

Final Fantasy IX FAQ/Walkthrough

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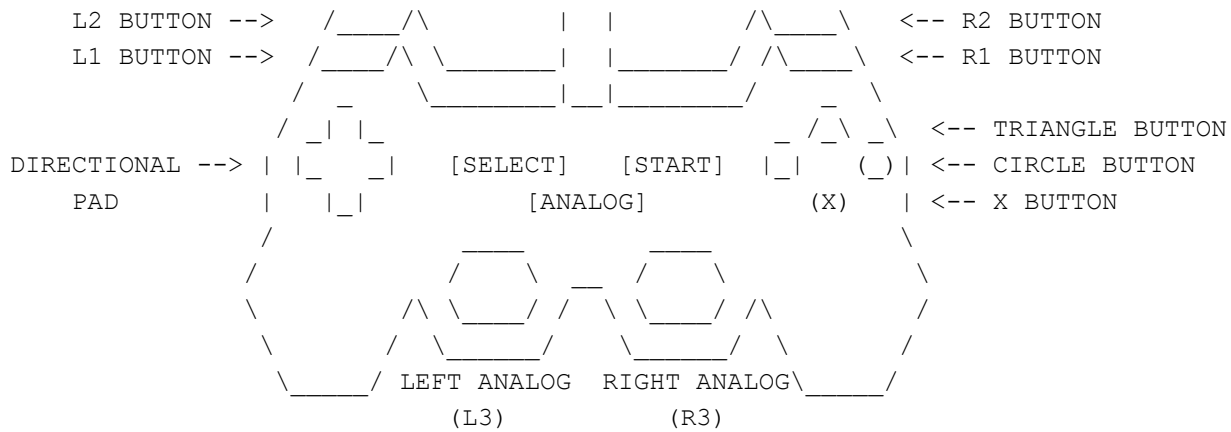
NOTE: This walkthrough is specifically for the PS1 version. I'm aware of the modern ports (Steam, PS4, XB1, etc.) and may eventually update the guide to cater to their achievements and trophies, however.

TABLE OF CONTENTS

I. CONTROLS	CNTR
II. TH' BASICS	THBS
Characters.....	CHRC
Trance.....	TRNC
Elements.....	LMNT
Status Abnormalities.....	STTB
AP System.....	APSS
Synthesis Shops.....	SNTH
Tips and Tricks.....	TPST
III. WALKTHROUGH	WLKT
01) Prima Vista.....	WK01
02) Alexandria.....	WK02
03) Alexandria Castle.....	WK03
04) Evil Forest.....	WK04
05) Ice Cavern.....	WK05
06) Village of Dali.....	WK06
07) Cargo Ship.....	WK07

08) Lindblum.....	WK08
'-Festival of the Hunt.....	WK08
09) Gizamaluke's Grotto.....	WK09
'-South Gate.....	WK09
10) Burmecia.....	WK10
11) South Gate.....	WK11
12) Treno.....	WK12
13) Gargan Roo.....	WK13
14) Cleyra Trunk.....	WK14
15) Cleyra Settlement.....	WK15
16) Alexandria Castle.....	WK16
17) Pinnacle Rocks.....	WK17
18) Lindblum.....	WK18
19) Fossil Roo.....	WK19
20) Conde Petie.....	WK20
21) Black Mage Village.....	WK21
22) Conde Petie.....	WK22
23) Conde Petie Mountain Path.....	WK23
24) Madain Sari.....	WK24
25) Iifa Tree.....	WK25
26) Madain Sari.....	WK26
27) Iifa Tree.....	WK27
28) Alexandria.....	WK28
29) Treno.....	WK29
30) Alexandria.....	WK30
31) Lindblum.....	WK31
'-The Open Seas.....	WK31
32) Black Mage Village.....	WK32
33) Oeilvert.....	WK33
34) Desert Palace.....	WK34
35) Mt. Gulug.....	WK35
36) Lindblum.....	WK36
'-Daguerreo.....	WK36
37) Ipsen's Castle.....	WK37
'-Four Shrines.....	WK37
38) Terra.....	WK38
39) Bran Bal.....	WK39
40) Pandemonium.....	WK40
41) Black Mage Village.....	WK41
42) Memoria.....	WK42
43) Crystal World.....	WK43

IV. SIDEQUESTS AND MINIGAMES	SDQS
V. ATE LIST	ATL1
VI. SHOP LIST	SHP1
VII. EQUIPMENT LIST	QPMT
'-Weapons.....	WPNS
'-Armors.....	RMRS
'-Accessories.....	ACSS
'-Equipment Abilities.....	ABLT
IX. FREQUENTLY ASKED QUESTIONS	FAQZ
X. UPDATES AND THANKS	UPDT
XI. LEGALITY	LGLT



Straight from the manual:

[BATTLE SCREEN]

- * Start -----> Un/pause game
- * D-Pad -----> Cursor movement
- * Circle -----> Cancel
- * Square -----> Hold down to remove windows from view (temporary)
- * Select -----> Show/collapse 'Help' window
- * X-Button -----> Confirmation
- * Triangle -----> Cycle to different character with full ATB gauge
- * L1 Button -----> View previous page/select target(s)/Escape battle (w/ R1)
- * L2 Button -----> Display/cancel Target window
- * R1 Button -----> View next page/select target(s)/Escape battle (w/ L1)
- * Left Analog --> Cursor movement

[MENU SCREEN]

- * Start -----> Confirm (only on Custom Controller screen)
- * D-Pad -----> Cursor movement/select target(s) when using field skills
- * Circle -----> Cancel
- * Square -----> Switch between Ability and Equipment menus
- * Select -----> Display/collapse 'Help' window
- * X-Button -----> Confirm/Display ability list (on Status Screen)
- * L1 Button -----> Change characters/View next page/Select field skill trgt(s)
- * R1 Button -----> Change characters/View previous page/Pick field skill tgt(s)
- * Left Analog --> Cursor movement

[FIELD SCREEN]

- * Start -----> Un/pause game
- * D-Pad -----> Character movement
- * Circle -----> Cancel / Hold to walk (if configured in such a manner)
- * Square -----> Challenge NPCs to card game
- * Select -----> Display 'HERE' icon / View 'ATE' if applicable
- * X-Button -----> 'Action' button (confirm, inspect, look at, talk, etc.)
- * Triangle -----> Open main menu
- * Left Analog --> Character movement

[WORLD MAP]

- * Start -----> Un/pause game
- * D-Pad -----> Character movement / change airship altitude, direction
- * Circle -----> Exit transportation (when applicable)
- * Square -----> Call moogles / reverse in transportation (when applicable)
- * Select -----> Toggle navigation map
- * X-Button -----> Enter locations, cities / Enter vehicle / drive vehicle

- * Triangle -----> Open main menu / Wander around inside vehicle
- * L1 Button -----> Rotate map clockwise
- * L2 Button -----> Un/lock camera POV
- * R1 Button -----> Rotate map counterclockwise
- * R2 Button -----> Switch camera perspective
- * Left Analog --> Character movement / change airship altitude, direction

TH' BASICS

[THBS]

This section's for learning the game's basic points and lookin' at info on characters, their skills, etcetera.

i. CHARACTERS

[CHRC]

ZIDANE TRIBAL

The main character of the game, he's a womanizing thief but is a softie at the same time. He's in the Tantalus band of performers, hailing from the metropolis of Lindblum. He's pretty well-rounded in most stats, and has a 'Steal' and 'Skill', the latter in which he uses various thieving abilities to pester the enemy.

ACTION ABILITY	AP	MP	WHAT IT DOES...
Flee	40	--	Escapes normal combat with 100% success
Detect	40	--	View a foe's held items
What's That!?	40	02	Allows back attack
Soul Blade	35	06	Inflicts thief sword's status on enemy
Annoy	50	04	Inflicts Trouble status (single foe)
Sacrifice	55	32	KOs self to replenish allies' HP and MP
Lucky Seven	85	06	Deals 7/77/777/7777 damage (if HP ends in 7)
Thievery	100	08	Deals phys damage dependant on # of steals

PASSIVE ABILITIES	AP	AMT	WHAT IT DOES...
Ability Up	95	03	Doubles after-battle AP for character
Accuracy+	30	02	Raises physical attack accuracy
Add Status	35	03	Can inflict weapons' Add ST (w/ daggers)
Alert	40	04	Prevents back attacks on the party
Antibody	20	04	Prevents Poison and Venom statuses
Auto-Float	20	06	Un-Dispel-able Float erected in battle
Auto-Haste	55	09	Un-Dispel-able Haste erected in battle
Auto-Life	130	12	Revives character (once) if s/he is KO'd
Auto-Potion	30	03	Automatically uses 'Potion' when damaged
Auto-Reflect	95	15	Un-Dispel-able Reflect erected in battle
Auto-Regen	25	10	Un-Dispel-able Regen erected in battle
Bandit	40	05	Raises success rate of 'Steal' command
Beast Killer	30	04	150% physical damage to Beast types
Bird Killer	25	03	150% physical damage to Aerial types

Body Temp	25	04	Prevents 'Freeze' and 'Heat' statuses	
Bright Eyes	35	04	Prevents 'Darkness' status	
Bug Killer	35	02	150% physical damage to Insect types	
Clear Headed	25	05	Prevents 'Confusion' status	
Counter	70	08	May 'Attack' when physically damaged	
Devil Killer	25	02	150% physical damage to Demon types	
Distract	30	05	Lowers enemies' physical attack accuracy	
Eye 4 Eye	60	05	Raises trigger rate of 'Counter' ability	
Flee-Gil	45	03	Receive gil even when fleeing a battle	
Gamble Defense	20	01	Ups 'Defense' stat in battle sometimes	
High Tide	35	08	Character's Trance comes quicker	
HP +20%	40	08	Current HP value x 1.2	
Insomniac	30	05	Prevents 'Sleep' status	
Jelly	35	04	Prevents Petrify/Gradual Petrify status	
Level Up	75	07	Receive 150% EXP for victorious battles	
Locomotion	30	04	Prevents 'Stop' status	
Long Reach	170	16	Same physical attack pwr even in backrow	
Man Eater	25	02	150% physical damage to Human types	
Master Thief	50	05	Steal better items easier	
MP Attack	45	05	Reduces MP in battle to raise Attack Pwr	
Mug	65	03	Inflict wpn damage for a steal attempt	
Protect Girls	35	04	Sometimes takes damage for female ally	
Restore HP	85	08	Sometimes fills HP when in critical HP	
Steal Gil	40	05	Steal gil as well, when items are stolen	
Stone Killer	35	04	150% physical damage to Stone types	
Undead Killer	45	02	150% physical damage to Undead types	

VIVI ORNITIER

Vivi's the game's li'l black mage, who tags along with the party after he ends up "hitching a ride" accidentally with the Tantalus band. He's got low HP and defense, naturally, but his later equipment and magick abilities blow enemies out of the water. Definitely a good character to use when the need to play on elemental weaknesses arises.

ACTION ABILITY	AP	MP	WHAT IT DOES...
Fire	25	06	Low fire-element damage to target(s)
Fira	50	12	Mid fire-element damage to target(s)
Firaga	75	24	High fire-element damage to target(s)
Sleep	20	10	Inflicts 'Sleep' status on target(s)
Blizzard	25	06	Low ice-element damage to target(s)
Blizzara	50	12	Mid ice-element damage to target(s)
Blizzaga	85	24	High ice-element damage to target(s)
Slow	20	06	Inflicts 'Slow' status on a target
Thunder	25	06	Low thunder-element damage to target(s)
Thundara	50	12	Mid thunder-element damage to target(s)
Thundaga	80	24	High thunder-element damage to target(s)
Stop	25	08	Inflicts 'Stop' status on a target
Poison	35	08	Inflicts 'Poison' status to target(s)
Bio	40	18	Non-element damage + % Poison to target(s)
Osmose	70	02	Drains MP from a target to refill own
Drain	60	14	Drains HP from a target to refill own
Demi	30	18	Reduces target's HP by one-fourth
Comet	55	16	Non-element damage to target
Death	45	20	Inflicts 'Death' on a target
Break	30	18	Inflicts 'Petrify' on a target
Water	55	22	Water-element damage to target(s)

Meteor	95	42	Non-element damage to all enemies
Flare	95	40	Non-element damage to a target
Doomsday	150	72	Shadow-element damage to all enemies/allies

PASSIVE ABILITIES	AP	AMT	WHAT IT DOES...
Auto-Reflect	70	15	Un-Dispel-able Reflect erected in battle
Auto-Float	20	06	Un-Dispel-able Float erected in battle
Auto-Haste	55	09	Un-Dispel-able Haste erected in battle
Auto-Regen	30	10	Un-Dispel-able Regen erected in battle
Auto-Life	70	12	Revives character (once) upon being KO'd
MP +20%	30	08	Current MP x 1.2
Healer	20	02	Physical attacks heal rather than damage
Add Status	25	03	Physical atks can inflict weapon status
Reflect-Null	30	07	Magic pierces through 'Reflect' status
Reflectx2	110	17	Magic bounced off Reflect does 200% dmg
Mag Elem Null	85	13	Elemental magic becomes 'non-elemental'
Half MP	140	11	All magic MP costs are cut in half
High Tide	25	08	Character reaches Trance faster
Body Temp	15	04	Prevents 'Freeze' and 'Heat' statuses
Level Up	75	07	Receive 150% EXP for victorious battles
Ability Up	55	03	Doubles after-battle AP for character
Insomniac	25	05	Prevents 'Sleep' status
Antibody	30	04	Prevents 'Poison' and 'Venom' statuses
Loudmouth	40	04	Prevents 'Silence' status
Jelly	25	04	Prevents Petrify/Gradual Petrify status
Return Magic	90	09	Counters magic attacks with same spell
Auto-Potion	10	03	Automatically uses 'Potion' when damaged
Locomotion	35	04	Prevents 'Stop' status
Clear Headed	15	05	Prevents 'Confusion' status

ADELBERT STEINER

Steiner's the captain of Alexandria's "Knights of Pluto" brigade, and though his head appears to be full of rocks, his unwavering devotion to his kingdom and the princess shows how easy he passes through indignation of all sorts. He's a knight and uses sword skills, as well as elemental sword abilities if Vivi's in the party. Later on, his Shock attack is a guaranteed 9999-dmg attack, making him one of the prime damage dealers. He never gets a lot of MP, though...

ACTION ABILITY	AP	MP	WHAT IT DOES...
Darkside	30	--	Lowers HP to deal shadow damage at a target
Minus Strike	35	08	Damage done to Steiner inflicted at a target
Iai Strike	40	16	Sometimes deals 'Death' to a target
Power Break	40	08	Lowers 'Strength' value of a target
Armor Break	30	04	Lowers 'Defense' value of a target
Mental Break	45	08	Lowers 'Magic Def' value of a target
Magic Break	25	04	Lowers 'Magic' value of a target
Charge!	30	10	All critically injured allies will 'Attack'
Thunder Slash	30	24	Deals thunder-element damage to one target
Stock Break	35	26	Deals physical damage to all enemies
Climhazard	70	32	Deals physical damage to all enemies
Shock	60	46	Deals high physical damage to one target

PASSIVE ABILITIES	AP	AMT	WHAT IT DOES...
Auto-Reflect	95	15	Un-Dispel-able Reflect erected in battle
Auto-Float	20	06	Un-Dispel-able Float erected in battle
Auto-Haste	65	09	Un-Dispel-able Haste erected in battle
Auto-Regen	75	10	Un-Dispel-able Regen erected in battle
Auto-Life	155	12	Revives character (once) upon being KO'd
HP +10%	20	04	Current HP x 1.1
HP +20%	60	08	Current HP x 1.2
Accuracy+	40	02	Raises physical attack accuracy
Distract	30	05	Lowers enemies' physical attack accuracy
Long Reach	200	16	Same physical attack pwr even in backrow
MP Attack	50	05	Reduces MP in battle to raise Attack Pwr
Bird Killer	25	03	150% physical damage to Aerial types
Bug Killer	50	02	150% physical damage to Insect types
Stone Killer	20	04	150% physical damage to Stone types
Undead Killer	30	02	150% physical damage to Undead types
Devil Killer	30	02	150% physical damage to Demon types
Beast Killer	55	04	150% physical damage to Beast types
Man Eater	20	02	150% physical damage to Human types
Add Status	50	03	Physical atks can inflict weapon status
Chemist	20	04	Doubles potency of medicinal items
High Tide	35	08	Character achieves Trance faster
Counter	65	08	May 'Attack' when physically damaged
Cover	20	06	May take physical damage in ally's place
Eye 4 Eye	35	05	Raises trigger rate of 'Counter' ability
Body Temp	35	04	Prevents 'Freeze' and 'Heat' statuses
Alert	50	04	Prevents back attacks in battle
Level Up	75	07	Receive 150% EXP for victorious battles
Ability Up	70	03	Double AP awarded after winning battle
Insomniac	25	05	Prevents 'Sleep' status
Antibody	35	04	Prevents 'Poison' and 'Venom' statuses
Bright Eyes	25	04	Prevents 'Darkness' status
Restore HP	100	08	May refill HP when in critical condition
Jelly	30	04	Prevents Petrify/Gradual Petrify status
Auto-Potion	20	03	Automatically uses 'Potion' when damaged
Locomotion	35	04	Prevents 'Stop' status
Clear Headed	30	05	Prevents 'Confusion' status

PRINCESS GARNET TIL ALEXANDROS XVII

Known more affectionately as 'Garnet' and, later on, 'Dagger,' she is the heir apparent to Alexandria Kingdom's throne. But, trouble seems to be afoot and she asks Tantalus to help her escape to the neighboring regency of Lindblum. Things go wrong, and long story short, she ends up staying for a lot longer than planned. She's mostly an offensive summoner, but moonlights as a (mediocre) white mage as well -- both can be pulled off, though. She uses rods as a weapon, but can also use Rackets like Eiko.

ACTION ABILITY	AP	MP	WHAT IT DOES...
Shiva	20	24	Ice-elemental damage to all enemies
Ifrit	20	26	Fire-elemental damage to all enemies
Ramuh	30	22	Thunder-elemental damage to all enemies
Atomos	25	32	Percentage-based damage to all enemies
Odin	30	28	Attempts to deal 'Death' to all enemies

Leviathan	40	42	Water-elemental damage to all enemies	
Bahamut	80	56	Non-elemental damage to all enemies	
Ark	100	70	Shadow-elemental damage to all enemies	
Cure	30	06	Refills HP in small amount to target(s)	
Cura	50	10	Refills HP in medium amount to target(s)	
Curaga	155	22	Refills HP in large amount to target(s)	
Life	30	08	Revives fallen character from KO status	
Scan	25	04	Allows party to see monster's battle stats	
Panacea	15	04	Removes Poison/Venom statuses from an ally	
Stona	25	08	Removes Petrify/Gradual Petrify from 1 ally	
Shell	35	06	Casts magic-reduction barrier on an ally	
Protect	30	06	Casts physical-reduction barrier on an ally	
Silence	30	08	Inflicts 'Silence' status on target(s)	
Mini	40	08	Inflicts 'Mini' status on targets(s)	
Reflect	20	06	Casts 'Reflect' status on one target	
Confuse	35	08	Inflicts 'Confuse' status on target(s)	
Berserk	30	06	Inflicts 'Berserk' status on target(s)	
Blind	40	06	Inflicts 'Darkness' status on target(s)	
Float	20	06	Casts 'Float' status on target(s)	
'-----'				

Garnet's summons power up when she accumulates gemstones that teach that particular skill (example: to power up Ramuh, collect Peridots). Odin is the exception. The more Ore one has, the higher chance of Odin inflicting Death; the fewer Ore one has, the higher chance of Odin inflicting non-elem damage, if the "Odin's Sword" ability is equipped.

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PASSIVE ABILITIES	AP	AMT	WHAT IT DOES...	
'-----'				
Auto-Reflect	75	15	Un-Dispel-able Reflect erected in battle	
Auto-Float	20	06	Un-Dispel-able Float erected in battle	
Auto-Haste	55	09	Un-Dispel-able Haste erected in battle	
Auto-Regen	35	10	Un-Dispel-able Regen erected in battle	
Auto-Life	105	12	Revives character (once) upon being KO'd	
MP +20%	45	08	Current MP x 1.2	
Healer	30	02	Physical attacks heal rather than damage	
Chemist	15	04	Doubles potency of medicinal items	
Reflect-Null	45	07	Magic attacks pierce through 'Reflect'	
Concentrate	55	10	Raises the strength of magic spells	
Half MP	125	11	All magic MP costs are halved	
High Tide	30	08	Character reaches Trance faster	
Body Temp	25	04	Prevents 'Freeze' and 'Heat' statuses	
Level Up	75	07	Receive 150% EXP for victorious battles	
Ability Up	60	03	Double AP awarded after winning battle	
Insomniac	25	05	Prevents 'Sleep' status	
Antibody	15	04	Prevents 'Poison' and 'Venom' statuses	
Loudmouth	20	04	Prevents 'Silence' status	
Jelly	40	04	Prevents Petrify/Gradual Petrify status	
Auto-Potion	20	03	Automatically use 'Potion' when damaged	
Locomotion	30	04	Prevents 'Stop' status	
Clear Headed	25	05	Prevents 'Confusion' status	
Boost	190	12	Raises the strength of eidolon attacks	
Odin's Sword	50	05	If Odin misses, inflicts non-elem damage	
'-----'				

FREYA CRESCENT

A wandering dragon knight from the kingdom of Burmecia, she's been searching for her lost love Sir Fratley for years. She re-encounters Zidane during the

Festival of the Hunt events in Lindblum, and joins thereafter. She uses a lance/polearm and can 'Jump' like dragoons in past FFs, dealing more damage than normal. She's also the only other character who can equip heavy armor and gauntlets.

ACTION ABILITY	AP	MP	WHAT IT DOES...
Lancer	20	10	Physical damage reduces MP values as well
Reis's Wind	25	12	Casts Regen on all allies
Dragon Breath	205	78	Physical damage to all enemies
White Draw	65	36	Replenishes some of allies' MP
Luna	30	12	Casts Berserk on all allies, enemies
Six Dragons	25	28	Fully cures/decreases/nothing to ally HP/MP
Cherry Blossom	40	46	Physical damage to all enemies
Dragon's Crest	45	16	Damage dealt depends on # of dragons slain

PASSIVE ABILITIES	AP	AMT	WHAT IT DOES...
Auto-Reflect	95	15	Un-Dispel-able Reflect erected in battle
Auto-Float	20	06	Un-Dispel-able Float erected in battle
Auto-Haste	75	09	Un-Dispel-able Haste erected in battle
Auto-Regen	25	10	Un-Dispel-able Regen erected in battle
Auto-Life	125	12	Revives character (once) upon being KO'd
HP +10%	30	04	Current HP x 1.1
HP +20%	75	08	Current HP x 1.2
MP +10%	35	04	Current MP x 1.1
Accuracy+	30	02	Raises the accuracy of physical attacks
Distract	25	05	Lowers enemies' physical attack accuracy
Long Reach	210	16	Same physical attack pwr even in backrow
MP Attack	20	05	Drains MP in battle to raise Attack Pwr
Bird Killer	30	03	150% physical damage to Aerial types
Bug Killer	25	02	150% physical damage to Insect types
Stone Killer	20	04	150% physical damage to Stone types
Undead Killer	20	02	150% physical damage to Undead types
Dragon Killer	70	03	150% physical damage to Dragon types
Devil Killer	30	02	150% physical damage to Demon types
Beast Killer	25	04	150% physical damage to Beast types
Man Eater	20	02	150% physical damage to Human types
High Jump	75	04	Freya jumps higher to raise Jump damage
Add Status	25	03	Physical atks can inflict weapon status
Gamble Defense	25	01	Ups 'Defense' stat in battle sometimes
Chemist	35	04	Doubles potency of medicinal items
High Tide	20	08	Character achieves Trance faster
Counter	85	08	May 'Attack' when physically damaged
Cover	30	06	May take physical damage in ally's place
Eye 4 Eye	35	05	Raises trigger rate of 'Counter' ability
Body Temp	20	04	Prevents 'Freeze' and 'Heat' statuses
Initiative	95	05	Chance of first-strike battles increases
Level Up	75	07	Receive 150% EXP for victorious battles
Ability Up	65	03	Double AP received after winning battle
Insomniac	30	05	Prevents 'Sleep' status
Antibody	15	04	Prevents 'Poison' and 'Venom' statuses
Bright Eyes	10	04	Prevents 'Darkness' statuses
Restore HP	85	08	May refill HP when in critical condition
Jelly	30	04	Prevents Petrify/Gradual Petrify status
Auto-Potion	30	03	Automatically use 'Potion' when damaged
Locomotion	25	04	Prevents 'Stop' status

QUINA QUEN

Quina is...uh, a bit weird. S/he has no known gender, and hails from a swamp by Lindblum, so it's quite possible s/he developed from frogs... Either way, s/he is a gourmand who's got an insatiable hunger for food, and can eat foes and learn their abilities in blue mage fashion. His/her weapon deals random damage for the most part, but his/her weapons are invaluable in some cases. Just don't get between Quina and a plate of munchies...

ACTION ABILITY	AP	MP	WHAT IT DOES...
Goblin Punch	--	04	Non-elemental damage to a target
LV5 Death	--	20	Kills any enemy with a level divisible by 5
LV4 Holy	--	22	Holy dmg to enemies w/ a lvl divisible by 4
LV3 Def-less	--	12	Lowers Defense of enemies w/ lvl dvsbl by 3
Doom	--	12	Inflicts 'Doom' status on an enemy
Roulette	--	18	Randomly kills one enemy or ally
Aqua Breath	--	14	Water-elemental damage to all enemies
Mighty Guard	--	64	Casts Protect and Shell on all allies
Matra Magic	--	08	Reduces one enemy's HP to 1 (may not work)
Bad Breath	--	16	Confuse/Darkness/Poison/Slow/Mini to a foe
Limit Glove	--	10	Deals 9999 damage to target if own HP is 1
1,000 Needles	--	08	Reduces target's HP by 1000 (ignores Def.)
Pumpkin Head	--	12	Damage dealt to Quina is dealt to a target
Night	--	14	Inflicts 'Sleep' on all enemies and allies
Twister	--	22	Wind-elemental damage to all enemies
Earth Shake	--	20	Earth-elemental damage to all enemies
Angel's Snack	--	04	Uses four remedies on all allies
Frog Drop	--	10	Deals dmg based on frog # caught in Qu's M.
White Wind	--	14	Refills some HP to all allies
Vanish	--	08	Makes a character immune to physical attk
Frost	--	08	Inflicts 'Freeze' on a target
Mustard Bomb	--	10	Inflicts 'Heat' on a target
Magic Hammer	--	02	Drains MP from a target
Auto-Life	--	14	Once cast, will revive a character upon KO

PASSIVE ABILITIES	AP	AMT	WHAT IT DOES...
Auto-Reflect	75	15	Un-Dispel-able Reflect erected in battle
Auto-Float	40	06	Un-Dispel-able Float erected in battle
Auto-Haste	70	09	Un-Dispel-able Haste erected in battle
Auto-Regen	30	10	Un-Dispel-able Regen erected in battle
Auto-Life	165	12	Revives character (once) upon being KO'd
MP +10%	50	04	Current MP x 1.1
Healer	60	02	Physical attacks heal instead of damage
Add Status	35	03	Physical atks can inflict weapon status
Gamble Defense	40	01	Ups 'Defense' stat in battle sometimes
Half MP	90	11	All magic MP costs are halved
High Tide	250	08	Character receives Trance faster
Counter	55	08	May 'Attack' when physically damaged
Body Temp	20	04	Prevents 'Freeze' and 'Heat' statuses
Level Up	75	07	Receive 150% EXP for victorious battles
Ability Up	40	03	Double Ap received after winning battle
Millionaire	100	05	Double (?) Gil received after a battle

Insomniac	40	05	Prevents 'Sleep' status	
Antibody	20	04	Prevents 'Poison' and 'Venom' statuses	
Loudmouth	30	20	Prevents 'Silence' status	
Jelly	35	04	Prevents Petrify/Gradual Petrify status	
Absorb MP	80	06	Fills MP based on enemy's spell MP cost	
Auto-Potion	30	03	Automatically use 'Potion' when damaged	
Locomotion	20	04	Prevents 'Stop' status	
Clear Headed	25	05	Prevents 'Confusion' status	

EIKO CAROL

Eiko's a little girl living alone in a deserted village, with only moogles as her friends. When the party stumbles across her near Conde Petie, they form a bond and she ends up joining. Unlike other little girls, she's fiery and not quite as dull as some party members. Plus, she can use white magic like Dagger (with more potency) and defensive-type summons. Her Carbuncle and Fenrir summons can change their effect depending on her accessory, and that gives her a versatile edge. She uses flutes as her main weapon, but can also equip rackets.

ACTION ABILITY	AP	MP	WHAT IT DOES...	
Carbuncle	35	24	Reflect/Protect/Vanish/Haste on all allies	
Fenrir	30	30	Earth/Wind-elemental damage to all enemies	
Phoenix	40	32	Fire damage to enemies; revives any KO ally	
Madeen	120	54	Holy-elemental damage to all enemies	
Cure	20	06	Refills small amount of HP to target(s)	
Cura	40	10	Refills medium amount of HP to target(s)	
Curaga	80	22	Refills large amount of HP to target(s)	
Regen	25	14	Gradually refills HP at set time intervals	
Life	35	08	Revives KO'd ally	
Full-Life	90	24	Revives KO'd ally to max HP	
Panacea	15	04	Alleviates 'Poison' and 'Venom' statuses	
Stona	25	08	Alleviates Petrify/Gradual Petrify statuses	
Esuna	40	20	Alleviates almost all abnormalities; 1 ally	
Shell	20	06	Erects magic-reduction barrier on a target	
Protect	20	06	Erects phys-reduction barrier on one target	
Haste	30	08	Speeds up an ally's ATB gauge	
Silence	25	08	Inflicts 'Silence' on target(s)	
Mini	35	08	Inflicts 'Mini' on target(s); cures 'Mini'	
Reflect	25	06	Gives 'Reflect' status to a target	
Float	25	06	Gives 'Float' status to target(s)	
Dispel	35	16	Dispels an enemy's positive statuses	
Might	20	14	Raises a target's physical attack power	
Jewel	50	04	Extracts an 'Ore' item out of a target	
Holy	110	36	Inflicts holy-elemental damage to a target	

NOTE: To make Carbuncle use different effects, learn the skill and equip a...

Diamond ---> 'Dia Light' ----> Vanish to all
Emerald ---> 'Emerald Light' -> Haste to all
Moonstone -> 'Pearl Light' ---> Shell to all

NOTE: To make Fenrir change to 'Millennial Decay,' learn the summon and equip a Maiden's Prayer item. Fenrir'll do wind-elem damage, now. Anytime Carbuncle is shown at full animation, it gains the ability

to add Protect to whatever status it's normally supposed to.

PASSIVE ABILITIES	AP	AMT	WHAT IT DOES...
Auto-Reflect	70	15	Un-Dispel-able Reflect erected in battle
Auto-Float	25	06	Un-Dispel-able Float erected in battle
Auto-Haste	65	09	Un-Dispel-able Haste erected in battle
Auto-Regen	35	10	Un-Dispel-able Regen erected in battle
Auto-Life	100	12	Revives character (once) upon being KO'd
MP +10%	15	04	Current MP x 1.1
MP +20%	50	08	Current MP x 1.2
Healer	20	02	Physical attacks heal instead of damage
Reflect-Null	55	07	Magic spells pierce 'Reflect' status
Concentrate	35	10	Raises strength of magic spells
Half MP	120	11	All magic MP costs are halved
High Tide	30	08	Character achieves Trance faster
Body Temp	20	04	Prevents 'Freeze' and 'Heat' statuses
Level Up	65	07	Double EXP received upon winning battle
Ability Up	55	03	Double AP received upon winning battle
Guardian Mog	30	03	Removes all statuses before EXP/AP given
Insomniac	25	05	Prevents 'Sleep' status
Antibody	20	04	Prevents 'Poison' and 'Venom' statuses
Loudmouth	15	04	Prevents 'Silence' status
Jelly	35	04	Prevents Petrify/Gradual Petrify status
Auto-Potion	30	03	Automatically use 'Potion' when damaged
Locomotion	15	04	Prevents 'Stop' status
Clear Headed	15	05	Prevents 'Confusion' status
Boost	150	12	Raises strength of eidolon attacks

AMARANT CORAL

A wanted man in Treno, this outlaw's been searching for the man who framed him long ago with only revenge in mind. He eventually joins up to see if he can wrap his mind around Zidane's principles. Mr. Coral uses his claws to inflict great damage, and has skills reminiscent of monks, such as Chakra, and ninja (see Throw command). Many of his skills are very, very worthwhile.

ACTION ABILITY	AP	MP	WHAT IT DOES...
Chakra	30	04	Replenishes some HP/MP on an ally
Spare Change	40	--	Throws gil at enemy to deal damage
No Mercy	25	12	Deals physical damage to a target
Aura	25	12	Gives Auto-Life/Regen on one ally
Curse	20	12	Gives a random elemental weakness to foe
Revive	35	20	Revives a KO'd character
Demi Shock	50	20	Reduces an enemy's HP by one-fifth
Countdown	40	16	Inflicts 'Doom' status on one enemy

PASSIVE ABILITIES	AP	AMT	WHAT IT DOES...
Auto-Reflect	85	15	Un-Dispel-able Reflect erected in battle
Auto-Float	35	06	Un-Dispel-able Float erected in battle
Auto-Haste	70	09	Un-Dispel-able Haste erected in battle
Auto-Regen	35	10	Un-Dispel-able Regen erected in battle
Auto-Life	140	12	Revives character (once) upon being KO'd

HP +10%	10	04	Current HP x 1.1	
HP +20%	40	08	Current HP x 1.2	
Accuracy+	30	02	Raises physical attack accuracy	
Long Reach	210	16	Same physical attack pwr even in backrow	
MP Attack	60	05	Reduces MP in battle to raise Attack Pwr	
Bird Killer	10	03	150% physical damage to Aerial types	
Bug Killer	10	02	150% physical damage to Insect types	
Stone Killer	10	04	150% physical damage to Stone types	
Undead Killer	10	02	150% physical damage to Undead types	
Devil Killer	10	02	150% physical damage to Demon types	
Beast Killer	10	04	150% physical damage to Beast types	
Man Eater	10	02	150% physical damage to Human types	
Healer	40	02	Physical attacks heal rather than damage	
Add Status	20	03	Physical atks can inflict weapon status	
Gamble Defense	35	01	Ups 'Defense' stat in battle sometimes	
Power Throw	50	19	Raises the 'Throw' command's strength	
Power Up	30	03	Raises strength of Chakra to 40%	
High Tide	60	08	Character achieves Trance faster	
Counter	240	08	May 'Attack' when physically damaged	
Cover	90	06	May take physical damage in ally's place	
Eye 4 Eye	50	05	Raises trigger rate of 'Counter' ability	
Body Temp	30	04	Prevents 'Freeze' and 'Heat' statuses	
Alert	30	04	Prevents back attacks in battle	
Level Up	50	07	Double EXP received after winning battle	
Ability Up	80	03	Double AP received after winning battle	
Flee-Gil	30	03	Recieve gil when fleeing battle	
Insomniac	20	05	Prevents 'Sleep' status	
Antibody	25	04	Prevents 'Poison' and 'Venom' ability	
Bright Eyes	25	04	Prevents 'Darkness' ability	
Restore HP	75	08	May refill HP when in critical condition	
Jelly	15	04	Prevents Petrify/Gradual Petrify status	
Return Magic	170	09	Counters magic attacks with same spell	
Auto-Potion	30	03	Automatically uses 'Potion' when damaged	
Locomotion	20	04	Prevents 'Stop' status	
Clear Headed	30	05	Prevents 'Confusion' status	
'-----'				

ii. TRANCE

[TRNC]

Trance is FFIIX's answer to the limit breaks in past FFs. To achieve Trance, one must let the little red bar under the ATB gauge fill up by taking damage (High Tide skill helps fill faster). When the bar reaches the end, that ally will be able to use their "super ability," whatever that may be. There are a few things you should know, though.

* If you end the battle without using your Trance, the bar depletes ALL the way. Thus, if you're close to achieving one, let the enemies attack you before inputting your commands; this way you don't accidentally waste it like the millions of people before you. <raises hand>

* Trance can be used multiple times during battle, and as it's used (for any command, not just the one that appears during the state), the bar will go down. When it depletes, the Trance ends.

* Getting hit with 'Zombie' status fully depletes your bar, and does not go start to go up until alleviated.

Here are the character overviews in this department.

Zidane gets the 'Dyne' command when in Trance. What skills he can use are dependant on his abilities he knows (they're all non-elemental). This may be a little off, but it's something like:

ABILITY	TGT	MP	LEARN PERMANENTLY BY MASTERING...
Free Energy	One	10	Flee
Tidal Flame	All	12	Detect
Scoop Art	One	14	What's That!?
Shift Break	All	16	Soul Blade
Stellar Circle 5	One	24	Annoy
Meo Twister	All	32	Sacrifice
Solution 9	One	48	Lucky Seven
Grand Lethal	All	60	Thievery

For everyone else:

ALLY	TRANCE	TRANCE EFFECT...
Vivi	Dbl Blk	Can cast two spells consecutively each turn
Eiko	Dbl Wht	Can cast two spells consecutively each turn
Quina	Cook	Can 'Eat' enemies with 1/2 HP instead of norm 1/4th
Dagger	Eidolon	Summoned eidolons can return on their own for no MP
Amarant	Elan	The 'Flair' abilities now affect all allies/enemies
Freya	-----	Stays in 'Jump' mode and 'Spear' affects all foes
Steiner	-----	His physical damage rises by 300% (I think...)

iii. ELEMENTS

[LMNT]

Some skills and weapons are imbued with certain 'elements,' which give them a special property. Likewise, some enemies are weak to 'elements' and preying on those weaknesses allows extra damage to be done. Here's is the equilibrium in a sense:

Fire <-> Ice
Earth <-> Wind
Holy <-> Shadow
Thunder <-> Water

So, fire does way more damage to ice, and vice versa; earth does way more damage to wind, and vice versa...you get the picture. Using the 'Scan' ability can reveal elemental weaknesses so you can strike the achilles' heel easily...if you're prepared.

iv. STATUS ABNORMALITIES

[STTB]

Status abnormalities are 'effects' that change one's status from normal to good...or bad. With the exception of Zombie, KO, Doom, and Virus, all of the ones you don't want to face can be cured with Remedies or the Esuna ability. Being in Trance also cancels all harmful effects, besides Virus, Petrify, and Zombie.

ABNORMALITY	EFFECT	SPECIFIC CURE
KO	Can't participate in battle	Phoenix Down
Heat	If command is input, character is KO'd	-----
Mini	Attack/Defense decrease	-----
Slow	ATB Gauge fills slower	-----
Stop	ATB Gauge does not fill	-----
Sleep	Character cannot act for a short time	-----
Virus	Cannot receive after-battle EXP/AP	Vaccine
Venom	Stop + HP/MP drain effect	Antidote
Freeze	Can't act; physical attacks instantly KO	-----
Poison	HP gradually decreases	Antidote
Zombie	Curative items damage HP	Magic Tag
Berserk	Attack enemy blindly	Gysahl Greens
Confuse	Randomly attacks enemies and allies alike	-----
Petrify	Can't participate in battle	Soft
Silence	Cannot use magic commands	Echo Screen
Trouble	Target's allies receive 1/2 damage done	Annoyntment
Darkness	Physical attack accuracy decreased	Eye Drops
Death Sentence	When timer ends, Death is inflicted	-----
Gradual Petrify	When timer ends, Petrify is inflicted	Soft

NOTES:

- * Phoenix Pinions can also be used to cure KO
- * Auto-Haste will permanently guard against Slow
- * Those in Zombie status also get empty Trance gauges
- * Those in Zombie status do not receive any EXP/AP after battle
- * Those in Zombie status are refilled to full when Death/Doom is used
- * Enemies who are in Stop/Petrify status only drop AP, not EXP/Items/Gil.

Now for the good statuses you WANT to be 'inflicted' with:

ABNORMALITY	EFFECT
Haste	Character's ATB gauge fills up much quicker than normal
Regen	Character's HP refills gradually at set time intervals
Float	Characters in this status evade earth-elemental attacks
Shell	Character takes reduced damage from magickal attacks
Vanish	Character cannot be hit with physical/weapon attacks
Protect	Character takes reduced damage from physical attacks
Reflect	Magic used on character bounce back onto their executor
Auto-Life	Character is automatically revived (once) upon being KO'd

NOTES:

- * All effects wear off besides Auto-Life; you need to die to remove it.
- * Float status makes the character(s) more susceptible to wind-type damage.

AP (Ability Points) are obtained from defeating enemies, and are used to make characters' dormant abilities come out of equipment. A bit about this:

- * AP is obtained no matter how you win a battle
- * Characters in Zombie, Virus, KO, and Petrify status do not receive AP
- * A character with the 'Ability Up' skill doubles the AP earned for him/her

Here's how one of Zidane's would look without AP earned for it:

		"The Tower" is the name of the thief sword,
[THE TOWER]		with the two skills that can be learned on
		the list under it. The "<>" will change by
<> Lucky Seven [0/85]		two different means:
<> Thievery [0/100]		
		01) It will be "A" or "S", which stand for
		action or support abilities, respectfully.
		Action abilities are used in battle, while
		the other are 'passive' and augment or
		enhance the character superficially in
		some way.

02) It will be red/blue/gray. If it's red, it means the action ability is learned fully and can be used at any time in battle; if it's blue, it means the ability has been learned AND is equipped on the character. If either is gray, it means the ability has not been learned fully yet.

The [0/85] part, for instance, tells how many AP have been earned (0) and the maximum (85) needed to learn. The equipment with the ability 'inside' it is 'teaching' the ability, we'll say. If you unequip the sword or armor before the ability is learned, you can't use it -- you haven't been taught it all the way. When it's learned, and three stars show in place of the AP gauge, you've mastered the skill and it may be used whenever.

This is fairly easy to understand, but I figure I'll go over it anyway...

When you reach Lindblum, and then later on, synthesis shops will show up from time to time. These allow you to make new equipment from two pieces of older stuff. A few notes on this:

- * To create a new weapon you must have the gil needed and the two pieces of equipment IN your inventory, i.e. not equipped on anyone.
- * Once the item is synthesized, the two items used to make it are gone from the inventory...you've used them up, and will have to buy new ones to make

more.

- * Some components, like the Zorlin Shape, quit being sold later on in the game; thus, if you use 'em up, you may lose out on an ability. Keep track of the unlearned abilities so that you don't miss out.

vii. TIPS AND TRICKS

[TPST]

Here are some tips that I wrote, and some submitted by my buddies at the GameTalk FF9 boards. Hope they'll prove useful in your hour of darkness.

- <> Some black/white magic can be spread around a group of targets, making it easier to inflict statuses or heal more than one target. The effect usually weakens a bit (or may decrease probability of success in some cases, I think) but is invaluable nonetheless. Toggle the settings in battle by using L1/R1.
- <> The "Cotton Robe Trick" is an easy way to make money later on, since it uses 2 cheap components to make a 610g profit. To do this, when in Dali, buy up a whole bunch of 'Wrist' items for 130g apiece. Then, in Lindblum, buy a whole bunch of Steepled Hats for 260g. At the first synthesis shop, slap 'em together for 1000g combination fee and then sell the product for a cool 2000g -- profit!
- <> The "tent trick" mentioned throughout the guide involves...well, a regular old Tent. While these can heal in-battle, a lot of the time they inflict the target with Poison/Darkness/Silence in addition. The cool thing is this applies to the enemy as well, and can make some bosses (Gizamaluke, for instance) ten times easier.
- <> When in Ipsen's Castle, there is a monster called 'Agares' who appears w/ a petrified Gargoyle. Remember how it's recommended that you equip crappy weapons here so they do more damage? In this case, don't bother -- equip a Sargatanas. When you get in battle, use Soul Blade on Agares to end the battle...and the Gargoyle will instantly die, giving you EXP/AP. Who said ya don't get EXP/AP from petrify? =p
- <> "If you equip your entire with Auto-Reflect and have Vivi do either Firaga, Blizzaga, or Thundaga on ALL four of YOUR party members, it bounces back with 4x the effectiveness and hits for 9,999 HP EVERY time EXCEPT against Ozma. The only time it didn't work with me was against Ozma." -- FF9Freak
- <> "If you can, equip Auto-Regen to every ally and Boost to Eiko and Garnet. When in protracted boss fights, where chances to heal are iffy, have Eiko or Garnet summon whichever eidolon they currently have learned (and has the longest animation). During the full animation, your party will continuously regain HP, and may even be restored to full health by the time the animation ends." - Mel's Cross Hinder
- <> "Anytime you reach a new area (town, etc) scour the place for the Traveler Moogle (Stiltzkin), and buy whatever he's selling at the moment. If you succeed in buying all of his wares throughout the game, in Disk 4 you can find him in Alexandria, and he'll reward you with a free Ribbon." -- Mel's Cross Hinder

<> If you equip two items that teach the same ability, that ability will gain AP twice as fast. This doesn't work for all 100+ AP skills, but it helps for some like Half MP or Reflectx2.

<> "Just thought I'd mention a great place to AP-farm on Disc 3 (at the earliest) that seems like it would be overlooked by most. You know the Qu's Marsh on the island to the west of the Forgotten Continent? Well, the island may have Grand Dragons on it, but it's the Adamantoises (EXP:1274 when divvied up between all four party members/AP: 3/Gil:4433). The only things to watch for are, of course, the island's other monsters, Gimme Cats & Grand Dragons on the plains and Whale Zombies on the beach."
- Sypher_Kyaeon

<> "Stats acquired from Marcus transfer to Eiko, so training Marcus to 99 when you have him in Treno is very important. If you have collected Stellazzios (to get the Blood Sword) and own a turbo controller, this is easy. Oh, you'll also need two rubber bands.

First, purchase some potions or other healing items. Then, open the hatch in Tot's place to the Gargan Roo. Equip the Blood Sword to Marcus and whatever equipment you want him to level up with (for stats that will transfer to Eiko, so go with stuff for magic). Save.

When that is done, enter a battle down there. Kill off Garnet and Steiner and win the battle. You should get an incredible amount of EXP if you encounter the red enemies. Heal if necessary and repeat the process until Marcus is at a strong enough level to survive solely on his Blood Sword, even when two of the big red enemies are present. When this level of strength is obtained, save your game.

Now you need to prepare for your auto training. Head down and left from the moogles into the other screen. Head to the right side of the screen and part of the stone doorway (that you passed through upon entering the screen) should jut out. Head behind this (so only part of Garnet will be showing) and then turn the analog stick left. Garnet should run continually into the wall without going anywhere. Believe it or not, running in place starts battles."

When this is achieved, then set rapid fire on the X button and then use a rubber band to hold the X button down. Then use the other rubber band to hold the analog stick to the left. This should do it. Garnet will run into the wall and when a battle starts, Marcus will attack, and heal himself. This process will repeat and you'll gain EXP, gil, and items. Every once in a while, come back and stop, so that you can sell all 99 of whatever item you've acquired and to save. Then repeat until Marcus is 99. You can continue even longer for money, but you'll be rich enough by then, I think. In the end, you'll have a really strong Marcus, tons of money, and later on, an Eiko who will have about 10-15 more in each of her stat attributes, depending on what equipment you had." -- Everyone's Grudge

/ III. WALKTHROUGH [WLKT] | _

01) Prima Vista

[WK01]

ITEMS	
47 Gil	Potion

Once the opening credits have passed, a character aboard a huge ship sailing a sea of mist will go belowdecks and into a dark room. When you can move him around, search the northern confines of the room for a [47 GIL] + [POTION]. Light the candle after the looting's done to name the prehensile-tailed man -- default: Zidane. A small boss fight ensues when Zidane's colleagues emerge from behind a door.

```

|| _____ ||
|| BOSS: Masked Man ~HP: 180 ~ AP: --- ~ GIL: --- ||
||           '-STEAL: Potion, Wrist, Mage Masher ||
|| _____ ||
|| ATTACKS: ||
|| _____ ||
|| Oww! -----> falls over (does nothing) ||
|| Gwahaha! --> weak physical damage (single) ||
|| Get some! -> weak physical damage (single) ||
|| _____ ||

```

Zidane's friends (Cinna, Marcus, Blank) join him for this joke battle, and all have the 'Steal' command, which allows them a chance at swiping one of the guy's items. The only one you'll want to get here is the Mage Masher, which is a weapon for Zidane (and better than his current one). Four regular physical attacks from anyone sans Cinna, who does pitiful damage, should take him out...but get that Mage Masher! Cinna may die, but don't waste a phoenix down on him. Oh, and the battle system is set on 'WAIT' so while you're accessing a menu, battle action stops until you've chosen. Not that you need to choose carefully or anything...

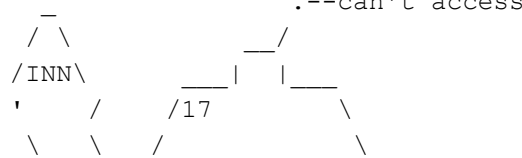
Afterwards, everyone rushes into the next room while the un-Masked Man Baku, who is the ringleader for the thieves, goes over the plan. Answer "That's when I kidnap Princess Garnet, right?" to change the view over to a new character, only addressed as "???????" at the moment...

02) Alexandria

[WK02]

ITEMS		
_ Poti	_ Poti	_ Zombi Card
_ Poti	_ Lizard Man Card	_ Sahagin Card
_ Poti	_ Fang Card	_ 9 Gil
_ 33 Gil	_ Goblin Card	_ Poti
_ Flan Card	_ 27 Gil	_ 38 Gil
_ Ether	_ Phoenix Pinion	_ Eye Drops
_ 3 Gil	_ Poti	_ Tent
_ Ironite Card	_ Goblin Card	_ Fang Card
_ Bomb Card	_ Skeleton Card	_ Goblin Card
_ Fang Card	_ Remedy	_ 29 Gil
_ 63 Gil	_ 92 Gil	

.--can't access at this point



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          \/\//          \_ _ | |
          .-Save \          _|_ 29 | <- WEAPON (closed)
          | _ _ / [TICKETS] | _ _ | --- |
          | | | _ 26 27 28 | _ _ | <- SYNTH (closed)
    TO ROOFTOPS/ | | | | | | 16 |
          _ _ | | _ / | | | | | |
    _ |22/23/24| _ _ | | | | | |
|25|| CHRCH |ILIA || _ | | | | | | [LEGEND]
| | |21 _ 20|18_19|| | | N | | _ |ITEM| 1 - Potion
| | _ | | | | | | | | | | | _ |SHOP| 2 - Potion
| _ _ | _ _ | _ _ | W+--+E _ | | | 15 | 3 - Zombie Card
| | | | | | | | | | | | | | | | 4 - Potion
          | | | | | | | | | | | | | | | | 5 - Lizard Man Card
          S | | | | | | | | | | | | | | | | 6 - Sahagin Card
          | | | | | | | | | | | | | | | | 7 - Potion
          /11|_ |13 | | | | | | | | | | | | 8 - Fang Card
          | _ _ | BAR| | | | | | | | | | | | 9 - 9 Gil
          | | | | | | | | | | | | | | | | 10 - 33 Gil
          \10| |12 | | | | | | | | | | | | 11 - Goblin Card
          | _ | | _ _ | | | | | | | | | | | | 12 - Potion
          |2| | | | | | | | | | | | | | | | 13 - Flan Card
          | | _ _ | 8 | | | | | | | | | | | | 14 - 27 Gil
          |1 _ |_7 9| | | | | | | | | | | | 15 - 38 Gil
          START-> | _ | | _ _ | | | | | | | | | | | | 16 - Ether
          _ | | | | | | | | | | | | | | | | 17 - Phoenix Pinion
          / | | | | | | | | | | | | | | | | 18 - Eye Drops
          / 4 \ | | | | | | | | | | | | | | | | 19 - 3 Gil
          (3 [] 5 ) | | | | | | | | | | | | | | | | 20 - Potion
          \ | | | | | | | | | | | | | | | | 21 - Tent
          \ _ _ / | | | | | | | | | | | | | | | | 22 - Ironite Card
          | _ | | | | | | | | | | | | | | | | 23 - Goblin Card
          [-EXIT-] | | | | | | | | | | | | | | | | 24 - Fang Card
          | | | | | | | | | | | | | | | | 25 - Bomb Card
          | | | | | | | | | | | | | | | | 26 - Skeleton Card
          | | | | | | | | | | | | | | | | 27 - Goblin Card
          | | | | | | | | | | | | | | | | 28 - Fang Card
          | | | | | | | | | | | | | | | | 29 - Remedy

```

Right off the bat, there's a ton of items to search out. Skip to the hyphen line below if you don't want to climb this wall of text.

After the mysterious "?????" kid is given his ticket back, head south from the side-street into a statue's screen. Move the kid towards you (the player) and look by the green object in the SW corner -- it's a [ZOMBIE CARD]. Take a look behind the statue as well, to find a [POTION]. Now, head as far away from you (the player) so that the mysterious boy is obscured by the statue. There's a [LIZARD MAN CARD] to find on some doorstep. Find the [SAHAGIN CARD] by another doorstep nearby. You can't leave town, so return to the previous street.

Get the [POTION] left of where you enter, under the house's eaves, and enter the house on the right where an old woman is using a spindle. Check the ground floor for another [POTION]; then, climb up the ladder. A [FANG CARD] can be found in the bureau up there, and [9 GIL] near the bed on the ground floor. Exit onto the street again.

A "Rat Kid" will bump into you and leave again -- follow him north, getting another [POTION] by a barrel of apples. Watch the nobles advance down the

street and check the foreground's grass for [33 GIL] and a [GOBLIN CARD]. Enter the bar when done. Check around the stools for another [POTION], [FLAN CARD], and [27 GIL]. Down the street, there's a shop still open if you want to check it out [LINK: SH01]. Even if you don't want to buy anything, there's a [38 GIL] deposit on the floor. Back on the street, enter the main square.

To the east is two doors, where the synthesis shop is (closed now) -- there's a nice [ETHER] on the floorboards, and a [REMEDY] next door in the weapons shop (also closed) counter-side. Exit back outside, and go to the top of the screen (north) and find the [PHOENIX PINION] by the wagon wheel. You can do a jump-rope mini-game here as well [LINK: JMPR], as well. Talk to Hippaul in the square to learn he's hid his three "precious" cards somewhere -- go to the church and get the [IRONITE CARD], [FANG CARD], and [GOBLIN CARD] (poor hippo-face ;-;). While you're here, raid Ilia's house next door where there is [EYE DROPS] and [3 GIL] -- she can't be in the house for the latter one, though.

Also, in the church, there is a [TENT] and [POTION] by the fence, so be sure to get those, too. Talk to the NPC Tom by the church to learn his cat's gone missing; you can find it in the statue entrance to town. Return to him and he'll fork over a [BOMB CARD] for your altruism.

Finally, when you're done walking around, go to the ticketmaster booth in the town square. Show him your ticket and he'll give you a [GOBLIN CARD], as well as a [FANG CARD] and [SKELETON CARD]. Enter the alleyway by the church to find the rat kid again; agree to be his slave to see the night's play. He will ask "??????" to stand guard -- say it's all clear and Ratty'll steal the signmaker's ladder. A four-armed man walks into the alley at this point and will steal gil from you he bumps into the kid; if you talk to him, however, ask him if he's Alleyway Jack; you can then learn the Tetra Master tutorial from him in the bar. When done, follow the rat kid to the church.

Try to climb up to the belltower and a moogles named Kupo will fall on the mysterious kid. Moogles can save the game and will ask you to deliver mail if you inquire about the 'Mognet' option, which you should do. Accept to deliver the [LETTER: KUPO -> MONTY] and climb up the ladder, giving access to the Alexandrian rooftops.

After crossing the second rooftop, get the [29 GIL] in the chimney nearby and follow north to where ratso is. He'll ask the kid's name, and you can dub this character at last [Default: Vivi]; he'll also give his own name, which is Puck.

Once Puck scoots out of the way, enter the open-roofed house and follow the walkways to another chimney with [63 GIL] within. North of that open-roofed house is a [92 GIL]-stuffed chimney. Follow to Puck and the view will change to the play.

Whew, that long stretch is out of the way.

```

|   |_| Ether*           |_| Elixir*           |_| Silk Shirt*       |
|   |_| Moonstone*      |_| ??? Gil           |_| Elixir            |
|   |_| Phoenix Down    |_| Phoenix Pinion    |_| Phoenix Down      |
|-----|
| * - only one asterisked item can be obtained here
|-----|

```

A fakey stage battle occurs when you enter. Give 'em a good show!

```

||-----||
|| BOSS: King Leo ~ HP: 200                               ||
||      Benero ~~~ HP: 40                                 ||
||      Zenero ~~~ HP: 40                                 ||
||-----||
|| ATTACKS:                                               ||
||-----||
|| Clamp Pinch --> Weak physical attack (single)         ||
|| Taste Steel! -> Weak physical attack (single)         ||
|| Poly -----> Zero-damage stage magic (single)        ||
|| Pyro -----> Zero-damage stage magic (single)        ||
||-----||

```

You've got the same four thieves as last time, except the 'Steal' command has been changed to SFX, where stage magic is used to dazzle the crowd... meaning it does no damage. Benero/Zenero will go down in one hit, and the incognito Baku doesn't take much either. Funny how Cinna is still such an easy target...but then again, he's better at dying than fighting, right? King Leo "dies" in about five regular hits from the real warmongers.

As the dramatic play rolls on, a swordfight scene will occur in which the player can do button combinations and impress nobles for cash and items (the latter which you get in awhile).

```

.----- .----- . There are one hundred (100) nobles in attendance
| # TO AMUSE | REWARD   | and you get varying rewards after ending, which
|-----'-----| is based on how fast you press the corresponding
| * 00 -> 49 = Ether   | buttons and if those buttons are correct. The
| * 50 -> 79 = Elixir   | best reward, of course, is the Moonstone, which
| * 80 -> 99 = Silk Shirt | is a rare accessory (finite in number) that you
| * 100 ---> = Moonstone | will want to try and get. If you don't get it the
'-----' firsttime, you can always take the audience up
                on their 'encore,' which lets you have another
shot at doing the fight. There are fifty commands to put in, so this can be
a bit of a trial. You can get another Moonstone at a later time, so don't
beat yourself up over not getting the best reward. You can try saying each
button out loud, which may help with the coordination (does for me). Whatever
amount you get, the crowd throws [??? GIL] at you, where the '???' is the
appropriate number. Blank and Zidane walk off-stage, into the castle proper...

```

Once the two have put the incompetent on-duty knights into sleepy-by land, go up the stairs (only way to go) to encounter a girl in white. Talk to her and she'll run away; the view then switches to Queen Brahne and her two bodyguards, one of which you can name [Default: Steiner]. After some hilarious scenes, Steiner can do a little "game" where he rounds up his AWOL squad. The object is to send everyone out searching for the errant princess. However, before you do anything, go talk to Queen Brahne and she'll give you the reward that was dependant on Blank/Zidane's performance, and search the guardhouse

Blank/Zidane were in for a [PHOENIX DOWN].

Save in the guardhouse and send Blutzen/Kohel out to look (there's a squad list in here on the wall), then head to the twin-stairway hall. Steiner'll see a person running, but every time he gets close, that person runs the opposite way. That's Dojebon, and to talk to him, wait near the middle of the balcony until his path is clear and bumrush him. The east wing dining room nearby has another Pluto Knight, Mullenkedheim, waiting for food. Talk to him, and go downstairs.

At the stairbottom, go into the library to find Laudo. Send him out searching and then re-enter the library. Laudo will be hiding behind a bookcase, out of view (so mash the action button to find him). This will send him out looking permanently. Outside, head towards the lakeside and talk to Haagen, to get him all worked up over the disappearance. Then, go west to the tower's base.

Weimar is flirting with a knight here and leaves after Steiner yells at him. Then, enter the tower's spiral stairs to find the last knight, Breireicht. Talk to him twice and, if you've found everyone, he'll give an [ELIXIR] to his captain. Climb to the top of the stairs to get see another funny scene, bringing everyone to the Prima Vista once again.

PLUTO KNIGHT	LOCATION
Laudo	In library; talk to him, then find him hiding there again
Kohel	In guardhouse with the moogle
Haagen	Sitting by the lakeside
Weimar	Talking to knight by west tower
Blutzen	In guardhouse with the moogle
Dojebon	In twin-stairway balcony
Breireicht	West tower's stairway
Mullenkedheim	In east wing dining room

Talk to Ruby and pursue Garnet downstairs. After Cinna gets ridiculed, he'll lead everyone to an escape hatch in the adjacent room. Down amongst the engines, move the turncrank to the left and right; this lets a [PHOENIX DOWN] and [PHOENIX PINION] chest drop to the ground floor. Equip Zidane with that Mage Masher if you want and enter the adjacent room. A...uh, boss fight will take place.

```
||-----||
|| BOSS: Steiner ~ HP: 200 ||
||           '-STEAL: Silk Shirt, Leather Hat ||
||-----||
|| ATTACKS: ||
||           ||
|| Attack -> Weak physical attack (single) ||
||-----||
```

It's Cinna/Blank/Zidane vs. Rusty! No skills to speak of, which gives you a lot of time to steal his equipment. It's generally very easy -- can't even kill ol' meat-shield Cinna in one hit!

After some auto-scenes, it's time for a rematch!

```
||-----||
```

```

|| BOSS: Steiner ~ HP: 200 ||
|| Haagen ~ HP: 40 ||
|| Weimar ~ HP: 40 ||
|| ||
|| ATTACKS: ||
|| ||
|| Slash --> Weak physical attack (single) ||
|| Attack -> Weak physical attack (single) ||
|| ||

```

Vivi, Marcus, Zidane, and Garnet are fighting this joke battle. If you select Cure/Fire, you can use the L1/R1 button to spread it out among all the enemies. This diludes the attack a bit, but it's a good way to take out any crappy foes (you can cure everyone in this way, too). The thief characters are penalized here, still having the SFX command for no real reason, but it doesn't affect the outcome.

Time for the last waltz...

```

|| ||
|| BOSS: Steiner ~ HP: 200 ||
|| ||
|| ATTACKS: ||
|| ||
|| Attack -> Weak physical attack (single) ||
|| ||

```

The battle ends once the Bomb "Grow"s big enough, so stall 'til then.

Everyone ends up getting away, luckily, but at what cost?

04) Evil Forest

[WK04]

ITEMS	ENEMY
_ Phoenix Down	_ Bronze Gloves
_ Wrist	_ Ether
_ 116 Gil	_ Ether
_ Rubber Helm	_ Leather Hat
_ Potion	_ Ether
_ Blank's Medicine	_ Moogle's Flute

A moogle here introduces the "ATE" system, standing for Active Time Events. It allows one to see (w/ Select) events happening elsewhere at that exact time. Watch "The Forest Keeper" to see Garnet and Vivi's fates, then search by the recovered commodities for a [PHOENIX DOWN] before saving. Head south through the wooden log; two screens later, another boss fight comes your way. I know, we just can't get enough!!

```

|| ||
|| BOSS: Prison Cage ~ HP: 500 ||
|| ||
|| ATTACKS: ||
|| ||
|| Left Stem --> Weak physical attack (Zidane) ||
|| ||

```



```
|| Right Stem -> Weak physical attack (Steiner) ||
|| Absorb -----> Drains HP to heal self (Garnet) ||
|| _____ ||
```

It's just Zidane and Steiner for this, with the former getting 'Trance' at the start -- this game's equivalent of a limit break. You can use Free Energy twice on the monster to kill it (if you have Tidal Flame, DO NOT use it or you will kill Garnet). Throw Garnet a potion after its second Absorb, or that's another way to get a game over. Don't bother wasting the Trance to steal, 'cause it ain't got anything.

Immediately after, there is...another...boss fight. ^____^

```
|| _____ ||
|| BOSS: Prison Cage ~ HP: 500 ~ AP: 03 ||
||           '-WEAK : Fire ||
||           '-DROP : Eye Drops, Goblin Card, 436g ||
||           '-STEAL: Leather Wrist, Broadsword ||
|| ATTACKS: ||
|| ||
|| Left Stem --> Weak physical attack (Zidane) ||
|| Absorb -----> Drains HP to heal self (Vivi) ||
|| Right Stem -> Weak physical attack (Steiner) ||
|| _____ ||
```

Vivi will be trapped in the fleshy cage this time, but unlike Garnet, he will fight back, using 'Fire' to do around eighty damage to the thing. Like before, be wary of Vivi's HP and use a Potion after the 2nd Absorb. Try to steal its equipment before Vivi broils this piece of broccoli.

Everyone ends up back at the Prima Vista...

When you regain control of Zidane on the bridge, open the [BRONZE GLOVES] chest by Baku and go downstairs. View the ATEs if you want and open the [WRIST], then enter the room Blank came out of. Open the [ETHER] chest and get the [116 GIL] cache on top of the bunk bed. Talk to Vivi and go Blank'll suggest talking to the Boss about leaving with the knight and black mage. Enter the side passage where Marcus guards Steiner's door and get an [ETHER] by the door; then, go downstairs.

All the musicians are here. Search the northern confines for a [RUBBER HELM] and enter the southern door, towards the ship's new exit. A [LEATHER HAT] is among the rubble. Backtrack a room and enter the room where the Tantalus thieves went over the kidnap plan awhile back -- Baku's there. He says he's going to bust Zidane up for breaking the rules...boss fight coming! Get the [POTION] before returning to the cargo room. Agree to fight, get the show on the road (equip Mage Masher first)!

```
|| _____ ||
|| BOSS: Baku ~ HP: 200 ~ AP: ||
||           '-STEAL: Hi-Potion, Iron Sword ||
|| ||
|| ATTACKS: ||
|| ||
|| YEOWWW! -----> Falls over (wastes the turn) ||
|| Gwahaha! -----> Weak physical damage (Zidane) ||
|| Rrrragh! -----> Weak physical damage (Zidane) ||
```

```
|| Bring it on! -> Weak physical damage (Zidane) ||
|| _____ ||
```

That Iron Sword will be useful for Steiner, so don't finish this battle without getting it. His attacks all do about 25-35 dmg, except for the one where he falls and idles. Pretty easy, 'specially with the Mage Masher which can hit for 80+ dmg.

Having lost, Baku gives his OK about letting Zidane go out and search. Return upstairs and get Steiner from the instrument closet. There's an unopened [ETHER] chest in there, too. Visit Vivi and he will join the party, too. After a secret 'conference,' Steiner will learn a new command (Sword Magic) which lets him use magically-imbued sword attacks...if Vivi is in the party and not KO'd. Equip Vivi with a Silk Shirt if you have one, and the Leather Wrist as well -- this'll let him learn Blizzard and Thunder magick. Steiner should get the Iron Sword/Bronze Gloves, which you should have. >=p

Downstairs, Blank bestows the key item [BLANK'S MEDICINE] upon you, then say how to set abilities (Menu -> Ability -> Equip). Outside the wreckage Cinna has set up shop [LINK: SH02] and Mosco will have a letter for Zidane. Enter back into the forest proper.

Fight some Fangs/Goblins to level everyone up a bit (level three is good). At the fourth screen through the rather straightforward forest, there's a spring (refresh HP/MP only) and another moogles. Save here and give Monty a letter if you've got one, then read Stiltzkin's. If you want a tent, you can steal one from Dendrobium enemies. Anywho, head out the other end of the spring to see an FMV; one more screen finds Garnet, in the clutches of the biggest weed you've ever seen. Equip Silk Shirts around, since they halve thunder damage.

```
|| _____ ||
|| BOSS: Plant Brain ~ HP: 1500 ~ AP: 05 ||
||           '-DROP : Potion, Phoenix Down, 468g ||
||           '-STEAL: Eye Drops, Iron Helm ||
|| _____ ||
|| ATTACKS: ||
|| _____ ||
|| Left Tentacle --> Med. physical damage (Zidane) ||
|| Right Tentacle -> Med. physical damage (Steiner) ||
|| Thunder -----> Med. thunder-elem magic (one/all) ||
|| Pollen -----> Weak physical damage + % Darkness (all) ||
|| _____ ||
```

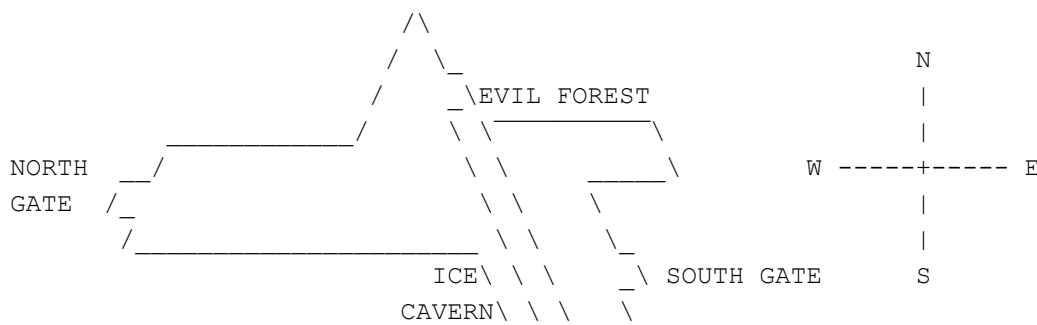
Have Steiner use his Swd Mgc's "Fire Sword", which will hit 100% of the time, even with darkness put on everyone. After ~950dmg has been dealt, Blank will show up as the fourth party member. It shouldn't be too hard to do consistent damage, but if you want that Iron Helm steal, eating a bunch of damage from the affect-all Thunder attack will take awhile. Use Blank as the second stealer to get that helm, then spam Fire Sword to bring it down (does 440+dmg).

Afterwards, there's havoc (!) and intrigue (!) as some spiders crawl outta the Plant Brain's husk. Everyone runs to the next passage. If you want a 3rd Silk Shirt, take Blank's. Continue down the path until you get to a pincer

attack (mandatory) with some Plant Spiders. After, unequip Blank of anything you may want and go to the next screen. Everyone gets chased to the exit, and it's onto the overworld...almost.

Following a campout session, Monty the Moogle will give Zidane the key item [MOOGLE'S FLUTE], which allows him to summon a moogle on the world map for tent/save features (use square button). The ATE "Teach Me, Mogster!" Lesson 1 also plays, but you don't have to view all the tutorials. Do so, though, if you're fuzzy on the game's properties.

Here's a map of the Gunitas basin -- Zidane's party starts by the Evil Forest exit (can't re-enter) and can head towards the Ice Cavern (destination) or the North Gate far to the west. The South Gate is across the river and isn't accessible at the moment, nor will it be for awhile. Monsters in this region are just the Pythons, Goblins, and Mus. Equip Garnet with clothing articles because she won't have any (pervert!).



o-----o-----o
 | OPTIONAL: North Gate | [NGT1] |
 o-----o-----o-----o-----o-----o-----o-----o-----o
 | There isn't much to see at Melda Arch, although you can speculate on the |
 | telltale signs of battle beyond the gate. Open the [EYE DROPS] chest just |
 | beyond the fence and get a [POTION] chest just near there, too, before y' |
 | inspect the door. On the other side's a woman who will sell items to you |
 | [LINK: SH03]. Just potions, though. Leave after. |
 o-----o-----o-----o-----o-----o-----o-----o-----o

o-----o-----o
 | OPTIONAL: Ragtime Mouse True and False |
 o-----o-----o-----o-----o-----o-----o-----o-----o
 | This can only happen in forests. Sometimes when a battle initiates, you |
 | will hear cheesy carnival music and fight a 'friendly' monster who will |
 | challenge you to guess the correct answer to a question that is grounded |
 | in the game's 'facts.' This can happen in ANY forest from now 'til Disc |
 | 4; it can only happen four times on the first disc, though, IIRC. See the |
 | 'RGTM' section for details on the questions/answers. One can only do four |
 | encounters this disc, however (thanks to Rebirth Flame for this). |
 o-----o-----o-----o-----o-----o-----o-----o-----o

Head to the southern cliff wall, southwest of Evil Forest, to find the icy entrance to a winter wonder--...well, it ain't that nice. As Baku said when Zidane left, don't forget about your abilities -- use up those Magic Stones before entering!


```

||   Fire -----> Med. fire-elem damage (Zidane)           ||
||   Blizzard --> Nrml ice-elem damage (Zidane/Sea Lion)    ||
||   Tsunami ---> High water-elem damage (Zidane/Black Waltz #1) ||
|| _____ ||

```

ZIDANE: Lv. 4

Tidal Flame is such a nice source of genocide, ending the battle in two turns once you're in Trance. Besides that, it's mostly ice-elemental attacks and weak physical ones, on occasion. Tsunami hits everyone on the field, although the Sealion's immune to water. The Mythril Dagger Sealion carries can teach Zidane the 'Bandit' skill, which improves his stealing ability -- don't finish this battle without it! Sides that, drink a potion if Zidane's HP dips below the 80-100 range and you'll do fine.

The strange mist stops afterwards, so return to the awakened party to hear some funny accusations from Steiner. Once everyone's regrouped, head up the steep cliffside by where the Black Waltz was and exit out into the sunshine. Garnet decides that she'll need a new name if she's to mask her identity, and chooses one [Default: Dagger], which is what this walkthrough'll continue to call her from now on. Exit into the Nolrich Heights, where the Pythons, Carve Spiders, and Mus roam.

```

o-----o-----o
| OPTIONAL: South Gate | [STG1] |
o-----o-----o-----o
| One of the many 'directional' gates around the world, there's nothing to |
| really 'do' here at the moment. You can, however, choose to wait for one |
| of the shopgirls who'll arrive after you wait awhile [LINK: SH04]. She'll |
| also let you 'rest' for 100 gil, which refills your HP/MP. Sadly, passing |
| through the gate cannot be done because you've no 'Gate Pass' key item. |
o-----o-----o

```

```

o-----o-----o
| OPTIONAL: Observatory Mountain |
o-----o-----o-----o
| You'll can come here later on, but for now, this local mountain is yours |
| to explore. Find a [HI-POTION] by the entrance's wagon n' [135 GIL] near |
| the tiny mount's base. Inside the hut, you can talk to Morrid and learn |
| of his love for rare coffee beans -- this is actually part of a sidequest |
| you can do in order to earn his Mini Prima Vista model airship. Can't be |
| done for awhile, though. [LINK: RCFF] |
o-----o-----o

```

```

o-----o-----o
| OPTIONAL: Friendly Creatures Sidequest |
o-----o-----o-----o
| ...as this detour is affectionately called allows the player to get a leg |
| up on the game's optional boss. Even if you don't want to fight it, these |
| things give free AP! A friendly 'Mu' monster wants some Ore here. Select |
| some and target the Mu (don't attack!) to win 10 AP and a Potion. |
o-----o-----o

```

Note that by running around the forest here (or any subsequent) that you may encounter a "friendly" bunch of enemies, known as the Ragtimer and his X/O true-false game. This can be done four times on the first disc, I believe, and you win gil for correct answers. This is part of a sidequest which gives a nice reward. [LINK: RGTM]. Can't finish it now, though, and there isn't a time constraint for doing it.

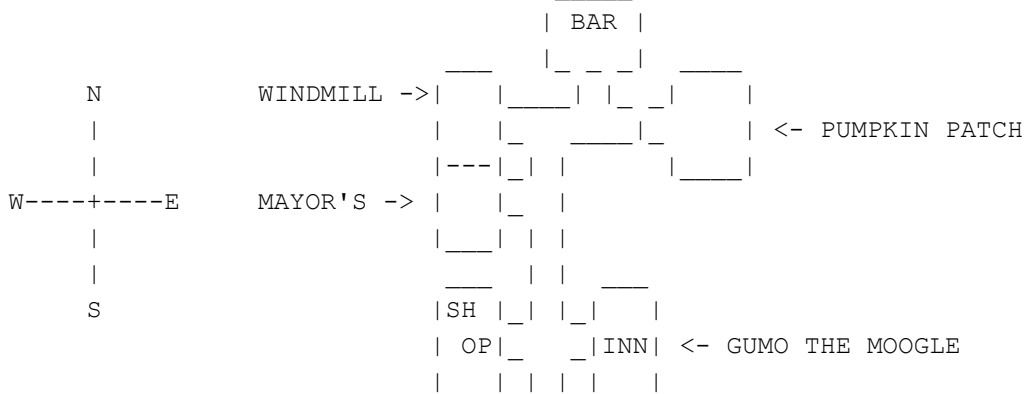
Enter the tiny farm village nearby when ready to proceed.

06) Village of Dali

[WK06]

ITEMS	ENEMY
_ Potions _ Antidote	• Ghost
_ Aries Stellazio _ 156 Gil	• Vice
_ Eye Drops _ Potions	
_ 120 Gil _ Potions	
_ Ether _ Iron Helm	
_ Leather Wrist _ 95 Gil	
_ Phoenix Down _ Potions	
_ Phoenix Pinion	

After automatically spending the night, Zidane wakes up alone. Rise and shine, then talk to Gumo and deliver his letter. View the 'Dagger Tries' ATE, then leave the inn to see the 'Cat's Eye' ATE. Thirdly, go into the pumpkin patch and see the 'Dagger Tries Harder' ATE -- Dagger will now be at the inn. Talk to Vivi by the windmill. Find Dagger at the inn and then go back to the guest room with her.



After some fat's been chewed, Dagger'll worry about Vivi, who ain't back yet. With Garnet back in the party, you can search out some items around town. In that guest bedroom, get the [POTION] and [ANTIDOTE] on either side of the beds. Streetside, look for a [120 GIL] stash by the shop exterior and inspect where Vivi was standing near the inn -- this happens automatically when you waltz up the street.

Enter the windmill and look behind the device's crankshaft spinning on the ground floor -- you can get the key item [ARIES], which is part of another sidequest [LINK: STZC]. Make sure you get this! Now, before inspecting that metal dome-shaped grate which leads downward, make sure you've bought three Feather Hats at Eve's shop. [LINK: SH05]

The item shop [LINK: SH06] is found at the tavern, if you were wondering.

Down the windmill's secret entrance, get the [156 GIL] below the tiny lift and scoot down the simple dirt corridor. After Dagger stays Zidane's slayin' hand, enter the lit-up hut to find a [POTION]. There's an [EYE DROPS] chest half-hidden by the fence, too. The adjacent cargo facility's got a moogles cowering in a barrel (Kumop) with a [LETTER: Kumop -> Mogki] for you to take

in your parcel. Kick the rusty pulley wheel nearby to drop a [POTION] into your grasp, and climb the crates for an [ETHER].

In the storage area after, a [LEATHER WRIST] and [IRON HELM] can be found amongst the empty crates and junk. Vivi will rejoin the group in the next room, so equip him with that third Feather Hat. A [95 GIL] container sits by the large egg (?) machine, and you can open the door as well, although this will let you fight Ghost monsters; keeping it closed stops them from being available. However, you can steal Phoenix Pinions from them, so it's not a complete waste. Beyond the door is a [PHOENIX DOWN] and [POTION] duo, as well as a [PHOENIX PINION] obscured by the machine. Exit back into the previous room and continue down the way, following the assembly line (may find Vice monsters if you opened door) until...a huge secret is unveiled that will shock and awe (!). The POV then changes to our 'forgotten' fourth ally.

Steiner is inquiring about the cargo ship at Observatory Mountain, currently. Search the base for [135 GIL] and a [HI-POTION] if you haven't done so before coming to Dali, and talk to Morrid in his hut. He'll eventually spit up some information -- exit the mountain to automatically head towards Dali. Poke or prod the barrel, doesn't matter -- this culminates in a surprise boss fight that shocks (!) and awes (!) again!

```
||-----|| | |
|| BOSS: Black Waltz #2 ~ HP: 1000 ~ AP: 05 ||
||           '-DROP : Ether, 441g ||
||           '-STEAL: Steepled Hat, Leather Plate ||
|| || ||
|| ATTACKS: ||
|| || ||
|| Fira -----> Fire-elem damage (all) ||
|| Hypnotize ---> Inflicts sleep (Garnet) ||
|| Fire -----> Fire-elem damage (single) ||
|| Blizzard ----> Ice-elem damage (single) ||
|| Teleport ----> Med. physical damage (single) ||
|| Thunder -----> Thunder-element damage (single) ||
||-----||
```

VIVI : Lv. 5
ZIDANE : Lv. 5
STEINER: Lv. 5

Since its mission is to return Dagger to the castle, he'll focus all his fire on the men in the party. Should they die, the game is over 'cause it will use Hypnotize and put Garnet to sleep. As such, have Garnet spread Cure spells around (Use L1/R1 to target all) to fully heal everyone each turn. It uses crappy single-target elemental spells until its HP is about halfway depleted -- it'll then use Fira, a second-level fire attack on all of the men. Cure gets the job done, though, same with Fire Sword and any Trances. DO NOT, however, attack it with Vivi's magic as it will counter with the same spell applied to all male members -- this doesn't use up its turn either, meaning it can really cripple the party. Steal both of its items as well; Bandit helps for this.

After the second waltz is pushing up daisies, you can rest back at the inn or depart on the cargoship immediately (choose the former). Rest for free back in town and take care of any preparations (items, equipment, mognet). I'll

mention something that's become ubiquitous in FF9 circles -- the "Cotton Robe Trick."

This involves buying many Wrists and Steepled Hats and combining them to make Cotton Robes, which sell for a bundle, at least compared to the cost of the two parts in making it. You can do this come Burmecia, but there aren't any Wrists in Lindblum -- you have to buy a bunch here if you're to do this. It's a good way to make money (profit: 610g) so multiply that by fifty or more and you can make a killing. Not necessary, but it's a nice thing to do.

When you're ready, exit to the cargo ship from the pumpkin patch.

07) Lindblum-bound Cargo Ship

[WK07]

Equip Silk Shirts on the men, and that Leather Plate if you got it! One'll reduce thunder-elemental damage; the other halves ice-elemental damage. And there's a baddie comin' up who uses those types like a crutch.

See the odd workers in the engine room and use the ladder to access the topdeck, where Steiner is. When he prevents passage back down, break for the bridge. A little while later, it's the last dance with...

```
||
|| BOSS: Black Waltz #3 ~ HP: 1150 ~ AP: ---
||           '-DROP : ---
||           '-STEAL: Silver Gloves, Linen Cuirass, Steepled Hat
||
|| ATTACKS:
||
|| Hit -----> Weak physical damage (single)
|| Fira -----> Fire-element magic damage (single)
|| Blizzard ---> Ice-elemental magic damage (single)
|| Thundara ---> Thunder-elem magic damage (single/all)
||
```

VIVI : Lv. 6

ZIDANE : Lv. 6

STEINER: Lv. 6

Dagger won't be joining in this battle, but Vivi gets an automatic Trance to begin with. He can cast two consecutive black magics, so that is his role here. Zidane should be trying to steal those gloves and the cuirass, while Steiner puts his girth on a shelf and doles out potions (Vivi can fill this role after Trance). When its HP has been chipped off a bit, it'll take flight -- its magic will then start being spread out over all allies for the next two turns, so have some curative items on-hand. [André Garfo & Rykken write to say that if you never attack the boss physically, it won't start to fly.]

BW3 flees after getting the beating of its life, meaning no AP or spoils are thrown your way. Well, out of the frying pan and into Falcon's Gate...

ITEMS		
_ Glass Armlet	_ Ether	_ 163 Gil
_ Hi-Potion	_ Echo Screen	_ Leather Plate
_ Tent	_ Silver Gloves	_ Leather Wrist
_ Mimic Card	_ Steepled Hat	_ 127 Gil
_ Ore	_ Autograph	_ Moogle Suit
_ Mini-Burmecia	_ 97 Gil	_ 282 Gil
_ 68 Gil	_ Master Hunter	_ Theater Ship Card*
_ Coral Ring*	_ 5000 Gil*	_ Wyerd Card
_ Tent	_ Bronze Vest	

* - can only get one of these items

After Minister Artania cuts through the royal red tape, you'll be able to go see Regent Cid. Head into the fountain area, and go up the stairs. From there you can get to a guest bedroom. Open the [GLASS ARMLET] and [ETHER] chests, and save at Mogki. Drop off the letter you're carrying and pick up the new [LETTER: Mogki -> Atla] he's got in his fluffy li'l hand. Double back two rooms to that fountain area and enter the elevator.

When Zidane goes to eat, he'll meet an acquaintance from his past. You can dub her whatever you like [Default: Freya] before the scene ends. She drops the hint that the Festival of the Hunt's brought her around town and hopes that Zidane'll be there, too...so she can whoop'im.

[BUSINESS DISTRICT]

The next day, Zidane wakes up in the business district -- time to search the town for items! The actual destination is the theater district, so we'll do that one last. Downstairs, look in the SW corner (TV) for [163 GIL] to start this search off.

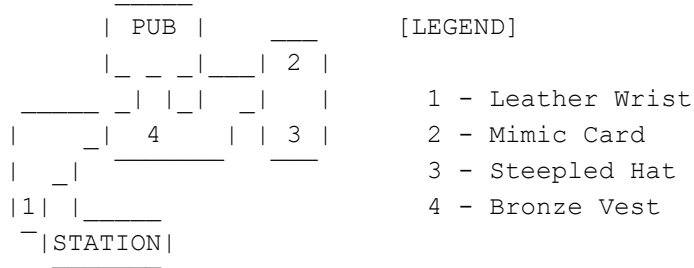
	[SYNTH]	[LEGEND]
CHURCH _6_		
/___5		1 - 163 Gil
4/HSE ___		2 - Hi-Potion
2 3 ITEM		3 - Echo Screen
_		4 - Tent
		5 - Leather Plate
WEAPN		6 - Silver Gloves
	N	
I _ W ---+--- E		
N 1 _ STATION		
N _ S		
_ <-- HUNTER'S GATE EXIT		

Up the street, at the larger square with the pickle stand, enter the only house adjoining. It's got a [HI-POTION] and [ECHO SCREEN] pair inside, so rob the guy while he watches. Back outside, take the north-facing alley next to the house's left. It leads towards a church; near its door, obscured by a tree, is a [TENT]. Enter inside and climb up above the organ to find a sweet [LEATHER PLATE].

Back at the pickle-stand square, take the last exit on the other side of the

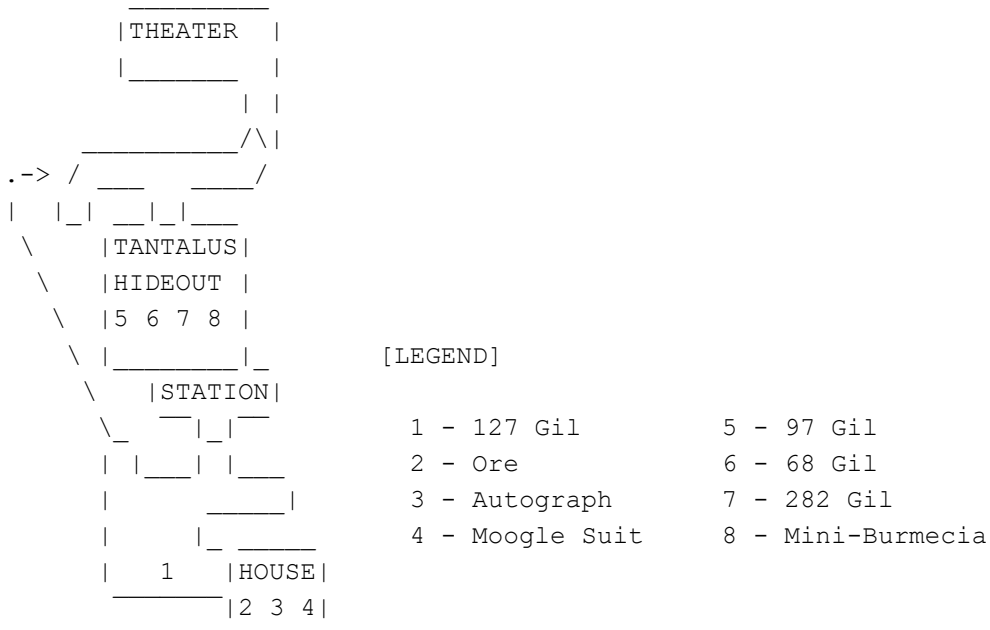
card freak's house -- it leads to the main shopkeeper square. There's the regular weapon shop owned by Dragoos [LINK: SH07], Alice's items [LINK: SH08] and lastly, the synthesis shop. If you inspect a back bench, there's a free sampling -- [SILVER GLOVES]! Lots of good stuff here [LINK: SH09]. We'll come back to this later, though. For now, return to the inn's street and enter the station across from it, taking it to the Industrial District.

[INDUSTRIAL DISTRICT]



As you enter, look in a 'blind' spot by the stairway for a [LEATHER WRIST] laying around. Go up the nearby stairway to arrive at the pub; keep going to the house beyond. Inside, open the chests for a [MIMIC CARD] and [STEEPLED HAT]. On your way back, pick up the [BRONZE VEST] by the Doom Pub anterior, near the right side. Return to the station and go to the theater district, finally.

[THEATER DISTRICT]



After stepping into the street, check the verdant fence by the foreground's house for [127 GIL]. Inside that house, open a chest for [ORE] and leave once again. Don't go to the Tantalus hideout right away, though; head towards the memorial theater further down the stairs. Talk to the women waiting for some person and watch the scenes involving Lowell. Follow Lowell incognito back to Michael's house (near station) and talk to him -- he'll give over the key item [AUTOGRAPH]; search around for the key item [MOOGLE SUIT] as well!

Back at the Tantalus hideout, everything's vacant for the most part. After the "What can I do?" ATE, you'll be able to raid all the chests around here. Most contain currency -- [282 GIL], [68 GIL], [97 GIL] -- but if you check up by the beds, there's a key item [MINI-BURMECIA] sitting around. Now that you

have explored everywhere, take the kids' advice and go visit Dagger. Back to the castle!

Note: There will be an event coming up where you have to fight, and there is one monster in particular with good items to steal. So, I suggest going out onto the Lindblum Plateau and fighting to learn The Ogre's "Soul Blade" ability and learn "Bandit" if you haven't already. Soul Blade + Butterfly Sword can inflict Silence 100% of the time if a monster's vulnerable, which is the ultimate goal. Do this before you go to the castle!! [NOTE: This is just a suggestion for making the fight easier.]

[LINDBLUM GRAND CASTLE]

Find Steiner in the guest room to find that Dagger can't be found. Try to use the elevator to be buffeted back; Zidane thinks that dressing up like a guard will get him admission. In the hallway adjoining the guest room, talk to the sleeping guard to eventually get his uniform. Take the lift up and the way will become clear: taking the stairs in the adjacent room. Dagger'll be at the castletop observation deck!

When Zidane goes to the telescope, view the six locations marked by icons. Zidane makes a wager that if he wins the Festival of the Hunt, Dagger and him'll go on a date -- incentive to enter: accomplished. Anyway, the entrants will gather at the castle and afterwards, Zidane will have to go to the air cab dock to start...

EVENT: Festival of the Hunt

[WK08]

[BASICS:]

- * 12-minute time limit
- * Houses/Residences cannot be entered
- * Highest point total wins Festival + prize
- * Kill monsters for points; no AP/EXP/Drops obtained
- * Time limit runs continuously, except when game is paused

[AUTHOR PREAMBLE]

The Festival is a celebration of hunting prowess that happens once per year. Monsters are loosed on the entire town while entrants do battle with them to earn points; the one with the highest points ultimately wins! Zidane, Vivi, and Freya will be the 'allies' here, although all battles are fought one-on-one. Only one person can win, and losing a battle (KO) means that person is disqualified.

o-----o-----o-----o-----o	
PERSON WANTS... REWARD FOR WIN...	Zidane will start in the Theater
o-----o-----o-----o-----o	District, Freya in the Industrial
Vivi Card Theater Ship Card	and Vivi at the Business. Travel
Freya Add-on Coral Ring	between districts is possible,
Zidane Gil 5000 Gil	but not to the Grand Castle where
o-----o-----o-----o-----o	the spectators are.

My advice is to let Freya win, since she gets the best item (accessory) that absorbs thunder-elemental damage and lets her learn the 'Lancer' skill. Other

rewards can be gotten elsewhere.

...But how does one get these people to win? Well, here's how you want to coax the odds into your favor:

* FREYA WINS IF:

'-----> Festival ends while in the lead

'-----> Zidane is KO'd/Disqualified

* ZIDANE WINS IF:

'-----> Zaghno1 is defeated

* VIVI WINS IF:

'-----> Zidane and Freya are KO'd/Disqualified

Note that if you want Zidane to win so he and Dagger can go on a date, this does NOT happen, regardless of the outcome. You're better off getting the very useful accessory than winning for an unattainable date.

[MONSTERS INVOLVED]

Although many monsters are released, they aren't that diverse, consisting of only of Fang, Trick Sparrow, and Mu types -- all these can be killed with a successful hit of from Zidane's "The Ogre" weapon (Beast Killer and Bird Killer aren't needed to push it into one-hit KO's). Each critter is valued at three specific values.

Here's how they stack up by district (with specifics figured out by one mister genkaku666):

[BUSINESS]

[THEATER]

[INDUSTRIAL]

* Mu x 1

* Mu x 1

* Mu x 3

* Fang x 3

* Fang x 1

* Fang x 1

* T Sparrow x 2

* T Sparrow x 2

* T Sparrow x 0

* TOTAL: 90-102pts.

* TOTAL: 40-48pts.

* TOTAL: 46-54pts.

Of course, these are just estimates based on the min/max potential points to get, but as you can see, even in an estimate, the Business District's got the biggest collection of the best kind to reap points from, with the Theater in last.

[THE ZAGHNOL] --> (Optional)

Naturally, this tournament wouldn't be a challenge without the inclusion of one big, end-all-be-all beast -- Zaghno1, in this case. It ONLY appears in the Business District's shop plaza, starting at 4:30ish on the timer. If you're there when the timer hits that point, you'll have to re-enter to find it cornering Bunce and Lucilla. Freya joins Zidane for this 'boss' battle. Remember: if you want the Coral Ring + the stealable items, you'll have to steal them and let Zidane lose -- Freya cannot (by any means) kill the Zaghno1 as part of the mechanics.

```
||-----|| | |
|| BOSS: Zaghno1 ~ HP: 1500 ||
||           '-STEAL: Mythril Gloves, Needle Fork ||
|| || ||
|| ATTACKS: ||
|| || ||
|| Heave -----> Med. physical damage (single) ||
|| Thunder -----> Thunder-elemental damage (all) ||
```

```
|| Electrocute --> Enables use of Thunder (self) ||
|| _____ ||
```

If you followed my advice before and learned 'Soul Blade', and equipped a Butterfly Sword, you can inflict Silence on the baddie which pretty much defangs it -- it'll only have regular attacks to rely on. Without magicks to sling your way, steal its good items (both if you can) and start the killing blows. The easiest way to let Freya win is for her to simply let the timer expire while she's in the lead; she CANNOT deal the coup de grace on Zagnol unless Zidane is KO'd in battle (have him cut himself down), so if you're wondering why it has seemingly infinite HP, that's the illusion unmasked.

Zagnol is worth about 80-90 points, which will put Zidane in the lead if you want him to win.

[FREQUENTLY ASKED QUESTIONS]

[Q] - Can Zidane win without killing Zagnol?

[A] - Yes, although it doesn't often happen. To successfully do it, score enough points so that Zidane is in the lead, and locate Zagnol. The score will not update while the battle is being fought, so let the timer expire to win.

[Q] - Why won't some of the monsters you listed appear?

[A] - Check doorways, backtrack through a screen, wait for one to show up, find one that's not actively searching -- there are plenty of reasons why there aren't around you, besides the finite number of 'em.

[Q] - Why can't Freya kill Zagnol?

[A] - Zidane has to deal the finishing blow to kill it; it's only when he's KO'd can Freya do the honors. Zidane'll have a thief sword, hopefully, so steal the equipstuffs, use 'Attack' on himself, and have Freya deal the rest of the damage.

When all is said and done...

The winner receives the key item [MASTER HUNTER] and their prize, which is either 5000 Gil, a Theater Ship Card, or a Coral Ring. After that, a one-rat envoy from Burmecia arrives and tells of bad news in that country. Everyone will want to set out immediately. Some events take place and the current lineup will be:

- * Zidane
- * Vivi
- * Freya

After the 'feast' is done, Freya suggests heading to Gizamaluke's Grotto, the under-mountain roadway to Burmecian territory. Stock up on equipment in town (sorry, no price reductions like normal holidays) and try to get setup somethin' like this (optimized for new skills + defense):

[ZIDANE]

- * The Ogre
- * Headgear

[FREYA]

- * Javelin
- * Iron Helm

[VIVI]

- * Mage Staff
- * Headgear

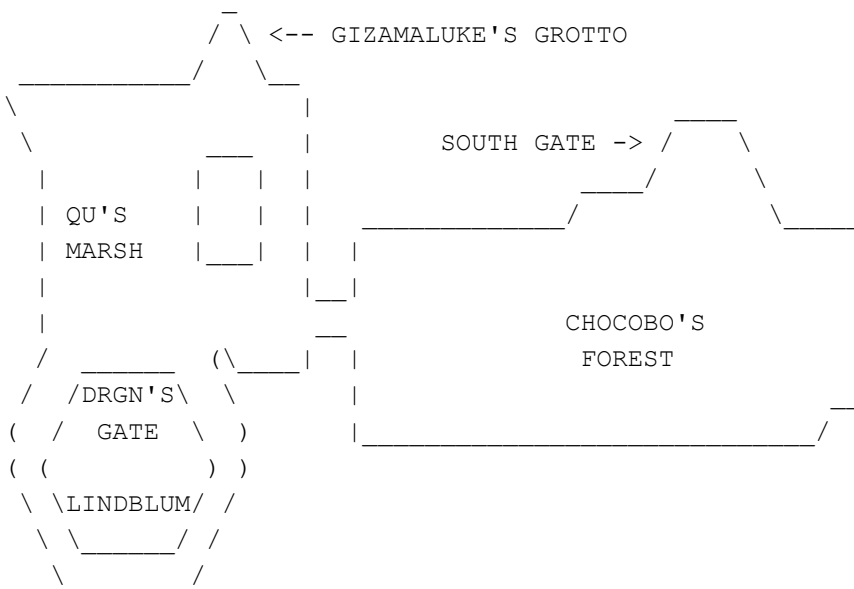
- * Glass Armlet
- * Leather Plate
- * Yellow Scarf
- * Bronze/Mythril Gloves
- * Linen Cuirass
- * Coral Ring
- * Glass Armlet
- * Cotton Robe
- * Glass Buckle

I'll also note that you'll be getting a new character soon, so unless you want to run all the way back to the synth shop, buy at least one of the following in your inventory when you go:

- * Cotton Robe x 1
- * Needle Fork x 1 <--- MUST STEAL FROM ZAGHNOL
- * Steepled Hat x 1
- * Glass Armlet x 1
- * Glass Buckle x 1

Use the castle's elevator and take it to the 'Base Level' where there are two trolleys. Detour on the one that goes to "Serpent's Gate," because at the station one can find a chest with a [WYERD CARD]; then, go to "Dragon's Gate" where the exit onto the world map is. A moogle (Moonte) can be found here and gets a letter from Stiltzkin. A pirate-looking man sells items [LINK: SH10] here, too. There's a hidden [TENT] chest around this tiny area, obscured on the right side of the door.

NOTE: This gate will remain open until you've completed Gizamaluke's Grotto. After that, you will NOT be able to get back to use the trolley to get back to Lindblum (although the Dragon's Gate will remain open).



- ENEMIES ON WORLD MAP : Ironite, Ladybug, Serpion, Vice, Mandragora
| Hedgehog Pie
'---L. PLATEAU : Axe Beak, Carve Spider, Bomb
'---QU'S MARSH : Serpion, Gigan Toad,
'---Q MARSH AREA: Clipper, Serpion

o-----o
| OPTIONAL: Qu's Marsh | <---- HIGHLY SUGGESTED YOU DO!
o-----o-----o
| This is where you can get the semi-optional character, a Qu who's a Blue |
| Mage of sorts (learns action abilities from enemies). I say semi-optional |
| because this person is only optional for the moment -- you'll have to get |
| him/her later. And, yes, no one knows the actual gender of it. o___o |
| |
| Make your way north of Mogster to find a pond where a strange creature's |
| walking around a frog pond. When one of the frogs nears the shore, move |

| Zidane over and try to catch it. When you do, talk to the stranger and it
| can be named [Default: Quina]. There's a quest about marsh frog-catching
| [LINK: QMFC], which can be done in part now (get a better robe in it!).
|

| Quina's master scolds her (him?) and asks that s/he join your party to
| experience the world. She'll come with literally nothing equipped, though
| so hit up Lindblum for some better equips. Anyway, Quina needs to use the
| 'Eat' command to learn magic from critically-injured enemies (HP is >25%)
| so here's a list of monsters to get around here:
|

ENEMY TO EAT	LOCATION	BLUE MAGIC LEARNED
Bomb ----->	Lindblum Plateau (forests) ----->	Mustard Bomb
Serpion ----->	Qu's Marsh/world map region ---->	Mighty Guard
Axe Beak ----->	Lindblum Plateau ----->	Limit Glove
Carve Spider ----->	Lindblum Plateau ----->	LV3 Def-Less
Ironite ----->	South Gate world map region ---->	Angel's Snack
Vice ----->	South Gate world map region ---->	Vanish
Axolotl ----->	Qu's Marsh/world map region ---->	Aqua Breath
Gigan Toad ----->	Qu's Marsh (interior) ----->	Frog Drop
Hedgehog Pie ----->	Qu's Marsh region, in forests -->	Pumpkin Head

| Note that there is more than one monster to learn skills from, but once
| it's learned, that same monster can't be eaten again (for a skill, that
| is). Some monsters are preferable for this task -- why eat Mandragoras if
| Axe Beaks are available, for instance.
|

o-----o

o-----o
| OPTIONAL: Pinnacle Rocks |

o-----o
| Accessible from Lindblum Plateau (exit Lindblum through Hunter's Gate),
| this road is essentially the tail-end of the woods. You can't enter into
| the rest of the place because of cliffs, but at least you're able to make
| off with the [ELIXIR] and [PHOENIX DOWN] by the creek's head. There's a
| report of a geezer's ghost 'round here, also... More on that later.
|

o-----o

o-----o
| OPTIONAL: South Gate |

o-----o
| You may recognize 'Bohden Arch' from the ATE "Baku and His Crew. Remember
| that Cinna wanted to make coffee and all the fixins, but got yelled at?
| Search by the natural spring to find the [MOCCHA COFFEE] key item, part
| of Morrid's coffee sidequest. Marcus also left an [ETHER] by the bridge,
| which you can reclaim as your own. Because there is a natural spring at
| this location, it makes it a prime source for grinding levels -- Ironites
| and Mandragoras appear right on the doorstep, practically.
|

o-----o

o-----o
| OPTIONAL: Chocobo's Forest | See 'CCHC' for more information! | [CHOC] |

o-----o
| Enter Chocobo's Forest to find Choco the Chocobo and Mene the Moogle. He
| will give Zidane a [GYSAHL GREENS] item to catch Chocobo on the world map
| footprints (just outside the forest). Use the greens at that location and
| summon Choco; then, ride him into the forest. Mene will then allow you to
| play the "Chocobo Hot & Cold" minigame where Choco digs up items...for 60
| gil a pop. This is mostly chump change, but you can dig up 'chocographs'
| that show portraits of the world map where items are buried. Choco can,
|

| in turn, dig 'em up for sweet, often rare items. The following chocograph
 | key items can be dug up so far (pre-Gizamaluke) with ones possible to get
 | on disc one listed with their rewards -- I'll refer back when you can pry
 | open some new treasure chests.

| CHOCOGRAPH REWARDS

- | * Streamside -----> 2 Elixir, 3 Hi-Potion, 4 Ether, 2 Germinas Boots
- | * Between Mountains -> 5 Potion, 5 Hi-Potion, 2 Tent, 2 Cotton Robe

| Here are the others you can currently dig up, but can't get, either 'cuz
 | of inadequate abilities or that you're not near them yet:

- | * Healing Shore * Faraway Lagoon * Bird's-eye Lagoon
- | * Abandoned Beach * Uncultivated Land * Small Beach
- | * Cold Field

| Oh, and Mene will sell Gysahl Greens (80g) apiece [LINK: SH11]. Buy some!
 o-----o

Gizamaluke's Grotto is in the north, and should be marked on the world map
 (press select twice). Note that as soon as you enter, you will not be able
 to get back into Lindblum for quite some time! [Doing some chocographs for an
 equipment advantage ain't a bad idea either...]

09) Gizamaluke's Grotto

[WK09]

ITEMS	ENEMY
_ Gizamaluke Bell	_ Gizamaluke Bell
_ Bronze Vest	_ Gizamaluke Bell
_ Mythril Gloves	_ Magus Hat
_ Holy Bell	_ Gizamaluke Bell
_ Gizamaluke Bell	

NOTE: If you had trouble eating the Vice enemy for the 'Vanish' blue magic,
 the Hornet enemy can be devoured to the same end.

Just inside the carnage, talk to the soldier to get a [GIZAMALUKE BELL] key
 item. Open the locked door nearby with the bell and enter withal -- a battle
 versus...

ENEMY: Type A ~ HP: 400 ~ EXP: 57 ~ AP: 2 ~ GIL: 398
'-TYPE : Human
'-STEAL: Tent, Phoenix Down
ATTACKS:
Strike ---> Physical damage (single)
Blizzard -> Ice-elem magic damage (single)
Fire -----> Fire-elem magic damage (single)
Thunder --> Thunder-elem magic damage (single)

...two black mages appears. If their name doesn't give it away, they're

the most simple kind, using only low-level black magics. They're not too tough, but if you have the Butterfly Sword equipped, Soul Blade'll slap 'em with Silence.

When the two jokers leave, kill the remaining black mage for a second [GIZAMALUKE BELL]. The room's locked 'bell' doors are concentrated on one end of the room, three in number. Ring your new key item bell on the door left of the largest door to gain access to that large overhanging walkway. At the elbow, a chest with a [BRONZE VEST] inside (put on Zidane). The soldier will give Ziddy another [GIZAMALUKE BELL] when he comes by -- score!

This time, open the smallest locked door to enter a long stairway. Keep an eye out for the [MYTHRIL GLOVES] in the NE part, and the [MAGUS HAT] on the part that goes under the bridge. Before you approach the large bell, exit the room whence you came and revisit the first room you found -- you can search that soldier's corpse for the 4th [GIZAMALUKE BELL]! Note that this 4th bell only spawns if you've run out of other bells without unlocking the chamber's main door. And, that's the next destination!

After some events with moogles, Vivi will lose the key item 'Kupo Nut' and the newlyweds will rush off to a side room. Get the last [GIZAMALUKE BELL] that opens the dark-colored door in this room -- where the couple went. Talk to Mogmi and save/tent, then turn go Moguta. When he asks if you like Kupo Nuts, answer the affirmative; when everyone turns to leave, he hands over a [HOLY BELL]! There's actually a bunch of items you can get from Moguta (see 'KPNT' section) later on, but can't do anything really for now. Mogmi will also have a letter from Moodon if the player scored 100+ points during the Festival of the Hunt.

```
o-----o
| OPTIONAL: Popos Heights |
o-----o-----o-----o-----o-----o-----o-----o-----o-----o
| Although something you'll definitely want to avoid unless you're fond of |
| power-levelling, two strong enemies appear up here: Garudas, in the woods |
| regions, and Grand Dragons on the plains. I'm not even sure it's possible |
| to kill Grand Dragons without the Coral Ring (absorbs thunder attacks), |
| but I thought I'd mention it. To get up there, climb the vine in Moguta & |
| Mogmi's room. They warn you for a reason, y'know... Quina's Limit Glove |
| ability is essential for killing these suckers at low levels; later on, |
| LV5 Death (obtainable Disc 3) can swathe a path through their ranks. |
o-----o-----o-----o-----o-----o-----o-----o-----o-----o
```

Use that Holy Bell to open the last door in the newlyweds' adjacent room. Put on any equipment that halves water damage, 'cause the way leads to a harrowing, frightful, ghoulish encounter with Master...

```
||-----||
|| BOSS: Gizamaluke ~ HP: 3100 ~ AP: 05 ~ GIL: 800 ||
||           '-DROP : Tent, Mythril Sword Card ||
||           '-STEAL: Magus Hat, Elixir, Ice Staff ||
|| ATTACKS: ||
|| ||
|| Crash -----> Med. Physical damage (single) ||
|| Water -----> Med. Water-elem damage (single/all) ||
|| Silent Voice -> Off. magic counter; inflicts Silence on caster ||
||-----||
```

VIVI : Lv. 11
FREYA : Lv. 15

QUINA : Lv. 12
ZIDANE: Lv. 14

This is probably the first boss in the game that can give you a hard time, what with you lacking a healer and it being able to target everyone with a powerful Water attack. But, there is salvation! It's vulnerable to Silence so Butterfly Sword + Soul Blade can take the fire out of this firebrand. BUT, there's more! If you throw a Tent on it, there's a chance it can be bitten by a poison/silence/darkness snake -- poison doesn't work, but all the rest will. That method is suggested to be done at the start of the battle since it'll still heal Gizamaluke. This gives time to steal all its great items. Freya should cut in with Jump/Lancer, Quina can be the item healer, while Vivi Focuses multiple times to use his magic (Slow, Thunder). Oddly enough, sometimes Gizamaluke won't counter magic with Silent Voice... why is beyond me.

After the victory, the view switches over to our two comrades who aren't in the party currently...

EVENT: South Gate Bohden Arch

[WK09]

ITEMS
_ Gate Pass _ Potion _ Multina Racket

NOTE: Any equipment you put on Dagger/Steiner will be stuck on them for some time! Be wary!

Equip Steiner with new items and approach the gate guards. After admittance, it's time to clear the alley from anyone who may see the knight's suspicious actions. Talk to the demi-human cleaning a gate, then talk to the man wearing overalls; talk to Jobless Jeff, then Part-time Worker Mary. This'll clear the alley of any prying eyes. There's a chest on top of a (Conestoga?) wagon but cannot be obtained at the moment. Try to enter the alley and a guard will ask you to pick up the key item [GATE PASS] on the ground. NOW, you can enter the alley at last. Get the [MULTINA RACKET] in the the lower-left area before the 'changing area'.

Once Dagger emerges, she reminds Steiner that they're going to Treno. Equip Dagger with some good items (recommended: Rod, Magus Hat, Glass Armlet, Cotton Robe, Desert Boots) and get the [POTION] chest near the cable car's base. Grimo has a [LETTER: Grimo -> Nazna] to give you as well, so don't forget to get it! Buy items if you want [LINK: STG1] and board the lift, bound for the summit. Pick the back seat to sit in and the view will change back to...

...Zidane's crew! It's back to the world map. Burmecia is already marked on the map, along the northern section of wall, NNE from the Grotto's back door.

```
| | <- CHOCOBO MARKS /BURMECIA \
| | _____ /
| | \_____ \
| | \_____ |
| | _____ | \ NORTH | W-----+-----E
| | WHIRLWIND?? \ / GATE |
| | _____ |
```

GIZAMALUKE'S
GROTTO EXIT

-----o
 | OPTIONAL: North Gate |
 -----o-----o-----o-----o-----o

| From the Grotto's exit, hug the eastern cliff wall to arrive at the gate. |
 | Ah, the Burmecian Arch! Some commentary on what occurred on the other side |
 | takes place, and the chests with a [HI-POTION] and [TENT] be raided. No |
 | other reason to be here, now. |
 -----o-----o-----o-----o-----o

-----o
 | UPDATE: Blue Magic |
 -----o-----o-----o-----o-----o

| Nymph ----> Night (inflicts 'Sleep' on all allies/enemies) |
 | | |
 | The enemy (~450 HP) appears near the eastern whirlwind's grassy areas. |
 -----o-----o-----o-----o-----o

-----o
 | UPDATE: Chocographs |
 -----o-----o-----o-----o-----o

| The following chocographs can be done now. Do it in this order: |
 | | |
 | [HEALING SHORE] |
 | '-Dig Up: In Burmecian territory, on the eastern beach |
 | '-Needed: Field Ability |
 | '-A Hint: "Kupo! You already know how to call a chocobo, right?" |
 | '-Locate: In Burmecian territory, western shoreline |
 | '-Reward: Reef Ability (can enter shallow water) |
 | | |
 | Now that the chocobo's abilities are upgraded, you can get these other |
 | chocographs over in Lindblum territory (travel back through G. Grotto): |
 | | |
 | [BIRD'S-EYE LAGOON] |
 | '-Dig Up: Disc 1 [Chocobo Forest] |
 | '-Needed: Field Ability, Reef Ability |
 | '-A Hint: "Try changing your point-of-view with [R2], kupo." |
 | '-Locate: Lindblum territory, in shallows, by isle west of Qu's Marsh |
 | '-Reward: 8 Potion + 4 Phoenix Down + 3 Ether + 1 Magician Robe |
 | | |
 | [SMALL BEACH] |
 | '-Dig Up: Disc 1 [Chocobo Forest] |
 | '-Needed: Field Ability, Reef Ability |
 | '-A Hint: "There's nothing there, but it's my favorite place, kupo." |
 | '-Locate: Lindblum area, island in shallows south of C. Forest |
 | '-Reward: 4 Remedy + 2 Elixir + 8 Rising Sun + 1 Oak Staff |
 | | |
 | [BETWEEN MOUNTAINS] |
 | '-Dig Up: Disc 1 [Chocobo Forest] |
 | '-Needed: Field Ability |
 | '-A Hint: "Try going somewhere you don't usually go, kupo." |
 | '-Locate: Dig on the western side of the Lindblum Plateau's base |
 | '-Reward: 5 Potion + 5 Hi-Potion + 2 Tent + 2 Cotton Robe |
 | | |
 | Choco can also dig up the 1st "Chocograph Piece" key item, even before he |
 | upgrades to Reef ability, mind you. |
 -----o-----o-----o-----o-----o

Anyway, off to Burmecia. Bring an umbrella!

10) Burmecia, Realm of Eternal Rain

[WK10]

ITEMS	ENEMY
_ Cancer Stellazzio _ Soft	- Ironite
_ Potion _ Soft	- Magic Vice
_ Germinas Boots _ Ether	- Basilisk
_ Protection Bell _ Phoenix Down	- Mimic
_ Tent _ Mythril Spear	
_ Lightning Staff _ Soft*	
_ Hi-Potion* _ Ether*	* buy from Stilzkin
_ Kupo Nut	

o-----o

| UPDATE: Blue Magic |

o-----o

| Magic Vice ----> Magic Hammer (drain MP from a target) |

o-----o

In the first area, look for an overturned cart -- it protects the [CANCER] Stellazzio from the raindrops. North, the two jokers you keep running into appear again, sicing two more Type A black mages at the intruders. Inflict Silence if you can to make this battle even easier. Go inside the house's ground-level door when done.

Open the [SOFT] 'n' [POTION] chests and split again. Out by the suburb, take the stairs up to the next level. Inside, get the [SOFT] by the stairbottom and exit at the balcony (ignore chest you see; it's a Mimic). There's a shut door that can't be opened yet; pass through to the third-floor of the house you first entered. Walk SLOWLY to the [GERMINAS BOOTS] or the walkway'll fall prematurely. Once you've got it, THEN make it fall. Exit back down to the ground-floor's entrance (have to go back around).

That chest you see on the second-floor walkway is a Mimic, so ignore it if you choose. Use the next room to get onto the balcony, then jump to the next to enter a citizen's former bedchambers. Talk to the wounded soldier who'll say there's a bell under the bed. And, indeed there is -- a [PROTECTION BELL] is stuffed 'neath there. Get the [ETHER] in the dark corner of the room and exit again. Remember that locked door past the first mimic room? Return there and enter.

After a scene, it'll lead a dilapidated house. Enter the ground-floor doorway to view an event that'll allow an ATE to play later (you will miss it if you don't help out here) in Lindblum. Some people are sticklers for seeing all that stuff, after all. Go up the stairs outside, cross the balcony, and enter the next door. A [PHOENIX DOWN] and [TENT] chest are right nearby, while the chest you see at a dead-end leads to a Mimic -- avoid.

In the dreary fountain plaza, enter the northern armory to get Freya a new weapon, the [MYTHRIL SPEAR]; the other door leads to a save point. Open the chest in the back for a [LIGHTNING STAFF], at which time Stiltzkin will come in out of the rain. Deliver your letter to Atla and check out her moogle shop [LINK: SH13] before you buy from Stiltzkin. For 333 Gil, he'll pawn off a [SOFT], [HI-POTION], and [ETHER]. A simple handout which you should do (see the 'STZK' sidequest link). Buy from Atla:

- * Needle Fork (if you didn't get one already)
- * Barbut x 1 (you can get one for Steiner soon)
- * Some Phoenix Down (if you only have a few)

Pick up Atla's [LETTER: Atla -> Monev] and get her [KUPO NUT] before going back out into the rain. Head up towards the palace promenade.

```

o-----o
| OPTIONAL: Moguta the Kupo Nut Fiend |
o-----o
| If you go back to Moguta in Gizamaluke's Grotto, he'll exchange the Kupo |
| Nut for a random item. If you avoid doing this now, you'll miss out on    |
| the next moogle's Kupo Nut.                                             |
o-----o

```

As Zidane, select "Leave her alone" when prompted. Inside the palace, there's a nice (NICE) greeting that one gets.

```

||-----|| | |
|| BOSS: Beatrix ~ HP: 3600 ~ AP: --- ||
||           '-TYPE : Human ||
||           '-STEAL: Phoenix Down, Chain Plate, Mythril Sword ||
|| || ||
|| ATTACKS: ||
|| || ||
|| Cure -----> Restores HP to self (single) ||
|| Attack -----> Med. Physical damage (single) ||
|| Shock -----> HIGH physical damage (single) ||
|| Thunder Slash -> Thunder-elmnt damage (single) ||
|| Stock Break ---> HP values to 1 (all; ends battle) ||
||-----||

```

This battle is unwinnable, at least to the point where you get a favorable outcome. So, instead, slap Beatrix with Slow (only status you can put on her) and bide your time, using phoenix downs to heal. All her attacks are single-hitters except for Stock Break, which can't kill you; this makes Reis's Wind a lot more useful than bosses with affect-all attacks. Time can run out here, so you don't have to take any offensive action -- try to steal that Mythril Sword, though; you'll see why come the second disc. It's notoriously hard to steal, however, and you can get another later.

Nothing but a fancy outro for our 'mystery man' afterwards. Save at the prompt, knowing that the POV will change back to the other party members.

```

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```

ITEMS		
_ Kupo Nut	_ Phoenix Down	_ 1610 Gil

After a nice joyride courtesy of the Berkmea cable cars, everyone reaches the mountaintop station. Enter the resting area to find it fairly desert. Nazna the Moogle'll want your letter and hand over a [KUPO NUT] if you went back to Gizamaluke's Grotto and traded Atla's gift in. Also accept to deliver her own [LETTER: Nazna -> Mochos] at this time. Use a crowbar on that [PHOENIX DOWN] chest by the attendant's booth, and check out the shop stuffs that are for sale [LINK: SH14]. Recommended to buy:

- * Mythril Rod x 1
- * Barbut x 1

```

o-----o
| Cotton Robe Trick |
o-----o-----o
| The get-rich-quick scheme can be done here, by buying Steepled Hats at |
| the Summit Station, Wrists in Dali, then combining the two in the next |
| town, Treno. Just a head's up. Afterwards, you may want to stock up on |
| Wrists in Treno again, saving them for when Steepled Hats are available |
| in a town further along in Disc 2 (hint: "BMV"). |
o-----o

```

Anywho, talk to the attendant in the waiting-area booth to 'make' the car to Lindblum depart. Exit the waiting area, then re-enter to find a few familiar faces. Talk to a Tantalus member, then scold Steiner. Go down to the station and enter the Alexandria-bound cable car when possible. Marcus says he's on a journey to find a 'Supersoft' which can cure his Bro's petrification. Talk to Marcus when the conversation trails off and he'll join up as something stalls the car...

```

||-----|| | |
|| BOSS: Black Waltz #3 ~ HP: 1200 ~ AP: 05 ~ GIL: 864 ||
||           '-STEAL: Steepled Hat, Lightning Staff, Flame Staff ||
|| || ||
|| ATTACKS: ||
|| || ||
|| Freeze ---> % Freeze status (single) ||
|| Hit -----> Med. physical damage (single) ||
|| Blizzard -> Ice-elemental damage (single) ||
|| Fire -----> Fire-elemental damage (single) ||
|| Thunder --> Thunder-element damage (single) ||
||-----||

```

This time around, it's gone crazy...but still won't bother to hit Dagger. It's got the same crappy attacks as last time, with the exception of 'Freeze' status, the only new thing you've never seen. Should someone be inflicted and then hit afterwards, s/he will be 'crushed' and be KO'd instantly. If you outfitted Dagger at the summit, she should have access to the Life/Shell spells, so this is even easier than normal. Prolong the battle to get its treasures, though; that's mostly what Marcus is good for here (can use the Tent 'snake' trick to inflict Darkness, too). If Dagger's the last one alive -- by some cruel twist of fate -- BW3 simply attacks himself on the subsequent turns, making this battle rather impossible to lose.

After the last Waltz is over, Marcus will join up as the third member for a

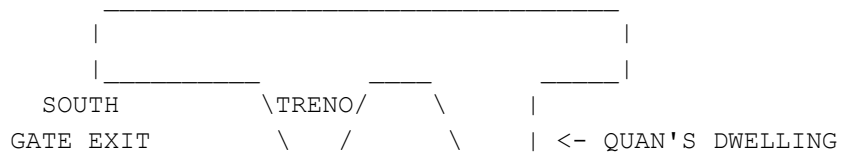
while. For now, you can equip good stuff on him; I'll tell you when the time is coming to take all the rarities off. He can't learn any abilities, so the need to be strategic isn't really there.

At the Alexandria side of the cable cars, visit the Vega store [LINK: SH15] Head down to the forked path. The right one leads to Treno, the left to Dali. Take the right path.

o-----o
| OPTIONAL: Village of Dali |

o-----o-----o
| Now that you have the 'Gate Pass' you can enter back to Nolrich Heights, |
| and visit Observatory Mountain (cards with Morrid?) and also the Village |
| of Dali. You can see Eve Hubbard's new card-game tips, get the [ARIES] |
| Stellazzio coin by the windmill's crankshaft, and get that [ELIXIR] in |
| the pumpkin patch the old woman blocked before. The latter cannot be done |
| past Disc 2, so now's the time to do it. |
o-----o

This leads to a rickety bridge with a [1610 GIL] chest on the offshoot. The gatekeeper nearby will let you through onto the world map again. Treno is known as the 'Eternal Night' city, and is getting close when the sky starts to darken. Enemies around here: Trick Sparrow, Carve Spider, Mandragora, Ghost.



o-----o
| OPTIONAL: Quan's Dwelling |

o-----o-----o
| In the cave portion, open the [ETHER] chest and lower Dagger down to the |
| hot springs level via the rope. There's another [ETHER], and if you look |
| carefully, you can find a [SCORPIO] Stellazzio coin on the southern rim. |
| The springs can refresh HP/MP as well. Up at the disused kitchen, a third |
| [ETHER] can be found at the ladder-top's cupboard. Dagger can notice that |
| foam surrounds the bottom of the cliff vantage point...this has a big use |
| later on. Leave after looting the place. |
o-----o

o-----o
| OPTIONAL: Friendly Creatures Sidequest |

o-----o-----o
| Around here is a friendly 'Ghost' enemy that appears in the flatlands by |
| Treno (Bentini Heights). Give it some Ore to win 10 AP and a Hi-Potion! |
o-----o

o-----o
| OPTIONAL: Ragtime Mouse True and False |

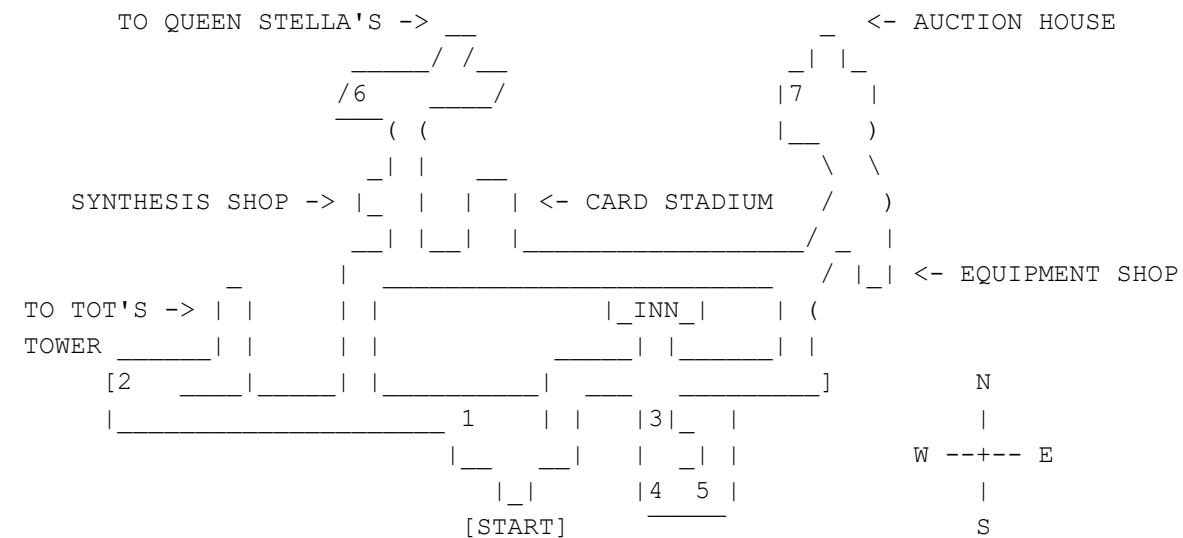
o-----o-----o
| Now that it's Disc 2, you can find the Ragtimer an additional six more |
| times in the forests around the world! |
o-----o

ITEMS		
_ Power Belt	_ Mythril Dagger	_ Ether
_ Gemini Stellazzio	_ Taurus Stellazzio	_ 2225 Gil
_ Yeti Card	_ 1 Gil	_ Supersoft

Everyone ends up leaving Steiner behind, and that's who'll be controlled here for the most part. First, ATEs play a big part in how things turn out around here. You can get a [POWER BELT] by doing the following EXACTLY as told:

- * Watch 'Treno Tradition' ATE -- IN FIRST SCREEN!!!!
- * Watch 'Pursuit' ATE -- Go WEST to where Garnet went!!!!
- * As Steiner, enter the synthesis shop's hallway and talk to four-armed man

This can be done no matter which amount of gil is stolen from Dagger, although if you press the action button precisely when the prompt comes up, the thief only takes 500g instead of 1000g. As Steiner, you'll want the 2 Stellazzio key items first off. In that first screen where he's stranded, the left fountain can make someone a bit 'happier' if he throws in gil. Do this 13 times to get the [GEMINI] coin. Go to the slums (where Marcus headed) and look behind the item shop stall, for the [TAURUS] Stellazzio. There's a [YETI CARD] and [1 GIL] chest nearby, too. In the west, by the locked tower, a [MYTHRIL DAGGER] chest sits all lonely-like.



o-----o

| LEGEND |

o-----o

1 - Gemini Stellazzio	Treno's got a treasure trove of shops. The pure
2 - Mythril Dagger	item shop's by the inn [LINK: SH16], while the
3 - Yeti Card	equipment shop's in the screen before the auction
4 - 1 Gil	house [LINK: SH17]. NOTE: Many people miss out on
5 - Taurus Stellazzio	the Mythril Sword's "Armor Break" ability, either
6 - Ether	because they forget that this WILL NOT be sold at
7 - 2225 Gil	a later date or because they get the Blood Sword
o-----o	and just don't buy it. Armor Break can't be taught
	in any other fashion, so make sure you at least
	buy one Mythril Sword to learn at a later date.

But, let it not be said this town is without a synthesis shop [LINK: SH18]! There's plenty of good stuff to buy; or, you could save your cash and check out the Treno auction [LINK: THSH] which has a few good equips to try that cannot be bought/synthed. Oh, and the moogle is by the equipment shop, but you'll have to chase it out of the stairwell first. Mogrigh has a letter

regarding "some guys" near Burmecia, but has nothing to deliver.

To continue, meet up with Dagger at the auction house to get her back in the party, then talk to Marcus at the inn. Take the boat, and an acquaintance of Dagger's will ask everyone to go to his tower on the fringe of the town (it's the one near the Mythrill Dagger chest). Up there, Marcus will be given the [SUPERSOFT]. Talk with the good doctor to learn the quickest way back to Alexandria -- Gargan Roo! Before you go, think about all this optional stuff you can do:

o-----o
| OPTIONAL: Stellazzio Collectin' | See 'STZC' for more details |

o-----o
| You've been collecting them for awhile; now you can trade them in for a |
| few prizes. It's possible to have five at the moment, if you got the one |
| at Quan's Dwelling as well. Stella will give up to five rewards, going in |
| order: [1000 Gil], [PHOENIX PINION], [2000 GIL], [BLOOD SWORD], and last, |
| [5000 GIL]. So the Blood Sword would be #4; if you don't have that many, |
| remember that you can return to Dali/Quan's Dwelling to get those ones! |
o-----o

o-----o
| OPTIONAL: Knight House Fight Club | See 'KHFC' for more details |

o-----o
| In the equipment shop, talk to the old lady to get the option of fighting |
| the monster (Griffin) below. As Steiner, equip the Blood Sword (HP Drain |
| effect), a Gold Choker (halves wind damage), and Bird Killer. The monster |
| uses wind-element attacks which may be able to kill him normally, but are |
| made to be pretty lame this way. Bird Killer helps increase the damage he |
| can do with the Blood Sword, which in turn helps heal him more. Win, and |
| receive the [TONBERRY CARD] as the reward; lose and you can take another |
| crack at it (heal up first!). I did it at level seven, myself. =p |
o-----o

o-----o
| OPTIONAL: Treno Auction House | See 'THSH' for details |

o-----o
| Although it can be ignored in almost every facet of its existance, the |
| auction house is still a great provider of rare items one can get earlier |
| in the game. Here's a list of some great ones. Even if you don't want to |
| get them for Steiner or Dagger, remember the inventory is shared -- when |
| the POV switches back to Zidane's party, they'll be able to use them too. |
| Here's what can be bought at the moment: |

* Mini-Cid	* Une's Mirror	* Griffin's Heart	
* Fairy Earrings	* Reflect Ring	* Doga's Artifact	
* Pearl Rouge	* Magician Robe	* Madain's Ring	

| Dagger'll have to bid on them, of course, but many are worth the price. |
| Some (Rat Tail, Une's Mirror, Griffin's Heart, Doga's Artifact) can be |
| resold in town to some people for a profit. Here's their locations if you |
| need quick cash (note: these can be rebought again once sold): |

[ITEM]	[SELL TO]	[MAX SELL AMT.]	
Une's Mirror	----> 'Nobleman' by synth shop exterior	-----> 15000g	
Doga's Artifact	-> 'Scholar' in synthesis shop proper	-----> 10000g	
Griffin's Heart	-> 'Adventurer' by synth shop exterior	-----> 10000g	

o-----o
Enter the sewer grate lookin' thing in Tot's tower to enter the new, albeit

short area.

13) Gargan Roo

[WK13]

ITEMS	ENEMY
Chain Plate	* Crawler
Phoenix Down	* Dragonfly

This place is great for leveling up and AP-grinding -- two Crawlers leave 3 AP! It also happens to be a great place to gil-grind, too, as two Crawlers leave 646g. Since you can still exit back to the upper crust, consider this: kill a bunch of stuff, go back and buy at the auction, rinse, repeat. They also drop Ethers which sell for 1000g apiece! A Pearl Rouge teaches silence-proof 'Loudmouth' ability, so try to get it with this method.

The first order of business is finding the sequence trigger. Talk to Mochos and give him a letter. From the circular room, exit SW for a [CHAIN PLATE] chest. Hit the nearby lever and get the [PHOENIX DOWN], too. Exit SE from the circular room and circle along the northern path to a pull-lever. Ring it down to call a gargant. Put the Antibody ability on all applicable parties before pushing the switch by Tot's new position. Everyone piles on the insect and heads right into a baddie's clutches. Intrigue!

```
||
|| BOSS: Ralvurahava ~ HP: 2300 ~ AP: --- || | |
||           '-STEAL: Bone Wrist, Mythril Fork ||
|| || ||
|| ATTACKS: ||
|| || ||
|| String -----> Weak physical damage + slow (single) ||
|| Devil's Kiss -> Med. physical damage + poison (single) ||
|| Blizzara -----> Med. ice-elemental magic damage (single) ||
|| || ||
|| || ||
```

Feel free to use the 'tent trick' to inflict darkness on the baddie, which starts the battle off on the right foot. Marcus should try to steal that fork, while Steiner attacks or uses Darkside. Dagger'll heal and cure any poison (w/ Panacea) that happens. When it's been damaged enough, it'll use 'Escape', robbing the party of any spoils.

Everyone reaches the destination and some automatic scenes play out before the view changes back to those in Burmecea. Freya says that the Vube Desert is where Cleyra's located. Off to the world map!

o-----o
| OPTIONAL: Moguta the Kupo Nut Fiend |
o-----o
| If you got Nazna's Kupo Nut at the South Gate Summit, you can finally |
| redeem it with Moguta for another random item. |
o-----o

o-----o

| OPTIONAL: Frog-catching Minigame |

o-----o
| Remember that you can catch frogs in Qu's Marsh? If you haven't gotten a |
| Silk Robe from catching nine frogs, and don't have a spare Magician Robe |
| sitting around, it'll teach 'Loudmouth' and 'Ability Up' -- very useful! |
o-----o

West of the Daines-horse Basin where Burmecia lies, the whirling sands of a
gigantor sandnado twist and billow around the base of Cleyra. If you haven't
gotten Quina yet, for some weird reason, go get him/her in Qu's Marsh.

14) Cleyra Trunk

[WK14]

ITEMS	ENEMY
_ Phoenix Down _ Magician Shoes	* Sand Golem
_ Ice Staff _ Ether	* Core
_ Needle Fork _ Tent	* Zuu
_ Kupo Nut _ Desert Boots	* Carrion Worm
_ Flame Staff _ Remedy	* Dragonfly
_ Mythril Gloves _ Potion	* Sand Scorpion
_ Elixir _ 900 Gil	
_ Hi-Potion _ Gysahl Greens	
_ Mythril Vest	

If you run into Sand Golems, cast Blizzara on the 'Core' to kill it easily;
attack the main body and it'll counter you!

o-----o
| UPDATE: Blue Magic | <--- HIGHLY RECOMMENDED
o-----o
| Zuu -----> White Wind (heals all allies) |
| Dragonfly ----> Matra Magic (May reduce single enemy's HP to 1) |
| Carrion Worm -> Auto-Life (revives user automatically upon KO status) |
o-----o

At the first locked door, hit the stairside lever to open it. Beyond, claim
the [PHOENIX DOWN] chest and keep heading up to the spacious sand room. Open
the half-hidden [MAGICIAN SHOES] chest in the south; in the north, half-
-hidden by the tree, get the [ICE STAFF]. Exit in the lit-up doorway to the
east when done collecting.

On the trunk exterior, ignore the vine leading up and take the gnarled
incline path. Pop open the [ETHER] chest and inspect, then examine the hole
at the trunk's base nearby. This lets sand cascade below, giving a path to
walk on but preventing the Ice Staff from being obtained. Go back to the vine
from before and climb up to the floor's new elevation. You'll also see two
chests up on an overhang -- you can't those now, but it's possible through a
few events later.

In the adjacent area, get the [NEEDLE FORK] at the sandfall's base and go up
to the path by Monev for a [TENT]. Deliver his letter to get a [KUPO NUT],
but he won't have anything outgoing. You CANNOT go back and deliver this to
Moguta currently, however. =(

North of Monev's abode, get the [FLAME STAFF] by the offshoot path and cross
the bridge nearby that leads to a tunnel complex. A small path to the east

contains a [REMEDY]. In that first room, there is a [DESERT BOOTS] chest hidden behind a root. In that same room, a little northwest is a [MYTHRIL VEST] to be found (thanks to Andre Galfo for noting the location). Exit into the background when done.

This route leads to a [MYTHRIL GLOVES] chest, and even further past that, at the dead end, is a lever. Knock it loose to cut a sandflow's source nearby, leaving a chest open for reapin'. Double back to the first room in the cave complex and take the left passage you've ignored thus far.

Rob the [POTION] chest and go up the incline path to the chest you saved from drownin' in the sand -- an [ELIXIR]. Backtrack a room and enter the leftmost passage once again. There should be a room with a bunch of whirlpits; fall in one and be subjected to a mandatory battle against a Sand Scorpion (which is a poor enemy ~ HP: 500ish). Mash the X-button as directed to have Zidane jump out of the 'pits, to the ledge nearest where he is on the pit's outer rim. The two chests contain [900 GIL] and a [HI-POTION]. You can ignore these for now if you want, 'cause you can get them later when the sand whirlpools've stopped.

For now, exit west towards a ladder. Get the [GYSAHL GREENS] chest and climb up to reach...

15) Cleyra Settlement

[WK15]

ITEMS			
	_ 970 Gil	_ Phoenix Pinion	_ Silk Robe
	_ Magician Shoes	_ Thunder Gloves	_ Ore
	_ 1250 Gil	_ Echo Screen	_ Ether
	_ Remedy	_ Phoenix Pinion	_ Gysahl Greens
	_ Echo Screen	_ Yellow Scarf	_ Phoenix Pinion
	_ Ether	_ Ore	_ Emerald
	_ Phoenix Down	_ Remedy	_ Nymph Card
	_ Elixir	_ Zuu Card	_ Ether
	_ Phoenix Pinion		

An oracle will ask if you want a tour -- don't do it! It's extraordinarily long and boring!!! :D

Anyway, everyone'll split up and do their own thing; you'll control Zidane. From where the oracle is, veer east (blindspot) to enter a garbage pit. Open the [970 GIL] chest and return to the oracle's screen. Up the first stair, look at the turn for a [PHOENIX PINION].

o-----o
| OPTIONAL: Get a one-time-only treasure! |
o-----o
| Here's what you do to get a [SILK ROBE] and 2nd pair of [MAGICIAN SHOES]! |
| |
| 01) View the 'No Yummy-Yummies!' ATE |
| 02) View the 'There A Mushroom!' ATE afterwards (must view Step #1 first) |
| 03) Return to the settlement's garbage pit by the town entrance |
| |
| At the pit, talk to Quina who will jump in (!), with Zidane going after |

| him/her. For all the trouble, you'll land by those two chests down in |
| the trunk that weren't accessible before. Jump down and return to Monev's |
| doorstep, and work your way back up to Cleyra again. Flee battles if you |
| are having a hard time. |

o-----o

By the pond, find the field icon indicating some [THUNDER GLOVES] are laying nearby. In the inn facade screen, there is some [ORE] by a flowery dead-end, and by the resting place itself, Burmecian Soldier Dan has set up shop (how did he smuggle all that crap up the trunk?) -- look into it [LINK: SH19]. Up in the inn's quarters, there is a [1250 GIL] cache near the stairbottom, an [ECHO SCREEN] by the counter, and an [ETHER] by the bedstand. Save at Mopli and go up the stairs beside the inn; a [REMEDY] sits on the right well.

By the windmill-filled platform, there's a [PHOENIX PINION] where the bridges meet. North by the cathedral, search the lawn for [GYSAHL GREENS] and the entrance for an [ECHO SCREEN]. In the church lobby, get the [YELLOW SCARF] before talking with the guards; they'll direct you back the inn's way.

Unfortunately, rest and relaxation is not in our tailed hero's future; there is something amiss by the garbage pit (blind exit by town entrance). Equip the 'Bandit'/'Bright Eyes' skill and arrive at the dump to be shown a nice, warm, digestive-sauce welcome.

```
||  
|| BOSS: Antlion ~ HP: 4000 ~ AP: 05 ~ GIL: 1616 ||  
||           '-WEAK : Ice ||  
||           '-DROP : Ether, Annoyntment ||  
||           '-STEAL: Annoyntment, Mythril Vest, Gold Helm ||  
||  
|| ATTACKS: ||  
||  
|| Fira -----> Fire-element magic (single) ||  
|| Counter Horn --> physical counter; physical damage (single) ||  
|| Trouble Mucus -> Weak phys. damage + Trouble status (single) ||  
|| Sandstorm -----> % darkness + HP values -> single digits (all) ||  
||
```

Vivi's Blizzara spell can mow this thing down in a few turns; however, a smart player will delay it in order to steal that Gold Helm that can't be bought at the moment. Throw a tent on it to (hopefully) inflict it w/ Silence and Darkness before you attempt stealing from it, then add in Slow and Sleep. One can keep this thing in a constant offensive 'stasis' by constantly spamming sleep and having it auto-cancel when it can't cast its magic. When it does get an attack off (Sandstorm), counter w/ Reis's Wind/White Wind. Auto-Potion also helps, but isn't needed; its only affect-all attack can never KO anyone. This takes the sting out of 'Trouble Mucus,' since its an annoying status and the Annoyntments are usually hard to get early on (Star Maiden Nina near the upper pond area sells them though).

Watch the sandstorm-strengthening ritual/harbinger and see what's happening in Alexandria at the same time. Eventually, Freya will be the party leader and can run around on her own. Return to the cathedral's harp room and search for an [ETHER], [ORE], and [PHOENIX PINION] around various articles. The High Priest will also give Freya an [EMERALD] -- this is missable if you don't get it as Freya!!!! Save if you want before heading down.

○-----○-----○-----○-----○
| OPTIONAL: Stiltzkin's Steals | See 'STZK' for more details |
○-----○-----○-----○-----○
| This time, he's selling a Hi-Potion, Ether, and Phoenix Pinion for 444g. |
○-----○-----○-----○-----○

Mopli should also have received a letter from Monev; make sure to read it to enable another letter later on. Gather at the town entrance, and go back to save/buy equipment for everyone (you probably haven't been able to do this since you arrived here). Prepare, and head back down the trunk when ready.

Equipping Man Eater from this point on would be a good idea.

In the 'first' part of the cave complex, some Alexandrian Soldiers attack (HP: ~550, EXP: 200, AP: 1). Slay the chicks, head down the next screen for another encounter. After the third stall battle, arrive at the bridge to be notified that everyone should head back to town. This happens automatically.

A battle with [Type B x 1 (HP: ~550, EXP: 93, AP: 1)] occurs, and you can save at the sandpit. Mopli will have a [LETTER: Mopli -> Serino] for you to deliver posthaste, so put it in your pack before trying to ascend the stairs into the town proper. Now, some back-to-back battles occur:

- #1 - Soldier x 3
- #2 - Type B x 2

These battles are a cinch with Man Eater and/or Bio spells spread out amongst all targets. Either way, Zidane runs into the town to help save the townfolk who are under attack. Depending on his actions, they can die or live, and how many he saves determines the items he gets in a moment. Choose these options when prompted to save all possible:

- #1 - "Let's head right!"
- #2 - "Let's go left!" -----> Battle with: Soldier x 2, Type B
- #3 - "Cross the bridge to the right!" -> Battle with: Soldier x 3

Some scenes later and everyone will gather at the cathedral for the last stand of Cleyra. Beatrix comes and goes and it's into the lobby. Save at Mopli (last chance to get his letter) and collect the items from the people you saved. At maximum, you can get:

- * [PHOENIX DOWN]
- * [REMEDY]
- * [NYMPH CARD]
- * [ELIXIR]
- * [ZUU CARD]
- * [ETHER]
- * [PHOENIX PINION]

Equip some thunder-reducing equipment, then head outside to face the boss...

```
||-----||
|| BOSS: Beatrix ~ HP: 4700 ~ AP: --- ||
||           '-TYPE : Human ||
||           '-STEAL: Phoenix Down, Thunder Gloves, Ice Brand ||
```

```

||
|| ATTACKS:
||
|| Cura -----> Restores HP to self (single)
|| Attack -----> Med. Physical damage (single)
|| Shock -----> HIGH physical damage (single)
|| Thunder Slash -> Thunder-elmnt damage (single)
|| Stock Break ---> HP values to 1 (all; ends battle)
||

```

...who once again cannot lose no matter what. And, it's another timed battle. Do the typical stalling routine (Slow is the only status to work in your repertoire) and try to steal that Ice Brand before she 'Break's your 'Stock' with a heavy finality.

Everyone ends up at the Red Rose, except for Quina. Run up the stairs and listen into the conversation behind the door, then return towards the pod landing site. Serino the moogle'll show up, so save/heal and give her the letter you got from Mopli. Pick up her [LETTER: Serino -> Moodon] on your way out... The view now changes to our incarcerated friends.

16) Alexandria Castle Revisited

[WK16]

```

| ITEMS
|
|  | Ice Brand      | Tent
|

```

Breaking out of this birdcage is as simple as rocking back and forth. When the suspended cell is moving left, lean left; when it's moving right, lean right. This builds up a momentum that will eventually crash the cage on the far walkway. If you're having trouble, just use Marcus' pointers since he'll tell you if you're doing well, either by saying "The other way!" or "There you go."

When you escape, equip Steiner with new equipment (Ice Brand?) and UNEQUIP Marcus of any rare items -- you'll see why later. Defeat the two groups of guards (Soldier x 2 battles). Up the ladder, exit. Marcus will now leave the party, while Vivi, Freya, and Zidane join Steiner. A 30:00 time limit will appear, signifying the time until the Red Rose docks in, and the time you've got to find the princess.

If you recall the layout of the castle, you'll have to return to the queen's chambers (Haagen alludes to this). You can't save in the guardhouse, though.

```

o-----o-----o
| OPTIONAL BOSS: Tantarion | See [TNTR] for more info |
o-----o-----o
| In the Alexandria Castle library, by the SW bookshelf is a (?) mark that |
| can lead to a boss fight with Tantarion. It's got ~20000 HP and isn't any |
| walk in the park. You can steal a Silver Fork/Demon's Mail from it, but |
| you can also do it at a later date...WITHOUT any time limit! If you pass |
| it up now, just know that you'll have to do kill Tantarion next time you |
| pass through (and it'll be way, way, way easier to do). |
o-----o-----o

```

Walk up the stairs by the guardhouse and enter the door that was locked previously (where incognito Dagger ran out of last time). There are three chambers beyond; the middle's the queen's bedroom. Inspect the odd purple-colored nightstick to find a secret passage.

You can acquire the [ICE BRAND] and [TENT] chests by moving to the opposite side of the rotating walkway, and waiting for the side you started on's swing motion to bring it towards you. Get on, get the chests, get off, go down the stairs. At the bottom platform, enter the doorway. Equip 'Bandit' if it ain't on and see what debauchery is going on inside.

```
||-----||
|| BOSS: Zorn ~ HP: 5000 ~ AP: --- ~ Gil: --- ||
||           '-STEAL: Stardust Rod, Partisan ||
|| BOSS: Thorn ~ HP: 3000 ~ AP: --- ~ Gil: --- ||
||           '-STEAL: Mythril Armllet, Mythril Armor ||
||-----||
|| ATTACKS: ||
||-----||
|| Meteorite ---> Med. Non-elemental damage (all) ||
|| Light Flare -> Weak fire-elemental damage (single) ||
||-----||
```

Cast Slow on both targets for an easier time.

You'll notice that they have no outright offensive attacks, and instead have to "give" the power to one another. Attacking the person who "got" the power "neutralizes" and prevents them from using their secret skill, so it's not too hard to get by without them getting any attack off. Have someone with weak attack like Vivi on standby to attack the applicable target while Zidane steals. Know that whoever gets the power will use their special ability on the next turn. Also know that the attacks are mostly crap, with only Meteorite any kind of 'threat'. Damaging one of the clowns to critical ends the battle.

Get Garnet nearby, watch the 'Friendship' ATE, and save at Mosh nearby. (Mosh will have received a letter from Kupo if you've been a diligent deliverer.) Return to the queen's chambers where another fight'll take place.

```
||-----||
|| BOSS: Beatrix ~ HP: 5800 ~ AP: --- ~ GIL: --- ||
||           '-STEAL: Phoenix Down, Ice Brand, Survival Vest ||
||-----||
|| ATTACKS: ||
||-----||
|| Attack -----> Med. Physical damage (single) ||
|| Shock -----> HIGH physical damage (single) ||
|| Thunder Slash -> Thunder-elmnt damage (single) ||
|| Climhazard ---> HP values to 1 (all; ends battle) ||
||-----||
```

The last in the infamous triptych of Beatrix battles! Again, it's simply a timed battle so try to steal that Survival Vest before time depletes and she uses Climhazard on your face. Remember that Slow status is your ally here.

After a little turning of the tables, Freya and Beatrix will have to fight off a Bandersnatch [~900 HP, 393 EXP, 2 AP, 347 Gil] on their own. As Ziddy's party, use the rotating platform to escape the first Bandersnatch. The 2nd screen down, the party has to fend off three Type C mages (Dagger can cast Silence on everyone, remember). Equip Dagger with the Stardust Rod and that extra pair of Magician Shoes, if you have 'em, too.

Kill the two Bandersnatches, then remove any crucial accessories from Steiner and Freya, as they'll temporarily leave the party after continuing further. Deal with the overgrown dog that attacks and the view switches back to the 'rebels'.

Beatrix and Freya'll have to kill the first wave of Bandersnatches on their own, but Steiner'll join them for the next. Remember that Beatrix's regular attacks are powerful on their own already; using Seiken ain't necessary to dispense of rabble.

As Zidane's party, save in the extraction room and pick up the new delivery from Mosh: [LETTER: Mosh -> Monty]. Downward, everyone's saved in the 'Blank' of an eye and, once piled on the gargant, has to round out this series of battles with...

```

|-----|
| BOSS: Ralvuimago ~ HP: 3500 ~ AP: 07 ~ Gil: 1404 |
|           '-WEAK : Ice |
|           '-DROP : Ether |
|           '-ABSRB: Earth |
|           '-STEAL: Phoenix Down, Adaman Vest, Oak Staff |
| ATTACKS: |
| |
| Stab -----> Med. physical damage (single) |
| Ultra Sound Wave -> Inflicts Mini status (single) |
| Thundara -----> Med. thunder-elem damage (all) |
| Earth Power -----> Med. earth-elem damage (all allies + boss) |
| Became Compact ---> allows 'Earth Power' as counterattack |
|-----|

```

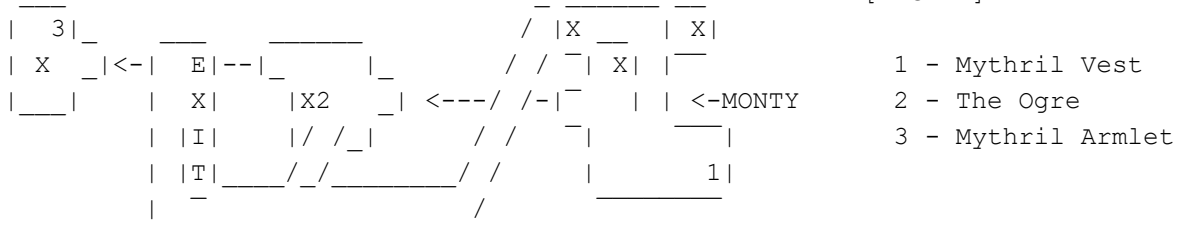
Inflict Slow/Blind through your preferred method and DEFINITELY steal the Oak Staff. You can keep the monster at bay by having Vivi attack to make it "become compact," in which it will wait for you to attack it and thus not take any offensive maneuvers. Zidane can steal the vest and staff at this time, and once it uncoils, Vivi can repeat. It only coils up for physical attacks, and only counters physical attacks, meaning you can bomb it with Blizzara when less compact (defense skyrockets when coiled) to make it slink away. Float can be used to evade the Earth Power counter, but since Ralvu heals each time it triggers, it's best to avoid it.

It's a bumpy, bumpy ride to...

	_ Mythril Vest	_ The Ogre	• Zagnol	
	_ Mythril Armlet	_ Peridot	• Seeker Bat	
	_ Elixir	_ Phoenix Down	• Sand Scorpion	

Here, old man Ramuh says he'll hide five manifestations of himself; find them for they each carry a piece of the "Hero's Story," then tell the story to him in full. The "--->" parts refer to paths that go through the water. [Don't forget to deliver Mosh's letter for Monty, yo.]

[LEGEND]



Here's where the pieces are:

- * At the crash site
- * In Monty's screen, a figment appears on top of the root overhang
- * In Monty's screen, go down to water level and look under the root overhang
- * In the water, past Monty's screen, an apparition is found near the incline
- * Exit past the incline detailed above to find the last apparition in a creek

When you collect all five, gather by the part of the map marked 'EXIT' and Ramuh will want your findings. Tell the story in this order:

- 01) "Beginning"
- 02) "Cooperation"
- 03) "Silence"
- 04) "Human" OR "Hero"

Ramuh will disappear and give Dagger a [PERIDOT] accessory, which lets her re-learn the Ramuh eidolon summon. Before you jump off, make sure to get the [MYTHRIL ARMLET] chest by jumping off the ledge near where you spoke with Ramuh. A.K. wrote in to say that Stiltzkin has a letter delivered to Monty, readable if one chooses to backtrack instead of descending.

When you jump off, automatic scenes take you to Lindblum. But, know that there is an [ELIXIR] and [PHOENIX DOWN] chest near the foreground creek if you didn't get 'em on the first disc. [

18) Lindblum Revisited

[WK18]

	ITEMS	
	_ Lindblum Card	_ Ether
	_ 3000 Gil	_ 340 Gil
	_ 262 Gil	_ World Map
	_ Phoenix Pinion	_ 993 Gil
	_ Bandana	

Vivi will be out of the party and hiding for the moment, so it's just Zidane and Dagger. Head to the shop plaza to run into Artania, who'll commence some scenes with the regent. He dispenses some wisdom: the weaponry provided to Brahne's being supplied by someone on the Outer Continent. Apparently the only way is through a disused, clandestine tunnel by a nearby swamp... Cid hands over [3000 GIL] for expenses and sends everyone on their way.

The item shop [LINK: SH21] now sells Annoyntments, while Dragoos' shop's got every new item up to that point [LINK: SH22], so you can play catchup. The synthesis shop is where you should head, however [LINK: SH23], since it's got the best equipment...if you can spare some of your old stuff. Buy the Barette since it teaches Dagger Cura, and the Exploda for Zidane.

Here's what can be obtained now that Lindblum's been changed:

[BUSINESS DISTRICT]

- * In the inn, get the [LETTER: Moodon -> Moonte]
- * By the blocked-off entrance to the church alley, a [LINDBLUM CARD] lies
- * Card Freak Gon's house has an [ETHER] and [PHOENIX PINION]

[THEATER DISTRICT]

- * Talk to Lowell about working in Ruby's theater
 - '-NOTE: May have to talk to Moodon in B. District inn to do this!
- * Get the [340 GIL]/[993 GIL]/[262 GIL] chests from the Tantalus hideout
- * There's an [ORE] chest in the artist's studio. I only make a note of it since so many people think it's "new" when it's available on Disc 1.

When you're ready to leave, talk to the man near the B. District's fountain plaza to continue with the story (make sure to buy for Vivi, too!). At the base-level station, Vivi joins up and Cid gives everyone a [WORLD MAP] key item. Once at Dragon's Gate, give Moonte the letter from Moodon and save up. The pirate-lookin' merchant's stuck around, too [LINK: SH24], and sells some items and equipment. They're really coddling the player... Anyway, search in the background's corner near the end of the rail for a [BANDANA]

Exit onto the world map, pronto.

o-----o
| OPTIONAL: Chocobo Hot & Cold |
o-----o-----o-----o-----o-----o-----o-----o-----o
| There are no new ones to dig up, if you dug up the max on the previous |
| disc, but since you're going to a new continent soon, it's recommended to |
| go and find chocographs before you hit the road. |
o-----o

o-----o
| OPTIONAL: Moguta the Kupo Nut Fiend |
o-----o-----o-----o-----o-----o-----o-----o-----o
| You should still have a Kupo Nut you got from Monev way back when (or you |
| got another from a different delivery?), so it's time to deliver the junk |
| to Moguta. The reward this time around is another random item. |
o-----o

Put your sights on Qu's Marsh after taking care of business outside the area, and find Quina again at the pond. If you haven't gotten Quina now, for some weird reason, his/her optional status has been voided -- time to get'er! S/he will have all the equipment from before, if you had him/her while at Cleyra. Do some frog-catching here, too, since there'll be a whole new marsh later on for you to find munchies at...

Talk of a hidden road doesn't arouse any memories in Quale, although he does say that the tall brush could be hiding something (NOTE: it's not mandatory to talk to him) in its depths. Exit right of his house with Quina in your party to see a scene where s/he uncovers the site.

Go deeper inside...

19) Fossil Roo

[WK19]

ITEMS	ENEMY
_ Elixir	_ Fairy Earrings
_ Ether	_ Lamia's Tiara
_ Survival Vest	_ Seeker Bat
	_ Griffin

Make sure you do all the stuff on the Mist Continent, because once you've gone through this place, you won't be able to just waltz back on a dime! Also, a good idea is to put Auto-Potion on Dagger and have it battle-ready.

o-----o
| UPDATE: Blue Magic |
o-----o
| Griffin -----> White Wind (heals all allies, non-reflectable) |
| Feather Circle -> LV4 Holy (Holy dmg on foes w/ levels divisible by four) |
o-----o

Head inside past the suspicious looking door to find out there's a big baddie trapped behind...and it's loose! It'll chase you through an "axe field" where getting hit means it'll catch up and attack. It's wholly optional, per se, but if you accidentally lose ground and it catches you...

```
||-----|| | |
|| BOSS: Armodullahan ~ HP: 800 ~ AP: --- ~ GIL: --- ||  
||                   '-STEAL: Ether, Hi-Potion, Ore ||  
|| || ||  
|| ATTACKS: ||  
|| || ||  
|| Death -----> Kills a character (single) ||  
|| Spear -----> Med. physical damage (single) ||  
|| Thundara --> Med. thunder-element damage (single) ||  
|| LV5 Death -> Kills characters with lvls divisible by 5 (all) ||  
||-----||
```

It ALWAYS gets a back attack on you, even with Alert functioning in its capacity. Plus, it can't be defeated permanently, which makes it a pretty dumb fight to replay. Luckily, one powerful magic attack from Vivi can usually put it out of commission, so those death attacks shouldn't be too much of a bother.

Once the axe field is clear, it's out of the frying pan and into the fiery clutches of an lass' axe...

```

||-----||
|| BOSS: Lani ~ HP: 6000 ~ AP: --- ~ GIL: --- ||
||           '-STEAL: Coral Sword, Gladius, Ether ||
||-----||
|| ATTACKS: ||
||-----||
|| Water ----> Med. water-elem damage (all) ||
|| Attack ----> Med. physical damage (single) ||
|| Scan -----> Scan for target info (single) ||
|| Blizzara -> Med. ice-element damage (one) ||
|| Thundara -> Med. thunder-elem damage (one) ||
|| Aera -----> Med. wind-elem damage (single) ||
|| Fira -----> Med. fire-elem damage (single) ||
||-----||

```

Slap her with Darkness (Blind/Tent trick) and Slow, and put all the mages into the back row if they aren't already. Have Dagger heal everyone when Water is used, which is probably the most dangerous -- Lani's really on Dagger's case the most, here. What probably isn't the most evident strat to use is Magic Hammer -- it drains 1000+ MP from her to start off! She can eventually run out after about ten doses, and with blindness on, her physical axe-slicin' suffers considerably...giving you time to steal those two weapons she's got on her person. Alternatively, you can cast Reflect on Dagger which can also take the heat off her for awhile.

After Lani leaves, follow back towards the cavern's beginning and search where the Armodullahan was cooped up for an oft-forgotten [ELIXIR]. Return and head down the stairs to enter the cave system proper. Pick one of the flowers nearby and stand by the "(!)" to tame the gargant and hitch a ride down the line. Take the nearest tunnel exit to get into the real miner's paradise...

```

o-----o
| OPTIONAL: Stiltzkin's Steals |
o-----o-----o
| He's offering a Phoenix Pinion, Remedy, and Ether for 555 Gil, now. Nice! |
o-----o-----o

```

Mogki the moogles doesn't have any delivery packages, but does have a mogshop for you to peruse [LINK: SH25]. Only items, but it's got Annoyntments -- buy a few for later on (x10 is good). Now, there are plenty of items here but using the gargants can be a pain; thus, I'll give the most roundabout ways to do this, since that gets all the items.

To start off, take the path leading to a gargant right near the moogles to end up by a chest with [FAIRY EARRINGS] inside. Ride back the way you came and in the main room, take the path near the human miner. Here's what you have to do (it's straightforward, mostly):

- 01) Turn on the No. 1 Switch
- 02) Ride Gargant to No. 2 Switch
 - '-There's an [ETHER] along the path...
- 03) Flip No. 2 Switch
- 04) Ride Gargant back to No. 1 Switch
- 05) Flip No. 1 Switch
- 06) Ride Gargant back towards main mining room

Save/tent at the moogles (recommended) and take the nearest gargant, getting


```

| Cactuar -----> 1000 Needles (Ignores defense to cause 1000dmg @ 1 target) |
o-----o
o-----o
| OPTIONAL: Chocographs |
o-----o
| [ABANDONED BEACH] |
| '-Dig Up: Disc 2 [Chocobo Forest] |
| '-Needed: Field Ability |
| '-A Hint: There are treasures on continents other than the Mist Continent! |
| '-Locate: Outer Continent, beach southeast of Qu's Marsh |
| '-Reward: 9 Phoenix Pinion, 5 Phoenix Down, 12 Peridot, 1 Diamond Gloves |
o-----o

```

20) Conde Petie

[WK20]

ITEMS		
_ 2700 Gil	_ 1800 Gil	_ Phoenix Pinion
_ Diamond		

To get through this small part, head to the upper part of the village where Vivi is talking to some dwarves. Once he leaves, watch the 'Hungry Bryan' ATE about pyntie-hats. Enter the shop, view what's up, and the gatekeeper'll say the pyntie-hats come from the "sootheast forest". That's all to progress the storyline...but don't go yet!

Right by where you enter, check behind the gatekeeper dwarf for [2700 GIL] in the dark corner. Enter the inn area and search a bed for [1800 GIL], then find the [PHOENIX PINION] in the shop's stairbottom corner. Talk to Mogmatt in that item shop and pick up the [LETTER: Mogmatt -> Suzuna]. Wendy Grocer's shop is the same as the other ones you've encountered [LINK: SH28], but the equipment shop's got what you want [LINK: SH29]. Remember to get Vivi that Oak Staff if you didn't get one on the first disc/lately. Additionally, a [DIAMOND] can be picked up from the Kirkboat in the upper-center of town. It can be gotten later, too.

You can't go further past the village for some strange custom, so exit town once again.

```

o-----o
| OPTIONAL: Friendly Creatures Sidequest |
o-----o
| Continuing the saga, a friendly 'Ladybird' enemy appears around here, in |
| Magdalene Forest, and wants a couple of Ore. It'll give 20 AP + an Ether! |
o-----o

```

Head to the eastern beach, near the Qu's Marsh, and get southbound. Enter a thick forest 'dome' in the very back part and enter it. Zidane reminds the party about the pyntie-hats living "so deep in the forest that owls don't even live there." Y'see, the owls on the tree branches will leave one by one as you take the right path, and by checking the sign, you can figure out the path that leads to where "there are no owls". In layman's terms, y'just have to go right -> right -> left -> right.

Either way, everyone automatically infiltrates...

21) Black Mage Village

[WK21]

ITEMS		
	_	
	_ Elixir	_ Virgo Stellazzio
	_ 2000 Gil	_ Black Belt
		_ 843 Gil
		_ Gysahl Greens

The [LETTER: Mogyro -> Mocchi] can be missed so make sure to get it as soon as possible! Check by the stables (right of entrance) to find Mogryro. He'll also get a letter from Stiltzkin after the mandatory rest (see below).

Watch the 'Different Language' by approaching the path near the synth shop, then enter to find Dagger. Enter the inn to find Vivi, and when prompted, agree to rest. The next day, a mage directs the party to go past the Conde Petie Sanctuary, where the source of the Mist is allegedly. You can leave, but don't forget to visit the weapon shop [SH30], item shop [SH31] which carries Hi-Potions and Remedies; and, last, the synth shop [SH32] which has a bunch of good equips to make.

[ITEMS:]

- * [ETHER] inside item shop, near left entrance
- * By the weapon shop's entrance, get the [ELIXIR]
- * In the inn's bedroom, pick up the [VIRGO] Stellazzio
- * In the synth shop interior, rob a chest of [2000 GIL].
- * Climb the synth shop's ladder to the roof, and get the [843 GIL].
- * Gysahl Greens can be found in chocobo stable
- * Tell the item shop mage to get the "usual," then use the ladder behind the counter to get the [BLACK BELT]. This option may not appear until Zidane eavesdrops on the two mages from the synth shop's roof platforms.

When done return to Conde Petie.

22) Conde Petie Revisited

[WK22]

ITEMS		
	_	
	_ Diamond	

Talk to either the gatekeeper on the upper floor or the two guards near the equipment shop to be turned away and told to find "His Holiness." This person turns out to be David Heavenguard, walking around the hallway by the inn. Some funny "hitching" occurs. Afterwards, if you want to see another scene in the same vein, tell Vivi/Quina to get married and view the 'Nuptial Joy' ATE.

Either way, a "thief" appears somewhere and runs off to the mountain path. Before you leave, board the Kirkboat from the left side and get the [DIAMOND] on its top, if it wasn't gotten earlier. Save and enter the mountain path.

23) Conde Petie Mountain Path

[WK23]

ITEMS		ENEMY
_ Remedies	_ Blue Stone	• Gnoll
_ Red Stone	_ Yellow Stone	• Ochu
_ Tent	_ Ether	• Troll
_ Green Stone	_ Moonstone	

Enter to find a little girl [Default: Eiko] who replaces Quina in the lineup automatically. Change her equips a bit since she's got pretty weak stuff and get ready to move!

In that first screen, climb up the vine in the NW part of the cliff to claim a [REMEDY], then run east along the ridge to the next screen. A shrine has a [BLUE STONE] key item inside; take it. Re-enter the first screen and direct yourself down the lowroad.

There's a vine up here that leads back to the first screen. Take the [TENT] and [RED STONE] from the shrine nearby, then double-back (again). Enter the tunnel and pass to the other side. You'll see some oglops on the path by here; try to catch one with the action button as this can result in a prize later on. Up the path...

```

o-----o
| OPTIONAL: Stiltzkin's Steals |
o-----o
| He's selling a Magic Tag, Tent, and Ether for 666g, now. Not too shabby. |
o-----o

```

...is Suzuna the moogle. Give her Mogmatt's letter if you got it and take the ladder left of Stiltzkin's position. Follow the root a screen until a the mastodon stomp of an angry giant sucks everyone into battle...

```

||
|| BOSS: Hilgigars ~ HP: 8000 ~ AP: 09 ~ GIL: 2136 || | |
||           '-DROP : Tent ||
||           '-STEAL: Fairy Flute, Mythril Fork, Phoenix Down ||
|| || ||
|| ATTACKS: ||
|| || ||
|| Curaga -----> ~2000+ HP recovery (self) ||
|| Earthquake -> Med. earth-elem damage (all) ||
|| Hiphop -----> Med. physical damage (single) ||
|| Knock Down -> Med. physical damage (single) ||
|| || ||

```

Inflict Silence via Dagger/Tent trick to stop it from using its Curaga spell, and spread Float around with a single casting to make Earthquake miss. Slow is the only other abnormality to inflict, which should give everyone leeway. Put all the mages in the back row and sling Bio while slinging Cura amongst the allies (R1/L1 button!). I'll also note that the Fairy Flute is NOTORIOUSLY hard to steal, and if you can't get it after awhile, forget it 'cause it ain't that good (as a matter of fact, while I'm writing this, it's the first time I've stolen it in about ten tries; some people have gone four hours with no luck!).

Eiko says the dwarves' "Sanctuary" is mostly known as the "Iifa Tree," and directs everyone to her place. Take the [YELLOW STONE] by where Hilgigars fell and go right out of the screen. On the lower root, take it into a new screen where a [GREEN STONE] sits by an [ETHER].

o-----o
| OPTIONAL: Free Moonstone |

o-----o-----o
| If you've collected all four "Stone" key items, return to the area where |
| Suzuna is found and exit right. There's another shrine, except this is a |
| recepticle for the colored stones you've found. A [MOONSTONE] will appear |
| once they're all set in...it's like a gumball machine! Doing this 'quest' |
| may seem unimportant, but remember you can (1) only get a finite number |
| of them in the game (2) equip it on Eiko to make her Carbuncle summon |
| cast Shell on everyone instead of Reflect! Definitely get this! |
o-----o

To exit, take the root near the Green Stone shrine up and out onto the world map. See that weird mass on the beach. That's the destination.

o-----o
| OPTIONAL: Friendly Creatures Sidequest |

o-----o-----o
| A friendly 'Yeti' monster can appear around here (Lucid Plains) and wants |
| some Ores. Fill its appetite and it'll throw 20 AP and an Elixir yer way! |
o-----o

o-----o
| OPTIONAL: Oglop Trade |

o-----o-----o
| If you caught an oglop on the mountain path, return to Conde Petie and |
| talk with Bryan Rootrunner (stands by item shop), who will take it off |
| your hands in exchange for an [OGLOP CARD]. Not so shabby, huh? |
o-----o

24) Madain Sari, Village of the Lost Summoners

[WK24]

ITEMS		
_ Libra Stellazzio	_ Kirman Coffee	_ Ore
_ Phoenix Pinion	_ Tent	

After a nice kupo-type greeting, it's off to the fountain plaza. When Ziddy can move again, get the [LIBRA] Stellazzio by the fountain's broken piece and talk to Dagger. The 'Eiko's Feelings' ATE will play, where she tries to make good food for all. If you want great food, pick:

- Mocha ----> Dig up potatoes
- Chimomo ---> Help in the kitchen
- Momatose --> Go fishing

Get the [TENT] by where Dagger was sitting initially, too.

Talk to Vivi south of the fountain when the ATE's done, then go north of the fountain and try to enter the Eidolon Wall. Quina should appear and jump in the water ("Squeeeee!!!" <- LOL). Return to Vivi and try to enter the kitchen,

making Morrison invite Ziddy to view the Eidolon Wall's interior. Watch the 'Eiko's Kitchen' ATE in the fountain square, and:

- * Get enough water for 11 people
- * Leave out the oglop if prompted
- * When Momatose catches a fish, tell him to NOT let go. This allows Quina to help out with the culinary preparations...

When you go to the Wall, bring Dagger (by the town entrance) to see it with Zidane. Enter inside, watch what's going on, then exit again. View the Eiko's Kitchen 2 ATE

As Zidane, talk to Mog in the kitchen doorway to commence the eatin'. How good it is depends on how much water you made, if Quina helped, and so on. Afterwards, clear the table as Zidane and bring the cauldron into the sink. Pick up the [KIRMAN COFFEE] by the waterfall's edge, then get the [PHOENIX PINION] and [ORE] in the dining room. Try to leave and Momatose'll suggest you sleep (accept).

The next morning, Eiko still holds the fourth party slot in place of Quina. Off to the Iifa Tree! Re-enter town and Morrison will be selling items since his town has no "capital" (^_^) [LINK: SH33].

To get to the Iifa Tree, return to the mountain path and go to where ya'll fought Hilgigars. Instead of going south or east to exit, take the NW path onto the world map. This leads to the Iifa Tree, which, frankly, you cannot miss due to its size...

```
o-----o
| OPTIONAL: Friendly Creatures Sidequest |
o-----o-----o
| A friendly 'Nymph' monster appears around the Iifa Tree (Pualei Plains), |
| and will want 3 Ores. It'll toss 30 AP your way if you do as it demands, |
| plus an Emerald for the next friendly monster you'll be encountering... |
o-----o
```

25) Iifa Tree

[WK25]

ITEMS	ENEMY
_ Ruby _ Phoenix Down	• Zombie
_ Healing Rod _ Hi-Potion	• Stroper
_ Ether _ Remedy	• Dracozombie
_ Lamia's Flute _ Elixir	
_ Brigandine	

Upon entering, Eiko will open the place up and get a [RUBY] accessory, which can teach Carbuncle to Eiko. This is her most durable skill, as it changes its effect based on certain accessories.

Oh, and you can kill Stropers by throwing a 'Soft' on them -- they're Stone

types, so that instantly does 'em in. Regarding the other monsters, they're zombie-type and can die instantly by a Life spell. Should help y'out a bit.

```
o-----o
| UPDATE: Blue Magic |
o-----o-----o
| Zombie --> Roulette (randomly inflicts Death on an enemy/ally) |
| Stroper -> LV5 Death (deals Death to enemies w/ levels divisible by '5') |
| Dracozombie -> LV5 Death (") |
o-----o
```

Quina ain't with, though, so the Blue Magic stuff'll have to be put off.

Follow the roots six screens to where Mocchi is; give him the letter if you remembered to get it from Mogryo. Past him is an odd thing that turns out to be an elevator, taking everyone deeper inside the tree...

In the second screen down the roots, look for an offshoot with the option to "push something." Do so to drop a [PHOENIX DOWN] chest. There's a [HI-POTION] on your descent, too. The third screen down, look on the left side where there's a hidden switch -- this drops a [HEALING ROD] chest in the area right before.

Around the downward-spiral path's first twist, keep some eyes peeled for an [ETHER] in a blind spot. The treasure chest in plain sight is a [LAMIA'S FLUTE] and a [REMEDY] is half-hidden left of it. Exit to the south when done.

There's a weird leaf-shaped thing here, which turns out to be an...elevator! Yes, that seems to be everything's function 'round here. While taking it down there are a few mandatory battles -- first's a Zombie trio, second's just one Dracozombie. Life/Phoenix Down/curative magic is a good strategy on 'em.

Equip "Body Temp" on everyone!!!

At the bottom, there a few items to collect. There's an [ELIXIR] by the first stairway and a [BRIGANDINE] on the lower level, in a blind spot. Inspect the "(?)" left of where Vivi/Eiko are standing to cue up some scenes. Tonight's the night for a boss fight done right. :D

```
||-----||
|| BOSS: Soulcage ~ HP: 10,000 ~ AP: 09 ~ GIL: 3800 ||
||           '-TYPE : Undead ||
||           '-WEAK : Fire ||
||           '-DROP : Elixir, Phoenix Pinion ||
||           '-STEAL: Brigandine, Magician Cloak, Oak Staff ||
|| ||
|| ATTACKS: ||
|| ||
|| Mustard Bomb -> Inflicts 'Heat' (single) ||
|| Shockwave ----> Med. physical damage (all) ||
|| Leaf Swirl ---> Med. physical damage (all) ||
|| Fire Blades --> Fire-elemental damage (all) ||
|| Fira -----> Fire-elemental magic (single) ||
|| LV5 Death ----> Inflicts Death on those w/ levels divisible by 5 ||
|| ||
```

Two words of advice: first, don't use fire -- this only makes it catch on

fire and use its "Fire Blades" attack on everyone. Second, it's undead so you can kill it instantly with the Life spell. You'll probably want to swipe that Brigandine, though, which will be useful in awhile... If ya want to go to the highroad in beating this guy, inflict Darkness/Slow 'n' pound it with Bio/Cura and physical attacks. Remember that if Mustard Bomb works, and someone's inflicted with Heat, they'll KO themselves if any command's selected; just let it wear off before you do anything with 'em. ...LOL @ 1000-year reign? ^___^

Afterwards, it's back to Madain Sari... I suggest having Zidane learn the 'Distract' ability (from Judo Uniform/Reflect Ring gear).

26) Madain Sari, Village of the Lost Summoners Revisited

[WK26]

ITEMS		
_ Libra Stellazzio	_ Kirman Coffee	_ Ore
_ Phoenix Pinion	_ Survival Vest	_ Phoenix Down
_ Elixir	_ Exploda	_ Tent
_ Memory Earring		

When you get to town, follow Eiko into the kitchen and enter the room down by the fishing spot. Get the [SURVIVAL VEST] and [PHOENIX DOWN] when Eiko leaves, then it's off to the Eidolon Wall! At the wall, choose the "peek inside" option and take the [EXPLODA] and [ELIXIR] items when Moco donates them to your cause. Heal up when the option presents itself and enter inside to face...

BOSS: Scarlet Hair ~ HP: 9000 ~ AP: 09 ~ GIL: 4790	
'-TYPE : Human	
'-DROP : Tent	
'-STEAL: Ether, Poison Knuckles	
ATTACKS:	
Attack --> Med. physical damage (Zidane)	
Counter -> Physical counter; deals physical damage (Zidane)	

It's a mano-e-mano fight now, and shouldn't be too hard. You can either go on the initiative and attack or build up a Trance -- either way's fine if you've got the Rune Tooth equipped. Scarlet'll jump around, so if you time your attack wrong, it'll miss and elicit a laugh from him; always choose to 'Attack' when he's just moved to be safe. According to Ultimal3, Scarlet takes triple damage if attacked while he is near the 3rd pillar (counting from the left).

Eiko gets back her precious item, safe and sound. Return to the room below the kitchen to have Eiko wear her item as a [MEMORY EARRING]. When Dagger leaves, exit through the dining room and find the "(!)" on the landing just outside. When the boat scenes conclude, Eiko will join the team permanently. And...you'll get a new party member, too [Default: Amarant]! Yes, such a nice joyous event... For the first time, you'll be able to choose who stays in and out of the party! Eiko's got the better cure magic, so I kicked Garnet out for Amarant.

Oh well, back to the Iifa Tree! Don't forget to equip Amarant to your liking!

27) Iifa Tree Revisited

[WK27]

ITEMS	ENEMY
Aquamarine	• Zombie
	• Stroper
	• Dracozombie
	• Mistodon

After the quarry arrives, the prompt for changing party members/accessing the menu comes up. Choose wisely and continue down the same root path everyone walked a short while before. The fourth screen in, the allies automatically climb the trunk and it's a stall battle with two...

```
||
|| BOSS: Mistodon ~ HP: 1500 ~ AP: 03 ~ EXP: 1274 ~ GIL: 1494 || | |
||           '-WEAK : Fire ||
||           '-TYPE : Undead ||
||           '-DROP : Sand Golem Card ||
||           '-STEAL: Hi-Potion, Ore ||
|| || ||
|| ATTACKS: ||
|| || ||
|| Head Attack -> Physical damage (single) ||
|| Fira -----> Fire-elemental magic (single) ||
|| Mist -----> Physical damage + % Sleep (all) ||
|| || ||
```

Being undead, they can be killed with phoenix down/Life spells. Yawn!

Once some of the theatrics have been done, Dagger runs off on her own and the party is changed (if she was in it). When the party reforms, talk to Mocchi who's half-hidden nearby, save/tent if needed and read the letter from Stiltzkin. Follow the root down aways, where a few mandatory mistodon fights take place, and get the [AQUAMARINE], which allows Dagger to summon Leviathan. Enjoy the show...

```
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28) Alexandria Revisited

[WK28]

ITEMS		
9 Gil	Phoenix Pinion	3927 Gil

The item shop's on par with the best of 'em now [LINK: SH34], and in the main square, the synthesis shop [LINK: SH35] and weapon shop [SH36] are open this time around. Don't bother buying a Pearl Rouge, though; synthing a Moonstone for one makes little sense, since you can buy them in Treno's auction house.

North of the square, at the docks, get the [PHOENIX PINION] and the huge [3927 GIL] cache by the two guards' stands. At the town church, deliver the letter you got in Fossil Roo to Kupo (finally!), and receive the [KUPO NUT] in return! Also ring that bell for Hippaul's treasures: a [SHIVA CARD] and [RAMUH CARD]!

```
o-----o
| OPTIONAL: Stiltzkin's Steals |
o-----o
| Serving a Phoenix Pinion, Hi-Potion, and Elixir for 777 gil this time...! |
| Make sure you do this as Vivi, as he'll be gone when the POV's on Zidane! |
o-----o
```

When ready to proceed, head to the alley by the square and try to enter the mini-theater. Agree to see it with Blank and Marcus, then descend to Ruby's sitting room. The view'll change to...

...Dagger! Doctor Tot will give her the [OPAL], [TOPAZ], and [AMETHYST] gemstones, which bestow the ability to use more eidolons. When the view changes to Eiko, enter the castle balcony to see a couple talking scenes with Baku. Soon the POV'll change to Zidane...

Now that he's shaken off his funk, re-enter the mini-theater and search out the [2680 GIL] near the foreground. Enter the gondola dock to get Freya and Amarant in the party.

```
o-----o
| OPTIONAL: Gamblin' with the Bros |
o-----o
| Now that Zidane's in the party, the three brothers in the equipment shop |
| will invite him to play "their game." It's basically a Final Fantasied |
| version of "double or nothing" over and over. Pay them 50 bucks; guess |
| the correct brother and receive double your prize. Far as I know, there |
| is no grand prize of any kind, just gil. Also, if you choose not to play, |
| the game resets, so you've got to risk all to win...half. Um, yeah. >__> |
o-----o
```

Hitch a ride on the gondola to get to the castle. Search the two bells by the fountain, here, for an [ETHER] and [PHOENIX PINION]. There's also a [LAPIS LAZULI] behind the fountain. Make a beeline for the western wing, where the tower's closed off but the way to the harbor's been opened. Get the [PHOENIX PINION] by the portcullis, and the room with the Neptune statue, get the [LEO] Stellazzio in a corner by the door!

Enter the castle to be granted an audience with Dagger, then it's off to Treno for various reasons.

| | Chimera Armlet

| | Rebirth Ring

Control falls in Zidane's hands once everyone splits up. Watch the 'Eiko Talks Life' ATE then 'How He Ended Up Here'. You can choose to have Vivi "stop by his home" or "stay in Treno." If you pick the former, you can see a special scene in Quan's Dwelling if you take Zidane there; pick the latter to cue the "Hippo's Prize" ATE, which shows a hippo kid with a Namingway Card enter the card tournament. This allows Zidane to win the special card, which can be used later to rename characters at leisure. There's still a bunch of optional (some one-time-only) stuff to do, listed below:

o-----o
| OPTIONAL: Free Chimera Armlet! |

o-----o-----o
| View the 'Memories by the Water' ATE to find the four-armed pickpocket |
| who robbed Garnet earlier prowling on Eiko to get back at Amarant. Then, |
| head to the card stadium and view the 'City People' ATE. During those |
| events, Eiko will appropriate a [CHIMERA ARMLET] dropped by "Mr. Wimpy." |

o-----o
| OPTIONAL: Knight House Fight Club |

o-----o-----o
| Last time it was a Griffin; now it's a Catoblepas. If you want to go solo |
| with Zidane (recommended), synth an Angel Bless and equip Beast Killer & |
| Jelly. The Coral Ring tops off the setup. Now, its petrification ability |
| will miss and it'll heal you with its commonplace Thundara attacks. Soul |
| Blade the Angel Bless' confusion ability to narrow down its repertoire in |
| that state (i.e. only Heave). It's got about 3000 HP and a victor'll win |
| 15000g. |

o-----o
| OPTIONAL: Treno Auction House |

o-----o-----o
| Treno's offering up a few new finds, now, which may interest the player. |
| The first is the Dark Matter item, which allows Dagger to learn the Odin |
| summon (deal Death to all enemies). The second's the key item 'Rat Tail,' |
| which can be bought and resold to the NPC 'Adventurer' outside the synth |
| shop for 25000g max. Don't bother with the Anklet/Feather Boots, though, |
| both which can be synthed. |

o-----o
| OPTIONAL: The Burman Coffee |

o-----o-----o
| This can only be done before you finish the card tournament. As Zidane, |
| leave town and return to Dali -- you can enter the mayor's house because |
| he is participating in the tournament, too. There's a sleeping kid, which |
| will catch you as you search the room, however. Keep him sleeping in that |
| state by searching one (empty) place repeatedly, then move onto the next |
| location. The 'Desk' area has a [MINI-BRAHNE] figurine; the 'Heater' has |
| the [MAYOR'S KEY], which you're looking for. Open the windmill's locked |
| door with this and get the [30000 GIL] by the chocobo; search that area |
| once again for the [BURMAN COFFEE]. In addition, you can reap the upper |
| part of the dormant windmill for a [CACHUSHA] and [ELIXIR]. If you've got |
| all three 'coffee' key items, trade them into Morrid at Observatory Mt., |
| earning the theater ship replica (which shows up in Tantalus' hideout). |

-----o
(Don't forget about the Stellazzio-coin redemption, too!)

-----o
| OPTIONAL: Ragtime Mouse True and False |

-----o
| Now that it's Disc 3, you can find the Ragtimer an additional seven (7) |
| more times. This also carries over to Disc 4, so I won't mention it any |
| longer. |
-----o

Far as shops go, the slum item shop is upgraded to full [LINK: SH37], the synthesis shop now matches Alexandria's stock [LINK: SH38], and the weapon store's got some new stuff, namely the Coral Sword/Brigandine [LINK: SH39].

When ready to continue, enter the card stadium and register at the vendor. You have to win two games (MANDATORY) before you can face the champion, whose outcome doesn't really matter. I'll outline a few things about this, though:

- * Aim to beat the champion -- you'll win a [REBIRTH RING] for doing so
- * You can save after each match, so there's no reason to lose; just reset!
- * You can lose the first two matches repeatedly without consequence; only the last match is of any use, prize-wise.
- * If you watched the "Hippo's Prize" ATE, the second opponent (Mario of the Slums) will have a winnable Namingway Card. This allows a user to change his/her name later on, so try to get it if you can.
- * You don't need intricate knowledge of the game; pointing arrows at cards' sides that don't have arrows automatically flips 'em over, and isn't such a hard technique to master.

Really, there's no reason to /not/ get the Rebirth Ring if you're a casual player -- it teaches Auto-Life/Life/Revive! Afterwards, the regent will take everyone back towards Alexandria...!

30) Alexandria Revisited

[WK30]

ITEMS		
_ Hi-Potion*	_ Elixir*	_ Angel Earrings*

*- only one asterisked item can be obtained

As Dagger, it'll be time to organize the soldiers. Whether or not she assigns them correctly is based on the functions you may have seen on the first disc. Here's how they should all be assigned:

- | [FUNCTION] | [SEND OUT...] |
|---|-------------------------|
| * Gather Information -----> | Blutzen & Kohel |
| * Protect the Townspeople -----> | Weimar & Haagen |
| * Contact Lindblum to Request Reinforcements -> | Breireicht & Laudo |
| * Begin preparations to fire the cannons -----> | Dojebon & Mullenkedheim |

If you get them all correctly, Beatrix gives Dagger the [ANGEL EARRINGS]; if you start messing up, the item's potential depreciates, giving you either an

[ELIXIR], [HI-POTION], or nothing. The view then changes to...

Beatrix and Steiner, fighting mistodons out in town! Put her Cross Helm onto Rusty, if you want, and equip him with something good (preferably not the Rebirth Ring). Equip Undead Killer and Insomniac, too, if ya have it.

Kill the first mistodon in the ticketbooth square, and exit south. Another battle occurs when you try to head towards the bar; when you finally do, the 3rd battle happens (two at once). Both their attack should do the trick, but the Seiken skills help, too. Heal up after each battle! Destroy the 4th, 5th, 6th, and 7th waves in the next alley, which come consecutively (Steiner'll get an auto-trance in the last fight). The view switches back to...

...Dagger! She'll be unable to leave and enter some siderooms, so just head up towards her room. Instead of entering it or the queen's chamber, take the left room to find an up-stairway. Follow the new path to the altar. After a few Eiko scenes, the view's back to Zidane's crew.

Go up the stairs and save in the guardhouse. There's an optional boss that can be fought now for A GREAT AND RARE accessory that teaches Auto-Haste, so you won't want to miss it. Put everyone into the back row (magic potency doesn't differ) -- you'll be glad you did.

```

o-----o-----o-----o-----o
| OPTIONAL BOSS: Tantarion | STEAL Demon's Mail, Elixir, Ether, Silver Fork |
o-----o-----o-----o-----o
| If you didn't beat it on Disc 2, this is the last time you'll be able to |
| fight it in the castle library. Equip the 'Bandit' skill, make sure that |
| Freya can use Reis's Wind, put the Rebirth Ring on Amarant so he can use |
| Revive, and make sure Vivi's got the Bio spell. 'Counter' works well here |
| too. Tantarion's got about 20,000 HP, and a few tricks up his sleeve: |
| | | | | |
| * Edge -----> Physical damage to one | | | | |
| * Poison -----> Inflicts Poison on 1 target [TNTR] | | | | |
| * Paper Storm -> Physical damage to everyone | | | | |
| * Doom -----> Inflicts death sentence on one person | | | | |
| | | | | |
| Tantarion is actually a monster inside the book, and to damage it, you'll |
| have to attack, deal damage, then see if the page it opens to has the foe |
| inside. Keep trying; his real state is between pages 150-200. When Tant |
| is found, ONLY USE BIO on it! Physical attacks on his revealed state will |
| only reset the process. When "opened" Tantarion will only use crap Poison |
| magic, giving the party time to heal up to full for the next go-round w/ |
| Doom and such. Use Chakra to replenish the MP supply, for both Vivi and |
| Freya. Its Demon's Mail is the only worthwhile item to steal, but is a |
| bit hard to get...hope it turns out alright for you! |
| | | | | |
| [Tyler Warner] wrote in to tell about the Auto-Reflect strategy. Focusing |
| with Tantarion's closed, and bouncing Fira off allies (each with Auto- |
| -Reflect) gives four consecutive Fira hits on the boss, able to do 9999 |
| if enough Focusing has been done. It makes the battle quite easy! |
| | | | | |
| [protector94] suggests using Steiner's Minus Strike to force Tantarion to |
| reveal its true form, since Minus Strike deals consistent damage. |

```

|
| Emerge victorious to get: 3146 EXP, 30 AP, 4472g, Running Shoes accessory |
|
| PS - It's susceptible to Darkness/Slow. Lead off with the tent trick, yo! |
| PSS - When the book is open, use Focus a few times; Fira murders the guy! |
o-----o

If you beat it, go back and save.

When ready, head up the same path Dagger took and bring Zidane up the altar steps. It's off to...

31) Lindblum Revisited

[WK31]

ITEMS		
_ Egoist's Armlet	_ Elixir	_ Remedy
_ Chimera Armlet	_ Sagittarius	_ Elixir
_ Remedy	_ Beautiful Potion	_ Lapis Lazuli
_ Strange Potion	_ Unusual Potion	_ 1273 Gil
_ 4826 Gil	_ 970 Gil	

When Zidane wakes up in the castle's guestroom, get the [EGOIST'S ARMLET] and [ELIXIR] nearby. Accept to deliver the [LETTER: Mogki -> Moodon], too. Talk to Blank and Zidane'll leave. Take the elevator down to Dragon's Gate and find the hidden [REMEDY] by the station's blind spot; there's even a [CHIMERA ARMLET] at the Serpent's Gate station. When ready, go to the upper-level telescope and see Dagger; then, it's off to the regent's chambers -- talk to the door guard to gain entrance.

Cid gives a few details, a few ATEs play, and then it's back to the castle guestroom. Doctor Tot tells of an anodyne to change the regent back to his normal form...hopefully. It involves three potions, and Zidane volunteers to get 'em.

BEAUTIFUL POTION

The first is in the business district, we'll say. Remember to give Moodon at the inn his letter, and in the pickle plaza, look on the left side of the reconstruction for a [SAGITTARIUS] Stellazzio! In Card Freak Gon's house, go and get the [ELIXIR] and [REMEDY] chests. In the shop square, talk to Alice about the potion and she'll donate the [BEAUTIFUL POTION] to you!

UNUSUAL POTION & STRANGE POTION

Enter the artist's studio and get the [LAPIS LAZULI], then inquire about the potions. He's never heard of them, but he's got one just the same -- check the corner by the stairbottom for the [STRANGE POTION]. Get an [ORE] chest before leaving. Down at the Tantalus Hideout, Cinna will automatically donate the [UNUSUAL POTION] to Zidane's good cause. Make sure to get the [1273 GIL], [970 GIL], and [4826 GIL] items in the hideout proper!

Return to Cid's throne room and see how the salve turns out. He'll want his wife back to help him with his problem, so he'll commission his shipwright to get a boat in order for everyone. Vivi suggests going to the black mages' village to check things out. Serpent's Gate, on the base level, is the new destination. Get on the boat (Blue Narciss) to be able to move around the map on your own. Before I forget, Lindblum's synth shop is upgraded to what it was in Alexandria [LINK: SH41] and Dragoos' weapon shop, which has a few new hats and stuff, now carries items (including Magic Tags) [LINK: SH40].

```
.-----.  
| BLUE NARCISS CONTROLS: | Regent Cid will be on the  
| | | deck and can change party  
| X : Forward | lineups, so don't forget  
| Triangle: Return to the deck | about it if you need to  
| Square : Reverse | switch out.  
| Circle : Disembark (beaches/harbors only) |  
| Select : Switch navigation map | Besides that, the boat can  
| L1 & R1 : Swivels camera viewpoint | only land at beaches and  
| L2 : Align camera | the occasional harbor, in  
| R2 : Switch camera perspective | Lindblum and Alexandria.  
'-----'
```

NOTE: Dagger will get "can't concentrate" messages in battle from now on, meaning the commands she inputs will not reconcile. This doesn't always occur but I HIGHLY suggest using Eiko instead of her (which I'd do anyway, but this really makes it a better choice).

There's a whole bunch of sidequest stuff to do now, so I'll just put it in a separate section. Skip ahead if you don't care, although I suggest reading it in case you get slighted later on... And there is A LOT of stuff you can do, resulting in some nice equipment.

Next stop: Black Mage Village!

EVENT: The Open Seas (Odds and Ends)

[WK31]

Avast, the waves are your highway and you've got a plethora of extraneous junk you can do now. I'll recap some of the previous/current things and add the mark new stuff as such.

```
o-----o  
| NEW BLUE MAGIC |  
o-----o
```

There's a crapload of good blue magic you can get now. Here's the ones that are suggested (e-mail me if I forget any!):

* Adamantoise

'-HP : 3587

'-Found: Lanar Island (where third Qu's Marsh is)

'-Magic: Earth Shake -> earth-elemental damage to all enemies

* Anemone

'-HP : 3586

'-Found: Lanar Island (where third Qu's Marsh is)

'-Magic: Bad Breath -> Confuse/Darkness/Poison/Slow/Mini on an enemy

* Feather Circle

'-HP : 619

'-Found: Lost Continent (Mitmakis Ice Field)

'-Magic: LV4 Holy -> holy damage on enemies w/ levels divisible by 4

* Gimme Cat

'-HP : 4683

'-Found: Lanar Island (where third Qu's Marsh is)

'-Magic: Auto-Life (revives one target automatically upon KO)

* Zombie Whale

'-HP : 3730

'-Found: Beaches on eastern side of Outer Continent

'-Magic: LV5 Death (kills enemies with levels divisible by 5)

* Zombie

'-HP : 973

'-Found: Iifa Tree

'-Magic: Roulette (randomly kills one ally/enemy)

o-----o
| QU'S MARSH FROG-CATCHING |
o-----o

There is one Qu's Marsh on the Mist Continent, one on the Outer Continent, and a third on an island far, far away. See the western continent you've never been to, and that long north/south stretching island on its SW side? There's a little teardrop-shaped island a little south of there that has a black spot on it -- that's Lanar Island, where the third Qu's Marsh is. All three places will have revitalized their populations, so reaping 'em now is a good idea. If you catch 33, you can at least get the [BISTRO FORK] which has sixty-eight attack power.

o-----o
| ESTO GAZA | <-----[NEW!][SGZ1]
o-----o

On the Lost Continent (the large NW island), land on the southern beach by the chocobo tracks and head south/west to the manmade spiral-shaped object. Just inside the terrace, take a right into the shop area [LINK: SH41]. And, behind the counter, find the Throw-able [WING EDGE] item for Amarant. This is the last chance you'll EVER have to get a Mythril Sword for Steiner; it teaches Armor Break, remember?

o-----o
| ALEXANDRIA REVISITED | <-----NEW!
o-----o

To get back into the castle, go to the NE side of the Mist Continent and disembark in the harbor (marked on map). Take the statue up to the dock and you'll be able to re-enter town. By the castle gondola, get the [OPAL] and [PERIDOT] by the left side and behind the fountain, respectively. There's a [SAPPHIRE] near the rubble blocking the main entrance, too.

At the townside dock, [4832 GIL] and a [TOPAZ] are lying by the broken guard platforms. Go to the square, now. The equipment shop entrance has [365 GIL] laying on its doorstep, and a [REMEDY]'s nestled near the southern gate. An [AMETHYST] is also by said gate, on the left side. Both the equipment shop

and synthesis shop are dust, now; however, the synthesist can still be found in the mini-theater's alley. South of there, between the church and Ilia's house, is a [TENT] to be found. A little girl running around the town square will also give a [ALEXANDRIA CARD] to you. South of there, in the area with a cook banging nails with a pan, there's an [ETHER] near the blocked-out door entrance.

In the alley south of the ex-item shop, a [SAPPHIRE] is near where Ilia's grandma used to live. Nothing else here, as the entrance plaza's been made into gravel. Exit at leisure! Remember that the [LEO] Stellazzio can still be obtained in the castle-side Neptune Room!

o-----o
| CHOCOBO HOT & COLD | <---NEW?
o-----o

If you enter the forest, Mene'll say he found another place to dig up some chocographs -- in fact, this is the place you'll have to go if you've dug up all the ones on the first disc (see 'CHOC' for details). The island he's talking about is 'Palmnell,' in the southern sea -- you'll need the reef ability granted by the Healing Shore chocograph before you can get to it, however. Luckily, speaking with Mene marks the location on the map. Land on the island just west of it, though; it's got the tracks. Follow the reef north to the western continent, then back down to the lagoon. Whew.

You'll need the Ocean ability to play the entire map, so Mene only charges 30 gil for a half-minute. Pts/bonuses are double their worth in the forest, but your 'damage' you do to the ground is divided by two (rounded up). So, at level 26, you'll be doing 13 per peck. Here're the chocographs that can be dug up at this location at the current point in time:

- Forgotten Lagoon
- Abandoned Lagoon
- Dawn Lagoon
- Dusk Plains

Once those four are dug up, Mene suggests going to dig up chocographs or returning to the forest. If you depleted the forest supply, it'll stay that way until you get the mountain ability, at which time the following can be dug up (including Dead Peppers, now):

- Green Plains
- Forgotten Plains
- Cold Lagoon
- Forbidden Forest

Once the Ocean ability is obtained (from Green Plains), the following can be obtained from the lagoon:

- Outer Island 2
- Ocean
- Sea at Dusk

o-----o
| CHOCOGRAPH LOCATIONS | <---NEW!
o-----o

[FARAWAY LAGOON]

- '-Dig Up: Disc 1 [Chocobo's Forest/Lagoon]
- '-Redeem: Disc 3
- '-Needed: Reef Ability
- '-A Hint: "It feels really far away if your chocobo isn't grown up, kupo."
- '-Locate: Land on the westernmost island, follow reef north until it bends
| back on Forgotten Continent's west side. Towards where it tapers
| off, the treasure can be found by a bend in the cliffs.
- '-Reward: 37 Potion + 6 Magic Tag + 1 Shield Armor + Gaia Gear

[ABANDONED LAGOON]

'-Dig Up: Disc 3 [Chocobo's Lagoon]
'-Redeem: Disc 3
'-Needed: Reef Ability
'-A Hint: "Start your search on a small beach, kupo."
'-Locate: Disembark on the Outer Continent's southern-side beach, and take
| the reef west to the destination. Pretty short distance, really.
'-Reward: 6 Soft + 4 Ether + 1 Feather Boots + 1 N-Kai Armllet

[COLD FIELD]

'-Dig Up: Disc 1 [Chocobo's Forest]
'-Redeem: Disc 3
'-Needed: Field Ability
'-A Hint: "There are other things you can ride besides chocobos, kupo."
'-Locate: Land on Lost Continent's south side, travel a ways east up coast
'-Reward: 5 Echo Screen + 7 Hi-Potion + 3 Tent + 1 Theater Ship Card

[FORGOTTEN LAGOON]

'-Dig Up: Disc 3 [Chocobo's Lagoon]
'-Redeem: Disc 3
'-Needed: Reef Ability
'-A Hint: "Some treasure [sic] is hidden in the shallows, kupo."
'-Locate: Land on Lost Continent's south side, travel south in reef for a
| ways, past the Shimmering Island, to brown-colored isle's north
| tip -- dig on eastern side.
'-Reward: 8 Gysahl Greens + 5 Ether + 7 Hi-Potion + 1 Dragon's Claws

[DAWN LAGOON]

'-Dig Up: Disc 3 [Chocobo's Lagoon]
'-Redeem: Disc 3
'-Needed: Reef Ability
'-A Hint: "Lots of rich people live there, kupo."
'-Locate: Land on beach by Chocobo's Forest, head east until access to the
| bay south of Treno's available. Search there...
'-Reward: Mountain ability

[UNCULTIVATED LAND]

'-Dig Up: Disc 1
'-Redeem: Disc 3
'-Needed: Mountain Ability
'-A Hint: "Maybe you should leave it alone for now, kupo."
'-Locate: Dig by fertile plain near Evil Forest
'-Reward: 10 Antidote + 1 Jade Armllet + 3 Wing Edge + 1 Cargo Ship Card

[FORBIDDEN FOREST]

'-Dig Up: Disc 3 [Chocobo's Forest, after getting Mountain ability]
'-Redeem: Disc 3
'-Needed: Mountain ability
'-A Hint: "You need to go over a very high mountain."
'-Locate: Check the deep-mountain, forested valley by Dali
'-Reward: 7 Ether + 2 Elixir + 10 Wing Edge + 1 High Mage Staff

[GREEN PLAINS]

'-Dig Up: Disc 3 [Chocobo's Forest, after getting Mountain ability]
'-Redeem: Disc 3
'-Needed: Mountain ability
'-A Hint: High plains are grass fields that are found at a higher
| elevation.
'-Locate: Check the mountains looking down on the Mist Continent's northern

| beach. It's a bit tricky to get, because of the sloping location.
'-Reward: Ocean ability

[COLD LAGOON]

'-Dig Up: Disc 3 [Chocobo's Forest, after getting Mountain ability]
'-Redeem: Disc 3
'-Needed: Ocean ability
'-A Hint: "Why would anyone hide treasure here, kupo?"
'-Locate: On the Lost Continent's NW side, check the ice cap (which has a
| very identifiable shape) and dig up the inlet.
'-Reward: 11 Peridot + 9 Opal + 15 Sapphire + 19 Topaz

[SEA AT DUSK]

'-Dig Up: Disc 3 [Chocobo's Lagoon, after getting Ocean ability]
'-Redeem: Disc 3
'-Needed: Ocean ability
'-A Hint: "Go dig in the ocean!"
'-Locate: Check the east coast of the Forgotten Continent for an offshoot
| peninsula, about halfway down the length.
'-Reward: 15 Phoenix Pinion + 1 White Robe + 1 Diamond + 1 Masamune Card

[OCEAN]

'-Dig Up: Disc 3 [Chocobo's Lagoon, after getting Ocean ability]
'-Redeem: Disc 3
'-Needed: Ocean ability
'-A Hint: "Look carefully! There's a small reef, kupo!"
'-Locate: The long north/south-stretching island west of the Forgotten
| Continent has some chocobo tracks on it. Check in the vacant
| ocean off its west coast.
'-Reward: 27 Ore + 1 Light Robe + 1 Whale Whisker + 1 Alexander Card

o-----o
| CHOCOBO DIVE SPOTS | <-- NEW!
o-----o

Once you get the Ocean ability, the entire world (besides Forgotten Cont.) is your oyster! You may have noticed clusters of bubbles around in a few select locations. WELL! With the mountain ability, Dead Peppers can be dug up in the forest/lagoon and these let choco dive under the water and, guess what? -- there are treasure chests down there, too! Here's a list of where you can get stuff:

- * At the southern tip of the Forgotten Continent (western one with no beach landings), a small inlet has some bubblin' in it. The reward is 10 Remedy, 1 Black Robe, 1 Genji Gloves, and 1 Blue Narciss Card.
- * Enter Quan's Dwelling and go to the landing/fishing spot. Inspect the edge with Zidane to have him locate some foam; choose the dead pepper option when he says it (if he doesn't, you don't have any!). Jump and he'll dig up the treasure of: 9 Ore + 15 Topaz + 1 Tiger Racket + 1 Red Rose Card! If you jump off the landing, you get the item 100% of the time; doing it manually is a lot harder.
- * On the east part of the Outer Continent, in the desert region, a peninsula juts south towards the Mist Continent. A little ways into the ocean (SW) there is a bubble cluster waiting to be picked. It's 8 Straw Hat, 8 Pearl Armet, 7 Aloha T-Shirt, and 8 Sandals. All these things suck, but it's a fun set of novelty equipment.
- * See how the Lost Continent (NW island) and the Outer Continent's northern

island sort of arc towards each other? Follow the hypothetical arc from one island to the next, and in the middle is a bubble cluster. Inside is 50 Potion + 25 Hi-Potion + 9 Ether + 7 Elixir!

o-----o
| CRACKS IN THE MOUNTAIN | <--- NEW!
o-----o

Those Dead Peppers have different uses, y'know -- they can also blast open a few holes in mountainsides. There are only a few of these, and you can't do all of 'em currently like the dive spots.

* On the Lost Continent, in the NW area of 'Seatence Ice Field', look along the northern coast's mountain range. A east-facing side will have a weird criss-cross marking; use a Dead Pepper on it. This'll give you a nice boon of: 41 Lapis Lazuli + 1 Rosetta Ring + 1 Protect Ring + 1 Airship Card

o-----o
| DETOUR: VARIOUS GATES | <--- NEW!
o-----o

With a mountain chocobo, you can have access to every point on the Mist Continent. There are a few 'gates' you can get to and loot for some items. Don't put it off, 'cause they won't be available on the last disc.

* South Gate - Bohden Gate (mountainside by Chocobo's Forest)

Inside, get the [MULTINA RACKET] and the [ELIXIR CARD] on top of a wagon.

* South Gate - lower elevation one by Evil Forest

There's two [ELIXIR]s to be found and [3206 GIL]. Mosco's here, now, too.

o-----o
| TRENO AUCTION HOUSE |
o-----o

If you return on a mountain chocobo, you'll find that two new items are up for grabs: the Promist Ring and the Thief Gloves. The former teaches Absorb HP, Absorb MP, and Mag Elem Null; the latter teaches Zidane Master Thief, which lets him steal an enemy's best items first.

o-----o
| BRYAN ROOTRUNNER'S CARD |
o-----o

If you caught a mountain oglop on the Conde Petie mountain path, and didn't add it into the soup (not sure about this part), talk to Bryan back in the dwarf village -- he's by the shop -- and exchange it for an [OGLOP CARD].

o-----o
| MOGNET CENTRAL |
o-----o

With an ocean chocobo in tow, head to the talon-shaped island north of the Outer Continent (Cazedil Plains). There's a mountain crack there, and this place is behind it. There's nothing to do there right now, but I thought I'd mention it.

ITEMS		
_	Virgo Stellazzio	_ Black Belt
_	Elixir	_ 843 Gil
_		_ 2000 Gil

Village is full of still waters, now; check out Mr. 288 at the cemetary and go to the chocobarn. Apparently, Kuja's secret palace is on the eastern rim of the continent, but that's all he knows. No shops here either, but you can still collect items if you didn't get them last time:

- * Virgo Stellazzio -> in the inn's bedroom
- * Black Belt -----> Item shop's upper loft
- * 2000 Gil -----> Chest in the synth shop
- * Elixir -----> By the weapon shop exterior
- * 843 Gil -----> Climb to synth shop roof and follow walkway to chest

On the Outer Continent's eastern desert, there are four sandpits. Notice that three of them have sand rising out of them...because they're actually Antlion trap battles; the other one is the entrance to the palace. THIS IS THE POINT OF NO RETURN FOR A VERY LONG TIME -- PREPARE BEFORE ENTERING...!

NOTE: The Mythril Sword won't be available after taking the plunge, so if you are one of those people that just has to have every skill, go get it in Esto Gaza, on the upper-left continent.

After a few events, Kuja captures everyone and makes Zidane choose a party to take with him on a "fetch quest" expedition to Oeilvert. This location will have a magic barrier, so Kuja doesn't want to go himself. If you read between the lines, you won't choose a magic-heavy party -- any magic command (Black, White, Blue) will be grayed-out and unselectable! So, you'll want to balance the parties. Here's what I suggest:

GO : Zidane, Dagger, Freya, Vivi
 STAY: Eiko, Amarant, Quina, Steiner

Here's the reason behind this:

- * Dagger still cannot concentrate and is a liability in the palace. She won't be a main magic-caster, anyway, at the destination.
- * Freya's ultimate weapon is obtainable coming up, provided you've been doing the Chocobo Hot & Cold minigame.
- * Vivi balances out the two mage/fighter party, and can be an item-user at the destination.
- * Eiko's the best white mage and better serves the party at the 'Palace.
- * Amarant is a powerhouse and has Chakra, which helps keep the MP in order.
- * Quina's LV5 Death can slay EVERY enemy in the palace -- it's a no-brainer.
- * Steiner can also be a powerhouse without Vivi's magic, and Darkside helps.

You can get by with switching fighters around, I s'pose, but the party at the palace will need the most help -- keep that in mind.

When finished, have Zidane run to the hangar (Ogre/Grimlocks are around) and board the Hilde Garde 1. This luxury airship'll take everyone on a cruise to

the Forgotten Continent, which is the western one that has no beaches. Zorn and Thorn'll sell items if you need it, too -- just talk with them at the airship landing site [LINK: SH42].

○-----○
| OPTIONAL: Qu's Marsh #4 |

○-----○-----○
| Unless you brought Quina with, which you shouldn't've, this is kinda dumb |
| and not worthwhile. But, it'll help with Frog Drop either way, so I'll |
| mention it. |
○-----○

The northern tip, past the Qu's Marsh, has chocobo tracks, which you'll no doubt prefer to the monster-ridden canyons. If you have a mountain chocobo, there is a bunch of things you can do!

○-----○
| UPDATE: Blue Magic |

○-----○-----○
| Earth Shake -> Adamantoise (Earth-elemental damage on all enemies) |
○-----○

○-----○
| OPTIONAL: Chocographs |

○-----○-----○
| [FORGOTTEN PLAINS] |
| '-Dig Up: Disc 3 [Chocobo's Forest, after getting Mountain ability] |
| '-Redeem: Disc 3 |
| '-Needed: Mountain ability |
| '-A Hint: "Look for the withered plateau, kupo." |
| '-Locate: On the Forgotten Continent's western talon-shaped peninsula, |
| | the layered peninsula's northern part (near Ipsen's Castle) has |
| | some treasure. |
| '-Reward: 17 Ore + 5 Ether + 14 Opal + 1 Demon's Mail |
| |
| [DUSK PLAINS] |
| '-Dig Up: Disc 3 [Chocobo's Lagoon] |
| '-Redeem: Disc 3 |
| '-Needed: Mountain Ability |
| '-A Hint: "At a certain location on the Forgotten Continent, it is always |
| dusk, kupo." |
| '-Locate: Look SW of Oeilvert, over a mountain range by the coast |
| '-Reward: 12 Phoenix Down + 14 Ore + 1 Kaiser Knuckles + 1 Iron Man Card |
○-----○

○-----○
| OPTIONAL: Freya's Ultimate Weapon |

○-----○-----○
| Freya's ultimate weapon can be dug up with a mountain chocobo, in a half- |
| -hidden crack near Oeilvert. Check the world map and look at the Forgothn |
| Continent. The black spots stand for forested areas; there is only one of |
| those blotches on the western part of the continent, NW of Oeilvert's |
| location. On the second layer, look for a big black line (face SE) on the |
| cliffside. Crack it open with a Dead Pepper and you'll get [MAIDEN PRAYER] |
| and a [DRAGON'S HAIR] lance! There's a [GAUNTLETS] and [ODIN CARD] up in |
| there, too! With this spear, Freya should be doing 2000+ damage. Awesome! |
○-----○

○-----○
| OPTIONAL: Cracks in the Mountain |

```

o-----o
| In the same vein as the above weapon-finding quest, on the eastern coast |
| of this continent, north of Oeilvert and even the eastern chocobo tracks, |
| there is a small enclosed area with a tiny forest. Next to that forest is |
| another crack that can be opened with a dead pepper: 19 Eye Drops, one |
| Madain's Ring, a Genji Helmet, and a Hilde Garde 1 Card! |
o-----o

```

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o-----o
| OPTIONAL: Friendly Creatures Sidequest |
o-----o
| A friendly 'Jabberwock' appears in Seaways Canyon, wanting an Emerald for |
| some reason. Throw one its way and it'll hand over 40 AP and a Moonstone! |
| Just make sure to look for it in a forest -- it only appears there! |
o-----o

```

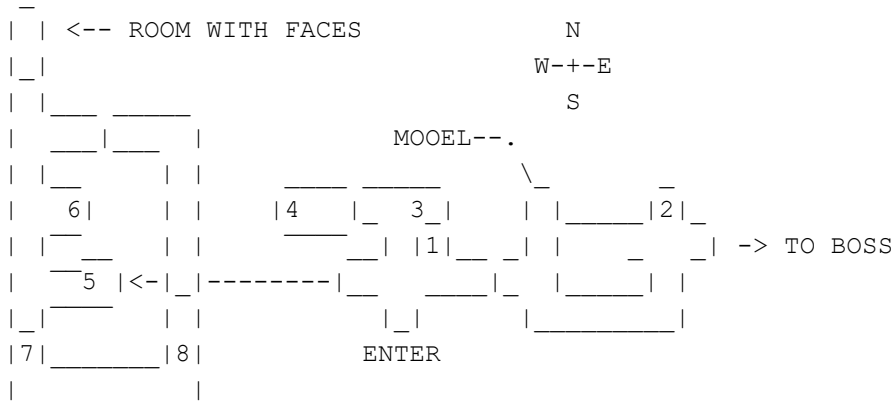
Anyway, to find Oeilvert (which is marked on the map, too), head south thru Seaways Canyon. On the world map, this area is denoted by the pale, yellow/orange-colored region amidst the brown. Follow south until the route curls into a dead-end, which is the destination. Again, very easy to find with a chocobo.

33) Oeilvert

[WK33]

ITEMS	ENEMY
_ Remedy	• Ogre
_ Rising Sun	• Epitaph
_ Diamond Sword	• Garuda
_ Power Vest	
_ Gulug Stone	
_ Gaia Gear	
_ Elixir	
_ Shield Armor	
_ Feather Boots	

Pick up Mimoza's [LETTER: Mimoza -> Moael] and check out her mogshop she's got set up [LINK: SH43]. The Green Beret teaches Clear Headed (confuseproof) and you'll want to start learning this on every applicable person starting now. Up the road, the gates to the city will magically unlock for everyone.



LEGEND:

- | | |
|------------------|---------------------|
| [1] - Remedy | [5] - Diamond Sword |
| [2] - Gaia Gear | [6] - Shield Armor |
| [3] - Rising Sun | [7] - Power Vest |
| [4] - Elixir | [8] - Feather Boots |

Epitaph enemies will appear in here; remember that you can kill 'em in an instant by throwing a Soft their way! It really saves a lot of hassle.

'Kay, just inside the gate, look by the stairbottom for a [REMEDY] chest. Up that stairway is a [RISING SUN]; enter west on that terrace. It leads to an [ELIXIR] and a lightbulb-shaped device. Flip it on, backtrack down the stairs, and enter right.

This 'star display' is where Mooel resides, so drop his letter off. The far side of the room's got a [GAIA GEAR] chest, too.

```
o-----o
| OPTIONAL: Stiltzkin's Steals |
o-----o-----o-----o-----o
| It's a Hi-Potion, Emerald, and Elixir this time for 888 Gil. Note that if |
| you want to buy this, do it early; Stiltzkin disappears halfway through. |
o-----o-----o-----o-----o
```

Double-back to that first room and go west on the low ground. Open up the [DIAMOND SWORD] chest, watch the weird planet hologram, and get a [SHIELD ARMOR] behind the thing. Exit towards the foreground (south). Crack open the [POWER VEST] and [FEATHER BOOTS] by the four unused holograph displays. To work them in the correct order, start on the Feather Boots platform and try the one farthest from it; then, work your way down, ending with the one by the lower door. Try the higher door, though.

This leads to a shiny crystal-ball-lookin' object that gives a timeline of an ancient race. When it concludes, return to the room with the first planet display and enter the (un)locked blue door in the north. Watch the dialogue and return to the room with Mooel in it. The following abilities will help coming up:

- * Clear Headed (confuseproof)
- * Bird Killer
- * Auto-Regen
- * Auto-Potion
- * wind-protection equipment

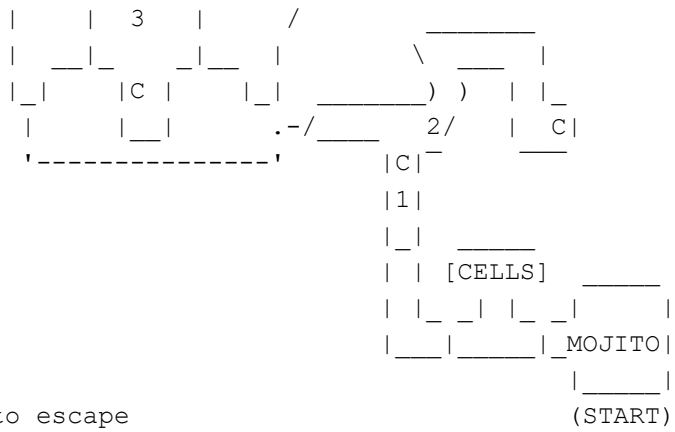
Put any designated healers in the back row before you descend! Enter the stairwell off the side of Mooel's room and take the [GULUG STONE] and...oh, you can't...?

```
||-----||
|| BOSS: Ark ~ HP: 20,000 ~ AP: 11 ~ GIL: 5964 ||
||      '-TYPE : Aerial ||
||      '-DROP : Pumice Piece ||
||      '-STEAL: Elixir, Holy Lance, Power Vest ||
|| ||
|| ATTACKS: ||
|| ||
|| Photon -----> HP to 1 (single) ||
|| Propeller Wind -> Inflicts Confuse (all) ||
|| Boomerang -----> Med. physical damage (single) ||
|| Whirlwind -----> Weak wind-elem damage + inflicts Float (all) ||
||-----||
```

I'll try to generalize, since I know party formation differs a bit. Any mage you have should be doling out Hi-Potions to counteract Photon, and fixing anyone in Confuse status (weak physical attacks/Remedy). Try to

[LEGEND]

- 1 - Promist Ring
- 2 - Fairy Earrings
- 3 - Anklet
- 4 - Shield Armor
- 5 - N-Kai Armlet
- 6 - Black Hood
- 7 - Venetia Shield
- C - Candle one MUST light to escape



- 01) Turn on the first candle to light up a purple statue across the way. Obtain the [PROMIST RING] and head up the hall.
- 02) There are three statues here. Run to the left and a staircase will come out of nowhere (although some report running right will make the stair appear as well). Follow that translucent one to the exit.
- 03) Travel to this small balcony and light the second candle. Return to the three-statue room and get the [FAIRY EARRINGS] by the right gargoyle before exiting up the normal stair.
- 04) This room is divided by two "walls" made of statues. Light all three statues on the west side and travel to the eastern one via the balcony. Here, light only the SW of the three to make some statues disappear back on the other side. There's a bloodstone but isn't active, so light the two candles beside it to remove the second wall. Ignite the two other candles on the east side to close the balcony passage, but make the last candle available to light. This'll make the bloodstone activate, and can be taken for an [ANKLET]. With all candles ablaze, exit stage right.
- 05) Although this looks like a simple passage, there's another candle to be lit. Take the bloodstone -- a [SHIELD ARMOR] -- before going upstairs.
- 06) Right by the entrance, and easily missable, is the fifth candle. Don't miss it!
- 07) This is the "bookcase room" and has a few passages behind the library books. Light the candle on the west side to make a staircase appear on the east. Up at the top shelf, light the nearby candle to raise the shelf and go behind it.
- 08) There's an [N-KAI ARMLET] off the pedestal and return to the library.
- 09) With the first level cleared, go to the middle shelf and light the candle; this reveals the next exit.
- 10) Beyond, light the two candles and return to the library.
- 11) Light the lowest candle to make the lowest door open.
- 12) One candle beyond, one more down. Return.
- 13) In the library room, the west wall's now transparent. Talk to Mogsam and deliver his letter and save up before going west again.
- 14) Here, light both candles by the gargoyle and get a [BLACK HOOD] from the bloodstone pedestal. Unlight the left candle and exit onto the balcony

nearby, going into the similar-looking room.

- 15) Light both candles and the one in front of the portrait to make a [VENETIA SHIELD] appear. Unlight the left candle, making a translucent staircase appear. Go back and save...
- 16) Take the new staircase up to the last candle and attempt to light it.

```
||
|| BOSS: Valia Pira ~ HP: 12,000 ~ AP: 11 ~ GIL: 4089 ||
||           '-DROP : Ether, Elixir ||
|| ||
|| ATTACKS: ||
|| ||
|| Reflect -----> Gives 'Reflect' status (self) ||
|| Firaga -----> Fire-elem magic attack (single) ||
|| Mustard Bomb -> Inflicts 'Heat' status (single) ||
|| Blizzaga -----> Ice-element magic attack (single) ||
|| Thundaga -----> Thunder-element magic attack (single) ||
|| ||
```

The reason you collected the bloodstones is made evident -- the boss will use their power to raise its defenses! It can:

- * Disable all elemental damage from attacks
- * Enhance its Magic Power stat
- * Enhance its Defense stat
- * Enhance its Evasion stat
- * Enhance its Magic Defense stat
- * Enhance its Magic Evasion stat

If you've found 'em all, the fight is way easier. Since it only uses magic, cast Carbuncle to sling its own attacks right back its way; or, if Eiko is not in the party, single-serve Reflect/Auto-Reflect works. Magic Hammer can deplete its stock pretty easily, too. Bad Breath can inflict Darkness/Slow if you want. Armor Break works as well, if Steiner's along. Regular attacks should bring this 'defense mechanism' down pretty easily. o_o

When it's dead, light the last candle and take the warp out. The view will change over to Zidane's crew who's just docking back in. Walk back to the hangar's warp point. After Kuja beckons, enter the nearby room. Eiko'll be out of the party for awhile, but before you leave, get the [NAMINGWAY CARD] on the table. Return to the hangar to see Kuja's flown the coop. But, there is still a way out! Hug the cavern wall near the hangar docking site to find the exit. Lower the ladder down to the cliffs, and run onto the world map.

The Blue Narciss automatically tails the airship to the Lost Continent. Form your party and set out to the "weird-looking structure" Blank pointed out, which is Esto Gaza if you've already been here.

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o-----o
| OPTIONAL: Friendly Creatures Sidequest |
o-----o-----o-----o-----o-----o-----o-----o-----o
| Near the chocobo tracks (Mitmakis Ice Field), a friendly monster called a |
| 'Feather Circle' will appear. Give it a Moonstone and it'll give 30 AP + |
| a Lapis Lazuli item. |
o-----o-----o-----o-----o-----o-----o-----o-----o
```

Visit the upgraded shop [LINK: SH45] with the best equipment sold currently, and head outside where Mogrika is. Get her [LETTER: Mogrika -> Moolan], save, buy some Vaccines if you don't have any, and enter the mountain area where an open door stands...

 NOTE: This is the only area in the game where you can buy an Octagon Rod, the stave that teaches Vivi his high-level -aga magicks. Buy one now while you've got it stuck in your mind! You may end up regretting your hesistancy later...
 #####

35) Mt. Gulug

[WK35]

ITEMS	ENEMY
_ Red Hat	_ 9693 Gil
_ Wing Edge	_ Gaia Gear
_ Demon's Mail	_ Elixir
_ Ribbon	_ Golden Hairpin
_ Ether	_
	• Worm Hydra
	• Red Dragon [x5]
	• Wraith (Blue/Red)
	• Grenade
	• Vepal (Red)

This is a mining area, so there'll be various houses and siderooms... >__>

```

o-----o
| UPDATE: Blue Magic |
o-----o-----o-----o-----o-----o-----o-----o-----o
| Wraith (Blue) -> Frost (inflicts Freeze on a target) |
| Red Dragon -> Twister (wind-elemental damage to all enemies) |
| Worm Hydra -> Bad Breath (Confuse/Darkness/Poison/Slow/Mini on an enemy) |
o-----o-----o-----o-----o-----o-----o-----o-----o
  
```

As you enter, take a left on the catwalk to the nearby building. There's [9693 GIL] and [ETHER] lying around the area. Leave out the other side to a ladder's dead-end, where a [RED HAT] is sitting. Backtrack to that first fork and infiltrate the other building. Pass through to a well's top, and find a small path to the right of it. A field icon beckons Zidane up and right, to where a [GOLDEN HAIRPIN] can be found. Do a fireman slide down the well chain when ready.

At the bottom, go right to find Moolan. Give him a letter and undertake his request for a [LETTER: Moolan -> Mogtaka] to be delivered. Get the [WING EDGE] in his room before exiting right again. Past the mineshaft beyond, it leads to some scaffolding with a [GAIA GEAR] on it. There'll be a fixed battle with two Red Dragons on the way back, however. Return to the well and go left this time.

Enter the building at the fork to find some [DEMON'S MAIL], then enter the mineshaft entrance at that same fork. Mogtaka is in here and has a mogshop set up [LINK: SH46], but no equipment... There's a red dragon battle in the room beyond [x1], and you can get the [ELIXIR] once it's dead. Return to the well, now.

Pull the lever down thrice to drop a bucket further; slide down after it. Kill the two red dragons that attack (mandatory) and proceed through the wall (may want to go back and heal). A few scenes later, a [RIBBON]'s gotten and it's up against a certain duo made into an uno! Vivi won't be joining

for this battle, but Eiko sure will.

```
||-----||
|| BOSS: Meltigemini ~ HP: 25000 ~ AP: 11 ~ GIL: 6428 ||
||           '-WEAK : Fire, Holy ||
||           '-DROP : Tantarion Card, Vaccine ||
||           '-STEAL: Golden Hairpin, Demon's Vest, Vaccine ||
|| ||
|| ATTACKS: ||
|| ||
|| Wings -----> Physical attack (single) ||
|| Venom Powder -> Inflicts 'Venom' status (single) ||
|| Bio -----> Non-elem magic + % Poison (single/all) ||
|| Viral Smoke --> Weak phys damage + Inflicts 'Virus' status (all) ||
||-----||
```

This is actually a very easy fight (seriously!); the hard part is walking away with the experience. Virus prevents a character from getting EXP at the post-battle screen, and there's only been one shop that sells any Vaccines so far in the game (Esto Gaza). Its Wings attack can do 1000+ damage to front-row party members with medium defense, but besides that, ain't no thing, especially if you inflict Mini/Darkness/Slow with Quina's Bad Breath (or similar)! Try to steal the vest and hairpin before you get the last laugh on the jesters, even if you don't get the EXP. A memento! Oh, and don't forget that this wussbag can be inflicted with Mini. =/

Afterwards, take a breath 'cause it's back to...

36) Lindblum Re-Re-Revisited

[WK36]

```
|-----|
| ITEMS |
|       |
|  |  | Garnet
|-----|
```

Hilda wants Zidane to come to the meeting room the next morning. Get the [LETTER: Mogki -> Kumool] before you go upstairs to said place, though. The lady tells of Kuja's plans, where he's from, and that his home is 'connected' to the Shimmering Island (that one icy isle by Esto Gaza). She also tells of an old castle on the Lost Continent that can help them get to Kuja's home... After a few scenes, Dagger will be in the party and she won't have that pesky concentration problem any longer. A [GARNET] will also be in the inventory, which teaches her the Bahamut eidolon. The Hilde Garde 3 will also be ready to go...can I get a hooray for airship transportation? Talk to the crewman to change parties; Erin'll steer the craft.

AIRSHIP NAVIGATION:

- * X button -> Forward
- * Triangle -> To ship's deck
- * Square ---> Reverse
- * Circle ---> Disembark (at green/brown-colored ground only)
- * Select ---> Switch navigation map
- * L1 / R1 --> Swivel camera 'round
- * L2 -----> Align the camera

When you're ready to go, proceed to the castle on the NW part of the Forgotten Continent. It's in a basin, but you can land right by it. There is still a bunch of stuff you can do, now, though...

o-----o
| Secret Elixir! |

o-----o-----o
| Enter Lindblum through the Falcon's Gate and dock; then, inspect it for |
| the boarding options. Choose to go to the bridge instead of immediately |
| taking off. There's a ladder on the outer deck leading to an [ELIXIR]! |
| This can only be obtained while docked in Lindblum, oddly enough... |
o-----o

o-----o
| SPECIAL QUAN'S DWELLING SCENE |

o-----o-----o
| Put Vivi and Quina in the party and visit the dwelling. A scene involving |
| Quan and Quale takes place; when it's done, inspect the clock and receive |
| a pair of [RUNNING SHOES]! |
o-----o

o-----o
| Chocographs |

o-----o-----o
| Now that the forest/lagoon can be dug in again, it's possible to dig up |
| all the chocograph pieces as well. When six are collected, Mene'll note |
| to you that they form a new chocograph: the Mist Ocean. Here's the how-to |
| on it: |

| [MIST OCEAN]

| '-Obtain: Dig up all 6 chocograph pieces to form this chocograph |
| '-Redeem: Disc 3 |
| '-Needed: Ocean ability |
| '-A Hint: "Be patient and dig! Dig! Dig, kupo!" |
| '-Locate: Off NE coast of the Mist Continent by the two small isles |
| '-Reward: Fly ability |

| [OUTER ISLAND]

| '-Dig Up: Disc 3 [Chocobo's Air Garden] |
| '-Redeem: Disc 3 |
| '-Needed: Sky ability |
| '-A Hint: "How scary! I hope you like heights..." |
| '-Locate: Korua Island, on the eastern coast of Outer Continent |
| '-Reward: 21 Amethyst + 16 Garnet + 1 Genji Armor + 1 Ragnarok |

| [OUTER ISLAND 2]

| '-Dig Up: Disc 3 [Chocobo's Lagoon, after getting Ocean ability] |
| '-Redeem: Disc 3 |
| '-Needed: Sky ability |
| '-A Hint: " |
| '-Locate: Likanmack Island, on eastern coast of Outer Continent |
| '-Reward: 11 Sapphire + 1 Circlet + 1 Pumice Piece + 1 Hilda Garde 3 Card |

| [FAIRY ISLAND]

| '-Dig Up: Disc 3 [Chocobo's Air Garden] |
| '-Redeem: Disc 3 |
| '-Needed: Sky ability |
| '-A Hint: "Try going places you couldn't reach before, kupo!" |
| '-Locate: Vile Island, the large isle southwest of Outer Continent |
| '-Reward: 33 Potion + 15 Annoyntment + 1 Holy Miter + 1 Dark Matter Card |

```

|
| [FORGOTTEN ISLAND]
| '-Dig Up: Disc 3 [Chocobo's Air Garden]
| '-Redeem: Disc 3
| '-Needed: Sky ability
| '-A Hint: "You've come this far! You can figure it out, kupo!"
| '-Locate: Pilkiras Island, nestled north of the Forgotten Continent
| '-Reward: 1 Ribbon + 1 Rebirth Ring + 13 Amethyst + 1 Ark Card
|
|-----|

```

```

|-----|
| Chocobo's Paradise |
|-----|
| Once you've got a gold chocobo that can take off/land in forested areas, |
| fly to the upper-left corner of the world map to find a lone island. Land |
| and use a Dead Pepper on the crack to enter this heaven-sent place. Make |
| your way up to the second level where Fat Chocobo is, watch a few scenes, |
| and leave again (although the other chocobos give hints to crack locations). |
| After you've dug up all chocographs, the choco on Fatty's lefthand side |
| will max out your Dead Peppers amount so you can find mountain cracks. =p |
|-----|

```

```

|-----|
| Chocobo's Air Garden |
|-----|
| With the flight ability available, you can enter this place. All of the |
| six chocograph pieces hint at a location this airborne station may be; a |
| shadow is all you'll see of it from the ground. However, when you do find |
| that weird shadow, use a Dead Pepper underneath it to skyrocket up. There |
| is a whole new place to dig up the rest of the chocographs (digging power |
| is cut by two-thirds):
|
| * Outer Island          * Fairy Island          * Forgotten Island
|
| There's also the secret Ozma optional boss here, but it's got a section |
| already dedicated to it [LINK: OZM1]. That's all for Chocobo Hot & Cold! |
|-----|

```

```

|-----|
| KNIGHT HOUSE FIGHT CLUB |
|-----|
| There's an Amdusias up for slaughter this time [HP: ~6500]. It's Aerial |
| type, so Bird Killer works well...although there's really no reason to be |
| fair when you don't get EXP/AP/Drops, yeah? It uses Bio mainly and has a |
| Horn attack (physical damage), but can be slapped with Darkness, Silence, |
| and Poison -- tent trick, anyone? My favorite is slinging the Sargatanas' |
| petrify effect through Soul Blade, instantly winning the battle. The item |
| this time is the superlative [RUNNING SHOES] item! If you don't want to |
| do this now, I'll remind you when the time's almost up on getting it... |
|-----|

```

OPTIONAL: Daguerreo [WK36]

ITEMS		
_ Capricorn	_ Elixir	_ Elixir
_ Rank S Medal	_ Flare Card*	_ Meteor Card*

| * - can only obtain one of these items
|

The last town to uncover on the world map is this watery one, found on the largest island (Sacrobless) south of the Forgotten Continent, with access only by airship.

Just inside, on the right part of the canals, find the [CAPRICORN] coin for Queen Stella, and exit nearby. There's a four-armed man nearby who's part of a sidequest himself [LINK: RNKG], but the real draw here is the great synth shop that's going on [LINK: SH47]. What's great is that the shop not only has a huge selection of top-notch equipment, but you can synthesize gemstones for the two summoners. In case you've forgotten, summons increase in power according with their gemstone's type (i.e. Shiva powers up with more Opals), so this is a great boon. Go to the left from the synth shop balcony.

There's a huge reading room here. Look on the right balcony for a field icon where Zidane reads some books; then, talk to the scholar on the lefthand side of the room and he'll move out of the way. Past that bookcase he was looking at is a ladder down to the second-floor balcony. There are two [ELIXIR]s on opposite ends, here. That's all there is to do here...or is there?

* AQUAMARINE MAKER

Press the odd stone button in the third-floor balcony to make "something" happen below. Return to the dragon fresco near the entrance and you'll be able to turn Ore into Aquamarine at a 4:1 ratio. Just be careful, because if you put in fewer than that, you'll lose the Ore from the inventory...

* WANNA NEW NAME?

After clearing out the scholar on the third-floor, look past the lefthand bookshelf to find an entrance downward. A man on the second-floor balcony will get be inspired by you if you have a Namingway Card in the inventory, and will agree to change a character's name. This is helpful if you named someone a dumb name (Gohorn is one I've seen) or if you just don't like calling the princess 'Dagger.'

* FIX THE HYDROLIFT

The third-floor equipment salesman can't get wares without the hydrolift on the first floor. But, there is a mechanic's solution to this! Enter the left room where the Oracle Kildea is and find the mini-elevator liftswitch. Hit the left lever a few times to reveal a hole; inspect it and then pick up the long dowel leaning against a bookcase. The lift will now go up to the third floor and the man's shop will be open [LINK: SH48] -- this guy's got a crapload of good weapons for you. Disc 3 is the only time you'll be able to buy the Steiner's Rune Blade or Freya's Obelisk! Iai Strike and Cherry Blossom can be missed PERMANENTLY.

* AGREE OR DISAGREE?

By the item clerk [LINK: SH49], a man will be arguing with her. If you talk to him, he'll present a case on some petty grievance and ask who you side with. This'll go on for awhile, since you can ask him a few times. If you agree with him the most, he'll give you a [FLARE CARD]; agree with the clerk to get a [METEOR CARD]. You can only get one...

ITEMS	ENEMY
_	
_ Dagger	_ Aquarius
_ Cat's Claws	_ Broadsword
_ Javelin	_ Rod
_ Barette	_ Wind Mirror
_ Earth Mirror	_ Fire Mirror
_ Water Mirror	_ Maiden Prayer
_ Air Racket	_ Golem's Flute
_ Ancient Aroma	_ Mage Staff
_ Fork	

Word of advice: equip your worst weapons on the characters, since the weird upside-down nature of this place makes them stronger while making others a lot weaker. Although, Soul Blade + Sargatanas instantly petrifies monsters and is a good substitute. Note that skills and magic do their regular dmg, and you can find everyone's initial equip 'round here, too.

```

o-----o
| UPDATE: Blue Magic |
o-----o-----o-----o-----o-----o-----o-----o-----o
| Veteran -> Doom (inflicts a death sentence/Doom status on one target) |
o-----o-----o-----o-----o-----o-----o-----o-----o

```

When you enter, Amarant won't be selectable as a party member for awhile. Organize the party and enter the first room. Get the [DAGGER] behind the left pillars, and the [AQUARIUS] Stellazzio behind the right. Beyond is a large courtyard with Kumool in it. Deliver his letter, check out his mogshop if ya want [LINK: SH50] -- he /does/ have Vaccines, so it's not a complete waste. Get the [CAT'S CLAWS] in the upper corner (visible) before sliding down the pole, fireman-style.

Down in the upside-down part, take the nearby ladder to a balcony door. Take a screen to find the hollow part of the castle, full of ladders and walkways. Climb up and jump off to the right, leading to a [BROADSWORD] chest; then jump left off the ladder to find a [JAVELIN] chest. Descend the ladder fully now and take the catwalk to a second. When prompted first, jump off to find the [ROD] chest before exiting at the ladder's pinnacle.

The next room has an elevator and a fresco; investigate the latter first, in this order (as the commands appear):

```
Examine -> Push -> Pound -> Think -> Push -> Pound -> Try Something Drastic
```

Choose to 'Rest' after and the door will open -- kind of plays to the nature of this backwards place, huh? This opens up a passage to the first room's balcony with a [BARETTE] on it. Go back and take the elevator; if you don't have a mage in the party, make sure to equip better weapons since skills'll do more damage!

Up the elevator, inspect the mural's four seals and get the [WIND MIRROR], [FIRE MIRROR], [WATER MIRROR], and [EARTH MIRROR]. There's a pathetic crony of a boss to fight over these objects, though. So vain!

```

||-----||
|| BOSS: Taharka ~ HP: 29,000 ~ AP: 11 ~ GIL: 8092 ||

```

```

||           '-WEAK : Fire, Wind                               ||
||           '-DROP : ----                                     ||
||           '-STEAL: Elixir, Mythril Claws, Orichalcon       ||
||                                                         ||
|| ATTACKS:                                                  ||
||                                                         ||
|| Ram -----> Physical damage (single)                     ||
|| Chop -----> Physical damage (single)                     ||
|| Blizzaga -> Ice-elemental damage (single/all)             ||
|| Open -----> Physical attacks do normal damage; can't use 'Ram' ||
||                                                         ||

```

First order of business is inflicting this 'tard with Silence, which'll take out its main method of damage. Taharka is basically a two-trick pony with two states. When 'compact', physical damage is decreased by a lot and it can only use the Ram attack; when 'open' it uses magicks and the Chop ability. So...uh, what's the problem here? Besides its HP, it isn't so much of a trial. Gizamaluke gave you more bang for your buck! You can inflict Slow, Poison, Power Break, Armor Break, and probably a few more...as if you needed the help here. ^___^ -- Make sure to steal that Orichalcon, though! [This creepy crawlie is also susceptible to Heat status, making the fight much shorter.]

Backtrack to Kumool and an ally nearly falls through a trapdoor (all are now active). Fall in the one nearby to land by a [MAIDEN PRAYER], then backtrack to the first room. If you opened the fresco by the elevator, there'll now be a stairway going up...and another 'hidden' stairway underneath it, which is a bit of eye trickery. Going up it leads to a balcony in Kumool's room where a chandelier is revealed above the pole -- the [FORK] and [MAGE STAFF] can now be obtained by climbing that thing to its top. Back in the hidden stairway, follow it to a 2nd elevator by an [AIR RACKET] chest; take the thing down.

There is a replica of a sword here, with two odd pots in front of it. Open the [GOLEM'S FLUTE] and start moving the pots counterclockwise (a hint will come up telling you to 'go against the flow of time' if you're going the wrong way). If you do it right, the sword's power will drain and Zidane gets an [ANCIENT AROMA] when he picks up the pot the power ciphoned into. Leave this place.

Back at the castle's entrance to find that Amarant hasn't come back. Zidane will go back (alone) to sniff the guy out of his hiding spot. Luckily, it's just inside the place -- go down the pole near Kumool to find him moaning somewhere. Check the foreground, get him back in the party, then leave once again. This time, for good.

Zidane formulates a strategy to get into Terra, involving a four-way blitz on all the shrines, at once...

EVENT: Four Shrines

[WK37]

While steering the airship, head south to the Water Shrine. Note that you'll be taking on a boss with just Zidane and Quina soon, so make sure you're... uh, properly aware of this fact. Here are the locations of the shrines:

- * Water - south of Ipsen's Castle, in the large bay
- * Fire - a smoking volcano in northern part of Lost Continent
- * Wind - a windy canyon on Forgotten Continent's southeastern peninsula
- * Earth - a large quaking plain southwest of eastern desert on Outer Cont.

If you're not big on using Quina, note that the ideal equipment for both of the characters is that which can absorb earth and reflect magic -- so Gaia Gear and the Reflect Ring's "Auto-Reflect" ability works well. You can buy the former in Daguerreo, and Reflect Rings can be synthed at any such shop that comes to memory. Remember that this 'drastic' setup is just if you're a big Quina hater or something; if s/he knows Mighty Guard this shouldn't be too hard. AT LEAST have Mighty Guard and White Wind, though -- that's the least you can do for party upkeep. Bad Breath will make this a VERY VERY easy fight, though!

Anyway, fly to the Triquai Plains in the "middleish" part of Outer Continent, and enter via the airship. After some talky-talky scenes (press the action button as Zidane's crew to jump the walls!), your two favorite allies'll fight their biggest, baddest, braindead baddie!

```

|-----|
| BOSS: Earth Guardian ~ HP: 20,000 ~ AP: 11 ~ GIL: 4512 |
|           '-WEAK : Wind |
|           '-DROP : Phoenix Pinion |
|           '-STEAL: Rubber Suit, Avenger |
| ATTACKS: |
| |
| Double Slash -> Physical damage (single) |
| Earth Shake --> Earth-elemental damage (all) |
| Blizzaga -----> Ice-elemental damage (single) |
| Firaga -----> Fire-elemental damage (single) |
| Thundaga -----> Thunder-elemental damage (single) |
|-----|

```

Preparation makes this battle a ridiculous farce. Equip Gaia Gear to absorb Earth Shake's damage, and teach Quina 'Bad Breath' to inflict a cluster of nasty negative statuses (Slow, Darkness, Mini) -- the latter robs Double Slash of its oomph. This sets up Zidane to steal the goodies to his heart's content, and the pressure off Quina, who may be a largely underleveled ally. Still, Twister works wonders and, in a rare set of circumstances, the boss itself can be eaten to teach Earth Shake.

Everyone regroups and the destination is set: The Shimmering Island by Esto Gaza. Once you go to Terra, however, you won't be able to come back on the same disc -- there are quite a few places that WILL NOT be available, and thus some sidequests that won't be available. They are:

- Observatory Mountain
- Oeilvert
- Desert Palace
- Ice Cavern
- Conde Petie Mountain Path
- Iifa Tree
- Rare Coffee Sidequest [LINK: RCFF]
- North/South Gates (any)
- Esto Gaza
- Mt. Gulug
- Conde Petie
- Fossil Roo
- Pinnacle Rocks

IN ADDITION: multiple weapons become unavailable once going to Terra, and this can bar some characters from learning all their skills. They are:

- Mythril Sword -> Armor Break (Steiner)
- Rune Blade ----> Iai Strike (Steiner)
- Trident -----> Luna (Freya)
- Heavy Lance ---> Six Dragons (Freya)
- Obelisk -----> Cherry Blossom (Freya)
- Diamond Sword -> Power Break (Steiner)
- Flame Saber ---> Magic Break (Steiner)
- Black Hood ----> Death (Vivi)
- Hamelin -----> Jewel (Eiko)
- Octagon Rod ---> Firaga, Thundaga, Blizzaga (Vivi)

The Zorlin Shape will also be missable, but its skill (Flee) is readily available in other forms. Two weapons require it as a component: Sargatanas and Masamune. Now's a good time to get the former if not done already, while the latter can be stolen from a late-game boss (that'll be the last chance, though). Thief Gloves require Sargatanas for synthesizing, but can be bought in Treno's auctionhouse, thankfully.

Oh, and you'll want to kill the Amdusias in Treno's equipment shop for a 2nd pair of Running Shoes. Enter the Shimmering Island when ready (you'll be prompted to stay the course) for a sojourn to...

38) Terra

[WK38]

ITEMS	ENEMY
Elixir	Mythril Racket
Remedy	Demon's Vest
Coronet	Dragon Wrist
Minerva's Plate	

After organizing the party, head down the hilltop. Take the left stairs down to a fractured stepping-stone path, leading to a [CORONET]. Further up the way is a [DRAGON WRIST]. Return to the main road.

Up the path, get the [ELIXIR] and follow the girl. When you get to some ledges with spiderweb-like ladders, climb down twice for a [REMEDY]. Then, climb back up and jump to the [MYTHRIL RACKET] chest. Climb down to where the girl's standing and get a [DEMON'S VEST]. Continue following the girl to a blue bridge spanning north.

You'll notice a chest tucked below a natural formation with no way to access, seemingly. When you go up the first stair, keep running left and you can wind down to the item, which is a [MINERVA'S PLATE].

 NOTE: You will not have a chance to equip everyone before the next set of boss fights, which are consecutive. Before entering town, try to mesh your setups with the following -- yes, more than three people'll be involved.

- Zidane - absorb earth, absorb thunder, Antibody
- Dagger - absorb earth
- Freya - Auto-Reflect, Antibody
- Amarant - Auto-Reflect, Antibody
- Quina - Absorb thunder
- Steiner - Absorb thunder

If you can't absorb an element, try to nullify it; if you can't do that, try to halve it. You'll thank yourself later.

#####

Continue up the stairway to see a few more scenes...

39) Bran Bal

[WK39]

ITEMS	ENEMY
_ Flash Hat	_ Elixir
_ Elixir	_ Wing Edge
	_ Angel Earrings

Dagger will be out of the party temporarily (this is becoming a trend...), so reformat the party to the new specs. That weird green light/door at the stair top can't be opened currently, either -- we'll come back there later.

Descend to the left and take the hidden path 'neath the stairs, leading to a [FLASH HAT]. Double-back two screens and take the northern door to find a bunch of monkey-tails gazing at a crystalline object. There's a downward path that leads to a lab where an [ELIXIR] can be found. Upstairs, exit SE to the street and take the only door nearby. Open the [WING EDGE] chest and help Moorock out of the wicker basket. Get the [LETTER: Moorock -> Mozme] and look at the nice mogshop [LINK: SH51].

o-----o
| Stiltzkin's Steals |
o-----o-----o-----o-----o-----o-----o-----o-----o
| It's a Diamond, Ether, and Elixir for 2222 Gil this time. If he has not |
| shown up by Moorock, re-enter the room. |
o-----o-----o-----o-----o-----o-----o-----o-----o

To continue with the story, enter the inn on the west end to let Dagger get some shuteye. When Eiko tells Zidane about the girl who wants to meet him in the laboratory nearby, re-enter the inn for the [ELIXIR] chest. Freya'll let him rest, too. Outside the inn, make sure to get an [ANGEL EARRINGS] equip by the waterfront (is that water?)

Enter the downstairs lab north of the inn to find the girl, then visit the crystal room to make the POV switch to Eiko. You can watch the ATEs in order and collect party members in the places shown, or you can simply go up to the green light by the town entrance. Either way, find the strange girl beyond the light to shift the scenes to Zidane...

40) Pandemonium

[WK40]

ITEMS	ENEMY
_ Holy Miter	_ Carabini Mail
_ Elixir	_ Battle Boots
_ 20007 Gil	_ • Marboro
	_ • Mover
	_ • Abadon
	_ • Shell Dragon

Enter inside to find Garland, who'll give a "brief" historical overview of everything. A couple of observatory scenes later, there's a string of battles y'gotta fight...at a disadvantage... >__>

```
|| _____ || | |
|| BOSS: Amdusias ~ HP: 12000 ~ AP: 03 ~ EXP: 8792 ~ GIL: 2316 ||
||           '-TYPE : Aerial ||
||           '-WEAK : Wind ||
||           '-DROP : Ether ||
||           '-STEAL: Ether, Tent ||
|| || ||
|| ATTACKS: ||
|| || ||
|| Horn -----> Physical damage (single) ||
|| Bio -----> Non-elem damage + % poison ||
|| Thundara -> Thunder-element magic damage (single) ||
|| _____ ||
```

The party setup is Zidane to begin with, but Freya and Amarant show up in a bit to help. The tent trick/Sargatanas trick don't work here, either, so I think it's immune to everything (confirmation?). Either way, all its attacks affect one target, so if you can hold off until the comrades show their faces, it's not too difficult. If Amarant's got Aura learned, this ballgame's a whole lot easier.

Behind door number two is...

```
|| _____ || | |
|| BOSS: Abadon ~ HP: 13000 ~ AP: 04 ~ EXP: 8792 ~ GIL: 2348 ||
||           '-WEAK : Wind ||
||           '-TYPE : Bug, Aerial ||
||           '-DROP : Ether ||
||           '-STEAL: Ether, Vaccine ||
|| || ||
|| ATTACKS: ||
|| || ||
|| High Wind -> Physical damage (all) ||
|| Blade -----> Physilal damage (single) ||
|| Thundaga --> Thunder-element magic damage (single) ||
|| _____ ||
```

Quina and Steiner'll start the battle, with Zidane joining after a couple turns. Spam Mighty Guard when all three are in battle and use White Wind after that. Steiner should just attack or use Darkside (hazard a risk if you want) while Zidane attacks and throws Hi-Potions/Elixirs around when needed. LV3 Def-Less works as well, although you'll generally not want to waste a turn for that.

Behind door number three...

```
|| _____ || | |
|| BOSS: Shell Dragon ~ HP: 25000 ~ AP: 04 ~ EXP: 13188 ~ GIL: 2332 ||
||           '-WEAK : Ice ||
||           '-DROP : Elixir ||
||           '-STEAL: Elixir, Phoenix Down ||
|| || ||
|| ATTACKS: ||
|| _____ ||
```

```
||
|| Smash -----> HP to 1 (single) ||
|| Charge -----> Physical damage (all) ||
|| Earth Shake -> Earth-elemental damage (all) ||
|| _____ ||
```

Only Dagger shows up to help in this last battle, and since the monster has an attack that can bring your HP to 1, put Zidane on the defensive 'til and heal until she arrives (this also makes sense since the dragon can't be defeated until help comes). Once she's there, try to get Float on the party to evade Earth Shake and have her spam Cura/ga on both targets each turn; Zidane should attack and use his Trance if he's got one. This may actually be the easiest of the three battles due to the white mage involved. Use Elixirs if you want, 'cause if you die, you have to start all the way back in Bran Bal. =(

Everyone rejoins at this point. Backtrack to the first room to obtain the [HOLY MITER] at the throne, then save at Moorock who's still got his shop in tow [LINK: SH51]. He'll also change your party members if you want. Buy some VACCINES if you don't have any!!!! Save and proceed in a leftward/western manner until you get to a room with some weird "buds" sticking out of the ground and arranged in a matrix of sorts.

Hit the switch nearby to make them light up. The object is to get to the SW corner and exit without standing adjacent to a blinking light, which not only eats up the 0:30 timer you have but makes you fight a battle. I prefer to go down the right side and cut across left to the exit, but there's no wrong way to do it. Cross the bridge to find an...

...elevator mechanism! There are six customizable positions you can turn the lift, which will be important in a second; they're even numbered! This allows one to get some treasures, and if you keep messing up, there'll be an ATE called 'The Elevator' that allows you to switch the thing without doubling back to it. ^ ___ ^

If you set the switch to '3' and go up twice, there's a [20007 GIL] chest! Set the switch to '4' and take the elevator up twice to a room with three paths. Take the northeastern of the three to find a teleporter, leading to the floor above. Take the leftmost blue teleporter to land by the awesome [CARABINI MAIL]. The other blue teleporter (to the right) by where you came in leads Zidane by an [ELIXIR]. Return to the elevator room below and take the path SW on the screen, which'll lead back up to the maze above. At the fork, take the SE offshoot to end by some [BATTLE BOOTS]; take the opposite path to end up by Mozme. Deliver her letter and tent up. Now's a good chance to eat a Marboro which teaches Quina the 'Bad Breath' ability (Mozme can change party members, too). The next boss is heavy on wind-element attacks, so equip equipment (Coronet is good) that gets rid of that damage. Also put Locomotion on everyone, and thunder-nullifying/absorbing stuff, too. It's a lot to ask, but it'll definitely help.

Skip up the slope to...

```
|| _____ ||
|| BOSS: Silver Dragon ~ HP: 25000 ~ AP: 13 ~ GIL: 5240 ||
||           '-WEAK : Ice, Wind ||
||           '-DROP : Wing Edge, Elixir ||
||           '-STEAL: Elixir, Dragon Mail, Kaiser Knuckles ||
```

```

||
|| ATTACKS:
||
|| Shockwave ----> Physical damage (all)
|| Claw -----> Physical damage (single)
|| Twister -----> Wind-elemental damage (all)
|| Aerial Slash -> Wind-elemental damage (all)
||

```

Inflict Darkness/Silence with your preferred method, which gets the half of its attacks outta the way. I suggest having Eiko for this battle, as she can heal AND use Might, which'll raise a target's attack power. Have Steiner Stock Break/Shock, Dagger play healer, Amarant use Aura and No Mercy, Freya Jump or slam that Dragon's Hair into Silvy (if you have it). Vivi can do some Flares, which do more damage if bounced off Reflect status, recall. It can be a little hard if you haven't guarded against wind attacks; if you have, it's gravy -- just Cura every other round. Definitely try to steal its Dragon Mail and Kaiser Knuckles, if you're fancying 'em. Shockwave can set off 'Counter', too -- kinda funny...

The second battle in the triad goes to...

```

||
|| BOSS: Garland ~ HP: 40,000 ~ AP: --- ~ GIL: ---
||           '-TYPE : Human
||           '-DROP : -----
||           '-STEAL: Battle Boots, Dark Gear, Ninja Gear
||
|| ATTACKS:
||
|| Wave -----> Physical damage (single)
|| Psychokinesis -> Physical damage (single)
|| Flare -----> Non-elemental damage (single)
|| Stop -----> Inflicts 'Stop' status (single)
||

```

The first hard part here is that your HP values are the same as the fight right before...

Oddly enough, Garland can be hit with Darkness/Silence which goes against the usual mid-boss fare (:p), don't it? So slap him with the tent trick before Stop/Flare become an almighty nuisance. Psychokinesis can miss a bit more often if you hit him with darkness, and who doesn't wanna do that? Wave is then the only big-hitter, and moving to the back row ain't such a stupid strategy in this case. Eiko should sling Curaga/Madeen, Quina should use Mighty Guard/1000 Needles, Steiner can use his best sword skill, and Amarant should use Chakra/Aura on whoever's low on MP. Dagger can summon but I don't believe it's got elemental weaknesses, and Freya can use Jump or a powered-up Dragon's Crest -- whichever's good by you. Zidane should of course steal his rarified equips if possible. HP values will be the same in the next value, so keep 'em high!

Last and most certainly least...

```

||
|| BOSS: Kuja ~ HP: 40,000 ~ AP: --- ~ GIL: ---
||           '-TYPE : Human
||           '-DROP : -----
||

```

```

||           '-STEAL: Light Robe, Carabini Mail, Ether           ||
||                                                                 ||
|| ATTACKS:                                                                 ||
||                                                                 ||
|| Ultima -----> Ends the battle (all)                             ||
|| Demi -----> Does 1/4 max HP damage (single)                     ||
|| Thundaga ---> Thunder-element damage (single)                     ||
|| Flare Star -> Non-elemental damage equal to ally's LV*35 (all)    ||
||                                                                 ||

```

His Flare Star attack (which does damage equal to an ally's LV*35) seems to appear with astounding accuracy if you use Carbuncle to put Reflect status on -- DO NOT DO THIS! Thundaga and Demi can of course be bounced back his way, but I wouldn't chance it. He's got no physical attacks so Shell works very well. Have Zidane attack/steal; Amarant can use Chakra and Aura with No Mercy; Eiko can Curaga-all and use Might; Freya should be a Jump-er or use powerful skills; Steiner should use his best skills; Dagger should be a healer primarily; Quina should use Mighty Guard and White Wind. When you damage him enough, he unleashes Ultima and ends the battle.

Some scenes later, after Dagger joins Zidane, run down the path towards the castle's exit to arrive back in Bran Bal. A few more dialogue scenes and we're shootin' out of this mushroom kingdom like a cannonball!

```

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```

41) Black Mage Village Re-Revisited

[WK41]

After some scenes, the party will be able to use the Invincible as their own airship, which navigates the sameway as before. It can also land on any type of normal terrain (i.e. not forests, mountains, etc.). Now, before you go to the Iifa Tree, there's a BUNCH of stuff you can still do to give yourself an edge. Skip it if you don't care, but read on if you want endgame sidequests.

```

o-----o
| UPGRADED SHOPS |
o-----o

```

```

Black Mage Village (Weapons) -----> [SH52]
Black Mage Village (Synth Shop) --> [SH53]
Black Mage Village (Item Shop) ---> [SH54]
Daguerreo (Weapons) -----> [SH55]

```

```

o-----o
| EXCALIBUR SIDEQUEST |
o-----o

```

Now that it's disc four, you can get one of Steiner's swords (third-best)

that teaches the Climhazzard skill. Here's what you do:

- * Jetset to Daguerreo and talk to the old man by the third-floor inn. He talks about wanting to see a "Magical Fingertip" item before he dies, and will give you something good in return.
- * Go to Treno and buy Une's Mirror, Doga's Artifact, Rat Tail, and Griffin's Heart. Sell them to the fat nobleman (by synth shop entrance), adventurer (by synth shop entrance), or scholar (in synth shop) for a profit, if you hold out.
- * The Magical Fingertip should now be available in the auction. Expect to pay about 55,000g for the thing.
- * Take it to that old man and redeem it for an [EXCALIBUR]! Naturally, it isn't as good as the Ragnarok you get in the Chocobo Hot & Cold sidequest, but it's a lot easier to get.

o-----o
| STELLAZZIO COIN COLLECTIN' |
o-----o

Now that it's disc four, this quest can finally be brought to a close. Find all the coins, first:

- Leo -----> At Alex. Castle's Neptune Statue room, in a corner
- Aries -----> In Dali's windmill, ground floor, behind crankshaft
- Libra -----> At Madain Sari's fountain plaza, by fountain
- Virgo -----> At Black Mage Village, the inn bedroom
- Cancer -----> In Burmecia's second screen, look behind a toppled wagon
- [PISCES] ----> Aboard the Invincible, in a chest
- Gemini -----> In Treno's entrance, throw 10g into the fountain 13 times
- Taurus -----> In Treno's slum district, behind the item shop's stand
- Scorpio -----> In Quan's Dwelling, search the cliffs down by the springs
- Aquarius ----> First screen in Ipsen's Castle proper, by the right pillars
- Capricorn ---> In Daguerreo's entrance, check the righthand canal dead end
- Sagittarius -> In Lindblum's B. District plaza, check left by big machine

After delivering all twelve coins [See 'STZC' for prize renewal], talk to Queen Stella again and confirm her fears that there's a thirteenth coin. She will hand over the twelve you've given her and bid you to find the last. I have no idea how the story is supposed to clue the player to the destination, but to find the [OPHIUCHUS] Stellazzio, return to Quan's Dwelling. Inspect by the hot spring where the Scorpio was to get it. Haul all the stuff back to Queenie to get the [HAMMER] as your final reward.

o-----o
| ZIDANE'S ULTIMATE WEAPON |
o-----o

Take an Ocean chocobo (or better) to where the Shimmering Island used to be, and use a Dead Pepper in its middle. You should bring up to the surface 10 Aquamarine, 1 Ultima Weapon, 1 Maximillian, and 1 Invincible Card!

o-----o
| BEACHCOMBER RESTORE |
o-----o

After finding all chocographs, digging up all mountain-crack treasures and digging up all underwater treasures (including Ultima Weapon), return to

Chocobo's Paradise. Talk to Fat Chocobo and receive a [FAT CHOCOBO CARD], and after some funny scenes with Mene, go back and challenge fatty to a card game. He'll talk about visiting the world's beaches and how he'll restore everyone if they visit 'em all. See the 'BCHC' section on how to do this.

o-----o
| KNIGHT HOUSE FIGHT CLUB |
o-----o

This time around in Treno's equipment shop, there's a Behemoth to be had. The easy way out is to just use Sargatanas with the Soul Blade ability and petrify the dang thing -- it DOES have the ability to counter with Meteor, after all. For winning you obtain a [CIRCLET]!

o-----o
| THANKS FOR EVERYTHING! |
o-----o

After much traveling, Stiltzkin will finally return to Alexandria's church and stay. Buy his last Moonstone/Ruby/Elixir package for 5555g and talk to him again. You should get a [RIBBON] if you've bought everything at every point; I'm not sure what the lesser rewards are.

o-----o
| HELPIN' MOGNET CENTRAL |
o-----o

An ocean chocobo's needed to finish this, by the way.

You'll have noticed that this delivery organization has been in a big slump recently, to such a degree that no one's really giving you anything to take around. But, where is this place? It's actually on that talon-shaped island north of the Outer Continent...but that doesn't matter at the moment. Fly to Alexandria and talk to Kupo to start up a chain delivery system. Here's how to do it:

- 01) Kupo in Alexandria -----> Atla in Burmecia
- 02) Atla in Burmecia -----> Mogryo in Black Mage Village
- 03) Mogryo in Black Mage Village -> Kumool in Ipsen's Castle
- 04) Kumool in Ipsen's Castle -----> Mois at Fossil Roo Entrance
- 05) Mois at Fossil Roo Entrance --> Noggy at Daguerreo
- 06) Noggy at Daguerreo -----> Kupo in Alexandria

NOTE: Mois will be down by the lower Ice Cavern entrance on Disc 3, if you are doing it then! Also, you need Quina in your party to find him at the Fossil Roo Entrance, for obvious reasons.

Deliver Kupo's letter to learn that "Superslick" is needed to fix the Mognet Central machine, and that someone in Alexandria's got it! Talk to Ruby to get the key item [SUPERSLICK]. Now that you have it, take your ocean choco to that talon-shaped island I mentioned above and use a Dead Pepper to open the crack there. Talk to Artemecion and give him the stuff; everything'll be made right again! A [PROTECT RING] is the final reward!

o-----o
| OZMANIA |
o-----o

The game's super-hard murdering tool of a boss can be fought, now, or rather has been available ever since Chocobo's Air Garden was opened (if at all).

Refer to the 'OZM1' section or th' details.

42) Memoria

[WK42]

ITEMS	ENEMY
_ Kain's Lance _ The Tower	* Iron Giant
_ Rune Claws _ Mace of Zeus	* Chimera
_ Angel Flute	* Behemoth
	* Ash
	* Stilva

Monsters herein can be a big pain...thus, why you should play dirty! Equip Zidane with a Sargatanas and you'll be able to Soul Blade your way through the throngs -- every monster encountered normally can be petrified! Try it.

This place is located above the Iifa Tree, and only accessible with the new airship (sorry, gold choco!). Equip some wind-reduction equipment and fly towards the huge purple warp to cue some scenes, and a boss battle with the Silver Dragon's mama...

BOSS: Nova Dragon ~ HP: 55000 ~ AP: 13 ~ GIL: 9506	
'-WEAK : Wind	
'-DROP : Ether, Wing Edge	
'-STEAL: Remedy, Grand Armor, Dragon Wrist	
ATTACKS:	
Shockwave -----> Physical damage (all)	
Psychokinesis -> Physical damage (single)	
Tidal Wave ----> Water-element damage (all)	
Twister -----> Wind-elemental damage (all)	
Aerial Slash --> Wind-elemental damage (all)	
Counter -----> Phys. damage counter; physical damage (single)	

If you have wind-absorbant equipment like Ribbons, don't inflict silence on it; if you just have nullify-types, do whatever. Zidane should steal that armor, Amarant uses No Mercy/Aura, Steiner uses Shock/etc., Eiko uses Curaga-all for the most part, Freya should use Jump/Lancer, and Vivi can use Flare. Dagger functions in the same way as Eiko, pretty much, and Quina can use his/her best magicks. Try to steal that armor which is a lot better than synthing it. Anyone with a Ribbon equipped will absorb its wind/water attacks, which makes this fun, indeed. It's also able to be put to Sleep, so if Ziddy's got his Ultima Weapon, just use Soul Blade to buy some stealing time.

After some dialogue, organize the party and enter the first room in the odd castle. There is a spot on the floor where Zidane can warp back to the ship, and a weird orb-shaped thing that lets him tent, save, or change allies. The exit is in the back, but if you hug the right wall, you'll find an offscreen spot with the place's first treasure: a [KAIN'S LANCE].

The path to follow is straightforward through this entire place, so I'll cut the crap and talk about landmarks. Two screens down, in the placed marked as "Recollection," find [THE TOWER] weapon for Zidane near the exit. There's a small terrace and in the SE corner of this tiny offshoot's the weapon. It'll inflict Mini with Soul Blade, which is always useful.

Beyond is a large, arcing slope. Heal up and equip fire-absorbing stuffs and Body Temp, 'cause at the top it's a cage match with...

```
||-----||
|| BOSS: Maliris ~ HP: 60,000 ~ AP: 10 ~ GIL: 8532 ||
||           '-WEAK : Ice ||
||           '-DROP : Phoenix Down, Phoenix Pinion ||
||           '-STEAL: Genji Armor, Ultima Sword, Masamune ||
|| ||
|| ATTACKS: ||
|| ||
|| Sword Quiver --> Physical damage (single) ||
|| Firaga -----> Fire-elem damage (single) ||
|| Reflect -----> Inflicts Reflect status (self) ||
|| Flame Slash ---> Fire-elemental damage (single) ||
|| Mustard Bomb --> Inflicts 'Heat' status (single) ||
|| Raining Sword -> Death-counter; physical damage (all) ||
||-----||
```

Remember this snake-face from the Four Shrines expedition? S/he's back for more punishment. Zidane should steal that Genji Armor (one of two in the game), Steiner flings Shock/Climhazard, Amarant uses No Mercy and Aura, and Eiko uses Curaga when the time is right (Dagger functions in the same vein). Quina can use Mighty Guard, Freya Jump/Lancer with her best weapon, and Vivi uses his normal Flare routine. Two things I'll mention here. One, steal that Masamune if you're a collector, because Zorlin Shapes -- an item used in manufacturing them -- isn't sold at the world's shops any longer. Two, keep your HP high towards the end of the fight because it will have a "death-counter," meaning once it dies, it cues the Raining Swords attack to do 900-2000 dmg to everyone. Luckily, it's the snake's only affect-all attack and if you use Aura on everyone, there's nothing to worry about. Far as I know, it's only susceptible to Slow (thanks Ragnarok!), Sleep (thanks Eric L.!) and Power Break.

In the room beyond (called "The Past), watch the scene and then inspect the tiny platform in front of the broken castle to find a save point and also Eiko's [ANGEL FLUTE] -- this teaches her Holy! Tent up and save, then proceed on. Past the room with all the rain is a long stairway leading up to an eye replica of the Invincible. Before you ascend, search the left part of the stairbottom for Amarant's ultimate weapon, the [RUNE CLAWS]. Keep any of that fire-protection stuff on, too, but also guard against Wind (Ribbon/Coronet) to be on the safe side. Body Temp is necessary as well. Seize the stairtop!

```
||-----||
|| BOSS: Tiamat ~ HP: 60,000 ~ AP: 10 ~ GIL: 8820 ||
||           '-WEAK : Ice ||
||           '-DROP : Phoenix Down, Wing Edge ||
||           '-STEAL: Feather Boots, Blood Sword, Grand Helm ||
|| ||
|| ATTACKS: ||
|| ||
|| Absorb MP -----> Drains MP (single) ||
||-----||
```

```

|| Twister -----> Wind-elemental damage (all) ||
|| Absorb Magic ----> Lowers Magic value (single) ||
|| Absorb Strength -> Lowers Strength value (single) ||
|| Float -----> Inflicts 'Float' status (single) ||
|| Silent Claw ----> Physical damage + % silence (single) ||
|| Jet Fire -----> Fire-elemental damage + % Heat (all) ||
|| Snort -----> Removes character from battle (single) ||
|| _____ ||

```

If lowering the magic/strength values isn't enough, this windbag lifts the 'Snort' ability right off the Yans' repertoire (although this is a counter if someone attacks while in Float status). Zidane should try to steal that Helmet, Steiner uses Shock/Climhazzard, Quina uses Mighty Guard/whatever, Amarant uses No Mercy/Aura/Chakra, the latter when MP gets drained (goes good with 'Power Up' ability). Vivi Flare-s like normal and Freya can Jump or use Lancer. Eiko and Garnet, in this case, should wait for Tiamat to use its turn in order to better deal with party upkeep...which isn't too hard since it usually does its 'Absorb' abilities 3 turns back-to-back. As long as the elemental side of the battle's taken care of, Tiamat's not too hard -- he may not even Snort anyone! It's susceptible to Silence, Sleep, and Slow, too, if that matters to you. Silent Claw did 9999 (non-critical) to Zidane, so that is the main skill to watch out for -- counter with Life, Revive, or Full-Life, naturally.

Four screens down, there's a save point with the regular options. Enter the ocean room beyond -- there's an optional boss here, behind the right-hand side's rock formation. There is no "(?)" field icon that tells it's there; you have to mash the X-button to find it. Refer to the 'HDSY' section for information on the master synthesist and his shop [LINK: SH53]. Beyond the room, up the stairs the next fatso boss waits to eat the peoplez! Equip any water-absorbing/nullifying equipment before jumping into its arms.

```

|| _____ ||
|| BOSS: Kraken ~ HP: 60,000 ~ AP: 10 ~ GIL: 17376 ||
||           '-WEAK : Thunder ||
||           '-DROP : Phoenix Down, Phoenix Pinion ||
||           '-STEAL: Genji Helmet, Glutton's Robe, Wizard Rod ||
|| _____ ||
|| ATTACKS: ||
|| _____ ||
|| Leg -----> Physical damage (single) ||
|| Water-gun -> Water-elemental damage (single) ||
|| Freeze ----> Inflicts 'Freeze' status (single) ||
|| Ink -----> Physical damage + % Darkness (single) ||
|| Waterga ---> Water-elemental damage (all allies/all enemies) ||
|| _____ ||

```

This is a boss with two minions...its tentacles (~20,000 HP). They carry an Elixir each and suck themselves, but killing them eliminates the Ink and Water-gun abilities from use. Either way, this is the lamest of the four 'Chaos' bosses you fight. Have Zidane steal that Genji Helm if you want it, Eiko/Dagger use Curaga-all to heal, Amarant careen No Mercy and Aura around, Steiner use Shock, Freya Jump/Lancer/Dragon's Crest, Quina use Mighty Guard, and Vivi Flare the thing into oblivion. It's only able to be slapped with Slow apparently, but if you've got any kind of water-nullifying or -absorbing equipment (Ribbon!) this is a cakewalk to whet any appetite. The only way I see this battle becoming a problem is if a character has 'Return Magic,' in which case Waterga heals Kraken a lot.

The room beyond is called "Time Warp," and there's a hidden save point by the stairbottom balcony. Head out the door to enter the "Gaia's Birth" screen. Climb up the ladder to the first platform and search it for a [MACE OF ZEUS] stave for Vivi (teaches Doomsday). Before continuing, make sure:

- * No one's level is divisible by 5 (i.e. 25, 35, 40)
- * Everyone has Antibody on
- * Everyone has Locomotion on
- * The main party's got earth-elemental protection (Circlets recommended)

That's about all you can do. Up the second ladder leads to 01 Dead Gaze...

```

||-----||
|| BOSS: Lich ~ HP: 60,000 ~ AP: 10 ~ GIL: 8436 ||
||      '-WEAK : Wind, Holy ||
||      '-DROP : Phoenix Down, Phoenix Pinion ||
||      '-STEAL: Genji Gloves, Black Robe, Siren's Flute ||
|| ||
|| ATTACKS: ||
|| ||
|| Death -----> Kills a character (single) ||
|| Earthquake ---> Earth-elemental damage (all) ||
|| Earth Shake --> Earth-elemental damage (all) ||
|| Doom -----> Inflicts 'Doom' status (single) ||
|| Stop -----> Inflicts 'Stop' status (single) ||
|| Venom Powder -> Inflicts 'Venom' status (single) ||
|| Death Cutter -> Physical damage + % Doom (single) ||
|| LV5 Death ----> Kills character with level divisible by 5 (all) ||
||-----||

```

Amarant works well here, due to Aura's low-cost Auto-Life ability. Hand that out to everyone while Zidane steals those gloves (unique!) and Eiko or Dagger uses Curaga when needed. If you listened to me earlier, five of its eight attacks will be useless, giving you plenty of time to swing your swords around. Have Steiner use Shock/Climhazard, Freya Jump and/or use her best skill, Vivi use Flare (NOT DOOMSDAY), and Quina erect a nice Mighty Guard. I have to say it mostly relies on Earth Shake/Earthquake so the above advice fits in perfectly. Eiko can also cast Might to a great effect, particularly in making Steiner's lesser sword skills rise above 9000 damage -- just make sure to have her on standby with Full-Life or Curaga! Lich is also only susceptible to Slow, which should help a bit.

The doorway to space looms ahead, but you can save at a hidden spot to the left of the door. This is also where you pick up the Excalibur II if you're doing that quest...

Note that once you enter the door, you won't be able to get back to where you've been (i.e. entire dungeon) without having to restart the level over again. Go back and save, synth, etc. for the last dungeon!

43) Crystal World

[WK43]

ITEMS	ENEMY
No items here...	• Lich-----.
	• Tiamat----
	• Kraken---- ----> 7 AP!

- | • Stilva |
- | • Maliris---'|
- | • Behemoth |

The monsters here are the former Chaos bosses, but they don't have the same immunities. This sounds like the work of Sargatanas + Soul Blade, huh? Oh, and if you find any Behemoths, remember to Silence them so that their killer 'Meteor Counter' can't be used! Said monster and Stilvas only appear in the "To the Origin" space location, though.

Anyway, walk in the expanse of space (just move forward) and Zidane will come to a light that teleports him to the crystal world proper. The fourth screen down will have a save point, except this one has all the previous options + 'Teleport' (teleport to first save point, one-way-only). Save and tent if you want to and enter the warp nearby. Time to shake hands with this beefcake...

```

||-----||
|| BOSS: Deathguise ~ HP: 55,000 ~ AP: --- ~ GIL: 8916 ||
||           '-WEAK : Wind ||
||           '-DROP : Wing Edge ||
||           '-STEAL: Duel Claws, Elixir, Black Belt ||
|| ||
|| ATTACKS: ||
|| ||
|| Spin -----> Physical damage (all) ||
|| Demon's Claw -> Physical damage (single) ||
|| Death -----> Kills a character (single) ||
|| Twister -----> Wind-elemental damage (all) ||
|| Meteor -----> Non-elemental magic damage (all) ||
|| LV5 Death ----> Kills character with level divisible by 5 (all) ||
||-----||

```

When in 'Open' mode, it'll use its regular physical-type attacks; when in 'Closed' mode, it'll use its nasty spells like Death, Twister, etc. Have Steiner use Shock/Climhazard, Zidane attack and steal, Eiko use Curaga/Full-Life/Holy, Dagger be everyone's nurse, Vivi use Flare, and Quina use Mighty Guard. Freya can Jump/Dragon's Crest like usual, while Amarant gets to spread Aura around and use No Mercy when available. This is actually a simple battle of sorts, but sometimes it leads off with Meteor and can kill/heavily damage everyone at once. If this happens, I suggest resetting until the first round goes in your favor. You can hit it with Slow, but that's about all there is for Doomga-...Deathguise. ;)

As soon as the battle is done, YOU CAN GO BACK AND SAVE! Just don't proceed towards Kuja. Tent, save, and equip your best element-reducing equipment (Protect Ring, Ribbon, Gauntlets, Defense Gloves, etc.) for the road ahead. Jump back through the warp when ready and get ready to square-dance with...

```

||-----||
|| BOSS: Trance Kuja ~ HP: 55,000 ~ AP: --- ~ GIL: --- ||
||           '-STEAL: Rebirth Ring, White Robe, Ether ||
|| ||
|| ATTACKS: ||
||-----||

```

```

|| Curaga -----> Heals own HP (single) ||
|| Ultima -----> HP to 1; ends battle (all) ||
|| Reflect -----> Gives 'Reflect' status (self) ||
|| Flare -----> Non-elemental magic damage (single) ||
|| Holy -----> Holy-elemental magic damage (single) ||
|| Flare Star -> Non-elemental damage doing LV*35 damage (all) ||
|| _____ ||

```

Amarant should get to work with Aura'ing everyone, then start using the No Mercy schtick; Steiner should be Shock-ing like crazy. Eiko should be doing Curaga-all just about every turn, and if she finds an opening, a Shell spell ain't so bad. Zidane can steal if he wants, but damaging is a bit more important. Flare Star is just as nasty as before, and gets to see a lot more use if you cast Reflect on everyone -- don't! Quina needs to break out Mighty Guard if s/he's with, and Freya should Jump to avoid most damage, or use Dragon's Crest if it's maxed-out. Vivi's the Flare master again, and Dagger's just the Curaga-all person. Should Kuja give himself Reflect status, dispel it so he doesn't gain inflict more damage by bouncing 'em off himself. Basically, a party past Lv. 50 should have more than enough HP to withstand any attack -- Flare Star's the most damaging, and is tolerant...and can even miss! Just make sure Eiko knows the attack and adapts to it!

Afterwards, you can choose your party again and view the menu (take off any useless ability -- Alert, Master Thief, etc. -- and put stones into status protection and/or 'Restore HP'). Then, it's off to a final showdown with...wait, what's this boss doing here? Surprise intervention's right down the hall, buddy...

```

|| _____ ||
|| BOSS: Necron ~ HP: 55,000 ~ AP: --- ~ GIL: --- ||
||           '-WEAK : Wind, Holy ||
||           '-TYPE : Aerial ||
||           '-STEAL: Elixir, Elixir, Elixir, Elixir ||
|| _____ ||
|| ATTACKS: ||
|| _____ ||
|| Blue Shockwave -> HP to 1 (single) ||
|| Curaga -----> Refills HP (self) ||
|| Neutron Ring ---> Physical damage (all) ||
|| Shell -----> Grants 'Shell' status (self) ||
|| Firaga -----> Fire-elem magic attack (all) ||
|| Blizzaga -----> Ice-element magic attack (all) ||
|| Protect -----> Grants 'Protect' status (self) ||
|| Holy -----> Holy-elem magic attack (single) ||
|| Meteor -----> Non-elemental magic attack (all) ||
|| Thundaga -----> Thunder-element magic attack (all) ||
|| Grand Cross ----> % all status effects available inflicted (all) ||
|| _____ ||

```

Whatever party you have, the basic setup's like so: have someone on standby to use an Elixir/Curaga whenever Blue Shockwave comes about, and be ready to Curaga-all Neutron Ring; thus, why there's item healers -- don't let those Elixirs go to waste! But, the main attraction is 'Grand Cross', right out of previous FF fame. It inflicts multiple status effects one everyone, and can really be a killer...not just because it's heinous, but because any person who gets zombified has to have a Magic Tag used on them before they are able to be revived! It is slightly unfair, to say the least. Of course, which ones you get hit with is up to chance and no one gets hit with all at

once -- cope with Remedies, Esuna and Angel's Snack if you have it. Here's the oversimplified breakdown:

- Zidane - attack, use Trance, steal Elixirs for use
- Steiner - Use Shock/Climhazard, Item heal if necessary
- Amarant - Use Aura/No Mercy/Chakra, Item heal if necessary
- Eiko - Use Curaga-all, Esuna, Holy, Phoenix, Dispel
- Quina - Mighty Guard, Angel's Snack (<----AWESOME here), Magic Hammer
- Dagger - Curaga-all
- Vivi - Flare, Flare, Flare!
- Freya - Dragon's Crest, Jump, Lancer

Also note that if you have a Dark Matter, that can inflict 9999 damage to the boss as well. Of course, any Trances are welcome. The main obstacle is getting around Grand Cross and overcoming the turns afterwards, which can be a bind if you get a Neutron Ring or affect-all elemental attack. Attempt to get back on track, cure Zombified characters immediately, and Curaga-all when possible. Don't forget that if you've got Phoenix learned, there's a chance, albeit sorta slim, that Rebirth Flame occurs after the party gets annihilated and revives everyone. Don't count on it, but it's happened to me before -- lifesaver! It really doesn't matter who lives or dies at the end of the battle, since no EXP is awarded and there's no more bosses that pop out of nowhere to fight you.

Enjoy the incredibly sweet ending scenes, 'cause you sure as heck earned 'em!

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Oh, and don't forget that you can play a blackjack minigame at the very end of ends! See 'BLKJ' for more details.

IV. SIDEQUESTS + MINIGAMES

[SDQS]

Here's a list of the game's sidequests and minigames, although I'm using the latter's definition rather liberally...

[SIDEQUEST]

[MINIGAME]

Moogles Mail.....MGNT
Rare Coffee.....RCFF
Stellazio Collectin'.....STZC
Chocobo Hot & Cold.....CCHC
Qu Marsh Frog-catching.....QMFC
Moguta the Kupo Nut Fiend...KPNT
Stiltzkin's Steals.....STZK
Cracks in the Mountain.....CRCK
Acceptin' Excalibur.....EXCL
Ozmania.....OZM1
Blue Magic Eatfest.....BMFT

Jumpropping.....JMPR
Pluto Squad Round-up.....PLTO
Ragtime Mouse True & False...RGTM
Treno Auction House.....THSH
Knight House Fight Club.....KHFC
Hippaul Racing.....HPPL
Rank S Treasure Hunter.....RNKG
Beachcomber Restore.....BCHC
Helpin' Mognet Central.....HLPM
Friendly Monster Sidequest...FMS1
Endgame Blackjack.....BLKJ

A jump-rope minigame can be played in Alexandria at a few separate times:

- 1) Disc 1 - In the town square, before going to see the Tantalus play
- 2) Disc 3+ - In the town church

Note that only Vivi and Eiko can play this, so if they're not in the party, the minigame can't be started. If they are in the party, talk to the middle girl to begin. A "(!)" icon will come up -- press it as fast as you can so that the cycle keeps going. Prizes are awarded for consecutive jumps.

JUMP	REWARD	
20	10 Gil	I've no real strategies here, since this is more of a "human metronome" thing than full of strategy. Keeping time is crucial, and the time eventually speeds up (~200 jumps?) so it isn't for everyone. If anyone has some good tips or corrections here, do tell -- I'd love to hear 'em.
50	Cactuar Card	
100	Genji Card	
200	Alexandria Card	
300	Tiger Racket Card	
1000	King of Jump Rope	TheHornGod Writes in the following tip:

"Hey man, I love your faqs and I have a tip to submit to your faqs for jump roping.

Basically, its all a musician's thing. It helped me get the king of jump rope just by this. I would think of this whole mini-game as a piece of music. Each jump would count as a beat. Doing this is 4/4 time signature is basically the easiest way. Unless you do 12/8 which would be even more fun! (I've experimented. I'm a music education major. Ahahaha) I would subdivide each beat in either 8th notes or 16th notes. (So 2 or 4 counts per beat.) It helps with the timing because when you subdivide, you are 100X more accurate because you are counting more per beat, rather than 1 time.

Experiment on subdividing: Our Wind Ensemble did an experiment on subdivisions. Basically, our conductor conducted a simple 4/4 beat pattern and told us to just watch him and after 20 beats, to clap. Without subdivision, our claps were very very sporadic. Then he told us to close our eyes as he counted us in verbally. Our claps were even more out of time and sync. Then he told us to subdivide 8th notes, then 16th notes then 32nd notes. With each larger subdivision, our claps got more in sync. And after the 32nd subdivisions, we clapped all at the same time, WITH OUR EYES CLOSED! So this really works wonders. And keeping the human metronome thing really works. Because after all, metronomes are NEVER wrong with beats.

But of course the beats change in FFX. As it gets faster, you must get faster in your subdivisions."

Hope that helps y'keep the beats.

NOTE: This section isn't quite complete yet! =/

Mognet is a system of mail between moogles, and if you've got good delivery habits, it can culminate in some good items. Here's how to deliver everything and thus get the best reward, the _____. Asterisked (*) deliveries signify the recipient gives the party a Kupo Nut.

[DISC ONE]

- 01) Alexandria Church ~ ~ ~ ~ Kupo -> Monty
- 02) Ice Cavern ~ ~ ~ ~ ~ ~ ~ ~ Mois -> Gumo
- 03) Dali Village Underground ~ Kumop -> Mogki
- 04) Lindblum Grand Castle ~ ~ Mogki -> Atla
- 05) South Gate Bohden Arch ~ ~ Grimo -> Nazna
- *06) Burmecia Plaza's Vault ~ ~ Atla -> Monev

[DISC TWO]

- 07) South Gate Summit ~ ~ ~ ~ Nazna -> Mochos
- 08) Cleyra Settlement ~ ~ ~ ~ Mopli -> Serino
- 09) The Red Rose ~ ~ ~ ~ ~ ~ ~ Serino -> Moodon
- 10) Alex. Castle ~ ~ ~ ~ ~ ~ ~ Mosh -> Monty
- 11) Lindblum B. District Inn ~ Moodon -> Moonte
- 12) Fossil Roo ~ ~ ~ ~ ~ ~ ~ ~ Kuppo -> Kupo
- 13) Conde Petie ~ ~ ~ ~ ~ ~ ~ Mogmatt -> Suzuna
- 14) Black Mage Village ~ ~ ~ ~ Mogryyo -> Mocchi

[DISC THREE]

- 15) Lindblum Grand Castle ~ ~ Mogki -> Moodon
- 16) Oeilvert ~ ~ ~ ~ ~ ~ ~ ~ Mimoza -> Moael
- 17) Desert Palace ~ ~ ~ ~ ~ ~ Mojito -> Mogsam
- 18) Esto Gaza ~ ~ ~ ~ ~ ~ ~ Mogrika -> Moolan
- 19) Mt. Gulug ~ ~ ~ ~ ~ ~ ~ ~ Moolan -> Mogtaka
- 20) Lindblum Grand Castle ~ ~ Mogki -> Kumool
- 21) Bran Bal ~ ~ ~ ~ ~ ~ ~ ~ Moorock -> Mozme

[DISC FOUR]

* See 'HLPM' section!

[MOOGLE LIST]

Kupo	- Alexandria Town, church steeple			
Mosh	- Alexandria Castle, guardhouse -----,			
Mosco	- Evil Forest, Prima Vista crash site -- -----.			
Monty	- Evil Forest, Spring (4th screen in) -- ---,			
Mois	- Ice Cavern, Cave (6th screen in)			
Gumo	- Dali Village Inn			
Kumop	- Dali Village Underground Facility			
Mogki	- Lindblum Grand Castle Guestroom ----- --- ---.			
Moodon	- Lindblum Business District Inn [2F]			
Grimo	- South Gate Bohden Arch			
Atla	- Burmecian Vault (by Palace)			

Nazna	- South Gate Summit				
Mogrich	- Treno				
Mochos	- Gargan Roo				
Serino	- The Red Rose				
Mosh	- Alexandria Secret Passage Chapel <----'	(Disc 2)			
Monty	- Pinnacle Rocks <-----'			(Disc 2)	
Mogki	- Fossil Roo (near start) -----'			(Disc 2)	
Kuppo	- Fossil Roo (miner's dig)				
Mogmatt	- Conde Petie				
Mogryo	- Black Mage Village				
Suzuna	- Conde Petie Mt. Path				
Mocchi	- Iifa Tree				
Mosco	- South Gate Treno Arch <-----'				
Mimoza	- Oeilvert				
Mooel	- Oeilvert				
Mojito	- Desert Palace				
Mogsam	- Desert Palace				
Mogrika	- Esto Gaza				
Moolan	- Mt. Gulug				
Mogtaka	- Mt. Gulug				
Moorock	- Bran Bal -----> Pandemonium				
Mozme	- Pandemonium				

PLUTO SQUAD ROUND-UP

[PLTO]

| REWARD: Elixir |
'-----'

After control first goes to Steiner, he'll find that most of his knights are off gallavanting and doing things generally unbecoming of their positions. But the princess is missing, and they must be sent out searching. Here're all the locations:

[LAUDO]

Laudo's in the castle library. Talk to him, pick either option, and he'll run away. Exit the room and then come right back in. Laudo's still here, and now hides behind a bookshelf (blindspot). Use the action button to find him once again and this sends him off looking for good.

[KOHEL]

Kohel is shooting the breeze with Blutzen in the guardhouse. Talk to either of them to send both out searching.

[BLUTZEN]

Blutzen is in the guardhouse, talking to Kohel. After Steiner tells them to get changed, enter the guardhouse and talk to 'em again to kick them out onto the beat.

[DOJEBON]

Dojebon is that speedy knight running around the castle's twin-stair balcony. When Steiner tries to talk to him, he often runs the exact opposite way, and this goes for any part of the stair. Wait for him to exit one of the doors, then wait to see which door he heads to. Rush to him at this point and talk

to him -- turns out he's already looking! You still need to do this, though, if you want the reward.

[BREIREICHT]

This oldie is climbing the western tower's stairway. Talk to him twice and he'll countdown all the knights currently looking. He'll give Steiner the reward if everyone's out looking.

[MULLENKEDHEIM]

The hungriest cannoneer in the knights is found in the east wing dining room. Talking to him once is sufficient in spreading the word, even if he doesn't go out on patrol...

RAGTIME MOUSE'S TRUE AND FALSE

[RGTM]

The Ragtimer is a friendly 'monster' that shows up in forests and challenges the player to answer questions, almost in game-show format. To answer, the player hits the 'O' or 'X' creatures that accompany it, standing for true and false respectively, to answer. Here are its appearances per disc:

Disc 1 = 4

Disc 2 = 6 [Thanks to Rebirth Flame for these figures!]

Disc 3/4 = 7

So that's seventeen in all. One 'trick' to making the ragtimer show up with a high probability is to walk in the forest and once it's found, move in the same spot by flicking the analog stick (although it works better with the D-pad). If you do it right, the moving leaves animation won't happen. Of course, this is slow going for the most part, but it sure beats trial and error -- it DOES work very, very well. If someone knows who found this 'trick,' e-mail me so I can credit 'em.

Here are the questions and answers, although the question order may differ.

- 01) The 15th Lindblum War started in 1600 -----> False
- 02) "I Want to Be Your Canary" was written by Lord Afon -----> False
- 03) The theater ship Prima Vista was built in Artania Shipyards -> False
- 04) Chocobo Forest is located between Lindblum and South Gate ---> True
- 05) Some Mus are friendly and won't attack -----> True
- 06) Berkmea Cable Cars have been running for 8 years -----> True
- 07) The theater ship Prima Vista uses Mist as its energy -----> True
- 08) Lindblum Castle is larger than Alexandria Castle -----> True
- 09) Lindblum's air cabs operate around the clock -----> True
- 10) Fossil Roo is an underground tunnel that connects Treno and -> False
Alexandria
- 11) Prima Vista means 'love at first sight' -----> False
- 12) The Bobo bird is a bird that brings you fortune -----> False
- 13) Only one desert exists in the entire world -----> False
- 14) Treno's cafe, Cafe Carta, is members-only -----> True
- 15) Conde Petie is a village of Goblins -----> False
- 16) You can defeat Ragtimer -----> True

Once you've gone through sixteen questions, encounter the Ragtime Mouse a seventeenth and last time. When it appears, the X and O monsters will be defeated and he'll give out the prizes. Getting all questions correct earns a [Protect Ring], 5963 EXP and 50000-89445g; 1-3 incorrect questions means only that Protect Ring is obtained; getting 4+ answers wrong earns nada!

sjshady0169 wrote in with this tip:

"I don't know if you still upkeep your FF9 FAQ, but I wanted to let you know about a better trick I found when finding the Ragtime Mouse. It's pretty much foolproof. This works best in disc 3, when you have access to the gold chocobo (for convenience sake). Basically first off, just go to a forest on either the Outer Continent, Forgotten Continent, or any island that has a forest, other than Mist Continent. If the first battle you come across isn't the Ragtime Mouse, leave the forest, hop on your chocobo, and go to a forest on a different continent or island, preferably the farther away the better (I believe). The first battle in the next forest you go into should be the Ragtime Mouse. If not, repeat and try it again. This will work nearly every time. There only a couple of instances where I didn't run in to him. The only continent I wasn't able to find him this frequently is the Mist Continent, but every other continent or island should work."

RARE COFFEE

[RCFF]

The person who lives at the base of Observatory Mountain near Dali, Morrid, will say he'll trade his mini Prima Vista model to Zidane if the three rare coffee beans he's always wanted to try are given to him. This sidequest can only be finished starting on disc three, but cannot be finished at all if you haven't handed them over to Morrid by disc four. Their locations:

[BURMAN]

On Disc 3, before the card tournament in Treno's finished, return to Dali as Zidane. Enter the mayor's house to find he's absent, but that sleeping kid is still here...and will wake up. Search a nearby part (like the shelf) a few times to make sure the kid's sound asleep and search the 'Heater' to find the Mayor's Key (key item). This unlocks the windmill's backdoor, and leads to where the chocobo now is. Open the 30,000g chest and check it once more to get the coffee.

[KIRMAN]

This can be found initially on Disc 2, in Eiko's kitchen.

[MOCCHA]

This delicious bag of coffee is found at the South Gate, near the Chocobo's Forest. Look near the freshwater spring to find it. You do NOT have to view the 'Baku and His Crew' ATE to get this. This cannot be obtained on Disc 4.

The item in question isn't an actual thing that goes into the inventory, but a little 'figurine' that appears in Tantalus' hideout, in the Lindblum Theater District.

Stellazzio coins are key items one can find around the world and trade in to an old bird (literally!) in Treno. This sidequest is very beneficial and can give some excellent items/equipment, as well as provide the infamous "Hammer" item used in making the best armor in the game. To boot, this can be done at any time, on any disc -- nothing is missable! Here are the locations you can get them (in order):

- * Aries -----> In Dali's windmill, ground floor, behind crankshaft
- * Cancer -----> In Burmecia's second screen, look behind a toppled wagon
- * Gemini -----> In Treno's entrance, throw 10g into the fountain 13 times
- * Taurus -----> In Treno's slum district, behind the item shop's stand
- * Scorpio -----> In Quan's Dwelling, search the cliffs down by the springs
- * Virgo -----> At Black Mage Village, the inn bedroom
- * Libra -----> At Madain Sari's fountain plaza, by fountain
- * Leo -----> At Alex. Castle's Neptune Statue room, in a corner
- * Sagittarius -> In Lindblum's B. District plaza, check left by big machine
- * Capricorn ----> In Daguerreo's entrance, check the righthand canal dead end
- * Aquarius ----> First screen in Ipsen's Castle proper, by the right pillars
- * Pisces -----> Aboard the Invincible, in a chest

REWARDS #
#####

- | | |
|---------------------|---|
| 01 - 1000 Gil | Once you've traded in the first twelve Stellazzio, |
| 02 - Phoenix Pinion | talk to Stella again and agree that there's got to |
| 03 - 2000 Gil | be a thirteenth. Return to Quan's Dwelling at this |
| 04 - Blood Sword | point and go down to the hot springs area in the |
| 05 - 5000 Gil | first screen. Search by where the Scorpio used to |
| 06 - Elixir | be located and you'll dig up an Ophiuchus coin. Go |
| 07 - 10000 Gil | back to the queen and hand over the thirteenth (and |
| 08 - Black Belt | all the rest she loaned back to you) to receive the |
| 09 - 20000 Gil | last reward: Cinna's [HAMMER]. |
| 10 - Rosetta Ring | |
| 11 - 30000 Gil | Congrats on finally finishin' this one! |
| 12 - Robe of Lords | |
| 13 - Hammer | |

This is a section dedicated all to Quina's Blue Magic! Here are the monsters that can be gobbled up to learn abilities. If you want to see what all the abilities do, check out his/her skill overview in the [CHRC] section. Most of this stuff's going off notes I wrote, like, in 2002, so if there's any rare baddie I forgot, make sure to drop me a line! Regardless, the monsters to snack on are listed in order of first appearance, not necessarily with Quina in the party at the time.

Oh, and if ya want exact locations, I can do that -- it's just that I'll have to point out where they are anyway, so I'm cuttin' out the useless info.

SKILL	MONSTERS
Goblin Punch	Goblin (plains by Evil Forest and lower Ice Cavern entry) Goblin Mage (Outer Continent plains, by Iifa Tree, etc.)
LV5 Death	Whale Zombie (beaches on Outer Continent's eastern side) Dracozombie (Iifa Tree, most places on Disc 4) Lich (Crystal World)
LV4 Holy	Torama (Desert Palace only?) Feather Circle (Fossil Roo, Lost Continent ice fields) Amdusias (Treno Equipment Shop)
LV3 Def-less	Carve Spider (Lindblum Plateau; By Dali, by Evil Forest) Lamia (Gizamaluke's Grotto) Lizard Man (desert region by Burmecia/Cleyra) Sand Scorpion (desert region by Burmecia/Cleyra) Ochu (Conde Petie Mountain Path) Grand Dragon (Popos Heights, above Gizamaluke's Grotto)
Doom	Veteran (Ipsen's Castle) Ash (Memoria)
Roulette	Ghost (region around Treno) Zombie (Iifa Tree) Hecteyes (Terra, world map on Disc 4)
Mighty Guard	Serpion (area around Mist Continent Qu's Marsh) Myconid (Dead Forest area, before entering B. Mage Vllg.) Antlion (E. Outer Continent sandpits, before Dsrt Palace) Gargoyle (Ipsen's Castle)
Aqua Breath	Axolotl (Qu's Marsh in Lindblum territory) Clipper (Qu's Marsh area in Lindblum territory) Sahagin (Qu's Marsh on Outer Continent) Vepal (Lost Continent's ice fields)
Matra Magic	Dragonfly (Gargan Roo, Cleyra Trunk) Trick Sparrow (plains around Treno) Ogre (Desert Palace, Oeilvert) Land Worm (E. Outer Continent desert)
Bad Breath	Anemone (area by Lanar Island Qu's Marsh, by Daguerreo) Marboro (Pandemonium, Disc 4 world map) Worm Hydra (Daguerreo's island forests, Choco Prdse Isle)
Limit Glove	Mu (plains by Evil Forest, plains by Dali) Axe Beak (Lindblum Plateau) Mandragora (forests by Chocobo's Forest; forest by Treno) Blazer Beetle (plains by Madain Sari, Iifa Tree) Jabberwock (Seaways Canyon, on the Forgotten Continent) Catoblepas (Forgotten Continent's northern regions...)
1,000 Needles	Cactuar (by Conde Petie, F. Continent's Seaways Canyon)
Pumpkin Head	Python (by Evil Forest, by Dali, Lindblum Plateau) Hedgehog Pie (world map near Lindblum's Qu's Marsh) Ladybird (world map near Lindblum's Qu's Marsh)

	Skeleton (Gizamaluke's Grotto, desert near Cleyra)
	Yeti (desert near Cleyra)
	Basilisk (Burmechia)
	Bandersnatch (Alexandria Plateau region)
Twister	Red Dragon (Mt. Gulug; only five battles available!!!!)
	Abadon (Pandemonium)
	Tiamat (Crystal World)
Night	Nymph (green plains near Cleyra; beach area west of ")
	Abomination (Fossil Roo)
	Seeker Bat (Fossil Roo, Pinnacle Rocks)
	Grimlock (Desert Palace)
Earth Shake	Adamantoise (Forgotten Continent; Q. Marsh isle by Dag.)
	Shell Dragon (Pandemonium)
	Earth Guardian (Earth Shrine)
Frog Drop	Gigan Toad (any Qu's Marsh)
Angel's Snack	Ironite (plains by Chocobo's Forest, Burmechia)
	Epitaph (Oeilvert)
	Mistodon (Disc 2 Iifa Tree; world map on Disc 4)
	Behemoth (Memoria)
White Wind	Zuu (Cleyra Trunk)
	Garuda (Popos Heights above G. Grotto; Disc 3 Esto Gaza)
	Zemzelett (Dead Forest, before finding B. Mage Village)
Vanish	Vice (plains around Chocobo's Forest)
	Hornet (Gizamaluke's Grotto)
	Troll (Conde Petie Mountain Path; Iifa Tree/Madain areas)
	Drakan (Desert Palace)
	Gnoll (Conde Petie Mountain Path; Iifa Tree/Madain areas)
Frost	Wraith (w/ blue flame) (Mt. Gulug)
	Chimera (Memoria)
	Kraken (Crystal World)
Mustard Bomb	Bomb (Lindblum Plateau - forests only)
	Vepal (red one) (Mt. Gulug)
	Grenade (Mt. Gulug)
	Wraith (w/ red flame) (Mt. Gulug)
	Maliris (Crystal World)
Magic Hammer	Magic Vice (Burmechia)
	Ring Leader (Terra)
Auto-Life	Carrion Worm (Cleyra Trunk)
	Gimme Cat (forest by Daguerreo, Salvage Archipelago)
	Cerberus (Ipsen's Castle)
	Yan (Vile Island, the one SW of Outer Continent)
	Stilva (Memoria)

First accessible immediately after the events in Lindblum, this fun sidequest is strung across all (4) discs, and seeing it through lets one fight the optional boss, Ozma. Of course, that ain't the main draw -- there are tons of items to dig up in 'chocographs', and the birds provided monster-avoiding transportation around the continents. Choco, the bird Zidane rides, can even 'level up' its abilities, eventually learning to fly! Yeah, it's awesome.

When you dig up a 'Stone With Patterns,' Mene explains that it's a chocograph that tells where treasures are buried! Note that when Mene says that c'graphs can't be dug up any longer, this doesn't apply to the chocograph pieces. The locations are:

- * Chocobo's Forest -----> Lindblum Territory, by South Gate
- * Chocobo's Lagoon -----> Salvage Archipelago, in southern sea
- * Chocobo's Air Garden --> Floating in the sky at six different locations.

[LOCATION OVERVIEW]
#####

- * FOREST -> normal digging power
 - '--> normal points/bonuses awarded
 - '--> normal time bonus (at 8 finds)
- * LAGOON -> halved digging power
 - '--> double points/bonuses awarded
 - '--> halved time bonus (at 4 finds) w/o Ocean ability
 - '--> normal time bonus (at 8 finds) with Ocean ability
- * GARDEN -> digging power at one-third normal
 - '--> Double points/bonuses awarded
 - '--> Normal time bonus (at 8 finds)

[DIG POWER]
#####

Here's an equation I "figured" out myself, so it's probably wrong. Dunno.

Dig Power = (Beak Lv + x)/y <-- ROUND UP

x = 1-4 (+1 for every chocobo upgrade)
y = 1-3 (1 for forest; 2 for lagoon; 3 for air garden)

[BONUSES]
#####

- * Special bonus for Chocograph/Pieces -----> +5 Pts
- * Dig up 8 items within time limit + extensions -----> Limit Bonus
- * Dig up 2 items within first 5 seconds of each other -> +5 Pts
- * Find four items in a minute -----> +10 Seconds
Double pts.

[ITEMS THAT CAN BE DUG UP]
#####

- * Stone With Patterns -----> 20 Pts
- * Anklet -----> 16 Pts
- * 10000 Gil -----> 16 Pts
- * Chocograph Piece -----> 15 Pts
- * Rising Sun -----> 14 Pts
- * Chocograph -----> 10 Pts
- * 5000 Gil -----> 08 Pts
- * Elixir -----> 08 Pts
- * Tent -----> 04 Pts
- * Hi-Potion -----> 04 Pts
- * Remedy -----> 04 Pts
- * 500 Gil -----> 04 Pts
- * Ore -----> 02 Pts
- * 200 Gil -----> 02 Pts
- * Phoenix Pinion -----> 02 Pts
- * Potion -----> 01 Pts
- * Antidote -----> 01 Pts
- * Soft -----> 01 Pts
- * Annoyntment -----> 01 Pts
- * Gysahl Greens -----> 01 Pts
- * Eye Drops -----> 01 Pts
- * Echo Screen -----> 01 Pts
- * 50 Gil -----> 01 Pts

[NEW AFTER GETTING REEF ABILITY:]

- * Chocograph Piece x 2 -----> 04 Pts

[NEW AFTER GETTING MT. ABILITY:]

- * Dead Pepper -----> 01 Pts

[NEW AFTER CLEARING MOUNT GULUG:]

- * Chocograph Piece -----> 15 Pts

 CHOCOGRAPH LOCATIONS
 #####

[STREAMSIDE]

- '-Dig Up: Disc 1 [Chocobo Forest]
- '-Redeem: Disc 1
- '-Needed: Field Ability
- '-A Hint: "You're hopeless if you can't find this, kupo!"
- '-Locate: By beach near Chocobo's Forest, across from bridge
- '-Reward: 2 Elixir + 3 Hi-Potion + 4 Ether + 2 Germinas Boots

[BETWEEN MOUNTAINS]

- '-Dig Up: Disc 1 [Chocobo Forest]
- '-Redeem: Disc 1
- '-Needed: Field Ability
- '-A Hint: "Try going somewhere you don't usually go, kupo."
- '-Locate: Dig on the western side of the Lindblum Plateau's base
- '-Reward: 5 Potion + 5 Hi-Potion + 2 Tent + 2 Cotton Robe

[HEALING SHORE]

- '-Dig Up: Disc 1 [Chocobo Forest]
- '-Redeem: Disc 1
- '-Needed: Field Ability

'-A Hint: "Kupo! You already know how to call a chocobo, right?"
'-Locate: In Burmecian territory, western shoreline
'-Reward: Reef Ability (can enter shallow water)

[BIRD'S-EYE LAGOON]

'-Dig Up: Disc 1 [Chocobo Forest]
'-Redeem: Disc 1
'-Needed: Reef Ability
'-A Hint: "Try changing your point-of-view with [R2], kupo."
'-Locate: Lindblum territory, in shallows, near isle west of Qu's Marsh
'-Reward: 8 Potion + 4 Phoenix Down + 3 Ether + 1 Magician Robe

[SMALL BEACH]

'-Dig Up: Disc 1 [Chocobo Forest]
'-Redeem: Disc 1
'-Needed: Reef Ability
'-A Hint: "There's nothing there, but it's my favorite place, kupo."
'-Locate: Lindblum territory, island in shallow directly south of C. Forest
'-Reward: 4 Remedy + 2 Elixir + 8 Rising Sun + 1 Oak Staff

[ABANDONED BEACH]

'-Dig Up: Disc 1 [Chocobo Forest]
'-Redeem: Disc 2
'-Needed: Field Ability
'-A Hint: "There are treasures on continents other than the Mist Continent!"
'-Locate: Outer Continent, beach southeast of Qu's Marsh
'-Reward: 9 Phoenix Pinion + 5 Phoenix Down + 12 Peridot + 1 Diamond Gloves

[FARAWAY LAGOON]

'-Dig Up: Disc 1 [Chocobo's Forest/Lagoon]
'-Redeem: Disc 3
'-Needed: Reef Ability
'-A Hint: "It feels really far away if your chocobo isn't grown up, kupo."
'-Locate: Land on the westernmost island, follow reef north until it bends
| back on Forgotten Continent's west side. Towards where it tapers
| off, the treasure can be found by a bend in the cliffs.
'-Reward: 37 Potion + 6 Magic Tag + 1 Shield Armor + Gaia Gear

[ABANDONED LAGOON]

'-Dig Up: Disc 3 [Chocobo's Lagoon]
'-Redeem: Disc 3
'-Needed: Reef Ability
'-A Hint: "Start your search on a small beach, kupo."
'-Locate: Disembark on the Outer Continent's southern-side beach, and take
| the reef west to the destination. Pretty short distance, really.
'-Reward: 6 Soft + 4 Ether + 1 Feather Boots + 1 N-Kai Armlet

[COLD FIELD]

'-Dig Up: Disc 1 [Chocobo's Forest]
'-Redeem: Disc 3
'-Needed: Field Ability
'-A Hint: "There are other things you can ride besides chocobos, kupo."
'-Locate: Land on Lost Continent's south side, travel a ways east up coast
'-Reward: 5 Echo Screen + 7 Hi-Potion + 3 Tent + 1 Theater Ship Card

[FORGOTTEN LAGOON]

'-Dig Up: Disc 3 [Chocobo's Lagoon]
'-Redeem: Disc 3
'-Needed: Reef Ability
'-A Hint: "Some treasure [sic] is hidden in the shallows, kupo."

'-Locate: Land on Lost Continent's south side, travel south in reef for a
| ways, past the Shimmering Island, to brown-colored isle's north
| tip -- dig on eastern side.

'-Reward: 8 Gysahl Greens + 5 Ether + 7 Hi-Potion + 1 Dragon's Claws

[DAWN LAGOON]

'-Dig Up: Disc 3 [Chocobo's Lagoon]

'-Redeem: Disc 3

'-Needed: Reef Ability

'-A Hint: "Lots of rich people live there, kupo."

'-Locate: Land on beach by Chocobo's Forest, head east until access to the
| bay south of Treno's available. Search there...

'-Reward: Mountain ability

[UNCULTIVATED LAND]

'-Dig Up: Disc 1

'-Redeem: Disc 3

'-Needed: Mountain Ability

'-A Hint: "Maybe you should leave it alone for now, kupo."

'-Locate: Dig by fertile plain near Evil Forest

'-Reward: 10 Antidote + 1 Jade Armet + 3 Wing Edge + 1 Cargo Ship Card

[FORBIDDEN FOREST]

'-Dig Up: Disc 3 [Chocobo's Forest, after getting Mountain ability]

'-Redeem: Disc 3

'-Needed: Mountain ability

'-A Hint: "You need to go over a very high mountain."

'-Locate: Check the deep-mountain, forested valley by Dali

'-Reward: 7 Ether + 2 Elixir + 10 Wing Edge + 1 High Mage Staff

[GREEN PLAINS]

'-Dig Up: Disc 3 [Chocobo's Forest, after getting Mountain ability]

'-Redeem: Disc 3

'-Needed: Mountain ability

'-A Hint: High plains are grass fields that are found at a higher elevation.

'-Locate: Check the mountains looking down on the Mist Continent's northern
beach.

'-Reward: Ocean ability

[COLD LAGOON]

'-Dig Up: Disc 3 [Chocobo's Forest, after getting Mountain ability]

'-Redeem: Disc 3

'-Needed: Ocean ability

'-A Hint: "Why would anyone hide treasure here, kupo?"

'-Locate: On the Lost Continent's NW side, check the ice cap (which has a
| very identifiable shape) and dig up the inlet.

'-Reward: 11 Peridot + 9 Opal + 15 Sapphire + 19 Topaz

[SEA AT DUSK]

'-Dig Up: Disc 3 [Chocobo's Lagoon, after getting Ocean ability]

'-Redeem: Disc 3

'-Needed: Ocean ability

'-A Hint: "Go dig in the ocean!"

'-Locate: Check the east coast of the Forgotten Continent for an offshoot
| peninsula, about halfway down the length.

'-Reward: 15 Phoenix Pinion + 1 White Robe + 1 Diamond + 1 Masamune Card

[OCEAN]

'-Dig Up: Disc 3 [Chocobo's Lagoon, after getting Ocean ability]

'-Redeem: Disc 3

'-Needed: Ocean ability
'-A Hint: "Look carefully! There's a small reef, kupo!"
'-Locate: The long north/south-stretching island west of the Forgotten
| Continent has some chocobo tracks on it. Check in the vacant
| ocean off its west coast.
'-Reward: 27 Ore + 1 Light Robe + 1 Whale Whisker + 1 Alexander Card

[FORGOTTEN PLAINS]

'-Dig Up: Disc 3 [Chocobo's Forest, after getting Mountain ability]
'-Redeem: Disc 3
'-Needed: Mountain ability
'-A Hint: "Look for the withered plateau, kupo."
'-Locate: On the Forgotten Continent's western talon-shaped peninsula, the
layered peninsula's northern part (near Ipsen's Castle) has some
treasure.
'-Reward: 17 Ore + 5 Ether + 14 Opal + 1 Demon's Mail

[DUSK PLAINS]

'-Dig Up: Disc 3 [Chocobo's Lagoon]
'-Redeem: Disc 3
'-Needed: Mountain Ability
'-A Hint: "At a certain location on the Forgotten Continent, it is always
dusk, kupo."
'-Locate: Look SW of Oeilvert, over a mountain range by the coast
'-Reward: 12 Phoenix Down + 14 Ore + 1 Kaiser Knuckles + 1 Iron Man Card

[MIST OCEAN]

'-Obtain: Dig up all 6 chocograph pieces to form this chocograph [can only
be done after Mt. Gulug on Disc 3].
'-Redeem: Disc 3
'-Needed: Ocean ability
'-A Hint: "Be patient and dig! Dig! Dig, kupo!"
'-Locate: Off the NE coast of the Mist Continent by the two small isles
'-Reward: Sky ability

[OUTER ISLAND]

'-Dig Up: Disc 3 [Chocobo's Air Garden]
'-Redeem: Disc 3
'-Needed: Sky ability
'-A Hint: "How scary! I hope you like heights..."
'-Locate: Korua Island, on the eastern coast of Outer Continent
'-Reward: 21 Amethyst + 16 Garnet + 1 Genji Armor + 1 Ragnarok

[OUTER ISLAND 2]

'-Dig Up: Disc 3 [Chocobo's Lagoon, after getting Ocean ability]
'-Redeem: Disc 3
'-Needed: Sky ability
'-A Hint: "
'-Locate: Likanmack Island, on eastern coast of Outer Continent
'-Reward: 11 Sapphire + 1 Circllet + 1 Pumice Piece + 1 Hilda Garde 3 Card

[FAIRY ISLAND]

'-Dig Up: Disc 3 [Chocobo's Air Garden]
'-Redeem: Disc 3
'-Needed: Sky ability
'-A Hint: "Try going places you couldn't reach before, kupo!"
'-Locate: Vile Island, the large isle southwest of Outer Continent
'-Reward: 33 Potion + 15 Annoyntment + 1 Holy Miter + 1 Dark Matter Card

[FORGOTTEN ISLAND]

'-Dig Up: Disc 3 [Chocobo's Air Garden]

'-Redeem: Disc 3

'-Needed: Sky ability

'-A Hint: "You've come this far! You can figure it out, kupo!"

'-Locate: Pilkiras Island, nestled north of the Forgotten Continent

'-Reward: 1 Ribbon + 1 Rebirth Ring + 13 Amethyst + 1 Ark Card

If you're wondering what the point of digging all these up is, it's to enter Chocobo's Paradise. It's located behind a crack on the northwesternmost isle (not shown on map) called 'Uaho Island'. Land there with a gold chocobo and break open the mountain crack to reveal this place.

See the 'CRCK' and 'BCHC' sections for mini-quests stemming from finding this place. Yeah, this sidequest never ends...

QU'S MARSH FROG-CATCHING

[QMFC]

Around the world, there are "Qu's Marshes" that, not surprisingly, all have a frog pond. Only one is accessible at first, but eventually, Quina will get to take a dip in all of 'em. First, a few basics about ponds:

- * All frogs are worth 1 point.
- * Ponds all have frogs to catch!
- * Frogs can either be male or female
- * Golden frogs (unisex) increase population regrowth
- * A population grows faster when a male and female are left in
- * A population grows faster when a male/female is already an adult
- * Capturing a frog reduces the population and thus the respawn rate
- * Time must be spent IN-GAME (shutting off doesn't work) to respawn frogs
- * If Quina is not in the current party, frog-catching cannot be performed
- * After getting a certain number of captures, Quale will give Quina a prize

Note that the regrowth rates for the golden frogs are often negligible and if you plan on continuing with the game before returning to the ponds, they probably won't be noticed (as opposed to leaving the quest to endgame and trying to do the sidequest in one go). Here is a list of all Qu's Marshes:

Qu's Marsh #1 - Lindblum territory, lower marshland

Qu's Marsh #2 - Outer Continent, in about the middle portion by choco tracks

Qu's Marsh #3 - Forgotten Continent, on the northern part of the peninsula

Qu's Marsh #4 - Lanar Island, southern sea, NW of Daguerreo (tear-shaped)

And as far as catching frogs for prizes...

PRIZE

02 ~ Ore

05 ~ Ether

09 ~ Silk Robe

15 ~ Elixir

23 ~ Silver Fork

33 ~ Bistro Fork

45 ~ Battle Boots

99 ~ Gastro Fork

Save before catching the ninety-ninth frog, though -- you'll have to fight your master to obtain Quina's ultimate weapon... Here's how to prepare.

- * Water-absorbant/-nullifying equipment (Ribbon works well here)
- * Angel's Snack ability (can cure Mini on everyone)
- * Someone with the Mini ability (for curing Mini)
- * Clear Headed (confuseproof)
- * Bright Eyes (darknessproof)
- * Loudmouth (silenceproof)
- * Master Thief (optional)

```
||
|| BOSS: Quale ~ HP: 66,000 ~ AP: 10 ~ EXP: 16383 ~ GIL: 10800 ||
||      '-WEAK : Thunder ||
||      '-DROP : Elixir ||
||      '-STEAL: Robe of Lords, Elixir, Ninja Gear, Glutton's Robe ||
||
|| ATTACKS: ||
||
|| Rolling Attack -> Physical damage (single) ||
|| Aqua Breath ----> Water-elemental damage (all/all) ||
|| Water -----> Water-elemental damage (single/all) ||
|| Mini -----> Inflicts 'Mini' status (single/all) ||
|| Poison -----> Inflicts 'Poison' status (single/all) ||
|| Confuse -----> Inflicts 'Confuse' status (single/all) ||
|| Silence -----> Inflicts 'Silence' status (single/all) ||
|| Blind -----> Inflicts 'Darkness' status (single/all) ||
||
```

This frogface has the most HP in the game, but unfortunately doesn't have a lot of MP to match it. Thus, using Magic Hammer over and over will make his reservoir deplenish pretty easily (in about 6 turns). If you've got a stiff-arm passive ability up for the status effects, this battle's far, far easier -- those are his main method of attack. Rolling Attack is not too shabby, though, and can probably do 2000+ to front-row fighters. And, if his MP is drained, he won't be able to do any counters (i.e. counter physical attacks w/ Confuse) -- and will get "No MP!" messages over and over when his turn comes up! Take this time to erect Mighty Guard and slam away, but only after stealing all that good equipment. I prefer an Amarant/Eiko/Quina/Zidane party, since Amarant can use powered-up Chakra attacks (if you have Power Up ability) and keep the MP supply going with ease; and, Eiko can use Might to power up any physical attacks or use Phoenix to revive everyone. Quale is only susceptible to Slow as far as I know, but if Steiner's along, he might be able to pull off some "Break" abilities.

After defeating the master, Quale forks over (no pun intended) the ultimate weapon for Quina -- a [GASTRO FORK]!

MOGUTA THE KUPO NUT FIEND

[KPNT]

In Gizamaluke's Grotto, Moguta, one half of a newlywed couple, will reveal his undying love for Kupo Nuts. This seems like nothing really, but as you deliver mail, the moogles will give Kupo Nuts as thanks. You can then take them back to Moguta for prizes/rewards. Some suck, although some aren't too

shabby.

[BASICS:]

- * You can only have one Kupo Nut in your inventory at a time
- * If you already have a Kupo Nut, you WILL NOT get a new one for a delivery

[REWARDS:]

- * Rewards are randomized except for the one at start of each disc
- * Randomized rewards are fairly mundane common items like Phoenix Pinions.
- * If the player does not choose to do this sidequest, it affects NOTHING.

DISC 1 - Holy Bell (mandatory)
DISC 2 - Elixir
DISC 3 - Extension
DISC 4 - Aloha T-Shirt

STILTZKIN'S STEALS

[STZK]

...of course not 'steals' in the same way as Zidane's pickpocketing, but just the same, his side-of-the-road bargains are very useful.

DISC	LOCATION HE APPEARS IN	PRICE	SELLS
One	Burmecia	333	Soft, Hi-Potion, Ether
Two	Cleyra	444	Hi-Potion, Ether, Phoenix Pinion
Two	Fossil Roo	555	Ether, Remedy, Phoenix Pinion
Two	Conde Petie Mt. Path	666	Magic Tag, Tent, Ether
Three	Alexandria Town	777	Phoenix Pinion, Hi-Potion, Elixir
Three	Oeilvert (Interior)	888	Hi-Potion, Emerald, Elixir
Three	Bran Bal	2222	Diamond, Ether, Elixir
Four	Alexandria	5555	Moonstone, Ruby, Elixir

If you've bought his items at every possible interval, he'll reward your good philanthropy with a free [RIBBON]! These usually fetch 80,000+ at the Treno Auction, so it's just as well you get this one.

TRENO AUCTION HOUSE

[THSH]

Although not really a mini-game, or a sidequest, this house of bargaining is first accessible on Disc 2 and gives rare items if your pocketbook can handle the bidding. Here's are the new items organized per disc:

[DISC TWO:]

- * Une's Mirror
- * Reflect Ring
- * Madain's Ring
- * Mini-Cid
- * Fairy Earrings
- * Magician Robe
- * Doga's Artifact
- * Griffin's Heart
- * Pearl Rouge

[DISC THREE:]

* Rat Tail * Dark Matter * Feather Boots
* Anklet * Promist Ring * Thief Gloves

[DISC FOUR:]

* Ribbon * Magical Fingertip

Note that the Promist Ring doesn't become available until you've obtained the Blue Narciss. Same for the Thief Gloves.

KNIGHT HOUSE FIGHT CLUB

[KHFC]

Getting its name from the owner of the equipment shop (Knight), a fight club of sorts can be done in a one-on-one match. Talk to the lady attendant and she'll let someone fight the monster. Win and get a prize!

[DISC TWO]

|
'-Monster: Griffin
|
'-Attacks: White Wind (heal self)
| Aero (wind-elemental damage to one)
| Aera (wind-elemental damage to one)
|
'-Stratgy: Steiner is a good choice here. Equip him with the Blood Sword,
| for its HP-drain effect; the Gold Choker accessory, which has to
| be synthed but halves wind damage; and the Bird Killer ability,
| taught by the Bronze Armor and increases damage against the foe's
| type. Auto-Potion helps, too, but isn't imperative.
|
'-Reward : Tonberry Card

[DISC THREE]

|
'-Monster: Catoblepas
|
'-Attacks: Heave (physical damage on target)
| Devil's Bell (inflicts 'Petrify' on target)
| Earthquake (earth-elemental damage on target)
| Thundara (med. thunder-elem damage on target)
|
|
'-Stratgy: Equip the 'Jelly' and 'Beast Killer' abilities, and Feather Boots
| or Desert Boots if you want to reduce earth-type damage (E'quake
| isn't that good, really). The Coral Ring will help out immensely
| however, so definitely put that on your character. A stratagem:
| use the Angel Bless' confusion ability in conjunction with the
| Soul Blade ability to really make this match easy; it doesn't seem
| to use any of its skills besides Heave in this state!
|
'-Reward : 15000 Gil

```

.-Monster: Amdusias
|
'-Attacks: Horn (physical damage to one target)
|         Bio (non-elem magic damage + % poison)
|         LV4 Holy (holy damage to enemies with levels divisible by 4)
|
'-Stratgy: Equip Bird Killer since it's an Aerial type, and Auto-Reflect will
|         help make Bio worthless (and poison it, too!). Alternatively, you
|         can use the tent trick to inflict Silence/Darkness/Poison to get
|         rid of ALL its attacks. Of course, if you've already bought Zidane
|         a Sargatanas, you can use Soul Blade and instantly petrify it. Ya
|         don't get AP/EXP/Drops, anyway...
|
'-Reward : Running Shoes

```

[DISC FOUR]

```

.-Monster: Behemoth
|
'-Attacks: Heave (physical damage to one)
|         Strike (physical damage to one)
|         Meteor Counter (counters with 'Meteor' magic)
|
'-Stratgy: Just petrify it with the Sargatanas + Soul Blade combination. If
|         you want an actual fight outta the thing (has about 25000 HP), use
|         the Beast Killer ability and inflict Darkness/Silence, which will
|         make it unable to use Meteor Counter
|
'-Reward : Circlet

```

HIPPAUL RACING

[HPPL]

This can only be done on the third disc, when the player is controlling Vivi before going to Ruby's mini-theater. Go to the alley between the bar and the town entrance to find Hippaul and his mother, who urges Vivi to race her son so he can work off his fat physique. To do the race, the square and circle buttons have to be alternated (i.e. press one, then the other, repeat) to dash to the finish. It gets progressively harder with a normal controller, but shouldn't be too hard if you've got a turbo controller. Losing races will make Hippauls "level" go up (talk to him to check it) and when he reaches a certain one, his mother will bestow a prize. Here are the prizes:

GOALS		PRIZE	
-----+	-----		. As for how you should hold the controller, I
LVL 10		Wyerd Card	suggest using two hands to press the two
LVL 20		Carrion Worm Card	buttons. I also find I can perform better on
LVL 30		Tantarian Card	how I press if I concentrate on the presses,
LVL 40		Armstrong Card	rather than how Vivi's faring in the race.
LVL 50		Ribbon Card	This allows me to tighten the input sequence
LVL 60		Nova Dragon Card	without getting mucked up with distractions.
LVL 70		Genji Card	It may not work with everyone, but that's all
LVL 80		Athlete Queen	the advice I've got. It's pretty dang hard
-----'	-----'		later on... >__>

TIP: Hikari Kirameku writes "Dunno if anyone's mentioned this before, but if you're using a PS2 analog controller (and this prolly works for the PS1 ones

too), if you turn the analog off, you can use the right analog stick in place of the square and circle buttons. That way all you have to do is flick it left and right really fast, and it gets Vivi running at a pretty decent clip. Only downside is you tend to wear your arm out doing it, but maybe others will have better luck using the analog stick method, instead of alternating buttons, if they don't have access to a turbo controller."

CRACKS IN THE MOUNTAIN

[CRCK]

These weird item caches are found in remote areas and can only be opened with a mountain chocobo, mostly because Dead Peppers can only be obtained after a player's got one. The following can be dug up by pointing Choco's beak toward a suspicious crack (or line) and using said pepper. When in doubt of one's location, remember that all cracks are untraversable -- if Choco's forced out of the way, there's probably one there. Locations are as follows:

- * On the Lost Continent, in the NW area of 'Seatence Ice Field', look along the northern coast's mountain range. A east-facing side will have a weird criss-cross marking; use a Dead Pepper on it. This'll give you a nice boon of: 41 Lapis Lazuli + 1 Rosetta Ring + 1 Protect Ring + 1 Airship Card
- * Freya's ultimate weapon can be dug up with a mountain chocobo, in a half-hidden crack near Oeilvert. Check the world map and look at the Forgotten Continent. The black spots stand for forested areas; there is only one of those blotches on the western part of the continent, NW of Oeilvert's location. On the second layer, look for a big black line (face SE) on the cliffside. Crack it open with a Dead Pepper and you'll get Maiden Prayer and a Dragon's Hair lance! There's a Gauntlets and Odin Card up in there, too!
- * In the same vein as the above weapon-finding quest, on the eastern coast of this continent, north of Oeilvert and even the eastern chocobo tracks, there is a small enclosed area with a tiny forest. Next to that forest is another crack that can be opened with a dead pepper: 19 Eye Drops, one Madain's Ring, a Genji Helmet, and a Hilde Garde 1 Card!

Note that these are the only ones that give /treasure/, but there are still a few more cracks to dig up regarding other sidequests. Check out the [HLPM] section for more info.

RANK 'S' TREASURE HUNTER

[RNKG]

Once the Hilde Garde 3 airship is obtained on Disc 3 [post-Esto Gaza], the town of Daguerreo can be accessed. Fly to the largest landmass south of the Forgotten Continent (Sacrobless Island) and enter inside. Near the library below the synthesis shop, a four-armed man will be adjudicate Zidane on his treasure-hunter skills. The ranks in order of lowest to highest are:

H -> G -> F -> E -> D -> C -> B -> A -> S

Things that contribute towards raising the ranking:

- * Opening treasure chests -. _____
- * using field icons |-|Thanks to Lord Faust for this info|
- * Obtaining Key items -' _____

Upon reaching Rank S, the man will get startled and run away. Follow him back to the town entrance to learn that he's not really famous and is a low-rank hunter (D, to be precise). He really just wants to be stronger so he's not pushed around and called "four-arms." Before he splits, he gives Zidane the key item [RANK S MEDAL]! He also divulges his real name, which no mortal has ever heard before or again... :D

(NOTE: If you follow this guide, you should be able to get the medal upon first reaching Daguerreo!)

ACCEPTIN' EXCALIBUR

[EXCL]

Excalibur is a sword for Steiner, his third-best, which can be obtained on the last (4th) disc. Here are the steps to take in order to get this rarity, which'll teach him the Climhazard ability:

- 01) On Daguerreo's third floor, by the inn, talk to the old man who talks of a 'Magical Fingertip' he'd like to see at least once in his life.
- 02) In Treno's auction, buy and sell the following:
 - * Rat Tail -----> Sell to Adventurer by synth shop's exterior
 - * Une's Mirror ----> Sell to Nobleman by synth shop's exterior
 - * Doga's Artifact -> Sell to Scholar inside the synthesis shop
 - * Griffin's Heart -> Sell to Adventurer by synth shop's exterior
- 03) The Magical Fingertip (key item) should now show up in the auction. It fetches quite a price, usually between 50000-60000g. Once it's bought, you can't buy it again...you won't need it again, anyway.
- 04) Bring it to the old man in Daguerreo and he'll give an Excalibur as the prize. That's all!

BEACHCOMBER RESTORE

[BCHC]

This can only be done on disc four.

Visit Fat Chocobo after opening all chocograph treasures, digging up all the mountain crack treasures and unearthing all items underwater (including the Ultima Weapon at Shimmering Isle's former location). Watch the scenes about Mene and Choco, and after leaving, return and challenge Fatty to a game of cards. He'll talk about restoring the party whenever they're on a beach... provided they find all of them first.

What the player has to do is walk on a beach (w/o Choco) and press the circle button -- a bell-type sound should play, like you picked up an item. Here are the locations you'll have to stop at. It's not too hard for continents since you can just follow the coastlines, but anyway...

[OUTER CONTINENT]

[MIST CONTINENT]

[LOST CONTINENT]

- * Banyano Shores
- * Dyshnose Shores
- * Gegalrich Shores
- * Kognish Shores
- * Shengalasta Shores
- * Falstead Coast

- * Togull Beach
- * Eesistern Coast
- * Tuhanda Shores
- * Nomarania Beach
- * Metalark Shores
- * Makiki Beach
- * Derek Beach

- * Quelmiera Shores
- * Ryuki Shores

Here are the various islands around, and where to find 'em:

[BEACH]

[LOCATION]

- | | |
|-----------------------|--|
| * Commure Shores | Talon-shaped island north of the Outer Continent |
| * Lanshake Island | Small island south of Chocobo's Forest |
| * Everlang Island | Long island west of Forgotten Continent |
| * Lanar Island | Island where fourth Qu's Marsh is located |
| * Salvage Archipelago | Island east of Daguerreo w/ chocobo tracks |
| * Palmnell Island | Island by Daguerreo where Chocobo's Lagoon is |

After doing all twenty-one beaches, you'll be able to press the "O" button and "watch the waves around the world" to relax, refilling HP and MP.

HELPIN' MOGNET CENTRAL

[HLPM]

NOTE: In case you've heard conflicting information from other guides or sources, this CAN ONLY BE DONE ON DISC FOUR! You can't do it on Disc 3 by delivering all letters or any of that crap. Don't believe the misinformation, yo!

Mognet Central is a 'post office' that's hidden behind a mountain crack on the talon-shaped island north of the Outer Continent. To access it, you'll need an Ocean chocobo or better, so get one before starting this up.

By Disc 4, Mognet Central's deliveries are floundering, to the degree where there ain't any traffic at all. To start this mini-quest, talk to Kupo in Alexandria who'll want to get to the bottom of these shenanigans. Pick up his letter to Atla to start this delivery route, like so:

- 01) Kupo in Alexandria -----> Atla in Burmecia
- 02) Atla in Burmecia -----> Mogryyo in Black Mage Village
- 03) Mogryyo in Black Mage Village -> Kumool in Ipsen's Castle
- 04) Kumool in Ipsen's Castle -----> Mois at Fossil Roo Entrance
- 05) Mois at Fossil Roo Entrance --> Noggy at Daguerreo
- 06) Noggy at Daguerreo -----> Kupo in Alexandria

NOTE: You need to bring Quina with in order to revisit Fossil Roo's Entrance

Deliver Kupo's letter to learn that "Superslick" is needed to fix the Mognet Central machine, and that someone in Alexandria's got it! Talk to Ruby to

get the key item [SUPERSLICK]. Now that you have it, take your ocean choco to that talon-shaped island I mentioned above and use a Dead Pepper to open the crack there. Talk to Artemecion and give him the stuff; everything'll be made right again! A [PROTECT RING] is the final reward!

OZMANIA

[OZM1]

Ozma is the game's super-hard optional boss, and vexes many players due to its cheap, quick-hitting attacks. About 90% of this section was written by Daniel Burapavong; the other ten percent is just me filling in the gaps with notes and junk.

Getting to Ozma

Ozma is located in Chocobo's Air Garden, the final dig site in the Chocobo Hot & Cold minigame. Due to the nature of the sidequest, the earliest point one can get there is on Disc 3 around the time the Hilde Garde 3 comes into the player's possession. From now on until the end of the game, Ozma -- who is found by inspecting the rock structure on one side of the garden a few times -- is able to be fought.

Preparing for Ozma

I recommend using a party of Zidane, Steiner, Quina, and Eiko to defeat Ozma and steal all his items (Elixir, Robe of Lords, Dark Matter, Pumice Piece). Zidane's level should be in the 70s and the others in the mid to high 60s. Make sure no character's level is a multiple of 4 or 5 in order to avoid Lv4 Holy and Lv5 Death, which Ozma likes to cast. Equip each character with the best equipment you have, then make sure to equip Egoist Armllets to Zidane, a Demon's Mail to Steiner, and Pumice Pieces to Quina and Eiko (to absorb Shadow and Holy). For abilities, make sure everyone has Auto-Haste, Auto-Regen, Auto-Potion, Clear Headed, and Antibody equipped. For Zidane, make sure he also has Bandit, Mug, and Master Thief equipped - all these will aid in stealing Ozma's items. For Quina and Eiko, make sure they also have Loudmouth equipped to protect against Silence. Equipping any additional abilities will make this battle easier, such as HP+10% for Zidane, HP+10% and HP+20% for Steiner, and Half MP both for Quina and Eiko.

SGN NOTE: If the player completed the "Friendly Monsters Quest" satisfactorily Ozma can be targeted by all physical attacks and becomes WEAK to Shadow rather than absorbing it. Since Doomsday hits all targets on the field, it's better to try and absorb it rather than nullify.

The Battle with Ozma

LV : 99
HP : 55535
MP : 9999
EXP : 65535
GIL : 18312
STEAL : Elixir, Robe of Lords, Pumice Piece, Dark Matter
DROPS : Pumice, Dark Matter, Ozma Card
WEAK : Wind, Shadow [latter if Friendly Monster quest completed fully]
NULLS : Earth
ABSORB: Shadow [if Friendly Monster sidequest not completed fully]
IMMUNE: All statuses except Slow & Darkness

| ABILITIES |

Absorb MP	Steal MP from a single target	
Berserk	Inflict Berserk on a single target	
Curaga	Heal self (usually 9999 damage vicinity)	
Curse	Inflict multiple status effects on all allies + Damage	
Death	(May) kill a single target	
Doomsday	Shadow damage to all allies & enemies on the battlefield	
Esuna	Remove status effects from self	
Flare	Non-elemental damage on a single target	
Flare Star	Non-elemental damage on all allies (LV-based damage)	
Holy	Holy-elemental damage on single target	
LV4 Holy	Holy-elem damage on allies with levels divisible by 4	
LV5 Death	Kills allies with levels divisible by 5	
Meteor	Non-elemental damage on all allies	
Mini	Inflicts Mini on all allies	

As soon as the battle begins, the number one priority should be having Quina cast Auto-Life each party member. Start with Zidane since he is your strongest character, then move to Eiko, Steiner, and Quina in that order. Once everyone has Auto-Life cast on them, have Quina cast Frog Drop. The damage Frog Drop causes depends on how many frogs you've caught in Qu's Marshes. I had caught 99 at the time (the minimum to obtain Quina's ultimate weapon) and Frog Drop was doing about 6,700 HP damage for me.

Eiko should be casting Curaga to the entire party every round. This may seem like overkill, but you never know when Ozma will unleash a devastating attack or two before it's Eiko's turn again. In addition to Curaga, having Eiko in your party is good because if two or more of your party members are wiped out (most likely by Meteor or Curse), she can summon Phoenix who will revive all of your fallen comrades. There is also a chance that if you entire party gets wiped out, Phoenix will arise and cast Rebirth Flame which restores your entire party to full health! The more Phoenix Pinions you have in your inventory, the greater the chance of this happening.

Zidane should be constantly stealing. Since you have the Mug ability equipped, he will also damage Ozma during his successful steals to the tune of about 3,000 HP each time. Steiner should use his special ability Shock each round. This should do 9,999 HP damage each time.

If Steiner trances, then just have him do regular attacks to save MP. You should still be doing 9,999 HP damage with each hit. If Zidane trances, unleash Grand Lethal, but don't kill Ozma too early if you still have items to steal. Remember he has four items - Elixir, Robe of Lords, Dark Matter, and Pumice Piece. If Eiko trances, then cast Curaga on the entire party and Holy on Ozma (but only if his lighter colored half is on top, otherwise he will absorb Holy). Quina's trance is pretty much useless in this battle.

SGN NOTE: I recommend using Freya with a fully-boosted Dragon's Crest rather than Steiner, even if it takes more time. Why? All of Steiner's attacks, including the lauded Shock, are physical, will be turned into crap if he's hit with Mini (via Curse). It can be rectified in-battle, but Ozma has no wait time -- it's a stumbling block. [Darkside, however, will still do normal damage during Mini.]

Now the good thing about having Auto-Potion equipped on everybody is because it also increases the amount of time that your party can gain HP through Auto-Regen. Your party should be immune to Ozma's Doomsday, Lv4 Holy, and Lv5 Death attacks if you followed the recommended steps in the preparation section above. The only other status ailments you really need to worry about

are Mini and Berserk. Whenever this happens, just have Quina or Steiner use a Remedy to cure Mini or Gysahl Greens to cure Berserk. Also have Quina or Steiner use Elixirs on any of your party members who may be getting low on MP.

Ozma has 55,535 HP, so if you are keeping track of your attacks on him and haven't stolen everything you want yet, then hold back from killing him until you do. Just make sure to keep Auto-Life cast on everyone and your HP levels high. If you follow these steps, your battle with Ozma should be MUCH easier and you will get to score some great rare items. After you win the battle, Ozma will drop a Dark Matter, plus Mene will give an Ozma card and Strategy Guide key item. Congratulations, you have just beaten the hardest boss in Final Fantasy IX!

FRIENDLY CREATURES SIDEQUEST

[FMS1]

These monsters appear on the world map and WILL NOT attack you, so make sure you don't cut 'em down either. Finding them all allows the party to hit Ozma, the game's optional boss, with regular attacks which wouldn't ordinarily be possible; and, Ozma becomes weak to Shadow instead of being able to absorb it. A few notes:

- * There is no order to do this
- * Friendly monsters cannot be killed
- * Once the monsters give out AP, they cannot appear again
- * The 'Gimme Cat' monster IS NOT FRIENDLY! Do not give it a Diamond!
- * You know a friendly monster battle is coming by the 'friendly' music theme

There is no order, as said, but it's recommended you do them in the order I list, 'cause they're setup so some rewards are recycled and doing 'em in any way you please messes this up.

'NICE' MONSTER	ENCOUNTERED (Nearest Location)	REWARD
Mu	Nolrich Heights (Dali)	10 AP + Potion
Ghost	Bentini Heights (Treno)	10 AP + Hi-Potion
Ladybird	Magdalene Forest (B.M.Village)	20 AP + Ether
Yeti	Lucid Plains (Madain Sari)	20 AP + Elixir
Nymph	Pualei Plains (Iifa Tree)	30 AP + Emerald
Jabberwock	Seaways Canyon (Oeilvert)	40 AP + Moonstone
Feather Circle	Mitmakis Ice Field (Esto Gaza)	30 AP + Lapis Lazuli
Garuda	Popos Heights*	40 AP + Diamond
Yan	Vile Island*	50 AP + Rosetta Ring

NOTE: If you're looking for Ghost on Disc 4, try looking on the small strip of land on the mountainside, facing the Quan's Dwelling fishing site. This is where I found it within a matter of battles; might work for you.

NOTE: The friendly Jabberwock/Yan ONLY appears in the forest!!!

'Mu' through 'Nymph' all want Ore in varying amounts, from 1-3; the rest want gemstones. If you're doing this in order, this is a natural flow -- friendly Jabberwock wants Nymph's Emerald, Feather Circle wants Jabberwock's Moonstone

and so on, so forth...

The two asterisked monsters are the only out-of-the-way ones to find. To get the friendly Garuda, enter Gizamaluke's Grotto where Moguta and his family are and climb up the vine to enter the heights -- the bird in question will appear in the forest nearby sometimes (but Grand Dragons appear on the plains so watch out).

To reach the Yan, you'll have to get fly on transportation to reach the isle SW of the Outer Continent. The friendly Yan'll appear in the forest area, but you'll probably have to go through scores of the much, much harder ones 'fore you find it (they ARE the hardest regular enemy in the game, after all).

HADES, THE MASTER SYNTHESIST

[HDSY]

The master synthesist you may have heard about is actually this optional boss that can be encountered on the fourth disc. In Memoria's ocean room, which is just past the second save point, search behind the right-hand rock formation to find it. There is no field icon to tell you it's there, so just mash the X-button to find it. Keep talking to it and you'll be able to fight it. 'Fore you do this, have:

- * shadow-absorbing/nulling equipment
- * Clear Headed Ability
- * Antibody Ability
- * Body Temp Ability

```
|| _____ || | |
|| BOSS: Hades ~ HP: 55,000 ~ AP: 30 ~ EXP: 16383 ~ GIL: 9638 ||
||           '-WEAK : Holy ||
||           '-DROP : Wing Edge ||
||           '-STEAL: Running Shoes, Robe of Lords, Battle Boots, Reflect ||
||                   Ring ||
|| || ||
|| ATTACKS: ||
|| || ||
|| Judgement Sword -> HP to 1 (single) ||
|| Cleave -----> Physical damage (all) ||
|| Mustard Bomb ----> Inflicts 'Heat' status (single) ||
|| Reflect -----> Inflicts 'Reflect' status (self) ||
|| Freeze -----> Inflicts 'Freeze' status (single) ||
|| Powering Sword --> Starts 3-count timer; uses Curse/Doomsday at 0 ||
|| Doomsday -----> Shadow-elemental magic damage (all allies/Hades) ||
|| Curse -----> Physical damage + % Slow, Darkness, Confusion, ||
||                   Poison, Mini (all) ||
|| _____ ||
```

Going all out here is crucial in all manners -- Doomsday will hit allies and heal Hades, too! Luckily, when he's powering his sword, he's not in attack mode, so that's when you should heal up and strike the hardest. Shock + No Mercy + Holy per turn can do up to 27000+, so this isn't the most difficult fray you've jumped in. Just as well, here's the division of labor, since this CAN be incredibly annoying if you get off on the wrong foot...

- * Zidane - steal that Robe of Lords! That's all you really need, unless you haven't learned Auto-Haste (Running Shoes) on everyone.

- * Steiner - Uh, use Shock or the most powerful sword skill he has. Don't both with Minus Strike or that crap...although, if Vivi's not being used, the Ragnarok can inflict Slow with its regular attack.

- * Amarant - Aura, Aura, Aura! Use No Mercy once everyone's covered, and have him on semi-standby to use a "Power Up"-d Chakra or an Elixir, if Judgement Sword is used.

- * Eiko - Curaga-all for Cleave, although Madeen/Holy plays on its weakness. Boost its damage with holy-enhancing equipment for better effect! Full-Life will also help, as will Haste. For those who get hit with Curse's mini, just spread her own spell among the party!

- * Quina - Angel's Snack will remove all statuses, so if you protect him/her against the bad stuff, this is a godsend. Unless you've powered up Frog Drop to 9999-dmg status, s/he's not imperative.

- * Freya - Jump is alright here, but a 9999-dmg Dragon's Crest is the real pull for her...if you have it.

- * Dagger - She's just like Eiko but with less white mage abilities and no holy spells. I don't recommend her for this fight.

- * Vivi - You can give him Auto-Reflect and bounce Flare Spells off him onto Hades for more damage. This lowers the healing abilities on him if you're using magic, though; it's fine if you've got Amarant watching his back.

After Hades has died, he'll open his shop for you [LINK: SH53], which is the only place to create Dagger's final eidolon 'Ark' from a Pumice, as well as the Tin Armor, Protect Ring, Ethers, Phoenix Pinions, and the useless but fun Save the Queen item (throwable). NOTE: If you make the Tin Armor, you can't witness a special scene during the ending, which requires the Hammer in the inventory.

ULTIMATE WEAPONS

[ULTY]

Here're the methods to get these fancy-schmancy murdering tools, and earliest possible times for doing so. Spoilers ahead!

```
.-----.  
| ZIDANE |  
'-----'
```

```
Weapon : Ultima Weapon  
Atk Pwr : 100  
Add ST : Sleep  
Teaches : Flee  
Earliest: Disc 4
```

Method : After the Shimmering Island has been shattered through the return from Terra, get your Ocean chocobo and walk out to the middle of where the isle used to stand. In the very middle, use Dead Peppers until you dig this up (along with some other stuff).

.-----.
| VIVI |
'-----'

Weapon : Mace of Zeus
Atk Pwr : 35
Add ST : Mini
Teaches : Doomsday
Earliest: Disc 4
Method : In Memoria, after defeating Kraken, a room you'll come across is called "Gaia's Birth" with a ladder going up. Climb it up to the first platform and check the corners. One will have a card phantom and the other will have the ultimate weapon.

.-----.
| DAGGER |
'-----'

Dagger actually has two, technically, since can equip two weapon types.

Weapon : Whale Whisker [Rod]
Atk Pwr : 36
Add ST : -----
Teaches : Curaga, Life
Earliest: Disc 3
Method : Dig it up in the 'Ocean' chocograph. There is a long north/south-stretching island west of the Forgotten Continent, and it has a few chocobo tracks on it. Search off the western coast and you'll find it eventually, earning this weapon with some other stuff.

Weapon : Tiger Racket
Atk Pwr : 45
Add ST : -----
Element : Wind
Teaches : Dispel (can't learn)
Earliest: Disc 3
Method : Get an Ocean Chocobo and go to Quan's Dwelling. Have Zidane go out onto the landing fishing spot and inspect the foam below. He should appear on the world map with choco, now. Use a Dead Pepper and he will jump down to the foam, and you'll get some treasure, with one being the Tiger Racket.

.-----.
| STEINER |
'-----'

Weapon : Excalibur II
Atk Pwr : 108
Add ST : ----
Element : Holy
Teaches : Climhazzard, Stock Break, Minus Strike
Earliest: Disc 4
Method : This is the hardest ultimate weapon to achieve, because you have to reach the Lich boss fight in Memoria by the game's twelve-hour

(12) mark, defeat it, then search the terrace to find it. Because this won't be feasible for casual players, here's the penultimate weapon for Steiner:

Weapon : Ragnarok
Atk Pwr : 87
Add ST : Slow
Element : -----
Teaches : Shock, Thunder Slash
Earliest: Disc 3
Method : Play through the Chocobo Hot & Cold minigame (see: CCHC) until you've earned a gold chocobo and the Outer Island chocograph. Off the east coast of the Outer Continent are two islands that have no beaches, only forests. The southernmost will have this weapon in it.

.-----.
| EIKO |
'-----'

Like Dagger, Eiko can use two weapon types, and so has two ultimates...

Weapon : Angel Flute
Atk Pwr : 33
Add ST : -----
Element : -----
Teaches : Holy, Esuna, Curaga
Earliest: Disc 4
Method : In Memoria, after defeating Maliris, the party will come to a room that resembles Alexandria and shows a scene from its past. Once it's finished, search by the stairway -- one of the field icons is a hidden save point, the other is this weapon.

Weapon : Tiger Racket
Atk Pwr : 45
Add ST : -----
Element : Wind
Teaches : Dispel
Earliest: Disc 3
Method : Get an Ocean Chocobo and go to Quan's Dwelling. Have Zidane go out onto the landing fishing spot and inspect the foam below. He should appear on the world map with choco, now. Use a Dead Pepper and he will jump down to the foam, and you'll get some treasure, with one being the Tiger Racket.

.-----.
| FREYA |
'-----'

Weapon : Dragon's Hair
Atk Pwr : 77
Add ST : -----
Element : -----
Teaches : Dragon Breath
Earliest: Disc 3
Method : The earliest point is when you're forced to go to Oeilvert; later on the disc, once you have an airship, you can come back and do it as well. Either way, you'll need a Mountain Chocobo and some Dead Peppers. West of Oeilvert is a forest (shown by a black patch on the world map -- the ONLY one to the west) that is encased in a

two-layer cliff. Get on the first layer and find the shady-looking black line going through the second level. Dig there and this weapon will be yours.

.-----.
| QUINA |
'-----'

Weapon : Gastro Fork
Atk Pwr : 77
Add ST : Stop
Element : -----
Teaches : High Tide
Earliest: Disc 1 [technically]
Method : This weapon is obtained through the frog-catching minigame, so it really doesn't belong to any point in time on any one disc. Once ninety-nine (99) frogs have been caught, Quale will challenge the party to battle. Defeat him and this weapon will be earned.

.-----.
| AMARANT |
'-----'

Weapon : Rune Claws
Atk Pwr : 83
Add ST : Darkness
Element : -----
Teaches : Spare Change, Demi Shock, Revive
Earliest: Disc 4
Method : In Memoria, after defeating Maliris, there will be a screen where a large staircase is going up into an eyeball. Search left of the stairbottom in an off-screen portion to find the claws. This can be done before fighting Tiamat, by the way.

ENDGAME BLACKJACK

[BLKJ]

After getting to the last screen in the game, where the prelude plays, press the following combination to play some blackjack:

R2, L1, R2, R2, Up, X, Right, Circle, Down, Triangle, L2, R1, R2, L1, Square, Square, Start

You'll now be able to play the cardgame. The object is to get cards to add up to twenty-one (21), winning the hand. Face cards (Ace, King, Queen, Jack) are worth ten (10) points, while lower cards (2-10) are worth just what # is displayed.

- * 'Hit' gives you one more card
- * 'Stand' stops you from drawing cards; you see what the dealer gets
- * 'Double' means you draw another card and if you win, your wager doubles
- * 'Split' can be used only if your first two cards are of the same value; this will split them into two hands and you play from there.

If you lose, you'll be sent back to 'The End' screen, but can replay the game again if you want.

Here's the list of ATEs and how to view them all. I know some people like this sort of stuff, so here y'go.

- 01) THE FOREST KEEPER
 - '-Plays: Disc 1 - Evil Forest (Prima Vista)
 - '-View : Mandatory
 - '-Scene: Garnet and Vivi in Evil Forest as the Prison Cage closes in...
- 02) TIME TO ESCAPE
 - '-Plays: Disc 1 - Evil Forest (Prima Vista)
 - '-View : After talking to Baku on the bridge
 - '-Scene: Steiner thinks of a way to escape
- 03) GIRL WHO WAS LEFT BEHIND
 - '-Plays: Disc 1 - Evil Forest (Prima Vista)
 - '-View : After talking to Baku on the bridge
 - '-Scene: Ruby in Alexandria's bar wonders where everyone went
- 04) MY LITTLE BABY
 - '-Plays: Disc 1 - Evil Forest (Prima Vista)
 - '-View : Watch 'Time to Escape' ATE
 - '-Scene: Cinna bemoans losing his Princess Garnet doll (LOL)
- 05) ORCHESTRA IN THE FOREST
 - '-Plays: Disc 1 - Evil Forest
 - '-View : Enter two screens into the forest after fighting Baku
 - '-Scene: The Prima Vista's orchestra plays a rousing number (from FF7!)
- 06) DO AS I SAY, NOT AS I DO
 - '-Plays: Disc 1 - Evil Forest (Spring)
 - '-View : Mandatory
 - '-Scene: Baku sends Blank after Zidane's crew, with a map
- 07) "TEACH ME, MOGSTER!" LESSON 1
 - '-Plays: Disc 1 - After escaping Evil Forest
 - '-View : Mandatory
 - '-Scene: In a Qu's Marsh, Mogster goes over some of the basics of playing
- 08) "TEACH ME, MOGSTER!" LESSON 2
 - '-Plays: Disc 1 - Ice Cavern
 - '-View : Unfreeze moogle and it plays automatically
 - '-Scene: In a Qu's Marsh, Mogster goes over some of the basics of playing, telling about status effects, Tetra Master, and elemental effects
- 09) VIVI, CONFUSED
 - '-Plays: Disc 1 - Village of Dali
 - '-View : Appears as soon as Zidane wakes up in morning
 - '-Scene: Vivi sees the town's children, all who keep a distance
- 10) DAGGER TRIES
 - '-Plays: Disc 1 - Village of Dali
 - '-View : Appears as soon as Zidane wakes up in morning
 - '-Scene: Dagger tries to adjust, and meets a woman at the pumpkin patch
- 11) CAT'S EYE

- '-Plays: Disc 1 - Village of Dali
'-View : After waking up in morning, and leaving inn first time
'-Scene: The innkeeper conspires to tell his brother about his guests...
- 12) DAGGER TRIES HARDER
'-Plays: Disc 1 - Village of Dali
'-View : Walk into the pumpkin patch
'-Scene: Dagger tries to blend in harder, this time at the town's shop
- 13) CAT'S EYE 2
'-Plays: Disc 1 - Village of Dali
'-View : Available after viewing "Cat's Eye" ATE + talking to Vivi
'-Scene: The innkeeper chuckles at how he got in good with his brother
- 14) QUEEN BRAHNE'S STEINER
'-Plays: Disc 1 - Village of Dali
'-View : Mandatory
'-Scene: Steiner collects information about a cargo ship at the tavern
- 15) TEACH ME, MOGSTER! (MY FIRST SYNTHESIS LESSON)
'-Plays: Disc 1 - Lindblum
'-View : Mandatory
'-Scene: Mogster dispenses his wisdom on synthesizing weapons.
- 16) SMALL-TOWN KNIGHT IN A BIG CITY
'-Plays: Disc 1 - Lindblum Business District
'-View : After spending night (auto), walk onto the street
'-Scene: Steiner gets accosted for his appearance, finds gysahl pickles!
- 17) VIVI'S SHOPPING
'-Plays: Disc 1 - Lindblum Business District
'-View : Mandatory
'-Scene: Vivi peruses Alice's wares, getting a free Kupo Nut in doing so
- 18) STEAM ENGINE
'-Plays: Disc 1 - Lindblum Theater District
'-View : Plays after entering Theater District's street
'-Scene: Steiner, lost, gets a lesson in steam power from an old man
- 19) WHAT CAN I DO?
'-Plays: Disc 1 - Lindblum Theater District
'-View : Mandatory
'-Scene: Dagger laments her inability to help Brahne/leave the castle
- 20) BAKU AND HIS CREW
'-Plays: Disc 1 - Lindblum Theater District
'-View : After visiting Tantalus Hideout
'-Scene: Baku and Tantalus visit the 'South Gate' near Lindblum territory while Cinna makes coffee at the spring nearby.
- 21) TRENO TRADITION
'-Plays: Disc 2 - Treno
'-View : Available (as Steiner) when entering
'-Scene: Dagger gets pickpocketed
- 22) AMBITION
'-Plays: Disc 2 - Treno
'-View : Available (as Steiner) when entering
'-Scene: Mario and Natalie, two slum kids, talk about their bright future

- 23) PURSUIT
'-Plays: Disc 2 - Treno
'-View : Watch 'Treno Tradition' ATE + enter new screen
'-Scene: Dagger chases the pickpocket, but to no avail
- 24) CONFUSION
'-Plays: Disc 2 - Treno
'-View : Watch 'Treno Tradition' & 'Pursuit' ATEs, enter near c. stadium
'-Scene: Dagger and an old man converse, but there's no communication...
- 25) MEETING PLACE
'-Plays: Disc 2 - Treno
'-View : Watch 'Ambition' ATE + enter new screen
'-Scene: Marcus arrives at the bar where Baku waits + news on Supersoft!
- 26) UNEXPECTED VISITOR
'-Plays: Disc 2 - Treno
'-View : Mandatory (when you approach auction house)
'-Scene: Dagger goes to the auction house, and sees a certain baddie...
- 27) CRIME AND PUNISHMENT
'-Plays: Disc 2 - Treno
'-View : Get the Supersoft, and return back into town
'-Scene: At South Gate Summit, Baku punishes Cinna for his unpunctuality
- 28) NO YUMMY-YUMMIES!
'-Plays: Disc 2 - Cleyra Settlement
'-View : Enter the pond/inn area for first time
'-Scene: Quina accosts some maidens about not having some good munchies
- 29) DON'T HATE ME
'-Plays: Disc 2 - Cleyra Settlement
'-View : Enter the pond area for first time
'-Scene: Villagers think Vivi is a 'bad' mage and yell at him...
- 30) I-I HAVEN'T HURT ANYONE
'-Plays: Disc 2 - Cleyra Settlement
'-View : Watch 'Don't Hate Me' ATE + re-enter pond area
'-Scene: Vivi is chased into the inn and badmouthed by a throng of ratfolk
- 31) THERE A MUSHROOM!
'-Plays: Disc 2 - Cleyra Settlement
'-View : Watch 'No Yummy-Yummies!' ATE + go to town observatory
'-Scene: Quina licks a mushroom by the pond (LOL!)
- 32) FRIENDSHIP
'-Plays: Disc 2 - Alexandria Castle
'-View : Mandatory
'-Scene: Marcus jogs through Evil Forest to find Blank
- 33) THE THIRD JEWEL
'-Plays: Disc 2 - Lindblum
'-View : When 'returned' to the shop plaza, exit back into B. District
'-Scene: Alexandrian soldiers in the castle talk about the Falcon Claw
- 34) BRAHNE'S FLEET ARRIVES
'-Plays: Disc 2 - Lindblum
'-View : Mandatory
'-Scene: Lindblum soldiers aboard an Alexandrian craft stall for time...

- 35) <GWOK-GWOK!> HOW INFURIATING!
'-Plays: Disc 2 - Lindblum
'-View : Mandatory
'-Scene: Cid's stopping the Serpent's Gate cart gets the enemy in a huff
- 36) VIVI AND THE COUPLE
'-Plays: Disc 2 - Conde Petie
'-View : As soon as you enter
'-Scene: Vivi gets in the middle (literally) of a couple's argument
- 37) QUINA ACCUSED
'-Plays: Disc 2 - Conde Petie
'-View : As soon as you enter
'-Scene: Quina asks why food has to be bought, and gets accused of theivery
- 38) QUINA CAN'T COMMUNICATE
'-Plays: Disc 2 - Conde Petie
'-View : Enter the upper shrine region where Vivi's talking to dwarves
'-Scene: Quina's troubles continue as s/he brings more suspicion on -self
- 39) DAGGER AND WILLIAM
'-Plays: Disc 2 - Conde Petie
'-View : Enter upper area where Vivi's talking to dwarves [etc.]
'-Scene: Some dwarves try to get Dagger to marry their uncouth son, William
- 40) HUNGRY BRYAN
'-Plays: Disc 2 - Conde Petie
'-View : Talk to Vivi in the village's upper portion to make it available
'-Scene: Bryan complains about hunger; a pyntie-hat shows up.
- 41) LIFE ON THE RUN
'-Plays: Disc 2 - Black Mage Village
'-View : When you first enter the village proper
'-Scene: The mages all run away from Vivi, and Dagger follows him
- 42) GOURMAND'S NOSE
'-Plays: Disc 2 - Black Mage Village
'-View : When you first enter the village proper
'-Scene: Quina arrives at the stable and mages try to lock him/her out...
- 43) EVERYDAY LIFE
'-Plays: Disc 2 - Black Mage Village
'-View : When you first enter the village proper
'-Scene: A child-like mage reacts oddly to being told humans are present
- 44) DIFFERENT LANGUAGE
'-Plays: Disc 2 - Black Mage Village
'-View : Mandatory (when you approach cemetery)
'-Scene: Vivi learns about death from one of the village locals
- 45) VISITOR, NOT INVADER
'-Plays: Disc 2 - Black Mage Village
'-View : Enter pond area near inn/synth shop
'-Scene: Dagger talks to the synthesis-shop mages
- 46) LIFE CYCLE
'-Plays: Disc 2 - Black Mage Village
'-View : Enter stable area
'-Scene: Quina enters the stable and the mages hide an egg from him/her

- 47) NUPTIAL JOY
'-Plays: Disc 2 - Conde Petie
'-View : Tell Vivi/Quina they should get married (-> mandatory)
'-Scene: Vivi and Quina get 'married' in a laughable fashion
- 48) VIVI'S FEELINGS
'-Plays: Disc 2 - Madain Sari
'-View : Available when Zidane can walk around again (1st time)
'-Scene: Vivi contemplates the mortality of his situation
- 49) EIKO'S FEELINGS
'-Plays: Disc 2 - Madain Sari
'-View : Mandatory
'-Scene: Eiko tries to cook good food with the help of her moogles buddies
- 50) DAGGER'S FEELINGS
'-Plays: Disc 2 - Madain Sari
'-View : Watch 'Eiko's Feelings' ATE, then talk to Vivi (now available)
'-Scene: Dagger ponders eidolons and feels the place is familiar somehow...
- 51) EIKO'S KITCHEN
'-Plays: Disc 2 - Madain Sari
'-View : Can play in fountain square after Morrison agrees to E. Wall tour
'-Scene: Eiko attempts to prepare her rock-fisted stew & barbecued fish
- 52) EIKO'S KITCHEN 2
'-Plays: Disc 2 - Madain Sari
'-View : Available after viewing E. Wall interior and exiting
'-Scene: Our favorite Qu gourmand is accused of being Kuja... ^__^
- 53) IT'S SO BIG!
'-Plays: Disc 3 - Alexandria
'-View : As Vivi, walk into screen that's not the bar
'-Scene: Eiko sees the castle and gets dissed by the cooks (!)
- 54) LONG TIME NO SEE!
'-Plays: Disc 3 - Alexandria
'-View : As Vivi, walk into screen that's not the bar
'-Scene: Benero and Zenero reunite with their brother, Genero!
- 55) TO FLY HIGH
'-Plays: Disc 3 - Alexandria
'-View : Watch 'Long Time No See!' ATE + As Vivi, enter main square
'-Scene: Blank and Marcus discuss Zidane outside Ruby's mini-theater
- 56) ARTEMECION
'-Plays: Disc 3 - Alexandria
'-View : As Vivi, walk into the main square
'-Scene: Stiltzkin asks Artemecion why all his letters haven't been delivered.
- 57) I FORGOT!
'-Plays: Disc 3 - Alexandria
'-View : As Zidane, exit the bar to make it available
'-Scene: Baku remembers he forgot to deliver Ziddy's letter, but lost it...
- 58) CLOWNS ON A DARK NIGHT
'-Plays: Disc 3 - Alexandria
'-View : Mandatory
'-Scene: Zorn and Thorn flee Alexandria, now that Tantalus is vigilant...

- 59) EIKO TALKS LIFE
'-Plays: Disc 3 - Treno
'-View : As soon as control goes to Zidane in Tot's tower
'-Scene: Eiko lectures Vivi on Zidane; Vivi meets an old acquaintance
- 60) HOW HE ENDED UP HERE
'-Plays: Disc 3 - Treno
'-View : Watch 'Eiko Talks Life' ATE + descend tower
'-Scene: Vivi talks with an old acquaintance of his
- 61) HIPPO'S PRIZE
'-Plays: Disc 3 - Treno
'-View : Watch 'How He Ended Up Here' ATE and make Vivi STAY in town.
'-Scene: A child hippo in the slums brags about his Namingway Card he got
'-Notes: If you view this, the hippo kid will enter the card tournament,
and Zidane can win his special Namingway Card. ^_^
- 62) MEMORIES BY THE WATER
'-Plays: Disc 3 - Treno
'-View : Plays after exiting Tot's Tower as Zidane
'-Scene: Amarant visits the waterside and frightens a 4-armed pickpocket!
- 63) CITY PEOPLE
'-Plays: Disc 3 - Treno
'-View : Plays by card stadium after watching 'Memories by the Water' ATE
'-Scene: Eiko almost gets kidnapped, but Quina's hunger saves her... >__>
- 64) HOME SWEET HOME
'-Plays: Disc 3 - Treno
'-View : In the 'How He Ended Up Here' ATE, choose for Vivi to visit home.
'-Scene: Vivi returns to Quan's Dwelling and thinks about his grandfather
- 65) GOOD OLD DAYS
'-Plays: Disc 3 - Treno
'-View : Available after winning first round of card tournament
'-Scene: By the auctionhouse, Freya can learn about Amarant's past
- 66) LESSONS OF LIFE
'-Plays: Disc 3 - Treno
'-View : Watch 'Good Old Days' and have Freya inquire about Amarant's past
'-Scene: Years back, security guard Amarant gets tricked by thief Zidane
- 67) HALLUCINATION
'-Plays: Disc 3 - Treno
'-View : Available after winning second round of card tournament
'-Scene: Quina tries to eat the moon's reflection, causing the old man
nearby to think s/he's committing suicide. LAFF!
- 68) PREMONITION
'-Plays: Disc 3 - Treno
'-View : Available after winning second round of card tournament
'-Scene: Eiko returns to Tot's tower and talks with him about Dagger.
- 69) SOMETHING WASHED ASHORE
'-Plays: Disc 3 - Lindblum
'-View : After Zidane talks to Blank in castle bedroom
'-Scene: The corpse by Serpent's Gate is just a waterlogged Quina...
- 70) MY BAD

'-Plays: Disc 3 - Lindblum
'-View : Talk to Blank; find Dagger at the upper-level telescope (available)
'-Scene: Blank rides to the upper level, having forgotten to tell Zidane to go to Cid's room.

71) SELF-REPROACH

'-Plays: Disc 3 - Lindblum
'-View : Mandatory
'-Scene: Dagger ponders her inability to protect other people

72) DEEP ANGER

'-Plays: Disc 3 - Lindblum
'-View : Mandatory
'-Scene: Kuja greets his new employees, Zorn and Thorn, with some yelling

73) MY HAMMER

'-Plays: Disc 3 - Lindblum
'-View : Available after learning about the three potions to cure Cid
'-Scene: Cinna, working in the business district, won't share his hammer

74) THE RALLY

'-Plays: Disc 3 - Lindblum
'-View : Mandatory (if you saved Burmecian Couple on the first disc)
'-Scene: Freya and two Burmecian Soldiers talk about rebuilding their home

75) NO FREE LUNCH

'-Plays: Disc 3 - Lindblum
'-View : After fetching the three potions for the regent and seeing result
'-Scene: Quina takes in interest in gysahl pickles...

76) GIVE ME MY MONEY!

'-Plays: Disc 3 - Lindblum
'-View : Before you go to deliver the regent's potions, spend your gil so the amount is less than 100g. After delivering, watch the ATE 'No Free Lunch' and go to the marketplace where Quina is. Zidane will have insufficient funds to pay Grandma Pickle, and tells her to collect the rest from Baku. If this happens, the ATE is mandatory when boarding the Blue Narciss.
'-Scene: A furious Baku says he'll wring Zidane's neck for what he did. :D

77) TEAM

'-Plays: Disc 3 - Lindblum [post-Esto Gaza]
'-View : Mandatory
'-Scene: Steiner learns that Tantalus isn't as dubious as he thinks.

78) RECOVERY

'-Plays: Disc 3 - Lindblum [post-Esto Gaza]
'-View : Mandatory
'-Scene: Cid gets up to his old tricks again, regarding airship creation

79) PLACE TO CALL HOME

'-Plays: Disc 3 - Bran Bal
'-View : Available when POV switches to Eiko
'-Scene: Quina licks the large crystal and sees Zidane o_o

80) WHERE THE HEART IS

'-Plays: Disc 3 - Bran Bal
'-View : As Eiko, exit the inn to make available
'-Scene: Vivi talks with Zidane on the east edge of town

81) CAME INTO THIS WORLD

'-Plays: Disc 3 - Bran Bal

'-View : Watch 'Place to Call Home', get Quina by crystal, exit south

'-Scene: Amarant sees Zidane leave through the weird green light...

82) THE TRUTH

'-Plays: Disc 3 - Bran Bal

'-View : As Eiko, enter the stairtop by the weird green light

'-Scene: The mysterious girl leads Zidane to where he can find Garland...

83) THE ELEVATOR

'-Plays: Disc 3 - Pandemonium

'-View : Go back and forth from the elevator shaft to the lift mechanism room until it plays.

'-Scene: The lift can be operated without having to backtrack downwards.

VI. SHOP LIST

[SHP1]

Here's who can equip stuff:

- Fork -----> Quina
- Rod -----> Dagger
- Stave -----> Vivi
- Claw -----> Amarant
- Spear -----> Freya
- Thief Sword -> Zidane
- Flute -----> Eiko
- Tiara -----> Females + Quina
- Sword -----> Steiner, Marcus, Blank
- Plate -----> Zidane, Amarant
- Vest -----> Zidane, Vivi, Quina
- Helm -----> Steiner, Freya
- Mail -----> Steiner, Freya
- Hairband ----> Dagger, Eiko
- Robe -----> Quina, Vivi, Dagger, Eiko
- Hat -----> Zidane, Amarant, Eiko, Vivi, Dagger, Quina
- Racket -----> Dagger, Eiko
- W. Plate ----> Females
- M. Plate ----> Zidane, Amarant

~~~~~  
ALEXANDRIA ITEM SHOP

[RETURN LINK: ALX1] [SH01]

| COMMODITY NAME | ABILITIES GIVEN: | SELLS | EQP TYPE |
|----------------|------------------|-------|----------|
| Potion         | ~~~~~            | 50    | Item     |
| Phoenix Down   | ~~~~~            | 150   | Item     |
| Antidote       | ~~~~~            | 50    | Item     |
| Eye Drops      | ~~~~~            | 50    | Item     |
| Tent           | ~~~~~            | 800   | Item     |

~~~~~  
PRIMA VISTA SHOP

[RETURN LINK: VLF1] [SH02]

COMMODITY NAME	ABILITIES GIVEN:	SELLS	EQP TYPE
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Potion	~~~~~	50	Item
Phoenix Down	~~~~~	150	Item
Antidote	~~~~~	50	Item
Eye Drops	~~~~~	50	Item
Tent	~~~~~	800	Item

~~~~~  
NORTH GATE/MELDA ARCH SHOP [RETURN LINK: NGT1] [SH03]  
~~~~~

COMMODITY NAME	ABILITIES GIVEN:	SELLS	EQP TYPE
Potion	~~~~~	50	Item

~~~~~  
SOUTH GATE/DALI GATE [RETURN LINK: STG1] [SH04]  
~~~~~

COMMODITY NAME	ABILITIES GIVEN:	SELLS	EQP TYPE
Potion	~~~~~	50	Item
Phoenix Down	~~~~~	150	Item
Antidote	~~~~~	50	Item
Eye Drops	~~~~~	50	Item
Tent	~~~~~	800	Item

~~~~~  
VILLAGE OF DALI EQUIPMENT SHOP [RETURN LINK: VLD1] [SH05]  
~~~~~

COMMODITY	ABILITIES GIVEN:	SELLS	EQP TYPE
Dagger	Flee	320	Dagger
Mage Masher	Detect, Flee	500	Dagger
Broadsword	Beast Killer	330	Sword
Iron Sword	Minus Strike	660	Sword
Rod	Cure, Panacea, Protect	260	Rod
Mage Staff	Fire	320	Stave
Wrist	Flee-Gil	130	Wrist
Leather Wrist	Beast Killer, Blizzard	200	Wrist
Bronze Gloves	Antibody	480	Gloves
Leather Hat	Fire	150	Hat
Feather Hat	Bright Eyes, Add Status	200	Hat
Rubber Helm	Minus Strike	250	Helm
Bronze Helm	Bug Killer	330	Helm
Leather Shirt	Protect Girls	270	Shirt
Silk Shirt	Cure, Thunder	400	Shirt
Bronze Armor	Bird Killer	650	Mail

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VILLAGE OF DALI ITEM SHOP [RETURN LINK: VLD1] [SH06]  
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COMMODITY NAME	ABILITIES GIVEN:	SELLS	EQP TYPE
Potion	~~~~~	50	Item
Phoenix Down	~~~~~	150	Item
Antidote	~~~~~	50	Item
Eye Drops	~~~~~	50	Item

Tent	~~~~~	800	Item
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LINDBLUM - DRAGOOS'S SHOP [RETURN LINK: LND1] [SH07]  
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COMMODITY NAME	ABILITIES GIVEN:	SELLS	EQP TYPE
Dagger	Flee	320	Dagger
Mage Masher	Detect, Flee	500	Dagger
Mythril Dagger	Bandit	950	Dagger
Iron Sword	Minus Strike	660	Sword
Javelin	Dragon Killer	880	Spear
Rod	Cure, Panacea, Protect	260	Rod
Fork	High Tide	1100	Fork
Leather Wrist	Beast Killer, Blizzard	200	Wrist
Glass Armlet	Steal Gil, Antibody	250	Wrist
Bronze Gloves	Antibody	480	Gloves
Silver Gloves	Undead Killer	720	Gloves
Steepled Hat	Protect	260	Hat
Headgear	Undead Killer	330	Hat
Iron Helm	Bright Eyes, Level Up	450	Helm
Leather Plate	Chakra	530	Plate
Linen Cuirass	Cover	800	Mail

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LINDBLUM - ALICE'S ITEM SHOP [RETURN LINK: LND1] [SH08]  
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COMMODITY NAME	ABILITIES GIVEN:	SELLS	EQP TYPE
Potion	~~~~~	50	Item
Phoenix Down	~~~~~	150	Item
Echo Screen	~~~~~	50	Item
Soft	~~~~~	100	Item
Antidote	~~~~~	50	Item
Eye Drops	~~~~~	50	Item
Tent	~~~~~	800	Item

~~~~~  
LINDBLUM - SYNTHESIS SHOP [RETURN LINK: LND1] [SH09]  
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COMMODITY NAME	ABILITIES GIVEN, EQUIPMENT TO COMBINE	SELLS	EQP TYPE
Butterfly Sword	Protect Girls, What's That!?	300	T. Sword
'->	Dagger + Mage Masher		
The Ogre	Soul Blade	700	T. Sword
'----->	Mage Masher + Mage Masher		
Cotton Robe	Shell, Chemist	1000	Robe
'---->	Wrist + Steepled Hat		
Desert Boots	Flee Gil, Scan, Protect	300	Accssory
'---->	Leather Hat + Leather Shirt		
Yellow Scarf	Steal Gil, Millionaire, Bird Killer	400	Accssory
'---->	Feather Hat + Steepled Hat		

Glass Buckle	Add Status, Thunder, Antibody	500	Accssory
'--->	Glass Armlet + Leather Wrist		

LINDBLUM - DRAGON'S GATE MERCHANT [RETURN LINK: LND1][SH10]

COMMODITY NAME	ABILITIES GIVEN:	SELLS	EQP TYPE
Potion	~~~~~	50	Item
Phoenix Down	~~~~~	150	Item
Echo Screen	~~~~~	50	Item
Soft	~~~~~	100	Item
Antidote	~~~~~	50	Item
Eye Drops	~~~~~	50	Item
Tent	~~~~~	800	Item

CHOCOBO'S FOREST SHOP + EXCHANGE [RETURN LINK: CHOC][SH11]

COMMODITY NAME	ABILITIES GIVEN:	SELLS	EQP TYPE
Gysahl Greens	~~~~~	80	Item

EXCHANGABLE ITEM	ABILITIES GIVEN:	PNTS.	TYPE
Robe of Lords	Concentrate, Reflect-Null	10000	Robe
Protect Ring	Half MP, Mag Elem Null, Long Reach	8500	Accssory
Wing Edge	~~~~~	3500	ThrowItm
Viltgance Card	~~~~~	1800	Card
Ether	~~~~~	450	Item
Ore	~~~~~	250	Item
Phoenix Down	~~~~~	150	Item
Gysahl Greens	~~~~~	10	Item

SOUTH GATE BOHDEN ARCH - ITEM SHOP [RETURN LINK: STG1][SH12]

COMMODITY NAME	ABILITIES GIVEN:	SELLS	EQP TYPE
Potion	~~~~~	50	Item
Phoenix Down	~~~~~	150	Item
Echo Screen	~~~~~	50	Item
Soft	~~~~~	100	Item
Antidote	~~~~~	50	Item
Eye Drops	~~~~~	50	Item
Tent	~~~~~	800	Item

BURMECIA - ATLA'S MOGSHOP [RETURN LINK: BRC1][SH13]

COMMODITY NAME	ABILITIES GIVEN:	SELLS	EQP TYPE
Needle Fork	High Tide	3100	Fork
Glass Armlet	Steal Gil, Antibody	250	Wrist

Mythril Gloves	Man Eater, Bug Killer	980	Gloves	
Steepled Hat	Protect	260	Hat	
Headgear	Undead Killer	330	Hat	
Magus Hat	Slow	400	Hat	
Barbut	Alert, Dragon Killer	600	Helm	
Bronze Vest	Jelly	670	Plate	
Linen Cuirass	Cover	800	Mail	
Potion	~~~~~	50	Item	
Phoenix Down	~~~~~	150	Item	
Echo Screen	~~~~~	50	Item	
Soft	~~~~~	100	Item	
Antidote	~~~~~	50	Item	
Eye Drops	~~~~~	50	Item	
Tent	~~~~~	800	Item	

SOUTH GATE SUMMIT SHOP

[RETURN LINK: STG2] [SH14]

COMMODITY NAME	ABILITIES GIVEN:	SELLS	EQP TYPE
Air Racket	Scan, Panacea	400	Racket
Mythril Rod	Life, Silence, Shell	560	Rod
Glass Armlet	Steal Gil, Antibody	250	Wrist
Silver Gloves	Undead Killer	720	Gloves
Mythril Gloves	Man Eater, Bug Killer	980	Gloves
Steepled Hat	Protect	260	Hat
Headgear	Undead Killer	330	Hat
Magus Hat	Slow	400	Hat
Rubber Helm	Minus Strike	250	Helm
Iron Helm	Bright Eyes, Level Up	450	Helm
Barbut	Alert, Dragon Killer	600	Helm
Bronze Vest	Jelly	670	Plate
Linen Cuirass	Cover	800	Mail
Potion	~~~~~	50	Item
Phoenix Down	~~~~~	150	Item
Echo Screen	~~~~~	50	Item
Soft	~~~~~	100	Item
Antidote	~~~~~	50	Item
Eye Drops	~~~~~	50	Item
Tent	~~~~~	800	Item

SOUTH GATE ALEXANDRIA STATION - VEGA ITEM SHOP

[RETURN LINK: STG2] [SH15]

COMMODITY NAME	ABILITIES GIVEN:	SELLS	EQP TYPE
Potion	~~~~~	50	Item
Phoenix Down	~~~~~	150	Item
Antidote	~~~~~	50	Item
Eye Drops	~~~~~	50	Item
Tent	~~~~~	800	Item

TRENO - SLUM ITEM SHOP

[RETURN LINK: TRN1] [SH16]

COMMODITY NAME	ABILITIES GIVEN:	SELLS	EQP TYPE
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Potion	~~~~~	50	Item	
Phoenix Down	~~~~~	150	Item	
Echo Screen	~~~~~	50	Item	
Soft	~~~~~	100	Item	
Antidote	~~~~~	50	Item	
Eye Drops	~~~~~	50	Item	
Tent	~~~~~	800	Item	

~~~~~  
TRENO - EQUIPMENT SHOP

[RETURN LINK: TRN1] [SH17]

| COMMODITY NAME  | ABILITIES GIVEN:       | SELLS | EQP TYPE |
|-----------------|------------------------|-------|----------|
| Dagger          | Flee                   | 320   | Dagger   |
| Mage Masher     | Detect, Flee           | 500   | Dagger   |
| Mythril Dagger  | Bandit                 | 950   | Dagger   |
| Mythril Sword   | Armor Break            | 1300  | Sword    |
| Mythril Spear   | Reis's Wind            | 1100  | Spear    |
| Air Racket      | Scan, Panacea          | 400   | Racket   |
| Mythril Rod     | Life, Silence, Shell   | 560   | Rod      |
| Flame Staff     | Fira, Sleep            | 1100  | Stave    |
| Ice Staff       | Blizzard, Slow         | 980   | Stave    |
| Lightning Staff | Thundara, Poison       | 1200  | Stave    |
| Fork            | High Tide              | 1100  | Fork     |
| Needle Fork     | High Tide              | 3100  | Fork     |
| Leather Wrist   | Beast Killer, Blizzard | 200   | Wrist    |
| Glass Armlet    | Steal Gil, Antibody    | 250   | Wrist    |
| Bone Wrist      | Add Status             | 330   | Wrist    |
| Mythril Gloves  | Bug Killer, Man Eater  | 980   | Gloves   |
| Magus Hat       | Slow                   | 400   | Hat      |
| Bandana         | Insomniac, Man Eater   | 500   | Bandana  |
| Barbut          | Alert, Dragon Killer   | 600   | Helm     |
| Silk Shirt      | Cure, Thunder          | 400   | Shirt    |
| Leather Plate   | Chakra                 | 530   | Plate    |
| Bronze Vest     | Jelly                  | 670   | Plate    |
| Chain Plate     | Devil Killer           | 810   | Shirt    |
| Linen Cuirass   | Cover                  | 800   | Mail     |
| Chain Mail      | Bird Killer, HP +10%   | 1200  | Mail     |
| -----           |                        |       |          |

~~~~~  
TRENO - SYNTHESIS SHOP

[RETURN LINK: TRN1] [SH18]

COMMODITY NAME	ABILITIES GIVEN, EQUIPMENT TO COMBINE	SELLS	EQP TYPE
Butterfly Sword	Protect Girls, What's That!?	300	T. Sword
	'-> Dagger + Mage Masher		
The Ogre	Soul Blade	700	T. Sword
	'-----> Mage Masher + Mage Masher		
Cotton Robe	Shell, Chemist	1000	Robe
	'----> Wrist + Steepled Hat		
Desert Boots	Flee Gil, Scan, Protect	300	Accssory
	'----> Leather Hat + Leather Shirt		
Yellow Scarf	Steal Gil, Millionaire, Bird Killer	400	Accssory
	'----> Feather Hat + Steepled Hat		

Glass Buckle	Add Status, Thunder, Antibody	500	Accssory
'--->	Glass Armlet + Leather Wrist		
Germinas Boots	Flee, Alert, HP +10%	900	Accssory
'--->	Desert Boots + Fork		
Cachusha	Life, Ability Up, Bright Eyes	1000	Accssory
'----->	Magus Hat + Rubber Helm		
Coral Ring	Lancer, Insomniac, Man Eater	1200	Accssory
'----->	Lightning Staff + Rod		
Gold Choker	Shell, Flee-Gil, Auto-Potion	1300	Accssory
'----->	Linen Cuirass + Soft		

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CLEYRA SETTLEMENT - BURMECIAN SOLDIER DAN'S SHOP [RETURN LINK: CLY2][SH19]  
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COMMODITY NAME	ABILITIES GIVEN:	SELLS	EQP TYPE
Partisan	Lancer, High Tide	1600	Spear
Multina Racket	Stona, Shell, Blind	750	Racket
Mythril Rod	Life, Silence, Shell	560	Rod
Flame Staff	Fire, Sleep	1100	Stave
Ice Staff	Blizzara, Slow	980	Stave
Needle Fork	High Tide	3100	Fork
Bone Wrist	Add Status	330	Wrist
Mythril Armlet	Bug Killer	500	Wrist
Mythril Gloves	Bug Killer, Man Eater	980	Gloves
Thunder Gloves	Add Status, Devil Killer	1200	Gloves
Magus Hat	Slow	400	Hat
Bandana	Insomniac, Man Eater	500	Hat
Mage's Hat	Loudmouth, Fira	600	Hat
Mythril Helm	Antibody, Insomniac	1000	Hat
Chain Plate	Devil Killer	810	Plate
Mythril Vest	Auto-Potion	1180	Vest
Chain Mail	Bird Killer, HP +10%	1200	Mail
Mythril Armor	Jelly, Cover	1830	Mail

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CLEYRA SETTLEMENT - STAR MAIDEN NINA'S ITEM SHOP [RETURN LINK: CLY2][SH20]  
~~~~~

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

~~~~~  
LINDBLUM - ALICE'S ITEM SHOP [DISC 2] [RETURN LINK: LND2][SH21]  
~~~~~

COMMODITY NAME	ABILITIES GIVEN:	SELLS	EQP TYPE

Potion	~~~~~	50	Item	
Phoenix Down	~~~~~	150	Item	
Echo Screen	~~~~~	50	Item	
Soft	~~~~~	100	Item	
Antidote	~~~~~	50	Item	
Eye Drops	~~~~~	50	Item	
Annoyntment	~~~~~	150	Item	
Tent	~~~~~	800	Item	
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LINDBLUM - DRAGOOS' EQUIPMENT SHOP [DISC 2] [RETURN LINK: LND2] [SH22]  
~~~~~

COMMODITY NAME	ABILITIES GIVEN:	SELLS	EQP TYPE
Dagger	Flee	320	Dagger
Mage Masher	Detect, Flee	500	Dagger
Mythril Dagger	Bandit	950	Dagger
Ice Brand	Mental Break	3780	Sword
Partisan	Lancer, High Tide	1600	Spear
Multina Racket	Shell, Blind, Stona	760	Racket
Stardust Rod	Float, Reflect, Ability Up	750	Rod
Flame Staff	Fira, Sleep	1100	Stave
Ice Staff	Blizzara, Slow	980	Stave
Lightning Staff	Thundara, Poison	1200	Stave
Leather Wrist	Beast Killer, Blizzard	200	Wrist
Glass Armlet	Steal Gil, Antibody	250	Wrist
Bone Wrist	Add Status	330	Wrist
Mythril Armlet	Bug Killer	500	Wrist
Mythril Gloves	Bug Killer, Man Eater	980	Gloves
Thunder Gloves	Add Status, Devil Killer	1200	Gloves
Headgear	Undead Killer	330	Hat
Magus Hat	Slow	400	Hat
Bandana	Insomniac, Man Eater	500	Hat
Mage's Hat	Fira, Loudmouth	600	Hat
Mythril Helm	Antibody, Insomniac	1000	Helm
Silk Shirt	Cure, Thunder	400	Shirt
Leather Plate	Chakra	530	Plate
Bronze Vest	Jelly	670	Vest
Chain Plate	Devil Killer	810	Plate
Mythril Vest	Auto-Potion	1180	Plate
Chain Mail	Bird Killer, HP +10%	1200	Mail
Mythril Armor	Cover, Jelly	1830	Mail
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LINDBLUM - SYNTHESIS SHOP [DISC 2] [RETURN LINK: LND2] [SH23]  
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COMMODITY NAME	ABILITIES GIVEN, EQUIPMENT TO COMBINE	SELLS	EQP TYPE
Butterfly Sword	Protect Girls, What's That!?		
	'-> Dagger + Mage Masher	300	T. Sword
The Ogre	Soul Blade		
	'-----> Mage Masher + Mage Masher	700	T. Sword
Exploda	Sacrifice, Lucky Seven		
	'-----> Mage Masher + Mythril Dagger	1000	T. Sword
Cotton Robe	Shell, Chemist		

'---->	Wrist + Steepled Hat	1000	Robe
Silk Robe	Ability Up, Loudmouth		
'----->	Silk Shirt + Bandana	2000	Robe
Desert Boots	Flee Gil, Scan, Protect		
'---->	Leather Hat + Leather Shirt	300	Accssory
Yellow Scarf	Steal Gil, Millionaire, Bird Killer		
'--->	Feather Hat + Steepled Hat	400	Accssory
Glass Buckle	Add Status, Thunder, Antibody		
'--->	Glass Armlet + Leather Wrist	500	Accssory
Cachusha	Life, Ability Up, Bright Eyes		
'----->	Magus Hat + Rubber Helm	1000	Accssory
Coral Ring	Lancer, Insomniac, Man Eater		
'----->	Lightning Staff + Rod	1200	Accssory
Gold Choker	Shell, Auto-Potion, Flee-Gil		
'---->	Linen Cuirass + Soft	1300	Accssory
Magician Shoes	Blind, Clear Headed, MP +10%		
'->	Germinas Boots + Bone Wrist	1500	Accssory
Barette	Cura, Chemist, Gamble Defense		
'----->	Needle Fork + Barbut	1800	Accssory
Power Belt	Fira, Counter, MP Attack		
'----->	Glass Buckle + Chain Mail	2000	Accssory

LINDBLUM - DRAGON'S GATE MERCHANT

[RETURN LINK: LND2] [SH24]

COMMODITY NAME	ABILITIES GIVEN:	SELLS	EQP TYPE
Ice Brand	Mental Break	3780	Sword
Partisan	Lancer, High Tide	1600	Spear
Multina Racket	Shell, Blind, Stona	760	Racket
Stardust Rod	Float, Reflect, Ability Up	750	Rod
Mythril Armlet	Bug Killer	500	Wrist
Thunder Gloves	Add Status, Devil Killer	1200	Gloves
Bandana	Insomniac, Man Eater	500	Hat
Mage's Hat	Fira, Loudmouth	600	Hat
Mythril Helm	Antibody, Insomniac	1000	Helm
Chain Plate	Devil Killer	810	Plate
Mythril Vest	Auto-Potion	1180	Plate
Adaman Vest	Stone Killer, Bird Killer	1600	Vest
Potion	~~~~~	50	Item
Phoenix Down	~~~~~	150	Item
Echo Screen	~~~~~	50	Item
Soft	~~~~~	100	Item
Antidote	~~~~~	50	Item
Eye Drops	~~~~~	50	Item
Annoyntment	~~~~~	150	Item
Tent	~~~~~	800	Item

FOSSIL ROO - MOGKI'S MOGSHOP

[RETURN LINK: FSR1] [SH25]

COMMODITY NAME	ABILITIES GIVEN:	SELLS	EQP TYPE
Potion	~~~~~	50	Item
Phoenix Down	~~~~~	150	Item
Echo Screen	~~~~~	50	Item
Soft	~~~~~	100	Item
Antidote	~~~~~	50	Item
Eye Drops	~~~~~	50	Item
Annoyntment	~~~~~	150	Item
Tent	~~~~~	800	Item

FOSSIL ROO - TREASURE HUNTER'S SHOP

[RETURN LINK: FSR1] [SH26]

COMMODITY NAME	ABILITIES GIVEN:	SELLS	EQP TYPE
Ice Brand	Mental Break	3780	Sword
Partisan	Lancer, High Tide	1600	Spear
Multina Racket	Shell, Blind, Stona	760	Racket
Stardust Rod	Float, Reflect, Ability Up	750	Rod
Mythril Armet	Bug Killer	500	Wrist
Thunder Gloves	Add Status, Devil Killer	1200	Gloves
Bandana	Insomniac, Man Eater	500	Hat
Mage's Hat	Fira, Loudmouth	600	Hat
Mythril Helm	Antibody, Insomniac	1000	Helm
Chain Plate	Devil Killer	810	Plate
Mythril Vest	Auto-Potion	1180	Plate
Adaman Vest	Stone Killer, Bird Killer	1600	Vest
Potion	~~~~~	50	Item
Phoenix Down	~~~~~	150	Item
Echo Screen	~~~~~	50	Item
Soft	~~~~~	100	Item
Antidote	~~~~~	50	Item
Eye Drops	~~~~~	50	Item
Annoyntment	~~~~~	150	Item
Tent	~~~~~	800	Item

FOSSIL ROO - KUPPO'S MOGSHOP

[RETURN LINK: FSR1] [SH27]

COMMODITY NAME	ABILITIES GIVEN:	SELLS	EQP TYPE
Potion	~~~~~	50	Item
Phoenix Down	~~~~~	150	Item
Echo Screen	~~~~~	50	Item
Soft	~~~~~	100	Item
Antidote	~~~~~	50	Item
Eye Drops	~~~~~	50	Item
Annoyntment	~~~~~	150	Item
Tent	~~~~~	800	Item

CONDE PETIE - WENDY GROCER'S ITEM SHOP

[RETURN LINK: CND1] [SH28]

COMMODITY NAME	ABILITIES GIVEN:	SELLS	EQP TYPE
Potion		50	Item
Phoenix Down		150	Item
Echo Screen		50	Item
Soft		100	Item
Antidote		50	Item
Eye Drops		50	Item
Annoyntment		150	Item
Tent		800	Item

CONDE PETIE - THOMAS GOLDPILER'S EQUIPMENT SHOP [RETURN LINK: CND1][SH29]

COMMODITY NAME	ABILITIES GIVEN:	SELLS	EQP TYPE
Poison Knuckles	Counter, Spare Change	5000	Knuckles
Multina Racket	Blind, Stona, Shell	750	Racket
Stardust Rod	Ability Up, Reflect, Float	1100	Rod
Flame Staff	Fira, Sleep	1100	Stave
Ice Staff	Blizzara, Slow	980	Stave
Lightning Staff	Thundara, Poison	1200	Stave
Oak Staff	Stop, Bio, Drain	2400	Stave
Mythril Fork	High Tide	4700	Fork
Mythril Armlet	Bug Killer	500	Wrist
Magic Armlet	Clear Headed, Silence	1000	Wrist
Lamia's Tiara	Clear Headed, Confuse, Float	800	Tiara
Ritual Hat	Counter, BrightEyes, UndeadKiller	1000	Hat
Adaman Vest	Stone Killer, Bird Killer	1600	Vest
Magician Cloak	Insomniac, MP +10%	1850	Vest

BLACK MAGE VILLAGE - EQUIPMENT SHOP [RETURN LINK: BMV1][SH30]

COMMODITY NAME	ABILITIES GIVEN:	SELLS	EQP TYPE
Mage Masher	Detect, Flee	500	Dagger
Mythril Dagger	Bandit	950	Dagger
Gladius	Sacrifice, Lucky Seven	2300	Dagger
Stardust Rod	Ability Up, Reflect, Float	1100	Rod
Mage Staff	Fire	320	Stave
Flame Staff	Fira, Sleep	1100	Stave
Ice Staff	Blizzara, Slow	980	Stave
Lightning Staff	Thundara, Poison	1200	Stave
Oak Staff	Stop, Bio, Drain	2400	Stave
Mythril Fork	High Tide	4700	Fork
Leather Wrist	Beast Killer, Blizzard	200	Wrist
Glass Armlet	Steal Gil, Antibody	250	Wrist
Bone Wrist	Add Status	330	Wrist
Mythril Armlet	Bug Killer	500	Wrist
Magic Armlet	Clear Headed, Silence	1000	Wrist
Leather Hat	Fire	150	Hat
Feather Hat	Bright Eyes, Add Status	200	Hat
Steepled Hat	Protect	260	Hat
Headgear	Undead Killer	330	Hat
Magus Hat	Slow	400	Hat
Bandana	Insomniac, Man Eater	500	Bandana
Mage's Hat	Loudmouth, Fira	600	Hat

Lamia's Tiara	Clear Headed, Confuse, Float	800	Tiara
Ritual Hat	Counter, BrightEyes, UndeadKiller	1000	Hat
Silk Shirt	Cure, Thunder	400	Shirt
Leather Plate	Chakra	530	Plate
Bronze Vest	Jelly	670	Plate
Chain Plate	Devil Killer	810	Plate
Mythril Vest	Auto-Potion	1180	Vest
Adaman Vest	Stone Killer, Bird Killer	1600	Vest
Magician Cloak	Insomniac, MP +10%	1850	Vest
Survival Vest	Locomotion, Antibody, Mug	2900	Vest

BLACK MAGE VILLAGE - ITEM SHOP

[RETURN LINK: BMV1][SH31]

COMMODITY NAME	ABILITIES GIVEN:	SELLS	EQP TYPE
Potion	~~~~~	50	Item
Hi-Potion	~~~~~	200	Item
Phoenix Down	~~~~~	150	Item
Echo Screen	~~~~~	50	Item
Soft	~~~~~	100	Item
Antidote	~~~~~	50	Item
Eye Drops	~~~~~	50	Item
Remedy	~~~~~	300	Item
Annoyment	~~~~~	150	Item
Tent	~~~~~	800	Item

BLACK MAGE VILLAGE - BLACK CAT SYNTHESIS SHOP

[RETURN LINK: BMV1][SH32]

COMMODITY NAME	ABILITIES GIVEN, EQUIPMENT TO COMBINE	SELLS	EQP TYPE
Butterfly Sword	Protect Girls, What's That!?		
'->	Dagger + Mage Masher	300	T. Sword
The Ogre	Soul Blade		
'----->	Mage Masher + Mage Masher	700	T. Sword
Exploda	Sacrifice, Lucky Seven		
'----->	Mage Masher + Mythril Dagger	1000	T. Sword
Rune Tooth	Lucky Seven		
'----->	Mythril Dagger + Mythril Dagger	2000	T. Sword
Cotton Robe	Shell, Chemist		
'----->	Wrist + Steepled Hat	1000	Robe
Silk Robe	Ability Up, Loudmouth		
'----->	Silk Shirt + Bandana	2000	Robe
Desert Boots	Flee Gil, Scan, Protect		
'--->	Leather Hat + Leather Shirt	300	Accssory
Yellow Scarf	Steal Gil, Millionaire, Bird Killer		
'--->	Feather Hat + Steepled Hat	400	Accssory
Glass Buckle	Add Status, Thunder, Antibody		
'--->	Glass Armlet + Leather Wrist	500	Accssory

Germinas Boots	Flee, Alert, HP +10%	900	Accssory
'---->	Desert Boots + Fork		
Cachussha	Life, Ability Up, Bright Eyes	1000	Accssory
'----->	Magus Hat + Rubber Helm		
Coral Ring	Lancer, Insomniac, Man Eater	1200	Accssory
'----->	Lightning Staff + Rod		
Gold Choker	Shell, Flee-Gil, Auto-Potion	1300	Accssory
'---->	Linen Cuirass + Soft		
Magician Shoes	Blind, Clear Headed, MP +10%		
'->	Germinas Boots + Bone Wrist	1500	Accssory
Barette	Cura, Chemist, Gamble Defense		
'----->	Needle Fork + Barbut	1800	Accssory
Power Belt	Fira, Counter, MP Attack		
'----->	Glass Buckle + Chain Mail	2000	Accssory
Madain's Ring	Body Temp, Chemist, Guardian Mog		
'-->	Bone Wrist + Stardust Rod	3000	Accssory
Fairy Earrings	Level Up, Body Temp, Regen		
'->	Magic Armlet + Soft	3200	Accssory
Extension	MP +10%, Auto-Potion, Level Up		
'----->	Lamia's Tiara + Multina Racket	3500	Accssory
Reflect Ring	Auto-Reflect, Distract, Reflect		
'---->	Anklet + Madain's Ring	7000	Accssory

MADAIN SARI - MORRISON'S SHOP

[RETURN LINK: MDS1][SH33]

COMMODITY NAME	ABILITIES GIVEN:	SELLS	EQP TYPE
Dagger	Flee	320	Dagger
Mage Masher	Detect, Flee	500	Dagger
Mythril Dagger	Bandit	950	Dagger
Gladius	Sacrifice, Lucky Seven	2300	Dagger
Poison Knuckles	Counter, Spare Change	5000	Knuckles
Multina Racket	Stona, Shell, Blind	750	Racket
Golem's Flute	Auto-Regen, Cura, Life	2700	Flute
Pinwheel	~~~~~	200	ThrwItem
Magic Armlet	Clear Headed, Silence	1000	Wrist
Lamia's Tiara	Clear Headed, Confuse, Float	800	Tiara
Ritual Hat	Counter, BrightEyes, UndeadKiller	1000	Hat
Adaman Vest	Stone Killer, Bird Killer	1600	Vest
Magician Cloak	Insomniac, MP +10%	1850	Vest
Survival Vest	Locomotion, Antibody, Mug	2900	Vest
Potion	~~~~~	50	Item
Phoenix Down	~~~~~	150	Item
Echo Screen	~~~~~	50	Item
Soft	~~~~~	100	Item
Antidote	~~~~~	50	Item
Eye Drops	~~~~~	50	Item

Annoyntment	~~~~~	150	Item
Magic Tag	~~~~~	100	Item
Tent	~~~~~	800	Item

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ALEXANDRIA - ITEM SHOP [DISC 3] [RETURN LINK: ALX2][SH34]  
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COMMODITY NAME	ABILITIES GIVEN:	SELLS	EQP TYPE
Potion	~~~~~	50	Item
Hi-Potion	~~~~~	200	Item
Phoenix Down	~~~~~	150	Item
Echo Screen	~~~~~	50	Item
Soft	~~~~~	100	Item
Antidote	~~~~~	50	Item
Eye Drops	~~~~~	50	Item
Remedy	~~~~~	300	Item
Annoyntment	~~~~~	150	Item
Tent	~~~~~	800	Item

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ALEXANDRIA - SYNTHESIS SHOP [DISC 3] [RETURN LINK: ALX2][SH35]  
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COMMODITY NAME	ABILITIES GIVEN, EQUIPMENT TO COMBINE	SELLS	EQP TYPE
The Ogre	Soul Blade		
'----->	Mage Masher + Mage Masher	700	T. Sword
Exploda	Sacrifice, Lucky Seven		
'----->	Mage Masher + Mythril Dagger	1000	T. Sword
Rune Tooth	Lucky Seven		
'----->	Mythril Dagger + Mythril Dagger	2000	T. Sword
Angel Bless			
'---->	Mythril Dagger + Gladius	9000	T. Sword
Cotton Robe	Shell, Chemist		
'---->	Wrist + Steepled Hat	1000	Robe
Silk Robe	Ability Up, Loudmouth		
'----->	Silk Shirt + Bandana	2000	Robe
Magician Robe			
'-->	Mage Staff + Magician Cloak	3000	Robe
Desert Boots	Flee Gil, Scan, Protect		
'--->	Leather Hat + Leather Shirt	300	Accssory
Yellow Scarf	Steal Gil, Millionaire, Bird Killer		
'--->	Feather Hat + Steepled Hat	400	Accssory
Glass Buckle	Add Status, Thunder, Antibody		
'--->	Glass Armlet + Leather Wrist	500	Accssory
Germinas Boots	Flee, Alert, HP +10%		
'--->	Desert Boots + Fork	900	Accssory

Cachusha	Life, Ability Up, Bright Eyes	1000	Accssory
'----->	Magus Hat + Rubber Helm		
Coral Ring	Lancer, Insomniac, Man Eater	1200	Accssory
'----->	Lightning Staff + Rod		
Gold Choker	Shell, Flee-Gil, Auto-Potion	1300	Accssory
'----->	Linen Cuirass + Soft		
Magician Shoes	Blind, Clear Headed, MP +10%		
'->	Germinas Boots + Bone Wrist	1500	Accssory
Barette	Cura, Chemist, Gamble Defense		
'----->	Needle Fork + Barbut	1800	Accssory
Power Belt	Fira, Counter, MP Attack		
'----->	Glass Buckle + Chain Mail	2000	Accssory
Madain's Ring	Body Temp, Chemist, Guardian Mog		
'-->	Bone Wrist + Stardust Rod	3000	Accssory
Fairy Earrings	Level Up, Body Temp, Regen		
'->	Magic Armlet + Soft	3200	Accssory
Extension	MP +10%, Auto-Potion, Level Up		
'----->	Lamia's Tiara + Multina Racket	3500	Accssory
Reflect Ring	Auto-Reflect, Distract, Reflect		
'--->	Anklet + Madain's Ring	7000	Accssory
Anklet	Counter, Locomotion, Healer		
'----->	Gold Choker + Peridot	4000	Accssory
Feather Boots	Float, Mini, Auto-Float		
'-->	Magician Shoes + Phoenix Pinion	4000	Accssory
Black Belt	Demi, Beast Killer, HP +20%		
'----->	Twist Headband + Survival Vest	4000	Accssory
Pearl Rouge	Level Up, Loudmouth, Reflect-Null		
'----->	Moonstone + Elixir	5000	Accssory

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ALEXANDRIA - WEAPON SHOP [DISC 3]

[RETURN LINK: ALX2][SH36]  
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COMMODITY NAME	ABILITIES GIVEN:	SELLS	EQP TYPE
Mythril Dagger	Bandit	950	Dagger
Gladius	Sacrifice, Lucky Seven	2300	Dagger
Ice Brand	Mental Break	3780	Sword
Partisan	Lancer, High Tide	1600	Spear
Ice Lance	White Draw	2430	Spear
Cat's Claws	Counter, Chakra	4000	Knuckles
Poison Knuckles	Counter, Spare Change	5000	Knuckles
Stardust Rod	Float, Reflect, Ability Up	750	Rod
Healing Rod	Cura, Life, Healer	1770	Rod
Lamia's Flute	Float, Silence, Stona	3800	Flute
Flame Staff	Fira, Sleep	1100	Stave
Ice Staff	Blizzara, Slow	980	Stave

Lightning Staff	Thundara, Poison	1200	Stave	
Oak Staff	Stop, Bio, Drain	2400	Stave	
Pinwheel	~~~~~	200	ThrwItem	
Glass Armlet	Steal Gil, Antibody	250	Wrist	
Bone Wrist	Add Status	330	Wrist	
Mythril Armlet	Bug Killer	500	Wrist	
Magic Armlet	Clear Headed, Silence	1000	Wrist	
Mythril Gloves	Bug Killer, Man Eater	980	Gloves	
Thunder Gloves	Add Status, Devil Killer	1200	Gloves	
Lamia's Tiara	Clear Headed, Confuse, Float	800	Tiara	
Ritual Hat	Counter, BrightEyes, UndeadKiller	1000	Hat	
Twist Headband	Add Status, Gamble Defense	1200	Hat	
Barbut	Alert, Dragon Killer	600	Helm	
Mythril Helm	Antibody, Insomniac	1000	Hat	
Gold Helm	Mental Break, Reis's Wind,	1800	Helm	
-----	Clear Headed	-----		
Magician Cloak	Insomniac, MP +10%	1850	Vest	
Survival Vest	Locomotion, Antibody, Mug	2900	Vest	
Mythril Armor	Jelly, Cover	1830	Mail	
Plate Mail	Locomotion, Undead Killer	2320	Mail	
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TRENO - SLUM ITEM SHOP [DISC 3] [RETURN LINK: TRN2][SH37]  
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COMMODITY NAME	ABILITIES GIVEN:	SELLS	EQP TYPE	
Potion	~~~~~	50	Item	
Hi-Potion	~~~~~	200	Item	
Phoenix Down	~~~~~	150	Item	
Echo Screen	~~~~~	50	Item	
Soft	~~~~~	100	Item	
Antidote	~~~~~	50	Item	
Eye Drops	~~~~~	50	Item	
Remedy	~~~~~	300	Item	
Annoyntment	~~~~~	150	Item	
Tent	~~~~~	800	Item	
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TRENO - SYNTHESIS SHOP [DISC 3] [RETURN LINK: TRN2][SH38]  
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COMMODITY NAME	ABILITIES GIVEN, EQUIPMENT TO COMBINE	SELLS	EQP TYPE	
The Ogre	Soul Blade			
'----->	Mage Masher + Mage Masher	700	T. Sword	
Exploda	Sacrifice, Lucky Seven			
'----->	Mage Masher + Mythril Dagger	1000	T. Sword	
Rune Tooth	Lucky Seven			
'----->	Mythril Dagger + Mythril Dagger	2000	T. Sword	
Angel Bless				
'----->	Mythril Dagger + Gladius	9000	T. Sword	
Cotton Robe	Shell, Chemist			
'----->	Wrist + Steepled Hat	1000	Robe	
Silk Robe	Ability Up, Loudmouth			

'----->	Silk Shirt + Bandana	2000	Robe
Magician Robe			
'-->	Mage Staff + Magician Cloak	3000	Robe
Desert Boots	Flee Gil, Scan, Protect		
'---->	Leather Hat + Leather Shirt	300	Accssory
Yellow Scarf	Steal Gil, Millionaire, Bird Killer		
'---->	Feather Hat + Steepled Hat	400	Accssory
Glass Buckle	Add Status, Thunder, Antibody		
'---->	Glass Armlet + Leather Wrist	500	Accssory
Germinas Boots	Flee, Alert, HP +10%	900	Accssory
'---->	Desert Boots + Fork		
Cachusha	Life, Ability Up, Bright Eyes	1000	Accssory
'----->	Magus Hat + Rubber Helm		
Coral Ring	Lancer, Insomniac, Man Eater	1200	Accssory
'----->	Lightning Staff + Rod		
Gold Choker	Shell, Flee-Gil, Auto-Potion	1300	Accssory
'----->	Linen Cuirass + Soft		
Magician Shoes	Blind, Clear Headed, MP +10%		
'->	Germinas Boots + Bone Wrist	1500	Accssory
Barette	Cura, Chemist, Gamble Defense		
'----->	Needle Fork + Barbut	1800	Accssory
Power Belt	Fira, Counter, MP Attack		
'----->	Glass Buckle + Chain Mail	2000	Accssory
Madain's Ring	Body Temp, Chemist, Guardian Mog		
'-->	Bone Wrist + Stardust Rod	3000	Accssory
Fairy Earrings	Level Up, Body Temp, Regen		
'->	Magic Armlet + Soft	3200	Accssory
Extension	MP +10%, Auto-Potion, Level Up		
'----->	Lamia's Tiara + Multina Racket	3500	Accssory
Reflect Ring	Auto-Reflect, Distract, Reflect		
'---->	Anklet + Madain's Ring	7000	Accssory
Anklet	Counter, Locomotion, Healer		
'----->	Gold Choker + Peridot	4000	Accssory
Feather Boots	Float, Mini, Auto-Float		
'-->	Magician Shoes + Phoenix Pinion	4000	Accssory
Black Belt	Demi, Beast Killer, HP +20%		
'----->	Twist Headband + Survival Vest	4000	Accssory
Pearl Rouge	Level Up, Loudmouth, Reflect-Null		
'----->	Moonstone + Elixir	5000	Accssory

COMMODITY NAME	ABILITIES GIVEN:	SELLS	EQP TYPE
Dagger	Flee	320	Dagger
Mage Masher	Flee, Detect	500	Dagger
Mythril Dagger	Bandit	950	Dagger
Gladius	Sacrifice, Lucky Seven	2300	Dagger
Ice Brand	Mental Break	3780	Sword
Coral Sword	Charge!	4000	Sword
Partisan	Lancer, High Tide	1600	Spear
Ice Lance	White Draw	2430	Spear
Cat's Claws	Counter, Chakra	4000	Knuckles
Poison Knuckles	Counter, Spare Change	5000	Knuckles
Multina Racket	Stona, Shell, Blind	750	Racket
Stardust Rod	Float, Reflect, Ability Up	750	Rod
Healing Rod	Cura, Life, Healer	1770	Rod
Lamia's Flute	Float, Silence, Stona	3800	Flute
Oak Staff	Stop, Bio, Drain	2400	Stave
Magic Armlet	Clear Headed, Silence	1000	Wrist
Mythril Gloves	Bug Killer, Man Eater	980	Gloves
Thunder Gloves	Add Status, Devil Killer	1200	Gloves
Lamia's Tiara	Clear Headed, Confuse, Float	800	Tiara
Ritual Hat	Counter, BrightEyes, UndeadKiller	1000	Hat
Twist Headband	Add Status, Gamble Defense	1200	Hat
Mythril Helm	Antibody, Insomniac	1000	Hat
Gold Helm	Mental Break, Reis's Wind,	1800	Helm
	Clear Headed		
Magician Cloak	Insomniac, MP +10%	1850	Vest
Survival Vest	Locomotion, Antibody, Mug	2900	Vest
Brigandine	Ability Up, Return Magic	4300	Vest
Linen Cuirass	Cover	800	Mail
Mythril Armor	Jelly, Cover	1830	Mail
Plate Mail	Locomotion, Undead Killer	2320	Mail

COMMODITY NAME	ABILITIES GIVEN:	SELLS	EQP TYPE
Coral Sword	Charge!	4000	Sword
Partisan	Lancer, High Tide	1600	Spear
Ice Lance	White Draw	2430	Spear
Poison Knuckles	Counter, Spare Change	5000	Knuckles
Magic Racket	Berserk, Cure, Mini	1350	Racket
Healing Rod	Cura, Life, Healer	1770	Rod
Lamia's Flute	Float, Silence, Stona	3800	Flute
Cypress Pile	Break, Comet, Demi	3200	Stave
Mythril Fork	High Tide	4700	Fork
Pinwheel	~~~~~	200	ThrwItem
Chimera Armlet	Add Status, Mug	1200	Wrist
Thunder Gloves	Add Status, Devil Killer	1200	Gloves
Twist Headband	Add Status, Gamble Defense	1200	Hat
Mantra Band	Antibody, HP +20%	1500	Hat
Dark Hat	High Tide, Jelly	1800	Hat
Gold Helm	Mental Break, Reis's Wind,	1800	Helm
Magician Cloak	Insomniac, MP +10%	1850	Vest
Survival Vest	Locomotion, Antibody, Mug	2900	Vest

Brigandine	Ability Up, Return Magic	4300	Vest	
Mythril Armor	Jelly, Cover	1830	Mail	
Plate Mail	Locomotion, Undead Killer	2320	Mail	
Potion	~~~~~	50	Item	
Hi-Potion	~~~~~	200	Item	
Phoenix Down	~~~~~	150	Item	
Echo Screen	~~~~~	50	Item	
Soft	~~~~~	100	Item	
Antidote	~~~~~	50	Item	
Eye Drops	~~~~~	50	Item	
Magic Tag	~~~~~	100	Item	
Remedy	~~~~~	300	Item	
Annoyntment	~~~~~	150	Item	
Tent	~~~~~	800	Item	

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LINDBLUM - SYNTHESIS SHOP [DISC 3] [RETURN LINK: LND3] [SH41]  
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COMMODITY NAME	ABILITIES GIVEN, EQUIPMENT TO COMBINE	SELLS	EQP TYPE	
The Ogre	Soul Blade			
'----->	Mage Masher + Mage Masher	700	T. Sword	
Exploda	Sacrifice, Lucky Seven			
'----->	Mage Masher + Mythril Dagger	1000	T. Sword	
Rune Tooth	Lucky Seven			
'----->	Mythril Dagger + Mythril Dagger	2000	T. Sword	
Angel Bless				
'----->	Mythril Dagger + Gladius	9000	T. Sword	
Cotton Robe	Shell, Chemist			
'----->	Wrist + Steepled Hat	1000	Robe	
Silk Robe	Ability Up, Loudmouth			
'----->	Silk Shirt + Bandana	2000	Robe	
Magician Robe				
'--->	Mage Staff + Magician Cloak	3000	Robe	
Desert Boots	Flee Gil, Scan, Protect			
'--->	Leather Hat + Leather Shirt	300	Accssory	
Yellow Scarf	Steal Gil, Millionaire, Bird Killer			
'--->	Feather Hat + Steepled Hat	400	Accssory	
Glass Buckle	Add Status, Thunder, Antibody			
'--->	Glass Armlet + Leather Wrist	500	Accssory	
Germinas Boots	Flee, Alert, HP +10%	900	Accssory	
'--->	Desert Boots + Fork			
Cachusha	Life, Ability Up, Bright Eyes	1000	Accssory	
'----->	Magus Hat + Rubber Helm			
Coral Ring	Lancer, Insomniac, Man Eater	1200	Accssory	
'----->	Lightning Staff + Rod			

Gold Choker	Shell, Flee-Gil, Auto-Potion	1300	Accssory
'---->	Linen Cuirass + Soft		
Magician Shoes	Blind, Clear Headed, MP +10%		
'->	Germinas Boots + Bone Wrist	1500	Accssory
Barette	Cura, Chemist, Gamble Defense		
'----->	Needle Fork + Barbut	1800	Accssory
Power Belt	Fira, Counter, MP Attack		
'----->	Glass Buckle + Chain Mail	2000	Accssory
Madain's Ring	Body Temp, Chemist, Guardian Mog		
'-->	Bone Wrist + Stardust Rod	3000	Accssory
Fairy Earrings	Level Up, Body Temp, Regen		
'->	Magic Armlet + Soft	3200	Accssory
Extension	MP +10%, Auto-Potion, Level Up		
'----->	Lamia's Tiara + Multina Racket	3500	Accssory
Reflect Ring	Auto-Reflect, Distract, Reflect		
'--->	Anklet + Madain's Ring	7000	Accssory
Anklet	Counter, Locomotion, Healer		
'----->	Gold Choker + Peridot	4000	Accssory
Feather Boots	Float, Mini, Auto-Float		
'-->	Magician Shoes + Phoenix Pinion	4000	Accssory
Black Belt	Demi, Beast Killer, HP +20%		
'----->	Twist Headband + Survival Vest	4000	Accssory
Pearl Rouge	Level Up, Loudmouth, Reflect-Null		
'----->	Moonstone + Elixir	5000	Accssory

ESTO GAZA - EQUIPMENT SHOP [DISC 3]

[RETURN LINK: SGZ1][SH41]

COMMODITY NAME	ABILITIES GIVEN:	SELLS	EQP TYPE
Mythril Dagger	Bandit	950	Dagger
Mythril Sword	Armor Break	1300	Sword
Mythril Spear	Reis's Wind	1100	Spear
Mythril Claws	Counter, Curse	6500	Knuckles
Mythril Racket	Reflect, Shell, Protect	2250	Racket
Mythril Rod	Life, Silence, Shell	560	Rod
Mythril Fork	High Tide	4700	Fork
Mythril Armlet	Bug Killer	500	Wrist
Mythril Gloves	Bug Killer, Man Eater	980	Gloves
Mythril Helm	Antibody, Insomniac	1000	Hat
Mythril Vest	Auto-Potion	1180	Vest
Mythril Armor	Jelly, Cover	1830	Mail
Potion	~~~~~	50	Item
Hi-Potion	~~~~~	200	Item
Phoenix Down	~~~~~	150	Item
Echo Screen	~~~~~	50	Item
Soft	~~~~~	100	Item
Antidote	~~~~~	50	Item

Eye Drops	~~~~~	50	Item	
Magic Tag	~~~~~	100	Item	
Vaccine	~~~~~	100	Item	
Remedy	~~~~~	300	Item	
Annoyntment	~~~~~	150	Item	
Tent	~~~~~	800	Item	
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HILDE GARDE 1 ONBOARD SHOP [DISC 3] [RETURN LINK: BMV2] [SH42]  
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COMMODITY NAME	ABILITIES GIVEN:	SELLS	EQP TYPE	
Potion	~~~~~	50	Item	
Hi-Potion	~~~~~	200	Item	
Phoenix Down	~~~~~	150	Item	
Echo Screen	~~~~~	50	Item	
Soft	~~~~~	100	Item	
Antidote	~~~~~	50	Item	
Eye Drops	~~~~~	50	Item	
Magic Tag	~~~~~	100	Item	
Vaccine	~~~~~	100	Item	
Remedy	~~~~~	300	Item	
Annoyntment	~~~~~	150	Item	
Tent	~~~~~	800	Item	
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OEILVERT - MIMOZA'S MOGSHOP [DISC 3] [RETURN LINK: VRT1] [SH43]  
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COMMODITY NAME	ABILITIES GIVEN:	SELLS	EQP TYPE	
Diamond Sword	Power Break	4700	Sword	
Trident	Luna	3580	Spear	
Mythril Claws	Counter, Curse	6500	Knuckles	
Magic Racket	Berserk, Cure, Mini	1350	Racket	
Healing Rod	Cura, Healer, Life	1770	Rod	
Fairy Flute	Esuna, Haste, Regen	4500	Flute	
Cypress Pile	Break, Comet, Demi	3200	Stave	
Silver Fork	High Tide	7400	Fork	
Pinwheel	~~~~~	200	ThrwItem	
Chimera Armlet	Add Status, Mug	1200	Wrist	
Egoist's Armlet	Beast Killer, Level Up	2000	Wrist	
Thunder Gloves	Add Status, Devil Killer	1200	Gloves	
Diamond Gloves	Jelly, Ability Up	2000	Gloves	
Mantra Band	Antibody, HP +20%	1500	Hat	
Dark Hat	High Tide, Jelly	1800	Hat	
Green Beret	Ability Up, Clear Headed	2180	Hat	
Gold Helm	Clear Headed, Reis's Wind	1800	Helm	
-----	Mental Break	-----	-----	
Cross Helm	Devil Killer, MP Attack	2200	Helm	
Brigandine	Ability Up, Return Magic	4300	Plate	
Judo Uniform	Distract, HP +10%	5000	Vest	
Plate Mail	Locomotion, Undead Killer	2320	Mail	
Gold Armor	Stone Killer	2950	Mail	
Hi-Potion	~~~~~	200	Item	
Phoenix Down	~~~~~	150	Item	
Echo Screen	~~~~~	50	Item	
Soft	~~~~~	100	Item	
Antidote	~~~~~	50	Item	

Eye Drops	~~~~~	50	Item	
Magic Tag	~~~~~	100	Item	
Remedy	~~~~~	300	Item	
Annoyntment	~~~~~	150	Item	
Tent	~~~~~	800	Item	

DESERT PALACE - MOJITO'S MOGSHOP [DISC 3] [RETURN LINK: DPL1][SH44]

COMMODITY NAME	ABILITIES GIVEN:	SELLS	EQP TYPE
Diamond Sword	Power Break	4700	Sword
Trident	Luna	3580	Spear
Mythril Claws	Counter, Curse	6500	Knuckles
Magic Racket	Berserk, Cure, Mini	1350	Racket
Healing Rod	Cura, Healer, Life	1770	Rod
Fairy Flute	Esuna, Haste, Regen	4500	Flute
Cypress Pile	Break, Comet, Demi	3200	Stave
Silver Fork	High Tide	7400	Fork
Pinwheel	~~~~~	200	ThrwItem
Rising Sun	~~~~~	500	ThrwItem
Chimera Armlet	Add Status, Mug	1200	Wrist
Egoist's Armlet	Beast Killer, Level Up	2000	Wrist
Diamond Gloves	Jelly, Ability Up	2000	Gloves
Mantra Band	Antibody, HP +20%	1500	Hat
Dark Hat	High Tide, Jelly	1800	Hat
Green Beret	Ability Up, Clear Headed	2180	Hat
Cross Helm	Devil Killer, MP Attack	2200	Helm
Brigandine	Ability Up, Return Magic	4300	Plate
Judo Uniform	Distract, HP +10%	5000	Vest
Gold Armor	Stone Killer	2950	Mail
Hi-Potion	~~~~~	200	Item
Phoenix Down	~~~~~	150	Item
Echo Screen	~~~~~	50	Item
Soft	~~~~~	100	Item
Antidote	~~~~~	50	Item
Eye Drops	~~~~~	50	Item
Magic Tag	~~~~~	100	Item
Remedy	~~~~~	300	Item
Annoyntment	~~~~~	150	Item
Tent	~~~~~	800	Item

ESTO GAZA - EQUIPMENT SHOP [DISC 3] [RETURN LINK: DPL1][SH45]

COMMODITY NAME	ABILITIES GIVEN:	SELLS	EQP TYPE
Gladius	Sacrifice, Lucky Seven	2300	Dagger
Zorlin Shape	Flee	6000	Dagger
Diamond Sword	Power Break	4700	Sword
Flame Saber	Magic Break	5190	Sword
Heavy Lance	Six Dragons	4700	Spear
Scissor Fangs	Counter, Aura	8000	Knuckles
Magic Racket	Berserk, Cure, Mini	1350	Racket
Asura's Rod	Confuse, Mini, Silence	3180	Rod
Hamelin	Curaga, Jewel, Might	5700	Flute
Cypress Pile	Break, Comet, Demi	3200	Stave
Octagon Rod	Firaga, Blizzaga, Thundaga	4500	Stave

Silver Fork	High Tide	7400	Fork	
Rising Sun	~~~~~	500	ThrwItem	
Egoist's Armlet	Beast Killer, Level Up	2000	Wrist	
N-Kai Armlet	Bandit, Undead Killer, Water	3000	Wrist	
Jade Armlet	Body Temp, High Tide	3400	Wrist	
Diamond Gloves	Jelly, Ability Up	2000	Gloves	
Venetia Shield	Counter, Auto-Float	2800	Gloves	
Black Hood	Accuracy+, Locomotion, Death	2550	Hat	
Red Hat	MP Attack, Cover	3000	Hat	
Cross Helm	Devil Killer, MP Attack	2200	Helm	
Judo Uniform	Distract, HP +10%	5000	Vest	
Power Vest	Counter, Gamble Defense	7200	Vest	
-----	Stone Killer	-----	-----	
Gold Armor	Stone Killer	2950	Mail	
Shield Armor	Distract	4300	Mail	
Hi-Potion	~~~~~	200	Item	
Phoenix Down	~~~~~	150	Item	
Magic Tag	~~~~~	100	Item	
Vaccine	~~~~~	100	Item	
Remedy	~~~~~	300	Item	
Annoyntment	~~~~~	150	Item	
Tent	~~~~~	800	Item	
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MT. GULUG - MOGTAKA'S MOGSHOP [DISC 3] [RETURN LINK: MTG1][SH46]

COMMODITY NAME	ABILITIES GIVEN:	SELLS	EQP TYPE	
Potion	~~~~~	50	Item	
Hi-Potion	~~~~~	200	Item	
Phoenix Down	~~~~~	150	Item	
Echo Screen	~~~~~	50	Item	
Soft	~~~~~	100	Item	
Antidote	~~~~~	50	Item	
Eye Drops	~~~~~	50	Item	
Magic Tag	~~~~~	100	Item	
Remedy	~~~~~	300	Item	
Annoyntment	~~~~~	150	Item	
Tent	~~~~~	800	Item	
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DAGUERREO - SYNTHESIS SHOP [DISC 3] [RETURN LINK: DGR1][SH47]

COMMODITY NAME	ABILITIES GIVEN, EQUIPMENT TO COMBINE	SELLS	EQP TYPE	
Angel Bless				
'---->	Mythril Dagger + Gladius	9000	T. Sword	
Sargatanas				
'----->	Gladius + Zorlin Shape	12000	T. Sword	
Cotton Robe	Shell, Chemist			
'---->	Wrist + Steepled Hat	1000	Robe	
Silk Robe	Ability Up, Loudmouth			
'----->	Silk Shirt + Bandana	2000	Robe	
Magician Robe				

'-->	Mage Staff + Magician Cloak	3000	Robe

Glutton's Robe			
'->	Antibody, Auto-Regen, Body Temp	6000	Robe

White Robe			
'----->	Auto-Potion, Holy, Loudmouth	8000	Robe

Black Robe			
'----->	Flare, MP +20%, Reflectx2	8000	Robe

Cachusha	Life, Ability Up, Bright Eyes	1000	Accssory
'----->	Magus Hat + Rubber Helm		

Coral Ring	Lancer, Insomniac, Man Eater	1200	Accssory
'----->	Lightning Staff + Rod		

Magician Shoes	Blind, Clear Headed, MP +10%		
'->	Germinas Boots + Bone Wrist	1500	Accssory

Barette	Cura, Chemist, Gamble Defense		
'----->	Needle Fork + Barbut	1800	Accssory

Power Belt	Fira, Counter, MP Attack		
'----->	Glass Buckle + Chain Mail	2000	Accssory

Madain's Ring	Body Temp, Chemist, Guardian Mog		
'-->	Bone Wrist + Stardust Rod	3000	Accssory

Fairy Earrings	Level Up, Body Temp, Regen		
'->	Magic Armlet + Soft	3200	Accssory

Extension	MP +10%, Auto-Potion, Level Up		
'----->	Lamia's Tiara + Multina Racket	3500	Accssory

Reflect Ring	Auto-Reflect, Distract, Reflect		
'--->	Anklet + Madain's Ring	7000	Accssory

Anklet	Counter, Locomotion, Healer		
'----->	Gold Choker + Peridot	4000	Accssory

Feather Boots	Float, Mini, Auto-Float		
'-->	Magician Shoes + Phoenix Pinion	4000	Accssory

Black Belt	Demi, Beast Killer, HP +20%		
'----->	Twist Headband + Survival Vest	4000	Accssory

Pearl Rouge	Level Up, Loudmouth, Reflect-Null		
'----->	Moonstone + Elixir	5000	Accssory

Battle Boots	Initiative, MP Attack, HP +20%		
'--->	Feather Boots + Wing Edge	6500	Accssory

Rebirth Ring	Auto-Life, Life, Revive		
'--->	Diamond + Anklet	7000	Accssory

Angel Earrings	Auto-Regen, Reis's Wind, MP +20%		
'->	Fairy Earrings + Barette	8000	Accssory

Garnet	Bahamut, Healer		

'----->	Ore + Remedy		350	Itm/Acc.
Amethyst	Atomos, Demi			
'----->	Ore + Annoyntment		200	Itm/Acc.
Peridot	Ramuh, Thundara			
'----->	Ore + Soft		100	Itm/Acc.
Sapphire	Fenrir, High Tide			
'----->	Ore + Antidote		200	Itm/Acc.
Opal	Shiva, Blizzara			
'----->	Ore + Potion		100	Itm/Acc.
Topaz	Ifrit, Fira			
'----->	Ore + Eye Drops		100	Itm/Acc.
Thief Gloves	Master Thief			
'---->	Mythril Armlet + Sargatanas		50000	Accssory

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DAGUERREO - EQUIPMENT SHOP [DISC 3] [RETURN LINK: DGR1][SH48]  
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COMMODITY NAME	ABILITIES GIVEN:	SELLS	EQP TYPE
Mage Masher	Detect, Flee	500	Dagger
Mythril Dagger	Bandit	950	Dagger
Gladius	Sacrifice, Lucky Seven	2300	Dagger
Zorlin Shape	Flee	6000	Dagger
Rune Blade	Iai Strike	8900	Sword
Obelisk	Cherry Blossom, Initiative	6000	Spear
Tiger Fangs	Counter, Revive	13500	Knuckles
Magic Racket	Berserk, Cure, Mini	1350	Racket
Asura's Rod	Confuse, Mini, Silence	3180	Rod
Hamelin	Curaga, Jewel, Might	5700	Flute
Octagon Rod	Firaga, Blizzaga, Thundaga	4500	Stave
Rising Sun	~~~~~	500	ThrwItem
Bone Wrist	Add Status	330	Wrist
Mythril Armlet	Bug Killer	500	Wrist
Magic Armlet	Clear Headed, Silence	1000	Wrist
Chimera Armlet	Add Status, Mug	1200	Wrist
Egoist's Armlet	Beast Killer, Level Up	2000	Wrist
N-Kai Armlet	Bandit, Undead Killer, Water	3000	Wrist
Jade Armlet	Body Temp, High Tide	3400	Wrist
Venetia Shield	Counter, Auto-Float	2800	Gloves
Defense Gloves	HP +20%	6000	Gloves
Lamia's Tiara	Clear Headed, Confuse, Float	800	Tiara
Twist Headband	Add Status, Gamble Defense	1200	Hat
Golden Hairpin	Auto-Regen, Loudmouth	3700	Hat
Coronet	Man Eater, Return Magic	4400	Hat
Diamond Helm	Insomniac, Accuracy+	3000	Helm
Gaia Gear	Osmose, Insomniac, High Tide	8700	Vest
Demon's Vest	Auto-Potion, Locomotion	10250	Vest
	Devil Killer		
Demon's Mail	High Tide	5900	Mail
Diamond Armor	Ability Up	8800	Mail

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| COMMODITY NAME      | ABILITIES GIVEN:          | SELLS | EQP TYPE |
-----+-----+-----+-----+
| Potion              | ~~~~~                    | 50    | Item     |
| Hi-Potion           | ~~~~~                    | 200   | Item     |
| Phoenix Down        | ~~~~~                    | 150   | Item     |
| Echo Screen         | ~~~~~                    | 50    | Item     |
| Soft                | ~~~~~                    | 100   | Item     |
| Antidote            | ~~~~~                    | 50    | Item     |
| Eye Drops           | ~~~~~                    | 50    | Item     |
| Magic Tag           | ~~~~~                    | 100   | Item     |
| Remedy              | ~~~~~                    | 300   | Item     |
| Annoyntment         | ~~~~~                    | 150   | Item     |
| Tent                | ~~~~~                    | 800   | Item     |
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| COMMODITY NAME      | ABILITIES GIVEN:          | SELLS | EQP TYPE |
-----+-----+-----+-----+
| Mage Masher         | Detect, Flee              | 500   | Dagger   |
| Iron Sword          | Minus Strike              | 660   | Sword    |
| Mythril Spear       | Reis's Wind               | 1100  | Spear    |
| Poison Knuckles     | Counter, Spare Change    | 5000  | Knuckles |
| Multina Racket      | Stona, Shell, Blind      | 750   | Racket   |
| Mythril Rod         | Life, Silence, Shell     | 560   | Rod      |
| Lamia's Flute       | Float, Silence, Stona    | 3800  | Flute    |
| Oak Staff           | Stop, Bio, Drain         | 2400  | Stave    |
| Needle Fork         | High Tide                 | 3100  | Fork     |
| Rising Sun          | ~~~~~                    | 500   | ThrwItem |
| N-Kai Armlet        | Bandit, Undead Killer, Water | 3000  | Wrist    |
| Jade Armlet         | Body Temp, High Tide     | 3400  | Wrist    |
| Venetia Shield      | Counter, Auto-Float      | 2800  | Gloves   |
| Red Hat             | MP Attack, Cover         | 3000  | Hat      |
| Golden Hairpin      | Auto-Regen, Loudmouth    | 3700  | Hat      |
| Cross Helm          | Devil Killer, MP Attack  | 2200  | Helm     |
| Diamond Helm        | Insomniac, Accuracy+    | 3000  | Helm     |
| Power Vest          | Counter, Gamble Defense  | 7200  | Vest     |
| Gaia Gear           | Osmose, Insomniac, High Tide | 8700  | Vest     |
| Shield Armor        | Distract                  | 4300  | Mail     |
| Demon's Mail        | High Tide                 | 5900  | Mail     |
| Potion              | ~~~~~                    | 50    | Item     |
| Hi-Potion           | ~~~~~                    | 200   | Item     |
| Phoenix Down        | ~~~~~                    | 150   | Item     |
| Echo Screen         | ~~~~~                    | 50    | Item     |
| Soft                | ~~~~~                    | 100   | Item     |
| Antidote            | ~~~~~                    | 50    | Item     |
| Eye Drops           | ~~~~~                    | 50    | Item     |
| Magic Tag           | ~~~~~                    | 100   | Item     |
| Remedy              | ~~~~~                    | 300   | Item     |
| Vaccine             | ~~~~~                    | 100   | Item     |
| Annoyntment         | ~~~~~                    | 150   | Item     |
| Tent                | ~~~~~                    | 800   | Item     |
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| COMMODITY NAME  | ABILITIES GIVEN:            | SELLS | EQP TYPE |
|-----------------|-----------------------------|-------|----------|
| Dagger          | Flee                        | 320   | Dagger   |
| Mage Masher     | Detect, Flee                | 500   | Dagger   |
| Mythril Dagger  | Bandit                      | 950   | Dagger   |
| Gladius         | Sacrifice, Lucky Seven      | 2300  | Dagger   |
| Zorlin Shape    | Flee                        | 6000  | Dagger   |
| Orichalcon      | Detect                      | 17000 | Dagger   |
| Defender        | Thunder Slash               | 9340  | Sword    |
| Holy Lance      | Dragon's Crest, Reis's Wind | 11000 | Spear    |
| Avenger         | Counter, Demi Shock         | 16000 | Knuckles |
| Mythril Racket  | Reflect, Shell, Protect     | 2250  | Racket   |
| Bistro Fork     | High Tide                   | 10300 | Fork     |
| Rising Sun      | ~~~~~                       | 500   | ThrwItem |
| Dragon Wrist    | Lancer, Jelly               | 4800  | Wrist    |
| Defense Gloves  | HP +20%                     | 6000  | Gloves   |
| Coronet         | Man Eater, Return Magic     | 4400  | Hat      |
| Flash Hat       | Beast Killer, Eye 4 Eye     | 5200  | Hat      |
| Adaman Hat      | Gamble Defense, HP +20%     | 6100  | Hat      |
| Platinum Helm   | Stone Killer, Restore HP    | 4600  | Helm     |
| Demon's Vest    | Auto-Potion, Locomotion     | 10250 | Vest     |
|                 | Devil Killer                |       |          |
| Minerva's Plate | High Tide, Restore HP       | 12200 | W. Plate |
| Platina Armor   | Beast Killer                | 10500 | Mail     |
| Hi-Potion       | ~~~~~                       | 200   | Item     |
| Phoenix Down    | ~~~~~                       | 150   | Item     |
| Echo Screen     | ~~~~~                       | 50    | Item     |
| Soft            | ~~~~~                       | 100   | Item     |
| Antidote        | ~~~~~                       | 50    | Item     |
| Eye Drops       | ~~~~~                       | 50    | Item     |
| Vaccine         | ~~~~~                       | 100   | Item     |
| Remedy          | ~~~~~                       | 300   | Item     |
| Annoyntment     | ~~~~~                       | 150   | Item     |
| Tent            | ~~~~~                       | 800   | Item     |

BLACK Mage Village - WEAPON SHOP [DISC 4] [RETURN LINK: BMV3] [SH52]

| COMMODITY NAME  | ABILITIES GIVEN:             | SELLS | EQP TYPE |
|-----------------|------------------------------|-------|----------|
| Wizard Rod      | Protect, Shell, Curaga       | 3990  | Rod      |
| Siren's Flute   | Esuna, Dispel, Full-Life     | 7000  | Flute    |
| High Mage Staff | Firaga, Blizzaga, Thundaga   | 6000  | Stave    |
| Thief Hat       | Lucky Seven, Long Reach, Mug | 7100  | Hat*     |
| Holy Miter      | Body Temp, Insomniac         | 8300  | Hat      |
| Dark Gear       | Jelly, Clear Headed          | 16300 | Shirt    |

\* - only Zidane can equip this

BLACK Mage Village - SYNTHESIS SHOP [DISC 4] [RETURN LINK: BMV3] [SH53]

| COMMODITY NAME  | ABILITIES GIVEN, EQUIPMENT TO COMBINE | SELLS | EQP TYPE |
|-----------------|---------------------------------------|-------|----------|
| Butterfly Sword | Protect Girls, What's That!?          | 300   | T. Sword |
|                 | '-> Dagger + Mage Masher              |       |          |
| The Ogre        | Soul Blade                            |       |          |
|                 | '-----> Mage Masher + Mage Masher     | 700   | T. Sword |

|                 |                                     |       |          |
|-----------------|-------------------------------------|-------|----------|
| Exploda         | Sacrifice, Lucky Seven              |       |          |
| '----->         | Mage Masher + Mythril Dagger        | 1000  | T. Sword |
| Rune Tooth      | Lucky Seven                         |       |          |
| '----->         | Mythril Dagger + Mythril Dagger     | 2000  | T. Sword |
| Angel Bless     | Thievery                            |       |          |
| '----->         | Mythril Dagger + Gladius            | 9000  | T. Sword |
| Sargatanas      | Annoy                               |       |          |
| '----->         | Gladius + Zorlin Shape              | 12000 | T. Sword |
| Masamune        | Sacrifice                           |       |          |
| '----->         | Zorlin Shape + Orichalcon           | 16000 | T. Sword |
| Duel Claws      | Aura, No Mercy, Counter             |       |          |
| '----->         | Dragon's Claws + Tiger Fangs        | 16000 | Knuckles |
| Priest's Racket | Might, Silence                      |       |          |
| '->             | Air Racket + Cachusha               | 11000 | Racket   |
| Bracer          | Add Status, Power Throw             |       |          |
| '----->         | Battle Boots + Venetia Shield       | 24000 | Wrist    |
| Gauntlets       | Cover                               |       |          |
| '----->         | Mythril Gloves + Dragon Wrist       | 8000  | Gloves   |
| Golden Skullcap | Power Up, Locomotion                |       |          |
| '->             | Gold Helm + Golden Hairpin          | 15000 | Hat      |
| Circlet         | Clear Headed, Jelly                 |       |          |
| '----->         | Coronet + Rosetta Ring              | 20000 | Hat      |
| Grand Helm      | High Tide                           |       |          |
| '----->         | Cross Helm + Power Belt             | 20000 | Helm     |
| Rubber Suit     | Esuna, Eye 4 Eye                    |       |          |
| '----->         | Minerva's Plate + Egoist's Armlet   | 20000 | W. Plate |
| Brave Suit      | Restore HP, Auto-Regen              |       |          |
| '----->         | Mythril Vest + Mythril Rod          | 26000 | M. Plate |
| Light Robe      | Full-Life, Auto-Regen, Half MP      |       |          |
| '----->         | Magician Robe + Glass Armlet        | 20000 | Robe     |
| Grand Armor     | Chemist, Restore HP                 |       |          |
| '----->         | Mythril Sword + Mythril Armor       | 45000 | Mail     |
| Desert Boots    | Flee Gil, Scan, Protect             |       |          |
| '---->          | Leather Hat + Leather Shirt         | 300   | Accssory |
| Yellow Scarf    | Steal Gil, Millionaire, Bird Killer |       |          |
| '---->          | Feather Hat + Steepled Hat          | 400   | Accssory |
| Glass Buckle    | Add Status, Thunder, Antibody       |       |          |
| '---->          | Glass Armlet + Leather Wrist        | 500   | Accssory |
| Germinas Boots  | Flee, Alert, HP +10%                |       |          |
| '---->          | Desert Boots + Fork                 | 900   | Accssory |



|               |                                  |       |          |
|---------------|----------------------------------|-------|----------|
| Gold Choker   | Shell, Flee-Gil, Auto-Potion     |       |          |
| '---->        | Linen Cuirass + Soft             | 1300  | Accssory |
| Running Shoes | Haste, Auto-Haste, Auto-Potion   |       |          |
| '-->          | Battle Boots + Emerald           | 12000 | Accssory |
| Rosetta Ring  | Concentrate, Level Up, Reflectx2 |       |          |
| '--->         | Madain's Ring + Holy Lance       | 24000 | Accssory |
| Garnet        | Bahamut, Healer                  |       |          |
| '----->       | Ore + Remedy                     | 350   | Itm/Acc. |
| Amethyst      | Atomos, Demi                     |       |          |
| '----->       | Ore + Annoyntment                | 200   | Itm/Acc. |
| Peridot       | Ramuh, Thundara                  |       |          |
| '----->       | Ore + Soft                       | 100   | Itm/Acc. |
| Sapphire      | Fenrir, High Tide                |       |          |
| '----->       | Ore + Antidote                   | 200   | Itm/Acc. |
| Opal          | Shiva, Blizzara                  |       |          |
| '----->       | Ore + Potion                     | 100   | Itm/Acc. |
| Topaz         | Ifrit, Fira                      |       |          |
| '----->       | Ore + Eye Drops                  | 100   | Itm/Acc. |
| Lapis Lazuli  | Ability Up, Accuracly+           |       |          |
| '--->         | Ore + Dead Pepper                | 400   | Itm/Acc. |

BLACK MAGE VILLAGE - ITEM [DISC 4]

[RETURN LINK: BMV3] [SH54]

| COMMODITY NAME | ABILITIES GIVEN: | SELLS | EQP TYPE |
|----------------|------------------|-------|----------|
| Potion         | ~~~~~            | 50    | Item     |
| Hi-Potion      | ~~~~~            | 200   | Item     |
| Phoenix Down   | ~~~~~            | 150   | Item     |
| Echo Screen    | ~~~~~            | 50    | Item     |
| Soft           | ~~~~~            | 100   | Item     |
| Antidote       | ~~~~~            | 50    | Item     |
| Eye Drops      | ~~~~~            | 50    | Item     |
| Magic Tag      | ~~~~~            | 100   | Item     |
| Vaccine        | ~~~~~            | 100   | Item     |
| Remedy         | ~~~~~            | 300   | Item     |
| Annoyntment    | ~~~~~            | 150   | Item     |
| Tent           | ~~~~~            | 800   | Item     |

DAGUERREO - WEAPON SHOP [DISC 4]

[RETURN LINK: BMV3] [SH55]

| COMMODITY NAME | ABILITIES GIVEN:            | SELLS | EQP TYPE |
|----------------|-----------------------------|-------|----------|
| Orichalcon     | Detect                      | 17000 | Dagger   |
| Defender       | Thunder Slash               | 9340  | Sword    |
| Ultima Sword   | Stock Break                 | 14000 | Sword    |
| Holy Lance     | Dragon's Crest, Reis's Wind | 11000 | Spear    |

|                 |                              |       |          |  |
|-----------------|------------------------------|-------|----------|--|
| Avenger         | Demi Shock, Counter          | 16000 | Knuckles |  |
| Kaiser Knuckles | Curse, Countdown, Counter    | 18000 | Knuckles |  |
| Mythril Racket  | Reflect, Shell, Protect      | 2250  | Racket   |  |
| Fork            | High Tide                    | 1100  | Fork     |  |
| Bistro Fork     | High Tide                    | 10300 | Fork     |  |
| Rising Sun      | ~~~~~                        | 500   | ThrwItem |  |
| Magic Armlet    | Clear Headed, Silence        | 1000  | Wrist    |  |
| Egoist's Armlet | Beast Killer, Level Up       | 2000  | Wrist    |  |
| Dragon Wrist    | Lancer, Jelly                | 4800  | Wrist    |  |
| Power Wrist     | Accuracy+                    | 5100  | Wrist    |  |
| Defense Gloves  | HP +20%                      | 6000  | Gloves   |  |
| Aegis Gloves    | Charge!                      | 7000  | Gloves   |  |
| Mage's Hat      | Loudmouth, Fira              | 600   | Hat      |  |
| Lamia's Tiara   | Clear Headed, Confuse, Float | 800   | Tiara    |  |
| Golden Hairpin  | Auto-Regen, Loudmouth        | 3700  | Hat      |  |
| Coronet         | Man Eater, Return Magic      | 4400  | Hat      |  |
| Flash Hat       | Beast Killer, Eye 4 Eye      | 5200  | Hat      |  |
| Adaman Hat      | Gamble Defense, HP +20%      | 6100  | Hat      |  |
| Platinum Helm   | Stone Killer, Restore HP     | 4600  | Helm     |  |
| Kaiser Helm     | Eye 4 Eye                    | 7120  | Helm     |  |
| Demon's Vest    | Auto-Potion, Locomotion      | 10250 | Vest     |  |
| -----           | Devil Killer                 | ----- | -----    |  |
| Minerva's Plate | High Tide, Restore HP        | 12200 | W. Plate |  |
| Ninja Gear      | Eye 4 Eye, Alert, Locomotion | 14000 | M. Plate |  |
| Platina Armor   | Beast Killer                 | 10500 | Mail     |  |
| Carabini Mail   | Auto-Regen                   | 12300 | Mail     |  |
| Dragon Mail     | High Jump                    | 14000 | Mail     |  |
| -----           | -----                        | ----- | -----    |  |

MEMORIA - HADES' SYNTHESIS SHOP [DISC 4]

[RETURN LINK: MMR1][SH53]

| COMMODITY NAME | ABILITIES GIVEN, EQUIPMENT TO COMBINE | SELLS | EQP TYPE |  |
|----------------|---------------------------------------|-------|----------|--|
| Robe of Lords  | Concentrate, Reflect-Null             |       |          |  |
| '--->          | White Robe + Black Robe               | 30000 | Robe     |  |
| Tin Armor      | -----                                 |       |          |  |
| '----->        | Hammer + Ore                          | 50000 | Mail     |  |
| Protect Ring   | Half MP, Long Reach, Mag Elem Null    |       |          |  |
| '---->         | Dark Matter +Rebirth Ring             | 40000 | Accssory |  |
| Pumice         | Ark                                   |       |          |  |
| '----->        | Pumice Piece + Pumice Piece           | 50000 | Accssory |  |
| Garnet         | Bahamut, Healer                       |       |          |  |
| '----->        | Ore + Remedy                          | 350   | Itm/Acc. |  |
| Amethyst       | Atomos, Demi                          |       |          |  |
| '----->        | Ore + Annoyntment                     | 200   | Itm/Acc. |  |
| Peridot        | Ramuh, Thundara                       |       |          |  |
| '----->        | Ore + Soft                            | 100   | Itm/Acc. |  |
| Sapphire       | Fenrir, High Tide                     |       |          |  |
| '----->        | Ore + Antidote                        | 200   | Itm/Acc. |  |
| Opal           | Shiva, Blizzara                       |       |          |  |
| '----->        | Ore + Potion                          | 100   | Itm/Acc. |  |

|                |                              |       |          |
|----------------|------------------------------|-------|----------|
| Topaz          | Ifrif, Fira                  |       |          |
| '----->        | Ore + Eye Drops              | 100   | Itm/Acc. |
| Lapis Lazuli   | Ability Up, Accuracy+        |       |          |
| '--->          | Ore + Dead Pepper            | 400   | Itm/Acc. |
| Pumice Piece   | Boost                        |       |          |
| '--->          | Pumice + Hammer              | 25000 | Accssory |
| Save the Queen | -----                        |       |          |
| '->            | Javelin + Silver Gloves      | 50000 | ThrowItm |
| Phoenix Pinion | Phoenix                      |       |          |
| '->            | Phoenix Down + Gysahl Greens | 300   | Accssory |
| Ether          | -----                        |       |          |
| '----->        | Echo Screen + Vaccine        | 500   | Item     |

VII. EQUIPMENT LIST

[QPMT]

Here's the equipment stuffs, listed by character. This'll have to do until I list the buy/sell, locations, and stuff. It'll come...eventually. <cackle> Note that for defense-raising equipment, a "+5" for instance would mean that from the base value, which is zero; not plus five to whatever stats you've currently got equipped. If it's too much of a hassle, I can change it. <3

#####  
DAGGERS/THIEF SWORDS [WPNS][USED BY: Zidane]  
#####

Note that the 'Add ST' for Daggers is inflicted through physical attacks; for thief swords, you'll have to use the 'Soul Blade' ability.

|               |                       |
|---------------|-----------------------|
| .-----.       | .-----.               |
| DAGGER        | MAGE MASHER           |
| -----         | -----                 |
| Attack : 12   | Attack : 14           |
| Type : Dagger | Type : Dagger         |
| Add ST : ---  | Add ST : Silence      |
| Teaches: Flee | Teaches: Flee, Detect |
| -----         | -----                 |

|                 |                        |
|-----------------|------------------------|
| .-----.         | .-----.                |
| MYTHRIL DAGGER  | BUTTERFLY SWORD        |
| -----           | -----                  |
| Attack : 18     | Attack : 21            |
| Type : Dagger   | Type : Thief Sword     |
| Add ST : ---    | Add ST : Silence       |
| Teaches: Bandit | Teaches: Protect Girls |
| -----           | : What's That!?        |
| -----           | -----                  |

|          |         |
|----------|---------|
| .-----.  | .-----. |
| THE OGRE | GLADIUS |

```
-----
| Attack : 24 |
| Type   : Thief Sword |
| Add ST : Darkness |
| Teaches: Soul Blade |
|-----|
```

```
-----
| Attack : 30 |
| Type   : Dagger |
| Add ST : Slow |
| Teaches: Annoy, Lucky Seven |
|-----|
```

```
-----
| EXPLODA |
|-----|
| Attack : 31 |
| Type   : Thief Sword |
| Add ST : Trouble |
| Teaches: Lucky Seven, Sacrifice |
|-----|
```

```
-----
| RUNE TOOTH |
|-----|
| Attack : 37 |
| Type   : Thief Sword |
| Add ST : Poison |
| Teaches: Lucky Seven |
|-----|
```

```
-----
| ZORLIN SHAPE |
|-----|
| Attack : 42 |
| Type   : Dagger |
| Add ST : --- |
| Teaches: Flee |
|-----|
```

```
-----
| ANGEL BLESS |
|-----|
| Attack : 44 |
| Type   : Thief Sword |
| Add ST : Confuse |
| Teaches: Thievery |
|-----|
```

```
-----
| SARGATANAS |
|-----|
| Attack : 53 |
| Speed  : +1 |
| Type   : Thief Sword |
| Add ST : Petrify |
| Teaches: Annoy |
|-----|
```

```
-----
| MASAMUNE |
|-----|
| Attack : 62 |
| Magic  : +2 |
| Type   : Thief Sword |
| Add ST : Doom |
| Teaches: Sacrifice |
|-----|
```

```
-----
| ORICHALCHON |
|-----|
| Attack : 71 |
| Speed  : +1 |
| Type   : Dagger |
| Add ST : --- |
| Teaches: Detect |
|-----|
```

```
-----
| THE TOWER |
|-----|
| Attack : 86 |
| Type   : Thief Sword |
| Add ST : Mini |
| Teaches: Lucky Seven, Thievery |
|-----|
```

```
-----
| ULTIMA WEAPON |
|-----|
| Attack : 100 |
| Type   : Thief Sword |
| Add ST : Sleep |
| Teaches: Flee |
|-----|
```

```
#####
SWORDS [USED BY: Steiner, Blank, Marcus]
#####
```

```
-----
| BROADSWORD |
```

```
-----
| IRON SWORD |
```

-----  
| Attack : 12 |  
| Element: --- |  
| Add ST : --- |  
| Teaches: Beast Killer |  
-----

-----  
| Attack : 16 |  
| Element: --- |  
| Add ST : --- |  
| Teaches: Minus Strike |  
-----

-----  
| MYTHRIL SWORD |  
-----  
| Attack : 20 |  
| Element: --- |  
| Add ST : --- |  
| Teaches: Armor Break |  
-----

-----  
| BLOOD SWORD |  
-----  
| Attack : 24 |  
| Add ST : --- |  
| Effect : HP Drain |  
| Teaches: Darkside |  
-----

-----  
| ICE BRAND |  
-----  
| Attack : 35 |  
| Element: Ice |  
| Add ST : Freeze |  
| Teaches: Mental Break |  
-----

-----  
| CORAL SWORD |  
-----  
| Attack : 38 |  
| Element: Thunder |  
| Add ST : --- |  
| Teaches: Charge! |  
-----

-----  
| DIAMOND SWORD |  
-----  
| Attack : 42 |  
| Element: --- |  
| Add ST : --- |  
| Teaches: Power Break |  
-----

-----  
| FLAME SABER |  
-----  
| Attack : 46 |  
| Element: Fire |  
| Add ST : Heat |  
| Teaches: Magic Break |  
-----

-----  
| RUNE BLADE |  
-----  
| Attack : 57 |  
| Element: --- |  
| Add ST : Darkness |  
| Teaches: Iai Strike |  
-----

-----  
| DEFENDER |  
-----  
| Attack : 65 |  
| Halves : Thunder, Ice |  
| Add ST : --- |  
| Teaches: Thunder Slash |  
-----

-----  
| ULTIMA SWORD |  
-----  
| Attack : 74 |  
| Element: --- |  
| Add ST : Sleep |  
| Teaches: Stock Break |  
-----

-----  
| EXCALIBUR |  
-----  
| Attack : 77 |  
| Element: Holy |  
| Add ST : --- |  
| Teaches: Climhazard |  
-----

-----  
| RAGNAROK |  
-----  
| Attack : 87 |  
| Element: --- |  
| Add ST : Slow |  
| Teaches: Thunder Slash, Shock |  
-----

-----  
| EXCALIBUR II |  
-----  
| Attack : 108 |  
| Element: Holy |  
| Add ST : --- |  
| Teaches: Climhazard, Stock Break |  
| and Minus Strike |  
-----

#####  
STAVES [USED BY: Vivi]  
#####

|                                  |                                 |
|----------------------------------|---------------------------------|
| -----<br>  MAGE STAFF  <br>----- | -----<br>  ICE STAFF  <br>----- |
| Attack : 12                      | Attack : 16                     |
| Element: ---                     | Element: Ice                    |
| Add ST : ---                     | Add ST : ---                    |
| Teaches: Fire                    | Teaches: Blizzara, Slow         |
| -----                            | -----                           |

|                                   |                                       |
|-----------------------------------|---------------------------------------|
| -----<br>  FLAME STAFF  <br>----- | -----<br>  LIGHTNING STAFF  <br>----- |
| Attack : 16                       | Attack : 16                           |
| Element: Fire                     | Element: Thunder                      |
| Add ST : ---                      | Add ST : ---                          |
| Teaches: Fira, Sleep              | Teaches: Thundara, Poison             |
| -----                             | -----                                 |

|                                 |                                    |
|---------------------------------|------------------------------------|
| -----<br>  OAK STAFF  <br>----- | -----<br>  CYPRESS PILE  <br>----- |
| Attack : 23                     | Attack : 27                        |
| Element: ---                    | Element: ---                       |
| Add ST : Slow                   | Add ST : Confuse                   |
| Teaches: Drain, Stop, Bio       | Teaches: Break, Demi, Comet        |
| -----                           | -----                              |

|                                              |                                       |
|----------------------------------------------|---------------------------------------|
| -----<br>  OCTAGON ROD  <br>-----            | -----<br>  HIGH MAGE STAFF  <br>----- |
| Attack : 29                                  | Attack : 32                           |
| Element: ---                                 | Element: ---                          |
| Add ST : Trouble                             | Add ST : Silence                      |
| Teaches: Blizzaga, Firaga, and<br>  Thundaga | Teaches: Osmose, Meteor               |
| -----                                        | -----                                 |

|                                    |
|------------------------------------|
| -----<br>  MACE OF ZEUS  <br>----- |
| Attack : 35                        |
| Element: ---                       |
| Add ST : Mini                      |
| Teaches: Doomsday                  |
| -----                              |

#####  
RODS [USED BY: Garnet/Dagger]  
#####

|                           |                                   |
|---------------------------|-----------------------------------|
| -----<br>  ROD  <br>----- | -----<br>  MYTHRIL ROD  <br>----- |
| Attack : 11               | Attack : 14                       |
| Element: ---              | Element: ---                      |

| Add ST : --- |  
| Teaches: Cure, Protect, Panacea |  
'-----'

| Add ST : --- |  
| Teaches: Shell, Silence, Life |  
'-----'

.-----.  
| STARDUST ROD |  
'-----'  
| Attack : 14 |  
| Spirit : +2 |  
| Element: --- |  
| Add ST : --- |  
| Teaches: Float, Reflect, and |  
| Ability Up |  
'-----'

.-----.  
| HEALING ROD |  
'-----'  
| Attack : 23 |  
| Element: --- |  
| Add ST : --- |  
| Effect : Cures the target's HP |  
| Teaches: Cura, Life, Healer |  
'-----'

.-----.  
| ASURA'S ROD |  
'-----'  
| Attack : 27 |  
| Element: Holy |  
| Add ST : --- |  
| Teaches: Confuse, Silence, Mini |  
'-----'

.-----.  
| WIZARD ROD |  
'-----'  
| Attack : 31 |  
| Element: --- |  
| Add ST : --- |  
| Teaches: Protect, Shell, Curaga |  
'-----'

.-----.  
| WHALE WHISKER |  
'-----'  
| Attack : 36 |  
| Element: --- |  
| Add ST : --- |  
| Teaches: Life, Curaga |  
'-----'

.-----.  
| ANTI-THEFT DEVICE: |  
| Chea tcc.com may NOT host this item ! |  
'-----'

#####  
SPEARS/POLEARMS [USED BY: Freya]  
#####

.-----.  
| JAVELIN |  
'-----'  
| Attack : 18 |  
| Element: --- |  
| Add ST : --- |  
| Teaches: Dragon Killer |  
'-----'

.-----.  
| MYTHRIL SPEAR |  
'-----'  
| Attack : 20 |  
| Element: --- |  
| Add ST : --- |  
| Teaches: Reis's Wind |  
'-----'

.-----.  
| PARTISAN |  
'-----'  
| Attack : 25 |  
| Element: --- |  
| Add ST : --- |  
| Teaches: Lancer, High Tide |  
'-----'

.-----.  
| ICE LANCE |  
'-----'  
| Attack : 32 |  
| Element: Ice |  
| Add ST : Freeze |  
| Teaches: White Draw |  
'-----'

.-----.  
| TRIDENT |  
'-----'  
| Attack : 37 |  
| Element: --- |

.-----.  
| HEAVY LANCE |  
'-----'  
| Attack : 42 |  
| Element: --- |

|                   |                      |
|-------------------|----------------------|
| Add ST : Darkness | Add ST : Stop        |
| Teaches: Luna     | Teaches: Six Dragons |

|                                        |                                         |
|----------------------------------------|-----------------------------------------|
| OBELISK                                | HOLY LANCE                              |
| Attack : 52                            | Attack : 62                             |
| Element: ---                           | Element: Holy                           |
| Add ST : Petrify                       | Add ST : ---                            |
| Teaches: Cherry Blossom and Initiative | Teaches: Dragon's Crest and Reis's Wind |

|                                                       |                        |
|-------------------------------------------------------|------------------------|
| KAIN'S LANCE                                          | DRAGON'S HAIR          |
| Attack : 71                                           | Attack : 77            |
| Element: Confuse                                      | Element: ---           |
| Add ST : ---                                          | Add ST : ---           |
| Teaches: White Dragon, Dragon's Crest, and White Draw | Teaches: Dragon Breath |

#####  
 FLUTES [USED BY: Eiko]  
 #####

|                                 |                                |
|---------------------------------|--------------------------------|
| Golem's Flute                   | Lamia's Flute                  |
| Attack : 17                     | Attack : 21                    |
| Element: ---                    | Element: ---                   |
| Add ST : ---                    | Add ST : ---                   |
| Teaches: Cura, Life, Auto-Regen | Teaches: Silence, Float, Stona |

|                              |                               |
|------------------------------|-------------------------------|
| FAIRY FLUTE                  | HAMELIN                       |
| Attack : 24                  | Attack : 27                   |
| Element: ---                 | Element: ---                  |
| Add ST : ---                 | Add ST : ---                  |
| Teaches: Regen, Haste, Esuna | Teaches: Curaga, Might, Jewel |

|                                      |                              |
|--------------------------------------|------------------------------|
| SIREN'S FLUTE                        | ANGEL'S FLUTE                |
| Attack : 30                          | Attack : 33                  |
| Element: ---                         | Element: ---                 |
| Add ST : ---                         | Add ST : ---                 |
| Teaches: Full-Life, Dispel and Esuna | Teaches: Holy, Esuna, Curaga |

#####  
 FORKS [USED BY: Quina]  
 #####



|                                                                                                                       |                                                                                                                                  |
|-----------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------|
| <pre> .-----   FORK    -----    Attack : 21     Element: ---     Add ST : ---     Teaches: High Tide    -----  </pre> | <pre> .-----   NEEDLE FORK    -----    Attack : 34     Element: ---     Add ST : Petrify     Teaches: High Tide    -----  </pre> |
|-----------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------|

|                                                                                                                               |                                                                                                                               |
|-------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------|
| <pre> .-----   MYTHRIL FORK    -----    Attack : 42     Element: ---     Add ST : ---     Teaches: High Tide    -----  </pre> | <pre> .-----   SILVER FORK    -----    Attack : 53     Element: ---     Add ST : Slow     Teaches: High Tide    -----  </pre> |
|-------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------|

|                                                                                                                                |                                                                                                                               |
|--------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------|
| <pre> .-----   BISTRO FORK    -----    Attack : 68     Element: ---     Add ST : Sleep     Teaches: High Tide    -----  </pre> | <pre> .-----   GASTRO FORK    -----    Attack : 77     Element: ---     Add ST : Stop     Teaches: High Tide    -----  </pre> |
|--------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------|

```

#####
CLAWS/KNUCKLES [USED BY: Amarant]
#####

```

|                                                                                                                                    |                                                                                                                                                 |
|------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------|
| <pre> .-----   CAT'S CLAWS    -----    Attack : 23     Element: ---     Add ST : ---     Teaches: Counter, Chakra    -----  </pre> | <pre> .-----   POISON KNUCKLES    -----    Attack : 33     Element: ---     Add ST : Poison     Teaches: Counter, Spare Change    -----  </pre> |
|------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------|

|                                                                                                                                     |                                                                                                                                      |
|-------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------|
| <pre> .-----   MYTHRIL CLAWS    -----    Attack : 39     Element: ---     Add ST : ---     Teaches: Counter, Curse    -----  </pre> | <pre> .-----   SCISSOR FANGS    -----    Attack : 45     Element: ---     Add ST : Venom     Teaches: Counter, Aura    -----  </pre> |
|-------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------|

|                                                                                                                                           |                                                                                                                                      |
|-------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------|
| <pre> .-----   DRAGON'S CLAWS    -----    Attack : 53     Element: Water     Add ST : ---     Teaches: Counter, No Mercy    -----  </pre> | <pre> .-----   TIGER FANGS    -----    Attack : 62     Element: Water     Add ST : ---     Teaches: Counter, Revive    -----  </pre> |
|-------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------|

```

.-----
.-----

```

|                              |                                    |
|------------------------------|------------------------------------|
| AVENGER                      | KAISER KNUCKLES                    |
| Attack : 70                  | Attack : 75                        |
| Element: ---                 | Element: Wind                      |
| Add ST : Death               | Add ST : Trouble                   |
| Teaches: Counter, Demi Shock | Teaches: Counter, Countdown, Curse |

|                                  |                                               |
|----------------------------------|-----------------------------------------------|
| DUEL CLAWS                       | RUNE CLAWS                                    |
| Attack : 79                      | Attack : 83                                   |
| Element: ---                     | Element: ---                                  |
| Add ST : Berserk                 | Add ST : Darkness                             |
| Teaches: Counter, No Mercy, Aura | Teaches: Demi Shock, Revive, and Spare Change |

#####  
AIR RACKETS [USED BY: Garnet/Dagger, Eiko]  
#####

|                        |                              |
|------------------------|------------------------------|
| AIR RACKET             | MULTINA RACKET               |
| Attack : 13            | Attack : 17                  |
| Element: Wind          | Element: Wind                |
| Add ST : ---           | Add ST : ---                 |
| Teaches: Scan, Panacea | Teaches: Blind, Stona, Shell |

|                              |                                  |
|------------------------------|----------------------------------|
| MAGIC RACKET                 | MYTHRIL RACKET                   |
| Attack : 23                  | Attack : 27                      |
| Magic : +2                   | Element: Wind                    |
| Element: Wind                | Add ST : ---                     |
| Enhance: Holy                | Teaches: Shell, Protect, Reflect |
| Add ST : ---                 |                                  |
| Teaches: Cure, Mini, Berserk |                                  |

|                         |                 |
|-------------------------|-----------------|
| PRIEST'S RACKET         | TIGER RACKET    |
| Attack : 35             | Attack : 45     |
| Element: Wind           | Element: Wind   |
| Add ST : ---            | Add ST : ---    |
| Teaches: Might, Silence | Teaches: Dispel |

#####  
HAT TYPES [USED BY: Zidane, Amarant, Vivi, Eiko, Quina, Garnet/Dagger]  
#####

I'll just alphabetize these, until I can go in order of worst to best.

|            |         |
|------------|---------|
| ADAMAN HAT | BANDANA |
|------------|---------|

```

|-----|
| Evade : --- |
| Magic : --- |
| Speed : --- |
| Spirit : --- |
| Strngth: --- |
| Defense: +3 |
| Mag Def: +33 |
| Mag Eva: --- |
| Nullify: Thunder |
| Enhance: --- |
| Halves : --- |
| Absorbs: --- |
| Teaches: HP +20%, Gamble Defense |
|-----|

```

```

|-----|
| Evade : +2 |
| Magic : --- |
| Speed : +1 |
| Spirit : +1 |
| Strngth: --- |
| Defense: --- |
| Mag Def: +12 |
| Mag Eva: --- |
| Nullify: --- |
| Enhance: --- |
| Halves : --- |
| Absorbs: --- |
| Teaches: Insomniac, Man Eater |
|-----|

```

```

|-----|
| BLACK HOOD |
|-----|
| Evade : --- |
| Magic : --- |
| Speed : --- |
| Spirit : --- |
| Strngth: --- |
| Defense: --- |
| Mag Def: +27 |
| Mag Eva: --- |
| Nullify: --- |
| Enhance: --- |
| Halves : Fire, Water, Thunder |
| Absorbs: --- |
| Teaches: Locomotion, Accuracy+, |
| and Death |
|-----|

```

```

|-----|
| CIRCLET |
|-----|
| Evade : --- |
| Magic : --- |
| Speed : --- |
| Spirit : --- |
| Strngth: --- |
| Defense: --- |
| Mag Def: +51 |
| Mag Eva: --- |
| Nullify: Earth |
| Enhance: --- |
| Halves : --- |
| Absorbs: --- |
| Teaches: Clear Headed, Jelly |
|-----|

```

```

|-----|
| CORONET |
|-----|
| Evade : --- |
| Magic : --- |
| Speed : --- |
| Spirit : --- |
| Strngth: --- |
| Defense: +1 |
| Mag Def: +35 |
| Mag Eva: --- |
| Enhance: --- |
| Nullify: Wind |
| Halves : --- |
| Absorbs: --- |
| Teaches: Return Magic, Man Eater |
|-----|

```

```

|-----|
| DARK HAT |
|-----|
| Evade : --- |
| Magic : --- |
| Speed : --- |
| Spirit : --- |
| Strngth: --- |
| Defense: --- |
| Mag Def: +21 |
| Mag Eva: --- |
| Enhance: --- |
| Nullify: Ice |
| Halves : --- |
| Absorbs: --- |
| Teaches: Jelly, High Tide |
|-----|

```

```

|-----|
| FEATHER HAT |
|-----|
| Evade : --- |
| Magic : --- |
| Speed : --- |
| Spirit : +1 |
|-----|

```

```

|-----|
| FLASH HAT |
|-----|
| Evade : +2 |
| Magic : --- |
| Speed : +1 |
| Spirit : --- |
|-----|

```

|                                  |                                  |
|----------------------------------|----------------------------------|
| Strngth: ---                     | Strngth: ---                     |
| Defense: ---                     | Defense: ---                     |
| Mag Def: +7                      | Mag Def: +37                     |
| Mag Eva: ---                     | Mag Eva: ---                     |
| Enhance: Wind                    | Enhance: Holy, Thunder           |
| Nullify: ---                     | Nullify: ---                     |
| Halves : ---                     | Halves : ---                     |
| Absorbs: ---                     | Absorbs: ---                     |
| Teaches: Bright Eyes, Add Status | Teaches: Eye 4 Eye, Beast Killer |

|                                |                               |
|--------------------------------|-------------------------------|
| GOLDEN HAIRPIN                 | GOLDEN SKULLCAP               |
| Evade : ---                    | Evade : ---                   |
| Magic : +1                     | Magic : ---                   |
| Speed : ---                    | Speed : ---                   |
| Spirit : ---                   | Spirit : ---                  |
| Strngth: ---                   | Strngth: ---                  |
| Defense: ---                   | Defense: +2                   |
| Mag Def: +32                   | Mag Def: +47                  |
| Mag Eva: +2                    | Mag Eva: ---                  |
| Enhance: Water                 | Enhance: Water                |
| Nullify: ---                   | Nullify: ---                  |
| Halves : ---                   | Halves : Earth                |
| Absorbs: ---                   | Absorbs: ---                  |
| Teaches: Loudmouth, Auto-Regen | Teaches: Power Up, Locomotion |

|                                   |                        |
|-----------------------------------|------------------------|
| GREEN BERET                       | HEADGEAR               |
| Evade : ---                       | Evade : ---            |
| Magic : ---                       | Magic : ---            |
| Speed : +1                        | Speed : ---            |
| Spirit : ---                      | Spirit : ---           |
| Strngth: +1                       | Strngth: ---           |
| Defense: ---                      | Defense: +2            |
| Mag Def: +23                      | Mag Def: +6            |
| Mag Eva: ---                      | Mag Eva: ---           |
| Enhance: ---                      | Enhance: ---           |
| Nullify: ---                      | Nullify: ---           |
| Halves : ---                      | Halves : Water         |
| Absorbs: ---                      | Absorbs: ---           |
| Teaches: Clear Headed, Ability Up | Teaches: Undead Killer |

|              |               |
|--------------|---------------|
| HOLY MITER   | LAMIA'S TIARA |
| Evade : ---  | Evade : ---   |
| Magic : +1   | Magic : +1    |
| Speed : ---  | Speed : ---   |
| Spirit : +2  | Spirit : +1   |
| Strngth: --- | Strngth: ---  |
| Defense: --- | Defense: ---  |
| Mag Def: +39 | Mag Def: +17  |
| Mag Eva: --- | Mag Eva: ---  |
| Enhance: --- | Enhance: ---  |
| Nullify: --- | Nullify: ---  |

|                               |                                              |
|-------------------------------|----------------------------------------------|
| Halves : ---                  | Halves : Wind                                |
| Absorbs: ---                  | Absorbs: ---                                 |
| Teaches: Insomniac, Body Temp | Teaches: Confuse, Float, and<br>Clear Headed |

|               |                          |
|---------------|--------------------------|
| LEATHER HAT   | MAGE'S HAT               |
| Evade : ---   | Evade : ---              |
| Magic : ---   | Magic : +1               |
| Speed : ---   | Speed : ---              |
| Spirit : ---  | Spirit : ---             |
| Strngth: ---  | Strngth: ---             |
| Defense: ---  | Defense: ---             |
| Mag Def: +6   | Mag Def: +14             |
| Mag Eva: ---  | Mag Eva: ---             |
| Enhance: ---  | Enhance: Holy, Shadow    |
| Nullify: ---  | Nullify: ---             |
| Halves : ---  | Halves : ---             |
| Absorbs: ---  | Absorbs: ---             |
| Teaches: Fire | Teaches: Fira, Loudmouth |

|               |                            |
|---------------|----------------------------|
| MAGUS HAT     | MANTRA BAND                |
| Evade : ---   | Evade : ---                |
| Magic : ---   | Magic : +1                 |
| Speed : ---   | Speed : ---                |
| Spirit : ---  | Spirit : +1                |
| Strngth: ---  | Strngth: ---               |
| Defense: ---  | Defense: +1                |
| Mag Def: +10  | Mag Def: +19               |
| Mag Eva: ---  | Mag Eva: ---               |
| Enhance: Ice  | Enhance: ---               |
| Nullify: ---  | Nullify: ---               |
| Halves : ---  | Halves : ---               |
| Absorbs: ---  | Absorbs: ---               |
| Teaches: Slow | Teaches: HP +20%, Antibody |

|                           |                                                     |
|---------------------------|-----------------------------------------------------|
| RED HAT                   | RITUAL HAT                                          |
| Evade : ---               | Evade : ---                                         |
| Magic : ---               | Magic : ---                                         |
| Speed : ---               | Speed : ---                                         |
| Spirit : ---              | Spirit : ---                                        |
| Strngth: ---              | Strngth: +1                                         |
| Defense: +1               | Defense: +1                                         |
| Mag Def: ---              | Mag Def: +16                                        |
| Mag Eva: +26              | Mag Eva: ---                                        |
| Enhance: Fire             | Enhance: ---                                        |
| Nullify: ---              | Nullify: ---                                        |
| Halves : ---              | Halves : ---                                        |
| Absorbs: ---              | Absorbs: ---                                        |
| Teaches: MP Attack, Cover | Teaches: Counter, Undead Killer,<br>and Bright Eyes |

|                  |              |
|------------------|--------------|
| STEEPLED HAT     | STRAW HAT    |
| Evade : ---      | Evade : ---  |
| Magic : ---      | Magic : ---  |
| Speed : ---      | Speed : ---  |
| Spirit : ---     | Spirit : --- |
| Strngth: +1      | Strngth: --- |
| Defense: ---     | Defense: --- |
| Mag Def: +9      | Mag Def: --- |
| Mag Eva: ---     | Mag Eva: --- |
| Enhance: ---     | Enhance: --- |
| Nullify: ---     | Nullify: --- |
| Halves : ---     | Halves : --- |
| Absorbs: ---     | Absorbs: --- |
| Teaches: Protect | Teaches: --- |

|                                              |                                    |
|----------------------------------------------|------------------------------------|
| THIEF HAT                                    | TWIST HEADBAND                     |
| Evade : +3                                   | Evade : ---                        |
| Magic : ---                                  | Magic : ---                        |
| Speed : +2                                   | Speed : ---                        |
| Spirit : ---                                 | Spirit : ---                       |
| Strngth: ---                                 | Strngth: +1                        |
| Defense: ---                                 | Defense: ---                       |
| Mag Def: +38                                 | Mag Def: +17                       |
| Mag Eva: ---                                 | Mag Eva: ---                       |
| Enhance: ---                                 | Enhance: Earth                     |
| Nullify: ---                                 | Nullify: ---                       |
| Halves : ---                                 | Halves : ---                       |
| Absorbs: ---                                 | Absorbs: ---                       |
| Teaches: Mug, Long Reach, and<br>Lucky Seven | Teaches: Gamble Defense/Add Status |

#####  
HELMS [USED BY: Steiner, Freya]  
#####

|                     |                                  |
|---------------------|----------------------------------|
| BONE WRIST          | BRACER                           |
| Evade : +13         | Evade : +35                      |
| Magic : ---         | Magic : ---                      |
| Speed : ---         | Speed : ---                      |
| Spirit : ---        | Spirit : ---                     |
| Strngth: +1         | Strngth: +1                      |
| Defense: ---        | Defense: ---                     |
| Mag Def: ---        | Mag Def: ---                     |
| Mag Eva: +9         | Mag Eva: +18                     |
| Enhance: Earth      | Enhance: Wind                    |
| Nullify: ---        | Nullify: ---                     |
| Halves : ---        | Halves : ---                     |
| Absorbs: ---        | Absorbs: ---                     |
| Teaches: Add Status | Teaches: Power Throw, Add Status |

| CHIMERA ARMLET           | DRAGON WRIST           |
|--------------------------|------------------------|
| Evade : +22              | Evade : +28            |
| Magic : ---              | Magic : ---            |
| Speed : ---              | Speed : ---            |
| Spirit : ---             | Spirit : +1            |
| Strngth: ---             | Strngth: ---           |
| Defense: ---             | Defense: ---           |
| Mag Def: ---             | Mag Def: +1            |
| Mag Eva: +14             | Mag Eva: +12           |
| Enhance: ---             | Enhance: ---           |
| Nullify: Holy            | Nullify: ---           |
| Halves : ---             | Halves : Shadow        |
| Absorbs: ---             | Absorbs: ---           |
| Teaches: Mug, Add Status | Teaches: Lancer, Jelly |

| EGOIST'S ARMLET                 | GLASS ARMLET                 |
|---------------------------------|------------------------------|
| Evade : +20                     | Evade : +10                  |
| Magic : ---                     | Magic : ---                  |
| Speed : ---                     | Speed : ---                  |
| Spirit : ---                    | Spirit : ---                 |
| Strngth: ---                    | Strngth: ---                 |
| Defense: ---                    | Defense: ---                 |
| Mag Def: ---                    | Mag Def: ---                 |
| Mag Eva: +20                    | Mag Eva: +7                  |
| Enhance: ---                    | Enhance: ---                 |
| Nullify: Shadow                 | Nullify: ---                 |
| Halves : ---                    | Halves : Water               |
| Absorbs: ---                    | Absorbs: ---                 |
| Teaches: Level Up, Beast Killer | Teaches: Steal Gil, Antibody |

| JADE ARMLET                   | LEATHER WRIST                   |
|-------------------------------|---------------------------------|
| Evade : ---                   | Evade : +7                      |
| Magic : ---                   | Magic : ---                     |
| Speed : ---                   | Speed : ---                     |
| Spirit : ---                  | Spirit : +1                     |
| Strngth: ---                  | Strngth: ---                    |
| Defense: ---                  | Defense: ---                    |
| Mag Def: +2                   | Mag Def: ---                    |
| Mag Eva: +27                  | Mag Eva: +5                     |
| Enhance: Holy                 | Enhance: ---                    |
| Nullify: ---                  | Nullify: ---                    |
| Halves : ---                  | Halves : ---                    |
| Absorbs: ---                  | Absorbs: ---                    |
| Teaches: High Tide, Body Temp | Teaches: Blizzard, Beast Killer |

| MAGIC ARMLET | MYTHRIL ARMLET |
|--------------|----------------|
| Evade : +16  | Evade : +17    |
| Magic : +2   | Magic : ---    |
| Speed : ---  | Speed : ---    |

|                                |                     |
|--------------------------------|---------------------|
| Spirit : ---                   | Spirit : +1         |
| Strngth: ---                   | Strngth: ---        |
| Defense: ---                   | Defense: ---        |
| Mag Def: +1                    | Mag Def: ---        |
| Mag Eva: +16                   | Mag Eva: +11        |
| Enhance: ---                   | Enhance: ---        |
| Nullify: ---                   | Nullify: ---        |
| Halves : ---                   | Halves : ---        |
| Absorbs: ---                   | Absorbs: ---        |
| Teaches: Silence, Clear Headed | Teaches: Bug Killer |

|                                              |              |
|----------------------------------------------|--------------|
| .-----.                                      | .-----.      |
| N-KAI ARMLET                                 | PEARL ARMLET |
| Evade : +27                                  | Evade : ---  |
| Magic : ---                                  | Magic : ---  |
| Speed : ---                                  | Speed : ---  |
| Spirit : +2                                  | Spirit : --- |
| Strngth: ---                                 | Strngth: --- |
| Defense: +2                                  | Defense: --- |
| Mag Def: ---                                 | Mag Def: --- |
| Mag Eva: ---                                 | Mag Eva: --- |
| Enhance: ---                                 | Enhance: --- |
| Nullify: ---                                 | Nullify: --- |
| Halves : ---                                 | Halves : --- |
| Absorbs: ---                                 | Absorbs: --- |
| Teaches: Bandit, Water, and<br>Undead Killer | Teaches: --- |

|                    |                       |
|--------------------|-----------------------|
| .-----.            | .-----.               |
| POWER WRIST        | THIEF GLOVES          |
| Evade : +30        | Evade : +26           |
| Magic : ---        | Magic : ---           |
| Speed : ---        | Speed : +1            |
| Spirit : ---       | Spirit : ---          |
| Strngth: +2        | Strngth: ---          |
| Defense: ---       | Defense: ---          |
| Mag Def: ---       | Mag Def: ---          |
| Mag Eva: +10       | Mag Eva: +13          |
| Enhance: ---       | Enhance: ---          |
| Nullify: ---       | Nullify: ---          |
| Halves : ---       | Halves : ---          |
| Absorbs: ---       | Absorbs: ---          |
| Teaches: Accuracy+ | Teaches: Master Thief |

|              |
|--------------|
| .-----.      |
| WRIST        |
| Evade : +5   |
| Magic : ---  |
| Speed : ---  |
| Spirit : --- |
| Strngth: --- |
| Defense: --- |
| Mag Def: --- |
| Mag Eva: +3  |



```

| Enhance: --- |
| Nullify: --- |
| Halves : --- |
| Absorbs: --- |
| Teaches: Flee-Gil |
'-----'

```

```

#####
HELMS [USED BY: Steiner, Freya, Beatrix]
#####

```

| BRONZE HELM         | BARBUT                        |
|---------------------|-------------------------------|
| Evade : ---         | Evade : ---                   |
| Magic : ---         | Magic : ---                   |
| Speed : ---         | Speed : ---                   |
| Spirit : ---        | Spirit : +2                   |
| Strngth: ---        | Strngth: ---                  |
| Defense: ---        | Defense: ---                  |
| Mag Def: +6         | Mag Def: +9                   |
| Mag Eva: ---        | Mag Eva: ---                  |
| Enhance: ---        | Enhance: ---                  |
| Nullify: ---        | Nullify: ---                  |
| Halves : Water      | Halves : ---                  |
| Absorbs: ---        | Absorbs: ---                  |
| Teaches: Bug Killer | Teaches: Dragon Killer, Alert |

| CROSS HELM                       | DIAMOND HELM                  |
|----------------------------------|-------------------------------|
| Evade : ---                      | Evade : ---                   |
| Magic : ---                      | Magic : ---                   |
| Speed : ---                      | Speed : ---                   |
| Spirit : ---                     | Spirit : +1                   |
| Strngth: +1                      | Strngth: ---                  |
| Defense: ---                     | Defense: ---                  |
| Mag Def: +16                     | Mag Def: +20                  |
| Mag Eva: ---                     | Mag Eva: ---                  |
| Enhance: ---                     | Enhance: ---                  |
| Nullify: ---                     | Nullify: ---                  |
| Halves : ---                     | Halves : ---                  |
| Absorbs: ---                     | Absorbs: ---                  |
| Teaches: MP Attack, Devil Killer | Teaches: Insomniac, Accuracy+ |

| GOLD HELM    | GENJI HELMET |
|--------------|--------------|
| Evade : ---  | Evade : ---  |
| Magic : +1   | Magic : +2   |
| Speed : ---  | Speed : ---  |
| Spirit : --- | Spirit : --- |
| Strngth: --- | Strngth: --- |
| Defense: --- | Defense: +2  |
| Mag Def: +13 | Mag Def: +29 |
| Mag Eva: --- | Mag Eva: --- |
| Enhance: --- | Enhance: --- |
| Nullify: --- | Nullify: --- |

| Halves : ---  
| Absorbs: ---  
| Teaches: Reis's Wind, Mental  
| Break, and Clear Headed  
-----

| Halves : ---  
| Absorbs: ---  
| Teaches: HP +20%  
-----

-----  
| GRAND HELM |  
-----  
| Evade : ---  
| Magic : ---  
| Speed : +1  
| Spirit : ---  
| Strngth: ---  
| Defense: ---  
| Mag Def: +33  
| Mag Eva: ---  
| Enhance: ---  
| Nullify: ---  
| Halves : ---  
| Absorbs: ---  
| Teaches: High Tide  
-----

-----  
| IRON HELM |  
-----  
| Evade : ---  
| Magic : ---  
| Speed : ---  
| Spirit : +1  
| Strngth: ---  
| Defense: ---  
| Mag Def: +7  
| Mag Eva: ---  
| Enhance: ---  
| Nullify: ---  
| Halves : ---  
| Absorbs: ---  
| Teaches: Level Up, Bright Eyes  
-----

-----  
| KAISER HELM |  
-----  
| Evade : ---  
| Magic : +1  
| Speed : ---  
| Spirit : ---  
| Strngth: +1  
| Defense: ---  
| Mag Def: +26  
| Mag Eva: ---  
| Enhance: ---  
| Nullify: ---  
| Halves : ---  
| Absorbs: ---  
| Teaches: Eye 4 Eye  
-----

-----  
| MYTHRIL HELM |  
-----  
| Evade : ---  
| Magic : ---  
| Speed : ---  
| Spirit : +1  
| Strngth: ---  
| Defense: ---  
| Mag Def: +11  
| Mag Eva: ---  
| Enhance: Holy  
| Nullify: ---  
| Halves : ---  
| Absorbs: ---  
| Teaches: Insomniac, Antibody  
-----

-----  
| PLATINUM HELM |  
-----  
| Evade : ---  
| Magic : ---  
| Speed : ---  
| Spirit : ---  
| Strngth: ---  
| Defense: ---  
| Mag Def: +23  
| Mag Eva: ---  
| Enhance: ---  
| Nullify: ---  
| Halves : Ice  
| Absorbs: ---  
| Teaches: Stone Killer, Restore HP  
-----

-----  
| RUBBER HELM |  
-----  
| Evade : ---  
| Magic : ---  
| Speed : ---  
| Spirit : ---  
| Strngth: ---  
| Defense: ---  
| Mag Def: +5  
| Mag Eva: ---  
| Enhance: ---  
| Nullify: ---  
| Halves : Thunder  
| Absorbs: ---  
| Teaches: Minus Strike  
-----

#####  
 GLOVES/GAUNTLETS [USED BY: Steiner, Freya, Beatrix]  
 #####

| AEGIS GLOVES     | BRONZE GLOVES     |
|------------------|-------------------|
| Evade : +30      | Evade : +8        |
| Magic : ---      | Magic : ---       |
| Speed : ---      | Speed : ---       |
| Spirit : ---     | Spirit : +1       |
| Strngth: ---     | Strngth: ---      |
| Defense: +1      | Defense: ---      |
| Mag Def: ---     | Mag Def: ---      |
| Mag Eva: +10     | Mag Eva: +2       |
| Enhance: ---     | Enhance: ---      |
| Nullify: Fire    | Nullify: ---      |
| Halves : ---     | Halves : ---      |
| Absorbs: ---     | Absorbs: ---      |
| Teaches: Charge! | Teaches: Antibody |

| DIAMOND GLOVES             | DEFENSE GLOVES              |
|----------------------------|-----------------------------|
| Evade : +19                | Evade : +25                 |
| Magic : ---                | Magic : ---                 |
| Speed : ---                | Speed : ---                 |
| Spirit : ---               | Spirit : ---                |
| Strngth: ---               | Strngth: ---                |
| Defense: ---               | Defense: +1                 |
| Mag Def: ---               | Mag Def: +1                 |
| Mag Eva: +13               | Mag Eva: +20                |
| Enhance: ---               | Enhance: ---                |
| Nullify: Water             | Nullify: ---                |
| Halves : ---               | Halves : Fire, Ice, Thunder |
| Absorbs: ---               | Absorbs: ---                |
| Teaches: Jelly, Ability Up | Teaches: HP +20%            |

| GAUNTLETS                         | GENJI GLOVES       |
|-----------------------------------|--------------------|
| Evade : +36                       | Evade : +27        |
| Magic : ---                       | Magic : +2         |
| Speed : +1                        | Speed : ---        |
| Spirit : ---                      | Spirit : ---       |
| Strngth: ---                      | Strngth: ---       |
| Defense: ---                      | Defense: ---       |
| Mag Def: ---                      | Mag Def: ---       |
| Mag Eva: +7                       | Mag Eva: +17       |
| Enhance: ---                      | Enhance: ---       |
| Nullify: ---                      | Nullify: ---       |
| Halves : Fire, Water, Earth, Wind | Halves : ---       |
| Absorbs: ---                      | Absorbs: ---       |
| Teaches: Cover                    | Teaches: High Tide |

| MYTHRIL GLOVES | SILVER GLOVES |
|----------------|---------------|
|----------------|---------------|

|                                |                        |
|--------------------------------|------------------------|
| Evade : +13                    | Evade : +10            |
| Magic : ---                    | Magic : ---            |
| Speed : ---                    | Speed : ---            |
| Spirit : +1                    | Spirit : ---           |
| Strngth: ---                   | Strngth: ---           |
| Defense: ---                   | Defense: ---           |
| Mag Def: ---                   | Mag Def: ---           |
| Mag Eva: +7                    | Mag Eva: +5            |
| Enhance: ---                   | Enhance: ---           |
| Nullify: ---                   | Nullify: ---           |
| Halves : ---                   | Halves : Ice           |
| Absorbs: ---                   | Absorbs: ---           |
| Teaches: Man Eater, Bug Killer | Teaches: Undead Killer |

|                                   |                              |
|-----------------------------------|------------------------------|
| THUNDER GLOVES                    | VENETIA SHIELD               |
| Evade : +16                       | Evade : +17                  |
| Magic : ---                       | Magic : +1                   |
| Speed : ---                       | Speed : ---                  |
| Spirit : ---                      | Spirit : ---                 |
| Strngth: ---                      | Strngth: +1                  |
| Defense: ---                      | Defense: ---                 |
| Mag Def: +10                      | Mag Def: +1                  |
| Mag Eva: ---                      | Mag Eva: +26                 |
| Enhance: Thunder                  | Enhance: ---                 |
| Nullify: ---                      | Nullify: ---                 |
| Halves : Thunder                  | Halves : ---                 |
| Absorbs: ---                      | Absorbs: ---                 |
| Teaches: Devil Killer, Add Status | Teaches: Counter, Auto-Float |

#####  
HEAVY ARMOR/MAIL [USED BY: Steiner, Freya, Beatrix]  
#####

|                      |                     |
|----------------------|---------------------|
| BRONZE ARMOR         | CARABINI MAIL       |
| Evade : ---          | Evade : ---         |
| Magic : ---          | Magic : ---         |
| Speed : ---          | Speed : +1          |
| Spirit : ---         | Spirit : +1         |
| Strngth: ---         | Strngth: ---        |
| Defense: +9          | Defense: +39        |
| Mag Def: ---         | Mag Def: +1         |
| Mag Eva: ---         | Mag Eva: ---        |
| Enhance: ---         | Enhance: ---        |
| Nullify: ---         | Nullify: ---        |
| Halves : Wind        | Halves : ---        |
| Absorbs: ---         | Absorbs: ---        |
| Teaches: Bird Killer | Teaches: Auto-Regen |

|             |              |
|-------------|--------------|
| CHAIN MAIL  | DEMON'S MAIL |
| Evade : --- | Evade : ---  |

|                               |                    |
|-------------------------------|--------------------|
| Magic : ---                   | Magic : ---        |
| Speed : ---                   | Speed : ---        |
| Spirit : ---                  | Spirit : ---       |
| Strngth: ---                  | Strngth: ---       |
| Defense: +12                  | Defense: +27       |
| Mag Def: ---                  | Mag Def: ---       |
| Mag Eva: ---                  | Mag Eva: ---       |
| Enhance: ---                  | Enhance: Shadow    |
| Nullify: ---                  | Nullify: ---       |
| Halves : Earth                | Halves : ---       |
| Absorbs: ---                  | Absorbs: Shadow    |
| Teaches: HP +10%, Bird Killer | Teaches: High Tide |

|                    |                     |
|--------------------|---------------------|
| .-----.            |                     |
| DRAGON MAIL        | DIAMOND ARMOR       |
| -----              |                     |
| Evade : ---        | Evade : ---         |
| Magic : ---        | Magic : +1          |
| Speed : ---        | Speed : ---         |
| Spirit : ---       | Spirit : ---        |
| Strngth: +1        | Strngth: +1         |
| Defense: +42       | Defense: +33        |
| Mag Def: ---       | Mag Def: +2         |
| Mag Eva: ---       | Mag Eva: ---        |
| Enhance: ---       | Enhance: ---        |
| Nullify: ---       | Nullify: ---        |
| Halves : ---       | Halves : ---        |
| Absorbs: ---       | Absorbs: ---        |
| Teaches: High Jump | Teaches: Ability Up |
| -----              |                     |

|                               |                       |
|-------------------------------|-----------------------|
| .-----.                       |                       |
| GENJI ARMOR                   | GOLD ARMOR            |
| -----                         |                       |
| Evade : ---                   | Evade : ---           |
| Magic : +2                    | Magic : ---           |
| Speed : ---                   | Speed : ---           |
| Spirit : ---                  | Spirit : ---          |
| Strngth: ---                  | Strngth: ---          |
| Defense: +45                  | Defense: +19          |
| Mag Def: +1                   | Mag Def: ---          |
| Mag Eva: ---                  | Mag Eva: ---          |
| Enhance: ---                  | Enhance: ---          |
| Nullify: ---                  | Nullify: ---          |
| Halves : ---                  | Halves : ---          |
| Absorbs: ---                  | Absorbs: ---          |
| Teaches: Body Temp, Accuracy+ | Teaches: Stone Killer |
| -----                         |                       |

|              |               |
|--------------|---------------|
| .-----.      |               |
| GRAND ARMOR  | LINEN CUIRASS |
| -----        |               |
| Evade : ---  | Evade : ---   |
| Magic : ---  | Magic : +1    |
| Speed : ---  | Speed : ---   |
| Spirit : --- | Spirit : ---  |
| Strngth: +1  | Strngth: ---  |
| Defense: +59 | Defense: +10  |
| Mag Def: --- | Mag Def: ---  |

|                              |  |                |  |
|------------------------------|--|----------------|--|
| Mag Eva: ---                 |  | Mag Eva: ---   |  |
| Enhance: ---                 |  | Enhance: ---   |  |
| Nullify: ---                 |  | Nullify: ---   |  |
| Halves : Shadow              |  | Halves : ---   |  |
| Absorbs: ---                 |  | Absorbs: ---   |  |
| Teaches: Restore HP, Chemist |  | Teaches: Cover |  |

|                  |  |                       |  |
|------------------|--|-----------------------|--|
| .-----.          |  |                       |  |
| MAXIMILLIAN      |  | MYTHRIL ARMOR         |  |
| -----            |  |                       |  |
| Evade : ---      |  | Evade : ---           |  |
| Magic : ---      |  | Magic : ---           |  |
| Speed : ---      |  | Speed : ---           |  |
| Spirit : +3      |  | Spirit : ---          |  |
| Strngth: ---     |  | Strngth: ---          |  |
| Defense: +54     |  | Defense: +15          |  |
| Mag Def: ---     |  | Mag Def: ---          |  |
| Mag Eva: ---     |  | Mag Eva: ---          |  |
| Enhance: ---     |  | Enhance: ---          |  |
| Nullify: ---     |  | Nullify: ---          |  |
| Halves : ---     |  | Halves : Water        |  |
| Absorbs: ---     |  | Absorbs: ---          |  |
| Teaches: HP +20% |  | Teaches: Cover, Jelly |  |
| -----            |  |                       |  |

|                                   |  |                       |  |
|-----------------------------------|--|-----------------------|--|
| .-----.                           |  |                       |  |
| PLATE MAIL                        |  | PLATINA ARMOR         |  |
| -----                             |  |                       |  |
| Evade : ---                       |  | Evade : ---           |  |
| Magic : ---                       |  | Magic : ---           |  |
| Speed : ---                       |  | Speed : ---           |  |
| Spirit : +1                       |  | Spirit : ---          |  |
| Strngth: ---                      |  | Strngth: ---          |  |
| Defense: +17                      |  | Defense: +36          |  |
| Mag Def: +1                       |  | Mag Def: ---          |  |
| Mag Eva: ---                      |  | Mag Eva: ---          |  |
| Enhance: ---                      |  | Enhance: ---          |  |
| Nullify: ---                      |  | Nullify: Ice          |  |
| Halves : ---                      |  | Halves : ---          |  |
| Absorbs: ---                      |  | Absorbs: ---          |  |
| Teaches: Undead Killer/Locomotion |  | Teaches: Beast Killer |  |
| -----                             |  |                       |  |

|                             |  |              |  |
|-----------------------------|--|--------------|--|
| .-----.                     |  |              |  |
| SHIELD ARMOR                |  | TIN ARMOR    |  |
| -----                       |  |              |  |
| Evade : ---                 |  | Evade : +32  |  |
| Magic : ---                 |  | Magic : ---  |  |
| Speed : ---                 |  | Speed : ---  |  |
| Spirit : ---                |  | Spirit : --- |  |
| Strngth: ---                |  | Strngth: --- |  |
| Defense: +23                |  | Defense: +62 |  |
| Mag Def: +5                 |  | Mag Def: +27 |  |
| Mag Eva: ---                |  | Mag Eva: +17 |  |
| Enhance: ---                |  | Enhance: --- |  |
| Nullify: ---                |  | Nullify: --- |  |
| Halves : Fire, Ice, Thunder |  | Halves : --- |  |
| Absorbs: ---                |  | Absorbs: --- |  |
| Teaches: Distract           |  | Teaches: --- |  |
| -----                       |  |              |  |

#####  
 CLOTHES/VESTS/SHIRTS [USED BY: Zidane, Amarant, Eiko, Quina, Vivi, Dagger]  
 #####

|                                   |               |
|-----------------------------------|---------------|
| ADAMAN VEST                       | ALOHA T-SHIRT |
| Evade : ---                       | Evade : ---   |
| Magic : ---                       | Magic : ---   |
| Speed : ---                       | Speed : ---   |
| Spirit : ---                      | Spirit : ---  |
| Strngth: ---                      | Strngth: ---  |
| Defense: +14                      | Defense: ---  |
| Mag Def: +2                       | Mag Def: ---  |
| Mag Eva: ---                      | Mag Eva: ---  |
| Enhance: ---                      | Enhance: ---  |
| Nullify: ---                      | Nullify: ---  |
| Halves : Fire                     | Halves : ---  |
| Absorbs: ---                      | Absorbs: ---  |
| Teaches: Bird Killer/Stone Killer | Teaches: ---  |

|                                  |                                 |
|----------------------------------|---------------------------------|
| BRIGANDINE                       | BRAVE SUIT                      |
| Evade : ---                      | Evade : ---                     |
| Magic : ---                      | Magic : ---                     |
| Speed : ---                      | Speed : ---                     |
| Spirit : ---                     | Spirit : +1                     |
| Strngth: +1                      | Strngth: ---                    |
| Defense: +20                     | Defense: +42                    |
| Mag Def: ---                     | Mag Def: ---                    |
| Mag Eva: ---                     | Mag Eva: ---                    |
| Enhance: ---                     | Enhance: Fire                   |
| Nullify: ---                     | Nullify: ---                    |
| Halves : ---                     | Halves : ---                    |
| Absorbs: ---                     | Absorbs: ---                    |
| Teaches: Ability Up/Return Magic | Teaches: Restore HP, Auto-Regen |

|                |                       |
|----------------|-----------------------|
| BRONZE VEST    | CHAIN PLATE           |
| Evade : ---    | Evade : ---           |
| Magic : ---    | Magic : ---           |
| Speed : ---    | Speed : ---           |
| Spirit : +1    | Spirit : ---          |
| Strngth: ---   | Strngth: +1           |
| Defense: +9    | Defense: +10          |
| Mag Def: +1    | Mag Def: ---          |
| Mag Eva: ---   | Mag Eva: ---          |
| Enhance: ---   | Enhance: ---          |
| Nullify: ---   | Nullify: ---          |
| Halves : ---   | Halves : ---          |
| Absorbs: ---   | Absorbs: ---          |
| Teaches: Jelly | Teaches: Devil Killer |

```

-----
| DARK GEAR |
|-----|
| Evade : --- |
| Magic : --- |
| Speed : --- |
| Spirit : +3 |
| Strngth: --- |
| Defense: +37 |
| Mag Def: --- |
| Mag Eva: --- |
| Enhance: --- |
| Nullify: --- |
| Halves : --- |
| Absorbs: --- |
| Teaches: Jelly, Clear Headed |
|-----|

```

```

-----
| DEMON'S VEST |
|-----|
| Evade : --- |
| Magic : +1 |
| Speed : --- |
| Spirit : --- |
| Strngth: --- |
| Defense: +31 |
| Mag Def: --- |
| Mag Eva: --- |
| Enhance: --- |
| Nullify: --- |
| Halves : Shadow |
| Absorbs: --- |
| Teaches: Devil Killer, Locomotion, |
| and Auto-Potion |
|-----|

```

```

-----
| GAIA GEAR |
|-----|
| Evade : --- |
| Magic : --- |
| Speed : --- |
| Spirit : --- |
| Strngth: --- |
| Defense: +25 |
| Mag Def: +2 |
| Mag Eva: --- |
| Enhance: Earth |
| Nullify: --- |
| Halves : --- |
| Absorbs: Earth |
| Teaches: Osmose, Insomniac, and |
| High Tide |
|-----|

```

```

-----
| JUDO UNIFORM |
|-----|
| Evade : --- |
| Magic : --- |
| Speed : --- |
| Spirit : +1 |
| Strngth: +1 |
| Defense: +23 |
| Mag Def: --- |
| Mag Eva: --- |
| Enhance: --- |
| Nullify: --- |
| Halves : --- |
| Absorbs: --- |
| Teaches: HP +10%, Distract |
|-----|

```

```

-----
| LEATHER SHIRT |
|-----|
| Evade : --- |
| Magic : --- |
| Speed : --- |
| Spirit : --- |
| Strngth: --- |
| Defense: +6 |
| Mag Def: --- |
| Mag Eva: --- |
| Enhance: --- |
| Nullify: --- |
| Halves : --- |
| Absorbs: --- |
| Teaches: Protect Girls |
|-----|

```

```

-----
| LEATHER PLATE |
|-----|
| Evade : --- |
| Magic : --- |
| Speed : --- |
| Spirit : --- |
| Strngth: --- |
| Defense: +8 |
| Mag Def: --- |
| Mag Eva: --- |
| Enhance: --- |
| Nullify: --- |
| Halves : --- |
| Absorbs: --- |
| Teaches: Chakra |
|-----|

```

```

-----
| MAGICIAN CLOAK |
|-----|
| Evade : --- |

```

```

-----
| MINERVA'S PLATE |
|-----|
| Evade : --- [Female-only] |

```



|                             |                                |
|-----------------------------|--------------------------------|
| Magic : +1                  | Magic : +2                     |
| Speed : ---                 | Speed : ---                    |
| Spirit : ---                | Spirit : ---                   |
| Strngth: ---                | Strngth: +1                    |
| Defense: +15                | Defense: +34                   |
| Mag Def: +2                 | Mag Def: +1                    |
| Mag Eva: ---                | Mag Eva: ---                   |
| Enhance: Ice                | Enhance: ---                   |
| Nullify: ---                | Nullify: ---                   |
| Halves : ---                | Halves : ---                   |
| Absorbs: ---                | Absorbs: ---                   |
| Teaches: MP +10%, Insomniac | Teaches: Restore HP, High Tide |

|                      |                                              |
|----------------------|----------------------------------------------|
| .-----.              | .-----.                                      |
| MYTHRIL VEST         | NINJA GEAR                                   |
| -----                | -----                                        |
| Evade : ---          | Evade : ---                                  |
| Magic : ---          | Magic : ---                                  |
| Speed : ---          | Speed : +1                                   |
| Spirit : ---         | Spirit : ---                                 |
| Strngth: ---         | Strngth: ---                                 |
| Defense: +12         | Defense: +35                                 |
| Mag Def: ---         | Mag Def: ---                                 |
| Mag Eva: ---         | Mag Eva: ---                                 |
| Enhance: ---         | Enhance: ---                                 |
| Nullify: ---         | Nullify: ---                                 |
| Halves : Water       | Halves : ---                                 |
| Absorbs: ---         | Absorbs: Shadow                              |
| Teaches: Auto-Potion | Teaches: Alert, Locomotion, and<br>Eye 4 Eye |
| -----                | -----                                        |

|                                                       |                           |
|-------------------------------------------------------|---------------------------|
| .-----.                                               | .-----.                   |
| POWER VEST                                            | RUBBER SUIT               |
| -----                                                 | -----                     |
| Evade : ---                                           | Evade : +2 [Female-only]  |
| Magic : ---                                           | Magic : ---               |
| Speed : ---                                           | Speed : ---               |
| Spirit : ---                                          | Spirit : ---              |
| Strngth: +2                                           | Strngth: ---              |
| Defense: +27                                          | Defense: +39              |
| Mag Def: ---                                          | Mag Def: +1               |
| Mag Eva: ---                                          | Mag Eva: +3               |
| Enhance: ---                                          | Enhance: ---              |
| Nullify: ---                                          | Nullify: Thunder          |
| Halves : ---                                          | Halves : ---              |
| Absorbs: ---                                          | Absorbs: ---              |
| Teaches: Counter, Stone Killer,<br>and Gamble Defense | Teaches: Esuna, Eye 4 Eye |
| -----                                                 | -----                     |

|              |               |
|--------------|---------------|
| .-----.      | .-----.       |
| SILK SHIRT   | SURVIVAL VEST |
| -----        | -----         |
| Evade : ---  | Evade : ---   |
| Magic : ---  | Magic : ---   |
| Speed : ---  | Speed : ---   |
| Spirit : --- | Spirit : +2   |
| Strngth: --- | Strngth: ---  |

|                        |                                           |
|------------------------|-------------------------------------------|
| Defense: +7            | Defense: +17                              |
| Mag Def: ---           | Mag Def: ---                              |
| Mag Eva: ---           | Mag Eva: ---                              |
| Enhance: ---           | Enhance: ---                              |
| Nullify: ---           | Nullify: ---                              |
| Halves : Thunder       | Halves : ---                              |
| Absorbs: ---           | Absorbs: ---                              |
| Teaches: Cure, Thunder | Teaches: Mug, Antibody, and<br>Locomotion |

#####  
 ROBES [USED BY: Vivi, Eiko, Quina, Garnet/Dagger]  
 #####

|                                           |                         |
|-------------------------------------------|-------------------------|
| BLACK ROBE                                | COTTON ROBE             |
| Evade : ---                               | Evade : ---             |
| Magic : +2                                | Magic : +1              |
| Speed : ---                               | Speed : ---             |
| Spirit : ---                              | Spirit : ---            |
| Strngth: ---                              | Strngth: +1             |
| Defense: +43                              | Defense: +10            |
| Mag Def: +4                               | Mag Def: +2             |
| Mag Eva: ---                              | Mag Eva: ---            |
| Enhance: Shadow                           | Enhance: ---            |
| Nullify: ---                              | Nullify: ---            |
| Halves : ---                              | Halves : ---            |
| Absorbs: ---                              | Absorbs: ---            |
| Teaches: Flare, MP +20%, and<br>Reflectx2 | Teaches: Shell, Chemist |

|                                                 |                                                |
|-------------------------------------------------|------------------------------------------------|
| GLUTTON'S ROBE                                  | LIGHT ROBE                                     |
| Evade : ---                                     | Evade : ---                                    |
| Magic : +1                                      | Magic : +1                                     |
| Speed : ---                                     | Speed : ---                                    |
| Spirit : ---                                    | Spirit : +1                                    |
| Strngth: +1                                     | Strngth: +1                                    |
| Defense: +41                                    | Defense: +41                                   |
| Mag Def: +4                                     | Mag Def: +6                                    |
| Mag Eva: ---                                    | Mag Eva: ---                                   |
| Enhance: ---                                    | Enhance: Holy, Shadow                          |
| Nullify: ---                                    | Nullify: ---                                   |
| Halves : ---                                    | Halves : ---                                   |
| Absorbs: ---                                    | Absorbs: ---                                   |
| Teaches: Antibody, Body Temp,<br>and Auto-Regen | Teaches: Full-Life, Half MP, and<br>Auto-Regen |

|               |               |
|---------------|---------------|
| MAGICIAN ROBE | ROBE OF LORDS |
| Evade : ---   | Evade : ---   |
| Magic : +2    | Magic : +1    |
| Speed : ---   | Speed : +1    |
| Spirit : ---  | Spirit : +1   |

|                               |                                    |
|-------------------------------|------------------------------------|
| Strngth: +21                  | Strngth: +1                        |
| Defense: ---                  | Defense: +46                       |
| Mag Def: +3                   | Mag Def: +5                        |
| Mag Eva: ---                  | Mag Eva: ---                       |
| Enhance: ---                  | Enhance: ---                       |
| Nullify: ---                  | Nullify: Wind                      |
| Halves : ---                  | Halves : ---                       |
| Absorbs: ---                  | Absorbs: ---                       |
| Teaches: MP +10%, Auto-Potion | Teaches: Reflect-Null, Concentrate |

|                                |                                           |
|--------------------------------|-------------------------------------------|
| SILK ROBE                      | WHITE ROBE                                |
| Evade : ---                    | Evade : ---                               |
| Magic : +1                     | Magic : +2                                |
| Speed : ---                    | Speed : ---                               |
| Spirit : ---                   | Spirit : ---                              |
| Strngth: +1                    | Strngth: ---                              |
| Defense: +16                   | Defense: +42                              |
| Mag Def: +2                    | Mag Def: +4                               |
| Mag Eva: ---                   | Mag Eva: ---                              |
| Enhance: ---                   | Enhance: Holy                             |
| Nullify: ---                   | Nullify: ---                              |
| Halves : ---                   | Halves : ---                              |
| Absorbs: ---                   | Absorbs: ---                              |
| Teaches: Loudmouth, Ability Up | Teaches: Holy, Loudmouth, and Auto-Potion |

#####  
ACCESSORIES [ACSS][USED BY: Everyone]  
#####

|                       |                       |
|-----------------------|-----------------------|
| AMETHYST              | ANCIENT AROMA         |
| Evade : ---           | Evade : +4            |
| Magic : ---           | Magic : ---           |
| Speed : ---           | Speed : ---           |
| Spirit : ---          | Spirit : ---          |
| Strngth: ---          | Strngth: +2           |
| Defense: ---          | Defense: ---          |
| Mag Def: ---          | Mag Def: ---          |
| Mag Eva: ---          | Mag Eva: ---          |
| Enhance: ---          | Enhance: Shadow       |
| Nullify: ---          | Nullify: ---          |
| Halves : ---          | Halves : ---          |
| Absorbs: ---          | Absorbs: ---          |
| Teaches: Demi, Atomos | Teaches: Odin's Sword |

|              |                |
|--------------|----------------|
| ANKLET       | ANGEL EARRINGS |
| Evade : +5   | Evade : ---    |
| Magic : +3   | Magic : ---    |
| Speed : ---  | Speed : ---    |
| Spirit : +1  | Spirit : ---   |
| Strngth: --- | Strngth: +2    |

|                                             |                                                  |
|---------------------------------------------|--------------------------------------------------|
| Defense: ---                                | Defense: +2                                      |
| Mag Def: ---                                | Mag Def: ---                                     |
| Mag Eva: ---                                | Mag Eva: ---                                     |
| Enhance: ---                                | Enhance: Holy                                    |
| Nullify: ---                                | Nullify: ---                                     |
| Halves : ---                                | Halves : ---                                     |
| Absorbs: ---                                | Absorbs: ---                                     |
| Teaches: Counter, Healer, and<br>Locomotion | Teaches: MP +20%, Reis's Wind, and<br>Auto-Regen |

|                             |                                               |
|-----------------------------|-----------------------------------------------|
| .-----.                     |                                               |
| AQUAMARINE                  | BARETTE                                       |
| -----                       |                                               |
| Evade : ---                 | Evade : --- [Female-only]                     |
| Magic : ---                 | Magic : +1                                    |
| Speed : ---                 | Speed : ---                                   |
| Spirit : ---                | Spirit : +1                                   |
| Strngth: ---                | Strngth: +3                                   |
| Defense: ---                | Defense: ---                                  |
| Mag Def: ---                | Mag Def: +1                                   |
| Mag Eva: ---                | Mag Eva: ---                                  |
| Enhance: ---                | Enhance: Ice                                  |
| Nullify: ---                | Nullify: ---                                  |
| Halves : ---                | Halves : ---                                  |
| Absorbs: ---                | Absorbs: ---                                  |
| Teaches: HP +10%, Leviathan | Teaches: Cura, Gamble Defense, and<br>Chemist |
| -----                       |                                               |

|                                                |                                             |
|------------------------------------------------|---------------------------------------------|
| .-----.                                        |                                             |
| BATTLE BOOTS                                   | BLACK BELT                                  |
| -----                                          |                                             |
| Evade : ---                                    | Evade : ---                                 |
| Magic : ---                                    | Magic : ---                                 |
| Speed : ---                                    | Speed : ---                                 |
| Spirit : ---                                   | Spirit : ---                                |
| Strngth: +2                                    | Strngth: +2                                 |
| Defense: +2                                    | Defense: +2                                 |
| Mag Def: +1                                    | Mag Def: +1                                 |
| Mag Eva: ---                                   | Mag Eva: ---                                |
| Enhance: ---                                   | Enhance: Wind                               |
| Nullify: ---                                   | Nullify: ---                                |
| Halves : ---                                   | Halves : ---                                |
| Absorbs: ---                                   | Absorbs: ---                                |
| Teaches: HP +20%, MP Attack, and<br>Initiative | Teaches: Demi, HP +20%, and Beast<br>Killer |
| -----                                          |                                             |

|                           |              |
|---------------------------|--------------|
| .-----.                   |              |
| CACHUSHA                  | CORAL RING   |
| -----                     |              |
| Evade : --- [Female-only] | Evade : ---  |
| Magic : +2                | Magic : +2   |
| Speed : +1                | Speed : ---  |
| Spirit : +1               | Spirit : --- |
| Strngth: ---              | Strngth: --- |
| Defense: ---              | Defense: --- |
| Mag Def: +1               | Mag Def: --- |
| Mag Eva: ---              | Mag Eva: +3  |

|                                               |                                              |
|-----------------------------------------------|----------------------------------------------|
| Enhance: Fire                                 | Enhance: ---                                 |
| Nullify: ---                                  | Nullify: ---                                 |
| Halves : ---                                  | Halves : ---                                 |
| Absorbs: ---                                  | Absorbs: Thunder                             |
| Teaches: Life, Ability Up, and<br>Bright Eyes | Teaches: Lancer, Man Eater, and<br>Insomniac |

|               |                                  |
|---------------|----------------------------------|
| .-----.       |                                  |
| DARK MATTER   | DESERT BOOTS                     |
| -----         |                                  |
| Evade : ---   | Evade : +2                       |
| Magic : +2    | Magic : +1                       |
| Speed : ---   | Speed : ---                      |
| Spirit : ---  | Spirit : +1                      |
| Strngth: +3   | Strngth: ---                     |
| Defense: ---  | Defense: ---                     |
| Mag Def: ---  | Mag Def: ---                     |
| Mag Eva: ---  | Mag Eva: ---                     |
| Enhance: ---  | Enhance: ---                     |
| Nullify: ---  | Nullify: ---                     |
| Halves : ---  | Halves : Earth                   |
| Absorbs: ---  | Absorbs: ---                     |
| Teaches: Odin | Teaches: Protect, Scan, Flee-Gil |
| -----         |                                  |

|                              |                                     |
|------------------------------|-------------------------------------|
| .-----.                      |                                     |
| DIAMOND                      | EMERALD                             |
| -----                        |                                     |
| Evade : ---                  | Evade : ---                         |
| Magic : ---                  | Magic : ---                         |
| Speed : ---                  | Speed : ---                         |
| Spirit : ---                 | Spirit : ---                        |
| Strngth: ---                 | Strngth: ---                        |
| Defense: ---                 | Defense: ---                        |
| Mag Def: ---                 | Mag Def: ---                        |
| Mag Eva: ---                 | Mag Eva: ---                        |
| Enhance: ---                 | Enhance: ---                        |
| Nullify: ---                 | Nullify: ---                        |
| Halves : ---                 | Halves : ---                        |
| Absorbs: ---                 | Absorbs: ---                        |
| Teaches: Distract, Body Temp | Teaches: White Draw, Haste, MP +10% |
| -----                        |                                     |

|                                 |                                     |
|---------------------------------|-------------------------------------|
| .-----.                         |                                     |
| EXTENSION                       | FAIRY EARRINGS                      |
| -----                           |                                     |
| Evade : --- [Female-only]       | Evade : +4                          |
| Magic : +2                      | Magic : ---                         |
| Speed : ---                     | Speed : ---                         |
| Spirit : +1                     | Spirit : +2                         |
| Strngth: +1                     | Strngth: ---                        |
| Defense: +1                     | Defense: ---                        |
| Mag Def: +1                     | Mag Def: ---                        |
| Mag Eva: ---                    | Mag Eva: +2                         |
| Enhance: Thunder                | Enhance: ---                        |
| Nullify: ---                    | Nullify: ---                        |
| Halves : ---                    | Halves : ---                        |
| Absorbs: ---                    | Absorbs: ---                        |
| Teaches: MP +10%, Level Up, and | Teaches: Regen, Body Temp, Level Up |
| -----                           |                                     |

Auto-Potion

```

-----
| FEATHER BOOTS |
-----
| Evade   : +3   |
| Magic   : ---  |
| Speed   : ---  |
| Spirit  : ---  |
| Strngth: ---  |
| Defense: ---  |
| Mag Def: ---  |
| Mag Eva: ---  |
| Enhance: ---  |
| Nullify: ---  |
| Halves  : ---  |
| Absorbs: Earth |
| Teaches: Mini, Float, Auto-Float |
-----

```

```

-----
| GARNET |
-----
| Evade   : ---  |
| Magic   : ---  |
| Speed   : ---  |
| Spirit  : ---  |
| Strngth: ---  |
| Defense: ---  |
| Mag Def: ---  |
| Mag Eva: ---  |
| Enhance: ---  |
| Nullify: ---  |
| Halves  : ---  |
| Absorbs: ---  |
| Teaches: Bahamut, Healer |
-----

```

```

-----
| GLASS BUCKLE |
-----
| Evade   : ---  |
| Magic   : +1   |
| Speed   : ---  |
| Spirit  : +2   |
| Strngth: +1   |
| Defense: ---  |
| Mag Def: ---  |
| Mag Eva: +5   |
| Enhance: ---  |
| Nullify: ---  |
| Halves  : ---  |
| Absorbs: ---  |
| Teaches: Thunder, Antibody, and
|           Add Status
-----

```

```

-----
| GERMINAS BOOTS |
-----
| Evade   : +2   |
| Magic   : ---  |
| Speed   : ---  |
| Spirit  : ---  |
| Strngth: +1   |
| Defense: ---  |
| Mag Def: ---  |
| Mag Eva: ---  |
| Enhance: Earth |
| Nullify: ---  |
| Halves  : ---  |
| Absorbs: ---  |
| Teaches: Flee, HP +10%, Alert
-----

```

```

-----
| GOLD CHOKER |
-----
| Evade   : +2   |
| Magic   : +2   |
| Speed   : ---  |
| Spirit  : ---  |
| Strngth: ---  |
| Defense: ---  |
| Mag Def: +1   |
| Mag Eva: ---  |
| Enhance: Shadow |
| Nullify: ---  |
| Halves  : Wind  |
| Absorbs: ---  |
| Teaches: Shell, Flee-Gil, and
|           Auto-Potion
-----

```

```

-----
| LAPIS LAZULI |
-----
| Evade   : ---  |
| Magic   : ---  |
| Speed   : ---  |
| Spirit  : ---  |
| Strngth: ---  |
| Defense: ---  |
| Mag Def: ---  |
| Mag Eva: ---  |
| Enhance: ---  |
| Nullify: ---  |
| Halves  : ---  |
| Absorbs: ---  |
| Teaches: Accuracy+, Ability Up
-----

```

```

| MAGICIAN SHOES |
|-----|
| Evade : --- |
| Magic : +2 |
| Speed : --- |
| Spirit : --- |
| Strngth: --- |
| Defense: --- |
| Mag Def: --- |
| Mag Eva: +6 |
| Enhance: --- |
| Nullify: --- |
| Halves : --- |
| Absorbs: --- |
| Teaches: Blind, MP +10%, and |
|          Clear Headed |
|-----|

```

```

| MADAIN'S RING |
|-----|
| Evade : --- |
| Magic : --- |
| Speed : --- |
| Spirit : +2 |
| Strngth: --- |
| Defense: --- |
| Mag Def: +2 |
| Mag Eva: --- |
| Enhance: --- |
| Nullify: --- |
| Halves : --- |
| Absorbs: Ice |
| Teaches: Body Temp, Guardian Mog, |
|          Chemist |
|-----|

```

```

| MAIDEN PRAYER |
|-----|
| Evade : --- [Female-only] |
| Magic : +1 |
| Speed : --- |
| Spirit : --- |
| Strngth: --- |
| Defense: --- |
| Mag Def: +1 |
| Mag Eva: +3 |
| Enhance: Holy |
| Nullify: --- |
| Halves : --- |
| Absorbs: --- |
| Teaches: Auto-Regen |
|-----|

```

```

| MOONSTONE |
|-----|
| Evade : --- |
| Magic : --- |
| Speed : --- |
| Spirit : --- |
| Strngth: --- |
| Defense: --- |
| Mag Def: --- |
| Mag Eva: --- |
| Enhance: --- |
| Nullify: --- |
| Halves : --- |
| Absorbs: --- |
| Teaches: Shell, Beast Killer |
|-----|

```

```

| OPAL |
|-----|
| Evade : --- |
| Magic : --- |
| Speed : --- |
| Spirit : --- |
| Strngth: --- |
| Defense: --- |
| Mag Def: --- |
| Mag Eva: --- |
| Enhance: --- |
| Nullify: --- |
| Halves : --- |
| Absorbs: --- |
| Teaches: Blizzard, Shiva |
|-----|

```

```

| PEARL ROUGE |
|-----|
| Evade : --- [Female-only] |
| Magic : +2 |
| Speed : --- |
| Spirit : +4 |
| Strngth: --- |
| Defense: --- |
| Mag Def: --- |
| Mag Eva: +4 |
| Enhance: Water |
| Nullify: --- |
| Halves : Holy |
| Absorbs: --- |
| Teaches: Loudmouth, Reflect-Null, |
|          and Level Up |
|-----|

```

```

| PHOENIX PINION |
|-----|
| Evade : --- |
| Magic : --- |

```

```

| PERIDOT |
|-----|
| Evade : --- |
| Magic : --- |

```

|                  |                          |
|------------------|--------------------------|
| Speed : ---      | Speed : ---              |
| Spirit : ---     | Spirit : ---             |
| Strngth: ---     | Strngth: ---             |
| Defense: ---     | Defense: ---             |
| Mag Def: ---     | Mag Def: ---             |
| Mag Eva: ---     | Mag Eva: ---             |
| Enhance: ---     | Enhance: ---             |
| Nullify: ---     | Nullify: ---             |
| Halves : ---     | Halves : ---             |
| Absorbs: ---     | Absorbs: ---             |
| Teaches: Phoenix | Teaches: Thundara, Ramuh |

-----

|                                   |
|-----------------------------------|
| POWER BELT                        |
| -----                             |
| Evade : ---                       |
| Magic : ---                       |
| Speed : ---                       |
| Spirit : ---                      |
| Strngth: +3                       |
| Defense: +2                       |
| Mag Def: ---                      |
| Mag Eva: ---                      |
| Enhance: ---                      |
| Nullify: ---                      |
| Halves : ---                      |
| Absorbs: ---                      |
| Teaches: Fira, Counter, MP Attack |

-----

-----

|                                                    |
|----------------------------------------------------|
| PROMIST RING                                       |
| -----                                              |
| Evade : +3                                         |
| Magic : ---                                        |
| Speed : ---                                        |
| Spirit : ---                                       |
| Strngth: +2                                        |
| Defense: ---                                       |
| Mag Def: ---                                       |
| Mag Eva: ---                                       |
| Enhance: ---                                       |
| Nullify: ---                                       |
| Halves : ---                                       |
| Absorbs: ---                                       |
| Teaches: Restore HP, Absorb MP, &<br>Mag Elem Null |

-----

-----

|                                                  |
|--------------------------------------------------|
| PROTECT RING                                     |
| -----                                            |
| Evade : +4                                       |
| Magic : ---                                      |
| Speed : ---                                      |
| Spirit : +1                                      |
| Strngth: ---                                     |
| Defense: +2                                      |
| Mag Def: +3                                      |
| Mag Eva: +4                                      |
| Enhance: ---                                     |
| Nullify: ---                                     |
| Halves : All Elements                            |
| Absorbs: ---                                     |
| Teaches: Half MP, Long Reach, &<br>Mag Elem Null |

-----

-----

|              |
|--------------|
| PUMICE       |
| -----        |
| Evade : ---  |
| Magic : +1   |
| Speed : +2   |
| Spirit : --- |
| Strngth: --- |
| Defense: +1  |
| Mag Def: +2  |
| Mag Eva: --- |
| Enhance: --- |
| Nullify: --- |
| Halves : --- |
| Absorbs: --- |
| Teaches: Ark |

-----

-----

|              |
|--------------|
| PUMICE PIECE |
| -----        |
| Evade : +5   |
| Magic : +2   |
| Speed : ---  |
| Spirit : --- |
| Strngth: +2  |
| Defense: --- |

-----

|              |
|--------------|
| REBIRTH RING |
| -----        |
| Evade : ---  |
| Magic : ---  |
| Speed : ---  |
| Spirit : +4  |
| Strngth: --- |
| Defense: --- |



|                       |  |                                  |  |
|-----------------------|--|----------------------------------|--|
| Mag Def: +1           |  | Mag Def: +2                      |  |
| Mag Eva: ---          |  | Mag Eva: ---                     |  |
| Enhance: ---          |  | Enhance: Holy                    |  |
| Nullify: ---          |  | Nullify: ---                     |  |
| Halves : ---          |  | Halves : ---                     |  |
| Absorbs: Shadow, Holy |  | Absorbs: ---                     |  |
| Teaches: Boost        |  | Teaches: Life, Revive, Auto-Life |  |

|                                 |                |                                    |  |
|---------------------------------|----------------|------------------------------------|--|
| .-----.                         |                |                                    |  |
| REFLECT RING                    |                | RIBBON                             |  |
| -----                           |                |                                    |  |
| Evade : ---                     |                | Evade : +5                         |  |
| Magic : ---                     | Reflect Ring's | Magic : +3                         |  |
| Speed : ---                     | weak to all    | Speed : ---                        |  |
| Spirit : +1                     | elements!      | Spirit : +1                        |  |
| Strngth: +1                     |                | Strngth: +1                        |  |
| Defense: ---                    |                | Defense: +1                        |  |
| Mag Def: ---                    |                | Mag Def: +1                        |  |
| Mag Eva: +1                     |                | Mag Eva: +4                        |  |
| Enhance: ---                    |                | Enhance: ---                       |  |
| Nullify: ---                    |                | Nullify: ---                       |  |
| Halves : ---                    |                | Halves : Fire, Ice, Thunder, Holy  |  |
| Absorbs: ---                    |                | Absorbs: Wind, Water               |  |
| Teaches: Distract, Reflect, and |                | Teaches: Madeen, Guardian Mog, and |  |
| Auto-Reflect                    |                | Ability Up                         |  |
| -----                           |                |                                    |  |

|                             |  |                                    |  |
|-----------------------------|--|------------------------------------|--|
| .-----.                     |  |                                    |  |
| RUBY                        |  | ROSETTA RING                       |  |
| -----                       |  |                                    |  |
| Evade : ---                 |  | Evade : +2                         |  |
| Magic : ---                 |  | Magic : +1                         |  |
| Speed : ---                 |  | Speed : ---                        |  |
| Spirit : ---                |  | Spirit : ---                       |  |
| Strngth: ---                |  | Strngth: ---                       |  |
| Defense: ---                |  | Defense: +1                        |  |
| Mag Def: ---                |  | Mag Def: +3                        |  |
| Mag Eva: ---                |  | Mag Eva: +2                        |  |
| Enhance: ---                |  | Enhance: ---                       |  |
| Nullify: ---                |  | Nullify: ---                       |  |
| Halves : ---                |  | Halves : ---                       |  |
| Absorbs: ---                |  | Absorbs: Fire                      |  |
| Teaches: Reflect, Carbuncle |  | Teaches: Concentrate, Reflectx2, & |  |
|                             |  | Level Up                           |  |
| -----                       |  |                                    |  |

|               |  |              |  |
|---------------|--|--------------|--|
| .-----.       |  |              |  |
| RUNNING SHOES |  | SANDALS      |  |
| -----         |  |              |  |
| Evade : +4    |  | Evade : ---  |  |
| Magic : ---   |  | Magic : ---  |  |
| Speed : +2    |  | Speed : ---  |  |
| Spirit : ---  |  | Spirit : --- |  |
| Strngth: ---  |  | Strngth: --- |  |
| Defense: ---  |  | Defense: --- |  |
| Mag Def: ---  |  | Mag Def: --- |  |
| Mag Eva: +4   |  | Mag Eva: --- |  |
| Enhance: ---  |  | Enhance: --- |  |
| Nullify: ---  |  | Nullify: --- |  |

|                                                |              |
|------------------------------------------------|--------------|
| Halves : ---                                   | Halves : --- |
| Absorbs: ---                                   | Absorbs: --- |
| Teaches: Haste, Auto-Haste, and<br>Auto-Potion | Teaches: --- |

|                            |                      |
|----------------------------|----------------------|
| SAPPHIRE                   | TOPAZ                |
| Evade : ---                | Evade : ---          |
| Magic : ---                | Magic : ---          |
| Speed : ---                | Speed : ---          |
| Spirit : ---               | Spirit : ---         |
| Strngth: ---               | Strngth: ---         |
| Defense: ---               | Defense: ---         |
| Mag Def: ---               | Mag Def: ---         |
| Mag Eva: ---               | Mag Eva: ---         |
| Enhance: ---               | Enhance: ---         |
| Nullify: ---               | Nullify: ---         |
| Halves : ---               | Halves : ---         |
| Absorbs: ---               | Absorbs: ---         |
| Teaches: Fenrir, High Tide | Teaches: Fira, Ifrit |

|                                                 |
|-------------------------------------------------|
| YELLOW SCARF                                    |
| Evade : ---                                     |
| Magic : ---                                     |
| Speed : ---                                     |
| Spirit : ---                                    |
| Strngth: +2                                     |
| Defense: ---                                    |
| Mag Def: +1                                     |
| Mag Eva: ---                                    |
| Enhance: ---                                    |
| Nullify: ---                                    |
| Halves : ---                                    |
| Absorbs: ---                                    |
| Teaches: Millionaire, Steal Gil,<br>Bird Killer |

#####  
 ABILITIES [ABLT]  
 #####

A section by request! Abilities are listed and what equipment teaches them, in an easy-to-read table. It's all alphabetical order and action techniques are separated from the passives. If you wanna know who can learn what and where to get the equipment, well, Ctrl+F. =p

Quina's action skills aren't learned through AP, though, remember.

| ABILITY NAME  | EQUIPMENT THAT TEACHES IT |
|---------------|---------------------------|
| 1,000 Needles | ~~~~~                     |
| Angel's Snack | ~~~~~                     |
| Annoy         | Gladius, Sargatanas       |
| Aqua Breath   | ~~~~~                     |

|                |                                                                                     |
|----------------|-------------------------------------------------------------------------------------|
| Ark            | Pumice                                                                              |
| Armor Break    | Mythril Sword                                                                       |
| Atomos         | Amethyst                                                                            |
| Aura           | Scissor Fangs, Duel Claws                                                           |
| Auto-Life      | ~~~~~                                                                               |
| Bad Breath     | ~~~~~                                                                               |
| Bahamut        | Garnet                                                                              |
| Berserk        | Magic Racket                                                                        |
| Bio            | Oak Staff                                                                           |
| Blind          | Multina Racket, Magician Shoes                                                      |
| Blizzaga       | Octagon Rod                                                                         |
| Blizzara       | Ice Staff                                                                           |
| Blizzard       | Leather Wrist, Opal                                                                 |
| Break          | Cypress Pile                                                                        |
| Carbuncle      | Ruby                                                                                |
| Chakra         | Cat's Claws, Leather Plate                                                          |
| Charge!        | Coral Sword, Aegis Gloves                                                           |
| Cherry Blossom | Obelisk                                                                             |
| Climhazzard    | Excalibur, Excalibur II                                                             |
| Comet          | Cypress Pile                                                                        |
| Confuse        | Asura's Rod, Lamia's Tiara                                                          |
| Countdown      | Kaiser Knuckles                                                                     |
| Cura           | Healing Rod, Golem's Flute, Barette                                                 |
| Curaga         | Hamelin, Angel's Flute, Wizard Rod, Whale Whisker                                   |
| Cure           | Rod, Magic Racket, Silk Shirt                                                       |
| Curse          | Mythril Claws, Kaiser Knuckles                                                      |
| Darkside       | Blood Sword                                                                         |
| Death          | Black Hood                                                                          |
| Demi           | Cypress Pile, Amethyst, Black Belt                                                  |
| Demi Shock     | Avenger, Rune Claws                                                                 |
| Detect         | Mage Masher, Orichalcon                                                             |
| Dispel         | Siren's Flute, Tiger Racket                                                         |
| Doom           | ~~~~~                                                                               |
| Doomsday       | Mace of Zeus                                                                        |
| Drain          | Oak Staff                                                                           |
| Dragon Breath  | Dragon's Hair                                                                       |
| Dragon's Crest | Holy Lance                                                                          |
| Earth Shake    | ~~~~~                                                                               |
| Esuna          | Fairy Flute, Angel's Flute, Siren's Flute, Rubber Suit                              |
| Fira           | Flame Staff, Mage's Hat, Power Belt, Topaz                                          |
| Firaga         | Octagon Rod                                                                         |
| Fire           | Mage Staff, Leather Hat                                                             |
| Fenrir         | Sapphire                                                                            |
| Flare          | Black Robe                                                                          |
| Flee           | Dagger, Mage Masher, Zorlin Shape, Ultima Weapon,<br>  Germinas Boots               |
| Float          | Stardust Rod, Lamia's Flute, Lamia's Tiara                                          |
| Frog Drop      | ~~~~~                                                                               |
| Frost          | ~~~~~                                                                               |
| Full-Life      | Siren's Flute, Light Robe                                                           |
| Goblin Punch   | ~~~~~                                                                               |
| Haste          | Emerald, Fairy Flute                                                                |
| Holy           | Angel's Flute                                                                       |
| Iai Strike     | Rune Blade                                                                          |
| Ifrit          | Topaz                                                                               |
| Jewel          | Hamelin                                                                             |
| Lancer         | Partisan, Dragon Wrist, Coral Ring                                                  |
| Leviathan      | Aquamarine                                                                          |
| Life           | Mythril Rod, Healing Rod, Whale Whisker, Cachusha,<br>  Golem's Flute, Rebirth Ring |

|               |                                                                                                   |
|---------------|---------------------------------------------------------------------------------------------------|
| Limit Glove   | ~~~~~                                                                                             |
| Lucky Seven   | Gladius, Exploda, Rune Tooth, The Tower, Thief Hat                                                |
| Luna          | Trident                                                                                           |
| LV3 Def-less  | ~~~~~                                                                                             |
| LV4 Holy      | ~~~~~                                                                                             |
| LV5 Death     | ~~~~~                                                                                             |
| Madeen        | Ribbon                                                                                            |
| Magic Break   | Flame Saber                                                                                       |
| Magic Hammer  | ~~~~~                                                                                             |
| Matra Magic   | ~~~~~                                                                                             |
| Mental Break  | Ice Brand                                                                                         |
| Meteor        | High Mage Staff                                                                                   |
| Might         | Hamelin, Priest's Racket                                                                          |
| Mighty Guard  | ~~~~~                                                                                             |
| Mini          | Asura's Rod, Magic Racket, Feather Boots                                                          |
| Minus Strike  | Iron Sword, Excalibur II, Rubber Helm                                                             |
| Mustard Bomb  | ~~~~~                                                                                             |
| Night         | ~~~~~                                                                                             |
| No Mercy      | Dragon's Claws, Duel Claws                                                                        |
| Odin          | Dark Matter                                                                                       |
| Osmose        | High Mage Staff, Gaia Gear                                                                        |
| Panacea       | Rod, Air Racket                                                                                   |
| Phoenix       | Phoenix Pinion                                                                                    |
| Poison        | Lightning Staff                                                                                   |
| Power Break   | Diamond Sword                                                                                     |
| Protect       | Rod, Wizard Rod, Mythril Racket, Steepled Hat, Desert<br>  Boots                                  |
| Pumpkin Head  | ~~~~~                                                                                             |
| Ramuh         | Peridot                                                                                           |
| Reflect       | Stadust Rod, Mythril Racket, Reflect Ring, Ruby                                                   |
| Regen         | Fairy Flute, Fairy Earrings                                                                       |
| Reis's Wind   | Mythril Spear, Holy Lance, Gold Helm, Angel Earrings                                              |
| Revive        | Tiger Fangs, Rune Claws, Rebirth Ring                                                             |
| Roulette      | ~~~~~                                                                                             |
| Sacrifice     | Exploda, Masamune                                                                                 |
| Scan          | Air Racket, Desert Boots                                                                          |
| Shell         | Mythril Rod, Multina Racket, Mythril Racket, Wizard Rod,<br>  Cotton Robe, Gold Choker, Moonstone |
| Shiva         | Opal                                                                                              |
| Silence       | Mythril Rod, Asura's Rod, Lamia's Flute                                                           |
| Six Dragons   | Heavy Lance                                                                                       |
| Sleep         | Flame Staff                                                                                       |
| Slow          | Ice Staff, Magus Hat                                                                              |
| Soul Blade    | The Ogre                                                                                          |
| Spare Change  | Poison Knuckles, Rune Claws                                                                       |
| Stock Break   | Ultima Sword, Excalibur II                                                                        |
| Stona         | Multina Racket, Lamia's Flute                                                                     |
| Stop          | Oak Staff                                                                                         |
| Thievery      | Angel Bless, The Tower                                                                            |
| Thundaga      | Octagon Rod                                                                                       |
| Thundara      | Lightning Staff, Peridot                                                                          |
| Thunder       | Silk Shirt, Glass Buckle                                                                          |
| Thunder Slash | Defender, Ragnarok                                                                                |
| Twister       | ~~~~~                                                                                             |
| Water         | N-Kai Armlet                                                                                      |
| What's That!? | Butterfly Sword                                                                                   |
| White Draw    | Ice Lance, Kain's Lance, Emerald                                                                  |
| White Wind    | ~~~~~                                                                                             |
| Vanish        | ~~~~~                                                                                             |

|                |                                                          |  |
|----------------|----------------------------------------------------------|--|
| Ability Up     | Stardust Rod, Green Beret, Diamond Gloves, Diamond Armor |  |
|                | Brigandine, Silk Robe, Cachusha, Lapis Lazuli, Ribbon    |  |
| Absorb MP      | Promist Ring                                             |  |
| Accuracy+      | Black Hood, Power Wrist, Diamond Helm, Genji Armor,      |  |
|                | Lapis Lazuli                                             |  |
| Add Status     | Feather Hat, Twist Headband, Bone Wrist, Bracer, Chimera |  |
|                | Armlet, Thunder Gloves, Glass Buckle                     |  |
| Alert          | Barbut, Ninja Gear, Germinas Boots                       |  |
| Antibody       | Glass Armlet, Mythril Helm, Bronze Gloves, Survival Vest |  |
|                | Glutton's Robe, Glass Buckle                             |  |
| Auto-Float     | Venetia Shield, Feather Boots                            |  |
| Auto-Haste     | Running Shoes                                            |  |
| Auto-Life      | Rebirth Ring                                             |  |
| Auto-Potion    | Demon's Vest, Mythril Vest, Magician Robe, White Robe,   |  |
|                | Extension, Gold Choker, Running Shoes                    |  |
| Auto-Reflect   | Reflect Ring                                             |  |
| Auto-Regen     | Golden Hairpin, Carabini Mail, Brave Suit, Light Robe,   |  |
|                | Glutton's Robe, Angel Earrings, Maiden Prayer            |  |
| Bandit         | Mythril Dagger, N-Kai Armlet                             |  |
| Beast Killer   | Broadsword, Flash Hat, Egoist's Armlet, Leather Wrist,   |  |
|                | Platina Armor, Moonstone                                 |  |
| Bird Killer    | Bronze Armor, Chain Mail, Adaman Vest, Yellow Scarf      |  |
| Body Temp      | Holy Miter, Jade Armlet, Genji Armor, Glutton's Robe,    |  |
|                | Diamond, Fairy Earrings, Madain's Ring                   |  |
| Boost          | Pumice Piece                                             |  |
| Bright Eyes    | Feather Hat, Ritual Hat, Iron Helm, Cachusha             |  |
| Bug Killer     | Bronze Helm, Mythril Gloves, Mythril Armlet              |  |
| Chemist        | Grand Armor, Cotton Robe, Barette, Madain's Ring         |  |
| Clear Headed   | Circlet, Green Beret, Lamia's Tiara, Magic Armlet, Gold  |  |
|                | Helm, Dark Gear, Magician Shoes                          |  |
| Concentrate    | Robe of Lords, Rosetta Ring                              |  |
| Counter        | Cat's Claws, Poison Knuckles, Mythril Claws, Scissor     |  |
|                | Fangs, Dragon's Claws, Tiger Fangs, Avenger, Kaiser      |  |
|                | Knuckles, Duel Claws, Ritual Hat, Venetia Shield, Power  |  |
|                | Vest, Anklet, Power Belt                                 |  |
| Cover          | Red Hat, Gauntlets, Linen Cuirass, Mythril Armor         |  |
| Devil Killer   | Cross Helm, Thunder Gloves, Chain Plate, Demon's Vest    |  |
| Distract       | Shield Armor, Judo Uniform, Diamond, Reflect Ring        |  |
| Eye 4 Eye      | Flash Hat, Kaiser Helm, Ninja Gear, Rubber Suit          |  |
| Flee-Gil       | Wrist, Desert Boots, Gold Choker                         |  |
| Gamble Defense | Adaman Hat, Twist Headband, Power Vest, Barette          |  |
| Guardian Mog   | Madain's Ring, Ribbon                                    |  |
| Half MP        | Light Robe, Protect Ring                                 |  |
| Healer         | Healing Rod, Anklet, Garnet                              |  |
| High Jump      | Dragon Mail                                              |  |
| High Tide      | Partisan, Fork, Needle Fork, Mythril Fork, Silver Fork,  |  |
|                | Bistro Fork, Gastro Fork, Dark Hat, Jade Armlet, Grand   |  |
|                | Helm, Genji Gloves, Demon's Mail, Gaia Gear, Minerva's   |  |
|                | Plate, Sapphire                                          |  |
| HP +10%        | Chain Mail, Judo Uniform, Aquamarine, Germinas Boots     |  |
| HP +20%        | Adaman Hat, Mantra Band, Genji Helmet, Defense Gloves,   |  |
|                | Maximillian, Battle Boots, Black Belt                    |  |
| Initiative     | Obelisk, Battle Boots                                    |  |
| Insomniac      | Bandana, Holy Miter, Diamond Helm, Mythril Helm, Gaia    |  |
|                | Gear, Magician Cloak, Coral Ring                         |  |
| Jelly          | Circlet, Dark Hat, Dragon Wrist, Diamond Gloves, Mythril |  |
|                | Armor, Bronze Vest, Dark Gear                            |  |
| Level Up       | Egoist's Armlet, Iron Helm, Extension, Fairy Earrings,   |  |
|                | Pearl Rouge, Rosetta Ring                                |  |
| Locomotion     | Black Hood, Golden Skullcap, Plate Mail, Demon's Vest,   |  |

|               |                                                           |  |
|---------------|-----------------------------------------------------------|--|
|               | Ninja Gear, Survival Vest, Anklet                         |  |
| Long Reach    | Thief Hat, Protect Ring                                   |  |
| Loudmouth     | Golden Hairpin, Mage's Hat, Silk Robe, White Robe, Pearl  |  |
|               | Rouge                                                     |  |
| Mag Elem Null | Promist Ring, Protect Ring                                |  |
| Man Eater     | Bandana, Coronet, Mythril Gloves, Coral Ring              |  |
| Master Thief  | Thief Gloves                                              |  |
| Millionaire   | Yellow Scarf                                              |  |
| MP +10%       | Magician Cloak, Magician Robe, Emerald, Magician Shoes,   |  |
|               | Extension                                                 |  |
| MP +20%       | Black Robe, Angel Earrings                                |  |
| MP Attack     | Red Hat, Cross Helm, Battle Boots, Power Belt             |  |
| Odin's Sword  | Ancient Aroma                                             |  |
| Power Throw   | Bracer                                                    |  |
| Power Up      | Golden Skullcap                                           |  |
| Protect Girls | Butterfly Sword, Leather Shirt                            |  |
| Reflect-Null  | Robe of Lords, Pearl Rouge                                |  |
| Reflectx2     | Black Robe, Rosetta Ring                                  |  |
| Restore HP    | Platinum Helm, Grand Armor, Brave Suit, Minerva's Plate,  |  |
|               | Promist Ring                                              |  |
| Return Magic  | Coronet, Brigandine                                       |  |
| Steal Gil     | Glass Armband, Yellow Scarf                               |  |
| Stone Killer  | Platinum Helm, Gold Armor, Adaman Vest, Power Vest        |  |
| Undead Killer | Headgear, Ritual Hat, N-Kai Armband, Silver Gloves, Plate |  |
|               | Mail                                                      |  |
|               |                                                           |  |

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## VIII. FREQUENTLY ASKED QUESTIONS

[FAQZ]

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[Q] - Is there a New Game+ Mode?

[A] - No.

[Q] - How do I do a soft reset?

[A] - Start + Select + L1 + L2 + R1 + R2

[Q] - What happened to PlayOnline? Does it still exist?

[A] - It used to ([www.square-enix-usa.com/strategy/FF9](http://www.square-enix-usa.com/strategy/FF9)) but seems to be completely defunct now.

[Q] - How many endings are there?

[A] - There's one, but with an extra scene that can be shown.

[Q] - How do I get that extra scene?

[A] - Have the 'Hammer' item won from the Stellazzio coin quest in your inventory at the end of the game.

[Q] - What is the extra scene?

[A] - King Leo executes Blank's character in the play.

[Q] - What does Six Dragons REALLY do?

[A] - Well, as you know, there are six outcomes that it can do. Forget who brought it up, but the percentages were just recently revealed:

[20%] - Fully Heals HP

[20%] - Fully Heals MP

[20%] - Reduces HP & MP to 1

- [15%] - Reduces MP to 1
- [15%] - Reduces all allies' HP to 1
- [10%] - Fully Heals HP & MP

[Q] - I missed the Excalibur II. Can I get it when the clock changes colors at 100:00?

[A] - Nope. Someone did calculations and it'd take over two years of in-game clock-running to get the turnover needed to have another 12-hour window to get it. Naturally, I don't recommend such a thing since that much use will degenerate the console itself.

[Q] - How do I change party members?

[A] - Depends on the disc. There are a few one-time prompts that happen on the second disc, but it's only on Disc 3 when the Blue Narciss is obtained that the regent will be available for party-switching on a whim. A sailor on the Hilde Garde 3 will do this also. On Disc 4, this function can be done on the Invincible or the save orbs in Memoria.

[Q] - How do I do the 'Eidolon Wall' quest regarding Dagger?

[A] - Be on Disc 4 and have Dagger/Amarant out of the party. Enter Madain Sari and talk to Lani, who won't run away this time. She'll mention that there are some words that might mean something in the room 'down there,' in the small den by the fishing dock. Enter and read a cryptic message about the passage of time -- this relates to the Eidolon Wall. Enter said location. Pick a direction and walk from the entrance back to the entrance (in full rotation) until a 'ding!' noise plays. Start walking back the way ya came until the entrance is met again, with another 'ding!' noise. Repeat this nine times to have the HP/MP refreshed. On the tenth time, go and get Dagger -- a special message will now be visible on the wall and relate to her heritage.

[Q] - How do I skip FMVs on the slimline PS2?

[A] - Credit to Atomos99 for bringing this to my attention. When an FMV stalls or freezes, pop open the lid and switch for a different disc; when the screen turns black, switch back. This will work, I've done it myself. A note, though: there's usually a degree of haste involved in switching discs, so be careful not to scratch up any other discs as you perform this operation (through fumbling, etc). Good luck!

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## IX. UPDATES AND THANKS

[UPDT]

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I'll definitely be updating the sidequest section next, mostly because I've messed up the Kupo Nut delivery scheme and didn't include any Triple Triad junk <shudder>. Or Ozma stuffs. Or who can't equip what in the equipment section... Hmm, well, all in due time, yeah?

02-22-07 -----+ Started walkthrough  
03-09-07 -----+ Added to GameFAQs  
                  + Walkthrough complete  
                  + Equipment List complete  
                  + ATE List complete  
                  + Shop List complete (like whoa)  
  
03-10-07 -----+ Updated Frog-catching Guide  
                  + Updated Ragtimer sidequest

03-23-07 -----+ Error corrections  
+ Updated Iifa Tree treasures

04-02-07 -----+ Error corrections. :p  
04-25-07 -----+ Error corrections. :p  
05-10-07 -----+ Error corrections. :p  
05-15-07 -----+ Error corrections. :-P  
06-16-07 -----+ Updated FAQ  
06-18-07 -----+ Error corrections. >=p  
07-10-07 -----+ Added 'ABLT' section  
08-09-07 -----+ Error corrections. >={  
08-16-07 -----+ Updated Ragtimer section  
09-22-07 -----+ Error corrections >=}  
10-31-07 -----+ Error correctionz >:oP  
12-11-07 -----+ Error corrections <):{  
01-03-08 -----+ Error corrections :~  
01-24-08 -----+ Updated jumprope section  
03-06-08 -----+ Error corrections D:  
03-10-08 -----+ Error corrections :D  
04-01-08 -----+ Error corrections :x  
04-10-08 -----+ Error correctionx :\_  
05-24-08 -----+ Error correctionzzz  
06-10-08 -----+ Error corrections  
06-19-08 -----+ Error corrections  
07-11-08 -----+ Error corrections  
07-13-08 -----+ Error corrections  
08-12-08 -----+ Updated FAQ Section  
08-14-08 -----+ Error corrections  
08-22-08 -----+ Updated Ozmania section  
10-19-08 -----+ Error corrections  
01-05-08 -----+ Error corrections  
01-07-09 -----+ Error corrections  
01-08-09 -----+ Error corrections

[THANKS TO:]

Ceej -----> fer hostin' this  
Zylo2 -----> Correction to Ice Cavern items  
Luis Gudino -----> Correction on Mount Gulug item  
Hikari Kirameku -----> Hippaul racing tip  
KainDjinn -----> Reminding me to explain the tent trick  
KFCrispy -----> BMV corrections  
Rick -----> Correction on Cleyra and Kupo Nut sidequest  
Rebirth Flame -----> Information on Ragtimer appearances. Thanks!  
Chazface -----> Lots o' error corrections  
Amy Brock -----> Tiger Racket Dispel correction  
Spiroth\_Kweehh -----> Error in Lindblum section  
V Double O -----> Ragtime Mouse final gil result  
Rykken -----> Black Waltz #3 tip  
Francesco Gallo -----> Missing letters at Cleyra/Alexandria, Silver Drag. drop  
VladGuerrero -----> Alexandria Guardhouse correction  
nthn75075 -----> Correcting me on Daguerreo's exchange rate  
protector94 -----> Minus Strike v. Tantarion suggestion  
JIM12306 -----> Telling that Beatrix has Cure/Cura in battle  
accrovideogames -----> Reminding me that mountain cracks are untraversable  
Dr Shadow -----> "Sea at Dusk" correction  
RydiaPwns4 -----> Reminding me about not mentioning gold frogs anywhere  
MightyKing -----> Cleyra's Trunk correction  
Kyle -----> Error corrections  
Sypher\_Kyaeon -----> Tip addition



Jeremy Squalor -----> Ipsen's Castle/Genji Armor correction  
Supernova 163 -----> Lots of corrections here and there  
TrevorBlack -----> Alexandria Castle Phoenix Down note  
Dr\_Vondrook -----> Missing potion in Alexandria  
Lord Adramelech -----> Chocograph correction  
Danyal Herder -----> Error correction @ Necron  
Thomas Schot -----> Correction about FOTH Zagnol  
Super Slash -----> Tiamat Snort correction  
Dan Kolby -----> Anklet CH&C values  
Twilight L. -----> Distract learning correction  
GROMABgladius -----> Clerical error  
Tyler Warner -----> Tantarion 4x Reflect strategy  
~kittykagora~ -----> Info on Faraway Lagoon location  
genkaku666 -----> Correction about FOTH point values  
TheHornGod -----> Tip on Jump-roping  
Henry Domke -----> Chocobo H&C 10000G/Hi-Potion correction  
Zetema -----> Mentioned Trance Kuja has Curaga -- d'oh  
Andy Love -----> Missing Ore chest!  
ultimarally -----> 1st chocograph piece correction  
Ryan Ballard -----> Shell Dragon tip  
Antares93 -----> Missing Remedy @ Alexandria  
Ultima13 -----> Scarlet Hair battle tip  
sjshady0169 -----> Ragtimer tip  
Vir27 -----> Demi Shock DMG% correction  
wpot -----> Feather Boots error  
Gonçalo Silva -----> Cold Field correction  
A.K. -----> Stiltzkin/Monty letter correction  
Blake Holloway -----> Desert Palace staircase correction  
GoldAK47 -----> Shop inventory correction  
Mozor -----> Ragtimer gil note  
Eric Lamp -----> Maliris' susceptibility to Sleep  
Michael Leddick -----> Reminder that Earth Guardian can be eaten  
Jesse Mäkinen -----> Ozmania section corrections (x2)  
Elliot Barron -----> Reminder about summon power-ups  
kaonohiokala -----> Various corrections in 'The Open Seas' section  
Matron -----> Info on Pinnacle Rocks' Sand Scorpions  
rpgsrock92389 -----> Limit Glove tip at Popos Heights  
Timo Hermans -----> Mosh-Monty letter correction  
CC Sphere -----> Missing CH&C point values  
Ang Lim Sheng -----> Vivi's abilities' in-game order to fit other sections  
Leah Dunaway -----> Zorlin Shape availability tip  
singaporygon -----> Accessory unequip reminder on Disc 2  
ffflarestar -----> Ragtimer rewards/monster weaknesses  
Andrew A. -----> Tip during Treno Dagger/Thief encounter  
Jessica Brown -----> Kirkboat Diamond tip  
Euchale -----> Missing Stiltskin letter [WK21]  
omnislash2007 -----> Missing passive ability in Zidane's list  
Jaime A. Altamiranda -> Missing Tent in Alexandria  
Klarita Veliu -----> 11th Stellazio reward correction  
Vili Kupari -----> Grand Dragon LV5 Death tip  
Fantasy4Life -----> Tantarion steal correction  
Zetema -----> Desert Palace direction correction  
Ebenezer\_Grimm -----> Reminders about Ragtimer quest & Blue Magicks  
thelwhoistornapart ---> For information regarding the Healing Rod chest and  
reminding me about the Oglop Card exchange. Thx!  
Lord Faust -----> for giving some info relating to the 'S Rank Medal'  
Ian J. Derderian -----> Multina Racket correction  
Andre Garfo -----> Corrections to ALX1 section/Black Waltz #3 strategy  
Daniel Burapavong ----> Correction on method to get Mage Staff/Fork at Ipsen's  
and writing about 90% of the Ozmania section

Ricardo Sudário -----> Various error corrections :D  
Reinaldo de Souza Gomes -> Missed Ether in Alexandria, and miscellaneous info  
GameTalk FFI Board --> You guys keep this game alive for me. Thanks to Iffy,  
Solly, Everyone's Grudge, Piccolo, Phat Dragon, Cosmo  
Monkey, Aulayna, Cloud\_the\_Strong, FF9Freak, Nails,  
Night-Walker, Dark Lenne, \*Zidane\*, Mel's Cross Hinder,  
and a whole bunch of people from the past who I've no  
doubt overlooked (e-mail meh). <3

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X. LEGALITY

[LGLT]

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DEATH WON'T EVEN BE STILL  
IT CAROMS OVER THE LANDFILL...

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