

# *Any% Dragoon Jump Route*

## *FF3 Pixel Remaster*

**Organized By:** CaptoftheDorks

**Source Material:** [KaguyaNicky](#)

**Observations from Watching:** [KaguyaNicky](#)

**Run Timing:** Timing starts on character confirmation. Splits are usually done on the start of the death animation of the boss. Final split is on the death animation of Cloud of Darkness.



**Risk:** Something

**Encounters:** Taking encounters to level up the Dragoon is crucial to surviving Cloud of Darkness at the end.

**Leveling Objectives:**

1. There are some yes

**Step Count:** Steps count will determine how many fights you get. Encounters can be skipped if you get through areas with the least amount of steps, so be wary of not taking a direct route when necessary.

**Movement:** Make sure you are running instead of walking for most of the game.

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## ***Game Start***

Start Credits: 1:25

The game opens on with you in Altar Cave and attacked by a pack of 4 Goblins.

## **Altar Cave**

Autobattle: Attack Goblins

Head to the rock to the north, interact to open passage to the 2<sup>nd</sup> floor to the northeast

**Flee: All Random Encounters**

2F: Pickup Antarctic Wind (left).

Head to the top stairs to fight the first boss.

### **Land Turtle**

HP: 111

Attack until Dead

Talk to Crystal, exit.

Return up into cave.

Collect chests on hidden path bottom right for 2000 Gil.

Exit head south to Ur.

## **Ur**

Item Shop:

- 4 Eye Drops
- 5 Antidotes
- All Potions

Exit south to Kazus.

## **Kazus**

Talk with ghost Cid at Inn (top middle).

Grab item(Zeus's Wrath) top left hidden path

Exit to Desert (west).



## **Desert**

Get airship in middle of desert.

Config:

- Autobattle On
- Optimal of Job Change

Job Change:

- All to Monk

Backrow top 3

Sort items,

potion top 3 monks.

(Intention is to let 4<sup>th</sup> slot die.)

## **Cave of the Seal**

Kill encounters with potions/monk hits. (Cant auto potions)

Lv.5: Frontrow

Grind to Lv.7

Chest:

- 1<sup>st</sup>: Cure
- 2<sup>nd</sup>: 600 gil
- 3<sup>rd</sup>: Antarctic Wind

### **Djinn**

HP: 550

Attack

## **Sasune Castle**

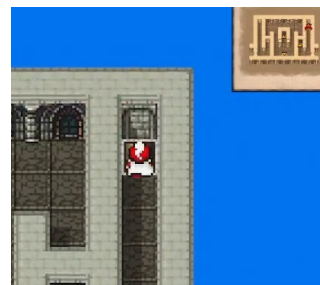
Speak with King.

Hidden path bottom to chest

Chest:

- 2x 1k Gil

Exit to Airship.



## **Kazus**

Magic Shop:

- 2 Fires
- 4 Blizzards

Weapon Shop:

- 6 Mythril Rods

Armor Shop:

- 3 Mythril Bracers

Job Change:

- 4 to Black Mages

Backrow Black Mages  
(Intend to let 3<sup>rd</sup> Monk die)

Learn:

- 1 – Fire, Blizzard
- 2 – Fire, Blizzard

Heal at Inn

Speak with NPC (upmost building)

Get Airship, crash into rock.

## **Canaan**

Total:

7 antidotes  
3 Eye drops  
5 echo grass  
4 gold needles

Take World Map encounters with Blizzard ALL.  
If Monk isnt dead, single target suicide with Blizzard.

## **Dragon's Peak**

Blizzard encounters until level 8.

<b><u>Bahamut</u></b>
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HP: ???
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Flee
------

Force encounter to kill last 2 slots.

Job Change:

- Top Black Mage into White Mage

Learn:

- 1 – Mini

Cast Mini ALL

### **Tozus**

Grab Fire Staff/Cura in library.

Give Antidote to NPC.

Job Change:

- Top White Mage into Black Mage

Grind:

- Kill ALL with Blizzard to Lv12

### **Vikings Cove**

Heal at Inn

Sell Cura, Fire Rod, Buy 3 Thunders

Reup items and dump to potions

Chest: (Right of stairs)

- Fira
- Blizzara
- Thundara

Learn:

- 1 – Blizzara (WM)
- 2 – Fira, Thundara

### **Nepto Temple**

Kill encounters with Blizzard ALL

<p><b><u>Giant Rat</u></b></p>
<p>HP: 1050</p>
<p>Fira, Blizzara, AoE Fire</p>

Chest:

- Serpent Sword

Autobattle Blizzard on way out  
UnMini

### **Gulgan Gulch**

Sea Encounters: Thunder  
Land Encounters: Fire/Blizzard

Chest:

- Ice Rod
- Fire Rod
- Mage Robe

Speak with Elder to get Toad cast.

### **Castle Argus**

Chests in throne room right  
Head down, heal with water  
Head back up to torch right for secret room

### **Tower of Owen**

Sort Items  
Heal

Blizzard/Fire Kills

Learn:

- 1 –Toad (WM)
- 2 – Blizzara

Cast Toad ALL  
Go thru Toad water  
Un Toad

Job Change:

- White Mage into Black Mage

Equip:

- Fire Rod > Mythril Rod
- Optimize Blm2

#### **Medusa**

HP: 2000

Blizzara & Fira x2  
Blizzard & Fire

Chest:

- 7F: Bomb Fragment (left)
- 9F: All chests (Flame Mail, Zeus Wrath)

## **Dwarven Hollows**

Sea Encounters: Fire & Thunder

Land Encounters: Flee

Armor Shop(Sell 3<sup>rd</sup> mage items)

- 2 Ice Armor
- 3 Ice Helms
- 4 Ice Shields
- 2 Mage Robes

Item Shop , Heal

Sell

Buy

3 pd, 2 mallet, 2 kisses, rest hi pots

Job Change:

- Black Mage into White Mage

Cast Toad ALL

Go thru Toad

Un Toad

Job Change:

- White Mage into Black Mage

Chest:

- 2<sup>nd</sup>/3<sup>rd</sup>: Zeus' Wrath

### **Gutsco**

HP: 2800

Red Mages

Blizzara & Fira

Fight out

Heal at Inn

Deliver Horn

## **Molten Cave**

Kill ALL with Blizzard

Chest:

- 1F: Antarctic Wind (right)

Job Change:

- Switch to Red Mages

Potion.

### **Salamander**

HP: 4000

Red Mages

Blizzara, Blizzard

Hi-Potions as necessary

## **Dwarven Hollows**

Chest:

- Collect except 3<sup>rd</sup> row, last bottom

Speak with dwarf bottom right

- 2 – Thief

Flee to Tokkul, ship by forest

Land ship northwest of desert.

Get kidnapped.

## **Hyne Castle**

Take from pot.

Mini ALL

Move & unMini

2 Thiefs

Chest:

- 3F

Job Change:

- Both Scholars

### **Hein**

HP: 3500

Turn 1/2

- BM: Blizzard

Turn 3

- Scholar: Study for element weakness
- BM: Defend or Hi-Pot

Turn 4/5

- Scholar: Element effective item
- BM: Element Black Magic

Job Change:

- 2 – Scholar > Thief

### **Castle Argus**

Flee with Scram

Speak with King & Exit

### **Caanan**

Top Left Building

Cid: 4<sup>th</sup> Item

Get new airship

Collect shuriken in Gyshal

Fly out, southwest

### **Shipwreck**

Chest:

- Zeus Rash
- Blood Sword

Give Girl Potion

Land in Sea below

## **Water Temple**

Heal upper right  
Head to shard

## **Water Cave**

Flee with Scram  
After Crescent room >  
Job Change:

- 2 – Thief > Scholar

### **Kraken**

HP: 5000

- Scholar: Zeus' Wrath
- BM: Thundara

## **Amur**

Equip:

- Remove All

Item Shop:  
PD, fill, max hipot

Sell Except

- Ice Helm, Ice Armor, Ice Shield
- Flame Mail, Heroic Shield, Gauntlets

Armor Shop:

- 2, 2, 3, 0, 2, 3, 0,

Go to right building then water top left

Job Change:

- 2 BB, 2 Viking
- Kick Kill

Back row

## **Sewers**

Chest:

- 1 onscreen
- 2 adjacent rooms hidden

Forced Goblins, Kick

Chest:

- Cat Claws
- Main Gauche
- Thorian Hammer
- Orichalcum
- Power Bracers (equip)

Go to Goldor Manor

### **Goldor Manor**

- Kick

Thief to get into room, BB unequip claws  
Frontrow All at boss

After battle, heal, Ottershroom, Get Chocobo  
Backrow, top viking with shields

#### **Goldor**

HP: 6000

- Top BB heals, rest boost then attack

### **Saronia**

Southwest Town  
Forced Battle: Kick, Defend

Northeast Town  
Get Elixir in upper right tree

Equip:

- BB: Remove All

Weapon Shop:

Sell:

- Knives
- Chakra bands
- Black belt gi
- Thorian hammer

Buy:

- 1 Thunder Spear
- 8 Wind Spears

Item Shop

- 2 Ottershrooms
- pd

#### **Garuda**

HP: 7500

- Jump

Job Change:

- Dragoon Time!

Collect Chests

Backrow All



Red mage/thiefs

Head outside, right building, nautilus

Fly northeast

### **Doga Mansion**

Pot for heal

Flee with Scram

Mini All

UnMini once outside

Job Change:

- RM > Thief

Fly northwest

Go underwater at circle

### **Temple of Time**

Flee with Scram

Chest:

- 1f right room
- B2 – Defender

B3: upper right room

Go down to Lute

Chest:

- B4: Protect Rings x2, Lamia Harp (hidden)

Viking top

Exit with Ottershroom

Fly around and use Lute on Unei.

Talk to Unei again.

Fly to Ancient Ruins

## **Ancient Ruins**

Flee with Scram

Chest:

- Room1: Reflective Mail give to viking top

Go up to middle door

Weapon Shop:

Sell:

- Main Guache
- Lamia Harp
- Defender
- Wind Spears
- Rune Bow

Buy:

- 2 Blood Lance

Go up to stair, unlock Invincible

Switch to Nautilus

Fly northwest to island in bottom right

Dive!

## **Sunken Cave**

Viking, 2 Black belts for help on first fight

Grind on 2<sup>nd</sup> room.

Viking uses Thorian Hammer for Thundara to Level 22-23

Top viking to be dragoon, frontrow

Chest:

- 3F: Air knife & diamond helm

Optimize Dragoon

Use Viking for HP, dragoon for levels

Dragoon 26/ HP 2k

Secret passage (top 2 chests, bottom left

Exlir on dead dragon after 3 defends

Red 3def, jump

Switch to Invincible,

Refresh on hipot, eyes, anti, pd, 2 otters

## **Cave of Darkness**

- Jump get levels

<b><u>Hecatoncheir</u></b> HP: 9800  • Jump
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Ottershroom Out

Get Nautilus, Go to Doga Mansion

## **Doga Underground**

Flee with Scram

Job Change:

- Thief > Dragoon
- Thief > WM

<b><u>Doga</u></b> HP: 12800  • Jump
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<b><u>Unei</u></b> HP: 11800  • Jump
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Revive WM, Ottershroom Out

White Robes x2

Get Invincible, fly left to upper right, exit in front of statues  
Head to Maze

## **Ancient Maze**

Flee with Scram

Chests:

- Crystal Mail
- Crystal Helm
- Holy Lance on left

Grind Dragoon to skill lv.71

End with RM petrify

## **Crystal Tower**

Dragoon buff to 84

### **Xande**

HP: 38000

- Jump

## **Dark Tower**

Flee with Scram

Thief > Dragoon before fights

NE run to middle

### **2Head Dragon**

HP: 65000

- Jump

Chest: Ribbon

### **Xande Clone**

HP: ?

- Jump

### **Cerberus**

HP: 60000

- Jump

### **Echidna**

HP: 70000

- Jump

### **Ahriman**

HP: 75000

- Jump

### **Cloud of Darkness**

HP: 12000

- Jump