

Final Fantasy Tactics Advance Shop Guide

by The Lost Gamer

Updated to v1.3 on Oct 19, 2003

Version 1.3 10/19/03

```

_ //
|*|_____||-----,
|*|#####||  ----- FINAL FANTASY ----- /'
|*|~~~~~||-----'
~  \

```

Shop Guide

An In-depth Guide

by The Lost Gamer (ilovecartoonssomuch@yahoo.com)

Copyright 2003

For information on the latest version of this guide, check
http://the_lost_gamer.tripod.com/guides.html

Table of Contents:

- 001. General information
- 002. What the kupo is this guide about?
- 003. The List!
- 004. Shop Upgrades
- 005. Shop Particulars
- 006. Shop Discounts
- 007. Credits

001-General Information

This is an in-depth guide for Final Fantasy Tactics Advance, which is a Game Boy Advance game. If you want to use part of this guide for something, you should ask first. You can e-mail me at ilovecartoonssomuch@yahoo.com, but make the subject blank if you do.

I encourage you to visit my website for more video game stuff; http://the_lost_gamer.tripod.com

Thanks to Ancient Anguish, for the cool sword picture at the top of this guide.

Thanks to Terence Fergusson for help about shop upgrades.

002- What the kupo is this guide about?

Well, throughout this game, there are various shops. These different shops sell different things, at different times. This guide is made to help with understanding what items you can get at a shop, when, and how to get those items as cheaply as possible.

Note that this guide does not cover Nono's shop, or any card shops.

003-The List!

Okay, here are all the items you can get in a shop. They are arranged alphabetically. Each item also follows this format:

Item name, item type, town where the item can be bought, when you can buy the item.

For the town where the item can be bought, most items can be bought at any shop. These will simply be labeled all. However, there are a few items that can only be bought at a particular shop, and they will be labeled appropriately.

For when you can buy the item, stores upgrade their inventories occasionally (see the Shop Upgrades section for more). Listed will be the number of the shop upgrade at which the shop gets that item. A plus after the number indicates that the item can be found in a shop after that upgrade. For example, if an item is label 3+, you can get it after the third shop upgrade.

There are some items you can get at the beginning of the game, and they are labeled 0+. So, an item labeled 0+, like cuirass, is available the first time you enter a shop.

If you're looking for a particular type of item (like a saber), press [Ctrl] + [F] to search for a particular item by entering the name/type of the item you want to find.

Here's the list:

Adaman Vest, cloth, all, 1+
Aiot Gun, gun, all, 0+
Air Blade, blade, all, 2+
Ancient Sword, greatsword, all, 1+
Antidote, item, all, 0+
Apocalypse, knightsword, all, 1+
Aqua Saber, saber, all, 2+
Ashura, katana, all, 1+
Atmos Blade, blade, all, 1+
Bandage, item, all, 0+
Barong, greatsword, all, 0+
Battle Boots, boot, all, 0+
Battle Mace, mace, all, 1+
Black Quena, instrument, all, 1+
Bless Staff, staff, all, 1+
Bless Staff, staff, all, 2+
Blue Saber, saber, all, 1+
Bracers, armband, Sprohm, 5+
Brigandine, cloth, all, 2+
Bronze Armor, armor, all, 0+
Bronze Helm, helmet, all, 0+
Bronze Shield, shield, all, 0+
Burglar Sword, sword, all, 2+

Buster Sword, sword, all, 1+
Chain Plate, cloth, all, 0+
Chaos Rifle, gun, all, 2+
Char bow, bow, all, 0+
Circlet, hat, all, 2+
Conch Shell, instrument, all, 1+
Cranquin, greatbow, all, 1+
Cuirass, armor, all, 0+
Cure Staff, staff, all, 2+
Cureall, item, Baguba Port, 3+
Dash Boots, boot, all, 2+
Defender, knightsword, all, 2+
Demon Bell, instrument, all, 0+
Dragon Whisker, spear, all, 2+
Dream Claws, knuckle, all, 1+
Druid Mace, mace, all, 1+
Earth Bell, instrument, all, 1+
Echo Screen, item, all, 0+
Elixer, item, Cyril, 13+
Energy Mace, mace, all, 1+
Estoc, rapier, all, 1+
Eye Drops, item, all, 0+
Falchion, broadsword, all, 0+
Feather Cap, hat, all, 0+
Firewheel Rod, rod, all, 1+
Flamberge, rapier, all, 1+
Flametongue, blade, all, 2+
Fleuret, rapier, all, 0+
Force Rod, rod, all, 2+
Fortune Ring, accessory, all, 2+
Gae Bolg, spear, all, 2+
Garnet Staff, staff, all, 2+
Gauntlets, armllet, all, 0+
Glass Bell, instrument, all, 0+
Gold Armor, armor, all, 2+
Green Beret, hat, all, 0+
Guard Staff, staff, all, 0+
Hard Knuckles, knuckle, all, 0+
Headband, hat, all, 2+
Heaven's Cloud, katana, all, 2+
Hempen Robe, robe, all, 0+
Hi-Potion, item, all, 0+
Holy Water, item, all, 0+
Hunt Bow, greatbow, Muscadet, 6+
Ice Lance, spear, all, 1+
Icebrand, blade, all, 2+
Iron Armor, armor, all, 1+
Iron Helm, helmet, all, 1+
Jack Knife, knife, all, 0+
Jambiya, knife, all, 0+
Javelin, spear, all, 1+
Judge Staff, staff, all, 0+
Judo Uniform, cloth, all, 2+
Kaiser Knuckles, knuckle, all, 1+
Kard, knife, all, 2+
Khukuri, knife, all, 2+
Kikuichimonji, katana, all, 2+
Kotesu, katana, all, 1+
Kris Knife, knife, all, 2+
Kwigoon Blade, blade, all, 2+

Lava Spear, spear, all, 1+
Leather Garb, cloth, all, 0+
Lionheart, knightsword, all, 1+
Lohengrin, knightsword, all, 2+
Longbow, bow, all, 0+
Mage Masher, rapier, all, 2+
Magus Robe, robe, all, 2+
Maiden Kiss, item, all, 0+
Masamune, katana, Muscadet, 9+
Mistle Robe, robe, all, 2+
Murasame, katana, all, 1+
Nail Bow, bow, all, 2+
Ninja Knife, katana, all, 1+
Ogun Blade, blade, all, 2+
Opal Helm, helmet, all, 2+
Opal Shield, shield, all, 2+
Osafune, katana, all, 1+
Paraiba Blade, blade, all, 2+
Partisan, spear, all, 1+
Phoenix Down, item, all, 0+
Platemail, armor, all, 2+
Potion, item, all, 0+
Power Sash, cloth, all, 2+
Predator, broadsword, all, 2+
Princess Rod, rod, Baguba Port, 10+
Pure Staff, staff, all, 1+
Ragnarok, knightsword, all, 1+
Ranger Bow, greatbow, all, 1+
Restorer, broadsword, Cyril, 7+
Temple Cloth, cloth, Cyril, 8+
Riot Gun, gun, all, 2+
Rising Sun, knuckle, all, 0+
Rod, rod, all, 0+
Rondell Dagger, knife, all, 2+
Round Shield, shield, all, 1+
Sage Crosier, mace, all, 1+
Samson Sword, broadsword, all, 1+
Satyr Flute, instrument, all, 1+
Scarab, accessory, all, 2+
Scarlette, rapier, all, 0+
Scramasax, knife, all, 0+
Seventh Heaven, greatbow, Baguba Port, 12+
Shadow Blade, blade, all, 1+
Shamsir, saber, all, 1+
Shortsword, sword, all, 0+
Sick Knuckles, knuckle, all, 1+
Silken Robe, robe, all, 1+
Silver Bow, bow, all, 1+
Silver Cannon, gun, all, 1+
Silver Sword, sword, all, 0+
Sleet Rod, rod, all, 1+
Soft, item, all, 0+
Spiked Boots, boot, all, 2+
Star Armlet, accessory, Cadoan, 4+
Stinger, rapier, all, 0+
Striborg, broadsword, all, 2+
Sun Blade, blade, all, 1+
Survival Vest, cloth, all, 1+
Sweep Blade, blade, all, 0+
Terre Rod, rod, all, 1+

Thorn Bow, bow, all, 0+
Thunder Rod, rod, all, 1+
Tiptaptwo, knife, Cadoan, 11+
Twin Bow, greatbow, all, 2+
War Trumpet, instrument, all, 0+
White Staff, staff, all, 0+
Windsplash Bow, greatbow, all, 1+
X-Potion, item, all, 0+

004-Shop Upgrades

For reference, it'd be handy to know exactly which new items a shop gets whenever it receives a new shipment.

There are shop upgrades in all. In order to get a shop upgrade, you have to do certain things (win battles, free areas, etc.). Here's how to get the various upgrades:

To get shop upgrade 1, win 10 battles.
To get shop upgrade 2, with 20 battles.
To get shop upgrade 3, own 10 turfs.
To get shop upgrade 4, own 15 turfs.
To get shop upgrade 5, own 20 turfs.
To get shop upgrade 6, own 21 turfs.
To get shop upgrade 7, own 22 turfs.
To get shop upgrade 8, own 23 turfs.
To get shop upgrade 9, own 24 turfs.
To get shop upgrade 10, own 25 turfs.
To get shop upgrade 11, own 26 turfs.
To get shop upgrade 12, own 28 turfs.
To get shop upgrade 13, own 30 turfs.

Before any shop upgrades:

Bronze Helm
Feather Cap
Green Beret
Cuirass
Bronze Armor
Leather Garb
Chain Plate
Hempen Robe
Shortsword
Silver Sword
Sweep Blade
Barong
Falchion
Jack Knife
Scramasax
Jambiya
Stinger
Fleuret
Scarlette
White Staff
Guard Staff
Judge Staff
Rod
Longbow
Char bow

Thorn Bow
Demon Bell
Glass Bell
War Trumpet
Hard Knuckles
Rising Sun
Aiot Gun
Bronze Shield
Battle Boots
Gauntlets
Potion
Hi-Potion
X-Potion
Antidote
Eye Drops
Echo Screen
Maiden Kiss
Soft
Holy Water
Bandage
Phoenix Down

Shop Upgrade One:

Iron Helm
Iron Armor
Adaman Vest
Survival Vest
Silken Robe
Buster Sword
Shadow Blade
Sun Blade
Atmos Blade
Blue Saber
Shamsir
Apocalypse
Lionheart
Ragnarok
Ancient Sword
Samson Sword
Estoc
Flamberge
Ninja Knife
Murasame
Ashura
Osafune
Kotesu
Pure Staff
Bless Staff
Firewheel Rod
Thunder Rod
Sleet Rod
Terre Rod
Battle Mace
Energy Mace
Druid Mace
Sage Crosier
Silver Bow
Windslash Bow
Ranger Bow

Cranquin
Javelin
Lava Spear
Ice Lance
Partisan
Conch Shell
Earth Bell
Black Quena
Satyr Flute
Sick Knuckles
Dream Claws
Kaiser Knuckles
Silver Cannon
Round Shield

Shop Upgrade Two:

Opal Helm
Circlet
Headband
Platemail
Gold Armor
Brigandine
Judo Uniform
Power Sash
Magus Robe
Mistle Robe
Burglar Sword
Flametongue
Air Blade
Icebrand
Kwigon Blade
Ogun Blade
Paraiba Blade
Aqua Saber
Defender
Lohengrin
Predator
Striborg
Kris Knife
Khukuri
Kard
Rondell Dagger
Mage Masher
Kikuichimonji
Heaven's Cloud
Cure Staff
Bless Staff
Garnet Staff
Force Rod
Nail Bow
Twin Bow
Gae Bolg
Dragon Whisker
Riot Gun
Chaos Rifle
Opal Shield
Spiked Boots
Dash Boots
Fortune Ring

Scarab

Shop Upgrade Three:

Cureall

Shop Upgrade Four:

Star Armet

Shop Upgrade Five:

Bracers

Shop Upgrade Six:

Hunt Bow

Shop Upgrade Seven:

Restorer

Shop Upgrade Eight:

Temple Cloth

Shop Upgrade Nine:

Masamune

Shop Upgrade Ten:

Princess Rod

Shop Upgrade Eleven:

Tiptaptwo

Shop Upgrade Twelve:

Seventh Heaven

Shop Upgrade Thirteen:

Elixir

005-Shop Particulars

Some items can only be bought at a particular shop.
Actually, there are ten of these. Here they are.

Restorer, available in Cyril
Temple Cloth, available in Cyril
Elixir, available in Cyril
Bracers, available in Sprohm
Hunt Bow, available in Muscader
Masamune, available in Muscadet
Star Armet, available in Cadoan
Tiptaptwo, available in Cadoan

Cureall, available in Baguba Port
Princess Rod, available in Baguba port
Seventh Heaven, available in Baguba port

Also, you don't start the game with access to all of the shops. You start off with access to only Cyril and Sprohm shops.

To get access to Muscadet, beat mission 17. To get access to Cadoan, beat mission 7. To get access to Baguba Port, beat mission 13.

006-Shop Discounts

Okay, the shops don't really give discounts. But there are two ways to ensure cheaper prices. The first way is shop at a shop in a town that is part of your clan's turf.

The second way to get cheaper prices is a bit more complicated. It depends on two principles:

Principle One: As supply decreases, price increases.

Here's an example: Say I quit writing guides for video games and open a pizza shop. You and your friends go into my shop. I have lots of pizza, so I'm selling the pizza for a dollar a slice. Note that I can't all of a sudden start charging ten dollars a slice, because then you won't buy any because the price is too high.

Say you and your buddies come in the next day. Due to an unfortunate sumo wrestler rampage, I only have one slice of pizza left. I say it costs ten dollars to buy the slice. I can charge this high price because there is only one slice left, and you won't be able to buy any pizza once the last slice is bought.

This proves principle one: As supply decreases, price increases. Because there is less pizza to be bought, it costs more. This principle works in the real world; if there is less gasoline to be bought, gas prices go up. This explains why rare coins cost so much. This also explains the magic bean seller in Ocarina of Time; as you buy more of his magic beans, he has less beans to sell, and the price then increases.

Principle Two: People won't buy what they won't use.

This principle is easier to understand. If the Men's Wearhouse started selling pantyhose, they wouldn't sell many pairs, because only men buy from the men's wearhouse, and no man, thieves aside, wears pantyhose.

Apply these principles to Final Fantasy Tactics Advance. Now, say the Bangaa shop (Sprohm) starts selling guns. Moogles use guns, not Bangaas. So the Bangaa shop is not going to sell a lot of guns, which is why the person who owns the Bangaa shop will not stock a lot of guns.

The Bangaa shop will not have a lot of guns, which makes sense because not too many people will buy guns. This means there is a low supply of guns in the Bangaa shop, right? Applying principle one, this means that the guns will have high prices.

So if I want to buy a gun, I won't go to the Bangaa shop due to the high prices. I want to go to Baguba Port, which is a Moogles shop. Because Moogles shop there, they have a lot of guns in stock, and therefore cheaper prices, right?

So therefore, it stands that certain stores will sell things at cheaper prices. Here's a list of which stores sell which things at cheap prices:

Cyril sells cheap equipment for Humans.
Sprohm sells cheap equipment for Bangaa.
Muscadet sells cheap equipment for Viera.
Cadoan sells cheap equipment for Nu Mou.
Baguba Port sells cheap equipment for Moogles.

Equipment-type wise, the chart is like this:

Swords are cheap at Cyril and Sprohm.
Blades are cheap at Cyril and Sprohm.
Sabers are cheap at Cyril.
Knightswords are cheap at Cyril and Sprohm.
Greatswords are cheap at Cyril.
Broadwords are cheap at Sprohm.
Knives are cheap at Cyril and Baguba Port.
Rapiers are cheap at Muscadet.
Katanas are cheap at Cyril and Muscadet.
Staffs are cheap at Cyril, Sprohm, Muscadet, and Cadoan.
Rods are cheap at Cyril, Cadoan, and Baguba Port.
Maces are cheap at Cadoan.
Bows are cheap at Cyril and Muscadet.
Greatbows are cheap at Cyril Muscadet.
Spears are cheap at Sprohm.
Instruments are cheap at Cadoan and Baguba Port.
Knuckles are cheap at Sprohm and Baguba Port.
Guns are cheap at Baguba Port.

007-Credits

This FAQ is copyright of The Lost Gamer, 2003. If you want to use any part of this FAQ, ask me first (instructions under general information)