

FF9 Booster% Guide (Basic)

HD PC / HD Console

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Source Material: [Aneonplays](#)(YT)

Observations from Watching: [Aneonplays](#)(SR)

Run Timing: Timing starts on New Game & ends on last hit that causes Necron's death animation and the disappearance of ATB bars.

HD PC & Console Differences: There are 2 differences between these runs at the moment. PC has load remover built into the time & can do menu buffers. Console can do manual buffers with menu turbo and manual cancel timing.

Risk: The risks differ for PC & Console as they have a major skip difference with menu buffers.

- Buffers can fail before completed and the skip will fail, most likely needing to either take the fight or redo the skip.
- Shell Dragon can kill you since Battle Assist is not available during the fight.
- If you don't max level early, characters can die.

Encounters: Only encounter that is forced is the plant spiders after plant brain. You can get additional spiders or miss the mistodon skips, but these should be avoided.

Leveling Objectives:

1. **Max Level:** Max level during the initial configuration menu.

Movement: Movement is the cornerstone of this run is should be the main item concentrated on as this will save you the most time. Walking is required at some points for efficiency of movement or if you are not use to 4x movement on precise screens.

PC Booster Hotkeys

F1: Speed Boost: Speeds up Game.

F2: Battle Assist: Instant ATB, Instant Heal, Nul-Status, Trance

F3: 9999 Damage

F4: No Encounters

F5: Ability Master: If equipment is equipped, automatically learn the ability.

F6: Max Level: Level 99

HD Console Booster Hotkeys

Start: R2, R1, L1, L2

Activate Max level & Ability Master in Config at bottom

Controls



No PC Skip

If you fail or avoid Prison Cage Skip, you will want to manually turn on and off battle assist in battles once it loads but before ATB spawns in. This will give max health & ATB but won't trigger Trance.

Additionally, if you do this quickly on an enemy's team, it will do the same and avoid trance. May need in Trance Kuja fight.

Basic Thought Process/Strategy

In the beginning, don't be afraid to hold cancel to walk on tricky screens, especially with not cardinal direction movement. Case and point, the ruby stairs screen. Until you get these down, walking will be more precise and save you time until you get the movement down.

If not specified, auto battle and let the game do the work. Before Prison Cage, Battle Assist can be left on.

Menu Buffers

Menu Buffers are when you move when the menu closes but before the map loads. This requires turboing menu open, and you can either turbo cancel or manually time it on HD Console. The timing on HD Console is tricky and will take practice. I find that having a cancel rhythm works far better than cancel mashing. Additionally, while this is happening, you hold the direction input to get through the invisible trigger tile. Menu buffering can't go through solid objects.

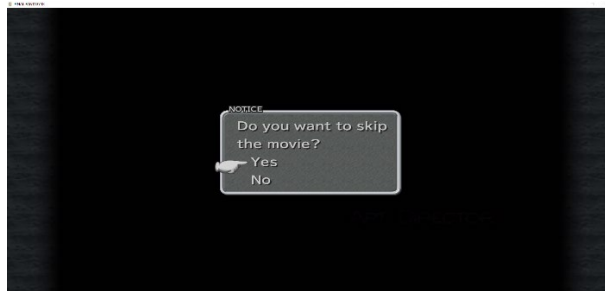
Walking Menu Buffers

When you menu buffer, you are pressing cancel. This then walks during the buffer. To counter act this and run you need to have walk on in config to cancel run.

Game Start

When the game starts, after 0:00.37 you can toggle on F1 to turn on Speed Boost.

FMV Skip (Press Up & Confirm)



Configuration

- Cursor: Memory (**Allows Quick Choices**)
- ATB: Wait (**Allows Turn Manipulation**)
- Battle Camera: Fixed (**Negligible**)
- Skip Battle Camera: On (**Negligible**)
- Field Message: Fastest (**Faster Mashing**)
- Battle Speed: Fastest (**Faster ATB fill**)
- Window Color: ALWAYS Classic (**Optional**)
- HD Console: Start, R2, R1, L1, L2
 - Max Level
 - Ability Master

Masked Man

- Auto Battle

Vivi Movement

- Continue to Theater Scene Above Bell Tower.

King Leo

- Single Target Leo

100 Nobles

- Turbo Fail (Don't Need Gil)

Alexandria Castle

- Head to Dagger

Steiner Release

- Head to Tower

Zidane on Prima Vista

- Go inside, talk to Ruby, **walk** down stairs for precision.
- Head to Steiner 1

Steiner 1

- Auto Battle

Steiner 2

- Single Target Steiner

Steiner 3

- Wait or kill off all but Dagger if quick enough

Prison Cage Skip

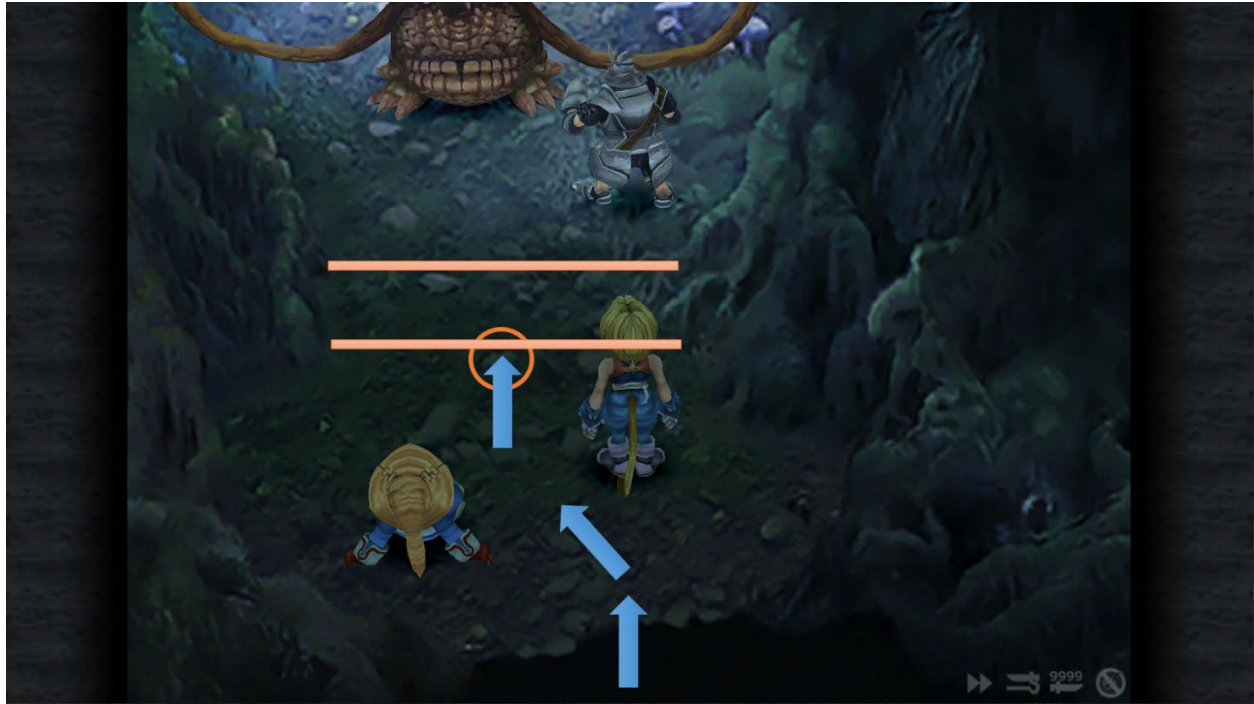
- Menu Buffer or Skip
- If skipped, battle assist should only be on between when fights start and before atb bars spawn. Can also be turned on during enemies attack animation for health refill ie for Trance Kuja.

Prison Cage Skip

Walk onto heart shaped stone.

Turn on walk, 5 menu buffers.

Video Guide: <https://www.youtube.com/watch?v=6tXprCXFh00>



Baku

- Auto Battle

Plant Brain

- Auto Battle

Plant Spider

- Auto Battle

Sealion

- Auto Battle

Dali

- Farm Once
- Bar Twice
- Head to Shop
- Head to Vivi

Steiner

- Exit Observatory

Black Waltz 2

- Auto Battle

Black Waltz 3

- Auto Battle
- Turn off Auto Battle before fight end in preparation for Mu suicide.

Lindblum

- Theater District Hideout
- Castle Dagger

Festival of the Hunt

- Suicide
- If accidentally killed Mu, sparrow left side of screen or fang on next screen.

Dragon Gate

- Head directly to Gizamaluke Grotto
- Get Bell from soldier
- Fight Mage
- Head back to dead soldier get 2nd bell
- Skip 2nd mage and continue to Giza

Giza

- Auto Battle

South Gate

- Talk to 3 people
- Get on Train

Burmecia

- Drop Bridge
- Get Bell
- Continue to Beatrix

Beatrix 1

- Hit only once
- If skipped PC turn back on Battle Assist after every Beatrix and Shell Dragon.

Disc 2

Black Waltz 3.2

- Auto Battle

Treno

- Head directly to Inn
- Head to Tots

Ralvu

- Hit only once

Cleyra

- Head to Church, talk to right nun
- Head to Inn
- Head down trunk to continue through Invasion

Invasion

- Auto Battle
- Options, 2, 1, 2 (faster to avoid wrong direction animations, fight me Lupi ☺)

Beatrix 2

- Hit only once, Auto Battle back on if PC Skip

Cage Swing

- You can get on speed booster, I find moving body with swings helps correlation for correct button mashing.
- Can slow down if can't get, worth practicing.

Guard Skip

- PC with load remover, attempt to skip but load removes beats slowing down to skip successfully.
- Console, skip fights because no load remover.

Zorn & Thorn

- Auto Battle

Beatrix 3

- Hit only once, Auto Battle back on if PC Skip

Castle Escape

- Auto Battle

Ralvuimago

- Auto Battle

Lindblum 2

- Talk to assist
- Leave to Marsh

Armadullahan

- High speed, down right to bottom, immediately right, repeat for each screen.

Lani

- Auto Battle

Fossil Roo

- All movement, this will show how much to need to work on your movement for boosters.

Outer Continent

- Directly to Conde, talk to vivi
- To BMF, hold up
- BMV, graveyard, Inn, leave
- Conde, main room top right guy, left room to priest, continue to eiko

Hilgagars

- Auto Battle

Madain Sari

- Exit right
- Head to vivi
- Attempt to enter house
- Collect Dagger
- Eidolon Wall
- House
- Pot
- Eiko
- Exit
- Exit

Iifa Tree

- Proceed to Bottom Elevator

Iifa Encounters

- Auto Battle

Soulcage

- Auto Battle

Amarant

- Auto Battle

Iifa Mistodons

- Auto Battle

Disc 3

Alexandria

- Vivi to theater by Blank
- Eiko exit up
- Zidane to Castle

Cards

- Win if you can for rebirth, it saves time later.
- Can delete all cards, talk to Tot for Tot cards.

Lindblum 3

- Pickup Potions
- Pickup Lapis by painter

Search of Kuja

- BMV
- Sand
- Take Zidane, Amarant, Freya, Steiner
- No equip, Abilities for all 4 Acc+ & Auto Life if you won.

Ark

- Auto Battle

Valia Pira

- Only use lamps that don't give items
- Auto Battle

Red Dragon

- Zidane, Vivi, ANY
- Auto Battle

Taharka

- ANY not Amarant
- Auto Battle

Guardians

- Quina, Vivi, Eiko for quick picks
- Auto Battle

Terra

- ANY
- When Eiko releases, head down, right to exit, back left through portal
- Last chance to Max Level or else you will softlock as Amdusias will kill you.

Amdusias

- Wait for Freya
- Auto Battle

Abadon

- Wait for Zidane
- Auto Battle

Shell Dragon

- Suicide if Rebirth ring, else make sure you don't die.
- Auto Battle
- Turn back on Autobattle if PC skip

D3 Boss Rush

- Zidane, Steiner, Freya, Amarant
- Light Bridge you can slow down or you can fail at full speed with auto battle and still make bridge before time runs out.
- Auto Battle

D4 Boss Rush

- Auto Battle
- Skip Bosses from Maliris to DG if you can.
- Don't be afraid to cycle Battle Assist if you need HP but try to do during enemy's turn.

Kraken

- Kill arms first if you can or Auto Battle, may need to revive before Lich

DG/TK

- Use Battle Assist for HP fill if needed.

Necron

- Time on 6 hits, GG