

FF4D

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COLLABORATORS

	<i>TITLE :</i> FF4D		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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Contents

1	FF4D	1
1.1	Final Fantasy IV Manual	1
1.2	intro	1
1.3	5	2
1.4	6	2
1.5	7	3
1.6	8	3
1.7	9	3
1.8	10	4
1.9	11	4
1.10	12	5
1.11	13	5

Chapter 1

FF4D

1.1 Final Fantasy IV Manual

Final Fantasy IV Remix Menu Translations

V. 0.9

By Nathan Mallory

Intro

- I. LOADING SCREEN
 - II. ITEM
 - III. MAGIC
 - IV. EQUIP
 - V. STATUS
 - VI. MOVE
 - VII. SWITCH
 - VIII. CONFIG
 - IX. SAVE
- Back to Main Menu

1.2 intro

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Game Copyright: SQUARE 1991/1997

This FAQ is a translation of all the menus and inside screens of the

Final Fantasy VI Remix for the Sony PlayStation.

Feel free to distribute it.

While most any English speaking people playing this game have already played its SNES counterpart, some may have problems navigating menus, as well as some of the re-done Save areas.

Back to Main Menu
Back to DEF Menu

1.3 5

In addition, some of the characters in the game have special moves ←
that were removed in the US
game for the SNES. These were the following: They are found in the same place as ←
other
characters' special moves, like Kain's Jump and Edward's Sing.
Cecil/Dark Knight - Dark Wave = Hits all enemies at the cost of some of Cecil ←
's HP
Rosa/

I. LOADING SCREEN

This screen appears after the FMV intro and Title Screen

```

-----
| Load |
-----

-----
| New Game      |
| Memo File     |
| Memory Card 1 |
| Memory Card 2 |
| Save Explanation|
-----

```

The rest of the sections are the different sections you find in the Menu Screen, ←
by pressing
Triangle during the game. They are in order on the right of the screen from Top ←
to Bottom.

Back to Main Menu
Back to DEF Menu

1.4 6

II. ITEM

Where all of your items in the game are stored.

Back to Main Menu
Back to DEF Menu

1.5 7

III. MAGIC

Here you can view magic spells, white and black, and calls.

Back to Main Menu
Back to DEF Menu

1.6 8

IV. EQUIP

Here you can put on your various equipment onto the following parts of your body (←
listed from

Top to Bottom):

- Right Hand
- Left Hand
- Head
- Body
- Hands

Also at the bottom left it says if the person is Right-Handed or
Left-Handed. If there are 4

characters, the person is Right-Handed.

If there are 5 characters, they are Left-Handed.

Back to Main Menu
Back to DEF Menu

1.7 9

V. STATUS

Here you can check on the vitality of your character, their class, level, ←
experience, and various abilities.

```

-----
| Name |
| Class Level |
| Left OR Right Handed | Experience Collected |
|
| HP |
| MP | Experience to Level Up |
|
| Abilities | Attack Power |
| Power | Hit % |
| Speed | Defense Power |
| ***** | Defense % |
| ***** | Magic Defense Power |
| ***** | Magic Defense % |
-----

```

```

-----
Back to Main Menu
Back to DEF Menu

```

1.8 10

VI. MOVE

Here you can move your characters to a different one of the 5 positions for battle.

```

-----
Back to Main Menu
Back to DEF Menu

```

1.9 11

VII. SWITCH

This, new to the Remix, automatically switches the front and back parties. ↔
 Normally, with 3
 in front and 2 in back, suddenly there will be 2 in front and 3 in back.

```

-----
Back to Main Menu
Back to DEF Menu

```

1.10 12

VIII. CONFIG

Here you can customize everything in your game, from battle modes to window colors ↔

```

-----
|          | Config |          |
-----|-----|-----
|          |-----|          |
| Battle Mode      Wait      -      Active |
| Battle Speed     1  2  3  4  5  6 |
|                  Slow      Fast |
| Battle Message   1  2  3  4  5  6 |
|                  |          |          |
| Sound            Stereo      -      Monoaural|
|                  |          |          |
| Controller       Normal      -      Custom |
|                  Single      -      Multi  |
|                  |          |          |
| Cursor           Return      -      Memory  |
|                  |          |          | |
| Window Color     R|-----|-----| |
|                  G|-----|-----| |
|                  B|-----|-----| |
-----

```

```

-----
Back to Main Menu
Back to DEF Menu

```

1.11 13

IX. SAVE

This area, being on CD and Memory Card, instead of cartridge, has been TOTALLY ↔
redone, so pay
close attention!

```

-----
| Save |
-----
| Memo File      |
| Memory Card 1 |
| Memory Card 2 |
| Save Explanation|
-----

```

The following are what is said at the bottom of the screen when each selection is ↔
highlighted.

- Memo File - You can save a memo file to the PlayStation itself for a while. When you turn off the PlayStation's power, please do not forget to save it to a Memory Card.
- Memory Card 1 - 1 save to a regular Memory Card
- Memory Card 2 - 1 save to a regular Memory Card
- Save Explanation - Hear an explanation of the Save System

The following is a translation of what happens when you choose the 'Save Explanation' (4th Choice). (NOTE: The *blahblah* notes are things that happen, not actually said. ;)

Enter Chocobo

Do you want to hear an explanation of the Save System?

- Yes
- No

If No:

You don't want to listen.....
.....

If Yes:

There are 2 Save Systems in this game.

Chocobo morphs into Memory Card

The first is saving to a regular Memory Card...

Morphs into PlayStation

The other one is for saving adventures onto the PlayStation itself, called Memo.

Morphs back to Chocobo

First, you need to choose the Save Mode screen.

Display of choosing the first option, Memo File, shown

If you wish to continue your adventure, save it by 'Memo' quickly.

It is essential not to miss saving your game.

But!!

If you press the Reset Button or turn off the PlayStation's power, data in the 'Memo' will be...

falls down, smack(!)

Gone, and.....

begins bobbling back and forth with bubbles

If you don't save, your game will be like a bubble in water..... . *i.e., GONE!*

Then there is the Soft Reset.

You will go back to the Title screen if you press Start button, Select button, L1, ←
L2, R1, and
R2, at the same time.

That's the Soft Reset!!

If you use the Soft Reset, your data in 'Memo' will not be erased. It is the same ←
as if you
lose a battle...

Chocobo splits into 2

If you save the game to a Memory Card after you Memo, the new data will be ←
replaced with the
Memo Data automatically.

Morphs into a PlayStation & Memory Card

There will be no worries if you do a Memory Card Save. When you finish playing ←
your game,
don't forget to save it to a Memory Card!!

Morphs back to Chocobo

Did you understand? You understood?

This is the end of the explanation for the Save System.

That's all for this translation! If you have any questions, comments, or things I ←
could have
done better, for next time, feel free to email me.

-Nathan Mallory
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Back to Main Menu
Back to DEF SubMenu
