, and ladders), an exclamation point "Field Icon" will appear over the character's head (press the "Confirm" button or "Confirm" button to acquire items, view useful information, or climb ladders). In locations where a choice must be made, a question mark "Field Icon" will appear.

■ ATE – ACTIVE TIME EVENTS

Active Time Events, which occur throughout the story, allow you to see what other characters are doing. When the ATE icon appears at the bottom left portion of the screen, press the SELECT button to view the event. (If the text is gray, the event is shown automatically.) You can still follow the story and finish the game without viewing any ATE, but they provide different perspectives and reveal deeper insights about the characters.

■ SAVING A GAME

On the Field Map, you will encounter certain moogles who will allow you to save your game. On the World Map, you may save at any time by calling a mooglet with the "Confirm" button.

■ AUTO SAVE

Game data will be saved automatically when moving between areas. Selecting "CONTINUE" from the title screen will allow you to start from your last auto save location.

■ USE MOGNET TO HELP MOOGLES COMMUNICATE

When you select Mognet after speaking to a mooglet, you may be asked to deliver a letter, or be shown some letters addressed to Zidane. To make proper deliveries, you must remember the names and whereabouts of the moogles. Once you complete a delivery, you can read the contents of the letter. Be aware that some moogles change location as the story proceeds.



■ ATB TO WIN A BATTLE...

This game uses the Active Time Battle (ATB) system, in which each character has an ATB Gauge. Only a character with a full ATB Gauge can be issued commands. Each character has a different set of commands. To win battles, consider which commands are effective for each situation.

Using the Escape Button

Press the G and H keys together to run away from a battle. It may take a long time to escape from the enemy, during which you will be open to attack.
(There are some enemies from which you cannot escape.)

■ TRANCE TRANCE AND COMMAND CHANGES

When a character's Trance Gauge reaches full after an enemy attack, that character will go into Trance. In addition to increased attack power, the character will have special attack commands during Trance (see below).

You may want to fill up the Trance Gauge as much as possible before fighting strong enemies to ensure a Trance during that battle.

Zidane

The Skill command changes to Dyne, granting Zidane access to special attacks.

Vivi

The Blk Mag command changes to Dbl Blk, allowing Vivi to use black magic twice in a row.

Garnet

The Summon command changes to Eidolon. Eidolons summoned by Garnet will reappear at random intervals.

Steiner

Although he gains no unique abilities, Steiner's physical attack strength triples.

Freya

The Jump ability is enhanced. Freya will remain in the air, raining spears on all enemies whenever it is her turn.

Quina

The Eat command changes to Cook, allowing Quina to eat enemies when their HP drops below 1/2 rather than 1/4.

Eiko

The Wht Mag command changes to Dbl Wht, allowing Eiko to use white magic twice in a row.

Amarant

The Flair command changes to Elan. Skills will affect all targets for the duration of Trance.



■ STATUS EFFECTS

Status effects occur when a character's status is changed by a spell, item, or attack. Certain status effects are beneficial, while others are harmful. When you use items or spells that cancel (or invoke) status effects, you can view your party members' status effects in the Status Window. Some status effects will expire after a short while, others will be cancelled at the end of a battle, and some will continue to affect the character even after battle. Learn which status effects damage your characters, and treat them accordingly with spells or items.

BEWARE OF THESE STATUS EFFECTS

- 1) Status effects that disable the entire party: If all allies are afflicted with KO, Stop, Petrify, or Venom, the game ends.
- 2) Status effects that stop growth: If a character is affected by KO, Petrify, Virus, or Zombie, he or she stops receiving EXP and AP, halting growth.

Beneficial Status Effects

Auto-Life

Target recovers from KO.

Method of Removal

Dispel, target recovers from KO.



Shell

Reduces target's damage from magic attacks.

Method of Removal

Dispel, effect expires.



Regen

Target's HP gradually recovers.

Method of Removal

Dispel, effect expires.



Protect

Reduces target's damage from physical attacks.

Method of Removal

Dispel, effect expires.



Haste

Speeds up the ATB Gauge.

Method of Removal

Dispel, effect expires.



Vanish

Target avoids physical attacks.

Cancellation Method

Dispel, target hit with magic, effect expires.



Float

Target floats in the air. Avoids Earth attacks.

Method of Removal

Dispel, effect expires.



Reflect

Reflects magic (some magic cannot be reflected).

Method of Removal

Dispel, effect expires.



Detrimental Status Effects(expire after battle)

Confuse

Target cannot be controlled and randomly attacks enemies or allies.

Method of Removal

Esuna, physical attack.



Heat

Target is KO'd if an action is taken.

Method of Removal

Esuna, effect expires.



Berserk

Target's attack power increases, but they cannot be controlled and attack enemies continuously.

Method of Removal

Gysahl Greens.



Freeze

Target freezes and cannot be controlled. Target is KO'd if attacked physically.

Method of Removal

Esuna, effect expires.



Stop

Target stops and cannot be controlled.

Method of Removal

Dispel, Remedy.



Mini

Target shrinks. Attack and defense powers decrease.

Method of Removal

Mini, Esuna, Remedy.



Poison

Target's HP gradually decreases.

Method of Removal

Antidote, Esuna, Panacea, Remedy, effect expires.



Death Sentence

Target is KO'd when counter reaches 0.

Method of Removal

None (end the battle before counter reaches 0).

No
Icon

Sleep

Target falls asleep and cannot be controlled.

Method of Removal

Esuna, physical attack, effect expires.



Gradual Petrify

Target becomes petrified when counter reaches 0.

Method of Removal

Stona, Esuna (end battle before counter reaches 0).

No
Icon

Slow

Target's ATB Gauge fills more slowly.

Method of Removal

Dispel, effect expires.



Detrimental Status Effects(persist after battle)

Petrify

Target turns to stone and cannot be controlled.

Method of Removal

Stona, Remedy, Soft.



Darkness

Target is blinded; accuracy of physical attacks decreases.

Method of Removal

Esuna, Eye Drops, Remedy.



Venom

Target cannot be controlled due to strong poison.

HP and MP gradually decrease.

Method of Removal

Antidote, Esuna, Panacea, Remedy.



Trouble

All of the target's allies receive 1/2 the damage the target receives from an enemy attack.

Method of Removal

Annoyntment.



Virus

Target stops receiving EXP and AP.

Method of Removal

Vaccine.



Zombie

Reverses effects of recovery items and spells.

Method of Removal

Magic Tag.



Silence

Target cannot use magic.

Method of Removal

Esuna, Echo Screen, Remedy.



KO

Target cannot participate in battle until recovered.

Method of Removal

Life, Auto-Life, Phoenix Down, Phoenix Pinion.

No
Icon

■Elemental Properties

Attacks used by your characters or by enemies may have special properties such as fire or ice that affect the amount of damage dealt. Conversely, characters may have equipment or innate abilities which grant resistance to these properties and reduce incoming damage.

■ Party Composition

Party Size in Battle

Up to four characters in your party can engage an enemy at once.

When you have five or more in your party, you must choose the four who will participate in battle.

Front Row and Back Row

Selecting Order on the menu screen will give you the option to change party member positions in battle.

Placing party members in the back row will reduce the damage they deal to enemies,

but will also reduce the damage they receive.



■ TO USE AN ABILITY

Equipping certain items brings out the characters' dormant abilities, which they can then use.

Until the character learns the ability, he or she can only use it while the item is equipped.

You can select items according to what ability you want your character to learn, or equip them only when you need to use a certain ability.

LEARNING ABILITIES

To learn abilities, you must earn the necessary AP (Ability Points) for each ability. Every time a battle is won with the appropriate item equipped, AP are added to each ability being learned. You can check the acquired AP in the Ability Menu (see below), or by pressing the 「J」 button in the Status Menu.

ACTION ABILITIES

Abilities that are used as commands are called "Action Abilities."

With some exceptions, Action Abilities require MP to use/change during Trance.

Listed below are some Action Abilities.

The abilities available are different for each character. Some abilities

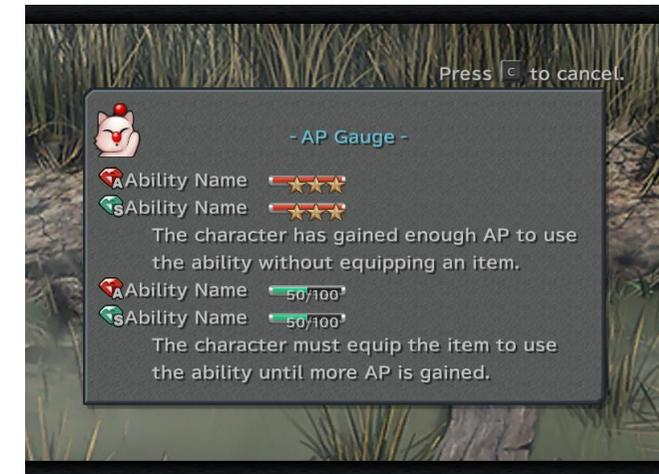
SUPPORT ABILITIES

Abilities that only function during battle are called "Support Abilities."

Support Abilities are equipped by distributing the magic stones that the character earns.

The stronger the ability, the more magic stones required to equip it.

Try to customize your Support Abilities by analyzing the situation at hand.



■ CHOCOBOS

Chocobos are large, birdlike creatures that can be used to travel on the world map. While riding a Chocobo, you will not encounter random enemies. As your chocobo's abilities increase or evolve, you can use it to explore additional places.



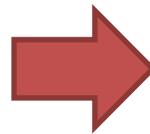
■ Tetra Master

BASIC RULES

You and your opponent each place 5 cards alternately on a 4x4 field. As shown below, you can turn over your opponent's cards and make them your own, depending on where you place your cards.

The player who has the most cards showing on the field at the end wins the game.

Attention: In the following examples, the blue cards are yours, and the red cards are your opponent's. The hand icon indicates which card has just been placed on the field.



CONSIDER DIFFERENT STRATEGIES

There are many strategies for winning card games. Different playing fields and different cards in your hand call for different strategies. Two different strategies are described below.

Protect Yourself with Arrows

Place the sides of your card that don't have arrows against the sides and corners of the playing field. This way, your cards will not get flipped unless you lose a card battle.

Aim for a Single Counterattack

Even if your cards are flipped over by your opponent, you can take them back by turning them over with a powerful card. You can also turn over all of your opponent's cards at the end of a game by using a combo technique.

