

Final Fantasy IX FAQ/Walkthrough

by LordFrieza

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Final Fantasy IX Walkthrough/FAQ

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Table of Contents

I. Author's Foreword

1. Version History
2. Introduction
3. Thanks

II. Game Basics

4. Exploration
5. Help Menu
6. Field Icon
7. Moogles
8. Items
9. Battles
10. Abilities
11. Trance
12. Status Effects
13. Elemental Properties
14. Shops/Synthesis

III. Characters

15. Zidane Tribal
16. Princess Garnet Til Alexandros 17th (Dagger)
17. Captain Adelbert Steiner
18. Vivi Orunitia
19. Freya Crescent
20. Quina Quen
21. Eiko Carol
22. Amarant Coral

IV. Disc One Walkthrough

23. Prima Vista Airship
24. Alexandria
25. Alexandria Castle
26. Evil Forest
27. Gunitas Basin/Melda Plains
28. Ice Cavern
29. Norlich Heights
30. Village of Dali
31. Cargo Airship
32. Lindblum Grand Castle
33. Eunorus Plains/King Ed Plains
34. Qu's Marsh

35. Gizamaluke's Grotto
36. Grand Citadel South Gate
37. Burmecian Plains
38. Burmecia

V. Disc Two Walkthrough

39. Summit Station
40. South Gate/North Station
41. Bentini Heights
42. Dark City Treno
43. Gargan Roo
44. Cleyra's Trunk
45. Cleyra Settlement
46. Rescue in Alexandria
47. Pinnacle Rocks
48. Lindblum in Ruins
49. Qu's Marsh Excavation Site
50. Fossil Roo
51. Outer Continent
52. Conde Petie
53. Black Mage Village
54. Bliss in Conde Petie
55. Mountain Path
56. Madain Sari
57. Iifa Tree (Part One)
58. Trouble in Madain Sari
59. Battle at Iifa Tree

VI. Disc Three Walkthrough

60. Return to Alexandria
61. Card Tournament in Treno
62. The Battle of Alexandria
63. Preparations in Lindblum
64. Black Mage Village (Deserted)
65. Quicksand in the Desert
66. Forgotten Continent
67. Oeilvert
68. Desert Palace
69. Lost Continent
70. Esto Gaza
71. Mount Gulug
72. Missing Princess/Hilda Garde 3
73. Side Quests
74. Ipsen's Castle
75. Four Shrines
76. Terra
77. Bran Bal
78. Pandemonium

VII. Disc Four Walkthrough

79. Gathering at the Black Mage Village
80. Additional Side Quests
81. Memoria

VIII. Credits

82. Contact/Disclaimer

1. Version History

Version 1.5 (6-22-04) -- Completed Chocobo H& C Side Quest section
Version 1.4 (6-21-04) -- Done with walkthrough up through Missing Princess,
added abilities/weapons to Steiner and Vivi
Character sections
Version 1.3 (6-20-04) -- Done with walkthrough up through Lost Continent
Version 1.2 (6-18-04) -- Done with walkthrough up through Forgotten Continent
Version 1.1 (6-13-04) -- Done with walkthrough up through The Battle of
Alexandria, added abilities and weapons to Zidane
and Garnet Character sections, added list of
Support Abilities in Abilities section
Version 1.0 (6-11-04) -- Finished Disc Two Walkthrough
Version .9 (6-6-04) -- Done with walkthrough up through Madain Sari
Version .8 (5-28-04) -- Done with walkthrough up through Conde Petie
Version .7 (5-22-04) -- Done with walkthrough up through Lindblum in Ruins
Version .6 (5-21-04) -- Completed Cleyra Settlement section
Version .5 (5-20-04) -- Done with walkthrough up through Cleyra's Trunk
Version .4 (5-18-04) -- Finished Disc One Walkthrough
Version .3 (5-17-04) -- Done with walkthrough up through Lindblum Grand
Version .2 (5-16-04) -- Done with walkthrough up through Ice Cavern
Version .1 (5-15-04) -- Introduction, Game Basics, Characters completed

2. Introduction

First off, I would like to say that this is one of the best games I have ever played. I am writing this walkthrough/FAQ for people who are like me: people who want to obtain every item there is and do every side quest and will not rest until they have experienced everything in the entire game. How is this walkthrough any different then others that are posted? Well, I will try to include many side quests in the walkthrough rather then make it seperate. Also, I will for the most part keep this a SPOILER-FREE walkthrough. There are some points where I have to mention the story breifly if it has to do with what you need to do next. I will also try to include specific information about each monster/boss in each section. I am always welcome to feedback, and I will put my contact information in the last section.

What makes this game great (to me, anyway) is the not just the storyline and graphics (which are SPECTACULAR), but the simple, easy to use, battle system. Hopefully, everyone will enjoy this walkthrough as much as I have enjoyed making it.

3. Thanks

I would first like to thank Dan Birlew for making the strategy guide for this game that I will base the majority of this walkthrough on. I would also like to thank everyone else that has made walkthrough's for this game including: ATadeo, Elranzer, Gbness, GheddonLN, LMagnuz, Nemesis, Psycho Penguin, SeanKelson, TestaALT, TwistidSoul, Super Nova, BabyRyoga, DJellybean/Dallas, Haunter120, JL Lee, and Treon. And I would like to thank YSF for writing a wonderful Chocobo H & C Guide. I appreciate the time and effort you all put into making your faq/walkthrough's. Oh yea, and thanks to Squaresoft for making such a fine game! (*phew* almost forgot)

4. Game Basics - Exploration

OK, I will start with the basics of the basics. That is exploration. Control of the game is managed by moving a character around an area. That character represents the whole party even though the other members are not on screen (Not the case in FF VIII). To view who is in the current party, hit the triangle button. Sometimes, you can pick who will be in the party, sometimes not. Either the directional pad or analog stick will move the character around on the screen.

Here are the game controls (Area and World Map):

Button	Function
-----	-----
X	Confirm/Talk/Action/Search
Circle	Cancel/Run
Triangle	Open Menu
Square	Talk/Search/Challenge to a Card Game/ Call Moogles
L1, R1	Rotate Camera
L2	Set Camera behind you
R2	Change Camera perspective
Start	Pauses game
Select	Toggle mini-map/map diagram

Terrain Types on the World Map:

Type	Frequency of Random Battles	Disembark vehicle?
-----	-----	-----
Grassy	Normal	Boat, Chocobo, Airship
Swamp	High	Chocobo, Airship
Beach	Normal	Boat, Chocobo
Forest	High	Chocobo
Desert	High	Chocobo, Airship

5. Game Basics - Help Menu

Point the hand cursor at anything in the main menu and press SELECT to get some help from Mogster. Small blue windows will appear and describe whatever the cursor is pointing to at that time. This function can also be used during battles (by pressing select when a menu pops up during battle).

6. Game Basics - Field Icon

While moving around areas you may encounter some suspicious or curious things. That's when a field icon (!) will appear above the characters head. By pressing the X button at that time, something will happen (either a dialog sequence or acquiring an item/gil).

Also, there may be some instances where you cannot see your character on screen (perhaps something is blocking your view). When this happens, press SELECT and an icon (a large hand) will appear above your characters head.

7. Game Basics - Moogles

Moogles appear in almost every area of the game. They can save your progress onto a memory card as well as allow you to use tents to restore HP and MP as well as any status abnormalities that occurred during battle.

They will also let you participate in something called Mognet. Mognet is a way of passing on letters around the world. Many moogles want you deliver letters to another moogle located somewhere else in the world. To see if a moogle wants you to deliver a letter, just click on the Mognet option, then hit cancel. If a moogle want you to deliver a letter, you will get an option to deliver it or not.

8. Game Basics - Items

There are many different items around the world. Some are "key" items (located under Key in the item menu), some are equipment, some are gems/jewels, and some are consumable items.

Here is a list of consumable items:

Item	Use
----	---
Potion	Restore 100 HP in field, 150 HP in battle
Hi-Potion	Restore 300 HP in field, 450 HP in battle
Phoenix Down	Revives characters from KO (0 HP)
Echo Screen	Removes Silent status
Soft	Removes Petrify and Gradual Petrify
Antidote	Removes Poison and Venom
Eye Drop	Removes Darkness
Magic Tag	Removes Zombie status
Vaccine	Removes Virus
Remedy	Removes various status abnormalities
Annoyment	Removes Trouble status
Tent	Restores large amount of HP/MP, removes some status effects

9. Game Basics - Battles

The majority of the battles in this game are random battles. Sometimes a monster is introduced and you must fight it to proceed in the game. These are known as bosses. You can expect bosses to be much tougher than regular random encounters.

During the battle, each character gets to fight when it is his/her turn. This is determined by a time gauge: when a characters gauge fills up, then you can choose commands for that character to execute. The battle continues until all of the enemies or characters are KO'd or cannot continue the fight. After each battle, characters might gain experience (EXP), Ability Points (AP), Gil, and items/cards.

Here are the Battle Controls:

Button	Function
-----	-----
X	Confirm
Circle	Cancel
Triangle	Cycle to the next available character
Square	Hold down to hide menu
L1, R1	Select single/multiple targets
L2	Toggle target window on/off
Start	Pause
Select	Toggle help on/off

Now for Damage details (pop up after a character/enemy is hit):

Note	Definition
----	-----
Miss	Attack misses
Critical	Attack deals greater damage then normal
Death	Instant KO
Guard	Status/Elemental attack has no effect all of the time (during that battle)

Also, the position of your characters is an important aspect of battles. By using the Order option in the main menu, you can move each character either to the front or the back row of combat. In the front row, you can dish out big physical damage, but you also receive higher physical damage. It is the opposite for the back row. Note that magic will be equally effective from either row, so it best to keep the magic users on the back row.

10. Game Basics - Abilities

Characters can learn different abilites from equipment. Select Equip in the main menu to see which abilities a character can learn from certain equipment. If they cant learn a certain ability, it will be grayed out. To learn an ability permanently (so you don't have to equip the item if you want to utilize the ability), equip the item and as you battle you will accumulate AP. Once the required AP is reached for that ability, you have learned it permanently and you dont have to equip the item to use the ability. By pressing X in the Status menu, you can view all of the abilities that the certain character is learning at that moment.

Here is a list of all of the support abilities that you can equip by using crystals. NOTE: Individual character abilities such as Dagger's White Magic and Vivi's Black Magic will be discussed in the character sections. Also, note that not everybody can equip all of these abilities, some are for certain characters such as Dagger's Odin's Sword.

Support Abilities (That most everyone can use)

Name	Function
Auto-Reflect	Automatically casts Reflect in battle
Auto-Float	Automatically casts Float in battle
Auto-Haste	Automatically casts Haste in battle
Auto-Regen	Automatically casts Regen in battle
Auto-Life	Automatically revives character from KO (once per battle)
Auto-Potion	Automatically uses Potion when hit
HP+10%	Increases HP by 10%
HP+20%	Increases HP by 20%
MP+10%	Increases MP by 10%
MP+20%	Increases MP by 20%
Bird Killer	Deals more damage then normal to flying enemies
Bug Killer	Deals more damage then normal to insects
Stone Killer	Deals more damage then normal to stone enemies
Undead Killer	Deals more damage then normal to undead enemies
Devil Killer	Deals more damage then normal to demons
Beast Killer	Deals more damage then normal to beasts
Man Eater	Deals more damage then normal to humans
Ability Up	Learns abilities faster then normal
Level Up	Levels up faster then normal
Accuracy+	Raises Accuracy
Add Status	Add's weapons status effect to attack
Alert	Prevents back attacks
Antibody	Prevents Poison and Venom status
Body Temp	Prevents Heat and Freeze status
Bright Eyes	Prevents Darkness status
Clear Headed	Prevents Confusion status
Insomniac	Prevents Sleep status
Jelly	Prevents Petrify and Gradual Petrify status
Locomotion	Prevents Stop status
Loudmouth	Prevents Silence status
Absorb MP	Absorbs MP used by enemy
High Tide	Allows for quicker Trance

Support Abilities (Equipped by certain characters)

Name	Equipped by	Function
Bandit	Zidane	Raises success rate of Steal
Boost	Dagger, Eiko	Raises strength of summons
Chemist	Dagger, Steiner, Freya	Doubles potency of medicine items
Concentrate	Dagger, Eiko	Rasies strength of magic
Counter	Zidane, Steiner, Freya, Amarant, Quina	Counterattacks when attacked
Cover	Steiner, Freya, Amarant	Takes damage in place of ally
Distract	Zidane, Steiner, Freya	Lowers enemy's accuracy
Eye 4 Eye	Zidane, Steiner, Freya, Amarant	Raises Counter rate
Flee-Gil	Zidane, Amarant	Get Gil when you run from battle
Gamble Defense	Zidane, Freya, Quina, Amarant	Sometimes raises defense

Guardian Mog	Eiko	Mog protects with unseen forces
Half MP	Dagger, Vivi, Quina, Eiko	Cuts MP usage in half
Healer	Dagger, Vivi Quina, Eiko, Amarant	Restores targets HP with physical attack
High Jump	Freya	Raises Jump attack power
Initiative	Freya	Raises chance of preemptive strike
Long Reach	Zidane, Steiner Freya, Amarant	Back row attacks does as much damage as front row
MP Attack	Zidane, Steiner Freya, Amarant	Uses MP to raise attack power
Mag Elem Null	Vivi	Nullifies elemental magic
Master Thief	Zidane	Steal better items first
Millionaire	Quina	Get more Gil after a battle
Mug	Zidane	Damages enemy while stealing
Odin's Sword	Dagger	Odin does damage if it doesnt KO enemy
Protect Girls	Zidane	Takes damage in place of a girl ally
Power Throw	Amarant	Raises strength of Throw
Reflectx2	Vivi	Doubles strength of reflected magic
Reflect-Null	Vivi, Dagger, Eiko	Ignores enemies Reflect status and magic goes through
Return Magic	Vivi, Amarant	Returns magic used by enemy
Restore HP	Zidane, Steiner Freya, Amarant	Restores HP when near death
Steal Gil	Zidane	Steal Gil as well as items
Power Up	Amarant	Raises strength of Chakra
Dragon Killer	Freya	Deals more damage then normal to dragons

11. Game Basics - Trance

Trance occurs to characters who have taken a lot of damage in battle. Just below the ATB is the Trance gauge (red). When that gauge fills up, the character goes into trance mode. Powers increase and special abilities (specific to trance) become available. The gauge fills up as the character is attacked. When under the trance, if a character performs an action the trance meter will go down. When the gauge reaches zero during the trance, then the trance ends. Also, trance does not carry over to another battle (if one ends while a character is in a trance).

12. Game Basics - Status Effects

Status refers to a character's condition. There are good status effects and bad status effects. While some bad status effects go away after a battle, some linger around and you have to use an item to heal the character. You can prevent some bad status effects by equipping certain abilities such as Bright Eyes, Locomotion, Insomniac, etc.

Here is a list of Bad Status effects that disappear after battle:

Status	Effect
-----	-----
Confuse	Lose control of character
Berserk	Strength increases, character automatically attacks
Stop	Character cannot move
Poison	HP gradually decreases
Sleep	Character falls asleep and cannot act
Slow	ATB slows down considerably
Heat	Terrible burns cause KO if character acts
Freeze	Frozen status, KO if attacked
Mini	Character shrinks, reducing power/defense

Here is a list of Bad Status effects that stay after battle:

Status	Effect
-----	-----
Petrify	Character turns to stone, cannot move/act
Venom	HP/MP gradually decrease, character cannot move
Virus	Character loses ability to gain EXP/AP after battle
Silence	Cannot use magic
Darkness	Accuracy reduction
Trouble	Damage a character receives goes to other characters
Zombie	Healing items/magic cause damage

Here is a list of good status effects:

Status	Effect
-----	-----
Auto-Life	Character automatically revives when KO'd
Regen	HP gradually restored
Haste	ATB sped up
Float	Earth damage nullified
Shell	Magic defense increased
Protect	Physical defense increased
Vanish	Physical attacks nullified, goes away when hit by magic
Refelct	Bounces magic back at the caster

There is also a situation where a countdown will occur (Doom and Gradual Petrify). It goes from 10-0, when it reaches 0, the character either dies (Doom) or turns to stone (Gradual Petrify). Gradual Petrify can be cured by a soft, or using the stona or esuna spells.

13. Game Basics - Elemental Properties

Everybody can use magic/weapons that are imbued with elemental properties to gain an advantage in combat. Each element is always strong or weak against other types. There are 8 elemental types as well as one non-elemental property, which is not affected by other elemental properties.

Here is a list of the 8 elements and what they are effective against:

Element	Property
-----	-----
Fire	Effective against ice and undead
Ice	Effective against insects, large enemies, fire, and dragon
Thunder	Effective against water enemies

Earth	Ineffective against flying monsters
Water	Effective against fire
Wind	Effective against flying monsters
Holy	Effective against shadow monsters
Shadow	Effective against holy monsters

14. Game Basics - Shops/Synthesis

As you defeat enemies and progress through the game, you acquire money, called Gil. In almost every town you will encounter different shops where you can buy/sell items as well as buy/sell equipment/weapons. In addition to these regular shops, there is a place where you can combine equipment to create newer and better equipment. This place is known as a synthesis shop. All you need to synthesize something is two items and some gil (for labor). You can get some of the strongest equipment in the game from synthesis shops.

15. Character - Zidane Tribal

Zidane is a member of the Tantalus theater troupe. The other members of the troupe look up to him as an older brother. He is the favorite of his boss, Baku.

He can use two daggers or a dual-bladed polearm as his main weapon(s). He can also steal items from enemies in battle. He also has a variety of thieves' skills to learn and when he goes into a trance, these skills become extremely powerful attacks.

Thieves' Skills

Flee -- Escape from battle

** Learned from: Dagger, Mage Masher, Zorlin Shape, Ultima Weapon, Germinas Boots

Detect -- View enemy's items

** Learned from: Mage Masher, Orichalcon

What's That!? -- Makes back attack

** Learned from: Butterfly Sword

Soul Blade -- Inflicts status that is added to weapon

** Learned from: The Ogre

Annoy -- Inflicts Trouble on target

** Learned from: Gladius, Sargatanas

Sacrifice -- Damages Zidane to restore HP/MP to other party members

** Learned from: Exploda, Masamune

Lucky Seven -- Damages target based on luck

** Learned from: Gladius, Exploda, Rune Tooth, The Tower, Thief Hat

Thievery -- Damages target

** Learned from: Angel Bless, The Tower

Dyne Attacks (Trance)

Flee --> Free Energy (Damages one enemy)
 Detect --> Tidal Flame (Damages all enemies)
 What's That!?! --> Scoop Art (Damages one enemy)
 Soul Blade --> Shift Break (Damages all enemies)
 Annoy --> Stellar Circle 5 (Damages one enemy)
 Sacrifice --> Meo Twister (Damages all enemies)
 Lucky Seven --> Solution 9 (Damages one enemy)
 Thievery --> Grand Lethal (Damages all enemies)

Support Abilities

Name	Learned From
----	-----
Auto-Reflect	Reflect Ring
Auto-Float	Feather Boots
Auto-Haste	Running Shoes
Auto-Regen	Golden Hairpin, Brave Suit
Auto-Life	Rebirth Ring
HP+20%	Mantra Band, Adaman Hat, Black Belt, Moonstone
Accuracy+	Power Wrist, Black Hood, Lapis Lazuli
Distract	Judo Uniform, Reflect Ring, Diamond
Long Reach	Thief Hat, Protect Ring
MP Attack	Red Hat, Battle Boots, Power Belt
Bird Killer	Adaman Vest, Yellow Scarf
Bug Killer	Mythril Armllet
Stone Killer	Adaman Vest, Power Vest
Undead Killer	N-Kai Armllet, Headgear, Ritual Hat
Devil Killer	Chain Plate, Demon's Vest
Beast Killer	Leather Wrist, Egoist's Armllet, Flash Hat, Black Belt, Moonstone
Man Eater	Bandana, Coral Ring, Coronet
Master Thief	Thief Gloves
Steal Gil	Glass Armllet, Yellow Scarf
Add Status	Bone Wrist, Chimera Armllet, Bracer, Feather Hat, Twist Headband, Glass Buckle
Gamble Defense	Twist Headband, Adaman Vest, Power Vest
High Tide	Jade Armllet, Dark Hat, Gaia Gear, Sapphire
Counter	Ritual Hat, Power Vest, Power Belt
Protect Girls	Butterfly Sword, Leather Shirt
Eye 4 Eye	Flash Hat, Ninja Gear
Body Temp	Jade Armllet, Madain's Ring, Fairy Earrings, Diamond
Alert	Ninja Gear, Germinas Boots
Level Up	Egoist's Armllet, Rosetta Ring, Fairy Earrings
Ability Up	Green Beret, Brigandine, Ribbon, Lapis Lazuli
Flee-Gil	Wrist, Desert Boots, Gold Choker
Insomniac	Bandana, Gaia Gear, Coral Ring
Antibody	Glass Armllet, Mantra Band, Survival Vest, Glass Buckle
Bright Eyes	Feather Hat, Ritual Hat
Restore HP	Brave Suit, Promist Ring
Jelly	Dragon Wrist, Dark Hat, Circlet, Bronze Vest, Dark Gear
Auto-Potion	Mythril Vest, Demon's Vest, Running Shoes, Gold Choker
Locomotion	Black Hood, Golden Skullcap, Survival Vest, Demon's Vest, Ninja Gear
Clear Headed	Green Beret, Circlet, Dark Gear, Magician Shoes
Mug	Chimera Armllet, Thief Hat, Survival Vest
Bandit	Mythril Dagger, N-Kai Armllet

Thief Swords

Name	Attack	Add ST	Where Found	Price
----	-----	-----	-----	-----
Dagger	12	None	Start With	320
Mage Masher	14	Silence	Ice Cavern	500
Mythril Dagger	18	None		950
Butterfly Sword	21	Silence		300
The Ogre	24	Darkness	Pinnacle Rocks	700
Gladius	30	Slow		2300
Exploda	31	Trouble		1000
Rune Tooth	37	Poison		2000
Zorlin Shape	42	None		6000
Angel Bless	44	Confuse		9000
Sargatanas	53	Petrify		12000
Masamune	62	Doom		16000
Orichalcon	71	None		17000
The Tower	86	Mini	Memoria	N/A
Ultima Weapon	100	Sleep	Dead Pepper at Shimmering Island	N/A

16. Character - Princess Garnet Til Alexandros 17th (Dagger)

Princess Garnet is the daughter of Queen Brahne and heir to the throne of Alexandria. She has taken an interest in the legendary Eidolons and learns that the power to summon is dormant within her.

When she is "kidnapped" by Tantalus, she decides to travel the world and learn more about her summoning powers. To keep a low profile away from the castle, she goes by the name of "Dagger". She uses either a racket or a rod as her weapon. She also has the power to heal other party members, this is called White Magic.

Summons

Shiva -- Deals Ice damage to all enemies ** Learned from: Opal
Ifrit -- Deals Fire damage to all enemies ** Learned from: Topaz
Ramuh -- Deals Thunder damage to all enemies ** Learned from: Peridot
Atomos -- Lowers all enemies HP by a percentage ** Learned from: Amethyst
Odin -- May cause KO to all enemies ** Learned from: Dark Matter
Leviathan -- Deals Water damage to all enemies ** Learned from: Aquamarine
Bahamut -- Deals Non-Elemental damage to all enemies ** Learned from: Garnet
Ark -- Deals Shadow damage to all enemies ** Learned from: Pumice

White Magic

Cure -- Restores small amount of HP
** Learned from: Magic Racket, Rod, Silk Shirt
Cura -- Restores medium amount of HP
** Learned from: Healing Rod, Barette
Curaga -- Restores large amount of HP
** Learned from: Wizard Rod, Whale Whisker
Life -- Revives character from KO
** Learned from: Mythril Rod, Healing Rod, Whale Whisker, Rebirth Ring,
Cachusha

Scan -- Displays HP, MP, and weakness of target
 ** Learned from: Air Racket, Desert Boots

Panacea -- Removes Venom and Poison status
 ** Learned from: Air Racket, Rod

Stona -- Removes Petrify and Gradual Petrify
 ** Learned from: Multina Racket

Shell -- Lowers damage recieved from magic attacks
 ** Learned from: Multina Racket, Mythril Racket, Mythril Rod, Wizard Rod,
 Cotton Robe, Gold Choker, Moonstone

Protect -- Lowers damage received from physical attacks
 ** Learned from: Mythril Racket, Rod, Wizard Rod, Steepled Hat, Desert
 Boots

Silence -- Prevent target from casting magic
 ** Learned from: Priest's Racket, Mythril Rod, Asura's Rod, Magic
 Armlet

Mini -- Shrinks target, lowers attack/defense
 ** Learned from: Magic Racket, Asura's Rod, Feather Boots

Reflect -- Reflects magic back to caster
 ** Learned from: Mythril Racket, Stardust Rod, Reflect Ring, Ruby

Confuse -- Confuses target
 ** Learned from: Asura's Rod, Lamia's Tiara

Berserk -- Attacks uncontrollably, raises strength
 ** Learned from: Magic Racket

Blind -- Causes Darkness status
 ** Learned from: Multina Racket, Magician Shoes

Float -- Nullifies earth damage
 ** Learned from: Stardust Rod, Feather Boots

Support Abilities

Name	Learned from
----	-----
Auto-Reflect	Reflect Ring
Auto-Float	Feather Boots
Auto-Haste	Running Shoes
Auto-Regen	Golden Hairpin, Light Robe, Angel Earrings, Maiden Prayer
Auto-Life	Rebirth Ring
MP+20%	Angel Earrings
Healer	Healing Rod, Anklet, Garnet
Chemist	Cotton Robe, Madain's Ring, Barette
Reflect-Null	Robe of Lords, Pearl Rouge
Concentrate	Robe of Lords, Rosetta Ring
Half MP	Light Robe, Protect Ring
High Tide	Jade Armlet, Dark Hat, Gaia Gear, Minerva's Plate, Sapphire
Body Temp	Jade Armlet, Holy Miter, Madain's Ring, Fairy Earrings, Diamond
Level Up	Egoist's Armlet, Rosetta Ring, Fairy Earrings, Pearl Rouge, Extension
Ability Up	Stardust Rod, Green Beret, Silk Robe, Cachusha, Ribbon, Lapis Lazuli
Insomniac	Bandana, Holy Miter, Magician Cloak, Gaia Gear, Coral Ring
Antibody	Glass Armlet, Mantra Band, Survival Vest, Glass Buckle
Loudmouth	Mage's Hat, Golden Hairpin, Silk Robe, White Robe, Pearl Rouge
Jelly	Dragon Wrist, Circlet, Bronze Vest, Dark Gear
Auto-Potion	Mythril Vest, Demon's Vest, Magician's Robe, White Robe, Running Shoes, Gold Choker, Extension
Locomotion	Black Hood, Golden Skullcap, Survival Vest, Demon's Vest,

Anklet
 Clear Headed Magic Armlet, Lamia's Tiara, Green Beret, Circlet, Dark Gear, Magician Shoes
 Boost Pumice Piece
 Odin's Sword Ancient Aroma

Rods

Name	Attack	Add ST	Where Found	Price
----	-----	-----	-----	-----
Rod	11	None	Start With	260
Mythril Rod	14	None		760
Stardust Rod	16	Shadow damage reduced by half		760
Healing Rod	23	None		1770
Asura's Rod	27	Holy Elem-AT		3180
Wizard Rod	31	None		4000
Whale Whisker	36	None	Ocean Chocograph	N/A

Rackets (NOTE: Used by Eiko too)

Name	Attack	Add ST	Where Found	Price
----	-----	-----	-----	-----
Air Racket	13	Wind Elem-AT		400
Multina Racket	17	Wind Elem-AT	South Gate	750
Magic Racket	23	Wind & Holy Elem-AT		1350
Mythril Racket	27	Wind Elem-AT	Terra	2250
Priest's Racket	35	Wind Elem-AT		11000
Tiger Racket	45	Wind Elem-AT	Dead Pepper at Quan's Dwelling	N/A

17. Character - Captain Adelbert Steiner

Steiner is the Captain of the Knights of Pluto, serving Queen Brahne in Alexandria. His sworn duty is to protect the queen and the Princess at all costs.

He uses heavy armor and knightly swords. When Vivi is in the party he can perform magical sword attacks using Vivi's black magic power.

Sword Art

Darkside -- Lowers own HP to cause Shadow damage to enemy

** Learned from: Blood Sword

Minus Strike -- Deals damage equal to diff. between current HP and max HP

** Learned from: Iron Sword, Excalibur 2, Rubber Helm

Iai Strike -- KO's target

** Learned from: Rune Blade

Power Strike -- Lowers targets attack power

** Learned from: Diamond Sword

Armor Break -- Lowers targets defense

** Learned from: Mythril Sword

Mental Break -- Lowers targets magic defense
 ** Learned from: Ice Brand, Gold Helm

Magic Break -- Lowers targets magic attack
 ** Learned from: Flame Saber

Charge! -- Makes all near death party members Attack
 ** Learned from: Coral Sword, Aegis Gloves

Thunder Slash -- Deals lightning damage to enemy
 ** Learned from: Defender, Ragnarok

Stock Break -- Deals non-elemental damage to all enemies
 ** Learned from: Ultima Sword, Excalibur 2

Climhazzard -- Deals non-elemental damage to all enemies
 ** Learned from: Excalibur, Excalibur 2

Shock -- Deals physical damage to enemy
 ** Learned from: Ragnarok

Sword Magic

NOTE: Learned when Vivi learns corresponding spell

Fire
 Fira
 Firaga
 Blizzard
 Blizzara
 Blizzaga
 Thunder
 Thundara
 Thundaga
 Bio
 Water
 Flare
 Doomsday

Support Abilities

Name	Learned from
----	-----
Auto-Reflect	Reflect Ring
Auto-Float	Venetia Shield, Feather Boots
Auto-Haste	Running Shoes
Auto-Regen	Carabini Mail
Auto-Life	Rebirth Ring
HP+10%	Chain Mail, Germinas Boots, Aquamarine
HP+20%	Defense Gloves, Genji Helmet, Maximillian, Black Belt
Accuracy+	Diamond Helm, Genji Armor, Lapis Lazuli
Distract	Shield Armor, Reflect Ring, Diamond
Long Reach	Protect Ring
MP Attack	Cross Helm, Battle Boots, Power Belt
Bird Killer	Bronze Armor, Chain Mail, Yellow Scarf
Bug Killer	Mythril Gloves, Bronze Helm
Stone Killer	Platinum Helm, Gold Armor
Undead Killer	Silver Gloves, Plate Mail
Devil Killer	Thunder Gloves, Cross Helm
Beast Killer	Broadsword, Platina Armor, Black Belt, Moonstone
Man Eater	Mythril Gloves, Coral Ring
Add Status	Thunder Gloves, Glass Buckle
Chemist	Grand Armor, Madain's Ring
High Tide	Genji Gloves, Grand Helm, Demon's Mail, Sapphire
Counter	Venetia Shield, Power Belt

Cover	Gauntlets, Linen Cuirass, Mythril Armor
Eye 4 Eye	Kaiser Helm
Body Temp	Genji Armor, Madain's Ring, Fairy Earrings, Diamond
Alert	Barbut, Germinas Boots
Level Up	Iron Helm, Rosetta Ring, Fairy Earrings
Ability Up	Diamond Gloves, Diamond Armor, Ribbon, Lapis Lazuli
Insomniac	Mythril Helm, Diamond Helm, Coral Ring
Antibody	Bronze Gloves, Mythril Helm, Glass Buckle
Bright Eyes	Iron Helm
Restore HP	Platinum Helm, Grand Armor, Promist Ring
Jelly	Diamond Gloves, Mythril Armor
Auto-Potion	Running Shoes, Gold Choker
Locomotion	Plate Mail
Clear Headed	Gold Helm, Magician Shoes

Swords

Name	Attack	Add ST	Where Found	Price
----	-----	-----	-----	-----
Broadsword	12		Start With	330
Iron Sword	16			660
Mythril Sword	20			1300
Blood Sword	24		Queen Stella in Treno	N/A
Ice Brand	35	Freeze, Ice Elem-AT	Alexandria	3780
Coral Sword	38	Thunder Elem-AT		4000
Diamond Sword	42		Oeilvert	4700
Flame Saber	46	Heat, Fire Elem-AT		5190
Rune Blade	57	Darkness		8900
Defender	65	Ice/Thunder damage reduced by half		9340
Ultima Sword	74	Sleep		14000
Excalibur	77	Holy Elem-AT	Get Magical Fingertip at auction, give to old man in library at Daguerreo	N/A
Ragnarok	87	Slow	Outer Island Chocograph	N/A
Excalibur 2	108		Reach Memoria within 12 hours	N/A

18. Character - Vivi Orunitia

Vivi is a young Black Mage who joins the party upon Zidane's request. His past is a mystery even to himself and he goes on a quest to learn about the nature of the world and his destiny.

He uses staves/staffs as his weapon. These aren't very powerful physically, but he can use some very powerful Black Magic spells.

Black Magic

Fire -- Deals small Fire damage to single/multiple targets
 ** Learned from: Mage Staff, Leather Hat
 Fira -- Deals medium Fire damage to single/multiple targets
 ** Learned from: Flame Staff, Mage's Hat, Power Belt, Topaz
 Firaga -- Deals large Fire damage to single/multiple targets
 ** Learned from: Octagon Rod
 Sleep -- Inflicts sleep status on single/multiple targets
 ** Learned from: Flame Staff
 Blizzard -- Deals small Ice damage to single/multiple targets
 ** Learned from: Leather Wrist
 Blizzara -- Deals medium Ice damage to single/multiple targets
 ** Learned from: Ice Staff, Opal
 Blizzaga -- Deals large Ice damage to single/multiple targets
 ** Learned from: Octagon Rod
 Slow -- Inflicts Slow status on target
 ** Learned from: Ice Staff, Magus Hat
 Thunder -- Deals small Thunder damage to single/multiple targets
 ** Learned from: Silk Shirt, Glass Buckle
 Thundara -- Deals medium Thunder damage to single/multiple targets
 ** Learned from: Lightning Staff, Peridot
 Thundaga -- Deals large Thunder damage to single/multiple targets
 ** Learned from: Octagon Rod
 Stop -- Inflicts Stop status on target
 ** Learned from: Oak Staff
 Poison -- Inflicts Poison status on single/multiple targets
 ** Learned from: Lightning Staff
 Bio -- Deals non-elemental damage and Poison status on single/multiple targets
 ** Learned from: Oak Staff
 Osmose -- Absorbs MP from target
 ** Learned from: High Mage Staff, Gaia Gear
 Drain -- Absorbs HP from target
 ** Learned from: Oak Staff
 Demi -- Lowers target's HP by 30% of target's max HP
 ** Learned from: Cypress Pile, Black Belt, Amethyst
 Comet -- Deals non-elemental damage
 ** Learned from: Cypress Pile
 Death -- KO's target
 ** Learned from: Black Hood
 Break -- Inflicts Petrify status
 ** Learned from: Cypress Pile
 Water -- Deals Water damage to single/multiple targets
 ** Learned from: N-Kai Armlet
 Meteor -- Deals non-elemental damage to all enemies
 ** Learned from: High Mage Staff
 Flare -- Deals non-elemental damage to target
 ** Learned from: Black Robe
 Doomsday -- Deals Shadow damage to all targets
 ** Learned from: Mace of Zeus

Support Abilities

Name	Learned from
----	-----
Auto-Reflect	Reflect Ring
Auto-Float	Feather Boots
Auto-Haste	Running Shoes
Auto-Regen	Golden Hairpin, Light Robe
Auto-Life	Rebirth Ring
MP+20%	Black Robe

Healer	Garnet
Add Status	Bone Wrist, Chimera Armband, Bracer, Feather Hat, Twist Headband, Glass Buckle
Reflect-Null	Robe of Lords
Reflectx2	Black Robe, Rosetta Ring
Mag Elem Null	Promist Ring, Protect Ring
Half MP	Light Robe, Protect Ring
High Tide	Jade Armband, Dark Hat, Gaia Gear, Sapphire
Body Temp	Jade Armband, Holy Miter, Madain's Ring, Fairy Earrings, Diamond
Level Up	Egoist's Armband, Rosetta Ring, Fairy Earrings
Ability Up	Green Beret, Silk Robe, Ribbon, Lapis Lazuli
Insomniac	Bandana, Holy Miter, Magician Cloak, Gaia Gear, Coral Ring
Antibody	Glass Armband, Mantra Band, Survival Vest, Glass Buckle
Loudmouth	Mage's Hat, Golden Hairpin, Silk Robe
Jelly	Dragon Wrist, Dark Hat, Circlet, Bronze Vest, Dark Gear
Return Magic	Coronet
Auto-Potion	Mythril Vest, Demon's Vest, Magician Robe, Running Shoes, Gold Choker
Locomotion	Black Hood, Golden Skullcap, Survival Vest, Demon's Vest
Clear Headed	Magic Armband, Green Beret, Circlet, Dark Gear, Magician Shoes

Staffs

Name	Attack	Add ST	Where Found	Price
----	-----	-----	-----	-----
Mage Staff	12		Start With	320
Flame Staff	16	Fire Elem-AT	Cleyra's Trunk	1100
Ice Staff	16	Ice Elem-AT	Cleyra's Trunk	980
Lightning Staff	16	Thunder Elem-AT	1200	
Oak Staff	23	Slow		2400
Cypress Pile	27	Confuse		3200
Octagon Rod	29	Trouble, absorbs water, wind Elem-AT		4500
High Mage Staff	32	Silence	Forbidden Forest Chocograph	6000
Mace of Zeus	35	Mini	Memoria	N/A

19. Character - Freya Crescent

Freya is a member of the Royal Dragon Knights of Burmecia. She left her homeland in search of her long lost love. Due to some events, she joins Zidane and the party.

She uses lances and spears as her weapons. She also can learn skills of a dragon knight that become very useful in battle. She also had a Jump command that allows her to leap high into the air (while in the air, she cannot be hit by anything) and come down with a devastating spear attack.

20. Character - Quina Quen

Quina is a Qu, his/her language is quite primitive. Quina wishes to travel the world with Zidane and find good things to eat. This wish enables Quina to eat enemies on the battlefield and learn special skills known as Blue Magic. However, the enemies has to be severely weakened in order for it to work.

Quina uses forks as his/her weapon. Quina's physical attacks can cause and unpredictable amount of damage, so it is best to keep him/her on the back row. Also, in Qu Marsh's, Quina will ask Zidane if he/she can catch frogs. If you agree, the more frogs that you catch, the better rewards you will get.

21. Character - Eiko Carol

Eiko lives alone in the lost summoner village of Madain Sari. She lives in her house among the ruins with her moogle friends.

Like Dagger, she has the ability to summon powerful Eidolons by equipping gemstones and other Add-ons.

22. Character - Amaranth Coral

Amarant is the willful and independant bounty hunter that is hired to stop our heroes. When he sees first-hand the power that Zidane has, he joins the party in their mission to save the world. However, he continues to be competitive with Zidane and his attitude can be described always as hostile. He is a real mystery.

He uses sharp claws as his weapon. He has the potential of being the strongest warrior of the party. He can also throw weapons/items at enemies that may inflict huge damage on them.

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DISC ONE WALKTHROUGH

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23. Prima Vista Airship

Items Found: Potion

Gil Acquired: 47

Enemies: Masked Man (188 HP, 805 Gil, 0 EXP, Steal: Potion, Wrist, Mage Masher)

After watching the incredible opening FMV sequence, you will find yourself in control of Zidane in the dark. He will strike a match. Walk around the candle in the center of the room and search the upper-left area for 47 Gil. Then search the upper-right area for a Potion. Also, check out the right side of the room for specific information about the theater ship. When you're ready to continue, light the candle in the center of the room.

Now you are allowed to name the character. For this walkthrough, I will use the default name, Zidane. Then the rest of the crew comes in and talks for a little bit. Then, a masked man enters the room and you are forced to fight him. Don't worry, he's very easy. Just have everyone steal the items (Potion, Wrist, Mage Masher) from him and then attack. He should go down easy.

After the battle is over, you will get a briefing on the upcoming mission. When given the option, if you pick the first option (Queen Brahne) 64 times, Ruby will barge into the room (Not really worth it, but just a little side thing to do). When you're ready to continue, pick the second option. In a beautiful FMV, the scene shifts to...

24. Alexandria

Key Items: Ticket

Items Found: Potion (x6), Phoenix Pinion, Ether, Eye Drops, Tent, Remedy

Cards Found: Fang (x3), Zombie, Lizard Man, Sahagin, Goblin (x3), Flan,
Skeleton, Ironite, Bomb

Gil Acquired: 294

After the FMV sequence, you will gain control of Vivi. Search just to the left of where you gain control for a potion. If you move up a little, a rat boy will bump into you. Continue moving up and searching the left side and you will find another potion. Go into the house near the bottom right (Grandma's house). Search under the bed for 9 Gil. Search the table to the right of the ladder for a potion. Then climb the ladder and search the drawer for a Fang card. After leaving Grandma's house, head south to a new area (Memorial Square).

In this area, search the left side of the statue for a potion. Then, search around the outer perimeter of the area and you can find a Zombie card, a Lizard Man card, and a Sahagin card. Then head back to the previous area and then go north to a new area.

Here, you will see nobles heading to the play. Check the grass at the bottom of the screen for 33 Gil and a Goblin card. Head inside the building at the top of the screen (the bar). Search the bottom right for a potion, the bottom left for a Flan card, and the doorway near the stairs for 27 Gil. Then head back outside and go left to the next area.

Here, there is an item shop on the right. Enter it and search to the right of the entrance to get 38 Gil. You can buy items from the shop, but I don't recommend doing so right now. Head back outside and go north to the next area.

This is Alexandria's main square. Go to the ticket booth in the center of the area and peek in. You can ask him some questions about the play and

Alexandria. When ready, show him your ticket and he will tell you that its a fake. He will feel bad and give you a Goblin card, a Fang card, and a Skeleton card. Now, go north of the ticket booth and talk to Hippaul (the Hippo kid). He says that he has a secret stash of cards hidden somewhere. Search directly across from him (by the wagon) to get a Phoenix Pinion. Now go to the left side of the screen where the girls are jump roping. If you talk to the one jumping, she will allow you to jump rope. This is very tough and its all about timing.

Here is a list of items you get for a certain number of consecutive jumps:

# of Jumps	Prize
-----	-----
20	10 Gil
50	Cactuar Card
100	Genji Card
200	Alexandria Card
300	Tiger Racket Card
1000	King of the Jump Rope (Key Item)

Now head into the building at the far right of the screen (the bottom entrance). This is the synthesis shop, it is closed right now for the play. Search the bottom right for an ether. Now go through the door to the north to reach the weapon shop. They are closed as well. Search in front of the arrow sign at the very top right of the weapon shop to get a Remedy. Now leave the weapon shop and exit the main square to the bottom left to enter a new area (The building to the left in the square is a hotel with no vacancies, nothing much to do there).

Now you will be in an alley. Run down and Vivi will trip near the signmaker. When the signmaker leaves the area, Puck (the little rat kid you ran into earlier) will show up and ask you if you want to be his slave if he can get you into the show. Initially refuse his request by picking the second option (N-No I don't want to). Now go south to a new area. Enter the second building on the left (the steeple). Climb up the ladder inside and ring the bell on top (by pulling the rope) to get a Ironite card, Goblin card, and Fang card. Now head back to the alleyway and agree to be Puck's slave. Puck will steal the ladder while you play lookout. After Puck runs off with the ladder, remain in the alleyway and a guy will walk in (Alleyway Jack). Talk to him and he will teach you all about the card game (Tetra Master). You will wind up in the bar and you can play him a few games to win some cards. When you are ready, return to the alley and head south to the next area. Enter the house above the steeple and search the upper left near the stove for Eye Drops. A little girl is blocking the stairs, but if you go outside, she will run out. Now go back inside and up the stairs and search near the bed for a measely 3 Gil. Now go to the wooden planks to the left of the steeple and talk to a boy named Tom who has lost his cat. Agree to look for it. Run all the way back to Memorial Square (the entrance to the town) and hit X next to the cat (should be near the statue). Go back to the docks and speak to Tom and he will give you a Bomb card. When you are ready to continue, head inside the steeple.

When inside, search the grass to the left of the entrance for a Tent, and search the right side for a Potion. Now, start to head up the ladder and you will bump into a moogle. After all the chit-chat, talk to the moogle to save the game, then click on the Mognet option and he will explain it to you as well as give you your first letter to deliver. Then, climb the ladder to join Puck.

As you cross the rooftops, check the chimneys for some Gil. Puck will

also ask your name and you have the option of choosing it. For this walkthrough, I will stick with the default name, Vivi. From the chimneys, you can get stashes of 29, 63, and 92 Gil. Follow Puck on over to the play and series of scenes play (including an FMV of the play starting). After a little while a fight will start between King Leo and Zidane, Marcus, Cinna, and Blank. This is an easy fight, just keep attacking and you will win. There is nothing to steal since the steal command is replaced by SFX (dazzling effects that cause no damage). Afterwards, a scene will play out and Zidane will start to duel with Blank. Push the buttons that Blank tells you to please the crowd. At the end it will tell you how many nobles you have pleased (you can also try this duel again as many times as you want until you are satisfied).

Here is a list of what you get for how many nobles are pleased:

# of nobles pleased	Item
1-49	Ether
50-79	Elixir
80-99	Silk Shirt (What I got)
100	Moonstone

After that the scene switches to...

25. Alexandria Castle

Items Found: Phoenix Down (x2), Elixir, Phoenix Pinion
Enemies: Steiner (Boss, 3 fights, 169 HP, 167 HP, 162 HP, 355 Gil, 0 EXP,
Steal: Leather Hat, Silk Shirt)

When you gain control of Zidane, have him run up the stairs to the left. Choose either option and then a scene will play with Zorn and Thorn. Eventually, you will gain control of Steiner (after you get to name him). Now follow Blutzen and Kohel right into the room where Zidane and Blank stole their clothes. Talk to them so that they will leave to go look for the princess. Now search to the left of the door for a Phoenix Down. On the other side of the door is a list of all the Pluto Knights (who we have to search for now). Now go to the moogle (Mosh) on the right side of the room to save your game. Now exit the room and go north in the next room to the next area. Head into the right room to reach the banquet hall. In here, you will find Mullenkedheim. Talk to him. Exit the room and talk to the soldier that is running around (Dojebon). Now go down the stairs and enter the left room (a library). Go all the way down to the bottom left to find Laudo. Talk to him. Pick either option (I picked the second). Now exit the library and head south twice to go outside. Go to the south in this area to find Haagen sitting by the water. Talk to him and he will run off. Head right to the next area and talk to the unknown Pluto Knight. Now head back left and then go left again to another area. Here you will find Weimer harassing one of the female Alexandrian soldiers. Talk to him and he will run off. Now head into the building to the north and keep going until you get to some stairs. Start climbing the stairs and about halfway up you will see Breireicht. Talk to him and he will give you an Elixir. Continue up to the top of the stairs and Steiner will spot the Princess.

After another stunning FMV, you will gain control of Zidane on the theater ship. Equip the Mage Masher on him and continue through the door on

the right. Talk to Ruby and follow Garnet down the stairs. After another scene, you will wind up in the engine room. Turn the wheel behind you to the left and then to the right. Two chests will drop down. Go down the stairs and collect the Phoenix Down from the bottom right chest and the Phoenix Pinion from the top right chest. Now go left through the door. Now you will fight a boss.

Boss Fight #1: Steiner
HP: 169, 167, 162
Steal: Leather Hat, Silk Shirt
My Party's Levels: Zidane(1), Vivi(1), Garnet(1)

This fight is split up into three battles. The first one is in the hold of the theater ship. In this battle, have everyone steal until both items have been stolen, then just attack. The second takes place on stage, again just continue to attack, have Vivi cast fire and Garnet cure when necessary. In the third battle just continue to attack until Steiner notices the Bomb behind him.

After a couple of FMV's and few sequences, the theater ship will crash into...

26. Evil Forest

Items Found: Phoenix Down, Bronze Gloves, Ether (x3), Leather Hat, Rubber Helm, Potion, Wrist
Gil Acquired: 116
Key Items: Blank's Medicine, Continental Map, Moogle's Flute
Enemies: Fang (68 HP, 90 Gil, 23 EXP)
Goblin (33 HP, 88 Gil, 23 EXP)
Prison Cage (Boss, 513 HP, 533 HP, 0 Gil, 3 AP, Steal: Broad Sword, Leather Wrist)
Dendrobium (174 HP, 99 Gil, 39 EXP)
Plant Brain (Boss, 916 HP, 468 Gil, 5 AP, Steal: Eye Drops, Iron Helm)
Plant Spider (33 HP, 91 Gil, 22 EXP)
Baku (Boss, 202 HP, 0 Gil, 0 AP, Steal: Hi-Potion, Iron Sword)

After some conversation, you will get an intro to ATE's. After viewing the ATE (The Forest Keeper) you will gain control of Zidane. Search around to the left to get a Phoenix Down. Then save your game at the moogle (Mosco). Now head through the log at the bottom left. On this screen you will encounter random battles for the first time. Take this opportunity to level up as there is a boss fight coming up (I suggest getting him to level 3). When you are ready, proceed up to the next area to fight...

Boss Fight #2: Prison Cage
HP: 513, 533
Steal: Leather Wrist, Broadsword
Weak Against: Fire
AP Gained: 3
My Party's Levels: Zidane(3), Vivi(1), Steiner(1)

This boss fight is split up into two battles. In the first Garnet is

captured by the plant and Zidane will go into a Trance. Use Free Energy on the plant with Zidane and attack with Steiner. If Garnet's HP gets too low, heal her with a potion.

In the second fight, Vivi will be captured. Steal the two items with Zidane and attack with Steiner. Again, if Vivi's HP gets too low, heal him with a potion.

After the battle a few scenes will play out and you will once again gain control of Zidane. Open the chest to the right for Bronze Gloves. Now exit the room to the left. Now you can view some ATE's (Time to Escape, Girl Who Was Left Behind and My Little Baby). Now head down the stairs and go through the door on the right. You will see Vivi in here. Open the chest next to the door for an Ether and climb the ladder on the bunk bed and search for 116 Gil. Now talk to Vivi and then exit the room. Pick either option (both lead to Zidane deciding to search for the Princess). Open the chest on the left side of the room for a Wrist. Head left into the next room and open the chest to the south for an Ether. Now go down the stairs to the next room. Go to the north (left side) to pick up a Rubber Helm. Head right into the next room to talk to Baku. He will leave the room and you can open up the chest in here to the south for a Potion. Then exit the room and talk to Baku and you will fight...

Boss Fight #3: Baku

HP: 202

Steal: Hi-Potion, Iron Sword

My Party's Levels: Zidane(3)

Baku will fall on some of his attacks. Make sure you steal at least the Iron Sword. Also, heal with a potion if you HP gets too low. Keep attacking until Baku gives up, this is a rather easy fight (especially if you have the Mage Masher equipped).

After the fight, go up the stairs to the left and enter the room where Steiner is being held. Steiner will join the party and you will automatically exit the room. Go back into the room and open the chest for an Ether. Now go back to where Vivi was and talk to him, he will join up as well. Equip Vivi with the Leather Wrist and Silk Shirt so that he can learn Blizzard and Thunder. Now go back to where you fought Baku and head south to the next area. Here Blank will give you Blank's Medicine to cure the poison that the plants spew out. After the sequence, return to the room where Blank is and open the chest for a Leather Hat. Cinna will sell you items, buy some if you need any. Now save at the moogles again (there is also a letter from Ruby if you check Mognet) and head back into the forest.

Continue on the path (On the second screen there is an ATE called Orchestra in the Forest) until you reach a clearing (a moogles will hide when you enter the screen). After the ATE (Do As I Say, Not As I Do) you can drink from the spring to restore HP and MP. Also, save at the moogles (Monty) and give him the letter from Kupo. If you check Mognet again, he will receive a letter from Stiltzkin (the moogles at the beginning with the backpack). Now continue along the path until you get to a cave entrance. Enter the cave and you will fight...

Boss Fight #4: Plant Brain

HP: 916

Steal: Iron Helm, Eye Drops

Weak Against: Fire

AP Gained: 5

My Party's Levels: Zidane(4), Vivi(3), Steiner(3)

Have Zidane steal the items from the Plant Brain and then attack. Vivi should cast Fire and Steiner should use his Fire Sword attack. After a little while Blank will join in. If you haven't stolen the items yet, have him steal as well. Keep attacking and heal with potions when necessary. Also, use Eye Drops if inflicted with the darkness status.

After the battle you will find yourself being chased by Plant Spiders. I suggest fighting a few of them because they are easy to kill and give decent EXP. Anyways, continue down and eventually an FMV will play (them escaping the forest) followed by a few scenes and then a tutorial (You will also get the Continental Map and the Moogle's Flute). Eventually, you will find yourself on the World Map at...

27. Gunitas Basin/Melda Plains

Items Found: Potion, Eye Drops

Enemies: Goblin (33 HP, 88 Gil, 23 EXP)

Python (75 HP, 106 Gil, 40 EXP)

Mu (77 HP, 104 Gil, 34 EXP)

On the World Map, head south and you will see the Ice Cavern. But first, follow the ledge right of the cavern and eventually you will reach North Gate. Enter it. Here, there will be a short chat. After that, nab the two chests on the right for a Potion and Eye Drops. Go up to the gate and hit X. Choose the first option (Listen Close) and then the first option again (Call out) and you will be able to buy Potions from the lady on the other side. Now exit and head over to the Ice Cavern (Follow the ledge back left). When you are ready, save and enter the cavern.

28. Ice Cavern

Items Found: Potion (x2), Tent, Ether, Elixir, Leather Wrist, Phoenix Down, Mage Masher

Enemies: Fang (68 HP, 90 Gil, 23 EXP)

Wyerd (129 HP, 116 Gil, 45 EXP)

Cave Imp (74 HP, 118 Gil, 35 EXP)

Flan (75 HP, 110 Gil, 41 EXP)

Black Waltz No. 1 (Boss, 229 HP, 134 Gil, 5 AP, Steal: Remedy, Silk Shirt)

Sealion (Boss, 472 HP, 205 Gil, 5 AP, Steal: Ether, Mythril Dagger)

A short sequence will occur when you enter the cavern. When you get

control of Zidane, open the nearby chest for a Tent (jump down to it) and then continue to the next screen. Head over to the right on this screen and press X next to the icy wall. Vivi will use his fire spell and reveal a chest. Open the chest to get an Ether. Now head up (next to the stairs) and walk around to the left part of the screen and open the chest to get a Potion. Now go up to the next screen. Move along the left wall to reach another icy wall. Have Vivi cast his fire magic again and you can get a chest containing an Elixir. Now go to the bottom right part of the screen and cross the "bridge". Open the chest there for a Potion. Cross the stalactite again and then examine it. Vivi will use fire to move the stalactite. Now cross it and get the Mage Masher from the chest. Now go up to the next area. Go right at the fork and open the chest for a Phoenix Down. Now take the far left path and open up the chest at the end (breaking down the icy wall along the way) to get a Leather Wrist. Then head up to the next area. Now take the left path at the fork to another area. Now have Vivi use fire to free the moogles (Mois) that was trapped and you will get another tutorial. After that, save your game and agree to deliver a letter to Gumo. Now go back to the fork and take the right path this time. A blizzard will start, knocking everyone unconscious. Zidane will wake up and look for the source of the blizzard. Now he has to fight...

Boss Fight #5: Black Waltz No. 1 and Sealion
HP: 229/472
Steal: Black Waltz: Remedy, Silk Shirt
Sealion: Ether, Mythril Dagger
Weak Against: Both: Fire, Black Waltz: Ice
AP: 5
My Party's Levels: Zidane(6)

Stealing is very tough in this battle. Make sure you have plenty of potions if you want to steal the items. Take out the Black Waltz first, as he can heal the Sealion. If your HP gets low (around 50-75), use a potion. If Zidane trances, use Tidal Flame and that should wipe both of them out.

After the battle, exit the area to the right. Then climb up the slope to the right and hop across the falls and then continue up to the cavern's exit. When outside, you will be asked to give Garnet a new name (to keep a low profile) then you will be back on the World Map at...

29. Norlich Heights

Items: Hi-Potion
Gil Acquired: 135
Enemies: Carve Spider (123 HP, 124 Gil, 48 EXP)
Python (75 HP, 106 Gil, 40 EXP)

When on the World Map, head to the south of the cavern (through the forest that is next to it) and you will reach South Gate. Enter it and talk to the guard on the left. After a little while a lady will show up (Mary) and offer to sell you items. Buy what you need and then exit South Gate to the north. Also, you can rest for 100 Gil.

Now head to the north toward the Village of Dali. Look to the right of

the village and you will see an observatory (the mountain near the cliff edge). Go over to it and enter. Enter the house to the north and you will meet Morrid. Examine the model ship to the left of him and he will offer it to you in exchange for some rare coffee. Now exit the house and search near the cart to the south to find a hidden chest containing a Hi-Potion. Now search the upper right (near the fence) for 135 Gil. Now exit the observatory and you will be back on the World Map. When you are ready, enter the...

30. Village of Dali

Items Found: Potion (x4), Antidote, Eye Drops, Ether, Iron Helm, Leather Wrist, Phoenix Down, Phoenix Pinion

Gil Acquired: 251

Key Items: Aries Stellazzio

Enemies: Ghost (118 HP, 126 Gil, 48 EXP)
Vice (129 HP, 128 Gil, 48 EXP)
Black Waltz No. 2 (Boss, 1030 HP, 441 Gil, 5 AP, Steal: Steepled Hat, Leather Plate)

When you enter, your party automatically goes into the inn. After a few sequences, you will gain control of Zidane in the hotel room. After viewing the ATE (Vivi, Confused) open the hidden chest to the left for a Potion and open the chest on the right side of the room for a Antidote. Also, on the left side of the room next to the chest is a color fortunes thing that will tell you how your day will go and assign you a lucky color for 10 Gil. Now exit the room and view another ATE (Dagger Tries). Now go back into the room you were just in and come back out for another ATE (Dagger Tries Harder). Now talk to the moogle (Gumo) and save your game as well as give him the letter from Mois. Now exit the inn to the bottom left. After viewing another ATE (Cat's Eye), go north and go through the door just to the left of Vivi. Search the north part of the room for the Aries Stellazzio. There are two chests at the top of the ladder, but you can't get them yet. Now exit the windmill.

The building to the right of the windmill is the pub. In there, you can buy items. Now go down and enter the building across from the inn. After Dagger leaves, you can buy equipment from Eve. Check to the south for a brief tutorial. Now head back out, go north on the next screen and talk to Vivi. Afterwards, view the ATE (Cat's Eye 2) and then head back into the inn. Go into the room and talk to Dagger. Eventually Dagger and Zidane will decide to look for Vivi (After the mandatory ATE Queen Brahne's Steiner plays). Now go back to where you talked with Vivi and you will hear him underground. Now go into the windmill and open the hatch (where the lady was guarding earlier) to reveal an underground passage, choose to go down.

Eve's Item Shop		Tavern Medicine Shop	
Item	Gil	Item	Gil
Dagger	320	Potion	50
Mage Masher	500	Phoenix Down	150
Broadsword	330	Antidote	50
Iron Sword	660	Eye Drops	50
Rod	260	Tent	800
Mage Staff	320		
Wrist	130		

Leather Wrist	200
Bronze Gloves	480
Leather Hat	150
Feather Hat	200
Rubber Helm	250
Bronze Helm	330
Leather Shirt	270
Silk Shirt	400
Bronze Armor	650

Climb down the ladder and ride down the lift. Get the chest at the bottom for 156 Gil. Go up the path and there will be a sequence. Open the chest in the middle of the structure Vivi was just in for a Potion. Get the other chest at the bottom for some Eye Drops, now proceed right into the next room. Examine the barrel to find a moogle (Kumop). Save your game agree to deliver a letter. Now kick the wheel to the north and a chest will fall down. Open it to get a Potion. Climb the crates nearby and open the chest at the top to get an Ether. Now proceed to the next room. Open the chest in the middle/south part of the room to get a Leather Wrist. Then climb the crates and open the chest nearby for a Iron Helm. Now go up to the next room.

Here you will release Vivi from a coffin shaped box and he will re-join the party. Now open the chest next to the door to the north for 95 Gil. Now open the door and it will release monsters (and random encounters) and you will fight them and then automatically go to the next area. Get the chest straight ahead for a Phoenix Down, then open the chest to the right for a Potion. Then get the hidden chest to the right of that for a Phoenix Pinion. Now go back to the previous room continue right across the bridge. Continue along the path and eventually you will see a scene. Now you will gain control of Steiner. Just follow Morrid to his house and talk to him. Then exit the observatory. After a few scenes, another Black Waltz will show up and you will fight...

Boss Fight #6: Black Waltz No. 2
 HP: 1030
 Steal: Steepled Hat, Leather Plate
 Weak Against: Wind
 AP Gained: 5
 My Party's Levels: Zidane(7), Vivi(7), Dagger(6), Steiner(6)

Any type of magic will prove to be effective. However, when Vivi uses magic, the Black Waltz will retaliate. Using Steiner's Magic Sword attacks will not cause retaliation, so use them. Have Zidane steal both items and then attack. Have Dagger be the healer and cast cure when necessary. This fight shouldn't be too hard.

After the boss fight, you will get the option of returning to town. I recommend you do, so that you can save and rest at the inn (last opportunity to do so before another boss fight). When you are ready, board the...

31. Cargo Airship

Enemies: Black Waltz No. 3 (Boss, 1128 HP, 0 Gil, 0 AP, Steal: Steepled

After an FMV and some chit-chat, you will be on the cargo airship. When you gain control of Zidane, go up the ladder at the back of the ship to reach the deck. Here you will find Steiner. After some conversation, head into the ship's bridge. Zidane will turn the ship around (in an FMV), but just then another Black Waltz will show up. After a sad FMV, you will fight...

Boss Fight #7: Black Waltz No. 3
HP: 1128
Steal: Steepled Hat, Linen Cuirass, Silver Gloves
AP Gained: 0
My Party's Levels: Zidane(7), Vivi(7), Steiner(6)

Vivi will trance at the beginning of the battle. Use double black magic with him. Have Steiner use Sword Magic (any will do). Have Zidane steal and then attack. Heal with potions when necessary. This can be a fairly difficult fight, so be careful.

A few FMV's (IMO, the best of the disc, especially the last one) and sequences later and you will wind up at...

32. Lindblum Grand Castle

Items Found: Glass Armet, Ether, Hi-Potion, Echo Screen, Tent (x2), Leather Plate, Silver Gloves, Ore, Leather Wrist, Bronze Vest, Steepled Hat

Key Items: Kupo Nut, Mini-Burmecia, Autograph, Moogle Suit, Master Hunter

Acquired Gil: 737

Cards Found: Mimic, Wyerd

Enemies: Fang (216 HP, 0 Gil, 0 EXP)
Mu (201 HP, 0 Gil, 0 EXP)
Zaghnol (1574 HP, 0 Gil, 0 EXP, Steal: Mythril Gloves, Needle Fork)

When you gain control of Zidane, follow the Minister to the lift. After some conversation and a scene with the Regent, you will wind up in the Industrial District. Here, you will meet Freya (you will get to name her). After some more convo and a few scenes (as well as a tutorial), you will wake up the next day at the Business District inn. Now go save at the moogle (Moodon) in the next room. He also gets a letter from Ruby. Now proceed down the stairs to the lobby of the inn. Here, there is a Bobo statue as well as a guestbook. Now search the bottom left for 163 Gil. Now exit the inn.

Here there will be an ATE (Small-Town Knight in a Big City). Now go north to reach the next area (where Steiner was in the ATE). Now enter the door to the left of the fish shack (to the north). This is the Card Freak's house. Open the two chests to get a Hi-Potion and an Echo Screen. Exit back out and head up the path to the left of the house to the next screen. Search under the tree at the upper-right part of the screen to get a Tent. Now go into the church at the end of the path. Inside, climb up the ladder at the back of the church at search for a Leather Plate. Now go back two screens (to

the area with the pickle stand) and head up the path to the right of the fish stand. Now you will be where all of the shops are. The synthesis shop is to the left, the item shop is to the north, and the weapon shop is to the right. In the synthesis shop, go behind the counter and search next to Torres for some Silver Gloves. I suggest you make a Butterfly Sword as well as The Ogre for Zidane. Also, make some Cotton Robes too.

Here is a list of things you can buy/forge:

Dragoos' Armory		Alice's Item Shop	
Item	Gil	Item	Gil
-----	---	-----	---
Dagger	320	Potion	50
Mage Masher	500	Phoenix Down	150
Mythril Dagger	950	Echo Screen	50
Iron Sword	660	Soft	100
Javelin	880	Antidote	50
Rod	260	Eye Drops	50
Fork	1100	Tent	800
Leather Wrist	200		
Glass Armlet	250		
Bronze Gloves	480		
Silver Gloves	720		
Steepled Hat	260		
Headgear	330		
Iron Helm	450		
Leather Plate	530		
Linen Cuirass	800		

Torres' Sythesis Shop

Item	Gil	Required Items
-----	---	-----
Butterfly Sword	300	Dagger, Mage Masher
The Ogre	700	Mage Masher, Mage Masher
Cotton Robe	1000	Wrist, Steepled Hat
Desert Boots	300	Leather Hat, Leather Shirt
Yellow Scarf	400	Feather Hat, Steepled Hat
Glass Buckle	500	Glass Armlet, Leather Wrist

Now exit the area and head all the way back to the area with the inn. Go into the building that is across from the Inn (the Aircab station). Now you will view an ATE called Vivi's Shopping in which you will get a Kupo Nut. Now enter the aircab to the left and choose to go to the Industrial District.

Now exit the station via the stairs to the left of the aircab. Upon exiting, look to the left of the stairs for a Leather Wrist. Now go up the stairs in the back (to the right of the statue) to the next area. Search to the right of the pub for a Bronze Vest. Now continue up the path and enter the door near the top of the screen. Open the two chests upstairs for a Mimic card and a Steepled Hat. Now go back to the aircab station and choose to go to the Theater District.

Head outside (an ATE called Steam Engine will show up) and search the bushes to the south for 127 Gil. You can challenge most of the people in this district to a card game. Play a few of them, as there are some nice cards to win. When you are ready, head down the stairs to the left of the station. Now enter the door on the left (under the clock). This is Tantalus' hideout. After a few sequences and an ATE (What Can I Do?), Zidane will decide to see

Dagger. Now raid the chests in here for 68, 97, and 282 Gil. Climb up the ladder to the left and search the bed for a Mini-Burmecea. Now exit the hideout (another ATE, Baku and His Crew, will pop up) and go down the stairs at the bottom. This is the theater. Talk to the second lady from the left (the Fan Club Chairman) and Lowell will come out followed by a guy in a moogle suit (turns out to be Lowell). He will run off, so follow him. Now head back to the area with the aircab station, go into the building across from it (bottom right, the Artist's place). Here you will find Lowell. Talk to him to get his Autograph, then search to the right to get a Moogle Suit. Also, open the chest in here to get an Ore. Now go to the aircab station and choose to go to Lindblum Castle.

Go down the stairs and south to the next area. Now go up the stairs and down the red-carpeted path south to the next area. Go up the stairs to the right to another area. Now enter the door above the stairs to reach the guest room where Dagger was in the ATE. Here you will see Steiner. After he leaves, open the chest to the right for a Glass Armllet. Then open the chest to the left of the moogle to get an Ether. Now talk to the moogle (Mogki) to save your game. Then give him the letter from Kumop and he will want you to deliver a letter to Atla. Now head back to the lobby (the room with the fountain) and you will hear Dagger singing. Try to go to the lift and you won't be let through. Now go back up the stairs to the area with the guest room and then go down the stairs in here to find a guard sleeping to the left of the stairs. Talk to him and Zidane will steal his outfit. Now you can take the lift to the upper level. If you go north past the guard, a little scene will occur. Now, take the stairs to the left and then continue up to the very top where an FMV will play.

After that, a short chat will happen between Dagger and Zidane and then they will go over to the telescope. While you look through it, you can mark 6 locations. After that, a bunch of scenes will play and the Festival of the Hunt will get ready to start. If Zidane wins, you will get 5000 Gil, if Vivi wins, you will get a Theater Ship card, and if Freya wins, you will get a Coral Ring. No matter what, you will get the Master Hunter item. Personally, I got the Coral Ring, but I will list strategies anyways depending on who you want to win. Here they are:

FESTIVAL OF THE HUNT

When you get control of Zidane, save at the moogle (Mogki) then go out to the aircab station and board the aircab. Depending on who you want to win, there are different strategies. Here they are:

Freya: Just enter a battle have Zidane attack himself until he is KO'd or stand around for 12 minutes. Freya usually wins by default.

Vivi: Head for the Business District and save Vivi from the Fang. Then go to the Industrial District and kill time (don't kill too many monsters).

Zidane: There are two ways to win with him. First off equip the Beast Killer and Bird Killer (from the Yellow Scarf) abilities as well as the strongest weapons/armor available. When you start, go outside and defeat the Mu chasing the person. Then wait for the trick sparrow to fly down and attack you. Now go to the theater and stand by the barrels. A fang will come out and attack. Now go to the Industrial District. Defeat the fang chasing the cat around the statue. Then beat the Mu on the stairs. Go up to the next screen and beat the Mu near the Pub and another Mu at the top of the screen. Now go to the Business District. Beat the trick sparrow outside of the inn and beat

the Mu near the stairs on the right. On the next screen, defeat the Fang across from the pickle stand. Now, you have two options. You can go up the right path and defeat the Zagnol (with the help of Freya) or go up the left path. If you go left, beat the Fang first, then take out the trick sparrow near the church. Head back out and you will see a Fang chasing Vivi. Save him, and time should just about run out (if it hasn't already). If you decide to fight the Zagnol, have Freya jump and use potions when necessary and have Zidane attack.

Here is a list of monsters you can kill and how many points they are worth:

Festival of the Hunt Point Distribution

Monster	Points
Mu	12
Trick Sparrow	13
Fang	19
Zagnol	80

Afterwards, you will be given your prize as well as the Master Hunter trophy. Then a wounded Burmecian soldier will come in and say that Burmecia is under attack. Some scenes will follow and your party will decide to go and help Burmecia (Also, Steiner and Dagger run off to Alexandria to convince Brahne to stop the war). When you gain control of Zidane, head out of the room and go back to the lift. Make sure you have all of the items you need and go down to the base level. Down at the base level, take the trolley on right to Serpent's Gate. Here, open the partially hidden chest at the top left to get a Wyerd Card. Now take the trolley to Dragon's Gate. Save at the moogles here (Moonte) and read the letter from Stiltzkin. You can also buy items from the man standing nearby. Now exit through the gate to the north and you will reach...

33. Eunorus Plains/King Ed Plains

Items Found: Ether

Key Items: Moccha Coffee

Enemies: Serpion (397 HP, 184 Gil, 139 EXP, Mighty Guard Blue Magic)
Ladybug (244 HP, 193 Gil, 89 EXP, Pumpkin Head B.M.)
Ironite (889 HP, 269 Gil, 577 EXP, Angel's Snack B.M.)
Vice (129 HP, 128 Gil, 48 EXP, Vanish B.M.)
Hedgehog Pie (295 HP, 187 Gil, 119 EXP, Pumpkin Head B.M.)

Out on the World Map, there are a few things you can do. You can acquire a new member of the party (Quina) by going to Qu's Marsh. You can go to Chocobo's Forest to gain the ability to ride a Chocobo. You can go to South Gate to pick up a few items. Or you can go to Gizamaluke's Grotto to continue with the story. I recommend going to Qu's Marsh first, then Chocobo's Forest, then South Gate, then Gizamaluke's Grotto. If you wish to get Quina, skip the rest of this section and come back to it when you are done with the next section.

From the Dragon's Gate, head to the a little to the north and then east

and cross a bridge. Continue east and you will reach a circular forest. Enter it. Here you will get introduced to the Chocobo Hot and Cold Game. After getting the Gysahl Greens, head out of the forest and go to the chocobo track to the south. Now use the Gysahl Greens and Choco will run up to you. Press X to climb up and ride Choco into the forest. Talk to the moogles here (Mene) and pick the first option. He will explain the Hot and Cold Game to you. If you play the game, after a little while you will uncover a Chocograph. Now head outside and hit Circle to open the Chocograph menu. Select Streamside and ride Choco across the bridge to the west, now go south to the beach and start digging. You will uncover a chest that contains 2 Elixirs, 3 Hi-Potions, 4 Ethers, and 2 Germinas Boots. Now go back to the forest and continue to dig up Chocographs (it will take a while) until Mene says that there are no more Chocographs in the forest. After that, head back out of the forest and open the Chocograph menu. Select Between Mountains (second one). Now go all the way to the Southwest part of the continent (past Dragon's Gate) and dig in between the two mountains. You will find a chest that contains 5 Potions, 5 Hi-Potions, 2 Tents, and 2 Cotton Robes. This is the only Chocograph you can get at this time (other than Streamside). Now go back to the bridge and follow the river northeast to reach South Gate. Get off of Choco and enter South Gate.

Here, you will find a spring that completely restores HP and MP to the right. Search to the right of that for a Moccha Coffee. Now go up to the gate and search the right side near the stairs for an Ether. Now head back out. Go and get Quina from Qu's Marsh (next section) if you haven't already done so.

This is a good place to level up as you can just return to the spring to heal your wounds (instead of wasting healing items). Also, try to have Quina eat some enemies to learn Blue Magic. I have listed what skills Quina can learn from certain monsters at the beginning of each section. Try to learn at least Mighty Guard (Serpion) and Angel's Snack (Ironite). I recommend training everyone to at least level 10 before moving on. Anyways, when you are ready, enter Gizamaluke's Grotto, it should be to the north of Qu's Marsh.

34. Qu's Marsh

Enemies: Axolotl (211 HP, 236 Gil, 106 EXP, Aqua Breath B.M.)
 Gigan Toad (297 HP, 288 Gil, 178 EXP, Frog Drop B.M.)
 Clipper (294 HP, 190 Gil, 80 EXP, Aqua Breath B.M.)

To get to Qu's Marsh, just head north (press SELECT to display the map) of Dragon's Gate until you get to a swampland. Enter it. Head up the planks until you reach two familiar moogles (you can talk to them to review any tutorials). Now head into the tall grass and keep pressing up (even though you lose site of Zidane) to enter another area. Here, you will meet Quina, talk to him/her and catch a frog for him/her (You will also get to name him/her). After a sequence, you will be given the option of having Quina join your party. I recommend you have Quina join. After the scene, exit the area. Here you will be given the opportunity to catch frogs. I suggest you do so, you will be rewarded after catching a certain amount of frogs. If you leave a male and a female (or a gold frog) frog, the frogs will repopulate the pond much faster. When you are ready, exit the marsh. If you haven't visited Chocobo's Forest or South Gate and wish to do so, go back to the previous section. If not, continue north of the marsh to enter...

35. Gizamaluke's Grotto

Items Found: Bronze Vest, Mythril Gloves, Magus Hat

Key Items: Gizamaluke Bell, Holy Bell

Enemies: Black Mage Type A (398 HP, 199 Gil, 115 EXP)
 Hornet (293 HP, 194 Gil, 89 EXP, Vanish B.M.)
 Skeleton (400 HP, 209 Gil, 104 EXP, Pumpkin Head B.M.)
 Lamia (994 HP, 494 Gil, 204 EXP, Lv. 3 Def-less B.M.)
 Gizamaluke (Boss, 3175 HP, 800 Gil, 5 AP, Steal: Ice Staff,
 Magus Hat, Elixir)

After the scene, head right and talk to the injured soldier to get a Gizamaluke Bell. Then go up to the door to the north and ring the bell (it will shatter and the door will open). Go to the next room and defeat the black mages that Zorn and Thorn send out. After the battle, go under the bridge and then right to fight another Black Mage (you have to talk to it). After the fight, you will get another Gizamaluke's Bell. Go up the steps and use the bell on the left door. About halfway, search the bottom left for a Bronze Vest. Talk to the wounded soldier at the end of the path to get another Gizamaluke's Bell. Now go back down the path and down the stairs and open the far right door.

In this area, you may encounter a tough monster called a Lamia. It can entice your characters as well as make itself stronger (Might). Kill this monster as quick as possible or it could become a really tough fight. Anyways, continue around the circular staircase. Pick up some Mythril Gloves a little to the north of entering the area (check the upper rail) and get a Magus Hat under the bridge. Now go to the center of the area to see a sequence with two moogles. Give them the Kupo Nut and afterwards they will run into the room on the right. Open the chest in the center of the room for another Gizamaluke's Bell and then open the door on the right. Talk to the moogles (Moguta and Mogmi), you can save your game and use a Tent (if needed) at Mogmi. Mogmi also has a letter from Moodon. I recommend NOT climbing up the vine in this room unless you want to get killed (or are really strong). As you exit the room to the left, you will get the Holy Bell. There is a Boss fight coming up, to prepare for that equip Zidane with The Ogre. Now open the door to the left of the giant bell with your Holy Bell and you will have to fight...

Boss Fight #8: Gizamaluke

HP: 3175

Steal: Ice Staff, Magus Hat, Elixir

Weak Against: Thunder, Wind

AP Gained: 5

My Party's Levels: Zidane(11), Freya(11), Vivi(11), Quina(11)

First off, have Zidane cast Soul Blade on his first turn. This will pretty much nullify Gizamaluke's Crash attack. Then have Zidane steal the items. Have Vivi cast Thunder, Freya jump and Quina attack/heal. If Gizamaluke casts Silence on Vivi, quickly use a Echo Screen to cure that.

After the battle, the scene switches to Dagger and Steiner at...

36. Grand Citadel South Gate

Items Found: Multina Racket, Potion

Key Items: Gate Pass

Try to go through the gate and you will be stopped and questioned. After a little while, you will be let in to South Gate. Now you will need to get rid of the people that are loitering around the alley. You cannot get the chest at the north right now (on the wagon above the ladder), but you can get the partially hidden chest at the bottom left of this screen for a Multina Racket (New weapon for Dagger). Now talk to the lady on the right side (Mary) Console her and she will move. Talk to the man at the bottom right (Earnest Young Man) and pick the first option (Answer). Now go talk to the guy on the far left (fixing the gate) and pick either option. Go back and talk to the Earnest Young Man again and he will go to yell at that guy, leaving the alley clear. Now go over to the alley and the two guards from the first scene will stop you and give you a Gate Pass. Now enter the alley and Dagger will come out of the bag.

Now you will gain control of Dagger. Head to the left and open the chest for a Potion, then talk to the moogles (Grimo) to save your game. Also, agree to deliver the letter from him to Nazna. Also, you can buy items from the shop at the right side of the screen. Here is a list of items you can buy:

Bohden Station Medicine Shop

Item	Gil
----	---
Potion	50
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Tent	800

When you are ready, board the train (talk to the guy and select "Board"), then sit anywhere and a scene will play out. Then the scene shifts back to Zidane and Co. at Gizamaluke's Grotto. After some chit-chat, you will be back out on the World Map at...

37. Burmecian Plains

Items Found: Hi-Potion, Tent

Enemies: Lizard Man (589 HP, 218 Gil, 173 EXP, Lv3 Def-less B.M.)
Yeti (463 HP, 221 Gil, 133 EXP, Pumpkin Head B.M.)
Skeleton (400 HP, 209 Gil, 104 EXP, Pumpkin Head B.M.)
Nymph (458 HP, 303 Gil, 329 EXP, Night B.M.)

Head north, following the ridge, and you will reach North Gate. Enter

it. Grab the two chests here (Hi-Potion and Tent) after the short chat and then exit back to the world map. Now head west past the swirling sandstorm and go all the way west until you reach a beach. Look to the northeast and you will see some Chocobo tracks. Call Choco and open the Chocograph menu and select Healing Shore. Now dig near the beach and you will find a chest. When its opened, Choco will be turned Light Blue! Now you can swim in shallow water with Choco (The Reef ability). At this time, you can go back through Gizamaluke's Grotto and locate another chest (using the reef ability), but I'll save that for disk two.

Anyways, head back to the Grotto and go north of it until you reach Burmecia (it is raining there). Level up (I suggest at least level 12), then use a Tent and save. When you are ready, enter...

38. Burmecia

Items Found: Potion, Soft (x2), Germinas Boots, Ether, Tent, Phoenix Down, Mythril Spear, Lightning Staff

Key Items: Cancer Stellazzio, Protection Bell, Kupo Nut

Enemies: Magic Vice (297 HP, 239 Gil, 213 EXP, Magic Hammer B.M.)
Black Mage Type A (398 HP, 199 Gil, 115 EXP)
Ironite (889 HP, 269 Gil, 577 EXP, Angel's Snack B.M.)
Mimic (346 HP, 777 Gil, 320 EXP)
Basilisk (346 HP, 233 Gil, 167 EXP, Pumpkin Head B.M.)
Beatrix (Boss, 3630 HP, 0 Gil, 0 AP, Steal: Phoenix Down, Chain Plate, Mythril Sword)

After the sequence, search near the overturned cart to the north (on the left side) for the Cancer Stellazzio, then go up to the next screen. Go up a little bit and Zorn and Thorn will send out more black mages. After defeating them, go up the stairs to the right and enter the door. Get the partially hidden Soft from the chest (behind the stairs), then go up the stairs and through the door to the left (the other chest in here is a Mimic). Continue left past the door to another area. Now WALK across the bridge and open the chest to get Germinas Boots. As you go back across the bridge, it will fall down to the floor below. Now head back out and go back to where you fought the black mages. Now, go into the left door this time. Get the chest to the bottom left for a Potion and the chest to the bottom right for a Soft. Go up the stairs and cross the newly formed bridge, then go through the door to the right (the chest is another Mimic). Run through the room and choose to go to the balcony. Talk to the soldier in here (to the right), then get the Protection Bell from behind the bed (in the back of the room) and open the hidden chest to the left for an Ether. Now go all the way back to the door that you walked past (on the third floor) and ring the bell to open a new area.

After the scene, head up the stairs to the next area. Now go into the door at the bottom (straight ahead) and a scene will play. Afterwards, take the stairs to the right and enter the door on the left. Get the Phoenix Down and the Tent from the chests, then enter the door at the top (the chest to the far right is another Mimic). Here, enter the left door and Freya will get a new weapon, a Mythril Spear. Equip it, then head outside and enter the door on the right. There is a moogles in here (Atla). Walk past him to the back of the room and get the Lightning Staff from the chest that the statue is holding. Equip it on Vivi and then talk to Stiltzkin (who just walked in). He will sell you a Soft, Hi-Potion, and Ether for 333 Gil. I recommend you

take him up on his offer. Now talk to Atla and give him the letter from Mogki. You will receive a Kupo Nut. Now agree to deliver a letter to Monev. Now, save your game and use a Tent if needed. You can also buy items/equipment from him, here is a list:

Atla's Mogshop

Item	Gil
Needle Fork	3100
Glass Armlet	250
Mythril Gloves	980
Steepled Hat	260
Headgear	330
Magus Hat	400
Barbut	600
Bronze Vest	670
Linen Cuirass	800
Potion	50
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Tent	800

Now head back outside and go north to the next area when you are ready. A few scenes will play (when given an option, if you choose the second one, the story will continue) and eventually you will have to face the last boss of this disc...

Boss Fight #9: Beatrix

HP: 3630

Steal: Phoenix Down, Chain Plate, Mythril Sword

AP Given: None

My Party's Levels: Zidane(13), Vivi(13), Freya(13), Quina(13)

Have Zidane steal (as always). Have Vivi cast Slow at the beginning and Freya cast Reis's Wind. Then have Vivi cast Thundara/Blizzara and Freya jump. Quina will act as the healer and maybe attack now and then (maybe even cast Mighty Guard if you have it). Beware of Beatrix's Shock attack. At the end of the battle, she will use Stock Break and knock everyone's HP down to 1.

Afterwards an FMV will play and that will be the END OF DISC ONE.

#####

DISC TWO WALKTHROUGH

#####

Items Found: Phoenix Down

Enemies: Black Waltz No. 3 (Boss, 1292 HP, 864 Gil, 5 AP, Steal: Steepled Hat, Lightning Staff, Flame Staff)

After a couple of scenes, you will gain control of Dagger. Now head into the rest area to the right (through either entrance). Once inside, talk to the moogles (Nazna) at the bottom right (next to Steiner) and deliver the letter from Grimo. Also, agree to deliver a letter to Mochos. The man behind the desk near the moogles sells equipment and items. Here is a list of what you can buy:

Summit Station Shop

Item	Gil
-----	---
Air Racket	400
Mythril Rod	560
Glass Armlet	250
Silver Gloves	720
Mythril Gloves	980
Steepled Hat	260
Headgear	330
Magus Hat	400
Rubber Helm	250
Iron Helm	450
Barbut	600
Bronze Vest	670
Linen Cuirass	800
Potion	50
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Tent	800

Open the chest at the bottom left for a Phoenix Down, then talk to the attendant to the north of it. You will hear a familiar voice outside. Go outside, and you will see Marcus and Cinna. Go back inside and some convo will follow. Talk to Marcus (Steiner will interrupt), then Cinna, and then Steiner. Then the cable car to Alexandria will arrive and everyone will run outside. Now save at the moogles and then head outside. Go to the north and board the cable car when you are ready. Talk to Marcus and after a little while, the cab will stop and you will have to fight...

Boss Fight #10: Black Waltz #3
HP: 1292
Steal: Steepled Hat, Lightning Staff, Fire Staff
AP Gained: 5
My Party's Levels: Dagger(6), Steiner(6), Marcus(6)

He's alive! I don't know how he survived the explosion at south gate, but he's here! Anyways, Marcus will join you in this battle. Have him steal the items and then attack. Steiner cannot use sword magic since Vivi is not here, so just have him attack. Have Dagger heal the party and attack (if the Multina Racket is equipped, she should do some decent damage). The Black Waltz is weaker than before, so this battle shouldn't be too difficult.

After the battle, the Black Waltz will finally die and the cable car will continue on. Eventually, you will reach...

40. South Gate/North Station

Items Found: Elixir

Gil Acquired: 1,610

When you get control of Dagger, go up and then all the way to the right to reach the Item Shop VEGA. Here, Mary will sell you some items:

Item Shop VEGA

Item	Gil
----	---
Potion	50
Phoenix Down	150
Antidote	50
Eye Drops	80
Tent	800

Now go up to the next area. Here, take the left fork (to Dali). Show them your gate pass and they will open the gate. When on the world map, head back to the Village of Dali. Now go all the way up and then right to the next screen. Open the chest to the left for an Elixir. Now leave Dali and go back to South Gate. This time, take the right path at the fork. Go across the bridge and the down the stairs to the south and open the chest for 1,610 Gil. Now go back up and right to another area. Approach the gate and the guards will lower it. Now go right and you will be on the world map at...

41. Bentini Heights

Items Found: Ether (x3)

Key Items: Scorpio Stellazzio

Enemies: Ghost (118 HP, 126 Gil, 48 EXP)
 Mandragora (662 HP, 595 Gil, 307 EXP)
 Carve Spider (123 HP, 124 Gil, 48 EXP)
 Trick Sparrow (191 HP, 198 Gil, 65 EXP)

Head to the east and you will see the city of Treno, your next destination in the story. But first, go to the northeast and through a large forest to eventually reach a cave called Quan's Dwelling. Once inside, you will see a spring down below. Now run along the path and get the chest that is down the stairs and to the right for an Ether. Now run to the left behind the pillar and climb down the rope. Search near the bottom of the spring (along the wall near the treasure chest) for the Scorpio Stellazzio, then open the chest for another Ether. Now climb back up the rope and go north to reach another area. Climb the ladder in here (to the left) and hit X at the top to get yet another Ether. Examine the wall to the right to see a note about

Vivi. Now go through the door on the right and you will be outside. There are a couple of things to examine (the clock and the cliff), but nothing will get you any items. Now go back out to the world map and head towards Treno. Level up if you need to (you can revisit Quan's Dwelling if you need to heal). I recommend getting to at least Level 8. When you are ready, enter...

42. Dark City Treno

Items Found: Mythril Dagger, Power Belt, Ether
Key Items: Gemini Stellazzio, Taurus Stellazzio, Supersoft
Cards Found: Yeti, Tonberry
Gil Acquired: 1
Enemies: Griffin (1470 HP)

When you get control of Steiner, view the ATE that pops up (Treno Tradition). During the ATE, a man will walk up to Dagger, when you see the (!) pop up, hit X quickly and the man will only steal 500 Gil instead of 1,000 Gil. After the ATE, go over to the fountain to the left and choose to throw in 10 Gil 13 times and you will get the Gemini Stellazzio. Now go left to another area (where Dagger went). After watching the ATE (Pursuit), run over to the tower on the left. The door is locked, but you can get a Mythril Dagger from the chest on the left. Now go back to the right and then north to a new area (where Dagger and the thief was in the ATE). After watching another ATE (Confusion), continue down and right to another area (we will come back here a little later). This is the Card Stadium, view an ATE (Unexpected Visitor) here and go right to the next area. Watch the ATE here (Ambition) and go up the stairs to the right (past the drunkard) and then down to another area. Now view the ATE (Meeting Place), the last ATE in this city for now, then climb down the ladder to the right and open the chest to the left of the shop for a Yeti card and the chest at the bottom right contains 1 Gil (well, this is the slums :P). Search around behind the item shop for the Taurus Stellazzio. Here is what the item shop will sell you:

Treno Item Shop

Item	Gil
----	---
Potion	50
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Tent	800

Now climb back up the ladder and head south and you will reach the town entrance. Now head left again and on the next screen head up again to another area. Go down the stairs and follow the path up, then take a left at the fork and go into the building. Talk to the four armed man and he will give you a Power Belt. If you go to the left and then south, you will reach the synthesis shop. Here is a list of what you can forge:

Treno Synthesis Shop

Item	Gil	Items Required
----	---	-----

Butterfly Sword	300	Dagger, Mage Masher
The Ogre	700	Mage Masher, Mage Masher
Cotton Robe	1000	Wrist, Steepled Hat
Desert Boots	300	Leather Hat, Leather Shirt
Yellow Scarf	400	Feather Hat, Steepled Hat
Glass Buckle	500	Glass Armlet, Leather Wrist
Germinas Boots	900	Desert Boots, Fork
Cachusha	1000	Magus Hat, Rubber Helm
Coral Ring	1200	Lightning Staff, Rod
Gold Choker	1300	Linen Cuirass, Soft

Now exit the building and go north to another area. Run all the way up to the top left (near the lake) and search around here for an Ether. Now go into the building to the north. This is Queen Stella's home. Give her the stellazzio you have collected so far and you will get: 1000 Gil, Phoenix Pinion, 2000 Gil, Blood Sword, and 5000 Gil. Now exit the building and go back south. Now go back to the card stadium (south and right). Here, if you speak to the attendant behind the counter, he will sell you a Goblin, Flan, Skeleton, and Fang card for 100 Gil each. The Usher on the right will explain the rules to you (if you forgot or never spoke to Alleyway Jack at the beginning). Now go right to the next area and run up the stairs to the right and a moogle (chased by a dog) will fly out. Follow him over and speak to him (Mogrich) to save your game. He also has a letter from Stiltzkin. Now, equip the Bronze Armor and the Blood Sword on Steiner as well as the Bird Killer and MP Attack (if you have it) abilities. Then enter the building on the right. Talk to the woman in here (behind the counter) and pick the second option (ask about the monster). Talk to her again and, again, pick the second option. You will fight the Griffin. With the Blood Sword and Bronze Armor equipped, this battle should be easy. Just keep attacking and eventually it will go down. When you win, you will get a Tonberry Card. You can also buy equipment from the woman, here is a list:

Treno Weapon Shop

```

-----
Item           Gil
----           ---
Dagger         320
Mage Masher    500
Mythril Dagger 950
Mythril Sword 1300
Mythril Spear 1100
Air Racket     400
Mythril Rod    560
Flame Staff    1100
Ice Staff      980
Lightning Staff 1200
Fork           1100
Needle Fork    3100
Leather Wrist  200
Glass Armlet   250
Bone Wrist     330
Mythril Gloves 980
Magus Hat      400
Bandana        500
Barbut         600
Silk Shirt     400
Leather Plate  530
Bronze Vest    670
Chain Plate    810
Linen Cuirass  800

```


fight...

Boss Fight #11: Ralvurahva

HP: 2296

Steal: Bone Wrist, Mythril Fork

AP Gained: 0

My Party's Levels: Dagger(13), Steiner(13), Marcus(12)

Have Marcus steal, Steiner attack, and Dagger cast Protect and cure people when necessary. This should be an easy fight if you levelled up and equipped Antibody on Dagger and Steiner beforehand (prevents the boss from poisoning you).

After the battle, Ralvurahva will escape, and your party will continue towards Alexandria. When you get there, you will be captured by Zorn and Thorn. Then the scene shifts back to Zidane and company. Eventually, you will be out on the world map. Return to Gizamaluke's Grotto and go to the room with the moogles. Give Moguta the Kupo Nut that you got in Burmecia and he will give you an Ether. Now head back outside and equip everyone with new equipment (you got in Treno) and then head to the west. When you reach the swirling sandstorm, enter it and you will be at...

44. Cleyra's Trunk

Items Found: Phoenix Down, Ice Staff, Flame Staff, Magician Shoes, Ether, Tent, Needle Fork, Kupo Nut, Desert Boots, Remedy, Mythril Vest, Mythril Gloves, Potion, Elixir, Gysahl Greens, Hi-Potion

Gil Acquired: 900

Enemies: Dragonfly (348 HP, 307 Gil, 249 EXP, Matra Magic B.M.)
Sand Golem (342 HP, 589 Gil, 677 EXP)
Sand Golem (Core, 1091 HP)
Carrion Worm (259 HP, 319 Gil, 329 EXP, Auto-Life B.M.)
Zuu (1149 HP, 384 Gil, 320 EXP, White Wind B.M.)

First off, I'd like to point out some things about the enemies in this area. If you come across the Sand Golem, physically attack it until it melts. Then have Vivi hit the core with Blizzara (have the Ice Staff equipped if you haven't learned it). Also, if you fight the Zuu (common in one particular area), beware, as it can eat your party members and remove them from the battle completely! Sometimes, it is best just to run. But at least try to defeat it and have Quina eat it to learn the very useful White Wind Blue Magic.

When you are ready, continue up to the next area. Go up to the door, then go up the stairs to the right and pull the level to open the door. In here, follow the path to the right and open the chest for a Phoenix Down. Now head up to the next area. Open the partially hidden chest at the bottom for Magician Shoes and the partially hidden chest at the top (behind the branch) for an Ice Staff. Now head out of the area through the log to the bottom right. Run up the slope all the way to the top and open the chest in the next area for an Ether. Now go down and put Zidane's hand into the hole. Sand will start flowing out of the hole nearby. Now go back out and then down the slope and climb the vines at the top. Cross the room to the left and go

through the log to another area. Open the chest to the left for a Mythril Fork and the chest up the slope to the right for a Tent. Now talk to the moogles on the left (Monev) and give him the letter from Atla. He will give you a Kupo Nut in exchange for delivery. Save your game if you want. Now go up the slope to the left to reach another area.

In here, take the left stairway at the fork and open the chest at the top for a Flame Staff. Then go back and take the right fork to another area. Cross the bridge to the next area. Now open the chest behind the center pillar for Desert Boots and open the chest to the far right for a Remedy. Now go a little bit up from the center pillar and to the left you will find a hidden chest containing a Mythril Vest -- it teaches the Auto-Potion ability. Now go up through the middle part of the screen and you will reach a new area. Open the chest here for Mythril Gloves. Now follow the path north and pull the lever at the end of the path. Now go back to screens and then exit this time through the upper left path. Open the chest here for a Potion, then take the right path at the fork and open the chest there for an Elixir. Now go back and take the left path at the fork. Get the two chests in here for a Hi-Potion and 900 Gil. If you get sucked into the sinkholes, press X repeatedly until you get out (whatever direction you are facing is the direction it will spit you out). Also, now would be a good time to level up. I suggest getting everyone to at least Level 15. When you are ready, go to the next screen (to the left). Out here, you can encounter a Zuu. Follow the path to the next area. Now go behind the ladder and to the left and open the chest for Gysahl Greens. Now climb the ladder and go up the stairs to the right and you will reach...

45. Cleyra Settlement

Items Found: Phoenix Pinion (x2), Remedy (x2), Ether (x3), Ore, Thunder Gloves, Mythril Vest, Gysahl Greens, Echo Screen, Yellow Scarf, Elixir, Silk Robe, Magician Shoes, Phoenix Down, Emerald

Cards Found: Nymph, Zuu

Gil Acquired: 2220

Enemies: Black Mage Type B (526 HP, 321 Gil, 373 EXP)
 Alexandrian Soldier (523 HP, 311 Gil, 400 EXP)
 Antlion (Boss, 3938 HP, 1616 Gil, 5 AP, Steal: Annoyntment,
 Mythril Vest, Gold Helm)
 Beatrix (Boss, 4736 HP, 0 Gil, 0 AP, Steal: Phoenix Down, Thunder
 Gloves, Ice Brand)

When you enter, Freya will go and meet with the King of Burmecia. The Oracle will offer you a tour of Cleyra. After the tour, you will be back at the entrance to Cleyra. Afterwards, go right, to the next area. Examine the bottom of this area (a little to the right) for 970 Gil. Now go back left and then up the stairs. After the first set of stairs, search to the right for a Phoenix Pinion, then go up the second set of stairs (the stairs on the right) to the next area. After viewing the ATE (No Yummy-Yummies!), search around to the right for an Ore, then head up and talk to Dan (the guy you saved in Burmecia). He will sell you some equipment. Here is a list:

Dan's Weapons and Armor Shop

Item	Gil
----	---

Partisan	1600
Multina Racket	750
Mythril Rod	560
Flame Staff	1100
Ice Staff	980
Needle Fork	3100
Bone Wrist	330
Mythril Armlet	500
Mythril Gloves	980
Thunder Gloves	1200
Magus Hat	400
Bandana	500
Mage's Hat	600
Mythril Helm	1000
Chain Plate	810
Mythril Vest	1180
Chain Mail	1200
Mythril Armor	1830

Now go up the stairs to the right of Dan and search around the third step (on the right side) for a Remedy. Now head left to the next screen and view an ATE here (Don't Hate Me). Now go back to where Dan was and go into the building that he is standing by. This is the inn. Search the upper-left downstairs to find a Echo Screen and search the bottom-right for 1250 Gil. Now go upstairs and search near the right side of the right bed for an Ether. Now talk to the moogle (Mopli) and save your game. Mopli also has a letter from Ruby. Now exit the inn and head to the left to the next area (again). After viewing another ATE (I-I Haven't Hurt Anyone), search in between the bridge you entered on and the bridge to the right and you will find a Phoenix Pinion. Note: You can find Vivi at the inn after viewing the second ATE, but he will remain there if you talk to him. If you talk to the maiden to the left of the bridge you entered on, she will sell you some items. Here is a list:

Star Maiden Nina's Medicine Shop

```

-----
Item           Gil
----           ---
Potion         50
Phoenix Down   150
Echo Screen    50
Soft           100
Antidote       50
Eye Drops      50
Annoyntment   150
Tent           800

```

Now go down the stairs to the left to another screen. Here, check near the sign at the bottom of the stairs for some Thunder Gloves. Now go back to the previous screen and go up the stairs at the top of the screen to reach the Cathedral. Search the grass to the north for an Echo Screen, search the grass near the sign for a Gysahl Greens, then head right to the next area. After viewing the ATE (There a Mushroom!), head back to the town entrance and then right to where the quicksand was. Here, you will find Quina. Talk to him/her and you both will jump into the quicksand. Open the two chests down here for a Silk Robe and Magician Shoes. Now head left and jump down. Now head all the way back to the Cleyra Settlement (if you don't remember how, refer to the previous section). When you get there, head all the way back to the Cathedral and enter it. Search to the left of the entrance for a Yellow Scarf, then talk to the guards. They will tell you to meet Freya at the inn.

On the way back to the inn you will hear that a kid is being harmed by the Antlion. Save at the inn and equip Zidane and Quina with Desert Boots as well as Auto-Potion. When you are ready, head back to the town entrance, then head right. Here, Vivi and Freya will join you, and you will fight...

Boss Fight #12: Antlion

HP: 3938

Steal: Annoyntment, Mythril Vest, Gold Helm

Weak Against: Ice

AP Gained: 5

My Party's Levels: Zidane(15), Vivi(15), Freya(15), Quina(15)

This boss can be pretty tough, especially if you are at lower levels. Have Zidane steal the items (as always). Vivi should cast Blizzara each round. Have Freya cast Reis's Wind and jump. Have Quina heal the party members when necessary. If the Antlion uses its Sandstorm attack, have Quina cast White Wind (if you have it) and have Freya cast Reis's Wind again (it gets nullified). Auto-Potion will help greatly as well. Do NOT physically attack this boss as it will counterattack, use magic and skills.

After the battle, Puck will run off and you will see a scene at the Cathedral in which a dance is performed to strengthen the sandstorm. At the end of the dance, an FMV will play. Then some more scenes will play back at Alexandria Castle. When given an option in one of the scenes, pick either option and Kuja will come in and babble some nonsense about a play. Then another scene will play and eventually the scene switches back to Cleyra and you will control Freya. Now go back to the Cathedral and talk to the High Priest. He will give you an Emerald. Search behind the harp to get an item (I think it is random, but I got a Phoenix Pinion). Then search the back of the room for an Ore and search to the left of the entrance for an Ether. Now head back out and go to the inn. Stiltzkin is here and will sell you a Hi-Potion, Ether, and Phoenix Pinion for 444 Gil. Again, take him up on his offer. Talk to Mopli and he will get a letter from Monev. Then save your game. When you are ready, go back to the town entrance to meet up with the rest of the crew. Now climb down the ladder and go right to the next area. Then continue right to the next area. In here, continue along the path and you will be attacked by Alexandrian soldiers. They are easy to defeat and give decent EXP (you might also get a Mythril Sword Card). Continue down the trunk (fighting soldiers along the way) until you reach the bridge. Here, you will stop and Puck will tell you to get back to Cleyra immediately! Now you automatically be back in Cleyra and you will have to fight a Black Mage Type B. Now go right and you will find Stiltzkin and Mopli. Save your game and agree to deliver a letter to Serino.

Now go back left and then up the stairs in the next area and you will have to fight 3 Alexandrian soldiers then 2 Black Mages. Afterwards, pick the second option (to the right), then pick the first option (go left) and you will fight a Black Mage and 2 soldiers. Then pick the second option (cross the bridge to the right) and you will fight 3 more soldiers. Then pick either option (I picked the second one) and everyone will gather at the Cathedral. As you go in, you and the survivors are all surrounded by Black Mages. Then a mysterious knight appears and kills all of the mages. After the scene, talk to everybody in this room to get: Nymph Card, Elixir, Zuu Card, Ether, Phoenix Pinion, Remedy, and Phoenix Down. Now save at the moogle (Mopli) and heal if you need to. Now head outside and you will face...

Boss Fight #13: Beatrix (2nd Battle)

HP: 4736

Steal: Phoenix Down, Thunder Gloves, Ice Brand

AP Gained: 0

My Party's Levels: Zidane(16), Vivi(16), Freya(16), Quina(16)

This battle is almost the same as your last encounter with her. Have Vivi cast Slow at the beginning and have Zidane steal her items (as usual). Have Vivi also cast Blizzara. Have Quina cast Mighty Guard (if you have it) and heal the party members. Have Freya cast Reis's Wind and then jump. Just like last time, this fight will end with Beatrix using her Stock Break attack (knocking everyone's HP down to 1).

Now kick back and watch a few scenes (and an FMV). When you get control of Zidane, go up the stairs and down to the far door (where Beatrix went). After watching the scene with Beatrix and the Queen, start to head back down the stairs. About halfway, you will see a moogles (Serino). Go back up and give him the letter from Mopli. Then agree to deliver a letter to Moodon. Save your game if you wish, then continue back down the stairs and talk to Vivi. You all will jump into the pods and we will have a...

46. Rescue in Alexandria

Items Found: Ice Brand, Tent

Enemies: Alexandrian Soldier (459 HP, 292 Gil, 357 EXP)
Bandersnatch (899 HP, 347 Gil, 787 EXP)
Black Mage Type C (623 HP, 336 Gil, 629 EXP)
Zorn (Boss, 4896 HP, 0 Gil, 0 AP, Steal: Partisan, Stardust Rod)
Thorn (Boss, 2984 HP, 0 Gil, 0 AP, Steal: Mythril Armor, Mythril Armlet)
Beatrix (Boss, 5709 HP, 0 Gil, 0 AP, Steal: Phoenix Down, Ice Brand, Survival Vest)
Ralvuimago (Boss, 3352 HP, 1404 Gil, 7 AP, Steal: Phoenix Down, Adaman Vest, Oak Staff)

The scene switches to Steiner and Marcus in a cage. You will have to swing, using momentum, the cage back and forth until it crashes into the balcony. Here, you will battle Alexandrian soldiers. Have Marcus kill himself so that when you win the battle Steiner will collect the 714 EXP! This is a fast way to level up Steiner (I suggest at least level 16). Now run to the left side of the screen (encountering soldiers along the way) and climb the ladder at the end, then go left to the next area.

Now Steiner will reunite with Zidane, Freya, and Vivi and they will go to save the princess. A timer will pop up (30 minutes), but it should be plenty of time to rescue her. You can also fight an optional boss at this time or in disc three. The fight will be easier in disc three, so I will cover it then. Anyways, after you get control of Zidane, leave the area then go left again to the next area. Note: There are no random battles here, but when the soldiers see you, they will chase you. If you come into contact with them, you will fight them. Now go up to the next area, then enter the castle. In here, go up the stairs, then go around the balcony either way and leave the area to the south (you should recognize this place from the beginning of the game). Go up the stairs to the left and go through the double doors to

the north. Keep going up through another set of double doors. This is the Queen's Chamber. Search the upper right part of this area (the purple glow) and pick the first option (try to move it). A hidden passage will open up.

Go down the passage. Jump onto the moving platform and collect the chests to the north for a Tent and an Ice Brand. Now go right and down the long set of stairs. When you reach the bottom, go into the door to the north. When you enter, you will have to fight...

Boss Fight #14: Zorn and Thorn

HP: Zorn: 4896

Thorn: 2984

Steal: Zorn: Partisan, Stardust Rod

Thorn: Mythril Armor, Mythril Armlet

AP Gained: 0

My Party's Levels: Zidane(16), Steiner(16), Vivi(16), Freya(16)

This is a really easy fight. Zorn and Thorn will continue to pass spells back and forth to each other. All you need to do is attack the one that has the spell and it will prevent him from using it. Have Zidane steal the items and keep attacking them until they flee.

After the battle, continue north to find Dagger. After the mandatory ATE (Friendship), Zidane will pick up Dagger and carry her. Now go south and save your game at the moogle (Mosh). He also receives a letter from Kupo. Now go back outside and all the way up the stairs back to the Queen's Chamber. Here, after some chat, Zorn and Thorn come back in and they brought with them...

Boss Fight #15: Beatrix (Final Battle)

HP: 5709

Steal: Phoenix Down, Ice Brand, Survival Vest

AP Gained: 0

My Party's Levels: Zidane(16), Steiner(16), Vivi(16), Freya(16)

Use the same strategy as the last fight with her: Zidane steal, Vivi cast Slow/Blizzara, Freya cast Reis's Wind and jump and Steiner should use the Blizzara Sword. Use Phoenix Down's and Potions when necessary. Just as before, Beatrix will end the fight with an attack that reduces everyone's HP to 1 (Climhazzard).

After the battle, a sequence will take place and eventually you will have to fight a Bandersnatch with Freya and Beatrix. Just use Beatrix's Climhazzard and that should kill it. Afterwards, you will control Zidane. Now jump across the moving platform and go down the stairs. Here, you will have to fight Type C Black Mages (the best of the bunch). They are easy though, just keep attacking and heal with Dagger if needed. Continue down the stairs and you will have to fight two Bandersnatch's. Keep going down after the battle and Steiner will decide to head back up and join Freya and Beatrix. After beating another Bandersnatch, the scene switches back to Freya and Beatrix, who are surrounded by Bandersnatches. After taking care of them, Steiner will join you in taking on a couple more. After that, you will control Zidane again. Go north and enter the door. Save at the moogle (Mosh) and agree to deliver his letter to Monty. Now exit the room and go south to

the next area. Continue down and Zorn and Thorn will trap you again. But Marcus and Blank will save you and allow you to move on. Continue, and you will board the Gargant and head towards Treno. Soon after, the Gargant stops, and you will be attacked by...

Boss Fight #16: Ralvuimago

HP: 3352

Steal: Phoenix Down, Adaman Vest, Ice Staff

Weak Against: Ice

AP Gained: 7

My Party's Levels: Zidane(17), Vivi(17), Dagger(14)

Have Zidane steal (as usual) and have Vivi cast Blizzara. Have Dagger heal the party as well as cast shell/protect on everyone. If Ralvuimago coils up, do NOT physically attack, it wont do much damage and the boss will counterattack with a powerful spell that also heals itself. Stealing/Mug is still ok when it is coiled up.

After the battle, the Gargant will continue, but eventually be chased by the Ralvuimago. The Gargant will crash into the end of the tunnel, and the party ends up at...

47. Pinnacle Rocks

Items Found: The Ogre, Mythril Vest, Mythril Armlet, Peridot

Enemies: Sand Scorpion (526 HP, 315 Gil, 400 EXP)

Zaghnol (1189 HP, 546 Gil, 1261 EXP)

Seeker Bat (594 HP, 366 Gil, 449 EXP)

After the scene with the hired bounty hunters (looks like Brahne is up to no good again), the scene shifts to Zidane, Dagger, and Vivi at Pinnacle Rocks. An eidolon appears before you and introduces himself. He is the Thunder God, Ramuh. He says that he will help Dagger if she puts a four part story together correctly. Now you need to collect five pieces (two different endings) of the story scattered throughout the area. Go down and save your game at the moogle (Monty). Also, give him the letter from Mosh. Now go back up to the previous area and get the Hero part of the story. Go back out and then to the left to get the Beginning part of the story. Continue left to the next screen. Continue on the branch, then go up and right across the bridge (at the top) to the lower branch. About halfway, hit X and then pick the first option (Jump off) to get the chest containing a Mythril Armlet. Now go to the left and get the Silence part of the story. Go south to another area. Go around the sloping branch toward the chest and get the Cooperation part of the story, then get the chest for The Ogre. Go south from here to the next area. Just to the right, get the last part of the story, Human. Now open the chest at the bottom of the screen for a Mythril Vest. Save your game if you wish, then go all the way back to where you jumped off of the branch. Continue along the path this time and talk to Ramuh. Choose Beginning, Cooperation, Silence, and Hero/Human. Pick either Hero or Human, it does not make a difference which one you pick, he becomes your summon either way and you will get a Peridot. Pick the first option (Jump off now) and you will see a couple of FMV's and...

48. Lindblum in Ruins

Key Items: World Map

Items Found: Ether, Phoenix Pinion, Ore

Cards Found: Lindblum

Gil Acquired: 4595

When you arrive, destruction is everywhere. The Industrial District is gone and many building have been reduced to rubble. When you get control of Zidane, go north to the next area (you can also talk to the Alexandrian soldiers here, they wont fight you). Search the rubble to the left of the Card Freak's house (to the north) for the Lindblum Card, then go into the house and raid the chests for an Ether and Phoenix Pinion. Go back out and go up and right to the next area. Here, Minister Artania escorts you to the castle to speak with Regent Cid. He will tell you to find a way to the Outer Continent (to search for Kuja). He talks about underground passages near Qu's Marsh and gives you 3,000 Gil. Afterwards, you will find yourself back in the Business District. Dragoos will give you a discount, Alice's shop is destroyed but she will still sell you items, and the synthesis shop is still open. Here is a list of what you can get:

Dragoos' Armory

Item	Gil
----	---
Dagger	320
Mage Masher	500
Mythril Dagger	950
Ice Brand	3780
Partisan	1600
Multina Racket	750
Stardust Rod	760
Flame Staff	1100
Ice Staff	980
Lightning Staff	1200
Leather Wrist	200
Glass Armlet	250
Bone Wrist	330
Mythril Armlet	500
Mythril Gloves	980
Thunder Gloves	1200
Headgear	330
Magus Hat	400
Bandana	500
Mage's Hat	600
Mythril Helm	1000
Silk Shirt	400
Leather Plate	530
Bronze Vest	670
Chain Plate	810
Mythril Vest	1180
Chain Mail	1200
Mythril Armor	1830

Torres' Sythesis Shop

Item	Gil	Required Items
----	---	-----
Butterfly Sword	300	Dagger, Mage Masher
The Ogre	700	Mage Masher, Mage Masher
Exploda	1000	Mage Masher, Mythril Dagger
Cotton Robe	1000	Wrist, Steepled Hat
Silk Robe	2000	Silk Shirt, Bandana
Desert Boots	300	Leather Hat, Leather Shirt
Yellow Scarf	400	Feather Hat, Steepled Hat
Glass Buckle	500	Glass Armlet, Leather Wrist
Germinas Boots	900	Desert Boots, Fork
Cachusha	1000	Magus Hat, Rubber Helm
Coral Ring	1200	Lightning Staff, Rod
Gold Choker	1300	Linen Cuirass, Soft
Magician Shoes	1500	Germinas Boots, Bone Wrist
Barette	1800	Needle Fork, Barbut
Power Belt	2000	Glass Buckle, Chain Mail

Alice's Item Shop

Item	Gil
----	---
Potion	50
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Annoyntment	150
Tent	800

Make sure you sythesize the Exploda for Zidane. When you are ready, leave the area. After the ATE (The Third Jewel), continue south to the next area. Now go into the inn, which is still standing. Go upstairs and save at the moogle (Moodon). Give him the letter from Serino, then there will be a letter from Ruby. Also, agree to delver a letter to Moonte. Now, exit the inn and go to the aircab station. Travel to the Theater District (only choice). Leave the aircab station and go to Micheal's studio (across from the station). Get the Ore from the chest then leave the building. Go left and down the stairs to the next area. Talk to Lowell at the bottom of the screen and Zidane will convince him to go to Alexandria and help Ruby. Enter Tantalus' hideout and loot the chests in here for 340, 262, and 993 Gil. Now we are done here, so go all the way back to the Business District and talk to the guy at the shopping area and pick the first option (Ready).

After the ATE (Brahne's Fleet Arrives), Cid will give you a rag...erm, I mean the World Map. Another ATE will play (<Gwok-gwok!> How infuriating!) and then you will be at the Dragon's Gate. Save at the moogle (Moonte) and give him the letter from Moodon. Also, the guy standing nearby will sell you items. Here is a list:

Dragon's Gate Merchant

Item	Gil
----	---
Ice Brand	3780
Partisan	1600
Multina Racket	750
Stardust Rod	760
Mythril Armlet	500

Thunder Gloves	1200
Bandana	500
Mage's Hat	600
Mythril Helm	1000
Chain Plate	810
Mythril Vest	1180
Adaman Vest	1600
Mythril Armor	1830
Potion	50
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Remedy	300
Annoyntment	150
Tent	800

When you are ready, exit to the World Map. Go to the Chocobo tracks in front of Dragon's Gate and call a Chocobo (using Gysahl Greens). Open the Chocograph menu and select Bird's Eye Lagoon. Go to the beach next to Dragon's Gate and head west from there. Continue until you see the island in the picture. You will find a chest containing 8 Potions, 4 Phoenix Downs, 3 Ethers, and a Magician Robe. Now select Small Beach in the Chocograph menu. Go over to Chocobo's Forest and go to the beach to the southwest. Continue running along the shallow water and you will come to an island with a beach. Dig around here to find a chest containing 4 Remedy's, 2 Elixir's, 8 Rising Sun's, and an Oak Staff. Those are the only Chocographs you can locate at this time. Now go to Gizamaluke's Grotto and give Moguta another Kupo Nut. He will give you an Elixir. Now exit the Grotto the way you came and when you are ready enter...

49. Qu's Marsh Excavation Site

Enemies: Axolotl (211 HP, 236 Gil, 106 EXP, Aqua Breath B.M.)
 Gigan Toad (297 HP, 288 Gil, 178 EXP, Frog Drop B.M.)
 Clipper (294 HP, 190 Gil, 80 EXP, Aqua Breath B.M.)

When you enter, continue up until you find the moogles. Now go back up through the clearing in the grass behind them. Continue on until you reach the pond. Here you will find Quina! Talk to Quina and s/he will join you. Exit the area and come back in to catch more frogs (at this point, I have 11). When you are ready, go north to the next area. Enter the house here (Quale's) and talk to Quale. Now exit back outside. If any of your characters are at a level that is a multiple of 5, level up back out on the world map until they aren't anymore, you will know why later...

When you are ready, head right of Quale's house to the next area. Here, Quina will run off and Zidane will give chase. You will stumble upon the entrance to the excavation site, head inside. Go down the stairs and right to the next area. You will reach...

50. Fossil Roo

Items Found: Elixir, Fairy Earrings, Ether, Lamia's Tiara, Survival Vest

Enemies:

- Armodullahan (818 HP, 474 Gil, 809 EXP)
- Abomination (879 HP, 388 Gil, 913 EXP, Night B.M.)
- Griffin (1470 HP, 602 Gil, 1858 EXP, White Wind B.M.)
- Seeker Bat (594 HP, 366 Gil, 449 EXP)
- Feather Circle (619 HP, 378 Gil, 629 EXP, Lv4 Holy B.M.)
- Lani (Boss, 5708 HP, 0 Gil, 0 AP, Steal: Ether, Gladius, Coral Sword)

As you go down the first passage, a gate opens up behind you and a Armodullahan comes out and chases you. If you come into contact with it, you will have to battle it. It can cast Lv5 Death, meaning if any of your characters are at a level that is a multiple of 5, instant death will be upon them. To get past this guy, either have Vivi cast Sleep or Quina cast Night, then hit it with magic attacks. If you "beat" it, it will still continue to chase you. Continue along the path, dodging pendulums along the way. Keep going and the Armodullahan will fall into a hole. In the next area it seems Brahne's bounty hunter has found you. You will have to fight...

Boss Fight #17: Lani
 HP: 5708
 Steal: Ether, Gladius, Coral Sword
 AP Gained: 0
 My Party's Levels: Zidane(18), Vivi(18), Dagger(16), Quina(16)

Most of Lani's attacks will be on Dagger, so have her cast Reflect, on herself. Also have her heal. Zidane should steal (as usual), Quina should attack, and Vivi should cast magic. Fira, Blizzara, and Thundara are equally as effective on Lani.

After the battle, run all the way back to where the Armodullahan came out. Search the cage for an Elixir, now head back to where you fought Lani. Go down the steps to the next area. Run to the left and pick some flowers at the end of the path. Move around until you see the (!) above Zidane's head. Hit X and the Gargant will take you to the next area. Run up the stairs to the next area. In here, talk to the man standing there (Treasure Hunter) and he will talk about the area. Now go down and you will see a moogle (Mogki) as well as Stiltzkin. Stiltzkin will sell you a Phoenix Pinion, Remedy, and an Ether for 555 Gil. Mogki will get a letter from Kuppo. He will also sell you items. Here is a list:

Mogki/Kuppo Mogshops

Item	Gil
----	---
Potion	50
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Annoyntment	150
Tent	800

Now, save your game and head to the right to the next area. Pick the

flowers here and call the gargant. Go up to the next area and open the chest for Fairy Earrings, then go back out and call the gargant again. Go left to the next area and you will be back at the area with Mogki and Stiltzkin. This time go north past the Treasure Hunter through the tunnel. Call the gargant here, then go right to the next area. Flip the switch here, then go back and call the gargant again (pick the flower, then go to the center of the room), you will be taken to a new area. Go up the steps to the left and then up the top path to the next area. Open the chest for a Ether, then go back and go up the lower path. Follow the curvy path to the end and hit the switch. Now go back and call the gargant (stand on the upper platform to the left of the flowers). Go to the right and flip the switch again, then go back out and call the gargant. Go left to reach the area with Mogki and Stiltzkin again. Now go to the right of the moogles again and call the gargant once more.

You will now be in a new area with another Treasure Hunter. Talk to him and he will offer to sell you some items. Here is a list:

Treasure Hunter's Shop

```

-----
Item                               Gil
----                               ---
Ice Brand                           3780
Partisan                             1600
Multina Racket                       750
Stardust Rod                         760
Mythril Armlet                       500
Thunder Gloves                       1200
Bandana                              500
Mage's Hat                           600
Mythril Helm                         1000
Chain Plate                          810
Mythril Vest                         1180
Adaman Vest                          1600
Mythril Armor                        1830
Potion                               50
Phoenix Down                         150
Echo Screen                          50
Soft                                  100
Antidote                             50
Eye Drops                            50
Remedy                               300
Annoyntment                          150
Tent                                  800

```

Now go up the stairs to the top and hit the switch. Go right to the next area and call a gargant here. Go right to the next area and open a chest for a Lamia's Tiara. Go back out and call a gargant. Go left, flip the switch again, then go right to call the gargant again. Go down and right to

the next area (through the upper path) and you will reach a room with wall covered in vines. Climb across the vines (avoiding the spouts) and go through the cave exit on the right side of the area. You will reach an area with another Treasure Hunter, you may recognize this area from when you got the Lamia's Tiara. Talk to the Treasure Hunter and he will let you dig for the price of a Potion. Pick the first option (Sure!), then move all the way up to the upper right side of the screen where there is a wall made up of loose boulders. Continue to dig here until the wall crumbles and a moogle (Kuppo) tumbles out. Talk to him to save your game and agree to deliver a letter to Kupo. Kuppo also sells items, but has the same inventory as Mogki (the other

moogles in Fossil Roo).

If you continue digging in the walls in this room, you can get various items such as Ore, Potions, Madain's Ring, and some rare stones even. When you are done, go to the Treasure Hunter and give him his pickaxe back. Now go through the lower right exit. Search the stuff in the bottom left for a Survival Vest, then go back to the previous area. Continue left back to the area with the vines. Now climb to the upper left part of this area (again avoiding the spouts) and hit the switch. Now fall down (or climb) to the very bottom and exit the area to the bottom right. Call the gargant here then follow the path and you will reach the...

51. Outer Continent

Enemies: Griffin (1470 HP, 602 Gil, 1858 EXP, White Wind B.M.)
 Cactaur (1939 HP, 1021 Gil, 4208 EXP, 1,000 Needles B.M.)
 Zaghnol (1189 HP, 546 Gil, 1261 EXP, Matra Magic B.M.)
 Goblin Mage (983 HP, 568 Gil, 913 EXP, Goblin Punch B.M.)

When you reach the world map, head north through the canyon (underneath the structure on two tree roots). Now head east and you will see another Qu's Marsh. Enter it and catch more frogs. Go northeast of Qu's Marsh and you will reach Chocobo tracks. Call Choco using a Gysahl Greens. Open the Chocograph menu and select Abandoned Beach. Now go to the beach south of Qu's Marsh and dig there to find a chest containing 9 Phoenix Pinion's, 5 Phoenix Down's, 12 Peridot's, and Diamond Gloves. This is the only Chocograph you can find at this time. When you are ready, head west (up the slope) and go all the way until you reach the structure you passed under a few moments ago. Enter it and you will reach...

52. Conde Petie

Items Found: Phoenix Pinion
Gil Acquired: 4,500

After the scene, you will gain control of Zidane. View the ATE (Vivi and the Couple) and search to the left of the entrance for 2,700 Gil. Go through the door to the left (by the woman) and view another ATE (Quina Accused). Then go left to the next area. This is the inn, you can rest here for 100 Gil. Also, you can view another ATE (Quina Can't Communicate). Search the northern part of this room on the left side for 1,800 Gil. Leave the area (either door) and go up the stairs to a new area. After another ATE (Dagger and William), go down to the bottom of this screen and talk to Vivi. After he runs off, you can view another ATE (Hungry Bryan). Now go down the stairs at the bottom right to the next area. You will see a Black Mage here and Zidane and Vivi will follow him to the entrance of Condie Petie. The locals tell you that he comes from a forest to the southeast of the town, so that will be our next destination. After the sequence, go back to where you saw the Black Mage. This is the item shop. Search the bottom of the area (near the bottom of the stairs) for a Phoenix Pinion. You can buy items here. Here is a list:

Conde Petie Item Shop

Item	Gil
-----	---
Potion	50
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Annoyntment	150
Tent	800

Also, if you go out through the upper right, you will reach the weapon shop. Here is a list of equipment you can buy:

Goldpiler's Weapon Shop

Item	Gil
-----	---
Poison Knuckles	5000
Multina Racket	750
Stardust Rod	760
Flame Staff	1100
Ice Staff	980
Lightning Staff	1200
Oak Staff	2400
Mythril Fork	4700
Mythril Armlet	500
Lamia's Tiara	800
Ritual Hat	1000
Adaman Vest	1600
Magician Cloak	1850

Go back to the item shop and save at the moogles (Mogmatt) and agree to deliver a letter to Suzuna. Now exit the town through the town entrance and you will be back on the world map. Like the people of Condie Petie said, go to the southeast and you will see a large forest. Go through it and you will see a larger (roundish) forest coming out of it. Also, while going through the forest, you may encounter a friendly ladybug. Give her 2 Ore's and you will receive 20 AP and an Ether! When you are ready, enter the larger forest and you will be at...

53. Black Mage Village

Items Found: Elixir, Gysahl Greens, Ether, Black Belt

Key Items: Virgo Stellazzio

Gil Acquired: 2,843

Enemies: Zemzelett (1571 HP, 889 Gil, 2093 EXP, White Wind B.M.)
 Myconid (1372 HP, 726 Gil, 1368 EXP, Mighty Guard B.M.)

When you enter there will be a fork in the path and a sign in the middle. If you read the sign there will be an arrow pointing to "where there are owls" and another arrow pointing to "where there are no owls". Each time, head up the path in the direction of where there are no owls (an owl will fly

away each time). Repeat this process until you see a Black Mage show up and then turn around. Follow him and you will enter the village. Vivi, Dagger, and Quina run off to explore the town, leaving you to do the same. After viewing the ATE (Life On The Run), head to the left and search to the right of the door for an Elixir. Now go inside the door and you will be at a weapons shop. Here is a list of what you can buy:

No. 239's Weapon Shop

Item	Gil
Mage Masher	500
Mythril Dagger	950
Gladius	2300
Stardust Rod	760
Mage Staff	320
Flame Staff	1100
Ice Staff	980
Lightning Staff	1200
Oak Staff	2400
Mythril Fork	4700
Leather Wrist	200
Glass Armlet	250
Bone Wrist	330
Mythril Armlet	500
Magic Armlet	1000
Leather Hat	150
Feather Hat	200
Steepled Hat	260
Headgear	330
Magus Hat	400
Bandana	500
Mage's Hat	600
Lamia's Tiara	800
Ritual Hat	1000
Silk Shirt	400
Leather Plate	530
Bronze Vest	670
Chain Plate	810
Mythril Vest	1180
Adaman Vest	1600
Magician Cloak	1850
Survival Vest	2900

Now exit the shop and at the intersection, go up and right to the next area. View another ATE (Different Language) and talk to the moogles (Mogryos) to save your game. Also, agree to deliver a letter to Mocchi. Continue into the hut with a Chocobo carving on the door. You will find Quina in here. After watching the ATE (Visitor, Not Invader), talk to Quina if you want, and search the right side of the room for Gysahl Greens. Now head back out to the first area. Go up the steps to the north and then go left to the next area. Enter the door on the right and you will be at the item shop. Search the shelf to the left of the counter for an Ether. Here is what you can buy at this item shop:

No. 163's Item Shop

Item	Gil

Potion	50
Hi-Potion	200
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Remedy	300
Annoyntment	150
Tent	800

Head out the door in the back (to the right) and go right across the bridge and through the door. This is the inn. They will not let you stay at the moment, but they will a little later. Search the right side of this area by the beds (near the ladder) for the Virgo Stellazzio. Now head back out and through the item shop and exit the item shop to the left. Now enter the left door this time and you will find Dagger (this is the synthesis shop). After she runs off, talk to the Black Mage's in here and they will offer to forge you new weapons/armor. Here is a list of what they will forge for you:

Black Cat Synthesis Shop

Item	Gil	Required Items
----	---	-----
Butterfly Sword	300	Dagger, Mage Masher
The Ogre	700	Mage Masher, Mage Masher
Exploda	1000	Mage Masher, Mythril Dagger
Rune Tooth	2000	Mythril Dagger, Mythril Dagger
Cotton Robe	1000	Wrist, Steepled Hat
Silk Robe	2000	Silk Shirt, Bandana
Desert Boots	300	Leather Hat, Leather Shirt
Yellow Scarf	400	Feather Hat, Steepled Hat
Glass Buckle	500	Glass Armlet, Leather Wrist
Germinas Boots	900	Desert Boots, Fork
Cachusha	1000	Magus Hat, Rubber Helm
Coral Ring	1200	Lightning Staff, Rod
Gold Choker	1300	Linen Cuirass, Soft
Magician Shoes	1500	Germinas Boots, Bone Wrist
Barette	1800	Needle Fork, Barbut
Power Belt	2000	Glass Buckle, Chain Mail
Madain's Ring	3000	Bone Wrist, Stardust Rod
Fairy Earrings	3200	Magic Armlet, Soft
Extension	3500	Lamia's Tiara, Multina Racket
Reflect Ring	7000	Anklet, Madain's Ring

I suggest you get the Rune Tooth for Zidane, the Extension, and Reflect Ring. Now climb the ladder and walk across the planks and open a hidden chest at the far north for 843 Gil. Climb back down the ladder and open another hidden chest to the left of the ladder for 2,000 Gil. Now exit the synth shop and head left. Vivi will run past you. Now follow him back to the inn and talk to him. When given the option, choose to rest and a series of sequences will play out. Eventually, it will be morning and everyone will decide to head back to Conde Petie. When you get control of Zidane, go back to the synthesis shop and climb the ladder. Walk to the right, then down and Zidane will overhear to Black Mages talking. Now go back down the ladder and go to the item shop. Talk to the shopkeeper and pick the second option (Give me the usual). He will move away from the counter, leaving you with the opportunity of climbing up the ladder that he was blocking before. After climbing the ladder, jump on the bed and open the chest for a Black Belt. When you are ready, leave the village and you will be back on the

World Map. Now head back to the structure that is on the large tree roots.
Enter it, and we will have...

54. Bliss in Conde Petie

After the chat, head into the big building to the north. Now head up a little, then left and you will be in a small corridor. Go up the stairs to the north and to the next area. Run to the upper right side of this room and talk to the dwarf blocking the exit. He will tell to to find "His Holiness". Remember that corridor you were just in? Go to it and you will find the Priest here. Talk to him and Dagger will agree to marry Zidane so that they can go to the Sanctuary. After the ceremony, you will be given an option. If you pick the first option, Vivi and Quina will just sneak past the guards. If you pick the second option, Vivi and Quina will undergo the ceremony as well (in an ATE called Nuptial Joy)! Afterwards, a scene will play and you will regain control of Zidane. When you are ready, continue down the branch to the next screen and you will be on the...

55. Mountain Path

Items Found: Remedy, Tent, Ether, Moonstone

Key Items: Blue Stone, Red Stone, Yellow Stone, Green Stone

Enemies: Gnoll (1375 HP, 691 Gil, 1368 EXP)
Ochu (3568 HP, 845 Gil, 2093 EXP)
Troll (1469 HP, 854 Gil, 2093 EXP)
Hilgigars (Boss, 8106 HP, 2136 Gil, 9 AP, Steal: Phoenix Down, Mythril Fork, Fairy Flute)

Now you will see a scene in which you are introduced to a new character. Her name is Eiko (you will be able to change her name). After some chat, she will join your party (don't forget to equip her) and Quina will run off (notice I didn't list any Blue Magic at the beginning of this section) to chase after Eiko's moogle. Now go up the left slope and climb up the vine. Open the chest to the left for a Remedy. Now go right to the next area. Examine the statue on the right and take out the Blue Stone. Now go back to where you met Eiko. Go right to the next area (lower path). Climb up the vine to the right of the entrance (by the steps) and go left. Open the chest here for a Tent and examine the statue to the right and take the Red Stone. Now go back to the previous area and back down the vine, then head right to the next area. Continue right, then up to another area. Here you will see a moogle (Suzuna) and Stiltzkin. Talk to Stiltzkin and buy a Magic Tag, Tent, and Ether for 666 Gil. Now save your game at Suzuna and give her the letter from Mogmatt. She will give you a Kupo Nut in return. Take this opportunity to level up/train abilities as there is a boss fight coming up. I suggest getting everyone to around levels 23-25. When you are ready, head down the left path and climb up the ladder. Then go down and across the tree root to the next area. After the FMV, continue right and you have to fight...

Boss Fight #18: Hilgigars

HP: 8106

Steal: Phoenix Down, Mythril Fork, Fairy Flute

Weak Against: Thunder

AP Gained: 9

My Party's Levels: Zidane(24), Dagger(23), Vivi(24), Eiko(23)

This can be easy or hard, depending on how much you leveled up. This boss can cast a powerful attack called Earthquake. You can nullify this by casting float on your party members using Dagger or Eiko (DO NOT cast float one person at a time! Press R1 and you can cast float on everyone). Also, use Dagger to summon Ramuh for some big damage. Have Zidane steal as always and have Vivi cast Bio. Eiko should be the healer (or possibly Dagger if Eiko is knocked out). Kill Hilgigars fast, or he will heal himself using Curaga.

Afterwards examine the statue here and take the Yellow Stone. Now go up the right path to the next area. At the fork, take the right branch to the next area. Open the chest here for an Ether, then take the Green Stone from the statue to the right of the chest. Now go all the way back to where Suzuna and Stiltzkin are and take the right path. Examine the statue here and put in all four stones and you will receive a Moonstone. Now go back to where you fought the Boss and take the right path again. Now take the left path this time and continue. You will wind up on the World Map. Look to the north and a little to the east and you will see a circular structure to the left of a forest (almost straight ahead of the mountain path). Enter it and you will be at Eiko's home...

56. Madain Sari

Items Found: Tent, Ore, Phoenix Pinion

Key Items: Libra Stellazzio, Kirman Coffee

Enemies (World Map): Blazer Beetle (1468 HP, 740 Gil, 1548 EXP)

Goblin Mage (983 HP, 568 Gil, 913 EXP)

Troll (1469 HP, 854 Gil, 2093 EXP)

After the scenes and the ATE (Vivi's Feelings), open the chest behind Dagger for a Tent. Now check the right side of the fountain (the broken part) for the Libra Stellazzio. Now take the left path to the next area. Vivi is here, Zidane will talk to him and another ATE will pop up (Dagger's Feelings). Now go back to the previous area and an ATE will play (Eiko's Feelings). During the ATE you will be given an option on who will get the fish. Select any of the options, it does not make a difference. Now go back to the previous area and try to enter the building to the left of Vivi. Morrison will stop you and ask you to visit the Eidolon Wall.

So go back to the fountain area and another ATE will pop up (Eiko's Kitchen). During the ATE, a prompt will come up asking for how many people to cook for. Choose 11 and then pick the second option (No) when Eiko asks if she should put an oglop in the food, then lend a hand to whoever you picked to fish. After the ATE, go up the path to the northeast and to the next area. Here chat with Morrison and Zidane will decide to look for Dagger. Go back to the previous area and then take the lower right path to the next area. You will find Dagger here, talk to her and she will join you. Now go back to the Eidolon Wall and talk to Morrison and he will let you see the Eidolon Wall.

After the scene, exit the area and another ATE will pop up (Eiko's Kitchen 2). In the ATE, when given the option, choose "Ask Quina for advice". Now go to Eiko's house (the building you tried to enter earlier). Now everybody will eat and chat about different things. Eventually, Eiko will ask Zidane to carry a pot into the kitchen. Now open the chest to the right of the table for a Ore, then walk around the table (past Dagger) and open the other chest for a Phoenix Pinion. Now pick up the pot and take it left into the kitchen. Talk to Eiko and they will have a chat about the Iifa Tree. Afterwards, search to the left near the table for some Kirman Coffee. Now try to exit Eiko's house and Momatose will stop you and ask you if you want to rest. Take him up on his offer. During the night there will be a ummm... male bonding scene involving Zidane and Vivi. In the morning, Eiko will decide to join you in going to the Iifa Tree. You will be out on the World Map.

If you re-enter Madain Sari, talk to Morrison (to the right of where you enter) and will sell you some items. Here is a list:

Morrison's Shop

Item	Gil
----	---
Dagger	320
Mage Masher	500
Mythril Dagger	950
Gladius	2300
Poison Knuckles	5000
Multina Racket	750
Golem's Flute	2700
Pinwheel	200
Magic Armlet	1000
Lamia's Tiara	800
Ritual Hat	1000
Adaman Vest	1600
Magician Cloak	1850
Survivial Vest	2900
Potion	50
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Magic Tag	100
Annoyntment	150
Tent	800

Now is also a good time to level up and train abilities on the World Map because if you need to heal HP/MP, just go to Eiko's dining room and speak to Momatose to rest for free. I suggest getting to around level 25-26. When you are ready, go back to the Mountain Path and back to the area where you fought the Boss. This time take the left path and you will be back on the World Map. Now enter the giant tree to the west and you will be at...

57. Iifa Tree (Part One)

Items Found: Ruby, Phoenix Down, Hi-Potion, Ether, Lamia's Flute, Remedy,

Elixir, Brigandine

Enemies: Stroper (1840 HP, 915 Gil, 2346 EXP)
Myconid (1372 HP, 726 Gil, 1368 EXP)
Zombie (973 HP, 708 Gil, 1445 EXP)
Dracozombie (2179 HP, 941 Gil, 3229 EXP)
Soulcage (Boss, 9765 HP, 3800 Gil, 9 AP, Steal: Oak Staff,
Magician Cloak, Brigandine)

After the chat, you will be given an option. If you want to, choose either of the first two for fun, but when you are ready to move on, pick the third option (Ask Eiko). Eiko will break the seal and you will be allowed to enter. You will also get a Ruby which, if equipped, will allow Eiko to summon Carbuncle. Later on, once you have learned Carbuncle, by equipping different stones you can change what Carbuncle casts in battle. If a Ruby is equipped, it will cast Reflect on everyone. If an Emerald is equipped, it will cast Haste on everyone. If a Diamond is equipped, it will cast Vanish on everyone. And if a Pearl is equipped, it will cast Shell on everyone.

Now let me talk about the enemies here. The Steoper and Myconid are weak against Fire, so have Vivi cast Fira on them. The Zombie and Dracozombie are undead monsters, so attack them with healing items/magic.

When you are ready, continue up the path to the next area. Keep following the linear path until you reach a moogle (Mocchi). Save your game and give Mocchi the letter from Mogryu. From here, onwards, you will mostly encounter undead monsters. Now continue along the path and eventually you will get to a circular platform with markings on it. After the chat, you will be given an option. Again, you can pick the first and third one to see what happens, but to continue, you need to pick the second option (Try Standing on it).

Now you will go down the elevator and when it stops, you will have to wind your way down the roots inside of the trunk. Follow along the path until you see two branches going off to the right. Take the lower path and push the thing that is sticking out and a chest will drop down on the upper path. Open it to get a Phoenix Down. Now continue along the path a very short ways and go down a branch to the south (when the main path curves north) and open the chest for a Hi-Potion. Keep going along the path to the next area. Continue along the path and hit the switch to the left of the path (when the main path curves right). Now go to the right along the path and open a hidden chest in a cave to the right for an Ether. Continue along the path a short ways and take a left at the fork. Open the chests here for a Lamia's Flute (right chest) and a Remedy (left chest). Now go back to the main path and down to next area.

Here your party will ride a leaf elevator down to bottom of the Iifa Tree. Along the way you will have to fight several battles. The first fight consists of two zombies. After beating them, talk to Vivi and eventually you will have to fight a dracozombie. Afterwards, you will reach the bottom. When you get control of Zidane, go to the bottom of the steps and then down the next set of steps. Search behind these stairs for a hidden chest containing an Elixir. NOTE: You can go back up to the top of the tree if you want to, just use the leaf. Anyways, search behind the column that is behind Eiko and Vivi for a hidden chest that contains a new armor for Zidane, the Brigandine. Now there is a boss fight coming up and there are a couple of preparations to be made. First, equip Eiko with the Auto-Regen ability. Now equip the other characters with Auto-Potion (even Eiko too, if she has it), this will make the upcoming battle much easier. Also, if you have the Body Temp ability on any of your characters, equip it! When you are ready, examine the far left of this area, then go talk to Dagger and you will have to

fight...

Boss Fight #19: Soulcage

HP: 9765

Steal: Oak Staff, Magician Cloak, Brigandine

AP Gained: 9

My Party's Levels: Zidane(27), Dagger(27), Vivi(27), Eiko(27)

This boss has some pretty powerful attacks. Mustard Bomb can inflict a status on your character that will automatically KO your character the next time he/she acts. But, Body Temp will prevent this status effect (Heat). Also, make sure your characters are not at a level that is a multiple of 5, otherwise Lv5 Death will automatically kill them. If they are at a level that is a multiple of 5, have Eiko cast Phoenix or quickly revive them with a Phoenix Down.

As for character roles: have Zidane steal the items (as always) and attack. If he goes into a Trance, have him use his most powerful attack and that should end the battle quickly. Have Vivi cast Bio and Dagger summon Ramuh. Eiko should summon Fenrir. Casting Reflect using Eiko or Dagger would help as well.

After the FMV showing the mist going away, you will be at the entrance to the Iifa Tree. After some chat Moco will show up and tell you that there is trouble brewing back at Madain Sari. Now go back to the World Map and head through the Mountain Path to get back to Madain Sari (take the right hand path on the Mountain Path). Now there is...

58. Trouble in Madain Sari

Items Found: Survival Vest, Phoenix Down, Exploda, Elixir

Key Items: Memory Earring

Enemies: Amarant (Boss, 8985 HP, 4790 Gil, 9 AP, Steal: Ether, Poison Knuckles)

When you enter, follow Eiko all the way to her patio. Go down the steps where all of the moogles are and go through the door. You will find Eiko here. It seems that a precious heirloom was stolen. After Eiko runs off, open the two chests on the left for a Survival Vest and a Phoenix Down. Now go to the Eidolon Wall. Talk to the moogle at the door (Morrison). If you need to heal HP/MP and status effects, pick the second option. When you are ready, pick the first option (Peek inside) and you will see Lani holding Eiko hostage. Then the moogles will open the chests on the cliff and give them to you. You get an Elixir and the Exploda. Now pick the first option again (Where's Mog?). Then pick the third option (Hold on a sec). Now equip Zidane with the Auto-Potion, High Tide, and Bandit abilities for the upcoming boss fight. When you are ready, talk to Morrison and pick the first option (Go save her). Now Amarant (the other bounty hunter) will show up and betray Lani by taking the gem for himself. Now you will have to fight...

Boss Fight #20: Amarant

HP: 8985

Steal: Ether, Poison Knuckles
AP Gained: 9
My Party's Levels: Zidane(28)

This fight will be easy if you equipped Auto-Potion and High Tide. If not, heal with a Hi-Potion about every other turn or so. Now while Amarant is jumping around, it is very tough to hit him or steal from him, so just be patient and wait until he says "Here I Go!" and goes to the center. When he does that, steal the items if you wish or attack him. With High Tide equipped, you should Trance soon. When that happens, just hit Amarant with your most powerful Dyne attack and the battle should quickly end.

After the battle Zidane lets Amarant go and Eiko will run off. Go back to Eiko's dining room and talk to Momatose to rest if you want. Now go to the porch and into the room you found Eiko earlier. After some chat, allow Eiko to leave the village and join you. She will then take the heirloom with her. The heirloom is the Memory Earring. Afterwards, Zidane will wonder where Dagger went. Now exit the house and you will see a field icon pop up above Zidane's head. Well, hit X and a series of scenes (as well as an FMV) will play. Afterwards, your party will all gather at the town entrance. Amarant will show up and eventually agree to join your party (and you get to name him). You will now get to pick your party. I suggest putting Eiko and Amarant in your party so that you can train their abilities (they won't have many abilities since you just got them). If you want to, level up and train your abilities out on the World Map. I recommend getting to about levels 28-29. When you are ready, head back to the Iifa Tree. Now we will have a...

59. Battle at Iifa Tree

Items Found: Aquamarine

Enemies: Stroper (1840 HP, 915 Gil, 2346 EXP)
 Myconid (1372 HP, 726 Gil, 1368 EXP)
 Mistodon (1473 HP, 747 Gil, 2548 EXP)

After the scene with Kuja, you will be given an option. Pick the first option to change party members. I suggest Amarant, Vivi, and Eiko. If you pick the second option, you can open up the menu and set abilities. There are no enemies here that present a challenge, so equip what you want. When you are ready, pick the third option (Keep current members) and run forward to the next area.

Now wind you way up the path like you did before. Eventually a couple of scenes will play and you will be given another option. You can change your party like before or keep it the same. When you are ready, again pick the third option (Finished). After some chat, Brahne will show up and tell the Black Mages to get ready to fire a single powerful spell. Kuja then creates monsters out of the mist and you will have to fight 2 mistodons. They are easy though, just keep on attacking. After a couple of sequences, you will be thrown into another fight against a mistodon.

When you get control of Zidane, go up the branch and talk to the partially hidden moogles (Mocchi) to save your game. He also has a letter from Stiltzkin. When you are ready, head down the branch to the left as fast as

you can. You will be chased by mistodons. If you are caught, you will have to fight it. It wouldn't be a bad idea to fight a few as they give decent EXP and AP. Once you get to the bottom, Dagger will receive the Aquamarine. When you equip this on her, she will learn the Leviathan summon. Now kick back and watch the incredible ending to this disc! We have now reached the END OF DISC TWO.

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DISC THREE WALKTHROUGH

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60. Return to Alexandria

Items Found: Opal, Topaz, Amethyst, Phoenix Pinion (x2), Lapis Lazuli
Key Items: Leo Stellazio
Cards Found: Shiva, Ramuh
Gil Acquired: 6,607

After the scenes, you will gain control of Vivi. Now go right to the next area. View the ATE (It's So Big!), then walk south a little bit and talk to the hippolady (Hippaul's mother). Pick the first option (I don't mind) and you will race Hippaul. To race, alternate between the circle and square button. At first, beating him is easy, but as the levels increase, it become much more difficult to beat him. Once reaching a certain level, Hippaul's mom will reward you with an item. Here is a list of what she will give you:

Hippaul's Race

Level	Reward
-----	-----
10	Wyerd Card
20	Carrion Worm Card
30	Tantarian Card
40	Armstrong Card
50	Ribbon Card
60	Nova Dragon Card
70	Genji Card
80	Athlete Queen (Key Item)

I suggest going into the menu and configuring the buttons to the way you like so it is easier. Also, NOTE: This is the ONLY time you can do this side-quest/mini-game in the entire game. And, to know what your level is, talk to Hippaul. This can get really frustrating really fast. IMO, it's really not worth all of the trouble as you can get all of those cards later on and the Key Item is only there for show.

When you are done with that, head into Alexandria's main square (where the ticket booth is), on the way view an ATE (Long Time No See!). When you get there, view the ATE's (To Fly High and Artemicion), then enter the shops and buy whatever items/equipment you need. The item shop is on the right side of the previous screen. Here is a list of what you can get:

Doug's Item Shop

Item	Gil
Potion	50
Hi-Potion	200
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Remedy	300
Annoyntment	150
Tent	800

Weapon Supply

Item	Gil
Mythril Dagger	950
Gladius	2300
Ice Brand	3780
Partisan	1600
Ice Lance	2430
Cat's Claws	4000
Poison Knuckles	5000
Stardust Rod	760
Healing Rod	1770
Lamia's Flute	3800
Flame Staff	1100
Ice Staff	980
Lightning Staff	1200
Oak Staff	2400
Pinwheel	200
Glass Armlet	250
Bone Wrist	330
Mythril Armlet	500
Magic Armlet	1000
Mythril Gloves	980
Thunder Gloves	1200
Lamia's Tiara	800
Ritual Hat	1000
Twist Headband	1200
Barbut	600
Mythril Helm	1000
Gold Helm	1800
Magician Cloak	1850
Survival Vest	2900
Brigandine	4300
Mythril Armor	1830
Plate Mail	2320

Alchemist's Synthesis Shop

Item	Gil	Required Items
The Ogre	700	Mage Masher, Mage Masher
Exploda	1000	Mage Masher, Mythril Dagger
Rune Tooth	2000	Mythril Dagger, Mythril Dagger

Angel Bless	9000	Mythril Dagger, Gladius
Cotton Robe	1000	Wrist, Steepled Hat
Silk Robe	2000	Silk Shirt, Bandana
Magician Robe	3000	Mage Staff, Magician Cloak
Glass Buckle	500	Glass Armlet, Leather Wrist
Germinas Boots	900	Desert Boots, Fork
Cachusha	1000	Magus Hat, Rubber Helm
Coral Ring	1200	Lightning Staff, Rod
Gold Choker	1300	Linen Cuirass, Soft
Magician Shoes	1500	Germinas Boots, Bone Wrist
Barette	1800	Needle Fork, Barbut
Fairy Earrings	3200	Magic Armlet, Soft
Extension	3500	Lamia's Tiara, Multina Racket
Reflect Ring	7000	Anklet, Madain's Ring
Anklet	4000	Gold Choker, Peridot
Feather Boots	4000	Magician Shoes, Phoenix Pinion
Black Belt	4000	Twist Headband, Survival Vest
Pearl Rouge	5000	Moonstone, Elixir

Go back out to the main square. Now go exit to the bottom left and you will be in the alley. Walk past Blank and Marcus to the next area. Now go to the bell tower. Here you will find Stiltzkin, Artemicion, and Kupo. You can buy a Phoenix Pinion, Hi-Potion, and Elixir from Stiltzkin for 777 Gil. Talk to Kupo to save your game and give him the letter from Kупpo. He also has a letter he recieved from Artemicion that is from Mogrika. Also, climb up the ladder in here and ring the bell at the top to get the Shiva and Ramuh Cards. Now return to the alley and talk to Marcus.

Blank will ask you if you want to see Ruby's play. Pick the first option (Sure, I like plays). Now go down the staircase like Blank says. After the scene, you will see Dagger at the castle. Doctor Tot will come in and give Dagger an Opal, a Topaz, and an Amethyst. After some more scenes, you will control Eiko. Just head to the left, then up (as if to exit the castle) and then more scenes will play. Eventually, Vivi will join Zidane and you will get control of Zidane.

Exit the bar and watch the ATE (I Forgot!). Now head to the theater where Ruby's play is. Search the left table at the bottom for 2,680 Gil. If you go to the bell tower and talk to Kupo, he will get a letter from Stiltzkin. Now exit and go out to the main square. If you go into the weapon shop, you will find Benero, Genero and Zenero. Talk to any of them and pick the first option to play a gambling game. You can win up to 25,600 Gil by playing. Whichever one speaks ("Which one is ____?") is the one you have to find at the end. The trick is to relax your eyes, and focus on the center. This way it is easier to follow their movements. When you are done, go back to the main square and go north to the next area. After the scene, search the left steps near the soldier for a Phoenix Pinion and search the right steps for 3,927 Gil. Now approach the boat and pick the first option (Yes) to go to the castle.

When you reach the other side, search behind the fountain for a Lapis Lazuli. Now go left to the next area and then enter the tower. Search the upper right of this area for another Phoenix Pinion, then head left into the next room. You can use the statue in here to ride to the harbor, but there is nothing of interest there. If you search the top right part of this area, you can find the Leo Stellazzio. When you are ready, attempt to enter the castle and you will see Eiko being thrown out. After some more scenes (and an ATE called Clowns on a Dark Night), Zidane, Vivi, Freya, Eiko, and Amarant will wind up at the...

61. Card Tournament in Treno

Items Found: Chimera Armlet, Rebirth Ring, Cachusha, Elixir

Key Items: Burman Coffee, Mini-Brahne, Mayor's Key

Gil Acquired: 30,000

When you get to Treno, everybody will run off. View the ATE (Eiko Talks Life), then go down the stairs. View another ATE (How He Ended Up Here) and pick the first option (Stop by at home). NOTE: If you pick the second option, Marco will be in the card tournament and may play a Namingway Card. But, later on in the disc, you will get another chance to get a Namingway card, so I suggest picking the first option.

Now exit the tower and view another ATE (Memories By The Water). Now head to Stella's house and give her the stellazzio's that you have. You should get an Elixir, 10,000 Gil, and a Black Belt.

There are new items at the item shop and weapon shop as well as new equipment to synthesize. I will list everything in a moment. For now, head to the card stadium and view an ATE (City People) in which you will get a Chimera Armlet. Head right past the stadium. Save at the moogles (Mogrich) if you wish. Mogrich will get a letter from Artemicion. Now head right into the weapon shop. Equip the Auto-Potion, Jelly, Beast Killer, Counter, and Auto-Float abilities on Zidane. Also, equip anything that absorbs/defends against Thunder. Now talk to the shop owner and pick the second option to fight the Catoblepas. With Counter equipped, this fight should be a breeze. After winning the fight, you will receive 15,000 Gil. Now head to the Auction House. Now let's bid on some items, the best way to get an item is to wait until it looks like the item is going to be sold and bid on it just before it closes and you should get the item. In case you forgot, or are too lazy to scroll back up (:P), here is a list of items, you can sell to people:

Treno Auction Items

Item	Sell To
Griffin's Heart	Adventurer in front of Synthesis Shop
Rat Tail	Adventurer in front of Synthesis Shop
Une's Mirror	Gentleman in front of Synthesis Shop
Doga's Artifact	A scholar inside of Synthesis Shop
Magical Fingertip	Old Guy in front of Inn in Daguerro (to get Excalibur)

Once you sell the first four, the Magical Fingertip should appear on Disc Four (again, I will remind you when you can get it). This is essential in getting the Excalibur. You can also sell these items on Disc Four and it will still appear. Also, there are some other items to bid on. Here is a list and a reasonable price for each one:

Treno Auction Reasonable Bids

Item	Bid
Mini-Cid	2500
Griffin's Heart	8800

Doga's Artifact	9700
Dark Matter	13000
Une's Mirror	13200
Rat Tail	21000

I suggest you at least get the Dark Matter, as this allows Dagger to summon Odin. Now lets do some shopping! There are some additional things to synthesize as well as some equipment that you couldn't buy in Alexandria. Here is a list of items to buy/synth:

Slums Item Shop

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-----
Item          Gil
----          ---
Potion        50
Hi-Potion     200
Phoenix Down  150
Echo Screen   50
Soft          100
Antidote      50
Eye Drops     50
Remedy        300
Annoyntment  150
Tent          800

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Knight's Residence Weapon Shop

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Item          Gil
----          ---
Dagger        320
Mage Masher   500
Mythril Dagger 950
Gladius       2300
Ice Brand     3780
Coral Sword   4000
Partisan      1600
Ice Lance     2430
Cat's Claws   4000
Poison Knuckles 5000
Multina Racket 750
Stardust Rod  760
Healing Rod   1770
Lamia's Flute 3800
Oak Staff     2400
Magic Armlet  1000
Mythril Gloves 980
Thunder Gloves 1200
Lamia's Tiara 800
Ritual Hat    1000
Twist Headband 1200
Mythril Helm  1000
Gold Helm     1800
Magician Cloak 1850
Survival Vest 2900
Brigandine    4300
Linen Cuirass 800
Mythril Armor 1830
Plate Mail    2320

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Alchemist's Synthesis Shop

Item	Gil	Required Items
The Ogre	700	Mage Masher, Mage Masher
Exploda	1000	Mage Masher, Mythril Dagger
Rune Tooth	2000	Mythril Dagger, Mythril Dagger
Angel Bless	9000	Mythril Dagger, Gladius
Cotton Robe	1000	Wrist, Steepled Hat
Silk Robe	2000	Silk Shirt, Bandana
Magician Robe	3000	Mage Staff, Magician Cloak
Desert Boots	300	Leather Hat, Leather Shirt
Yellow Scarf	400	Feather Hat, Steepled Hat
Glass Buckle	500	Glass Armlet, Leather Wrist
Germinas Boots	900	Desert Boots, Fork
Cachusha	1000	Magus Hat, Rubber Helm
Coral Ring	1200	Lightning Staff, Rod
Gold Choker	1300	Linen Cuirass, Soft
Magician Shoes	1500	Germinas Boots, Bone Wrist
Barette	1800	Needle Fork, Barbut
Power Belt	2000	Glass Buckle, Chain Mail
Madain's Ring	3000	Bone Wrist, Stardust Rod
Fairy Earrings	3200	Magic Armlet, Soft
Extension	3500	Lamia's Tiara, Multina Racket
Reflect Ring	7000	Anklet, Madain's Ring
Anklet	4000	Gold Choker, Peridot
Feather Boots	4000	Magician Shoes, Phoenix Pinion
Black Belt	4000	Twist Headband, Survival Vest
Pearl Rouge	5000	Moonstone, Elixir

When you are ready, save your game, then head to the card stadium. If you have gotten all of the cards that I have directed you to, you should be fine. Talk to the guy to the left (at the counter) to register for the tournament. Now go through the entryway and you will be at:

Round ONE - Attic Man Wake

He uses mainly 1M cards. Pick cards that are 2M, 3M and higher. Shiva and Ramuh are good selections as well as the Tantarion card. You should have no problem winning this match.

Afterwards, view the ATE (Home Sweet Home), then head right and view another ATE (Good Old Days), during the ATE pick the first option (Of course I'm interested). Now save you game and exit Treno (view the ATE "Lessons of Life" along the way out). Head to Quan's Dwelling (if you don't remember how to get there, just head east through the large forest and enter the cave). Go out to the balcony and you will find Vivi here. After the scene, he will join you. Now exit Quan's Dwelling (if you need to heal, use the spring in here).

Go to South Gate (west of Treno) and take the left path at the fork. Have the guard open the gate (talk to him twice). Then head over to Dali and enter it. Enter the second door on the left (the Mayor's house) and pick the first option (Check the room). Now pick the first option again (Desk) and you will receive the Mini-Brahne. Now pick the first option two more times (when the boy says "Zzzz."), then pick the third option (Heater) to get the Mayor's Key. Now exit the room and head into the door just to the north (the windmill). Go to the door to the northeast and pick the first option to use the Key. Open the chest at the right side of this area for 30,000 Gil. Examine the same chest afterwards and pick the first option to

get the Burman Coffee. Now go back into the windmill and climb the ladder on the left. Now that the windmill has stopped, you can open the chests in here for a Cachusha and an Elixir. Now leave Dali and head over to the Observatory Mountain (just to the north of Dali). Talk to the old man (Morrid) near the stairs and give him the three Coffee's you have found. He will say that he will send you the model. So, the next time you are in Lindblum, you can find the Mini-Prima Vista (Don't worry, I will remind you when the time comes). Anyways, we are done here now, so it's time to head back to Treno.

When you get back to Treno, save your game at Mogrigh and then go through the entryway at the stadium to begin:

Round TWO - Cardona Bishop

He is a bit tougher than Wake, but you again should have no problem. Just pick cards that are tough (the first number being higher than 2) and have lots of arrows and you should be fine.

After beating him, view the ATE (Hallucination), then head right and view another ATE (Premonition). Now save your game. When you are ready, go back through the entryway and you will start:

Round THREE - Sailor Erin

She uses Oglop cards. Pick pretty much what you had last round (Troll, Shiva, and Ramuh will help greatly) and you shouldn't have much trouble. If you lose, just reset the game and try again. Keep trying until you win.

When you win the tournament (you should get an Oglop card), you will receive a Rebirth Ring. Eiko will then run in with some bad, bad news. The scene will now shift to...

62. The Battle of Alexandria

Items Found: Angel Earrings

Enemies: Mistodon (1473 HP, 747 Gil, 2548 EXP)
Tantarian (Optional Boss, 21997 HP, 4472 Gil, 12585 EXP, Steal: Ether, Elixir, Silver Fork, Demon's Mail)

After some scenes and an incredible FMV, you will see Dagger getting ready to give out orders to the Knights of Pluto. When given an option, pick the first one (Gather information), then pick the third option (Blutzen & Kohel). Then pick the first option again (Protect the townspeople) and then pick the first option yet again (Weimar & Haagen). Once again, pick the first option (Contact Lindblum to request reinforcements), then pick the first option (Breireicht & Laudo). Then, of course pick "Begin preparations to fire the cannons", then pick "Dojebon & Mullenkedheim". Afterwards, Beatrix will give you Angel Earrings.

When you get control of Steiner, remove Beatrix's Cross Helm and give her a weaker helmet that you don't need (it would be helpful to have the Cross Helm for Steiner or Freya). If you want, you can also do the same with her armor and add-on. Now go down and fight the Mistodon. With Beatrix, this

fight should be a piece of cake. After the fight, go down to the next area. Continue down to fight another Mistodon and then go down to the next area. Continue right to fight two Mistodons, then go right to the next area. Run down and fight another Mistodon. Then you will be thrown into another fight with a Mistodon, then another one, then another one in which Steiner Trances.

Now the scene switches to Dagger. Head up the stairs and go through the door at the bottom. Go up the stairs to the left and then through the double doors at the top. Go left, up the stairs and through the door. Go up the steps all the way to the top and exit to the right. After the FMV, go up the newly formed stairs. Continue on up and walk out to the platform at the top.

The scene now switches to Zidane and company on the Hilda Garde 2. Kick back and watch the incredible battle between Bahamut and Alexander. After more scenes and an FMV (I won't spoil it!), you will get control of Zidane (along with Freya, Vivi, and Amarant). There is an optional boss you can face at this time, this is your last chance to do so. I suggest you fight it. If you do choose to fight it, save your game at the moogles (Mosh) on the second floor. Now, it's time to make some preparations for this battle. First, equip everyone with equipment that they can learn abilities from, as you will get 30 AP from this battle. Make sure Amarant has his Poison Knuckles equipped. Now equip everyone with Auto-Potion and Antibody and equip Zidane with the Bandit ability. When you are ready, head out of the save room and enter the left library (on the bottom floor). Examine the lower left bookcase and then pick the first option twice. Now you will fight...

Boss Fight #21: Tantarion (Optional)

HP: 21,997

Steal: Ether, Elixir, Silver Fork, Demon's Mail

Weak Against: Holy

AP Gained: 30

My Party's Levels: Zidane(30), Freya(17), Vivi(28), Amarant(29)

This fight can be tricky. Initially, Tantarion will appear as a book. Have Zidane steal, Freya use Reis's Wind and have Vivi and Amarant attack. What you need to do is open the book to somewhere between pages 150 and 200. Once you get the book open, pound it with attacks. Have Zidane use Thievery, Freya use Lancer, Amarant use Spare Change, and have Vivi cast Bio. DO NOT PHYSICALLY ATTACK TANTARIAN WHILE THE BOOK IS OPEN! Otherwise, it will close again. If it somehow closes even when you don't physically attack, just open it like you did before, it will just be tough to deal with Paper Storm again. When it is open, it will only try to Poison you. With Antibody equipped, you will not be poisoned. If your MP gets low, either use an Ether or have Amarant cast Chakra. If Zidane Trances, hit it with Grand Lethal to finish it off.

After the battle, follow the path Dagger took earlier to the top (save your game along the way if you want). NOTE: You can talk to the people in some of the rooms at the castle to make them evacuate, you won't get any items for it, just the satisfaction of saving some lives. When you reach the new staircase, Zidane will decide to go alone. So, go up the steps and a FMV will play. After some chat and another FMV, the scene switches and we will begin to make...

Items Found: Egoist's Armllet, Elixir (x2), Remedy, Lapis Lazuli, Chimera
 Armllet
Key Items: Strange Potion, Unusual Potion, Beautiful Potion, Sagittarius
 Stellazzio
Gil Acquired: 7,069

After the scene, you will gain control of Zidane in the guest room of the castle. Open the chest to the right for an Egoist's Armllet, then open the chest that is up the stairs and to the left for an Elixir. Now talk to the moogle (Mogki) to save your game. Also, agree to deliver a letter to Moodon. Now go down the stairs to exit the room and you will run into Blank. When given an option, pick the first one (Where's Dagger?). If you do, an ATE will play later. Zidane will run out of the room. Now, watch the ATE (Something Washed Ashore), then head left to the next area. Go down to the next area, then board the lift. Choose Upper Level, then go left at the fork and up the stairs. Run to the left, then up the stairs and you will be on the roof. Now go up and talk to Dagger, who is by the telescope.

After the chat, view the ATE (My Bad). This ATE will only occur if you picked the first option while talking to Blank. Now head back down to where you just saw Blank in the ATE. After the convo, head up to the next area. Now head into the lower entrance (the Conference Room) and you will find Steiner, Vivi, Freya, Eiko, and Amarant. Now go up the stairs to the entrance here (The Throne Room). After some chat, you will begin the meeting with Cid. Two ATE's will play during the meeting (Self-reproach and Deep Anger). When you get control of Zidane, head back to the Guest Room on the mid level. After the scenes, view the ATE (My Hammer), then exit the castle and board the air cab. If you forgot the way, go to the lift and select mid level. Then run north past the fountain to the next area. Now run around to the left and then down the stairs and back right again to the next area. The air cab is on the left side of this screen. Choose to go to the Theater District.

Exit the station and you will find the couple that Zidane saved in Burmecia. After the ATE (The Rally) and some chat, head into the artists studio at the bottom right. Talk to the artist and he will hint at searching in his studio for a potion. Now search the bottom left of the studio to get the Strange Potion. Also, open the chest in here for a Lapis Lazuli. Exit the studio and go down the stairs to the left of the air cab station to get to the next area. Here you will find Cinna, Marcus, and Zenero. Cinna will give you the Unusual Potion. After the chat, return to where Cinna and Co. are and enter the hideout. Open the chests in here for 1273, 970, and 4826 Gil. Also, look at the left side of the room next to the ladder and you will see the Mini-Prima Vista that Morrid sent you. Now go back to the aircab station and go to the Business District.

Head across the way to the inn and give the moogle (Moodon) the letter from Mogki and save your game if you want. Also, if you examine the guestbook downstairs at the inn, Zidane will write his own message in it. Now exit the inn and go north to the next area. Search the left side of this screen to get the Sagittarius Stellazzio. Enter the Card Freak's House to the north and open the chests in here for an Elixir and a Remedy. Exit the house, then go northeast to the next area. Walk to the top of the screen to see 3 people working on reconstruction of the item shop. Talk to the woman in white (Alice) and pick the first option (Ask about the potion). She will give you the Beautiful Potion. You are ready to go back to the castle now, but you can also do some shopping around here. The Synthesist and Weapon shops are still

open and Dragoos (owner of the weapon shop) sells items as well. Here is a complete list of what you can buy/forge:

Dragoos' Weapon/Item Shop

Item	Gil
-----	---
Coral Sword	4000
Partisan	1600
Ice Lance	2430
Poison Knuckles	5000
Magic Racket	1350
Healing Rod	1770
Lamia's Flute	3800
Cypress Pile	3200
Mythril Fork	4700
Pinwheel	200
Chimera Armlet	1200
Thunder Gloves	1200
Twist Headband	1200
Mantra Band	1500
Dark Hat	1800
Gold Helm	1800
Magician Cloak	1850
Survival Vest	2900
Brigandine	4300
Mythril Armor	1830
Plate Mail	2320
Potion	50
Hi-Potion	200
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Magic Tag	100
Remedy	300
Annoyntment	150
Tent	800

Wayne's Synthesis Shop

Item	Gil	Required Items
-----	---	-----
The Ogre	700	Mage Masher, Mage Masher
Exploda	1000	Mage Masher, Mythril Dagger
Rune Tooth	2000	Mythril Dagger, Mythril Dagger
Angel Bless	9000	Mythril Dagger, Gladius
Cotton Robe	1000	Wrist, Steepled Hat
Silk Robe	2000	Silk Shirt, Bandana
Magician Robe	3000	Mage Staff, Magician Cloak
Desert Boots	300	Leather Hat, Leather Shirt
Yellow Scarf	400	Feather Hat, Steepled Hat
Glass Buckle	500	Glass Armlet, Leather Wrist
Germinas Boots	900	Desert Boots, Fork
Cachusha	1000	Magus Hat, Rubber Helm
Coral Ring	1200	Lightning Staff, Rod
Gold Choker	1300	Linen Cuirass, Soft
Magician Shoes	1500	Germinas Boots, Bone Wrist
Barette	1800	Needle Fork, Barbut

Power Belt	2000	Glass Buckle, Chain Mail
Madain's Ring	3000	Bone Wrist, Stardust Rod
Fairy Earrings	3200	Magic Armlet, Soft
Extension	3500	Lamia's Tiara, Multina Racket
Reflect Ring	7000	Anklet, Madain's Ring
Anklet	4000	Gold Choker, Peridot
Feather Boots	4000	Magician Shoes, Phoenix Pinion
Black Belt	4000	Twist Headband, Survival Vest
Pearl Rouge	5000	Moonstone, Elixir

When you are ready, head back to the Throne Room inside of the castle (Upper Level). A couple of scenes will play in which your party will decide to sail to the Outer Continent and go to the Black Mage Village. After the meeting, view the ATE (No Free Lunch), then head back to the elevator and go to the Mid Level. Now go to the air cab station and go to the Business District. Go north to where the pickle stand is and you will see a scene with Zidane and Quina. If you have more than 100 Gil, Zidane will pay the pickle lady 100 Gil, if not, you can watch an ATE later on that is called "Give Me My Money!". Anyways, Quina will join you. Now go back to the castle and ride the elevator to the Base Level. Ride the trolley on the right side to Serpent's Gate. Open the partially hidden chest to the north for a Chimera Armlet, then head south to the next area. Walk to the right and go past Artania, continue up on the dock to reach the Blue Narciss. Pick the first option (Yes) to board the ship. After some chat, you will be forced to pick your party. I suggest Quina, Steiner, and Freya for now, since they haven't been with the party for a while. Then, you will be shown the controls for the Blue Narciss, which are as follows:

Blue Narciss Controls

Button	Function
-----	-----
X	Forward
Triangle	Return to Deck
Square	Reverse
Circle	Disembark
Select	Switch Map
L1, R1	Camera Rotation
L2	Align Camera
R2	Switch Perspective
Left analog	Move left/right
Right analog	Move forward/backward

Now you can land on ANY beach in the World! You can return to Alexandria if you want, as well as go to a new city, Esto Gaza. I will be covering these places in sections later on though. You can also do some side-quests such as continuing the Chocobo side-quest, but again, I will cover them a little later on (We will have an airship, which will make it much easier to travel around the world then). One thing that I do suggest to do is train your abilities and levels on the world map for your lower level characters. Using Level Up and Ability Up would help. NOTE: If you need to switch your party members, go to the Deck of the Blue Narciss (press Triangle while on the ship) and talk to Cid. Also, if you do put Quina in your party, make sure you visit the Qu's Marshes and eat more frogs. A good place to train is at the Iifa Tree. It is located on the western end of the big continent to the north (The Outer Continent). The best way to get there is to land on the beach near Madain Sari (the Outer Continent is the big continent at the north part of the map, Madain Sari is just to the north of that, you will see a "bridge" leading to it from a mountain) and go through the Mountain Path. I suggest training everybody to around levels 28-32

(except Zidane of course). Also, have Quina eat a Stroper (1840 HP) to learn Lv5 Death and eat a Zombie (973 HP) to learn Roulette. They can be found at the Iifa Tree.

When you are ready, land on the beach to the southeast of the Black Mage Village (on the south side of the Outer Continent). Go through the big forest again and enter...

64. Black Mage Village (Deserted)

When you enter, Vivi runs off towards the cemetery. There's not much you can do since everyone is gone. If you didn't get the Black Belt in Disc Two, do so now if you want. It is in the item shop, just climb the ladder. When you are ready, head over to the cemetery where Vivi is. After the scene, Vivi runs off again, this time to the Chocobo hut. Follow him there. After the sequence, leave the Village and head back to the Blue Narciss. Board the ship and go to the east. Go around the beach at the southeast part of the continent and head to the north a little bit to get to another beach. Land here and head towards the desert to the northwest (with the sinkholes). Now we will have to deal with...

65. Quicksand in the Desert

Enemies:

- Antlion (3938 HP, 1616 Gil, 0 EXP, Mighty Guard B.M.)
- Goblin Mage (983 HP, 568 Gil, 913 EXP, Goblin Punch B.M.)
- Griffin (1470 HP, 602 Gil, 1858 EXP, White Wind B.M.)
- Troll (1469 HP, 854 Gil, 2093 EXP, Vanish B.M.)
- Ogre (3727 HP, 1204 Gil, 5507 EXP, Matra Magic B.M.)
- Grimlock (3292 HP, 1363 Gil, 6610 EXP, Night B.M.)

Walk over to the sinkholes and go up to the northernmost sinkhole. A "?" should appear, enter it. If you enter any of the other sinkholes, you will have to fight an Antlion. When you enter the northern sinkhole, you will see a scene in which Zidane and Cid are trapped in a room. When Kuja asks you to do a favor for him, pick the first option (I have no choice). When you get control of Zidane, head down and Black Mages will teleport you to Kuja's room. Now walk forward and Zidane will have a chat with Kuja. After a little while, you will choose your party. Remember, Kuja said that you can't use magic in Oeilvert, so don't pick Dagger, Eiko, or Vivi. I suggest picking Quina because there are some good abilities to learn as well as a new Qu's Marsh. I also recommend Freya and Amarant. I will write the next few sections as if you picked Quina, Freya, and Amarant to go. Now you will be teleported to the dock. Here, you will fight Ogre's and Grimlock's on the way to the airship. Defeating the Ogre's is straightforward, just attack, but the Grimlock's can be tricky. When the blue head is on top, attack it physically. When the pink head is on top, attack it with magic (preferably Blue, since you do not have Vivi). Anyways, head up the stairs to the right and follow the linear path to the airship (Hilda Garde 1) and board it. After the scene with Zorn and Thorn, you will arrive at the...

66. Forgotten Continent

Enemies: Jabberwock (3442 HP, 1156 Gil, 4675 EXP, Limit Glove B.M.)
Catoblepas (3727 HP, 1421 Gil, 6609 EXP, Limit Glove B.M.)
Adamantoise (3587 HP, 4433 Gil, 5096 EXP, Earth Shake B.M.)
Armstrong (4204 HP, 1456 Gil, 7150 EXP, Matra Magic B.M.)
Cactuar (1939 HP, 1021 Gil, 4208 EXP, 1,000 Needles B.M.)

When you arrive, try to enter the ship and Thorn will sell you some items. Here is a list:

Thorn's Item Shop

Item	Gil
----	---
Potion	50
Hi-Potion	200
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Magic Tag	100
Vaccine	100
Remedy	300
Annoyntment	150
Tent	800

Did you notice the Qu's Marsh you just flew over? It is to the north, head there and eat more frogs if you want (if you have Quina, that is). Also, equip the Clear Headed, Loudmouth and Bright Eyes abilities on your characters, it will help protect you against the monsters on this continent. If you encounter Cactuar's, only attack them when they make an appearance. Also, have Quina eat a Adamantoise (Earth Shake) and Catoblepas/Jabberwock (Limit Glove).

When you are ready, head into the canyon to the south, then turn west. When you reach the seashore, enter another canyon to the southeast. Then turn west again and keep going until you reach the shore. Look to the southeast and you will see another canyon (a backwards C-shaped canyon). Follow it until you reach a structure. Save your game if you want and enter the structure and you will be at...

67. Oeilvert

Items Found: Remedy, Rising Sun, Elixir, Diamond Sword, Shield Armor, Power Vest, Feather Boots, Gaia Gear

Key Items: Gulug Stone

Enemies: Ogre (3727 HP, 1204 Gil, 5507 EXP, Matra Magic B.M.)
Epitaph (3732 HP, 0 Gil, 0 EXP, Angel's Snack B.M.)
Garuda (3521 HP, 1279 Gil, 6933 EXP, White Wind B.M.)
Ark (Boss, 20002 HP, 5964 Gil, 11 AP, Steal: Elixir, Power Vest, Holy Lance)

Upon arrival, talk to the moogle (Mimoza) and agree to deliver her letter to Mooel. She also sells weapons and items. Here is what she sells:

Mimoza's Mogshop

Item	Gil
Diamond Sword	4700
Trident	3580
Mythril Claws	6500
Magic Racket	1350
Healing Rod	1770
Fairy Flute	4500
Cypress Pile	3200
Silver Fork	7400
Pinwheel	200
Chimera Armlet	1200
Egoist's Armlet	2000
Thunder Gloves	1200
Diamond Gloves	2000
Mantra Band	1500
Dark Hat	1800
Green Beret	2180
Gold Helm	1800
Cross Helm	2200
Brigandine	4300
Judo Uniform	5000
Plate Mail	2320
Gold Armor	2950
Hi-Potion	200
Phoenix Down	150
Soft	100
Antidote	50
Eye Drops	50
Magic Tag	100
Remedy	300
Annoyntment	150
Tent	800

You should buy the Trident for Freya and the Mythril Claws for Amarant. Save your game if you want, then follow the path north when you are ready. Let me talk about the Epitaph's you will encounter here. It will open itself up and release a clone of one of your characters. If it is a member of your current party, it will cast Death on he/she. They give large amounts of EXP and the max amount of clones it will make is 3. It doesn't do this at the same time, it will wait until the clone is dead before making another one. It will also try to Petrify you, so equip the Jelly ability on all of your characters.

When you reach the front door, it will open automatically. After it opens, head inside. Head to the back of the room and open the chest behind the stairs for a Remedy. Then go up the stairs and open the chest for a Rising Sun. Now go left (on the upper platform) to the next area. Open the chest at the upper right corner for an Elixir, then examine the blue orb in the center of the room to make it turn red. Go back to the previous area.

Now go back down the stairs and take the left path to the next area. Walk forward a little bit and open the chest at the bottom right for a Diamond Sword (new weapon for Steiner). Walk to the left and a short scene

will play involving the holograph at the center of the room. After that, continue around the holograph and open the chest at the upper right for a Shield Armor. Now go down the stairs at the bottom left to the next area.

Open the chest at the bottom right for a Power Vest. Ignore the projectors (with the yellow light coming out) for now and go up the steps and open the chest for Feather Boots. Now, there is a certain order that you must step on the projectors (there are 4 of them). Start with the upper left one and work your way clockwise. If you did it right, you will see an airship at each projector. After activating all four, head up the stairs, then go up another set of stairs to the upper left to go to the next area.

Walk across the first bridge to reach a platform. Now, examine the orb on the platform to begin a slideshow. After the slideshow, continue left across another bridge. Now head back out through the exit at the lower right. Go right to another area. Go up and you will find a moogles (Mooel) and Stiltzkin. Stiltzkin will sell you a Hi-Potion, Emerald, and Elixir for 888 Gil, take him up on his offer. Also, deliver the letter to Mooel from Mimoza. Save your game and head back left two areas, to where you just were. Now walk around the hologram again and enter the left door at the top part of this area.

After watching the scene with the creepy faces, head back over to where Mooel and Stiltzkin is. Notice Stiltzkin is no longer there, that is why I had you go to him before, because he will not be there are watching the scene with the faces. Walk over to the right side of the room and open the chest near the door for Gaia Gear (after the sequence with another hologram in the center of the room). Now take this opportunity to train levels/abilities as there is a boss fight coming up. Try to get everyone to levels 33-38. If you need items, you can still go back to Mimoza outside, who is still selling items. When you are ready, make sure everyone is equipped with Clear Headed, and head through the door at the upper right. Ride the platform down. Examine the object and you will have to fight...

Boss Fight #22: Ark

HP: 20,002

Steal: Elixir, Power Vest, Holy Lance

Weak Against: Wind

AP Gained: 11

My Party's Levels: Zidane(37), Quina(34), Freya(34), Amarant(35)

The only attack of Ark's to watch out for is Photon, which will reduce a character's HP to 1. Have Freya use Reis's Wind and use a Hi-Potion on the character that was hit by it. Ark's only other attack to keep an eye out for is its Propeller Wind attack. If you don't have Clear Headed equipped, your character will become confused, so make sure it is equipped! Also, this attack sometimes takes away the Auto-Regen ability that Reis's Wind had cast, so just cast it again.

Character roles: Zidane should steal (as always) and attack if he goes into a Trance. Use the most powerful Dyne attack (probably Grand Lethal) then. Freya should be the healer, cast Reis's Wind and use other skills such as Lancer. Have Quina heal people as well and attack. Have Amarant Throw Pinwheels and Rising Sun's as they will do BIG damage to this Boss. When you run out of them, just attack normally.

NOTE: When you win the battle, you will get a Pumice Piece. Hang on to this item, DO NOT SELL IT.

After the fight, examine the object again and you will get the Gulug Stone. Now the scene will shift to the...

68. Desert Palace

Items Found: Promist Ring, Anklet, Shield Armor, N-Kai Armlet, Black Hood,
Venetia Shield

Key Items: Hourglass Key

Cards Found: Namingway

Enemies: Ogre (3727 HP, 1204 Gil, 5507 EXP)
 Grimlock (3292 HP, 1363 Gil, 6610 EXP)
 Drakan (3292 HP, 1118 Gil, 5675 EXP)
 Torama (3292 HP, 1118 Gil, 5675 EXP)
 Valia Pira (Boss, 12119 HP, 4089 Gil, 11 AP)

After the scenes, you will have control of Cid. Now go down, and make a right at the fork. Now you will have 6 minutes to grab the key that is in the room. You must move Cid across the room without catching the attention of the Hedgehog Pie. If it sees you moving, you will have to start over. Watch the Hedgehog Pie's back, if you see it start to look back, stop moving completely! The closer you get to the key, the more the Hedgehog Pie looks. Keep trying until you get the key. Once you have the key, pick the third option (Put weights on the scales), then pick the last option (Clay, stone, and iron) and Cid will use the key to turn the hourglass.

After the chat, Vivi, Eiko, Steiner and Dagger are reunited and you will gain control of Eiko. Now head right, back into the room with the hourglass. You will find a moogles here (Mojito). Agree to deliver a letter to Mogsam and save your game. Also, Mojito will sell you some items. Here is a list:

Mojito's Mogshop

Item	Gil
-----	---
Diamond Sword	4700
Trident	3580
Mythril Claws	6500
Magic Racket	1350
Healing Rod	1770
Fairy Flute	4500
Cypress Pile	3200
Silver Fork	7400
Pinwheel	200
Chimera Armlet	1200
Egoist's Armlet	2000
Thunder Gloves	1200
Diamond Gloves	2000
Mantra Band	1500
Dark Hat	1800
Green Beret	2180
Gold Helm	1800
Cross Helm	2200
Brigandine	4300

Judo Uniform	5000
Gold Armor	2950
Potion	50
Hi-Potion	200
Phoenix Down	150
Soft	100
Antidote	50
Eye Drops	50
Magic Tag	100
Remedy	300
Annoyntment	150
Tent	800

Now head back to the previous area and go left to the next area. Continue left, then go up the stairs. Now go up to the large angel statue on the left and examine it. Eiko will light the candelabra and an orb across the way will start glowing. Go examine the orb and pick the first option to get a Promist Ring. This has the Mag Elem Null ability that Vivi can learn, it will nullify any enemies' resistance to any element. Anyways, continue up to the next area.

Examine the angel statue in the center, then run to the far right, then run to the far left (as if to exit) and a new staircase will appear. Follow the magical stairway to the end and light the candelabra at the end (to the right). Now go back to the last area and open the chest on the right side of the screen (where you ran to at first) to get Fairy Earrings. Now head left to the next area (where you were going to go before).

Light all three braziers here and you will be allowed to go through the door to the north. Go through the door and across the balcony and you will be on the right hand side of the previous area. Now light the bottom left brazier ONLY (by the flowers). Now go back across the balcony to the left side and go through to the center area. Examine the thing in the center and it will say "The path will open when all lamps are lit". Light the two braziers at the top of the stairs (to the south, one is on the left of the stairs, one is on the right of the stairs) and you will be able to go to the right side of the area without having to go to the balcony. Now light the two remaining braziers on the right side of the room, then go down the steps at the center and light the last one. Examine the thing in the center again (the one that said "The path will open when all lamps are lit"), pick the first option and you will get an Anklet. Now exit the area through the door on the right.

Walk forward a little bit and light the candelabra on the right (by the angel statue that is NOT lit). Then examine the other angel statue next to it and pick the first option to get a Shield Armor. Now continue up and go up the stairs at the end. Light the candelabra that is right next to the top of the stairs, then follow the path and enter the door to reach a library.

Light the candelabra to the far right, then go up the stairs at the lower right side of the room and light the candelabra to the left. Now go through the doorway that just opened (to the right), examine the orb and pick the first option to get an N-Kai Armllet. Equip this on Vivi to learn Water, you will need it later on. Go back to the library and go down the stairs to the bottom. Go up the smaller steps to the north and light the candelabra to the right to reveal another door. Go through it and follow the balcony (light the candelabra along the way) to the top. Light the candelabra here, then head back to the library. Go down the steps and light the candelabra on the right to reveal another door. Go through it and light another candelabra. Now go back to the library and go through the newly opened path to the left.

Here you will find a moogle (Mogsam). Deliver the letter from Mojito and save your game. Now would be a good chance to train your levels/abilities to catch up with Zidane and the others. You should get to around levels 34-36. Vivi's magic works best here. If you need to replenish his MP, have him equip the Gaia Gear so that he has Osmose. Use Osmose in battle on an enemy and Vivi will get back a LOT of MP, so you dont have to use any Ethers.

When you are ready, head left from Mogsam to the next area. Light the two candles on either side of the gargoyle to make the orb glow. Now examine the orb and pick the first option to get a Black Hood. Equip it on Vivi, it will teach him the Death spell. Now go through the door to the left of the gargoyle and across the balcony to the other side. Light the two candles to the right to make another orb glow. Examine it and again pick the first option to get a Venetia Shield. Now light the other candle to the far left and put out the light on the left side of the angel statue. Cross the blacony back to the other side and put out the candle on the left side of the gargoyle. A staircase will appear on the left.

Before heading up it, a few preparations need to be made. First, make sure Vivi has the Water magic attack (learned from the N-Kai Armlet). Also, make sure Dagger can use the Leviathan summon (learned from the Aquamarine). And make sure Eiko can summon Carbuncle (learned from the Ruby). Now, save your game in the previous area if you want, then continue up the stairs to the next area. Light the candelabra at the top of the stairs and you will have to fight...

Boss Fight #23: Valia Pira

HP: 12,119

Steal: N/A (Zidane is not here)

Weak Against: Water

AP Gained: 11

My Party's Levels: Eiko(35), Steiner(35), Vivi(35), Dagger(35)

The first thing the Valia Pira will do is check for bloodstones (the orbs you extracted from) to gain offense/defense, if you extracted the items, that is followed this part of the walkthrough EXACTLY, it will gain no bonuses. This will make it much easier for you.

Character roles: Have Vivi cast Water and have Dagger summon Leviathan. Use Eiko as a healer, and have her summon Carbuncle to cast Reflect on everyone. When the Valia Pira casts Reflect on itself, then have Vivi cast Water on HIMSELF (only if Vivi has the Reflect status as well). This way it will bounce off him and hit the Boss. Steiner should use his Water Sword attack. With this strategy, this boss should be a breeze.

After the battle, light the candelabra at the top of the stairs again to make a white light appear at a platform below you. Step into it and hit the X button.

Now you will get control of Zidane, who will be at the airship dock. Now follow the path back to the teleporter and use it to teleport back to Kuja. Head up the stairs go to the doorway where Kuja said he is. After the scene, you will get to choose your party. I suggest taking Vivi, Steiner, and Amarant, but it is up to you. Now search the lower left side of the area (by the stack of books) to get a Namingway Card. Exit back out and go down the stairs. Take the teleporter on the left.

Now head back to the airship dock. Continue straight instead of going to the right (where the airship was) to go to the next area (the Black Mage was blocking it earlier). After the sequence, hit the switch at the top of the stairs (to the right) and climb down the ladder. Now run down the slopes and continue up to the top left of this screen to the next area. After the scene, you will wind up at the...

69. Lost Continent

Enemies: Whale Zombie (3730 HP, 1528 Gil, 6609 EXP, Lv5 Death B.M.)
 Green Vepal (4363 HP, 1270 Gil, 6434 EXP, Aqua Breath B.M.)
 Blazer Beetle (1468 HP, 740 Gil, 1548 EXP, Limit Glove B.M.)
 Gigan Octopus (3584 HP, 1840 Gil, 6096 EXP, Mighty Guard B.M.)

You will pick your party members again. Pick whoever you want, it doesn't matter since you can just return to the ship and talk to Cid to change your party anyway. There is not much to do out on the World Map. You can call Choco and get another chest, but I will save that for later. From where the ship lands, look to the west for a brown structure. This is your next destination. I recommend leveling up your characters to around levels 39-41 before continuing. When you are done, I suggest you now pick Steiner, Vivi and Quina to be in your party. When you are ready, equip everyone in your party with the Locomotion ability, then enter the brown structure. You will be at a new city called...

70. Esto Gaza

Items Found: Wing Edge

Enemies: Garuda (3521 HP, 1279 Gil, 6933 EXP, White Wind B.M.)

You will be outside, head for the entrance to the building. You may encounter Garuda's along the way. They cast Stop in battle, so that is why I had you equip Locomotion. When you enter the building you will see a sequence involving Kuja. After the scene, head right to the next area. Here you will find the equipment/item shop. Talk to the guy behind the counter and you will be able to buy:

Esto Gaza Shop

Item	Gil
----	---
Galdius	2300
Zorlin Shape	6000
Diamond Sword	4700
Flame Saber	5190
Heavy Lance	4700
Scissor Fangs	8000
Magic Racket	1350
Asura's Rod	3180
Hamelin	5700
Cypress Pile	3200

Octagon Rod	4500
Silver Fork	7400
Rising Sun	500
Egoist's Armlet	2000
N-Kai Armlet	3000
Jade Armlet	3400
Diamond Gloves	2000
Venetia Shield	2800
Black Hood	2550
Red Cap	3000
Cross Helm	2200
Judo Uniform	5000
Power Vest	7200
Gold Armor	2950
Shield Armor	4300
Hi-Potion	200
Phoenix Down	150
Magic Tag	100
Vaccine	100
Remedy	300
Annoyntment	150
Tent	800

Lots of good new equipment to buy here, most notably: Flame Saber (Steiner), Heavy Lance (Freya), Scissor Fangs (Amarant), Asura's Rod (Dagger), Hamelin (Eiko) and Octagon Rod (Vivi). Buy a few Black Hood's as well. The Octagon Rod will teach Vivi the three advanced elemental attacks (Firaga, Blizzaga, Thundaga). Also, buy some Vaccines if you dont have any. Now, check the right side of this screen a Wing Edge (you have to go left around the counter to get it). Now head back left to the previous area.

There are now more people in this area. If you talk to the priest on the left side, he will let you stay at the inn for 100 Gil. You shouldn't have to though as you should have been healed automatically when you entered. When you are ready, head up the steps at the top of the screen to go outside. Here you will find a moogle (Mogrika). She will receive a letter from Artemicion, also, agree to deliver a letter to Moolan and save your game. You may also encounter Garuda's out here, so keep Locomotion equipped. Head up the steps to the north. Continue north and examine the platform. You will look over and see an island. Remember this, as we may come back here later...

Head back down the stairs and continue right from where the moogle is. Follow the path and enter the gate to reach...

71. Mount Gulug

Items Found: Ether, Red Hat, Golden Hairpin, Wing Edge, Gaia Gear, Demon's Mail, Elixir, Ribbon

Gil Acquired: 9,693

Enemies: Grenade (4685 HP, 1336 Gil, 7459 EXP, Mustard Bomb B.M.)
 Red Vepal (4022 HP, 1326 Gil, 6933 EXP, Mustard Bomb B.M.)
 Wraith (4686 HP, 1345 Gil, 8010 EXP, Mustard Bomb B.M.)
 Worm Hydra (4846 HP, 1345 Gil, 8010 EXP, Bad Breath B.M.)
 Red Dragon (8000 HP, 5156 Gil, 22377 EXP, Twister B.M.)
 Meltigemini (Boss, 24348 HP, 6428 Gil, 11 AP, Steal: Vaccine,

Golden Hairpin, Demon's Vest)

Before going anywhere, unequip Locomotion on everyone and equip Body Temp and Antibody on everyone. Now, do you see why I had you bring Quina? Quina can learn Bad Breath, Twister and Mustard Bomb from the enemies here. These can be very useful. Ok, now head left into the house. Examine the bottom right and you will find 9,693 Gil. There is also a sign on the left side of this room. Climb the ladder in here and search in the rubble to the south to find an Ether. Now exit to the left. Climb down the ladder out here and search the upper right part of the platform for a Red Hat. Now head all the way back to where you entered the mountain and go right into the next house.

Continue right to the end of the path (where a rope is) and walk down, then to the right. A "!" should pop up. Hit X and Zidane will jump to a platform above him. Continue right and go through the doorway. Follow the path and open the chest to get a Golden Hairpin. Now head back to where the rope is (jump off of the platform) and examine it to slide down.

From where Zidane jumps off the rope, head right to the next area. You will find a moogle here (Moolan). Save your game and give him the letter from Mogrika. Also, agree to deliver a letter to Mogtaka. Search the bottom right in this room for a Wing Edge. Now head out the door to the upper right to the next area. Continue along the path, going up the two sets of stairs and out through the upper left exit. Follow the path to the end to get a Gaia Gear. Now go back to where Moolan is. Along the way, you will have to fight 2 Red Dragons, attack it by having Vivi use Water and Steiner use Water Sword. Make sure Quina eats one, as s/he will learn Twister.

Save your game, then head left from where the rope is to the next area. Continue left and go into the house on the left. Open the chest at the bottom right to get Demon's Mail. Leave the house, then go through the door that is next to the house. Go up the stairs and talk to the moogle (Mogtaka). Give her the letter from Moolan and save your game. She will also sell you items. Here is a list:

Mogtaka's Mogshop	

Item	Gil
----	---
Potion	50
Hi-Potion	200
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Magic Tag	100
Remedy	300
Annoyntment	150
Tent	800

Continue up the stairs next to Mogtaka to the next area. Head into the building to the right. Walk forward and you will be forced to fight another Red Dragon. Defeat it like before and then open the chest at the top for an Elixir. Now head back to where the rope is. Examine the lever to the left of it and pick the second option (Pull down) three times. Climb down the rope to the bottom and you will have to fight two more Red Dragons. Make sure Antibody is equipped, then go through the hole in the wall that the dragon created.

After the scenes, you will enter a "fight". You don't have to do anything, just kick back and watch what happens. After the battle, you will get a Ribbon. This will allow Eiko to summon Madeen. After the sequence, you will have to fight...

Boss Fight #24: Meltigemini

HP: 24,348

Steal: Vaccine, Golden Hairpin, Demon's Vest

Weak Against: Fire, Holy

AP Gained: 11

My Party's Levels: Zidane(45), Steiner(42), Eiko(35), Quina(42)

The Boss will use an attack that will inflict Virus on everyone. Use Vaccines on everybody, then have Quina use Bad Breath. This should shrink the boss and make its attack/defense much lower. Have Zidane steal the items, then attack. When the Boss is in the Mini status, this fight should be really easy. If Quina doesn't have Bad Breath, have Eiko use Mini on it.

After the battle, the scene will switch to Lindblum and we will learn about the...

72. Missing Princess/Hilda Garde 3

Items Found: Garnet, Tent, Elixir (x3)

Gil Acquired: 3,206

Cards Found: Elixir

After the scene, Zidane will wake up in the guest room at the castle. Talk to the moogle at the top (Mogki) and agree to deliver a letter to Kumool. Also, save your game, then head for the conference room (upper level, the door on the bottom floor). Now you will see a long scene in which Hilda will explain some things to you (an couple of ATE's will play as well, called "Team" and "Recovery") and give you your next destination (in the story, that is). Now, you will see some more scenes (and an FMV) in Alexandria. Beatrix will give you the Garnet in one of the scenes. After the FMV, you will be on an airship (Hilda Garde 3). Then you will pick your party members. Pick any that you like (I picked the weaker ones at this point: Eiko, Dagger, and Amarant). You will be shown the controls for the ship, they are the same as the Blue Narciss' controls. Now you can travel anywhere on the world map! There are side-quests to do as well as new areas to explore!

But first, return to the deck of the ship. You can talk to the guy to the north with his back turned and he will let you change party members at any time. Head left to the next area. Go down the stairs and left through the door. Now go right, past Freya and Vivi, to the next area. Search to the right of the ladder for a Tent. Now go all the way back to Erin (the pilot) and talk to her. Pick the first option to take off again. Now fly over Lindblum and choose to Enter It. Walk back (to the airship dock) and talk to the Aviator and pick the first option (Board, then go to the bridge). Climb down the ladder and go through the gate to the left. You will see Erin climb down the other ladder. After she leaves, climb the ladder and examine the compartment at the top (which is now open) to get an Elixir.

Now go up and talk to Erin and pick the first option again to take off.

Hit SELECT and bring up the big map. Move the cursor over to Treno and select it. Your airship will automatically fly there. You can do this same method to automatically fly to any destination on the World Map (as long as it is a dot on the map, of course). From now on, I will just say "fly to ___" and you will have to use this same process to get there (or fly to it manually). Now fly directly north of Treno to reach a valley that you could not access earlier. Look to the west down in the valley and you will see a gate. Land your ship near the forest, then go and enter the gate (another part of South Gate). There is a moogle here, in the trunk to the left (Mosco). Open the chest next to the moogle for an Elixir, then go up to the gate at the north and open the chest to the left for 3,206 Gil. Also, there is a partially hidden chest at the top right, open it for another Elixir. Now exit South Gate and return to your airship.

Fly directly west over the mountain. Turn your ship around and face the big gate (with the "L" on it). Look to the west of it, on the upper "platform" and you will see another gate. Land the ship and enter the gate. Now you will be at where Steiner and Dagger were on Disc One. After some chat, the guards will let you through. Go forward and climb the ladder that Steiner couldn't on Disc One and open the chest for an Elixir Card. Now exit back out and board the airship. Now, it is time to do some...

73. Side Quests

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Side Quest #1: Chocobo Hot & Cold Game

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This is by far the longest side-quest in this game, but it is also extremely rewarding. It will allow you to do other side-quests as well as get you some of the best equipment, items, and cards in the game. If you have followed this walkthrough so far, you should have located 6 Chocographs (chests) on the World Map and dug up all of the Chocographs that are in Chocobo's Forest (9), as well as have the Reef ability (Light Blue Choco). Now, there are more Chocographs to locate in other places, so lets head to the next location. First, let me say where certain Continents are on the World Map, this way it is easier for me to give directions to a certain place.

Continents Description

Continent	Location on Map
-----	-----
Mist	Bottom right (Alexandria, Dali, Lindblum, Treno, Cleyra, Burmecia)
Outer	Top right (Black Mage Village, Conde Petie, Madain Sari, Iifa Tree)
Forgotten	Bottom left (Oeilvert, Ipsen's Castle)
Lost	Top left (Esto Gaza)

Get in your airship and fly to the chain of islands to the south of the Forgotten Continent (the western continent). Look for an island with

Chocobo tracks, land on it and call Choco. Head north, following the light blue water, head northeast to where the sky will turn orange (near the Forgotten Continent), then hook southeast and follow the chain of islands until you reach a cave that is tucked away on the side of an island. Enter it. Now you will be at Chocobo's Lagoon! Continue to dig up Chocographs here. With the Reef ability, you will dig for half the time at half the price (until you get the Ocean ability). Keep digging up Chocographs until, once again, Mene tells you that there are no more Chocographs here for now. Now, it's time to dig up the Chocographs that we have found! I will cover them in order, I will put stars(*) next to the ones we will get now, the ones without stars, you should have already gotten if you have followed this walkthrough so far.

1. Streamside -- This is the first Chocograph, you should have gotten this one already. It is located near the Chocobo's Forest, across a bridge, near the ocean.

Contents: Elixir (x2), Hi-Potion (x3), Ether (x4), Germinas Boots (x2)

2. Between Mountains -- You should have gotten this one already as well. It is located between mountains on the southwest part of the Mist Continent.

Contents: Potion (x5), Hi-Potion (x5), Tent (x2), Cotton Robe (x2)

3. *** Uncultivated Land -- Get this one now. It is located to the south of Evil Forest, near the river (in the same valley as the gate that we visited a little while ago). Land your airship just to the north of the marshland (just south of Evil Forest) and use the Chocobo tracks here. Dig near the south edge of the marshland, by the mountain.

Contents: Antidote (x10), Jade Armllet, Wing Edge (x3), Cargo Ship Card

4. Healing Shore -- You had to have gotten this one. It is located northwest of Cleyra, on the beach. This is what got you the Reef ability (Light Blue).

Contents: REEF Ability (Light Blue Choco)

5. Abandoned Beach -- This is on the Outer Continent, near the Black Mage Village and Qu's Marsh. It is on a beach to the south of Qu's Marsh. You should have gotten this one already as well.

Contents: Phoenix Pinion (x9), Phoenix Down (x5), Peridot (x12), Diamond Gloves

6. *** Cold Field -- Fly your airship to Esto Gaza and land to the east where the Chocobo tracks are and call Choco. Go to the beach to the south, and then go just a little to the east (away the beach a short ways). Dig here.

Contents: Echo Screen (x5), Hi-Potion (x7), Tent (x3), Theater Ship Card

7. *** Forgotten Lagoon -- Stay on Choco and use the beach that you were just digging near on the last Chocograph (Cold Field). Follow the shallow water all the way south until you reach the northern tip of the Forgotten

Continent. Then go east, around the peninsula and hook south. Dig around here.

Contents: Gysahl Greens (x8), Ether (x5), Hi-Potion (x7), Dragon's Claws

8. *** Faraway Lagoon -- Fly to the islands southwest of the Forgotten Continent and look for a Qu's Marsh on one of the islands. Fly just northwest of that and you will see a skinny island with a long beach and beaches on each side. Land here and use the Chocobo tracks. Go north through the shallow water, then hook south when you reach the Forgotten Continent. Now search around on the west side of the Forgotten Continent. This one is tough to find. If you look at the mini map in the bottom right corner, search about a third of the way down on the west side of the continent (just south of the strange object jutting out of the water).

Contents: Potion (x37), Magic Tag (x6), Shield Armor, Gaia Gear

9. Abandoned Lagoon -- Skip this one for now, your airship cannot land where you need to go.

10. Bird's Eye Lagoon -- You should have gotten this one already as well. It is located in the water to the northwest of Lindblum's Dragon Gate. West of the U-shaped beach.

Contents: Potion (x8), Phoenix Down (x4), Ether (x3), Magician Robe

11. Small Beach -- You should have gotten this one as well. It is located to the southeast of Chocobo's Forest on an island. Use the shallow water to get there.

Contents: Remedy (x4), Elixir (x2), Rising Sun (x8), Oak Staff

12. *** Dawn Lagoon -- Fly to Chocobo's Forest and use the Chocobo tracks nearby. Run as far east as you can go on land (the sky will change color). Use the beach to the south. Follow the shallow water east a little more and dig on the other side of that island.

Contents: MOUNTAIN Ability (Red Choco)

NOTE: You now have the ability to climb over mountains. This enables you to find a couple more Chocographs at this time. Lets now revisit Chocograph #9.

9. *** Abandoned Lagoon -- Fly to the Qu's Marsh near the Black Mage Village and use the Chocobo tracks here. Run to the south, past the beach and go over the mountain. You will see more Chocobo tracks. Use the beach to the south and go west in the shallow water. Search near the peninsula (on the eastern side) in a small alcove near the tip.

Contents: Soft (x6), Ether (x4), Feather Boots, N-Kai Armlet

15. *** Dusk Plains -- Land your airship in the grass near the Qu's Marsh on

the Forgotten Continent (the one you visited earlier before going to Oeilvert). Use the Chocobo tracks to the northwest. Run all the way to the southwest part of the continent and look for a lone forest near the ocean, tucked away by a mountain. If you dig here, you will see the "Kweh!?". Climb up the mountain that is there and dig on the lower tier of the mountain.

Contents: Phoenix Down (x12), Ore (x14), Kaiser Knuckles, Iron Man Card

These are all you can get at this time (and you should have now found EVERY Chocograph that you dug up in the Forest and Lagoon). Now, head back to your airship and fly to Chocobo's Forest. Enter it. Now, you can dig up more Chocographs here. Continue digging until Mene once again says that there are no more Chocographs to dig up. NOTE: You can now dig up on the cliffs in the Chocobo's Forest, hit X when the "!" pops up.

Also, while you dig, you may find a Dead Pepper. As Mene says, hang on to this, we will put them to good use later...

After finding the remaining Chocographs in the Forest (4 new ones). We can find 3 of them now, but there is one that is of particular interest at this time. Lets get it.

14. *** Green Plains -- Fly your airship and land to the south of Evil Forest. Use the Chocobo tracks here. Climb up and over Evil Forest and climb the mountain behind it. You should see Alexandria. Head to the northwest, over the mountain behind Alexandria and you should see the beach that is in the picture above the mini-map. Dig around here.

Contents: OCEAN Ability (Dark Blue Choco)

NOTE: You now have the ability to go through ANY water (even the dark blue water).

Lets save the other Chocographs you can get at this time for a little later. For now, head back to the Chocobo's Lagoon. With the Ocean ability now, you will be able to dig for the full 60 seconds. This will also expand the area in which you can dig, you will now be able to dig in the dark blue water as well as the light. There are more Chocographs to dig up, so lets do that! Once again, keep going until Mene says there are no more to dig up. NOTE: The Chocograph Pieces that you have been digging up (there are 6 of them) will now make a Chocograph. This will be used in finding the next location to dig up more Chocographs. For now, it is time to locate more treasure chests!

13. *** Forbidden Forest -- Get in your airship and fly to Chocobo's Forest. Use the tracks here, then go north over the mountain. Go northwest to where Dali is. From Dali, head directly west over the mountain and you will see a forest tucked away in the mountains. Dig here.

Contents: Ether (x7), Elixir (x2), Wing Edge (x10), High Mage Staff

16. *** Forgotten Plains -- Fly to the Qu's Marsh on the Forgotten Continent and land in the grass. Go northwest and use the Chocobo tracks. Run east to Ipsen's Castle, then

head south from there a short ways. Dig up on the plateau that is to west of the small grassy area.

Contents: Ore (x17), Ether (x5), Opal (x14), Demon's Mail

17. *** Sea At Dusk -- Fly over to the Qu's Marsh that is on an island southwest of the Forgotten Continent. Use the tracks on the island just to the northwest of that island. Go into the ocean and run all the way to the eastern part of the Forgotten Continent. Go almost halfway up (look at the mini-map) and dig around here. If you look at the map, go to where the lower "C" shape is in the continent and dig out in the ocean around the upper right tip of the "C".

Contents: Phoenix Pinion (x15), White Robe, Diamond, Masamune Card

18. *** Ocean -- Head back to the island where you landed the airship in #17. Just dig in the ocean on the western side of the island (directly west of the western beach).

Contents: Ore (x27), Light Robe, Whale Whisker, Alexander Card

19. *** Cold Lagoon -- Fly to Esto Gaza and use the tracks to the east. Run through the ocean (use the beach to the south) and go around to the northern side of the Lost Continent. Look almost directly north of where (a little to the west) and look for another "C" shape in the water. The key here is to look at the picture above the mini-map. Dig around the upper part of the "C".

Contents: Peridot (x11), Opal (x9), Sapphire (x15), Topaz (x19)

20. *** Mist Ocean -- This is the Chocograph that was formed by the 6 Chocograph Pieces. Now fly to Alexandria Harbor, then go northwest from there and you will see Chocobo tracks near the ocean, use them. Go southwest to the beach and go out to the ocean. Now head back northeast, then hook southeast (following the mainland) as if heading back to Alexandria Harbor. Just before getting there, you will see to islands almost right next to each other. This is it. Dig to the northeast, in the ocean a little ways off.

Contents: SKY Ability (Gold Choco)

NOTE: Now Choco will have the ability to Fly! To do so, just enter a forest on Choco and hit the X Button to lift off! To land, hover over a forest and hit the Triangle button.

Now, there is one other Chocograph to get at this time, you will need to use your new Sky Ability.

22. *** Outer Island 2 -- Take off on Choco in any forest and fly over to Kuja's Desert Palace (the place with the four sinkholes) on the Outer Continent. Look for an island to the northwest. Land in the forest and dig in the western part of the forest.

Contents: Sapphire (x11), Circlet, Pumice Piece, Hilda Garde 3 Card

Now it is time to find the next location. There are five possible locations as to where it could be (it is random). Here are the possible locations:

- 1) Fly Choco to Chocobo's Lagoon, then search the small islands to the east. If you do NOT see a circular shadow (it is pretty big, about twice the size of Choco) on the ground, move to the next location. If you do see a shadow, skip the remaining locations and read below.
- 2) Fly Choco to the southeast part of the Outer Continent (where you hear a rumbling sound). See the peninsula with the two forests? Go to the edge of the peninsula. This is the next location. Once again, If you do NOT see a circular shadow, move to the next location. If you do see a shadow, skip the remaining locations and read below.
- 3) Fly Choco to the northeast part of the Mist Continent. Search the on a plateau just to the northwest of Alexandria Harbor (This is where I usually find it). Again, If you do NOT see a circular shadow, move to the next location. If you do see a shadow, skip the remaining locations and read below.
- 4) Fly Choco to the center of the World Map. Search around in the ocean for the shadow. Again, If you do NOT see a circular shadow, move to the next location. If you do see a shadow, skip the remaining locations and read below.
- 5) Fly Choco to the eastern side of the Forgotten Continent. Search around the eastern side of the upside-down "U" that is on the mini-map. If you still do not see a shadow, then you missed it somewhere. Go back through all of the locations again and keep trying until you locate the shadow.

When you find the circular shadow, have Choco hover directly in it. Hit Triangle (to bring up an option menu) and choose the second option to feed Choco a Dead Pepper. You will now reach Chocobo's Air Garden!

Now, you will have to dig up more Chocographs. There are two islands to dig on, making it a little more difficult to locate items. There are 3 more Chocographs to locate. There is also an optional boss you can fight here, but it is EXTREMELY tough, I will come back to it later on though, when your party is much stronger. NOTE: If you need to leave the Air Garden to save your game, go to where you entered (where the "?" pops up, near the hole in the clouds at the right) and pick the second option (Go back) and you will be back on the World Map. But, the location of the Air Garden has changed. Instead of having to find it though, just open the big map and search around on that for it. It will show you the new location of the Garden. Use the same process as before for entering it.

When you are done collecting the Chocographs, leave the Garden, it is now time to finish up the Chocographs.

21. *** Outer Island -- Fly Choco to Kuja's Desert Palace again. Now look for an island to the east. Land in the forest and dig around the north part of the island.

Contents: Amethyst (x21), Garnet (x16), Genji Armor, Ragnarok

23. *** Fairy Island -- Fly Choco to the Iifa Tree on the Outer Continent.
Then go to the southwest and look for a rather large island with a mountain. Land in the forest on this island. Dig around at the eastern base of the mountain.

Contents: Potion (x33), Annoyntment (x15), Holy Miter, Dark Matter Card

24. *** Forgotten Island -- Remember where Chocograph #7 was (northern part of the Forgotten Continent)? Fly Choco there and land on the island at the northeast part of the Forgotten Continent. Dig up on the plateau to the south of the forest that you landed on.

Contents: Ribbon, Rebirth Ring, Amethyst (x13), Ark Card

Now we have located all of the Chocographs (WOOHOO)!! But, we are not done yet with this side-quest. Now we have to find Chocobo's Paradise. Fly Choco to the northwest corner of the World Map. You will find an island here. Land in the forest and go over to the mountain where there is a large crack. Stand on it, open the menu (hit triangle) and use a Dead Pepper. You will now be at Chocobo's Paradise!

Head right when you enter and stand on one of the pools and hit X to propel Choco into the air. You will see Fat Chocobo here. After the sequence, go back up to where Fat Chocobo is and talk to the Chocobo to the left of him. Pick the first option and he will give you 99 Dead Peppers. If you talk to the Chocobos around here, they will give you clues as to where to look for treasure. Examine the left side of the area where the slide is and Choco will slide down to the previous area. Now leave Chocobo's Paradise for now. Now, there are 8 treasures left to find, you must use Dead Peppers to find them. Now lets find them...

Dead Pepper Treasure Locations

1. Quan's Dwelling -- Fly Choco to Quan's Dwelling (A cave to the east of Treno). Enter it and go out to the balcony (up on first screen, right on second). Examine the cliff and pick the first option (Use Dead Pepper). Use the Dead Pepper and Choco will dive into the water and find a treasure chest.

Contents: Ore (x9), Topaz (x15), Tiger Racket, Red Rose Card

2. Iifa Tree -- Fly Choco to Madain Sari and land in the forest there. Go into the ocean via the beach and continue southwest to where the Iifa Tree is. Now line up with the Iifa Tree and proceed north until you reach near the top of the mini-map. Search around until you see some bubbles in the water, just like the ones at Quan's Dwelling. Stand on the bubbles and use a Dead Pepper. Choco will dive underwater and get a treasure chest.

Contents: Potion (x50), Hi-Potion (x50), Ether (x9), Elixir (x7)

3. Between Mist and Outer Continent -- Swim over to the southeatern peninsula of the Outer Continent. Continue southwest a short ways and look for more bubbles. Again, use a

Dead Pepper.

Contents: Straw Hat (x8), Pearl Armlet (x8), Aloha T-Shirt (x7),
Sandals (x8)

4. Southern Forgotten Continent -- Fly Choco to the island to the northwest of the Qu's Marsh that is on an island. Search the western part of the southern tip of the Forgotten Continent for bubbles. It is tucked away in an alcove. Again, use a Dead Pepper.

Contents: Remedy (x10), Black Robe, Genji Gloves, Blue Narciss Card

5. Lost Continent -- Fly Choco to the Lost Continent and land in one of the forests. Search the mountain range at the northeast part of the continent for a crack in the mountain (like the one that was leading to Chocobo's Paradise). Use a Dead Pepper while standing next to it and Choco will dig in the mountain and find a chest.

Contents: Lapis Lazuli (x41), Rosetta Ring, Protect Ring, Airship Card

6. NE Forgotten Continent -- Fly Choco to the Forgotten Continent and land in a forest. This one is a bit tricky to find. Search around the NE portion of the continent for an area with a forest blocked in by a mountain and the ocean. Look on the mountain for a crack. Use a Dead Pepper on it.

Contents: Eye Drops (x19), Madain's Ring, Genji Helmet, Hilda
Garde 1 Card

7. Oeilvert -- Go to Oeilvert (not very far). From there, head northwest and you will see an area similar to the last one, this time with a larger forest. Examine the upper tier of the mountain for a crack. This one is a bit less obvious, as it is just one single crack that is fairly tough to spot. Again, use a Dead Pepper.

Contents: Maiden Prayer, Dragon's Hair, Gauntlets, Odin Card

8. Shimmering Island -- *** Cannot be done until Disc Four ***. I will remind you when you can come back and get this one.

Additional: Mognet Central -- Now we must find Mognet Central. Fly to the north part of the Outer Continent and land on the most northern island (NOT where Madain Sari is). Check the mountain on this island for a crack and use a Dead Pepper.

When you enter Mognet Central, leave right away. This is the start of another side-quest that I will cover a little later. As I said above, there is one more Dead Pepper Treasure Location still left to find, but you can ONLY reach it on Disc Four. So for now, breathe a sigh of relief as this side-quest is COMPLETE!! (**PHEW**)

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Items Found: Ether, Amethyst, Tent, Opal, Peridot, Sapphire, Remedy,
Elixir(x2)

Key Items: Capricorn Stellazio, Rank S Award

Gil Acquired: 5,197

Cards Found: Alexandria, Flare or Meteor

Fly Choco or the Hilda Garde 3 to Alexandria. Land in the nearby forest, then get off of Choco in the grassy area and enter Alexandria. Head up to the next area. Search the left side of the screen (below Nikolai and Michelle) for an Ether. Go up to the next area. Now you are at the main square. Talk to the little girl who is running around (behind a boy) and she will give you the Alexandria Card. The shops are now destroyed, but you can buy equipment from the guy standing to the right of the entrance to the inn. Here is a list:

Alexandria Equipment Shop

Item	Gil
Mythril Dagger	950
Gladius	2300
Ice Brand	3780
Partisan	1600
Ice Lance	2430
Cat's Claws	4000
Poison Knuckles	5000
Stardust Rod	760
Healing Rod	1770
Lamia's Flute	3800
Flame Staff	1100
Ice Staff	980
Lightning Staff	1200
Oak Staff	2400
Pinwheel	200
Glass Armlet	250
Bone Wrist	330
Mythril Armlet	500
Magic Armlet	1000
Mythril Gloves	980
Thunder Gloves	1200
Lamia's Tiara	800
Ritual Hat	1000
Twist Headband	1200
Barbut	600
Mythril Helm	1000
Gold Helm	1800
Magician Cloak	1850
Survival Vest	2900
Brigandine	4300
Mythril Armor	1830
Plate Mail	2320

Search around the bottom left side of this area for an Amethyst and the bottom right for a Remedy. Also, search the top right (near the steps) for 365 Gil. Now exit the area to the bottom left. Talk to the old man here and he will offer to synth stuff for you. Here is a list:

Alexandria Synthesist

Item	Gil	Required Items
----	---	-----
The Ogre	700	Mage Masher, Mage Masher
Exploda	1000	Mage Masher, Mythril Dagger
Rune Tooth	2000	Mythril Dagger, Mythril Dagger
Angel Bless	9000	Mythril Dagger, Gladius
Cotton Robe	1000	Wrist, Steepled Hat
Silk Robe	2000	Silk Shirt, Bandana
Magician Robe	3000	Mage Staff, Magician Cloak
Desert Boots	300	Leather Hat, Leather Shirt
Yellow Scarf	400	Feather Hat, Steepled Hat
Glass Buckle	500	Glass Armllet, Leather Wrist
Germinas Boots	900	Desert Boots, Fork
Cachusha	1000	Magus Hat, Rubber Helm
Coral Ring	1200	Lightning Staff, Rod
Gold Choker	1300	Linen Cuirass, Soft
Magician Shoes	1500	Germinas Boots, Bone Wrist
Barette	1800	Needle Fork, Barbut
Power Belt	2000	Glass Buckle, Chain Mail
Madain's Ring	3000	Bone Wrist, Stardust Rod
Fairy Earrings	3200	Magic Armllet, Soft
Extension	3500	Lamia's Tiara, Multina Racket
Reflect Ring	7000	Anklet, Madain's Ring
Anklet	4000	Gold Choker, Peridot
Feather Boots	4000	Magician Shoes, Phoenix Pinion
Black Belt	4000	Twist Headband, Survival Vest
Pearl Rouge	5000	Moonstone, Elixir

If you go into the theater, you will find Ruby and Lowell, but there are no items to find here (bummer). Anyways, head to the bell tower. Search outside, just to the right of the entrance to the bell tower to get a Tent. Go inside of the bell tower and you will find two moogles (Kupo and Chesnut) as well as the girls playing jump rope. If Eiko or Vivi is in your party, you can play the game. For a list of items you can win, refer to the disc one walkthrough. Save your game if you want, then go back to the main square and go north to the next area.

Search the left side on the stairs for a Topaz and search the right side for 4,832 Gil. Now examine the boat and pick the first option to ride to the castle. Search the bottom left for an Opal, then look to the right, behind the fountain for a Peridot and search the rubble at the top of the screen for a Sapphire. That is all we can do in Alexandria, so exit back out through the main entrance (where you came in). Now its time to go to Daguerreo. Get on Choco and fly over to the islands just southwest of the Forgotten Continent. Go to the biggest island in the chain, it is shaped like a "V". You will see two waterfalls and a bridge in between them. Land Choco in the forest on this island and walk up to where the bridge starts. Get off Choco and walk across the bridge to enter Daguerreo.

When you enter, go forward and then take the right path. Serach in the water at the bottom right for the Capricorn Stellazzio. Then continue up and right to the next area. Talk to the four-armed man here. If you have gotten almost all of the treasures so far, he will say that your rank is "S" and run off. After that, ride the lift to the right and you will find a moogle (Moggy) to the right. Right next to the lift behind the counter is the synthesist. Here is a list of what he will synth:

Item	Gil	Required Items
Angel Bless	9000	Mythril Dagger, Gladius
Sargatanas	12000	Gladius, Zorlin Shape
Cotton Robe	1000	Wrist, Steepled Hat
Silk Robe	2000	Silk Shirt, Bandana
Magician Robe	3000	Mage Staff, Magician Cloak
Glutton's Robe	6000	Mythril Fork, Cotton Robe
White Robe	8000	Gaia Gear, Jade Armlet
Black Robe	8000	Gaia Gear, N-Kai Armlet
Cachusha	1000	Magus Hat, Rubber Helm
Coral Ring	1200	Lightning Staff, Rod
Gold Choker	1300	Linen Cuirass, Soft
Magician Shoes	1500	Germinas Boots, Bone Wrist
Barette	1800	Needle Fork, Barbut
Power Belt	2000	Glass Buckle, Chain Mail
Madain's Ring	3000	Bone Wrist, Stardust Rod
Fairy Earrings	3200	Magic Armlet, Soft
Extension	3500	Lamia's Tiara, Multina Racket
Reflect Ring	7000	Anklet, Madain's Ring
Anklet	4000	Gold Choker, Peridot
Feather Boots	4000	Magician Shoes, Phoenix Pinion
Black Belt	4000	Twist Headband, Survival Vest
Pearl Rouge	5000	Moonstone, Elixir
Promist Ring	6000	Chimera Armlet, Ruby
Battle Boots	6500	Feather Boots, Wing Edge
Rebirth Ring	7000	Diamond, Anklet
Angel Earrings	8000	Fairy Earrings, Barette
Garnet	350	Ore, Remedy
Amethyst	200	Ore, Annoyntment
Peridot	100	Ore, Soft
Sapphire	200	Ore, Antidote
Opal	100	Ore, Potion
Topaz	100	Ore, Eye Drops
Thief Gloves	50000	Mythril Armlet, Sargatanas

Now head back to the entrance to Daguerreo to find the four-armed man. Talk to him and he will give you the Rank S Medal as well as tell you his name. Now go back to the synthesist and go left to the next area. Look for two people talking (one is behind the counter) in the middle of this area. Talk to the man and you will be given an option. You also have the option of obtaining the Flare Card or Meteor Card. I suggest getting the Meteor Card since it is tougher to win. To get the Meteor Card, pick the first option, then talk to the man again, pick the first option again. Keep repeating until the lady gives you the Meteor Card. To get the Flare Card, do the same thing except pick the second option each time. The lady also sells items, here is a list:

Daguerreo Item Shop	
Item	Gil
Potion	50
Hi-Potion	200
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50

Magic Tag	100
Remedy	300
Annoytmnt	150
Tent	800

Examine the pedastal to the left of the item shop and push the button. Talk to the scholar that is at the bookshelf to the left. He is looking for a specific book. Run all the way to the right and examine the books near the door where you entered. Go back and talk to the scholar and Zidane will tell him he saw the book over there. Now move out of the way and the scholar will walk off to go look at the book. Go behind where he was standing and go down the hidden ladder. You will wind up at the bottom of the area, go left. Run all the way to the far left and search around to find an Elixir. Talk to the man here and pick the first option to let him look at the Namigway Card. He will offer to rename one of your party members! Now go back right and back up to the second floor.

Go through the door to the left of where the pedastal was. Here you will find the Weaponsmith, talk to him. Now go down to the first floor and go left near the entrance to the city to wind up at the area below the Weaponsmith. Examine the levers to the left. Pick the third option (Left lever) twice, then Cancel. Walk over to the lower platform and examine the hole. Now go over and examine the staff that is to the right of the levers. Zidane will pick up the staff and put it in the hole. Then go back to the levers and pick the first option (Right lever) twice, then Cancel. Walk over to the right platform and hit X to ride up to the top. Talk to the Weaponsmith and he will sell you weapons. Here is a list:

Daguerreo Weaponsmith

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Item            Gil
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Mage Masher    500
Mythril Dagger 950
Gladius        2300
Zorlin Shape   6000
Rune Blade     8900
Obelisk        6000
Tiger Fangs    13500
Mythril Racket 2250
Asura's Rod    3180
Hamelin        5700
Octagon Rod    4500
Rising Sun     500
Bone Wrist     330
Mythril Armlet 500
Magic Armlet   1000
Chimera Armlet 1200
Egoist's Armlet 2000
N-Kai Armlet   3000
Jade Armlet    3400
Venetia Shield 2800
Defense Gloves 6000
Lamia's Tiara  800
Twist Headband 1200
Golden Hairpin 3700
Coronet        4400
Diamond Helm   3000
Gaia Gear      8700
Demon's Vest   10250

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Demon's Mail 5900
Diamond Armor 8800

One more thing to do in Daguerreo: head to the entrance to the town and go all the way north and examine the mosaic. It will allow you to throw Ore into the water. For every 5 that you throw in, you will receive an Aquamarine. This is all you can do in Daguerreo, so head back to the World Map. Right outside Daguerreo you will encounter Gimme Cat's and Grand Dragons. The Gimme Cat will ask you for a Diamond, but when you give it one it will run, so dont give it one. Grand Dragons give good EXP and are easy to kill. Just put Quina in your party and use Lv5Death. It isn't necessary to train here right now, but keep this place in mind for Disc Four. Now, lets do the next side quest, which is the...

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Side Quest #2: Tetra Master Card Game

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First off, let me start by saying that you do NOT get anything from this side quest. No items or even key-items, you just get the satisfaction of collecting every card. Also, at this point you should now how to play the card game and maybe a few basic strategies. To challenge people, walk up to them and hit the square button and pick the first option to play. Now, let me start by listing the cards that you should have gotten if you have followed this walkthrough, including the Chocobo side-quest. Some of these, you may have more then one. Eventually, you will get all 100 unique cards and since you can only hold 100, you will have to get rid of extras at some point. NOTE: You should have more cards then this because you sometimes win cards in fights against monsters (as a prize).

Cards Found So Far

- Goblin (#1)
- Fang (#2)
- Skeleton (#3)
- Flan (#4)
- Lizard Man (#6)
- Zombie (#7)
- Bomb (#8)
- Ironite (#9)
- Sahagin (#10)
- Yeti (#11)
- Mimic (#12)
- Wyerd (#13)
- Nymph (#17)
- Zuu (#19)
- Tonberry (#46)
- Iron Man (#53)
- Shiva (#60)
- Ramuh (#62)
- Odin (#64)
- Ark (#67)
- Alexander (#70)
- Masamune (#73)
- Elixir (#74)
- Dark Matter (#75)
- Blue Narciss (#81)

Hilda Garde 3 (#82)
 Cargo Ship (#84)
 Hilda Garde 1 (#85)
 Red Rose (#86)
 Theater Ship (#87)
 Oglop (#93)
 Alexandria (#94)
 Lindblum (#95)
 Namingway (#98)
 Airship (#100)

Ok, now I will list how to get all of the cards, going in order. If you missed any cards in the above list, I will list how you can get them now, with the exception of the Namingway card, which you could have ONLY gotten in Treno during the tournament, or in Kuja's Desert Palace.

Before I list where to get each card, I will give a few strategies. When picking cards, be sure to pick cards with a high first number as well as a lot of arrows. When you enter a battle (arrows facing each other), be sure to pick a card whose letter (second slot) does not match the opponent's (for example, pick a P to face an M). These are just some basic strategies that seem to work for me.

Now fly Choco or the Hilda Garde 3 to Treno, it is time to win some cards! Here are the cards you can win from people in Treno (in numerical order) at this time. NOTE: You can find the same cards by challenging other people, I am just listing where the easiest place is to win the card based on opponents frequency of play as well as proximity to a save point.

Treno Card Locations (First Two Rows)

#	Card Name	Who To Win From
1	Goblin	Father outside of Card Stadium
2	Fang	Old Man outside of Weapon Shop (where the moogle is)
3	Skeleton	Father outside of Card Stadium
4	Flan	Father outside of Card Stadium
5	Zaghnol	Father outside of Card Stadium
6	Lizard Man	Father outside of Card Stadium
7	Zombie	Drunkard at the top of the steps near Weapon Shop
8	Bomb	Drunkard at the top of the steps near Weapon Shop
9	Ironite	Natalie (little girl) in Slums
10	Sahagin	Natalie (little girl) in Slums
11	Yeti	Natalie (little girl) in Slums
12	Mimic	Carpenter in Slums (behind item shop)
13	Wyerd	Innkeeper inside of Inn at the Slums
14	Mandragora	Waitress inside of Inn at the Slums
15	Crawler	Shopkeeper in Slums
16	Sand Scorpion	Carpenter in Slums (behind item shop)
17	Nymph	Servant in Queen Stella's House

You can get some cards at the stadium, but I will cover that a little later on. Now, fly to Alexandria, time to get some cards there! NOTE: In order to win cards from the Hippolady, enter the Inn and you will see a scene with Hippaul, after that, exit the inn, then re-enter and Hippolday should be in there.

Alexandria Card Locations

#	Card Name	Who To Win From
18	Sand Golem	Weimar outside of Steeple
19	Zuu	Ryan in the Main Square (guy running around with wood)
20	Dragonfly	Ryan in the Main Square (guy running around with wood)
21	Carrion Worm	Tom near Steeple
22	Cerberus	Michelle on Main Street (2nd Screen)
23	Antlion	Michelle on Main Street (2nd Screen)
24	Cactaur	Ryan in the Main Square (guy running around with wood)
25	Gimme Cat	Innkeeper (Fish Man) inside of Inn
26	Ragtimer	Ovenmeister on Main Street (2nd Screen)
27	Hedgehog Pie	Nikolai on Main Street (2nd Screen)
28	Ralvuimago	Boatman near Steeple

Now lets head to Daguerreo to round up some more cards! Refer to the previous section for directions on how to get there.

Daguerreo Card Locations

#	Card Name	Who To Win From
29	Ochu	Scholar in same area as the moogle
30	Troll	Scholar in same area as the moogle
31	Blazer Beetle	Scholar in same area as the moogle
32	Abomination	Old Man on 2nd Floor (left side, near the inn)
33	Zemzelett	Old Man on 2nd Floor (left side, near the inn)
34	Stroper	Adventurer on 1st Floor (under Weaponsmith)
35	Tantarian	Scholar in same area as the moogle
36	Grand Dragon	Librarian on 2nd Floor (far left side, behind counter)
37	Feather Circle	Old Man on 2nd Floor (left side, near the inn)
38	Hecteyes	Adventurer on 1st Floor (under Weaponsmith)

From here on, it will be pretty tough to win the remaining cards, as a lot of them are rare and the people who play them will hardly play them at all. I will do the best I can to figure out who to win the remaining cards from (They will be in different cities as well). For many of these it may take 5-15 card battles just to get them to play the card you want. Ones at the card stadium, though, may be easier to win. Be patient and eventually the people will play the card that you desire.

#	Card Name	Who To Win From
39	Ogre	Ovenmeister -- Alexandria -- Main Street (2nd Screen)
40	Armstrong	Nikolai -- Alexandria -- Main Street (2nd Screen)
41	Ash	Adventurer -- Daguerreo -- Entrance (moving left)
42	Wraith	Lucious Ellie -- Treno -- Card Stadium
43	Gargoyle	Lucious Ellie -- Treno -- Card Stadium
44	Vepal	Lucious Ellie -- Treno -- Card Stadium
45	Grimlock	Lucious Ellie -- Treno -- Card Stadium
46	Tonberry	Card Freak Cil -- Treno -- Card Stadium
47	Veteran	Gamble Grecchio -- Treno -- Card Stadium

I will stop here for now, the majority of the rest of the cards will be MUCH easier to win in Disc Four. There will be more people to play at the Card Stadium on Disc Four and they will play cards that were very rare on Disc Three. So, lets move on to the next side-quest, and that is the...

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Side Quest #3: Revival of Mognet Central
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83. Contact/Disclaimer

This is my first walkthrough so I welcome feedback. My e-mail address is Lord_Frieza16@msn.com. I will try and respond to each e-mail as soon as possible (within a day or less). Also, I allow the following websites to post this walkthrough:

www.gamefaqs.com

www.neoseeker.com

www.supercheats.com

My website: www.geocities.com/lordfrieza16/FinalFantasyIXWalkthrough.txt

If you would like to post this walkthrough on your website, please ASK my permission first (in an e-mail) and I will most likely grant your request.

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