

# Final Fantasy IX FAQ/Walkthrough Part 1

by Nemesis

Updated to vFinal on Aug 18, 2001

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- Return to Alexandria
- Return to Lindblum
- Return to Black Mage Village
- Forgotten Continent
- Oeilvert
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01. Introduction

.....

Hello, and welcome to my Final Fantasy IX™ unofficial strategy guide/FAQ. Final Fantasy IX™ is one of the greatest RPGs EVER, in my humble opinion. It combines classic RPG gameplay from yesteryear, and combines it with lovable characters who are memorable and unforgettable, state-of-the-art graphics and CG (computer graphics...aka FMV), and a stunning score which makes the game feel so great to play. The battle system is classic Final Fantasy™, with Squaresoft's touch that can never be duplicated. Final Fantasy IX™ is better than Chrono Cross™, but just barely. They both have awesome gameplay, great graphics, and a terrific score, as well as memorable characters, but Final Fantasy IX™ just has that "old school" feel to it, with all of the dragons, castles, princesses, Moogles, and even flying airships. If you liked the old Final Fantasy™ games like Final Fantasy IV™ or Final Fantasy VI™, then I strongly recommend Final Fantasy IX™. Hell, there are even some parts of Final Fantasy IX™ that closely resemble Final Fantasy I™! Oh, and there are some references to the other PlayStation™ Final Fantasy™ games, like one to Final Fantasy VII™, when you can find a "flower girl" in a certain area of the game...

The Part which you are reading right now (Part I), contains everything that someone might need to play the game. It has the complete walkthrough for the game, all of the shop information, as well as character information and some tips & tricks for your game. If you just wanted to beat the game straight through, then this is the document that you would want to read. However, if you would like to see all of the little details of the game, and even all of the smaller things in the game, then read Part II of this FAQ.

+-----+  
| N O T I C E: |  
| If you have any questions about Final Fantasy IX™, check the |  
| Walkthrough first (use Ctrl + F to help you...), and then please |  
| check the FAQ Section, because maybe your question can be answered |  
| there. If then you STILL cannot find the answer to your question, |  
| then e-mail me. But a word of warning: If your question CAN be found |  
| somewhere in this document, then I will NOT respond to you. Please |  
| try to help yourself before you come to me. I get over 50 e-mails a |  
| day, and I do not have time to respond to e-mails asking me |  
| questions that can be found in this FAQ. Thank you. |  
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## 02. Legal Stuff

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- GameFAQS <[www.gamefaqs.com](http://www.gamefaqs.com)>
- Cheat Code Central <[www.cheatcc.com](http://www.cheatcc.com)>
- GameSages <[www.gamesages.com](http://www.gamesages.com)>
- Vgstrategies.com <<http://vgstrategies.about.com>>
- GameShark.com <[www.gameshark.com](http://www.gameshark.com)>
- FAQ Domain <<http://faqdomain.cjb.net>>
- Happy Puppy <<http://www.happypuppy.com>>

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NOT WWW.MEGAGAMES.COM

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If anyone finds it on any other site or MegaGames.com, please inform me ASAP.

E-Mail Address: [nemesis@flipmode.com](mailto:nemesis@flipmode.com)

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well as any questions, comments, or corrections, to the address above.

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03. Updates / Revision History

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Version: Final (08/18/01)  
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- Updated the format a bit, and changed the Table of Contents for Part 2 of this FAQ accordingly.

-315 KB

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Version: Final (07/02/01)  
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- Updated the format a bit, fixed some errors, and changed the site at the top of the FAQ. It's done!

-315 KB

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Version 1.03 (12/15/00)  
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- Fixed up the format of the FAQ.

-315KB

-----  
Version 1.02 (12/13/00)  
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- Added the Tips & Strategies section.

-310KB

-----  
Version 1.01 (12/12/00)  
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- Added some more Boss Information in the Walkthrough.
- Updated the Shops section a bit.
- Updated the Table of Contents for Part II of the guide.

-302KB

-----  
Version 1.00 (12/11/00)  
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- Finished up the Disc 4 walkthrough, and therefore, completing the ENTIRE walkthrough for Final Fantasy IX™ (On another side note: Yay!!!).
- Finished up the Shops section.
- Updated the Characters section.

- 301KB

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Version 0.80 (12/10/00)

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- Finished up the Disc 3 walkthrough (On a side note: Yay!!!).
- Updated the Shops section.

- 273KB

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Version 0.60 (12/07/00)

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- Updated the walkthrough up through Desert Palace, and right to Esto Gaza.
- Updated the Shops section.

- 231KB

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Version 0.59 (12/05/00)

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- Okay, I give up. I created two parts for this FAQ. It was just too much of a hassle to type up some walkthrough, then scroll down to the Shops section and add some info there, then scroll wayyy down to the bottom of the document to update the Mognet Letters section or ATEs section, and so on, so I decided to split the guide up into two parts. One focusing on the main things you want to know while playing the game (walkthrough, shops info., status effects), while the second part contains "everything else" that is not necessary to beat the game, but is very good to know (items/weapons/armor, abilities, 'extras' like Mognet Letters, ATEs, Mini-Games, and Moogle Locations).
- Updated the walkthrough up through Oeilvert on Disc 3.
- Updated the Shops Info. section.

- 216KB

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Version 0.57 (12/04/00)

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- Updated the walkthrough up through Black Mage Village on Disc 3.

- Updated the Moogle Locations section.
- Updated the Shops Info. section.
- Updated the Mognet Letters section.
- Updated the ATE(s) section.

- 330KB

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Version 0.55 (12/03/00)

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- Updated the walkthrough up to Lindblum on Disc 3.
- Updated the Moogle Locations section.
- Updated the Shops Info. section.
- Updated the Mognet Letters section.
- Updated the ATE(s) section.

- 317KB

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Version 0.50 (12/01/00)

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- Updated the walkthrough through Disc 2.
- Updated the Moogle Locations section.
- Updated the Shops Info. section.
- Updated the Mognet Letters section.
- Updated the Abilities List (Added Zidane's, Steiners, and Dagger's Abilities, as well as updated the other character ones)

- 300KB

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Version 0.40 (11/28/00)

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- Updated the walkthrough up to, and somewhat through Madain Seri on Disc 2.
- Updated the Moogle Locations section.
- Updated the Shops Info. section.
- Updated the Mognet Letters section.
- Updated the ATE(s) section.



- 280KB

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Version 0.35 (11/26/00)

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- Updated the walkthrough through Outer Continent, and up to Conde Petie on Disc 2.
- Updated the Moogles Locations section.
- Updated the Shops Info. section.
- Updated the Mognet Letters section.
- Updated the ATE(s) section.
- Added the Mini-Games / Side-Quests section.

- 260 KB

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Version 0.30 (11/23/00)

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- Phew! Finally got to the second disc, and in a good amount of time (It's a good thing I had Wednesday and today off from school, or I would have never gone through it this fast). Updated the walkthrough through Disc 2.

- 218KB

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Version 0.25 (11/22/00)

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- Completed the game for the first time. Got down most of the Equipment and Ability Lists information.
- Began a new game today, and am basically rushing through the first disc, since I already have the first disc documented.

- 175KB

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Version 0.20 (11/20/00)

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- Completed the Disc 01 Walkthrough

- 100KB

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Version 0.012 (11/16/00)

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- Began this FAQ in beta-version. Made up the basic format for the document.

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## 04. Game Basics

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"Here" Icon: This icon is in the shape of a hand (in a white glove), and will guide your character on the Field Screen. This helps to show the position of your character on the Field Screen. This feature can be manually shut on or off on the Configure Menu.

Saving your game: There are two ways that you can save your game in Final Fantasy IX: Either save your game on the World Map anytime by summoning a Moogle, or locating a Moogle on the Field Map. Moogles are those tiny, cat-like animals that are usually in key-areas in the game, where it's a good idea to save your game before moving on. When you talk to the Moogle, you have a few choices on what to do:

- Save: Saves your game.
- Tent: Allows you to heal the HP and MP of your current party, if you have a Tent item.
- Mognet: Allows Moogles to communicate, and will let your character deliver letters between Moogles.
- Cancel: Lets you leave the Moogle.

"!" Icon: This icon appears above an area where there is an Item that can be picked up on the Field Screen. If you happen to come across an important item, a "!" will pop-up, indicating there is an item at that spot. This is awesome, because it makes finding extra stuff like Gil and healing items easier to find than in previous games.

ATB (Active Time Battle): Time during battle is managed by the ATB system. There are 2 ATB modes: Active and Wait. You can select them in the Configure Menu:

-ATB Mode-

- Active Always real-time (time never stops during battle).
  - Wait Time stops while you are selecting Magic and items.
- Wait is better suited for beginners (novices), while Active is more for advanced players.

Damage Points: Numbers and details pop up during battle whenever your HP and MP change. Numbers appear in 2 different colors:

-Damage Points-

- 9999 HP Change:  
White numbers indicate damage.

Green numbers indicate HP recovery.

9999 MP Change:

White numbers indicate loss.

Green numbers indicate MP recovery.

-Damage Details-

|          |   |
|----------|---|
| Miss     | When an attack misses.                                    |
| Critical | When you deal greater damage than usual.                  |
| Death    | When you get KO'd.  |
| Guard    | When status attacks and elemental attacks have no effect. |

Order Option: The Order Option involves not only the lineup but also the battle position. There are 2 battle positions: Front row and back row.

-Front Row and Back Row-

Front Row You can deal big damage with Attack, but you can also receive big damage.

Back Row You can only deal small damage with Attack, but you receive less damage from attacks.

You can change this setting in the Option (Config Menu). You can also switch between the front and back row during battle, by selecting Change. If you use magic or long-range weapons, you can deal just as much damage from the back row as you can from the front row. In tough battles, adjusting battle positions appropriately might save your life.

Trance: When Trance occurs, the character transforms. Your power increases while under Trance. In addition to greater attacking power, you receive new battle commands. It's really amazing how much you can change. Some facts about Trance:

-About Trance-

1. The Trance Gauge increases as you take hits from the enemy.
2. The Trance Gauge does not increase if you get hit by other party members.
3. If you get afflicted by Zombie, the Trance Gauge goes down completely.
4. When the Trance Gauge fills up completely, it's party time!

-Conditions that Stop/Prevent Trance-

1. End of a battle: Trance Gauge goes back down to zero.
2. During battle: Trance Gauge decreases to zero as you take actions during battle.

The origin of Trance is hostility. The hostile energy of the enemy's attacks induces Trance. That's why being attacked by your allies can't cause Trance. There is also an ability that help you achieve Trance faster. The Trance Gauge appears both in battle and in the Status Menu, which is under the Main Menu. Unfortunately, not everyone can achieve Trance.

Abilities: Abilities are special powers that all characters possess. Using them wisely is the key to victory. There are tons of different abilities, but generally, they fall into 2 categories:

-Types of Abilities-

Action Abilities:

Magic and special moves you can use in battle; consume MP.

Support Abilities:

Special abilities that support you in battle (must equip magic stones to use them).

You need MP to use magic and special moves. Maximum MP increases as you level up. Support abilities must be equipped with magic stones to be functional. Like MP, the maximum number of these stones increases as you level up. The Main Menu shows 2 numbers for magic stones: the remaining number and the maximum number.

-Magic Stones-

Remaining Number (Decreases as you Equip Support Abilities.)

|  
@99/99

|  
Maximum number (Increases as you level up.)

To set magic stones on support abilities, select Ability in the Main Menu and select Equip. There are round slots next to each support ability. The ability is equipped if a magic stone appears inside the slot. The menu shows which support abilities have been equipped.

-Ability Status-

Shaded "O" Ability Name: Not Equipped.

Blue "O" Ability Name: Equipped.

In general, you have to equip items to learn abilities. Most items hold special powers that help draw out your inborn abilities. You could say the items work to free your latent abilities. Select Equip in the Main Menu to check which abilities you can learn from items. The abilities you cannot learn are grayed out.

-Which Abilities Can Be Learned?-

Red "O"-A (Ability Name): Ability that can be learned.

Blue "O"-S (Ability Name): Ability that can be learned.

Gray "O"-A (Ability Name): Ability that cannot be learned.

Gray "O"-S (Ability Name): Ability that cannot be learned.

Abilities can be used as soon as you equip them. However, they cannot be used once you remove the item. To use abilities without equipping items, you must learn them by gaining enough AP for each ability. You can gain AP through battle.

-AP Gauge-

Red "O"-A (Ability Name): | \_\_\_\_\_ \* \_ \* \_ \* |

Blue "0"-S (Ability Name): | \_\_\_\_\_\*\_\*\_\*|

The character has gained enough AP to use the ability without equipping an item.

Red "0"-A (Ability Name): |\_\_50/100\_\_|

Blue "0"-S (Ability Name): |\_\_50/100\_\_|

The character must equip the item to use the ability until more AP is gained.

Press "X" in the Status Menu to view all the learned abilities. Each ability requires different amounts of AP to learn.

Character Stats: The character stats are displayed in the Battle Menu, and show specific strengths/weaknesses of your characters (party members). Here are what they mean:

Speed- Speed determines how fast the character's ATB Gauge fills up (the higher the value, the faster the character can act).

Strength- Strength determines the severity of a physical attack.

Magic- Magic determines the amount of damage caused by magic and summon attacks.

Spirit- Spirit affects the character's attack and defense. Higher values enhance your ability to Steal, Counter, and deal critical damage. Also, the character's Spirit determines how long status effects remain and how quickly the Trance Gauge fills.

Attack- Attack determines the amount of damage the character deals using physical attacks.

Defense- Defense reduces the amount of damage the character receives from physical attacks.

Evade- Evade determines the character's ability to dodge physical attacks.

Magic Defense- Magic Defense reduces the amount of damage the character receives from magic attacks.

Magic Evade- Magic Evade determines the character's ability to dodge magic attacks.

Synthesizing: In addition to regular shops where you can buy and sell items, there are synthesis shops, where you can synthesize items to create new items. All you need are 2 items to serve as the base and a few Gil to cover labor. The items you need and the amount of money you pay vary for each synthesized item.

- Synthesis Example-

The Ogre  
(Required item 1) Mage Master

(Required item 2) Mage Master  
(Cost) 700 Gil

#### Desert Boots

(Required item 1) Leather Hat  
(Required item 2) Leather Shirt  
(Cost) 300 Gil

Long ago, there were rumors saying there's a Legendary Synthesist who can create the best items...

**Elemental Properties:** There are a total of 8 Elemental Properties: Fire, Ice, Thunder, Earth, Water, Wind, Holy, and Shadow. Applying these Elemental Properties to your attacks and defense makes battles a lot easier. But your enemies can take advantage of them as well, so watch out. To apply them, you'll have to understand their natures.

#### -Elemental Properties-

|         |  |
|---------|--|
| Fire    | Effective against ice and undead monsters.                                   |
| Ice     | Effective against insects, large enemies, and fire and dragon-type monsters. |
| Thunder | Effective against enemies near water.  |
| Earth   | Ineffective against flying monsters.   |
| Water   | Effective against fire monsters.   |
| Wind    | Effective against flying monsters.   |
| Holy    | Effective against shadow monsters.   |
| Shadow  | Effective against holy monsters.   |

There is also a Non-elemental Property, which is not affected by any elemental property.

**Tetra Master Card Game:** Tetra Master is a game played world-wide, but the only way to see if someone plays is to challenge them. Tetra Masters never back down from a Challenge. To challenge people, walk up to them and press SQUARE.

#### -Tetra Master Rules 1-

Select 5 cards in your possession to play.

#### -Tetra Master Rules 2-

1. Put down a card by your opponet's card.
2. If an arrow on your card points to your opponet's card, you can win his/her card.

#### -Tetra Master Rules 3-

If an arrow on your card faces the arrow on your opponet's card, a card battle begins. If your card wins the card battle, you win the opponet's card. If your card loses the card battle, the opponet wins your card.

#### -Tetra Master Rules 4-

If you have to battle 2 or more cards, you can choose the opponent's card that you want to battle.

-Tetra Master Rules 5-

The game ends once all the cards are played, and the person with the most cards is the winner.

-Tetra Master Rules 6-

The winner gets to take the loser's card(s).

=====  
000: Characters  
=====

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Zidane Tribal:  
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You don't need a reason to help people.

SKILLS:

Flee: Dagger, Mage Masher, Germinas Boots, Ultima Weapon  
Detect: Mage Masher, Orichalcon  
What's That!?: Butterfly Sword  
Soul Blade: The Ogre  
Annoy: Gladius, Sargatanas  
Sacrifice: Exploda, Masamune  
Lucky Seven: Gladius, The Tower, Rune Tooth, Exploda, Thief Hat  
Thievery: The Tower, Angel Bless

ABILITIES:

Ability Up: Brigandine, Green Beret, Lapis Lazuli  
Accuracy: Lapis Lazuli, Power Wrist  
Add Status: Bracer, Bone Wrist, Chimera Armlet, Glass Buckle  
Alert: Germinas Boots, Ninja Gear  
Annoy: Gladius, Sargatanas  
Antibody: Glass Armlet, Glass Buckle, Mantra Band, Survival Vest  
Auto-Float: Feather Boots  
Auto-Haste: Running Shoes  
Auto-Life: Rebirth Ring  
Auto-Potion: Demon's Vest, Gold Choker, Mythril Vest, Running Shoes  
Auto-Reflect: Reflect Ring  
Auto-Regen: Brave Suit  
Bandit: N-Kai Armlet, Mythril Dagger  
Bird Killer: Adaman Vest, Yellow Scarf  
Body Temp: Diamond, Jade Armlet, Fairy Earrings, Madain's Ring  
Bright Eyes: Feather Hat, Ritual Hat  
Bug Killer: Mythril Armlet  
Clear Headed: Circlet, Dark Gear, Green Armlet, Magician Shoes  
Counter: Avenger, Anklet, Cat's Claws, Dragon's Claws, Duel Claws  
Detect: Mage Masher, Orichalcon  
Devil Killer: Chain Plate, Demon's Vest  
Distract: Diamond, Judo Uniform, Reflect Ring  
Eye 4 Eye: Flash Hat, Ninja Gear  
Flee: Dagger, Mage Masher, Germinas Boots, Ultima Weapon

Flee-Gil: Desert Boots, Gold Choker, Wrist  
Gamble Defense: Adaman Hat, Twist Headband, Power Vest  
High Tide: Dark Hat, Gaia Gear, Jade Armlet, Sapphire  
Insomniac: Bandana, Holy Miter, Magician Cloak, Gaia Gear, Coral Ring  
Jelly: Bronze Vest, Circlet, Dragon Wrist, Dark Gear, Dark Hat  
Level Up: Fairy Earrings, Rosetta Ring  
Locomotion: Anklet, Demon's Vest, Golden Skullcap, Ninja Gear  
Long Reach: Protect Ring  
Lucky Seven: Gladius, The Tower, Rune Tooth, Exploda, Thief Hat  
Man Eater: Bandana, Coral Ring, Coronet  
Master Thief: Thief Gloves  
MP Attack: Battle Belts, Power Belt, Red Hat  
Mug: Chimera Armlet, Survival Vest, Thief Hat  
Protect Girls: Butterfly Sword, Leather Shirt  
Restore HP: Brave Suit, Promist Ring  
Sacrifice: Exploda, Masamune  
Soul Blade: The Ogre  
Steal Gil: Glass Armlet, Yellow Scarf  
Stone Killer: Adaman Vest, Power Vest  
Thievery: The Tower, Angel Bless  
Undead Killer: Headgear, N-Kai Armlet, Ritual Hat  
What's That!?: Butterfly Sword

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Vivi Ornitier:  
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How do you prove that you exist? Maybe we don't exist...

BLACK MAGIC:

Fire: Mage Staff, Leather Hat  
Fira: Flame Staff, Mage's Hat, Topaz  
Firaga: Octagon Rod  
Sleep: Flame Staff  
Blizzard: Leather Wrist  
Blizzara: Ice Staff, Opal  
Blizzaga: Octagon Rod  
Slow: Ice Staff, Magus Hat  
Thunder: Glass Buckle, Silk Shirt  
Thundara: Lightning Staff, Peridot  
Thundaga: Octagon Rod  
Stop: Oak Staff  
Poison: Lightning Staff  
Bio: Oak Staff  
Osmose: Gaia Gear, High Mage Staff  
Drain: Oak Staff  
Demi: Black Belt, Amethyst, Cypress Pile  
Comet: Cypress Pile  
Death: Black Hood  
Break: Cypress Pile  
Water: N-Kai Armlet  
Meteor: High Mage Staff  
Flare: Black Robe  
Doomsday: Mage of Zeus

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Adelbert Steiner:



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Having sworn fealty, must I spend my life in servitude?

SWORD ARTS:

Armor Break: Mythril Sword  
Charge!: Aegis Gloves, Coral Sword  
Climhazard: Excalibur, Excalibur 2  
Darkside: Blood Sword  
Iai Strike: Rune Blade  
Magic Break: Flame Saber  
Mental Break: Gold Helm, Ice Brand  
Minus Strike: Excalibur 2, Rubber Helm, Iron Sword  
Power Strike: Diamond Sword  
Shock: Ragnarok  
Stock Break: Excalibur 2, Ultima Sword  
Thunder Slash: Defender, Ragnarok

SWORD MAGIC:

Bio: Vivi  
Blizzara: Vivi  
Blizzard: Vivi  
Blizzarga: Vivi  
Doomsday: Vivi  
Fira: Vivi  
Firaga: Vivi  
Fire: Vivi  
Flare: Vivi  
Thundara: Vivi  
Thunder: Vivi  
Water: Vivi

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Garnet Til Alexandros 17th (AKA, Dagger):  
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Someday I will be queen, but I will always be myself.

Ark: Pumice  
Atomos: Amethyst  
Bahamut: Garnet  
Ifrit: Topaz  
Leviathan: Aquamarine  
Odin: Dark Matter  
Ramuh: Peridot  
Shiva: Opal

WHITE MAGIC:

Berserk: Magic Racket  
Blind: Magician Shoes, Multina Racket  
Confuse: Asura's Rod, Lamia's Tiara  
Cura: Barette, Healing Rod  
Curaga: Wizard Robe, Whale Whisker  
Cure: Rod, Silk Shirt, Magic Racket  
Float: Feather Boots, Stardust Rod  
Life: Cachusha, Rebirth Ring, Whale Whisker, Healing Rod

Mini: Asura's Rod, Feather Boots, Magic Racket  
Panacea: Rod, Air Racket  
Protect: Desert Boots, Mythril Rod, Steepled Hat  
Reflect: Ruby, Reflect Ring, Stardust Rod, Mythril Racket  
Scan: Air Racket, Desert Boots  
Shell: Cotton Robe, Gold Choker, Moonstone, Mythril Rod  
Silence: Asura's Rod, Magic Armlet, Mythril Rod, Priest's Racket  
Stona: Multina Racket

-----  
Amarant Coral:  
-----

The only dependable thing about the future is uncertainty.

FLAIR:

Aura: Duel Claws, Scissor Fangs  
Chakra: Cat's Claws, Leather Plate  
Countdown: Kaiser Knuckles  
Curse: Kaiser Knuckles, Mythril Claws  
Demi Shock: Avenger, Rune Claws  
No Mercy: Dragon's Claws, Duel Claws  
Revive: Rebirth Ring, Rune Claws, Tiger Fangs  
Spare Change: Poison Knuckles, Rune Claws

-----  
Quina Quen:  
-----

I do what I want! You a have a problem!?

1000 Needles: Cactuar  
Angel's Snack: Ephitaph, Behemoth, Ironite  
Aqua Breath: Axolotl, Vepal, Clipper  
Auto-Life: Reflect Ring  
Bad Breath: Malboro, Worm Hydra, Anemone  
Doom: Vetern, Ash  
Earth Shake: Adamantoise, Earth Guardian, Shell Dragon  
Frog Drop: Gigan Toad  
Frost: Chimera, Wraith, Kraken  
Goblin Punch: Goblin, Goblin Mage  
Limit Glove: Axe Break, Mu, Blazer Beetle, Jabberwock  
Lv Defense-Less: Sand Scorpion, Carve Spider, Grand Dragon  
Lv4 Holy: Amdusias, Feather Circle  
Lv5 Death: Lich, Stroper, Dracozombie  
Magic Hammer: Ring Leader, Magic Vice  
Matra Magic: Trick Sparrow, Ogre, Zagnohl, Land Worm  
Mighty Guard: Gargoyle, Serpion, Gigan Octopus  
Mustard Bomb: Bomb, Wraith, Maliris, Red Vepal  
Night: Nymph, Abomination, Grimlock, Seeker Bat  
Pumpkin Head: Hedgehog Pie, Ladybug, Yeti, Basilisk, Bandersnatch  
Roulette: Zombie, Ghost  
Twister: Adadon, Tiamat, Red Dragon  
Vanish: Hornet, Gnoll, Troll, Vice  
White Wind: Griffin, Zuu, Garuda

-----  
Eiko Carol:  
-----

I don't wanna be alone anymore...

SUMMONS:

Carbuncle: Emerald, Moonstone, Diamond  
Fenrir: Maiden Prayer  
Phoenix: N/A  
Maeen: Ribbon

WHITE MAGIC:

Cure: Magic Racket, Silk Shirt  
Cura: Golem's Flute, Barette  
Curaga: Angel Flute, Hamelin  
Regen: Fairy Flute, Fairy Earrings  
Life: Rebirth Ring, Fairy Flute  
Full-Life: N/A  
Panacea: Air Racket  
Stona: Lamia's Flute, Multina Racket  
Ensuna: Angel Flute, Rubber Suit, Fairy Flute  
Shell: Multina Racket, Mythril Racket, Gold Choker, Moonstone  
Protect: Mythril Racket, Desert Boots, Steeped Hat  
Haste: Emerald, Fairy Flute, Running Shoes  
Silence: Lamia's Flute, Magic Armlet, Priest's Racket  
Mini: Feather Boots, Lamia's Flute  
Reflect: Ruby, Reflect Ring, Mythril Racket  
Float: Feather Boots, Lamia's Flute  
Dispel: Tiger Racket, Siren's Flute  
Might: Hamelin, Priest's Racket  
Jewel: Hamelin  
Holy: Angel Flute, White Robe

-----  
Freya Crescent:  
-----

To be forgotten is worse than death.

DRAGON SKILLS:

Lancer: Partisan, Coral Ring, Dragon Wrist  
Reis's Wind: Angel Earrings, Holy Lance, Gold Helm, Mythril Spear  
Dragon Breath: Dragon's Hair  
White Draw: Emerald, Kain's Lance, Ice Lance  
Luna: Trident  
Six Dragons: Heavy Lance  
Cherry Blossom: Kain's Lance, Obelisk  
Dragon Crest: Holy Lance, Kain's Lance

=====  
001: Status Effects:  
=====

Status Effects: Status effects occur during battle when a certain spell or

an item, or even an attack. These status effects change the "status" of a party member, or even the entire party itself.

-----  
Harmful Status Effects:  
-----

NAME: Confuse  
CANCELLATION METHOD: Ensuna, physical attack.  
EFFECT: Target cannot be controlled and randomly attacks enemies or allies.

NAME: Berserk  
CANCELLATION METHOD: Gysahl Greens.  
EFFECT: Target's attack power increases, but they cannot be controlled and attack enemies continuously.

NAME: Stop  
CANCELLATION METHOD: Dispel. Remedy.  
EFFECT: Target stops and cannot be controlled.

NAME: Poison  
CANCELLATION METHOD: Antidote, Esuna, Panacea, Remedy, effect expires.  
EFFECT: Target's HP gradually decreases.

NAME: Sleep  
CANCELLATION METHOD: Ensuna, physical attack, effect expires.  
EFFECT: Target falls asleep and cannot be controlled.

NAME: Slow  
CANCELLATION METHOD: Dispel, effect expires.  
EFFECT: Target's ATB Gauge fills more slowly.

NAME: Heat  
CANCELLATION METHOD: Ensuna, effect expires.  
EFFECT: Target is KO'd if action is taken.

NAME: Freeze  
CANCELLATION METHOD: Ensuna, effect expires.  
EFFECT: Target freezes and cannot be controlled. Target is KO'd if attacked physically.

NAME: Mini  
CANCELLATION METHOD: Mini, Ensuna, Remedy.  
EFFECT: Target shrinks. Attack and defense powers decrease.

NAME: Death Sentence  
CANCELLATION METHOD: None (end the battle before the counter reaches 0).  
EFFECT: Target is KO'd when counter reaches 0.

NAME: Gradual Petrify  
CANCELLATION METHOD: Stona, Esuna (end battle before counter reaches 0).  
EFFECT: Target becomes petrified when counter reaches 0.

NAME: Petrify  
CANCELLATION METHOD: Stona, Remedy, Soft.  
EFFECT: Target turns to stone, and cannot be controlled.

NAME: Venom

CANCELLATION METHOD: Remedy.  
EFFECT: Target cannot be controlled due to strong poison. HP and MP gradually decrease.

NAME: Silence  
CANCELLATION METHOD: Ensuna, Echo Screen, Remedy.  
EFFECT: Target cannot use magic.

NAME: Darkness  
CANCELLATION METHOD: Ensuna, Eye Drops, Remedy.  
EFFECT: Target is blinded; accuracy of physical attacks decreases.

NAME: Trouble  
CANCELLATION METHOD: Annoyntment.  
EFFECT: All of the Target's allies receive 1/2 the damage the target receives from an enemy attack.

NAME: Zombie  
CANCELLATION METHOD: Magic Tag.  
EFFECT: Reverses effects of recovery items and spells.

NAME: KO  
CANCELLATION METHOD: Life, Auto-Life, Phoenix Down, Phoenix Pinion.  
EFFECT: Target cannot participate in battle until recovered.

-----  
Helpful Status Effects:  
-----

NAME: Auto-Life  
CANCELLATION METHOD: Dispel, target recovers from KO.  
EFFECT: Target recovers from KO.

NAME: Regen  
CANCELLATION METHOD: Dispel, effect expires.  
EFFECT: Target's HP gradually recover.

NAME: Haste  
CANCELLATION METHOD: Dispel, effect expires.  
EFFECT: Speeds up the ATB Gauge.

NAME: Float  
CANCELLATION METHOD: Dispel, effect expires.  
EFFECT: Target floats in the air. Avoids Earth attacks.

NAME: Shell  
CANCELLATION METHOD: Dispel, effect expires.  
EFFECT: Reduces target's damage from magic attacks.

NAME: Protect  
CANCELLATION METHOD: Dispel, effect expires.  
EFFECT: Reduces target's damage from physical attacks.

NAME: Vanish  
CANCELLATION METHOD: Dispel, target hit with magic, effect expires.  
EFFECT: Target avoids physical attacks.

NAME: Reflect  
CANCELLATION METHOD: Dispel, effect expires.

EFFECT: Reflects magic (some magic cannot be reflected).

.....

05. Walkthrough

.....

Here is the walkthrough for Final Fantasy IX. If you need to find somethin' fast without searching through this entire section, just head up to the Table of Contents, find the semi-section in the walkthrough, find what number it is, then hit "Ctrl + F" on your keyboard, and enter the number of the section you are looking for, and ka-ching! You've found your section.

EXAMPLE: Let's say you want to find "Disc 04 Walkthrough" section in the walkthrough. The number for this section is "005", as seen in the Table of Contents at the top of this document. So, all you have to do is press "Ctrl + F", then enter "005" into the box on what to find, and there ya go!

=====

002: Disc 01 Walkthrough

=====

You will begin the game by watching a spectacular (yet somewhat short) FMV. Once it all ends, you take control of Zidane Tribal, in a dark place. You'll be carrying around a candle, and your objective is to light the bigger candle in the center of the room. But before doing so, check the northwest corner of the room to find 47 Gil. Now search the area across from it (the northeast corner), to find a Potion! Check below where you got the Potion to see a sign that reads:

= M.S. Prima Vista, Theater Ship =

Class: Luxery liner with theater  
Tonnage: 8235 tonnes  
Guest Capacity: 288  
Propulsion: Veil energy  
Shipwright: Zebolt Shipyards  
Port of Registry: Lindbulm

Now head to the center of the room and light the candle. A large "thing" will enter the room, and you'll begin a mini-boss fight. This fight is really easy, since it's basically a tutorial fight. Before killing off the guy, though, steal all of his items, which include Mage Master and Potion. After the fight, watch the cut-scenes.

.....

ALEXANDRIA

.....

You'll begin this segment of the game as Vivi. After the little girl helps you out, you will take control of him. Search to your left to find a Potion, then enter the house to the right. Inside, speak with

Grandma, then search the bed to find grandma's savings of 9 Gil. Now search to the right of the ladder to find a Potion, then climb the ladder. Up here, you'll find a Fang Card, then leave the house. Back out here, head north, and you'll find a Potion to the northwest part of the street, and continue north, to where all of the little kids are running to. Once in this part of town, enter the Tavern, and search the southwest part of the room to find a Flan Card, then 27 Gil on the floor near a table. Check the southeast portion of the tavern to find a Potion, and speak to everyone here while you're at it.

Exit the Tavern, and check the grass across from it to find the Goblin Card. Continue into the next part of town (follow the kids), and enter the Shop here. Search it to find 38 Gil on the floor, then speak to the shop owner if you'd like:

Potion.....050 Gil  
Phoenix Down.....150 Gil  
Antidote.....050 Gil  
Eye Drops.....050 Gil  
Tent.....800 Gil

Leave the shop, and continue north into the Square, and check out the center ticketbooth, and show the ticketmaster your ticket, and he'll tell you it's a fake, and he'll give you these to cheer you up: Goblin Card, Fang Card, and the Skeleton Card. Check out the sign north of the ticketbooth to see that it reads:

= The Three Heroic Knights of Pluto =

This statue was built to commermorate the three knights who fought bravely in the 15th Lindblum War, in 1601.

Now enter the house to the right of this sign, and search the floor to find some Ether. Enter the second room of this shop/house, and read the sign near the guy looking for swords:

= Recruiting New Knights of Pluto Members =

We are always looking for recruits  
for the Knights of Pluto in Alexandria Castle!  
Come, all you brave young men!  
Let us protect the queen, and our  
beautiful country, together!

Captain, Knights of Pluto

Exit this shop, and head into the alleyway to the west, near the jumpropping girls. By the way, you can jump-rope with them if you wish, as a small mini-game. In the alleyway, watch the little mis-hap, then you will encounter Rat Kid. Speak to him, and tell him your ticket was a fake. He'll then offer to let you see the show if you become his slave. Agree, then watch out for him. Say the coast is clear, and he'll steal the ladder. He runs off, but after he does, Alleyway Jack comes. Speak to him to return to the Tavern, and to learn the card game. When you are finished, return to the alleyway, and head the way the Rat Kid run off earlier with the ladder.

Continue to follow him into the next area, and try to climb the ladder. As you do, a moogles named Kupo falls down on you. Climb up the ladder when told to, then follow Rat Kid along the roof-tops. Along the way, he'll ask you your name, so name Vivi. After the road across the roofs is over, you'll both enter the castle to watch the play. Enjoy the awesome cut-scenes. ^\_^

After it all ends, you'll pick up play as Zidane and the others in a fight on stage. You can't steal, so just take out the two outer goons first, then attack King Leo in the center. After enough damage, he'll retreat. Watch some more cut-scenes, until you engage in a swordfight with someone (Blank) near the audience. He'll give you random commands (like Square, or Up), and you'll need to follow them as accurately as possible. The more accurate you do them, the more audience members (out of 100, plus the Queen herself) will be pleased and impressed with your performance. The higher the number of audience members impressed and the Queen, the more Gil they will shower you with. The highest I've gotten was: 97/100 members impressed, plus the Queen was quite impressed, and they showered me with 873 Gil.

.....  
ALEXANDRIA CASTLE  
.....

You'll regain control of Zidane in the Castle after the play has ended. Climb the stairs, and watch the cut-scene as the Princess runs away. After all of the cut-scenes have ended, you'll take control of Steiner, the soldier. Head north of the stairway, and enter the balcony. Speak to the soldiers, then head downstairs, then run right of the screen to enter the library. Check out the bookshelf which reads:

§ Ice Cavern, Alexandria §

A natural cavern overrun  
with everlasting ice.

Exit the library, then enter the room to the right of the stairs, and into the next library, and check out the northern bookshelf which reads:

§ Village of Dali, Alexandria §

A farming village near  
the Lindbulm border.

Return to where you began as Steiner, and head through the door that is across from the stairway, and into the dressing room of the Knights. Tell the two Knights to get going, then save your game with the Moogles in here. Now check out the list near the door that reads:



## Knights of Pluto Register

- I. Captain Steiner (or whatever you named Steiner)
- II. Blutzen
- III. Kohel
- IV. Laudo
- V. Dojebon
- VI. Breireicht
- VII. Weimar
- VIII. Haagen
- IX. Mullenkedheim

Sorta ironic who it only lists "IX" soldiers eh? ;) Return to the Queen on the outer balcony, and get the Silk Shirt from her. Re-enter the castle, and go downstairs to the room that leads to the library, but instead of heading left or right, run TOWARDS the screen, and exit the castle. Run forward, and speak to the knights here, then head south and speak to the knight near the water. Tell him to go search for the princess, then head west of the fountains to find two conversating Knights. Speak to them, then enter the castle here, and run up the stairs, past the guard, and onto the balcony.

Watch the funny FMV, then you'll take over as Zigane. Follow the Princess, speak to her in the next room, then follow her again down the stairs. Watch the cut-scenes, then once you are in the lower-part of the ship, enter the door near the Princess to meet up with Steiner, and engage in battle with him. Begin by stealing his Leather Hat, and Silk Shirt. Now just beat him down until the fight ends. Continue to watch the cut-scenes, and fight Steiner once more. After it all ends, you'll end up crashed-up in a forest, and the Princess is missing. It's up to you to find her.

Watch the A.T.E. that the Moogles point out to you to see both Vivi and the Princess somewhere else in the forest. Save your game with the Moogles, then check near the ship to find a Phoenix Down. Now run south of the Moogles, and enter the Evil Forest.

.....  
EVIL FOREST  
.....

Enter the forest, and head east to the next screen to find Vivi, and a monster who has taken the Princess hostage. You'll begin a fight with the Prison Cage enemy.

-----  
PRISON CAGE  
-----

Level: 06      HP: 513      Weak against: Fire      Spoils: Phoenix Downs, Potion  
AP: 03      Steal: Leather Wrist, Broadsword

This mini-boss battle isn't too hard, but it's up to you to keep the Princess alive by healing her every so often with a Potion. Why? Because the Prison Cage holds her hostage, and it'll use Absorb, which takes HP from her, and uses it to heal itself. Try to heal her whenever her HP drops below 20 HP. After enough damage, the Prison Cage will run

away, taking the Princess with it.

Watch the cut-scene, then fight another Prison Cage that holds Vivi hostage. Use the same tactics as before, but this time, you shouldn't have to heal Vivi, since he'll cast Fire on the Prison Cage, which will make this fight a snap. The Prison Cage will poison Vivi and Steiner before it dies, and you'll end up back in the Ship. When you regain control of Zidane, check out the hidden chest near the globe for some Bronze Gloves. Now head south of the Globe to activate a few A.T.E's:

The Escape: Steiner is trapped in a room (still), and he wishes to escape. He tries to think of a way to get out, but alas, it doesn't work. He still doesn't feel too good, so he sits down. As he does this, he finds a ragged doll that says 'Princess Garnet, age 15', and he freaks out, saying how could someone put her name on such a ragged doll, and that the Princess is 16, not 15.

The Girl Who was Left Behind: This one shows a girl by the name of Ruby, who is all alone way back at the Tavern in Alexandria. She's wondering where "everybuddy" went, and she doesn't know what to do now that nobody is around.

My Little Baby: This one shows Cinna outside of the crashed ship, and he's looking for something. He curses a few times, and keeps looking for his Garnet doll. He wonders how in the world he's supposed to sleep now, and thinks that it probably caught fire in the crash.

After watching these ATEs, you'll take control of Zidane once more. Run down the stairs, and talk to the two people down here to learn about Vivi, and the Evil Forest. Before checking up on Vivi, search the chest to the left of the stairs to find a Wrist. Now run right, and enter the door, and into the room where Vivi is sleeping. In here, check the chest near the door for some Ether, then speak with Vivi. Now climb the ladder of the bunk-bed, and you'll find 116 Gil at the top! Leave the room.

Out here, watch the short flashback, then choose to save the Princess. Speak with the person in red, then head through the door behind him/her. In here, search the chest to find some more Ether, then head down the stairs, and into the room with the 2 people. Search the northwest part of the room to find a Rubber Helm. Now enter the eastern door to speak with Baku, the boss. After speaking with him, search the chest to find a Potion, then go back the way Baku left. Ignore him momentarily, then head south and into the next room. Go right and search the chest for a Leather Hat, then return to Baku, and fight him.

-----  
BAKU  
-----

Level: N/A      HP: 500+      Weak against: N/A      Spoils: N/A  
AP: N/A          Steal: Iron Helm

This is another mini-boss fight, and it isn't all that hard. Start off by stealing an item from him (I got a Hi-Potion), then go off and begin to actually attack him. Every few of his turns he'll trip, and give you

an extra attack. You shouldn't have to heal yourself in this fight, since it's so easy.

After the fight, speak with the people around you, then head back up the stairs, and enter the chamber where Steiner is. Talk to him, and after you exit the room, re-enter it, and search the chest for an Ether. Now head back to the room where Vivi lies. After the conversation, return to where you fought Baku, then head south, and into the room where you got the Leather Hat earlier. You will receive Blank's Medicine after you meet up with Blank in this room, and he'll give you this tip:

Don't forget to  
set your \_abilities\_.

Leaving the band is your business,  
but you better keep training!  
Learning more abilities is  
gonna make you even stronger.

Good luck,  
Baku

You'll end up back outside, where you can shop with Cinna:

|                   |         |
|-------------------|---------|
| Potion.....       | 050 Gil |
| Phoenix Down..... | 150 Gil |
| Antidote.....     | 050 Gil |
| Eye Drops.....    | 050 Gil |
| Tent.....         | 800 Gil |

Now head south, and run to where you met up with Vivi in the Evil Forest (where you first fought the Prison Cage enemy). This will activate an A.T.E:

Orchestra in the Forest: This shows what is going on back at the Ship, with the band and a conductor. They all want to liven the place up, and make their music do the fighting against the monsters. As they begin, Baku comes downstairs, and says that he's gonna go take a look around, and he'll be right back...

When the ATE ends, head north, and into the hole and run downwards. Now run forward, and go east up the ramp, and into the next area with a Moogle, and a spring. This will bring up an automatic ATE:

Do as I say, Not as I do: This one shows Blank and Baku talking to each other on the ship. He gives Blank a map, and says it's gonna be a long trip back to Lindblum.

Drink out of the spring if you wish, to restore your HP and MP of your entire party, and use the Moogle to save if you want. Now head east,

and onto the next screen. Now run north across a few screens, until you reach the Princess, who is being held hostage by a giant, redish plant.

-----  
PLANT BRAIN:  
-----

Level: 07      HP: 533      Weak against: Fire      Spoils: Phoenix Downs, Potion  
AP: 05      Steal: Eye Drops, Iron Helm

Plant Brain isn't all that hard, but he can become tiresome eventually. He uses attacks like Pollen, and Thunder which can cause damage to either one individual, or the entire party. It's best to steal some Eye Drops with Zidane first, then attack, and to use Sword Magic as Steiner repeatedly. Also, Black Magic (Fire) as Vivi works very well, but not quite as well as Steiner's Sword Magic (Fire Sword) attacks. Beware though, your chances of connecting with a physical attack is slim to none, and slim just skipped town. ;) After enough damage, Blank will enter the fight, and help you out, and finish off the Plant Brain.

When the fight ends, you'll find that the entire forest is chasing after you. Along the way out, you'll be forced to fight off a few plants, but it's not hard at all. Continue running forward until the game takes over, and a kick-ass FMV starts. After the cut-scenes end, a Moogle will enter, and start an automatic ATE:

"Teach me, Mogster!" Lesson 1: This ATE shows two Moogles near a swamp, and the older brother (Mogster) will teach him several neat things including:

- Help Menu
- Battles
- Abilities
- Trance
- Icon that appears over the head
- Save Moogles
- Nothing

Learn all that you can (or need to learn), then return to the game. Monty the Moogle will give you the Moogle's Flute. You'll exit out onto the Mist Continent world map. Run forward, and head north (according to your map), until you reach the Ice Cavern (the blue wall of ice near the side of the cave). Enter it.

.....  
ICE CAVERN  
.....

Upon entering the Cavern, check the first chest for a Tent, then run north, and onto the next screen. Take the northwestern path first, and run north to the odd wall at the top of the screen. Vivi will break it with his magic, revealing a chest containing Elixir. Take it, then run down to the chest in the southeast corner of this room and get the Potion inside. Now examine the icicle near this chest, and Vivi will make it crash down, allowing you to access the chest below. Take the Mage Masher from inside, then run to the next screen to the northeast. Take the Phoenix Down from the chest here, then run to the west to find another wall that Vivi can break through. Take the new path south to

the chest containing Leather Wrist, then go back north, and follow the path out of the northern doorway.

On the next screen, take the left-hand path, and un-freeze the Moogle in the next room. He'll scream at you, and even call you some bastards!!! Geez. This will activate another automatic ATE:

"Teach me, Mogster!" Lesson 2: You'll return to the swamp with Moggy and Mogster, the two brother Moogles. This time, here is what he'll teach you:

- Help Menu
- Battles
- Abilities
- Trance
- Icon that appears over your head
- Save Moogles
- Status Effects (NEW!)
- Elemental Properties (NEW!)
- Card Game (NEW!)

Save your game with the Moogle if you wish, then return to the previous screen, and take the right-hand path this time. Watch the cut-scene, then walk towards the ringing-sound you just heard to meet Black Waltz No. 1.

---

BLACK WALTZ NO. 1 & SEALION

---

Level: 02      HP: 229      Weak against: Fire      Spoils: Hi-Potion, Phx. Down  
AP: 05      Steal: Remedy, Silk Shirt

Level: 02      HP: 472      Weak against: Fire      Spoils: Hi-Potion, Phx. Down  
AP: 05      Steal: Ether, Mythril Dagger

This is the first semi-difficult boss battle so far in the game. You have to fight 2 enemies: Black Waltz No. 1, and Sealion, the enemy he summoned. Waltz will attack you and heal Sealion at the same time (he attacks mainly with Blizzard and Fire), so it's a very good idea to defeat him first, that way, Sealion won't be healed. Sealion has a colored ball on his chest; it starts out as blue, but as you damage him, it changes to yellow, then red. He attacks with various methods of attack, like Fire, Thunder, Blizzard, Tsunami, and others. Keep up your HP, because it's just you against him. Eventually, Trance SHOULD take over Zidane, so the rest of the battle should be a sinch.

After the battle, you hear that Black Waltz No. 2 and 3 will reclaim the Princess...hmmm...odd. Anyways, watch the cut-scenes, then run north, and into the room where you fought Black Waltz No. 1, and climb the snowy ramp. Now head all the way to the top, through the doorway, and back outside to exit the Mist. From the Ice Cavern, simply run straight ahead until you reach the town of Dali.

.....  
VILLAGE OF DALI  
.....

As you enter the Village of Dali, Vivi wants to see the Windmill, but Zidane insists that they all rest up first. There will be a cut-scene that comes in and the party will all get some rest. As you awaken, you will hear someone singing, and a few ATEs will start:

Vivi, Confused: In this ATE, Vivi explores the Village by himself, only to be confronted by a few snot-nosed kids, who upon seeing him, run away, and avoid him. Vivi becomes saddened by this, since whenever he attempts to walk towards them, they run away.

Garnet Tries: See below...

After the ATE ends, you'll regain control of Zidane. Search the chest in the room to find an Antidote. Now read the bookshelf to see:

Dali Inn Library

\* For your reading pleasure \*

How to Save One Million Gil  
Earn Money the Easy Way  
Makin' Crazy Money! Vol. 2

Zidane says these books suck...heh. Check the west side of the room to find a Color Fortune, and pay 10 Gil to get your Omen:

Good Omen

-----  
A good day filled with  
many of life's simple pleasures.

\*

A nice breeze will greet you  
as you step out.  
You will make new friends  
and replace a lost item  
with a new one.

\*

Be yourself and let  
good fortune come to you.

Your lucky color for today is "green"!

Want to buy a gem in your lucky color?  
We have all colors!

@ @ @ @

Come visit our store in Lindblum's  
Theater District! We're located near  
the air cab terminal. Look for the  
big clock!

Check the hidden chest near the Color Fortune machine to get a Potion, then head out of the room, and into the lobby to activate the second ATE that you could not see earlier:

Garnet Tries: This ATE shows Garnet the Princess (who now has a new name, thanks to you, who changed it) in a small garden with some pumpkins and a scarecrow. She's wondering about the state of the Castle, and if it's okay, since there was quite a ruckus there earlier. She starts to sob, and says that her mother went too far (the Queen), and that she didn't have to fire at the ship, even if it was to rescue her. She also wonders how many people got hurt in the whole ordeal, then she meets up with an Old Lady. The Old Lady begins to kill the bugs on the crops, and as Garnet watches her, an oglop pops out of the crops, and the Old Lady notices that she likes oglops, when most girls hate them. So, in an attempt to blend in, she acts like she hates them, and screams.

Check out the table in the lobby to see what the menu says for the breakfast service is...

\* Dali Inn's Breakfast Service! \*

A delicious breakfast for 20 Gil!

- Cold Water, fresh from the well
  - Fresh scrambled eggs
- Vegetables, fresh from the farm

\* This is a sample menu. \*

Leave the Inn, and outside, you'll activate yet another ATE:

Cat's Eye: This ATE shows a cat as he hops off the fireplace, and onto the desk of the receptionist inside of the Inn. The Innkeeper is stumped on what he should do. He says that he doesn't wanna give in to his brother, but everyone else is makin' money 'cept him. He then finds out who that "traveling customer" was, and says that he won't have to give hin if he tells him about them, as the cat watches.

Once the ATE ends, head into the shop across from the Inn, and do a bit of shopping with Shopkeeper Eve:

|                    |         |
|--------------------|---------|
| Dagger.....        | 320 Gil |
| Mage Masher.....   | 500 Gil |
| Broadsword.....    | 330 Gil |
| Iron Sword.....    | 660 Gil |
| Rod.....           | 260 Gil |
| Mage Staff.....    | 320 Gil |
| Wrist.....         | 130 Gil |
| Leather Wrist..... | 200 Gil |
| Bronze Gloves..... | 480 Gil |
| Leather Hat.....   | 150 Gil |
| Feather Hat.....   | 200 Gil |
| Rubber Helm.....   | 250 Gil |
| Bronze Helm.....   | 330 Gil |
| Leather Shirt..... | 270 Gil |

Silk Shirt.....400 Gil  
Bronze Armor.....650 Gil

I strongly suggest picking up anything here that you DO NOT already have (the only thing here that you shouldn't already have is the Iron Sword, so be sure to pick one up). Read the paper on the table near the door here for some useful information:

- Useful Information -

Think before equipping your new weapon and armor!

Check to see if you are about to learn a new ability.

It's up to you whether you equip the new item right away or wait until you've learned the abilities, but if you are short of money, please remember that we also buy items!

- Product Information -

Press SELECT to see detailed information on our products.

For example, you'll see that our famous Mage Masher has an added silence effect.

You need an 'Add Status' ability to use added status effects.

- Hobby Info -

Do you play cards?

My theory is that the first number written on the card represents the card's attack power.

The third number and fourth number are probably defense power. I still don't know what the second character means.

Please Press [Square] to play a game with me.

by Eve Subboard

With this done, head back outside, and run north a bit, and check the wall near the Shop to find 120 Gil on the ground. Keep running a bit north to notice a wheel large enough for an airship...hmmm. Cool. Anyways, enter the house above the shop, and meet Mayor Kapu. He tells you off right away, and that he's busy. Whatever. Feh. Anyways, leave, and run north to find Vivi staring at the windmill, and listen to Zidane show off how much of a ladies' man he is in Lindblum. You two



will both hear the sound of chocobos, but Vivi has no idea what they are...then someone kidnaps him! Great, just great. Anywho, two more ATEs begin:

Cat's Eye 2: This one shows the Innkeeper again, but this time, he's happy about something. He laughs, and he says that he "sent someone to pick it up right away". He also says that he'll have to keep quiet until the guests leave, and pretend that he's asleep.

Garnet Tries Harder: This one shows Garnet in the Weapons Shop with Eve, and she's there to speak with Eve, and learn how common folk speak, but then some kid comes in and interrupts her.

Head to the Weapons Shop now that you know Garnet is there, and speak with her. Agree with her when you have choices to make in dialogue (or at least say the stuff that is the nicest). Return to the Inn, and talk to Garnet in the room to activate an automatic ATE:

Queen Brahne's Steiner: This one shows Steiner inside of some place in the village, helping out Dutiful Daughter Slai. He's helping her so she'll introduce him to some of the adults in the village, but she tells him that the adults don't come there during the day. He then asks her what the main port of transportation is in the village, because there is someone he must escort to the castle. She tells Steiner to go to the observatory at the top of a mountain along the outskirts of village, and that an old man named Morrid lives there. He apparently takes care of the cargo ship.

Head to the Pub in the north part of town, and talk Slai. Next, check out the menu for future reference (it's to the left of her):

\*Menu\*

1. Pickles: 8 Gil
2. Vegetable stir-fry: Out of Stock
3. Pumpkin Salad: Out of Stock
4. Dried potatoes: 4 Gil
5. Kabobs: 10 Gil
6. Lindblum pickles: 8 Gil

CASH ONLY

\*We sell Medicine

Medicine Menu:

Potion.....050 Gil  
Phoenix Down.....150 Gil  
Antidote.....050 Gil  
Eye Drops.....050 Gil  
Tent.....800 Gil

Also read her Drink Menu:

\*Menu\*

1. Black Ale: 5 Gil
2. White Ale: 8 Gil
3. Red wine: 7 Gil
4. White wine: 9 Gil
5. Water: 1 Gil
6. Gysahl liqueur: 11 Gil

NO UNDERAGE DRINKING ALLOWED!

CASH ONLY

\*We sell Medicine

Exit the Pub, and return to the left where you first found Vivi, and you'll hear a sound of a Chocobo. You'll then see that Vivi is trapped underground, and that "they told him to stay there". You must find a way to get to him. Head into the windmill to the left of where Vivi lies, and check the back of the room for Aries. Check the door to see that you need Mayor's Key to open it. Examine the steel hole that is in the southern part of the room, and open it. Go down the ladder.

Once down there, hop off the ladder, take the tiny elevator, and open the chest to find 156 Gil. Now run north to find a Chocobo, Vivi, and his captors. Enter the small shed near the chocobo to find some Potion inside of the chest, then open the chest outside of it for some Eye Drops. Go through the next door, and speak to the Moogle in the barrel, and save your game. Hop up the crates in the back of this room, and open the first chest for some Ether. Hop back down, and check out the rope near the next door, and Kick It to lower another chest. Open it for some Potion, then head through the next door.

In here, climb up the small steps, and make your way across the crates to a chest containing an Iron Helm. Check out the chest on the floor for a Leather Wrist, then head through the northern door. You'll find a large machine, and Vivi inside of a large box. Before checking out the large machine, open the chest near it for 95 Gil. Now use the path next to the machine making eggs, enter the next room, then enter the room after that to learn something shocking! Watch the cut-scenes, then you'll take over as Steiner.

Run down the mountain and follow Morrid down the mountain, and into his hut. After finding out when the Cargo ship gets there, run out of the house, and onto the field where the Cargo ship is. Once you are near the large barrel, poke it with your sword to draw out Zidane, Vivi, and Garnet. They are about to board the ship, but as they do, Black Waltz No. 2 appears.

-----  
BLACK WALTZ NO. 2  
-----

Level: 06      HP: 1028      Weak against: Fire      Spoils: Ether, Zagnohl Card  
AP: 05          Steal: Steepled Hat, Leather Plate

This guy's mission is to take the Princess back to the castle, and he won't stop at anything to accomplish it, either. He is tougher to

defeat than Black Waltz No. 1 was, but this time, he's alone. The fact that most of his attacks attack the entire party really hurts you overall. You'll need to use a few Phoenix Downs, as well as a few potions on your party members. He casts things like Teleport, Fire, and Thunder, so watch out. Revive anyone that becomes KO'd, because you need all of the power you can get.

Now at this time, you can either choose to Depart, or to rest at the Inn. Choose to rest, that way, you can further explore the Village before you head off. Explore what you want to in the Village, and when you are ready, go back to the ship, and depart. Once on the ship, head up the ladder, and talk to Steiner. Afterwards, enter the western cabin, and you'll turn the ship around, towards Lindblum. In the midst of the confusion, Black Waltz No. 3 appears, and kills off many of the Mage dolls. Enjoy the awesome FMV that shows. When you are ready, head out onto the deck to fight Black Waltz No. 3.

-----  
BLACK WALTZ NO. 3  
-----

Level: 07      HP: 1028      Weak against: Thunder      Spoils: None  
AP: 05      Steal: Linen Cuirass, Steepled Hat, Silver Gloves

For some strange reason, Black Waltz No. 3 is somewhat easier to defeat than his previous counterpart was. I'm not sure why, but he doesn't attack you very often, and even when he does attack, it's not all that potent. Anywho, by this time, Vivi should have reached Trance-state, so be sure to cast Fire x 2 on Waltz, and use Steiner's Fire Sword and Blizzard Sword. You shouldn't have to use any Potions, Ethers, or Phoenix Downs in this fight if you rested up back in the Village Inn earlier. Repeat the process of casting spells on him to cause him to run off.

After he runs off, a series of in-game cut-scenes begin, as well as a few FMVs that pretty much blew me away, and made me cheer for Vivi...er...well, you'll know what I mean when you see it for yourself.  
;)

.....  
LINDBLUM GRAND CASTLE  
.....

When you first enter the Castle, all of your party members are marveled at it's sheer size! A few soldiers enter, and give you the run-around, but when the Princess shows them the Falcon Claw emblem, they call in Minister Artania, who is the Princess's uncle! Follow him through the first room, past the 2 guards, and onto the lift. He explains the levels of Lindblum to you, and where you can go, and where you cannot. Apparently you are going off to meet Regent Cid, who is very wise, and always thinks ahead. When you meet him, you'll find that he's been turned into an oglop, and his wife was abducted.

Soon after, you'll enter a pub as Zidane, and meet up with Freya, a new party member (since you are naming her...). Eventually, after many cut-scenes, an ATE will begin:

Teach me, Mogster! (My first synthesis lesson): Back we go to the swamp with Mogster, and this time, the new thing he'll teach you about is the Synthesis Shops. You can also read up on the previous lessons as well.

Once that ends, save your game with the Moogles, then head downstairs, and into the lobby. Read the sign on the bird statue near the stairs:

= Bobo Bird Statue =

Bobo Birds are symbols of good fortune, according to an Olgan myth.

The founder of this inn bought the statue, and it has been passed down for generations.

Leave the Inn, and an ATE will begin:

Small-Town Knight in a Big City: In this ATE, it shows Steiner in the middle of Lindblum, saying how large it is, and that he's completely lost. He speaks to a Female Red Mage, and asks how to return back to the castle, and she just laughs at him. She also tells him how he should get rid of his armor, because of how disgusting it is. He then speaks to an old lady, and she shows him some pickles, he falls over, yells, but then states that they are rather good.

After the ATE, run across the street, and attempt to enter the shop, and another ATE will begin:

Vivi's Shopping: It shows Vivi inside of a shop, stating how "good a nut smells". Wow. Ahem, anyways, he begins to look around the shop, saying all kinds of stuff about the food, and reads this sign:

= Alice's Item Shop =

Festival of the Hunt Sale ends today!

When Vivi tries to check out, Alice asks him if he is friends with the Moogles, since he's buying a Kupo Nut, which are the Moogles' favorite food. She lets him have it for free, and Viv receives the Kupo Nut. She tells him that the upcoming festival has animals in it, and Vivi gets excited and runs off. After he leaves, Alice says something about "what's so fun about fighting savage beasts...?"

After the ATE, Zidane will be in the Aircab area, so read the schedule on the wall:

= Provisional Air Cab Scedule =

For the next 3 days, air cabs

will operate on the Festival  
of the Hunt schedule.

#### Air Cab Management

Head back out onto the street, and run north, and into the area where the lady sells Gysha Pickles. Enter the house to the north of her, and speak to the Card Game Freak, and read the note on the bookshelf:

= Card Collector No. 7 =

#### Feature Article: Regarding Rare Cards

Rare cards are priceless!  
The cards you're carrying  
could become rare cards...

#### Fabool Publications

There are also two chests in here: One with a Hi-Potion, and the other containing an Echo Screen. Now leave the house, and take the northeastern path, and to the part of town with a fountain. Enter the Weapons Shop to the northeast of the fountain:

|                     |          |
|---------------------|----------|
| Dagger.....         | 320 Gil  |
| Mage Masher.....    | 500 Gil  |
| Mythril Dagger..... | 950 Gil  |
| Iron Sword.....     | 660 Gil  |
| Javelin.....        | 880 Gil  |
| Rod.....            | 260 Gil  |
| Fork.....           | 1100 Gil |
| Mage Staff.....     | 320 Gil  |
| Wrist.....          | 130 Gil  |
| Leather Wrist.....  | 200 Gil  |
| Glass Armlet.....   | 250 Gil  |
| Bronze Gloves.....  | 480 Gil  |
| Silver Gloves.....  | 720 Gil  |
| Steepled Hat.....   | 260 Gil  |
| Headgear.....       | 330 Gil  |
| Iron Helm.....      | 450 Gil  |
| Linen Cuirass.....  | 800 Gil  |

Now leave, and enter the Medicine Shop to the left of the Weapons Shop:

|                   |         |
|-------------------|---------|
| Potion.....       | 050 Gil |
| Phoenix Down..... | 150 Gil |
| Echo Screen.....  | 050 Gil |
| Soft.....         | 100 Gil |
| Antidote.....     | 050 Gil |
| Eye Drops.....    | 050 Gil |
| Tent.....         | 800 Gil |

Head to the left of the Medicine Shop, and enter the Synthesist shop:

|   |         |
|---|---------|
| Butterfly Sword (Requires Dagger, Mage Masher)..... | 300 Gil |
| The Ogre (Requires Mage Masher).....                | 700 Gil |

Cotton Robe (Requires Wrist, Steepled Hat).....1000 Gil  
Desert Boots (Requires Leather Hat, Leather Shirt.....300 Gil  
Yellow Scarf (Requires Feather Hat, Steepled Hat).....400 Gil  
Glass Buckle (Requires Glass Armlet, Leather Wrist)...500 Gil

I suggest forging either a Butterfly Sword and/or The Ogre when you are here. Return to the part of town where the Pickle lady is, and this time, take the northwestern path instead. Run north, and enter the church. Speak with everyone here, then climb the ladder to find a Leather Plate on the catwalk above. Leave the church, and veer right near the trees to find a hidden Tent. Return to the Air Cab Station (it's across from the Inn), and ride the Air Cab to [Theater District]. Exit the air cab area in the Theater District to activate an ATE:

Steam Engine: This one shows Steiner lost once again, looking for the Princess. He whines about the size of the City, then asks someone where he is, and the old man tells him that he is on the bridge that links the castle and the docks. He points out the Hilde Garde 2, which is an airship that can run without Mist, since it has a steam engine.

Exit the air cab station after the ATE, and run south, and check out the bushes to find 127 Gil. Enter the house near the Gil, and open the chest here to find some Ore. Leave the house, and run southwest, down the ramp. Head into the clocktower to your left, and watch a small cut-scene, and an ATE:

What can I do?: This one shows Garnet in a bedroom, hearing the bell sound. As she tries to leave to go look around, the Elite Guard won't allow her to do so. Because of the Festival of the Hunt, the town is chaotic, making security rather difficult. He tells her it's for her safety...

Afterwards, Bunce and Lucella enter the scene, and talk to Zidane. They tell you to go see the Princess at the Castle. Before leaving, open up the various chests in here to get: 68 Gil, 282 Gil, and 97 Gil! Climb the ladder, and take the Mini-Burmeia from the bed. Leave the clock area, and an ATE will start:

Baku and His Crew: This ATE shows Baku and the others as they found a way out of the Evil Forest before it got petrified. They did this because Blank showed them a river before he gave the map to Zidane. Marcus wants to save his brother, Blank from the Evil Forest, but Baku thinks it's a better idea to let the Evil Forest stay petrified. They begin to find a way to get the forest un-petrified.

Run down the stairs, and talk to the Fan Club Chairmen to watch some short cut-scene, then read the info on the wall about this theater:

= Fuegert Memorial Theater =

We proudly present 'Moogles Wannabe 2':  
performed by Zalwicks Company,  
the company that gave a stellar  
rendition of 'I Wish I Were a Chocobo.'

Lowell Bridges plays Ubobo

A Giant Moogle will run off (Moogle Man), so follow him back to the Air Cab Station, but instead of going there, enter the house across from the Station to find Lowell. He'll give you an Autograph if you speak to him. Go to the station, and fly to the [Industrial District].

Head up the stairs in the back of the area when you exit the station, and enter the Doom Pub. Read the notice in the back of the pub:

= Airship Engineer Daily Report =

Hilde Garde 2 construction postponed!

The prototype steam engine on board  
the Hilde Garde 2 is inoperative.  
The engine problem stems from errors  
during the manufacturing period.

Exit the pub, and run north to the house where Lindruff is building a prototype steam engine. Run up the stairs, and check the two chests to find a Mimic Card, and a Steepled Hat. Okay, nothing else to do here, so return to the Air Cab station, and fly to the [Lindblum Castle].

Exit the station, climb the red stairs, then go south down the red carpet. In the room with the fountain, enter the northeastern doorway, and enter the bedroom with Steiner, where you'll find out that the Princess is missing. After he runs off, take this time to search the chests in the room for the following items: Glass Armet, Ether, and a Moogle save point.

Return to the room with the fountain, and you'll hear Garnet singing from upstairs. You must find a way to disguise yourself as a guard to get to the lift, and to find her. Go back to the room that leads to the Princess' room (where you met Steiner), and head down the stairs, and speak to the sleeping guard to wake him up. Zidane will lure him into her room, and will beat him up, and take his disguise. Return to the fountain room, and run past the guard who is near the lift. He'll let you pass, so enter the lift.

At the top of the lift, go left, and up the stairs to enter the gear room. Talk to the Worker to find out that the Princess just went upstairs, so head up there. Continue up the next few sets of stairs until a FMV kicks in, and you find her. Watch the series of cut-scenes, until the Festival of the Hunt starts:

= Festival of the Hunt =

Hunters, on your mark! Ferocious beasts  
swarm about the castle town!

The bigger the catch,

the higer the score!

= Festival of the Hunt =

The time limit is 12 minutes.  
Use air cabs to go to other districts.  
Once you lose in a battle,  
you will be forced to retire.

The winner will be crowned Master Hunter  
and receive the hunter's reward.  
Who will come out on top!?

The point of the Festival of the Hunt is to kill as many of the roaming  
monsters that you can in under 12 minutes. Here are some approximate  
point values:

- TRICK SPARROW: 4-10 Points
- FANG: 15-23 Points
- SQUIRREL: 10-20 Points

If you want to guarentee yourself a victory, simply find as many Fangs  
as you can, be sure to have The Ogre weapon equipped, then head to the  
Business Disctrict, then take the northeast path to find the largest  
monster:

ZAGNHOL (Worth over 200 Points)- You'll fight this monster alongside with  
Freya. Simply attack it until it dies. It  
has a few attacks that can do over 100 HP  
of damage, but your Ogre weapon, and physical  
attack can do well over 500 HP of damage to  
him. If you kill him, you get all of the  
points, and Freya gets none. :P

By the way, my highest score so far has been: 215 Hunting Points. If  
you win as Zidane, you'll receive the Master Hunter, and 5000 Gil as a  
reward. As you receive your reward, a Burmecian Soldier enters, and  
tells of something terrible happening to the city of Burmecia. After  
everything ends, and you take control of Zidane, exit the room, go  
downstairs, and take the lift to [Base Level], then take the left-hand  
car to [Dragon's Gate]. Speak with the Moogle, and you'll find a new  
letter. Save your game, then speak with the shop-man near the Moogle  
before you go:

- Potion.....050 Gil
- Phoenix Down.....150 Gil
- Echo Screen.....050 Gil
- Soft.....100 Gil
- Antidote.....050 Gil
- Eye Drops.....050 Gil
- Tent.....800 Gil

He also has a letter that you can read. Head out the Dragon Gate, and  
onto the World Map. Head north, and you will eventually find Qu's  
Marsh. Enter it.



## QU'S MARSH

Once here, run north, and you'll find the two Moogles whom you've learned much about the game from a few ATEs earlier. Speak to them to learn where the Grotto is (they say it's further north), and you can also re-learn the stuff they taught you earlier. After speaking with them, continue north, through the tall grass, and into the area where a Qu is trying to catch a frog. Catch a frog yourself by standing near one, then pressing "X" to catch it. Now speak with Qu, and name "it". Watch the cut-scene, and agree to let him join you and your party.

Watch the rest of the cut-scenes to advance the story, then you can play a small, frog-catching mini-game here. Simply catch as many frogs as you can, and try to get the Gold Frog too. Soon, someone will enter, and give you some Ore for catching 2 Frogs. If you catch 5 Frogs, Quale will enter and give you some Ether. The basic rundown is as follows:

2 Frogs: Ore  
5 Frogs: Ether  
9 Frogs: Silk Robe

When you're all done, exit the Marsh, and back onto the World Map. Head north some more, and you'll find Gizamaluke's Grotto to your left, in the side of a mountain.

## GIZAMALUKE'S GROTTA

Enter the Grotto, and turn right and speak with the downed soldier. He'll give you the Gizamaluke Bell. Take it, then go and take the right-hand path, and Ring the Bell on the door to open it. Enter the door. When you enter, you'll be forced to fight against two black mages, but the fight is fairly easy. Each time you fight a pair of Black Mages, you'll get a Gizamaluke's Bell, which is used to open up the doors with bells on them. Now enter the large, northern door with a Bell, and help the Moogle by giving her the Kupo Nut. When they run off, open the chest to get a Gizamaluke Bell.

If you enter the door in this room, you'll find the Moogles, and you can save if you want to here. If you tell one of the Moogles that you like Kupo Nuts, then when you try to leave, she'll give you the Holy Bell! Leave the save room, and take the stairway to the southeast of where you saved the Moogles, and follow the path to the north. Along the way, take the Magus Hat from underneath the stairs. Now go back to the opened chest, and use the bell to open the door to the left of the chest, and be sure your party is healed up, and you have plenty of potions, elixers, and Phoenix Downs upon entering this room.

## GIZAMALUKE

Level: 16      HP: 3175      Weak against: Thunder      Spoils: Tent(s)  
AP: 05      Steal: Elixer, Ice Staff, Magus Hat

This boss is probably the toughest boss in the game so far, because he

has at least over 2000 HP of health, and his attacks can do some serious damage. He uses magical attacks like Fire, as well as Water, which can hurt your party badly. If you have the Ogre as Zidane, use it to cast Soul Blade, and blind him. You should also use Vivi's Thunder attacks against him, and Freya's Jumping Spear attack too. You WILL need to use plenty of Potions, and Phoenix Downs in this fight, so be ready for it.

After the fight ends, you take over as Steiner in Grand Citadel South Gate.

• -  
GRAND CITADEL SOUTH GATE  
• - • -

Run up the stairs as Steiner, and talk to the guards. Enter the area, and talk to the woman to your right, and choose to Console her to get her out of your way. Now speak to the man to the south of that woman, and get him to move. When the coast is clear, attempt to head into the alleyway, but as you do, the short guard gives you the Gate Pass. Enter the alley, let her change, then enter the next part of the city, and talk to the old lady ahead of you to shop:

- Potion.....050 Gil
- Phoenix Down.....150 Gil
- Echo Screen.....050 Gil
- Soft.....100 Gil
- Antidote.....050 Gil
- Eye Drops.....050 Gil
- Tent.....800 Gil

Open up the chest to the west of the small shop to get a Potion, then save your game with the Moogle near it. Now head up the northern stairs, and show the man your Gate Pass, and depart onto the train. Choose a seat on the train to depart. Watch the cut-scenes, and when you take over as Zidane on the World Map, run north to enter Bermecia.

• -  
BURMECIA: REALM OF ETERNAL RAIN  
• - • -

Run forward to the north, and onto the next screen. Fight the two Black Mages that are sent upon you, then enter the door to your left. Open the two chests to find Soft and a Potion. Now leave the room, and run east, and into the door there. In here, check the chest in the rear (near the stairs) to find a Soft, then run up the stairs. Now IGNORE the chest by the doorway, because it's a fake chest, and it'll start a fight if you touch it. Enter the doorway at the top of the stairs, and attempt to run to the next chest. The floor will fall down, so exit back outside, enter the room where you found the two chests, and climb the stairs. Now run across the floor that just fell down, and IGNORE the chest near the doorway, and enter it.

Check around the room, and exit out onto the balcony. Talk to the Bermecian Soldier in the bedroom, then open the hidden chest in the

back of the room to get some Ether. Now search under the bed to get the Protection Bell, then leave the room, go back outside, east and up the stairs, back inside, up the stairs again, and through the western doorway to get back outside again. Ring the bell in front of this door to shatter it, then enter it.

Run up the large stairs, and enter the northern doorway. Watch the cut-scene, then climb the right-hand stairs, and enter the doorway to your left. Search the two chests for a Tent and a Phoenix Down, then run around the path, to the other side, and enter the northern door. Now enter the lefthand brown door, and Freya will take the Mythril Spear from the statue. Exit, and enter the right-hand door. Talk to the Moogle to use a Tent and to save your game, or Shop if you wish:

|                     |          |
|---------------------|----------|
| Needle Fork.....    | 3100 Gil |
| Glass Armlet.....   | 250 Gil  |
| Mythril Gloves..... | 980 Gil  |
| Steepled Hat.....   | 260 Gil  |
| Headgear.....       | 330 Gil  |
| Magus Hat.....      | 400 Gil  |
| Barbut.....         | 600 Gil  |
| Bronze Vest.....    | 670 Gil  |
| Linen Cuirass.....  | 800 Gil  |
| Potion.....         | 050 Gil  |
| Phoenix Down.....   | 150 Gil  |
| Echo Screen.....    | 050 Gil  |
| Soft.....           | 100 Gil  |
| Antidote.....       | 050 Gil  |
| Eye Drops.....      | 050 Gil  |
| Tent.....           | 800 Gil  |

Run forward, and open the chest to find a Lightning Staff. You can also buy these items from the next Moogle that comes in: Soft, Hi-Potion, and Ether, all for the super-low price of 333 Gil. Exit the room, and head north, up the stairs. On the next screen, choose all three options, but do the "Leave Her alone" one last. Watch the cinemas, end eventually, you'll reach a boss fight.

-----  
BEATRIX  
-----

Level: 14    HP: 3630    Weak against: None    Spoils: None  
AP: N/A    Steal: Chain Plate, Phx. Down, Mythril Sword

This fight starts off slow and easy, but after a few turns of battle, it completely changes pace, since Beatrix begins to pummel your party with physical and magic attacks that can cause over 500 HP of damage, and that's not the maximum amount she can dish out. Be sure you have Vivi equipped with the Lightning Staff, and have Freya equipped with the Mythril Spear you just found earlier, and be sure that Zidane has The Ogre sword, or something very strong. Use plenty of magic against her, like Blizzara, Spear, Reis's Wind, and so on. Use plenty of healing items, but don't worry, you can't die in this fight. Instead, Beatrix will give mercy to your party and leave your last members with 1 HP of health left before ending the fight.

Watch the cinemas and the FMV, then save your game, and switch discs.

=====  
003: Disc 02 Walkthrough  
=====

When Disc 02 begins, you'll start off by watching two guards (Tall Guard and Short Guard) talk about Burmecia and some "pointy hat" fellows.

.....  
SUMMIT STATION  
.....

When you take over as Dagger, head up the first set of stairs nearest to you, and enter the rest area. Speak with everyone here for details, then shop with the ShopKeeper here:

- Air Racket.....400 Gil
- Mythril Rod.....560 Gil
- Glass Armlet.....250 Gil
- Silver Gloves.....720 Gil
- Mythril Gloves.....980 Gil
- Steepled Hat.....260 Gil
- Headgear.....330 Gil
- Magus Hat.....400 Gil
- Rubber Helm.....250 Gil
- Iron Helm.....450 Gil
- Barbut.....600 Gil
- Bronze Vest.....670 Gil
- Linen Cuirass.....800 Gil
- Potion.....050 Gil
- Phoenix Down.....150 Gil
- Echo Screen.....050 Gil
- Soft.....100 Gil
- Antidote.....050 Gil
- Eye Drops.....050 Gil
- Tent.....800 Gil

Check out the chest near the Moogle (you can save here too if you wish), and take the Phoenix Down. Talk to the main near the chest, and he'll tell you the train will be departing soon, but then you'll hear the Lindblum car leave, and hear a familiar voice. Head outside to see Cinna and Marcus. Now re-enter the rest area, and speak with Cinna, Marcus, then to Steiner last. Now go outside, and enter the car that is heading for Alexandria.

-----  
BLACK WALTZ NO. 3 (His Return)  
-----

Level: 09      HP: 1292      Weak against: None      Spoils: None  
AP: 05      Steal: Steepled Hats, Lightning Staff

This final form of Black Waltz No. 3 is much easier to defeat than his first form, since this one has basically gone insane, and is much

weaker than earlier. He uses attacks like Thunder, Blizzara, Hit, Freeze and whatnot, but they're not very potent. Use Marcus's steal option to steal a Phoenix Down, and a Lightning Staff if possible, then attack with his physical attacks. Use Dagger to Cure your party, and use mainly physical attacks against him.

After the fight, you'll end up at South Gate/Alexandrian Station. Head past the train and do some shopping with Part-Time Worker Mary before heading to Treno. Exit off the screen, and to the fork in the road. Take the right-hand path and head to Treno. Cross the bridge, then run south to find a chest containing 1610 Gil inside. Continue eastward, onto the next screen, show the guards your Gate Pass, then exit out onto the World Map. Now just head forward, then to your right to find the city of Treno, but if you wish to level up quickly, then head over to the forested area, and wander around. There are plenty of Mandragora's that come in packs of 2-3 each battle, and you can get tons of EXP and Gil from each fight, which allows you to level up your party pretty fast.

• -  
DARK CITY TRENO  
• - • - • - • - • - • - • - • - • - • - • - • - • - • - • - • - • - • - • - • -

Right as you enter the city, you'll watch a cut-scene, followed by two ATEs:

Treno Tradition  
Ambition

Watch an ATE, then head up the northeastern stairs. Once on the next screen, you will find an Inn to your left. Use it if you need to, then head north, and to the next screen. Run forward to find a Moogle. Head right and into the large wooden doors to go shoppin':

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

Chain Mail.....1200 Gil

Shop a bit, then ask the lady about the monster below you. Exit, and continue north a bit, and up the stairs to find the Auction site. Enter the large door. You'll find Dagger here, then take over control as Dagger. You can return to the auction and bid on items if you'd like, then return back outside, run past the moogle, and head south. Once on the next screen, go west, and then south, and onto the next screen. Now run to the west to find a chest with a Mythril Dagger. Now return to the previous screen, and then head north a bit, then go left into the mansion to find a Synth Shop:

Butterfly Sword (Requires Dagger, Mage Masher).....300 Gil  
 The Ogre (Requires 2 Mage Mashers).....700 Gil  
 Cotton Robe (Requires Wrist, Steepled Hat).....1000 Gil  
 Desert Boots (Requires Leather Hat, Leather Shirt....300 Gil  
 Yellow Scarf (Requires Feather Hat, Steepled Hat)....400 Gil  
 Glass Buckle (Requires Glass Armlet, Leather Wrist)...500 Gil  
 Germinas Boots (Requires Desert Boots, Fork).....900 Gil  
 Cachusha (Requires Magus Hat, Rubber Helm).....1000 Gil  
 Coral Ring (Requires Lightning Staff, Rod).....1200 Gil  
 Gold Choker (Requires Linen Cuirass, Soft).....1300 Gil

Synth a few things, most notably the last 3 add-ons. Leave the mansion, and continue north, to the next screen, then enter the doors to meet the queen. Give her Aeires if you have it to get 1000 Gil. Now return all the way back to where the Inn is located, then head east of it, and down the ladder. Open the chest here to get a Yeti Card, then speak to the Shopkeeper:

Potion.....050 Gil  
 Phoenix Down.....150 Gil  
 Echo Screen.....050 Gil  
 Soft.....100 Gil  
 Antidote.....050 Gil  
 Eye Drops.....050 Gil  
 Tent.....800 Gil

Stock up on plenty of medicine, then open the next chest to get a measly 1 Gil. Head north of the shop, and explore behind it to get Taurus. Now return to the Inn, and you'll find Marcus. Say that you're ready to go with Marcus, then head down to the dock to meet Baku. Watch the cut-scenes, then meet Doctor Tot, who will unlock the large tower near the Treno Entrance.

Go to the entrance, and go left from there, and head up the tower. At the top, you'll get the SuperSoft from the Doctor. Talk to him again to activate a cut-scene. Watch it, then follow the doctor up the ladder, then into the hole.

.....  
 GARGAN ROO  
 .....

Begin this mini-dungeon by saving your game with the Moogle near the entrance, then heading to the southwest. On the first screen, open the chest to your right to get a Chain Plate. Now head to the west of this

chest, and go to the end of the hallway to find a chest containing a Phoenix Down, and the lever you're supposed to pull. Pull it, then return to the Doctor, and head down the southeast path now. Head north on the next screen, and the Doctor will meet with you, and tell you to pull the nearby lever. Do it, and a gargan will come around, pulling a trolley. Now you must halt it. Go back a screen, run past the Doctor, down the small steps, and pull the lever here. The gargan will stop, and your party will step aboard the trolley.

-----  
RALVURAHVA  
-----

Level: 13      HP: 2296      Weak against: None      Spoils: None  
AP: 00      Steal: Bone Wrist, Mythril Fork

This guy is the one blocking your path in the trolley, so you'll have to deal with him. Start off by having Dagger cast Protect on everyone, then have Steiner and Marcus attack most of the time. If you try to steal, do it fast, because after enough damage, he'll escape (the Ralvurahva). If you do happen to steal anything, it'll be a Bone Wrist, but remember that it's hard to steal anything from this guy. If he casts Devil's Kiss on anyone, heal them fast, because their HP will drop gradually. After enough damage, he'll run off.

After the cut-scenes, you'll take over control with Zidane, Vivi, Freya, and Quina. Your goal is to head off to Clerya, west of Burmecia. Head west, and into that large, swirling sandstorm.

.....  
CLERYA's TRUNK  
.....

Once you are inside of the tree, run northeast, and pull the lever at the top of the steps to open the nearby door, then enter it. In the next room, open up the chest to the northeast to get a Phoenix Down. Run north, and through the next doorway. Out here, head east, and avoid the sandtraps, and check out the hidden chest to the south to get some Magician's Shoes. Take them from the chest before leaving, then out the next doorway. Run north up the side of the tree, through the doorway, and back inside of the tree. Open the chest to get an Ether, then run south to the hole in the tree. Put your hand inside to raise the sand level of the tree. Now exit this room, and climb the vines and enter the hole on the side of the tree.

Run through this room, and enter the doorway to the west. Open the chest in the next area for the Needle Fork. Now head up the ramps, and you can find a Moogle here, so save your game and use a Tent if necessary. Check out the chest across from the Moogle to get a Tent, then continue up the sandy ramps and onto the next screen. Now take the left-hand stairs to find a chest with a Flame Staff inside, so take it, then head up the other set of stairs. Cross the bridge, and enter the next area.

Run to the center of the room to find a hidden chest with some Desert Boots inside. Now head out the tunnel behind this chest, and out here,

open the chest to get some Mythril Gloves. Head north, and pull the lever at the top. Now return to the cave where you got the Desert Boots, and head to the left of the center cave (where you just were), to find a hidden chest containing a Mythril Vest! Head through the cave to the far left of you.

Open the first chest to your right to get a Potion, then take the right-hand path that leads to a chest with an Elixir inside. Go back a screen, and take the left-hand path instead. Run around the sandtraps, and open the first chest to get a Hi-Potion, and open the second chest to get 900 Gil! If you happen to fall into one of the sandtraps, mash the X button to get out. Take the western path, and follow it to the ladder. But before climbing up it, check the chest behind it to get some Gysahl Greens. Now climb up the ladder, and follow the short path to...

.....  
CLEYRA SETTLEMENT  
.....

Right when you enter the Settlement, Freya runs off to meet the King. So, after she leaves, the Forest Oracle Kildea offers to give you the tour of the settlement, so agree to go. He'll show you stuff like the market, the waterwheel, the observatory, and the cathedral. After the tour concludes, you take over as Zidane. Head up the first set of stairs, and turn right to find a hidden area with a Phoenix Pinion. Take it, then head up the next set of stairs, and to the right to activate an ATE (No Yummy-Yummies!).

When the ATE ends, head to the right, and search the ground to get some Ore. Take it, then go left, and across the small bridge to the southwest, and an ATE will begin (Don't Hate Me). Watch it, then search the ground near the steps to get some Thunder Gloves. Return to the market area of town, and where the "Don't Hate Me" ATE just took place, and speak with Dan to buy some weapons:

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

Be sure to stock up on any of the more powerful weapons you have yet to



get (Ice Staff, Fire Staff, Needle Fork), as well as lots of Defensive armor (Bandana, Chain Plate, Chain Mail, Mythril anything...), because you'll need it. Enter the Inn right above Dan, and check the ground to the right of the Innkeeper to get 1250 Gil. Now check the corner to the left of the Innkeeper to get an Echo Screen. Climb the stairs, and check the dresser near the bed to get some Ether. Now you can also find a Moogle here, near the window. Check for mail, and you should have a letter for Zidane. Read it, then save your game. Also rest up if you need to.

Leave the Inn, and run up the right-hand stairs, and along the way, you'll find a Remedy on the ground. Continue up the steps, and a few ATEs will pop up ("I-I Haven't Hurt Anyone", and "There's a Mushroom!"). Head to the observatory, and speak with the girls, then head east across the bridge. On the next screen, you will find a Phoenix Pinion on the ground near some mushrooms, and a few people, like Star Maiden Nina:

Potion.....050 Gil  
Phoenix Down.....150 Gil  
Echo Screen.....050 Gil  
Soft.....100 Gil  
Antidote.....050 Gil  
Eye Drops.....050 Gil  
Annoyntment.....150 Gil  
Tent.....800 Gil

Head north, to the area outside of the cathedral, and search the grass to the south to find some Gysahl Greens, and search the area in front of the cathdedral to find an Echo Screen. Enter the cathedral, and get the message from Freya, saying for you to wait for her at the Inn. Return back to the Inn. As you get near the Inn, someone reports that the Antlion has mauled a kid. Follow Dan to the entrance of the town, then head east to find the Antlion attacking Puck.

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#### ANTLION

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Level: 16      HP: 2938      Weak against: Wind      Spoils: Ether, Annoyntment  
AP: 05      Steal: Gold Helm, Annoyntment, Mythril Vest

Start off the fight by having Vivi cast Blizzara as soon as possible, then have him cast it for the entire fight. Use Zidane to steal items (you can get stuff like Annoyntment, a Gold Helm, and other stuff too), and use Freya's ability, Reis's Wind to heal the party as you go. This fight is a cinch if you have Vivi cast Blizzara, because it deals out around 1200 HP of damage each time.

When the fight ends, watch the little dance sequence with Freya, then the FMV that shows. Watch the next few cinemas, then meet the rest of the party at the entrance of Cleyra. Make your way down the tree, and all the way to the bridge (you'll have to fight pairs of Alexandrian Soldiers along the way. At least one pair in each room). Once you reach the bridge, you'll meet Puck, who tells you to return to the town.

Right away, you'll have to fight a Black Mage, then some Alexandrian Soldiers, then another Black Mage or two. If you go to where you fought the Antlion, you'll find a Moogle who has a letter, and a task for you. Save your game here, then head up the stairs. At the top, you'll have to make a decision. If you choose "Head up", then two of the citizens will die, so choose this one:

- Head to the Right

Now head to the next area, and when Dan's Family enters, choose:

- Let's go to the left

This will save them, and make you fight another Black Mage, and two Alexandrian Soldiers. On the next screen, choose:

- Head to the right

Now when you are near the observatory, choose:

- No, we're not safe yet

And you'll head to the Cathedral to make your stand. As you try to enter, a lot of Black Mages will surround you, but a Stranger with a huge spear comes and saves you. When you enter the cathedral, you'll learn that it was Fratley, the one Freya has been searching for. After he leaves, Beatrix returns, and steals their Magic Stone. Follow her outside, and in the cathedral lobby, speak to each of the surviving citizens to get items that include:

- Remedy
- Phoenix Down
- Zuu Card
- Nymph Card
- Elixer

And more items can be found too. Talk to the Moogle to use a Tent to rest up, and save your game, then agree to deliver his letter. Now leave, and follow her outside.

-----  
BEATRIX  
-----

Level: 17      HP: 4736      Weak against: None      Spoils: None  
AP: None      Steal: Ice Brand, Thunder Gloves, Phx. Down

Right away, use Vivi to cast Slow on her, then continue to cast it when it wears off. Use Vivi to cast Blizzara and Fira on her continuously, and use Zidane to steal items from her like Thunder Gloves, Phoenix Down, and an Ice Brand if you're lucky. Use Freya to cast Reis's Wind to heal the party, and use plenty of potions and Phoenix Downs to heal your party. Also use Lancer with Freya to do some good damage. Her most powerful attack (that can kill you), is Shock, which can deal at least 800 HP of damage. After she takes enough damage, she'll cast Stock Break, and make your entire party go down to 1 HP, and run off with the Stone.

You'll end up back on a ship, where Beatrix ran off to, so head up the

stairs when you take over as Zidane, and follow Beatrix to watch a cut-scene. When it ends, Vivi runs off, so follow him down the stairs. As you do this, Serino the Moogle appears, so go back up and chase him. Give him the letter that was from Mopli, and he'll give you a Kupo Nut for delivering it. Accept his offer to deliver his letter to Moodon, then save your game, and go back down and follow Vivi again. Use the Pods to return to Alexandria...

When the game takes over, you play a small mini-game where Steiner and Marcus have to escape their hanging cell by swinging it back and forth until it crashes into the wall. Hit either left or right on the control pad to swing your weight back and forth until it crashes. When it does, run around the outer area to the large ladder on the other side, and make sure you remove anything valuable from Marcus. Now go left and enter the room, and watch as Marcus runs off. Good thing you removed anything you had on him, eh?

After you get back together with your party, head out where Marcus left, and run outside. Head north, and avoid any guards that chase you. Enter the castle, and run up the stairs as fast as you can. Head around the outer balcony, and through the southern doors, then go left and up the next set of stairs, and through the wooden doors to the north. Now head up the stairs, and through the next doors at the top. In here, examine the purple flame to the northwest of the room. Pull it to reveal a hidden path, so take it.

In the next room, hop onto the rotating platform, and ride it to the ledge with the two chests to get a Tent, and the Ice Brand, a powerful sword for Steiner. Immediately equip it to him, then hop onto the platform again, and take it to the other side of the room. Run down the spiral stairs, and take them all the way down to the bottom of the area. Once on the circle platform, head north, and through the double doors.

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#### ZORN & THORN

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Level: 16      HP: 4896      Weak against: Ice      Spoils: None  
AP: 00      Steal: Mythril Armor, Mythril Armlet

Level: 16      HP: 2984      Weak against: Ice      Spoils: None  
AP: 00      Steal: Stardust Rod, Partisan

These two aren't hard to beat at all. All you have to do is use Vivi to case Blizzara a lot on them, have the Ice Brand equipped to Steiner, then use his Blizzara Sword attack on them, use Freya to either heal the party with Reis's Wind, or just attack with Lancer, and use Zidane to steal items from them, particularly the Mythril Armlet and Armor, and the Stardust Rod from Zorn. After enough damage, they'll run away from the fight.

When you take control of Zidane, you have Dagger in your arms. Talk to the Moogle here to use a Tent and to save your game, then take her all the way back upstairs and to the Queen's Lair at the top of the stairs.

-----  
BEATRIX (Yes, again...)  
-----

Level: 19      HP: 5709      Weak against: Ice      Spoils: None  
AP: 00          Steal: Survival Vest, Ice Brand

This fight is like the other fights with Beatrix (what was it, 2 other fights too? Geez...), in that you should use Vivi to cast Slow on her, and use Steiner and Zidane to attack her, and use Steiner's Blizzara Sword attack to do some good damage. Use Vivi to continue to cast Slow and Blizzara on Beatrix, and use Zidane to steal items from her, like Phoenix Down and an Ice Brand. If your health gets low, use Freya to cast Reis's Wind on the party, and be sure to heal often. Beatrix uses the same attacks as before, and also like before, when she takes enough damage, she'll drop everyone down to 1 HP, then stop the fight.

Watch the cut-scene, and when you take over as Freya and Beatrix in a battle against a Bandersnatch, use Beatrix's Climhazard attack (remember what it did to you in the last battle? Good, that's why you should use it). You'll take over as Zidane, so quickly hop across the rotating platform before the Bandersnatch catches you, then run down the stairs until you reach a few Black Mages. Fight 'em, kill 'em, then dump 'em. Continue down the stairs, and kill the next Bandersnatches, and watch as Steiner leaves to help Freya and Beatrix. Kill the next set of Bandersnatches with Freya, Beatrix, and Steiner.

When you take over as Zidane, return to the Moogle where you saved Dagger, and get a letter from him to deliver (his letter to Monty). Now head down the stairs south of the Moogle room, and continue until you get trapped. Watch in pain as Thorn and Zorn laugh at you, then laugh your ass off when some "special" guests drop in. :)

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RALVUIMAGO  
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Level: 18      HP: 3352      Weak against: Ice      Spoils: Ether(s)  
AP: 07          Steal: Oak Staff, Adaman Vest, Phx. Down

The worm returns, and this time, he's not that easy to beat. Right away, use Dagger to cast Shell and/or Protect on the party, then use Vivi to cast Blizzara on it. When it coils up and reacts to the attack, use Zidane to steal stuff from it, and heal the party with Dagger. Since this fight is long, you can steal everything from Ralvuimago: Phoenix Down, Oak Staff, and an Adaman Vest. Don't try to attack it when it's coiled up, because it barely does any damage at all.

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PINNACLE ROCKS  
• - • - • - • - • - • - • - • - • - • - • - • - • - • - • - • - • - • - • -

When you start, you'll speak with Ramuh, who says that if you can find his 5 shadows, and compile the story correctly, he'll join his powers with yours. You'll take control of Dagger, so run forward and give the letter to Monty, then save your game. Now, on with the 5 stories:

Beginning Story: To find the Beginning Story, head north of Monty the Moogle, and then west up the side of the green branch, and Ramuh will tell you this story.

Hero Story: This one is simple. Just go to where you first met Ramuh, and he'll tell you this story.

Cooperation Story: Head past where you heard the 'Hero' Story, and onto the next screen. Now run north, then south, and down the branch until you reach another screen with a chest to your left. Run forward to talk to Ramuh, and get this piece of the story. While you're here, open the chest to get The Ogre weapon for Zidane.

Silence Story: After getting the 'Cooperation' Story, head north of the branch you ran down earlier, and onto the next screen. There is a chest to your right, and as you approach it, Ramuh appears. Talk to him, then go back a screen, and run back up the green ramp.

Human Story: Once you are at the top of the ramp, run around to the right, and go across the bridge. Now run down the left-hand ramp, and past the point when a "?" appears over Dagger's head, and Ramuh will appear. He'll ask you if you give up, so say "no", then hop off the ledge and open the chest below to get the Mythril Armlet. Return to Monty the Moogle, and run south of him. Open the chest to get a Mythril Vest, then run north, and towards a corner in the swamp to meet the last Ramuh.

Now return to where you met Ramuh, and he asked you if you want to give up, and speak to him. He'll ask you to put the story in the correct order, which is:

- Beginning
- Cooperation
- Silence
- Human

If done correctly, he'll ask you if you are satisfied with your choices, so say "yes". Now after his speech, you will receive the Peridot, which allows you to summon Ramuh in battle. After viewing a few FMVs, you'll end up back in Lindblum, after it took a devastating blow.

Enter the Inn to the left of you, and run upstairs, and give Moodon the Moogle a letter if you have one. Now take the letter that he wants you to deliver if you haven't done so already, then exit the Inn, and head north. On the next screen, head north again, to the rubble, and search it to get the Lindblum Card. Now enter the house to the right of the rubble, and search the two chests to get an Ether and a Phoenix Pinion. Exit the house, and head north, and onto the next screen to meet up with Minister Artania.

Watch the cut-scene to learn of your next objective, and you'll get 3000 Gil from Cid. Now take this time to explore the only area left in the city of Lindblum, and go shopping. Buy plenty of items from the medicine shop, as well as some weapons, and forge new ones at the Synth shop. It's recommended that you buy Exploda from the Synth Shop, as

well as equipping the Peridot to Dagger before you leave:

|  |                           |
|--|---------------------------|
| Butterfly Sword (Requires Dagger, Mage Masher).....    | 300 Gil                   |
| The Ogre (Requires 2 Mage Mashers).....                | 700 Gil                   |
| Exploda (Requires Mage Masher, Mythril Dagger).....    | 1000 Gil <--- Get this!!! |
| Cotton Robe (Requires Wrist, Steepled Hat).....        | 1000 Gil                  |
| Silk Robe (Requires Silk Shirt, Bandana).....          | 2000 Gil                  |
| Desert Boots (Requires Leather Hat, Leather Shirt..... | 300 Gil                   |
| Yellow Scarf (Requires Feather Hat, Steepled Hat)..... | 400 Gil                   |
| Glass Buckle (Requires Glass Armlet, Leather Wrist)... | 500 Gil                   |
| Germinas Boots (Requires Desert Boots, Fork).....      | 900 Gil                   |
| Cachusha (Requires Magus Hat, Rubber Helm).....        | 1000 Gil                  |
| Coral Ring (Requires Lightning Staff, Rod).....        | 1200 Gil                  |
| Gold Choker (Requires Linen Cuirass, Soft).....        | 1300 Gil                  |
| Magician Shoes (Requires Germinas Boots, Bone Wrist..  | 1500 Gil                  |
| Barette (Requires Needle Fork, Barbut).....            | 1800 Gil                  |
| Power Belt (Requires Glass Buckle, Chain Mail).....    | 2000 Gil                  |

Head to the aircab station, and ride the aircab to the [Theater District]. Enter the artist's house to find some Ore in a chest, then go south down the steps, and enter the Clock Tower. Open up the scattered chests to find 340 Gil, 262 Gil, and 993 Gil. Exit the Clock Tower, and run south to find Lowell, so speak with him, and he'll run off to Alexandria to find an acting job. Now go back to the [Business District], and speak with the man in the part of town with the fountain, and you'll go off to meet with Cid on the base level of the castle.

He'll tell you not to get lost in the Excavation Site, and he'll give you the World Map before you head off. Once you reach Dragon's Gate, speak to Moonte, save your game and use a Tent if you need to, then give him a letter from Moodon if you have it. Read it, then shop with the merchant once more before leaving:

|                     |          |
|---------------------|----------|
| Ice Brand.....      | 3780 Gil |
| Partisan.....       | 1600 Gil |
| Multina Racket..... | 750 Gil  |
| Stardust Rod.....   | 760 Gil  |
| Thunder Gloves..... | 1200 Gil |
| Bandana.....        | 500 Gil  |
| Mage's Hat.....     | 600 Gil  |
| Mythril Helm.....   | 1000 Gil |
| Silk Shirt.....     | 400 Gil  |
| Leather Plate.....  | 530 Gil  |
| Bronze Vest.....    | 670 Gil  |
| Chain Plate.....    | 810 Gil  |
| Mythril Vest.....   | 1180 Gil |
| Adaman Vest.....    | 1600 Gil |
| Mythril Armor.....  | 1830 Gil |
| Potion.....         | 050 Gil  |
| Phoenix Down.....   | 150 Gil  |
| Echo Screen.....    | 050 Gil  |
| Soft.....           | 100 Gil  |
| Antidote.....       | 050 Gil  |
| Eye Drops.....      | 050 Gil  |
| Annoyntment.....    | 150 Gil  |
| Tent.....           | 800 Gil  |

Exit onto the World Map, but before heading to Qu's Marsh, head right (east) and cross the small bridge over the river, then enter Chocobo's Forest which is directly across from the bridge.

• -  
CHOCOBO'S FOREST  
• - • -

This is the place that you want to go before heading off to Qu's Marsh again. Once you are here, talk to the Moogle, and he'll tell you to take his Chocobo, who he calls Choco. Choco runs away, however, but the Moogle tells you to catch him outside of the forest by finding the Chocobo foot prints, then using the Gysahl Greens to call him. When riding a chocobo, you won't come into any random battles while on the World Map. Go outside, and step on the chocobo marks, then use the Gysahl Greens to call Choco. Return to the forest, and speak with the Moogle to learn about the chocobo, and what it can do: It can seek hidden underground treasures. Now he'll ask you if you want to play a game for 60 Gil per minute. Say yes, then begin a game:

- How to play Chocobo Hot & Cold -

Directional Pad: Move Choco  
[Square]: Dig

When you dig with [Square],  
Choco lets you know how close you are  
to a treasure. When he finds it,  
just dig, dig, dig, Kupo!

- Choco's Cries -

'Kweh' means nothing.  
'Kweh!?' means it's far away.  
'Kwehhh!?' means you're close.  
'K-KWEHHH!!!' means you've found something!  
Rare treasures are buried deep.  
Once you find something, dig with [Square]!  
until Depth reaches 0.

- Other Rules -

POINT SERVICE: You rack up points for each item you find. After enough points,  
you can exchange the points for items! This is what it keeps  
track of:

High Score (Area)

# of games played (Area)/Total

Current points

DIGGING DEPTH: Each time you press [Square], Choco digs 6 feet underground. The  
deeper the item, the more valuable it is, and the more points  
it's worth.

POINT VALUES FOR ITEMS:

Echo Screen.....01 Point  
Soft.....01 Point  
Potion.....01 Point  
Antidote.....01 Point  
Gysahl Greens.....01 Point  
Eye Drops.....01 Point  
200 Gil.....02 Point(s)  
Ore.....02 Point(s)  
Remedy.....04 Point(s)  
Stone with Pattern.....20 Point(s)

NOTE: You also get to keep whatever he digs up, even the Gil that he digs for you.

POINT BONUSSES: If you find a treasure within the 5 seconds of another treasure, you'll get an additional 5 bonus points.

DIGGING BONUS: If you happen to dig up 4 or more items in one 60 second game session, Mene the Mooglee will give you a bonus, which is that he'll DOUBLE the amount of points everything is worth for the remaining amount of time left in your session, and he'll add an extra 10 seconds to the game clock for you.

POINT EXCHANGE SYSTEM: When you exchange your points for items, you'll get a list to choose from:

Robe of Lords.....10000  
Protect Ring.....8500  
Wing Edge.....3500  
Viltgance Card.....1800  
Ether.....450  
Ore.....250  
Phoenix Down.....150  
Gysahl Green.....10

Use your points wisely, and be sure to save up as many points as you can before trading them in for items. ^\_^

LEVELING UP WITH CHOCO: As you collect points, Choco the chocobo can level up. There are different parts of him, like his Beak. The more points you rack up, the higher he levels up.

CHOCOGRAPH: This is also known as the "Stone with Pattern", and this area is located somewhere outside of the Chocobo Forest, and it contains tons of valuable treasure...

When you're ready, begin to play Chocobo Hot & Cold! Also note that you can always purchase additional Gysahl Greens from Mene the Mooglee for 80 Gil per Gysahl Green. Here are the Chocobo Commands:

- Chocobo Navigation -

[X] : Enter Chocobo's Forest  
When you meet certain requirements...  
[Triangle] : Open Menu



[Square] : Look for treasures  
[Circle] : Dismount  
[Select] : Switch navigation map  
[L1] [L2] : Camera Control  
[L2] : Lock/unlock camera rotation  
[R2] : Switch perspective

Now if you exit the Forest, and equip the Chocograph, it'll say to search the Stream, where it meets the ocean. To find it, simply cross the bridge again, then run left, and to the beach, and search there for a chest. Here is what I found in my chest:

2 Elixer  
3 Hi-Potion  
4 Ether  
2 Germinas Boots

When you are done, head back west, and enter Qu's Marsh. Head north to find Quina in the frog pond, and she'll rejoin your party once more. If you wish, you can catch some more frogs to earn more items:

2 Frogs: Ore  
5 Frogs: Ether  
9 Frogs: Silk Robe

When you finish, head north again, and enter Quale's house and speak with him. Now head back outside of his house, and veer around the back of it, and Quina will chase some frogs off the screen. She'll lead you to the excavation site!

.....  
FOSSIL ROO  
.....

Once you enter, you'll have to run away from a killer machine across three different screens, all containing swinging blades. Be sure NOT to let him catch up with you, or you'll have to fight him. Try not to touch the blades either, since they'll slow you down. On the third screen, stay on the top of the screen, to avoid the large gap in the road. After the three screens, you'll be safe from him, but then you'll have to fight a boss battle...

-----  
LANI:  
-----

Level: 19      HP: 5708      Weak against: None      Spoils: None  
AP: 00      Steal: Coral Sword, Gladius, Ether

This fight may seem difficult at first, but it's not. Start off by having Vivi cast Slow on Lani, then have Dagger summon Ramuh on her. Also, be sure to have Dagger cast Protect and Shell on herself and her party members during the fight. Use Fira and Blizzara on Lani with Vivi, and use Quina to mainly heal the party. Use Zidane to steal items such as Ether, Gladius, and even a Coral Sword, but the latter two items are very hard to come by. Another note: Be sure to have the Auto-Potion ability equipped to any party members who can use it, since it's a very useful ability to have.

Head down the stairs, and at the bottom, run left, and up the stairs until you find some yellow flowers. Pick one, then move in front of the hole in the wall, and hit [X] when a "!" appears over Zidane's head. This will cause the Gargant to eat the flower, allowing you to hop onto it to ride it to the other side. Once he drops you off, head up the northern stairs, and speak with the Treasure Hunter to get directions on where to go. Now run down the stairs, and speak with Mogki to do several things, like save and such, but also to shop with Mogshop:

|                   |         |
|-------------------|---------|
| Potion.....       | 050 Gil |
| Phoenix Down..... | 150 Gil |
| Echo Screen.....  | 050 Gil |
| Soft.....         | 100 Gil |
| Antidote.....     | 050 Gil |
| Eye Drops.....    | 050 Gil |
| Annoyntment.....  | 150 Gil |
| Tent.....         | 800 Gil |

You can also purchase a Phoenix Pinion, Ether, and a Remedy for 555 Gil from Stiltzkin, the gold Moogle.

NOTE: For this part of the walkthrough, you'll have to call many Gargants with flowers (yellow ones). Instead of telling what to do exactly, I'll just say "Call the Gargant", which means for you to pick a nearby yellow flower, then standing near it to call the Gargant.

Run down the path to the right of the two Moogles, and call the Gargant with the yellow flowers here. When he drops you off, head north to find a chest containing Fairy Earrings. Take them, then return south to where he dropped you off, and call the Gargant again. Run back to the Treasure Hunter, and run north of him, and onto the next screen. Call the Gargant here.

After he drops you off, head to the right, onto the next screen, and hit the switch. Go back a screen, and re-call the Gargant. When he drops you off, run up the set of stairs, then north and onto the next screen to find a chest with some Ether inside. Go back a screen, and go to where it dropped you off. Once here, head north, and onto the next screen, and run around the bend, and onto the next screen. Here you'll find Switch No. 2, so hit it, then go back to where the gargant dropped you off, and call it again.

After it drops you off, hit Switch No. 1 again, and ride the gargant back to the first area. Run back past the Treasure Hunter, and run to the south-east path, and ride the Gargant here to a new area. Run up the stairs, and hit Switch No. 4, then head through the doorway to the right of this switch, and call the gargant. Once you've been dropped off, head to the right, and open the chest to get Lamia's Tiara. Now return to where it dropped you off, call the gargant, hit switch 4 again, then go back to the right, and call the gargant once more.

In the new area, run to the right to find tons of vines. Climb across the bottom of the vines, and head through the door. Talk to the Treasure Hunter here, and give him a potion to dig. Dig up the rocky

wall here to find Kuppo the Moogles hidden behind it (just wait for an "!" to appear to know when to dig). Here, you can save, use a tent, shop with MogShop, or get a letter from him that he asks you to deliver. Do this, and begin your digging. It takes anywhere from 9-50 independent strikes with your axe pick on the areas here, but you can find numerous Hi-Potions here if you are patient.

When you are done, head down the southeast path, and on the next screen, head west, and search the corner to find a Survival Vest. Now return to the vine area, and climb up to the northwestern ledge, and hit the Exit switch, then climb back down to the lowest ledge on your right and enter the next area. Call the last Gargant to exit this place.

.....  
OUTER CONTINENT  
.....

Your goal in this area is to reach the yellow building above the open canyon. Run underneath the suspended building, and around the canyon to the right, then run onto the raised area in the center, then make your way across it and into the new area.

NOTE: There is one particular enemy in this area which is a pain in the ass, and that is the Cactuar enemy. This green guy may look small, but his 1000 Needles attack can wipe out your party in a matter of minutes, since it takes off 1000 HP of damage if it hits someone. My advice is to Flee from a fight with this guy, unless your party is EXTREMELY powerful at this point in the game.

.....  
CONDE PETIE  
.....

When you first enter Conde Petie, you'll be greeted warmly by the locals with a solid "Rally-Ho!" from each of the citizens. Search the area if you wish to activate a few ATEs, then head into the Item Shop (Wendy's Item Shop), and do some shopping, then save the game with the Moogles here. When you're done, head up the stairs, and talk to Vivi, who is speaking with two dwarves. After he runs away, follow him back down the stairs, and into the Item Shop to find a Black Mage who's talking to Wendy, then Vivi enters, and chases the Black Mage away.

Now it's time to head to the Southeast Forest, and into the Black Mage Village, but you should first buy some weapons and items:

Grocer:

- Potion.....050 Gil
- Phoenix Down.....150 Gil
- Echo Screen.....050 Gil
- Soft.....100 Gil
- Antidote.....050 Gil
- Eye Drops.....050 Gil
- Annoyment.....150 Gil
- Tent.....800 Gil

Conde Petie Weapon Shop:

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

When you're ready, head out of Conde Petie, and run south of it and enter the Southeast Forest. To find it, head south of Conde Petie, and near the ocean. Now head east through the brush, until you find the green forest towards the end of the forested area. Once you enter, you'll spot the Black Mage run off to the right. Now follow the signs in the forest where an owl sits. If he flies away as you run down a path, then that means that you are running in the correct direction, which you can find out by reading the sign in the middle of the fork in the road, and follow the direction that says "Where there are no Owls". Continue to do this until you spot the Black Mage, so chase him.

.....  
 BLACK MAGE VILLAGE  
 .....

As you enter the village, everyone in your party runs off somewhere else, and you're left with a few ATEs to keep you company:

- Life On The Run
- Gourmand's Nose
- Everyday Life (And many more...)

Enter the Weapon Shop to Zidane's right, and purchase whatever you need in weaponry and/or armor. Now head to the north, and onto the next screen. Run across the bridge and enter the Inn, and search the bed for some Virgo. Exit the Inn, and enter the Medicine Shop across from it, and search the bookshelf for some Ether, then do some shopping if you need to. Now exit out of the Medicine Shop, to the south. Run to the left, and enter the next door, and you'll find Dagger here. Speak to her, and she runs off to find Vivi. This is the Synth Shop, so be sure to get some goodies before leaving:

- Butterfly Sword (Requires Dagger, Mage Masher).....300 Gil
- The Ogre (Requires 2 Mage Mashers).....700 Gil
- Exploda (Requires Mage Masher, Mythril Dagger).....1000 Gil
- Rune Tooth (Requires 2 Mythril Daggers).....2000 Gil
- Cotton Robe (Requires Wrist, Steepled Hat).....1000 Gil
- Silk Robe (Requires Silk Shirt, Bandana).....2000 Gil
- Desert Boots (Requires Leather Hat, Leather Shirt).....300 Gil
- Yellow Scarf (Requires Feather Hat, Steepled Hat).....400 Gil

Glass Buckle (Requires Glass Armllet, Leather Wrist)...500 Gil  
 Germinas Boots (Requires Desert Boots, Fork).....900 Gil  
 Cachusha (Requires Magus Hat, Rubber Helm).....1000 Gil  
 Coral Ring (Requires Lightning Staff, Rod).....1200 Gil  
 Gold Choker (Requires Linen Cuirass, Soft).....1300 Gil  
 Magician Shoes (Requires Germinas Boots, Bone Wrist..1500 Gil  
 Barette (Requires Needle Fork, Barbut).....1800 Gil  
 Power Belt (Requires Glass Buckle, Chain Mail).....2000 Gil  
 Madain's Ring (Requires Bone Wrist, Stardust Rod)...3000 Gil  
 Fairy Earrings (Requires Magic Armllet, Soft).....3500 Gil  
 Reflect Ring (Requires Anklet, Madain's Ring).....7000 Gil

The Rune Tooth weapon is a very good deal, since it's the most powerful weapon you can get for Zidane so far in the game.

As you exit the Synth Shop, run left, and watch as Vivi runs past you. Enter the area he came from, and speak to the two Mages here, then run the way that Vivi ran off to earlier. On the first screen, head to the northeast, and to the outside of a hut with Mogryzo the Moogler. Use him to save your game, then enter the hut. Speak to the Mages who are guarding a chocobo egg from the hungry Quina Qu, and search the room to get some Gysahl Greens. Now run back to the Inn to find Vivi.

Speak to him inside of the Inn, then rest when Dagger comes in. Watch the cut-scenes, then after they all end, you learn that you have to reach the Northwest area of the Outer Continent. Before you leave the village, return to the Synth Shop, and climb the ladder inside. Once outside, run to the north, and then to the right to find a hidden chest with 843 Gil! Also while you are here, stock up on tons of Hi-Potions, and sell all of your normal Potions. Also, you can find a hidden chest inside of the Synth Shop, with 2000 Gil inside! Return to Conde Petie.

.....  
 RETURN TO CONDE PETIE  
 .....

Once you are back here, head to the area guarded by Richard Watchman. To get here, simply locate the Medicine Shop, and head through the northern exit. Speak to him, and he tells you to find "His Holiness". To find him, simply run to the Inn, and you will find him (David Heavenguard) outside of the Inn. Speak to him to learn that only a married couple may pass by the guarded area. Dagger agrees to tie the knot with Zidane, and off you both go.

Watch the funny ceremony, and either choose to go and see the twins at the gate, or to have Quina and Vivi get married (this is not required, since Vivi and Quina join you anyways). Head to the guards, and they'll let you through, but not before a thief runs by, and out of the town. When you regain control of Zidane, run forward, and into the next area.

.....  
 MOUNTAIN PATH  
 .....

As you first enter here, you'll find the little thief hanging alone on

a branch, since her Mog ran away. Quina runs off too, and you get to now name Eiko, and she joins your party. Right when you take control of Zidane, equip Eiko with the proper equipment, as well as some good Accessories, so she can learn some abilities. Now run to where Eiko was hanging earlier, then climb up the vine, and open the chest for a Remedy. Now run to the right, and onto the next screen. Once you reach the stone statue, take out the Blue Stone. Now go back to where you began.

Run the way Quina ran off to (to the right), and onto the next screen. Head up the vine to the north right away, and run left and open the chest to get a Tent. Check the stone statue here, and take the Red Stone. Go back down the vine, and head right again. On the next screen, head up the northern ramp, and speak to the Gold Moogle, and buy a set of Magic Tag, Tent, and Ether for 666 Gil. Give Suzuna a letter if you have one, then save your game and use a Tent. Head to the southwest path, up the ladder, then to the right, running along the giant roots.

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HILGIGARS  
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Level: 28      HP: 8106      Weak against: Thunder      Spoils: Tent, Elixer  
AP: 09      Steal: Fairy Flute, Mythril Fork, Phx. Down

This guy may seem very powerful, but he's actually rather easy to defeat, just as long as you use the proper tactics. First off, use Dagger to cast Protect and Shell on as many party members as you can, then use her to summon Ramuh during the fight. Use Zidane to attack him at first, but as you weaken Hilgigars, use Zidane to steal items like Phoenix Downs and Fairy Flute from him. Be sure to use Eiko to cast Float on the party, as well as her Phoenix summon, which is very potent. Vivi's Slow and Thundara attacks work well against Hilgigars too.

After the fight, take the Yellow Stone from the statue, then head right. At the next fork, head to the bottom path, and take the Green Stone from the statue here, and take the Ether from the chest too. Return to the fork, and take the other path. Continue north until you exit this area, and you are back on the World Map. Run forward, and enter the next town.

• -  
MADAIN SARI: VILLAGE OF THE LOST SUMMONERS (PART I)  
• - • -

Once you enter Eiko's home, you'll see that she keeps several Moogles as pets, but Mog is her favorite one. She'll ask Zidane TONS of questions, and go to prepare dinner. After she does this, head to the northeast path. Here you'll find Quina and a Moogle, blocking off a restricted area. Return back a screen, and an automatic ATE will begin, and it requires you to help Eiko cook a good meal. Choose whatever you wish, and go to the left path, and speak to Vivi. Attempt to enter the kitchen, and you are not allowed to enter, since dinner is not ready yet. The Moogle will take you to Eidolon wall if you follow him, so do so.

When you reach the "Eiko's Kitchen" ATE, select 12 people to cook for. When it ends, go back to where you found Quina earlier, and you'll learn about the Eidolon Wall. Go back to the main area of the town (where the fountain is), and search the southern region for a hidden chest with a Tent. Take it, then go to the entrance of the town to find Dagger. View the wall, then return back to the kitchen area, and a ATE will begin (Eiko's Kitchen 2). Go to the kitchen to have a meal, and to watch a cut-scene. Search the chest here for an item, then carry the pot into the kitchen for Eiko.

Now just watch the next few cut-scenes, and head back outside. When you do, you'll be offered to rest up, so do this, then head back to the entrance of the town. Watch the next cut-scenes, and you'll convince Eiko to go with you to the Iifa Tree. When you exit back onto the World Map, take this time to search around and level up as much as you can, since the Iifa Tree is hard, and there are a few tough boss fights coming up. Another good idea is to SELL all of your normal Potions, and purchase as many Hi-Potions as you can, then equip the Auto-Potion ability to as many characters as you can. This way, when they use an Auto-Potion in battle, you'll heal them 450 HP instead of a measly 150 HP. Also, be sure to have Eiko learn Auto-Regen, and Fenrir, as well as High-Tide. Make sure Dagger has learned High Tide and Chemist, too.

When you are all ready, head back to the Mountain Path, and make your way north, and onto the World Map, then run forward to the giant Iifa Tree.

.....  
IIFA TREE (PART I)  
.....

When you first enter the Iifa Tree, you'll find that you need to break a seal outside it. What you need to do is have Eiko break it for you, and she'll receive the Ruby. Equip this accessory to her right now, then run forward, and enter the Iifa Tree. Run north along the branches until you reach a Moogle (Mocchi). Give him a letter if you have one, then save your game with the little guy. Now continue forward a few screens until you reach the elevator which takes you down to the center of the tree. (Have Zidane step on it to activate it).

When you reach the inside of the tree, run down along the branches, being sure to check each little side-branch that have chests. You should first hit the switch on the second-lower branch to the right, and a chest will drop down. Open the chest for a Phoenix Down, then continue your way down the tree. Along the way down, you'll find a few chests containing:

- Hi Potion
- Ether
- Lamia's Flute (weapon for Eiko, so equip it)
- Remedy

Search the area for the chests (they're very easy to find, since they don't require much searching to find), until you reach a green leafed area, and a leaf-elevator. Your party will step on it, and ride it down to the bottom of the tree.

As you ride down, you'll have to fight a few battles with some enemies, but after a while, you'll end up at the bottom of the tree. Your party will run off, so search the area for two chests. One is at the bottom of the ramp, and it holds an Elixer, and there is one hidden behind the center region, and is hidden. It holds the Brigandine armor for Zidane, so equip it to him right away. When you are ready, examine the left-most part of the area, and when you see a "?" above Zidane, hit [X] to activate something. Run up and check with Dagger, and a new enemy will enter the fray.

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SOULCAGE

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Level: 26      HP: 9765      Weak against: None      Spoils: Elixer, Phx. Pinion  
AP: 09      Steal: Brigandine, Oak Staff, Magician Cloak

This battle can either be very hard or pretty easy. Be warned though, since at least 2 of your party members will be KO'd, so have Eiko's Phoenix summon ready to revive them. Have all of your party member's Auto-Potion abilities on, and have Eiko's Auto-Regen ability on, too. Use Vivi to cast Bio and Fira, and have Zidane mainly attack physically for the whole fight. Have Eiko heal and use summons, and have Dagger use her Ramuh summon, and heal also. If you can, try to steal with Zidane, but you'll probably be too busy attacking and healing to try it.

When the boss dies, you'll have to head back to Madain Sari, so go back to the World Map, and make your way through the Mountain Path, and back to Madain Sari.

.....  
MADAIN SARI (PART II)  
.....

Once back here, run to Eiko's house, and search the kitchen for any items that you might have missed, like the hidden chest behind the table, which holds a Phoenix Pinion. Run through the outside kitchen, down the stairs, and enter the doorway underneath the kitchen, near where all of the Moogles are.

Inside here, watch the cut-scenes, then when you take control of Zidane again, open the chest for a Survival Vest, then exit this room. Now run to the Eidolon Wall, and speak with the Moogles to find out that Lani has taken Eiko hostage. Have the Moogle restore your MP and HP, then choose to save Eiko. Watch the cut-scene, then fight the new Red-Haired man one-on-one.

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AMARANT:

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Level: 22      HP: 8985      Weak against: None      Spoils: Tent(s)  
AP: 09      Steal: Ether, Poison Knuckles



This fight is really easy, even though Amarant can be deceiving. Simply attack him a few times (have Auto-Potion on), then when he retreats, wait for him to say "Here I go!" and run back in the fight, then attack him a few more times. Repeat this until the fight ends.

After the fight, return to the spot where you talked with Eiko earlier near the kitchen, and you'll get the Memory Earring from Eiko. Watch the cut-scenes, then exit the room. Rest up with the Moogle in the kitchen if you wish, then head outside. When you see a "!" above Zidane's head, press [X], and you'll hear Dagger's song. Watch the lengthy cut-scenes, and eventually, you'll have Amarant join your party at the entrance of Madain Sari, then you can choose your party. Choose whatever party you want to, but be sure to have both Eiko and Amarant in it, so you can level them up right away, and teach them some abilities. When you are prepared, return to the Iifa Tree.

.....  
IIFA TREE (PART II)  
.....

Once back here, make your way to the tree, and Zidane as well as the rest of the party will make their way up to the top of the tree. Watch the cut-scenes as the story advances, and you'll be forced into a small boss fight.

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MISTODON(S):  
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Level: 13      HP: 7512      Weak against: None      Spoils: Tent, Elixer  
AP: None      Steal: None

This fight is very easy, but it can become troublesome, since there are two of these guys. They're weak against fire, so use Vivi to cast either Fira or Bio (Bio works better), and have either Eiko or Dagger (whoever you have with you) to use a summon spell, then use Zidane and Amarant to use physical attacks.

Watch the even MORE cut-scenes that follow, and when you take over as Zidane again, run north to find a hidden Moogle, and save your game. Save it, then run south down the branch. Once you start running, keep running WITHOUT stopping, because there are Mistodon's chasing you. If you go fast enough, you can get to the bottom of the tree by only fighting once. At the bottom, Dagger will summon Leviathan to help her mother, but it will only do worse. She'll also get the Aquamarine, which allows her to summon Leviathan at anytime. Now just watch the amazing FMVs that follow, and save your game when it asks you to, then switch discs to Disc 3!

= My Disc Two Game Time (Total): [35:59:36] =



Climb back down the ladder, and search the eastern part of this room for a Potion. Now return to the ally where Blank and Marcus are, and agree to see the play with them.

Run down the stairs, and begin to watch the play. As this starts, you'll watch a cut-scene with Steiner, Dagger, Tot, and Beatrix. Tot gives Dagger an Opal, a Topaz, and an Amethyst item. These are great, since they allow Dagger to summon more eidolons. Also, after that ends, another cut-scene continues, which shows Eiko talking to Dr. Tot. When you take over as Eiko, run north, and she'll get knocked over by Baku. He'll deliver the letter to Zidane.

When you take over as Zidane, head to the left of the Pub, and run to the dock area near the square (where you found over 3000 Gil). Here is where you will meet up with Freya and Armarant once more. After watching the cut-scene, head on the boat that comes for you. Search the dock at the castle to get an Ether and a Phoenix Pinion. Go left and enter the inner area here to find another Phoenix Pinion, then return to the dock, and head to the north this time. You'll find that Steiner has kicked Eiko out of the castle for being annoying, but Vivi asks if they can see Dagger, so he agrees. After a long line of cut- scenes, everyone decides to head to Treno, for the Card Tournament.

.....  
RETURN TO TRENO  
.....

Upon entering Treno, your party splits up to go sightseeing, and Dr. Tot recommends that you go off and register for the card tournament, since it is the last day for it. When you get the "How He Ended Up Here" ATE, choose for Vivi to visit home. Head to Queen Stella's house, and trade in these Stellazzios for some items:

- Virgo: Phoenix Pinion.
- Taurus: 2000 Gil

Now head off to the King's Mansion auction house, which lies south of Queen Stella's house. When the "City People" ATE occurs, Eiko will get the Chimera Armllet that the Four-Armed Man drops. Enter the auction house, and bid on a few items, but be sure to get the Dark Matter item, because it is very rare. I suggest entering the Weapon Shop, and fighting the monster. If you win (which is easy if you have the Angel Bless weapon on Zidane; you can kill him in about 2-3 hits), you will get 15,000 Gil! If you really want to make some cash, find the Treno citizens, and they'll offer to buy the items you bought in the auction. If you refuse their offer at first, they will rise their offer. But the good thing about this is that you can always re-purchase whatever you sold back at the auction. I don't recommend selling the Dark Matter though, since it's the best item you can get. Head to the Card Stadium now, and enter it to start the tournament (NOTE: You can buy four cards from the Card Seller outside of the stadium; Goblin Card, Flan Card, Skeleton Card and a Fang Card for 100 Gil each.).

Opponent: Attic Man Wake

Difficulty: Medium

For this battle, use as 1P, 2P, 1M and 2M cards.

Card Game Tournament

Second Round

Opponent: Cardona Bishop

Difficulty: Medium/Hard

For this battle, use cards with good defense (lots of arrows), and use ones that are 1P, 2P, 1M and 2M, and higher if you can, but try not to lose rare, powerful cards, because you will need them.

Now you can challenge the champion, but before doing so, go find the Moogles near the Weapon Shop, and save your game. Now go back to the tournament when you are ready.

Card Game Tournament

Final Round

Opponent: Sailor Erin

Difficulty: Hard

This is an easy fight if you use cards with good defense, and ones that are 1M, 2M, 3M, 2P, 3P, or even 4P. Just place your cards well, and you should be able to win with ease.

If you win, you will get your pick from a few Oglop Cards, and you will get the Rebirth Ring. After the fight, you will find that you have beaten Erin, the pilot of the Hilde Garde 2 airship, which can fly without Mist. Regent Cid is with her, saying that the ship can't go very fast, but they made it to Treno. After the talk with Cid, Eiko runs in, and tells about something terrible happening to Alexandria.

.....  
RETURN TO ALEXANDRIA  
.....

After watching the phat-ass FMV showing Bahamut blowing up Alexandria's small houses, you'll take over as Dagger, making an important decision. Assign different tasks to different sets of knights, then begin to save the citizens of Alexandria with Steiner and Beatrix. You will have to fight in a battle in each area of Alexandria, which is about 7 fights. You can get around 1274 EXP from a single Mistodon, so you can level up quickly here. To beat them, simply use normal attacks from each of the two soldiers, and use Beatrix's Climhazard ability when you are fighting the two Mistodons at once.

After the fights end, you will regain control of Dagger. Run up the stairs, then head south on the balcony. Now go left and up the stairs, and through the northern doors. Run to the left again, and run up the

stairs and through the door. Now make your way up the stairs, past the knight statues that block your route back down with their swords once you pass them by. Once outside, a FMV shows the castle changing, so head up the stairs, then continue your way up the stairs until you reach the roof with the eyeball in the center. Watch the cut-scene, and as Eiko jumps off the airship, and begins a bitchin' FMV sequence that doesn't end right away.

When you take control of Zidane, head to where Dagger and Eiko are, and if you wish to, save the people in the castle along the way. Once at the top, the game takes over, and you'll watch as Alexandria is destroyed by a strange man, who seems to be even more powerful than Kuja...

.....  
RETURN TO LINDBLUM  
.....

Once you get into Lindblum with Zidane, open the chest near the bed to get the Egoist's Armet, then climb the stairs and open the chest near the Moogle to get an Elixir. Now save your game with the Moogle. Try to leave the guest room, and Blank enters, and will tell you where Dagger is. Exit the room, and head to the elevator, and ride up to the [Upper Level]. At the top, run north through the doorway, then run through the lower path, in between the two sets of stairs, to find your party in the next room. They'll tell you that Cid wishes to meet you in the Royal Chamber, so leave the room, and head up the stairs, and enter the double doors at the top. The meeting will start in the conference room, so watch the cut-scenes and the ATEs. When you take control of Zidane, run back to the guest room to find Dagger.

After finding out that you need to find the Unusual Potion, Beautiful Potion, and the Strange Potion, and they have to be mixed at a 5:2:3 ratio, exit the Castle by heading down to the Airship area, and ride to the [Theater District]. Enter the Artist's house along the way, and search the area near the stairs to find the Strange Potion after speaking to the artist. Check the chest in here to get a Lapis Lazuli. Now head to the clock tower, and Cinna will get the Unusual Potion for you to borrow. Go back to the clock tower, and enter it. Search the various chests to get 970 Gil, 4826 Gil, and 1273 Gil! Return to the airship area, and fly to the [Business District]. Head to the Inn, and give Moodon a letter if you have one.

Head north to the town square, and enter the house directly to the north, and search the two chests for an Elixir, and a Remedy. Now head to the next screen to the northeast, and speak to Alice outside of her shop, and ask about the Potion. She'll give you the Beautiful Potion. Now do some shopping at the Weapon/Item and Synth Shops:

- Butterfly Sword (Requires Dagger, Mage Masher).....300 Gil
- The Ogre (Requires 2 Mage Mashers).....700 Gil
- Exploda (Requires Mage Masher, Mythril Dagger).....1000 Gil
- Rune Tooth (Requires 2 Mythril Daggers).....2000 Gil
- Angel Bless (Requires Mythril Dagger, Gladius).....9000 Gil <--- Buy This!
- Cotton Robe (Requires Wrist, Steepled Hat).....1000 Gil

Silk Robe (Requires Silk Shirt, Bandana).....2000 Gil  
 Magician Robe (Requires Mage Staff, Magician Cloak)..3000 Gil <--- Buy This!  
 Desert Boots (Requires Leather Hat, Leather Shirt.....300 Gil  
 Yellow Scarf (Requires Feather Hat, Steepled Hat).....400 Gil  
 Glass Buckle (Requires Glass Armlet, Leather Wrist)...500 Gil  
 Germinas Boots (Requires Desert Boots, Fork).....900 Gil  
 Cachusha (Requires Magus Hat, Rubber Helm).....1000 Gil  
 Coral Ring (Requires Lightning Staff, Rod).....1200 Gil  
 Gold Choker (Requires Linen Cuirass, Soft).....1300 Gil <--- Buy This!  
 Magician Shoes (Requires Germinas Boots, Bone Wrist).1500 Gil  
 Barette (Requires Needle Fork, Barbut).....1800 Gil  
 Power Belt (Requires Glass Buckle, Chain Mail).....2000 Gil  
 Madain's Ring (Requires Bone Wrist, Stardust Rod)...3000 Gil  
 Fairy Earrings (Requires Magic Armlet, Soft).....3500 Gil  
 Extension (Requires Lamia's Tiara, Multina Racket)...3500 Gil <--- Buy This!  
 Reflect Ring (Requires Anklet, Madain's Ring).....7000 Gil  
 Anklet (Requires Gold Choker, Peridot).....4000 Gil  
 Feather Boots (Requires Magician Shoes, P.Pinion)...4000 Gil  
 Black Belt (Requires Twist Headband, Survival Vest)..4000 Gil <--- Buy This!  
 Pearl Rouge (Requires Moonstone, Elixer).....5000 Gil <--- Buy This!

Now with all three Potions in your sweaty palms, return to the Throne Room in the Lindblum Castle. Everyone decides to go to the Black Mage Village, so head down to the [Base Level], and hop aboard the Blue Narciss (you have to ride the trolly to Serpent's Gate). Once at the gate, you'll find a chest with a Chimera Armlet, so take it, then head to the dock, and board the airship.

On the ship, you meet Quina again, and you get to choose your party. I suggest taking along those members who need to level up, like Quina, Freya, and Steiner. Choose your party, then control the Blue Carciss:

- Blue Narciss Controls -

- [X]: Forward
- [TRIANGLE]: Return to the deck
- [SQUARE]: Reverse
- [CIRCLE]: Disembark
- [SELECT]: Switch navigation map
- [L1, L2]: Camera Control
- [L2]: Align Camera
- [R2]: Switch perspective

Fly all the way to the northern continent, and head to the shore that is south of Black Mage Village, and run through the forest, and enter the Village.

.....  
 RETURN TO BLACK MAGE VILLAGE  
 .....

Right when you enter the village, Vivi runs off and leaves you. Run into the Item shop to find that nobody is there, so the ladder behind the counter is now available to you. Climb up it, then hop on the bed, and open the hanging chest to get a Black Belt. Head to the cemetery, and speak with Black Mage No. 288. Run to the house where the two mages watch a chocobo hatch, and where Vivi goes. Watch the next few

cut-scenes, then exit back onto the World Map, and return to your ship. Head north of the Outer Continent, until you reach a sandy beach. Run on it, and find four sandholes. Enter the one furthest from you, and more to the north than the others. If you try to enter any other one, you'll just end up in a battle with a monster.

Once you fall into the hole, you'll find out that you've been trapped by Kuja, in his home lair. He'll say that he'll let you and your friends go if you do him a favor, so agree. Walk outside, then south to the two Black Mages, and you will be transported to Kuja himself. He'll ask you to get the Gulug Stone for him from Oeilvert, a place with an anti-magic barrier around it. He doesn't want to go himself for this very reason. When he asks you to choose a party, I suggest taking along Amarant, Steiner and Quina, since they don't rely heavily on magic (Oeilvert has an anti-magic barrier, remember?). Watch as your party is summoned, then transported to the dock where the Hilde Garde 1 lies. Run to the right, and up the stairs, then run to the left, and to the ship itself, and board it.

.....  
FORGOTTEN CONTINENT  
.....

Once you have landed in the Forgotten Continent, you'll appear on the World Map there right away. Activate your mini-map on your screen, then head to the south through the canyons. Once in the first part of the canyons, head west, and the sky should start to turn darker (a darker shade of orange), which means that it's turning to nighttime, and you are heading in the correct direction. Eventually, the path should start to spiral, and become linear. After a while, you will reach a new beach. From there, head west some more, and enter the next canyon, which also spirals around. Follow it, and you will reach Oeilvert in no time.

.....  
OEILVERT  
.....

Right away, you will meet a Moogle (Mimoza). Speak to him to go shopping, to save your game, and to deliver his letter to Mooel the Moogle:

|                      |          |      |                       |
|----------------------|----------|------|-----------------------|
| Diamond Sword.....   | 4700 Gil | <--- |                       |
| Trident.....         | 3580 Gil |      | \                     |
| Mythril Claws.....   | 6500 Gil |      | \                     |
| Magic Racket.....    | 1350 Gil |      | \                     |
| Healing Rod.....     | 1770 Gil |      | ----- Buy this stuff! |
| Fairy Flute.....     | 4500 Gil |      | /                     |
| Cypress Pile.....    | 3200 Gil |      | /                     |
| Silver Fork.....     | 7400 Gil |      | /                     |
| Pinwheel.....        | 0200 Gil | <--- |                       |
| Chimera Armlet.....  | 1200 Gil |      |                       |
| Egoist's Armlet..... | 2000 Gil |      |                       |
| Thunder Gloves.....  | 1200 Gil |      |                       |
| Diamond Gloves.....  | 2000 Gil |      |                       |
| Mantra Band.....     | 1500 Gil |      |                       |
| Dark Hat.....        | 1800 Gil |      |                       |

Green Beret.....2180 Gil  
 Gold Helm.....1800 Gil  
 Cross Helm.....2200 Gil  
 Brigandine.....4300 Gil  
 Judo Uniform.....5000 Gil  
 Plate Mail.....2320 Gil  
 Gold Armor.....2950 Gil  
 Potion.....050 Gil  
 Hi-Potion.....200 Gil  
 Phoenix Down.....150 Gil  
 Echo Screen.....050 Gil  
 Soft.....100 Gil  
 Antidote.....050 Gil  
 Eye Drops.....050 Gil  
 Remedy.....300 Gil  
 Annoyntment.....150 Gil  
 Tent.....800 Gil

\*\*\*LARGE NOTE\*\*\*:

THIS AREA CONTAINS ENEMIES KNOWN AS EPITAPHS. THESE STONE-LIKE ENEMIES CAN BE STRONG AT TIMES, BUT IF YOU BATTLE THEM RIGHT, YOU CAN GAIN TONS OF EXPERIENCE POINTS FROM EACH BATTLE:

7000+ EXP. FROM A BATTLE WITH ALL 4 OF YOUR PARTY MEMBERS ALIVE  
 9000+ EXP. " " " " JUST 3 " " " " "  
 14000+ EXP " " " " " 2 " " " " "  
 30000+ EXP " " " " " 1 " " " " "

YA CATCH MY DRIFT? SO IF YOU FIGHT THE FIGHT WITH ONLY ONE CHARACTER LIVING AT THE END, YOU CAN GAIN SEVERAL LEVELS WITHIN JUST A FEW BATTLES. THE CATCH? WELL, THEY CAN CAST MIRROR, WHICH "MIRROR"'S ONE OF YOUR PARTY MEMBERS (NOT NECESSARILY ONE IN YOUR CURRENT PARTY, THOUGH), AND IT WILL CAST MIRROR A TOTAL OF THREE TIMES IN THE BATTLE, ONCE AFTER EACH TIME YOU HIT IT OR STEAL FROM IT. THE MORE MIRROR IMAGES YOU FACE, THE MORE EXP YOU CAN GAIN. BUT TO MAKE THE BATTLE EVEN EASIER, SIMPLY EQUIP JELLY, LEVEL-UP, AND ABILITY- UP. JELLY MAKES THE EPITAPH'S ONLY ATTACK, PETRIFY, UN-USABLE.

SO HERE IS HOW YOU SHOULD FIGHT HIM:

- ATTACK ONCE TO BRING ON THE MIRROR
- KILL MIRROR IMAGE
- ATTACK AGAIN TO BRING ON SECOND MIRROR
- KILL SECOND MIRROR IMAGE
- ATTACK ONCE MORE TO BRING LAST MIRROR
- KILL LAST MIRROR
- KILL EPITAPH

I SUGGEST KILLING OFF TWO OF YOUR CHARACTERS, THEN FIGHTING THE BATTLE WITH ONLY 2 CHARACTERS, THAT WAY, IF IT CLONES ONE OF YOUR CHARACTERS, THE OTHER WILL NOT BE CLONED (IT CLONES THE SAME MEMBER CONSISTANTLY THROUGHOUT THE BATTLE). AND IF YOU SURVIVE THE FIGHT WITH EITHER 1 OR 2 MEMBERS, YOU CAN GET ANYWHERE FROM 14000-40000 EXP FOR EACH FIGHT!!! BUT MAKE SURE YOU HAVE THE AUTO-POTION AND JELLY ABILITIES ON, OR ELSE THIS METHOD MIGHT NOT WORK, AND YOUR CHARACTERS WILL EITHER DIE OFF, OR BECOME PETRIFIED. I STRONGLY SUGGEST STAYING HERE FOR A FEW HOURS, AND LEVEL UP YOUR CHARACTERS UNTIL THEY ARE AROUND THE LEVEL 50-60 RANGE, THEN MOVING ON. THIS ALSO WORKS WONDERS FOR LEARNING ABILITIES, SINCE YOU LEARN THEM MUCH QUICKER HERE. ENJOY!!!!



Equip the most powerful weapons on your party members, then continue north. Enter the large doors, and go inside. Head north once inside to find a chest with a Remedy, then climb the stairs next to it, and go right to find another chest, this one with a Rising Sun item. Now go back down the stairs, and enter the door to the left. Inside here, open the southern chest to get a Diamond Sword (crap, shouldn't have bought that one from the Moogle...oh well, it's great for Amarant to throw in a boss fight...). Open the northern chest for a Shield Armor. Go back a screen, and go back up the stairs, but now go left, and onto the next screen. Open the chest for an Elixer, then check out the globe, and make it red. Go back downstairs, and re-enter the room to the left.

As you walk past the center of the room, a hologram will appear, and so will a short cut-scene. When it ends, go down the southern stairs, and in the room with two flaming torches near some stairs. Check out the chest to the right to get a Power Vest, then run up the stairs to find two yellow floor lights, and a chest with some Feather Boots. Now run to the light on the floor to the far-left, then activate it. This is the ANCIENT SHIP. Now continue to activate the next 3 hologram projectors in this room in a clockwise fashion. Once done, climb the stairs again, and head out the left exit. Run across the large archway to the left, until you reach another globe. Check it out, and watch the cinema. Now when it ends, continue to the right, onto the next screen, then through the blue door that unlocks for you.

Watch the weird cut-scene, then exit the room, and pass through the hologram room, and re-enter the first main room. In the main room, head to the right, and enter the doorway. At this time, equip the Clear Headed and Jelly abilities to your party, as well as Auto-Potion, and your strongest weapons and armor.

Save your game with the Moogle, then head right some more, open the chest for the Gaia Gear, and through the next area. When a hologram appears, watch it, then head through the next door. Step on the rear platform, and you will be taken wayyy down to the bottom of this area, where you can find the Gulug Stone. Attempt to take it, and a boss fight begins.

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ARK  
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Level: 38      HP: 20002      Weak against: Shadow      Spoils: Pumice Piece  
AP: 11      Steal: Elixer, Power Vest, Holy Lance

For this battle, you'll need to use as many weapons and abilities as you can. Start off by stealing with Zidane, and try to get the Holy Lance weapon. Use Quina or Freya to heal the party when required, and be sure to have a Phoenix Down or two ready. Have Steiner use the Power Break attack, as well as just normal physical attacks. Amarant should use his throw ability and toss some EXTRA weapons (extra meaning ones where you have 1 or more lying around), which causes some good damage. If you need to replenish MP, use his Chakara ability to replenish MP of a character. This guy has tons of HP, so keep up your attacks unrelentlessly until he dies off.

When the fight ends, take the Gulug Stone that you've been dying to get, and watch as you are transported back to Kuja's home.

. . . . .  
DESSERT PALACE  
. . . . .

When you take over as Cid, hop south to the platform, then go right, and into the room to start a small mini-game. Here, you'll have to get past the giant red beast without him seeing you. To do this, you have to press circle many times to take just a few steps. Press it as fast as you can while he's looking away, then stop when you hear his noise. You only have six minutes to do this, then set the weight on the scale and turn the hourglass, so be quick about it. If you get caught, you'll have to start over. Once you have the key, place the Clay, Stone, and Iron weights on the scale, then choose to climb on the scale, and Cid will turn the hourglass over.

When you take over as Eiko, run into the right-hand room again, and save your game with the Moogle. Leave the room, and this time, go left, and onto the next screen, and up the stairs. Light the candle to your left, then watch as a bloodstone activates to the right. Check it out, and take the Promist Ring. Equip this to Vivi right away so he can learn the abilities, then run up the stairs. Examine the statues to the right of the stairs, then attempt to go to the left exit. Some clear stairs appear, so take them to the next area.

Run right, and light the candles here. Now go back a screen, and run to the west. Run up the next stairs, and light the three large candles, and watch as two mirrors disappear. Run through the new path, and take it to the north to re-enter the same area, only now on the other side. Light the southwest candle here to make the statues on the other side disappear, and return there, and light the two candles near the stairs (one on each side). Now the other statues should disappear, so run to the right, and finish lighting the rest of the candles here. Run down the stairs, and light the last candle here, and a bloodstone will appear at the top of the stairs. Examine it to get the Anklet.

Now run through the new doorway to the right, and in the narrow hallway, light the candle that is about halfway down on your right, then examine the new bloodstone to get the Shield Armor. Run to the end of this hallway, and run towards the screen, and up the stairs. On the balcony here, light the first candle, then run around the balcony, and enter the next room. In the library, run to the far left, and light the candle to cause some stairs to lower. Run up them, then run to the left again, and light the next candle to reveal a hidden passage. Enter it to find the Bloodstone containing a N-Kai Armlet. Take it, then return to the library, and climb up the smaller set of stairs here. Run right and light the candle, then head through the new passageway.

Run left up the stairs, and light the candle on the way up. At the top, light the candle, then run back down the stairs, and re-enter the library. At the bottom of the bookshelves, there is a statue with an unlit candle near it. Light it, then head through the newly opened

path. Light the candle out here, then go back, and run to the left, where the library has expanded. Save your game with Mogsam if you wish to (it's recommended), then run left.

On the next screen, there are two candles. Light them, take the Black Hood from the new Bloodstone that lights up afterwards, then head through the door, across the balcony, and onto the opposite balcony. Light the next three candles here, and take the Venetia Shield from the new bloodstone. Now put out the candle that is near the statue of the angle, but the one that is to it's left. This will cause a shadow to come up. Now run back across the balcony, and put out the candle that is to the left of the demon statue here, and another clear, crystal stairway will pop up. At this time, be sure to equip the N-Kai Armlet to Vivi, so he can cast Water. Run up the next sets of stairs, and at the top, light the last candle, and the defense system will activate, causing a boss battle.

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VALIA PIRA  
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|           |             |                     |                       |
|-----------|-------------|---------------------|-----------------------|
| Level: 36 | HP: 12119   | Weak against: Water | Spoils: Elixer, Ether |
| AP: 11    | Steal: None |                     |                       |

This fight will be very easy if you have deactivated every Bloodstone in the Desert Palace, since for each bloodstone you deactivate, the boss loses an enchancement (a Magic enchancement, Defense, Magic Evade, etc...), and therefore becomes weaker and easier to defeat. It's weak against water, so use Vivi to cast Water on it, and use Dagger to cast her Leviathan summon onto the boss as much as you can. You shouldn't need to heal much in this fight, but if you do, use Eiko to heal, since she has tons of healing spells at this time. This fight can also become much easier (and more fun), if you toss a Tent onto the boss himself. If successful, this will cause the boss to get poisoned, and become cursed with darkness and become blind (Note: Only do this at the beginning of the fight, or else you will heal him).

After the fight ends, light the candle once more, then hop into the light portal that appears.

Once you regain control of Zidane, run off the ship, and back to Kuja's room to give him the Gulug Stone. Watch as your friends are freed, but as Kuja kidnaps Eiko, and runs off with the Gulug Stone. Run back to the teleporter you arrived in, and take it. Once back near the ship, run towards it to see that it's gone. Run off the screen to the north, and watch the short cut-scene. Now hit the ground switch behind you to lower a ladder, then climb down it. Head to the northwest, and exit this area, and follow him on the Blue Narciss. Make a party that has Zidane, Steiner, Amarant, and Vivi/Freya.

You'll land on the Lost Continent, and your goal here is to reach Esto Gaza, which is to the west of where you land. I suggest running a bit north to find the Chocobo tracks, and calling a chocobo to get there faster.

ESTO GAZA

Enter the area, and run into the large building ahead of you. Speak with the Bishop to learn that Kuja, along with several Black Mages, passed through here earlier, carrying Eiko with them. Before heading the way they went to Mount Gulug, head right, and into the shop area. Purchase any new weapons or armor, as well as plenty Magic Tags and Vaccines. Now return to the room with the Bishop, and head out the north exit. Speak with Mogrika and read the new letters he/she has, then save your game. Now head right and down the stairs, then enter the next area, up the stairs, and enter the doorway at the top.

MOUNT GULUG

Right when you enter the Mountain dungeon, head to the right, and into the small room. A note about this area: All of the enemies here are fire-based, so be sure to have any type of Water and/or Blizzard/Ice attacks ready for use in battle, as well as Abilities that act against poison and heat, like Body Temp and Antibody. Anyways, read the bulletin board which reads:

Bulletin Board

Don't forget to pull the lever  
down when you first use the well!

Slaar the Mole

Check out the southeastern part of the room to get 9693 Gil, then climb the ladder and search the area for some Ether. Now head to the right, and down the large ladder. At the bottom, you will find a Red Hat on the platform to the right of the ladder. Now go back up the ladder, exit the room, then enter the cabin to the right of where you entered this area in. Run through it, then on the other side, approach the rope, and climb down it. Once you first stop, head right, and into a cabin with Moolan the Moogle. Give him the letter that you should have, then save your game. Search the lower right-hand corner here to get a Wing Edge, then exit the room, and back to the rope.

Run past the well and the rope, and run left. Run across the ledge, and into the next cabin. Open the chest near the entrance to get Demon's Mail. Read the bulletin board if you wish, then return to the well. Go back to the house with the Moogle, and exit out the right side of the house. Out here, head into the hard-to-see house to the north, and head up the stairs towards the back of the house. Go across the platforms to the left, and out the exit. Follow the ledge out here to find some Gaia Gear at the end. Now run back to the well and the lever. As you run back through the house though, some Red Dragons attack from the roof. For the fights with them, simply use Water and Ice based attacks, and it'll be a cinch.

If you read all of the signs and bulletin boards, you should know that in order to make the well run correctly, you have to pull it 3 times. If you need to know how, return to the house that is to the west of the

well, and read the sign inside. While you are here, head through the doorway to the north of the entrance of this house, and you will find Mogtaka the Mooglee. Give him a letter, use the Mogshop, then save your game. Now run up the stairs next to him, and enter the house to the right. Run towards the chest and open it to get an Elixer. Oh, and if you have the Elixer at this time, that means you've already fought the Red Dragon that freaked the hell out of you when it busted through the window. :)

Okay, now return to the lever near the well, and pull it down 3 times to lower a rope. Climb down the rope. At the bottom, another few Red Dragon attacks, so defeat them, then run through the new hole in the wall. As you enter, you'll watch as Zorn and Thorn attempt to extract the eidolons from Eiko, but fail as Mog, her protector, emerges as an eidolon himself, and enters a boss fight with Zorn and Thorn. Eiko summons him, and he completely destroys them. Afterwards, Eiko will receive the Ribbon, which allows her to summon Madeen (Mog) in battle. After that occurs, Thorn and Zorn emerge together, and form a boss battle.

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MELTIGEMINI

Level: 42      HP: 24348      Weak against: Mini      Spoils: Vaccine(s)  
AP: 11          Steal: Vaccine, Golden Hairpin, Demon's Vest

Right away, use a Tent on Meltigemini, so as to make him become bitten by Silence/Darkness/Poison Snake, which will lower his strength and defense for the entire fight. This creature has many poison/venom attacks, but just as long as you have Antibody equipped to all of your party members, it'll be okay. You'll lose Vivi for this fight, but in return, you'll get Eiko. Use her to summon Fenrir and Phoenix, and to heal the party when needed. Amarant's Throw option can do some good amounts of damage when you choose a good weapon to throw, so do this every so often. Just use Zidane to attack physically, and use Steiner to use Magic Break, and physical attacks until Meltigemini dies off.

After the battle, Zidane and th rest of your party meets Hilde, Cid's long-lost wife. She says she had to give up the Hilde Garde to Kuja, but will gladly return to Lindblum with Cid. Watch the cut-scenes as Hilde makes Cid apologize for cheating on her, and as she turns him back into a human, finally.

. . . . .  
MISSING PRINCESS  
. . . . .

When you awaken as Zidane, you are informed that you must meet with Lady Hilda in the conference room right away. But first, before leaving, talk to the Mooglee here to get a letter from him to deliver, then save your game. Now run out of the guest room and to the conference room, which is on the [Upper Level]. In here, you'll find out that Kuja's home is a place named Terra, and it has something to do with Shimmering Island. You can't get to Terra straight from Shimmering Island, but what you can do is to enter a castle in Forgotten Continent, where the seal can be broken, and to enter Terra. It is Ipsen's Castle. During this time, a few ATEs will activate, so watch

them.

After the cut-scene, Steiner will enter, and say that Dagger is nowhere to be found in Lindblum. Zidane sends Blank and Marcus to help him search for Dagger in Alexandria, but she still can't be found. Baku then enters, and takes Zidane to meet Beatrix, who gives the Garnet to give to Dagger when you find her. Right after that, Zidane finds Dagger at her mother's grave, and he gives her the Garnet. She then takes his dagger, and uses it to cut off her hair in a cool FMV which also shows the Hilde Garde 3 take air. Once it takes flight, choose a party of people you wish to level up, then return to the deck by pressing [Triangle]. Run down the stairs to the left, and you can find some of your party members standing around the area. Search the area near Amarant and the ladder for a Tent, then speak with some of your party members to get some insight on their views.

When you are ready and have the party of your choice, enter the navigation system of the ship, press [Select], and fly to the Forgotten Continent, and check the southern island to find a mountain with some waterfalls on it. Land right in front of the waterfalls, and run across the bridge and enter the area.

.....  
DAGUERREO  
.....

Go down the right-hand stairs when you enter, and check near the water for the Capricorn Stellazzio. Now enter the room to the right, and you can find the Four-Armed Man from Treno from a while back. Ride the elevator up and talk to Noggy the Moogle and save your game. While you are here, talk to the Synth man near Noggy, and synth some new weapons and armor. Head to the left of the Synth Expert, and onto the next screen, and you will find the Weaponsmith in the left-hand room. He can't sell anything because his lift is broken, so you need to help him. Return to the entrance, and head to the left instead of right.

In this room, you will find three levers on the wall. Lower the left lever twice, until the lift is on the ground, then examine the hole in the wall. Check out the staff that is lying next to the levers, and Zidane will put it in the hole. Now lower the right lever twice until it's on the ground, and ride it up to the weaponsmith. Now buy all of the great stuff he has for you. Now return to the area outside of his shop, and press the button to the right of it to hear something which has happened below. Return to the entrance, and check out the northern statue to read about the Dragon God's blessing to the Stone. If you insert Ore into it, you can transform your Aquamarine items, and get 2 of them. Another good thing to do is to fight the Grand Dragon outside of Daguerreo to level up your weaker characters quickly, and to learn abilities faster.

When you are ready, go back to the Hilde Garde 3, and fly to Ipsen's Castle, which lies on the northwest continent (Forgotten Continent). You can just go to your [Select] menu, and choose the location from the world map there, then just fly there automatically. It lies inside of an enclosed canyon. Once you enter the perimeter of the castle, you

must choose a party: Zidane, Vivi, Steiner and either Dagger or Eiko (healers) for the party. Be sure to equip the weakest weapons that you have on your party members, because the first half of the castle is upside-down, so your strong weapons will cause small amounts of damage, while your weaker weapons will do strong amounts of damage. When you are ready, run up the large staircase, and enter the castle.

IPSEN'S CASTLE

Immediately run to your right to find a semi-hidden chest with the Aquarius Stellazio, then check to your left to find another chest opposite of the first one, this one with Dagger inside. Now run up the stairs to the north of you. Talk with Kumool the Moogle that is to the left of you, and save your game, do some shopping with him, and give him a letter if you have one. Okay, now run to the large pole that runs downward (across from the Moogle), and use it to climb down a level. Now run to the northwest (to the left of where you dropped down from), and climb up the ladder. Hop off to the left balcony, then run to your left, and through the doorway to the left.

Run a bit north on the next balcony, and head through the next doorway, which leads to a ladder. Climb up this one, and choose to hop off to the left, and run around the balcony to find a few chests. The first one has a Javelin, but you can't access the one behind it...yet. Return to the ladder, and jump to the right now. Run across the balcony and open the chest at the end which contains a Broadsword. Go back to the ladder, and climb down to the bottom, run right and up the stairs, and onto the next ladder. Hop off the first chance you get as you climb up it, and run around the balcony to the right. Run around to the chest, and get the Rod. Go back to the ladder, and climb up it again until Zidane automatically jumps off it. Enter the doorway to enter a room with red carpet. Check out the carved wall to the eastern part of the room, and do these in this order:

EXAMINE  
PUSHED  
EXAMINE  
POUND  
THINK  
PUSH  
THINK  
TRY SOMETHING DRASTIC  
REST

Do this, and the door will open. Once outside, go right and open the chest for a Barette. Return to the red carpet room, and use the mini-elevator that is in the northern part of the room. At the top, you'll find Amarant. Run to the back, and take each of the four mirrors:

Wind Mirror: "My power is protected behind a tornado."

Water Mirror: "My power is protected underwater, surrounded by the earth."

Fire Mirror: "My power is protected high atop a fiery mountain."

Earth Mirror: "My power is protected under the shaking ground."

After taking all four of these mirrors, attempt to leave, and Taharka appears for a boss fight.

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TAHARKA  
-----

Level: 46      HP: 29186      Weak against: Flare      Spoils: None  
AP: 11      Steal: Elixer, Mythril Claws, Orichalon

This battle is much easier if you have a Tent or two to spare at the beginning of the battle, so throw one on him right away. Also, if you have Auto-Regen or Auto-Life with the Auto-Potion and Chemist abilities, that would make this fight easier than normal. This boss doesn't like fire spells much, so use stuff like Firaga, Flare, Bahamut with Dagger, and other stuff too. So basically, use Flare with both Vivi and Steiner, use Bahamut with Dagger, and use Zidane to steal items like the Mythril Claws and Elixers.

After the boss dies off, it's your job to leave the castle. Exit out the door, and exit out of the red carpet room to the right. Now climb down the ladder, and make your way all the way back to the pole where the Moogle is. There are a few traps in this room, and you can get back to where you are if you fall into them. One of them leads you to the top of a chandelier, where a chest lies. It's also a good idea to save your game again with the Moogle. Check out the chest to the northwest of the room to get some Cat's Claws. Return to the entrance of the castle, and you'll notice that there is a new stairway to the right, and a new path is in between these stairs and the doorway that you just came out of. Enter it to return to the upper-level of the Moogle area, then run across the ledge, and onto the next screen. Run down the stairs, and enter the new area.

Run all the way to the left to find a chest with the Air Racket. Now hop onto the center elevator, and you will enter a red-carpeted room with an electrified sword. Open the chest here to get the Golem's Flute, then grab the left-hand vase first, and move it to the open shelf to the left, and do this a few times with both vases (move them in a counterclockwise direction), until the sword gives power to them. Check out the vase to get the Ancient Aroma. Now return to the pole near the Moogle, and climb up it, and land on the chandelier. Open the two chests to get a Mage Staff, and a Fork. Go back to the entrance, and exit the castle.

Outside, you will find out that Amarant is still inside of the castle, so re-enter it, and head into the Moogle room, and climb down the pole to find Amarant. At the bottom, you can hear him, so head south of this room, and Zidane will find Amarant lying down. Now make your way back up the pole, and re-exit the castle again. Outside, you'll find out that there is some kind of a connection between the 4 mirrors and the seal. There are 4 shrines you must locate, and conquer at the same time by splitting your party up. Once on the ship, re-equip your party with the strongest weapons, then re-assemble your party, then prepare to take flight.



.....  
FOUR SHRINES  
.....

Now it's time to take flight, and locate the four sacred shrines in Gaia:

WATER SHRINE: This one is easy, since it's directly south of Ipsen's Castle on the Forgotten Continent. It's out in the sea, and is surrounded by a large whirlpool, and when you hover above it with the Hilde Garde 3, it says "Water Shrine". Here, you will have Dagger and Eiko enter this shrine.

FIRE SHRINE: This one is located on the Lost Continent, northeast of Esto Gaza and Mount Gulug. It's really easy to spot, since it's a fiery volcano which is surrounded by ice. Here, you will drop off Freya and Amarant.

WIND SHRINE: This shrine is also on the Forgotten Continent, to the southeast of the large continent. It's hidden within a narrow canyon, and has some large vines covering it up, but once you get near it, you'll know it's the Wind Shrine. Here, you'll drop off Vivi and Steiner.

EARTH SHRINE: This is the shrine you and Quina Qu will be entering, and it's located on the Outer Continent, on the grassy plains. It has a few small peaks surrounding it, and the ground shakes when you get near it. It's to the southeast of the Iifa Tree, and is on the southeast tip of the continent.

.....  
EARTH SHRINE  
.....

This Shrine is where you and Quina will play in. Equip Quina and yourself with the strongest Armor and Weapons, then head down the stairs. As you first enter the hallway, a trap is activated, so when a "!" appears over Zidane's head, hit [X] right away to avoid being crushed. Watch the few cut-scenes that occur that show the others in the other shrines, then approach the mantle where you put the Earth Mirror into, and watch as the other party members do the same, but you have to fight the Earth Guardian.

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EARTH GUARDIAN  
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Level: 54      HP: 20756      Weak against: Wind      Spoils: Phx. Pinion  
AP: 11          Steal: Avenger, Rubber Suit

This fight can be easy if you have Auto-Regen and Auto-Potion both equipped. Right away, toss a Tent onto the Earth Guardian, then use Quina's Mighty Guard ability on her and Zidane. Now use Zidane to physically attack him over and over again, and use Quina to use her Blue Magic like Bad Breath, or Lvl 4 Holy attacks. This fight isn't too tough, just as long as you keep your health up.

After the fight, a few cut-scenes ensue, and you take control of the

Hilde Garde 3 once more. You have to take it to the Shimmering Island, which is the island to the south of the Lost Continent.

TERRA

Once you land, you will meet up with Garland for a moment, then he'll disappear. Dagger enters and tells you to come along. Follow her to the next screen, and Zidane will see a blonde girl who runs away from him. Follow her to the next screen, then check out the chest to the left for an Elixer. Now run towards her again to cause her to run off again, so follow her across the bridge, and then down the bright blue web. Climb down the second web to find a chest with a Remedy, then go back up the web, and run to the left, and hop across the gap. Keep running around to the right and open the chest that has a Mythril Racket. Take it, then climb down the next web near the gap. At the bottom, open the chest to get a Demon's Vest, then approach the girl. Now follow her onto another bridge, then after she tells you to keep going, continue across the bridge to the other side. Now just make your way up the stairs, until you reach a large set of steps where the girl stands, and says "welcome home" to Zidane.

BRAN BAL

Right away, Dagger looks up, watches something happen, a FMV occurs, then she passes out. Run down the stairs to Zidane's left, and speak to the two people to find out where the Inn is, then enter it. The party brings Dagger to the Inn, and she awakens. Re-enter the Inn, and open the chest for some Elixer, then exit the Inn. Now head north and through the doorway, and into the room with many people. Head out of the doorway to the right, and into the main part of town. Enter the shop to the right, and you will find a chest with a Wing Edge, and a Moogles trapped inside of a large vase. Open it and save Moorock the Moogles. Do some serious weapon Shopping here, and save your game. Be sure to buy the strongest weapons as you can here. Return to the room with the numerous amounts of people standing around the large center crystal, then head down the stairs here.

At the bottom, speak with the Girl to learn that they are Genomes, and they live in this village. She leaves, so follow her to learn a lot more about Zidane, and this place. When you take over as Eiko, run to the entrance of this area to find Amarant. Talk to him, and he'll say that Zidane went through the portal, and Amarant will join you. So pass through the portal, and follow the path to the blonde girl, and speak with her, and Eiko will run off to get the others.

PANDEMONIUM

Right when you enter this area, Garland meets with you, and walks off. Follow him throughout this area by hopping from platform to platform as he speaks to you about Genomes, Gaia, and Kuja. After that ends, a

cut-scene starts, and Vivi and Eiko try to get Zidane to shapen up, but he ignores them. This starts a fight with Amdusias, in which some of your party members join in to help. Right after that, Zidane joins Quina and Steiner in another fight. Again, after that, Zidane gets in a fight with a Shell Dragon, in which he has trouble with, and Dagger enters, and helps him fight the monster off.

When you regain control of Zidane again, run through the right door, and follow the path until you meet up with your party once more. Use Moorock the Moogle to arrange your party, then head to the right again, and follow the path way back to where Zidane was found by Eiko, and search his throne for the Holy Miter. Return to the moogle and save your game, then head back to the left again. Continue this way until you reach an area full of blue lights. Check the control panel to the left of the entrance, and hit the switch to activate the lights, which also starts a 30 second timer for a bridge. Avoid the blue lights, and run across the room, then over the bridge before the timer runs out.

In the next room is a machine that turns the direction of the elevator in the next room. The elevator takes you to the top of this area, but you'll have to ride it up a few floors, then run back down and move the position of it to align with your desired position in order to reach the top of this area, and to reach the top room. This might take a while, so good luck. Once you reach the top room, head to the red transporter to the left, and you will find yourself inside of a room with a bunch of blue transporters. Use the blue transporters to search the room for chests containing stuff like Battle Boots, Elixer, Carabini Mail, and even a Moogle. Take this time to get your desired party (have Eiko and Dagger in it), rest up with a Tent, and equip anything you need to (the strongest stuff you have), and enter the door to the right of Mozme the Moogle.

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#### SILVER DRAGON

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Level: 58      HP: 24055      Weak against: None      Spoils: Wing Edge  
AP: 13      Steal: Ether, Elixer, Dragon Mail, Kaiser Knuckles

For this boss fight, you must have the Auto-Potion, Auto-Regen, and the Auto-Life abilities equipped if you want to survive. It's not that this fight is really hard, but the next two upcoming battles ARE hard, and having these abilities will help drastically in the upcoming battles. The Silver Dragon uses sleeping attacks, so Insomniac will help, as will any other anti-sleeping equipment. Use Dagger to summon Bahamut as much as possible, and use Eiko to summon Madeen for an easy fight. And, if possible, use Zidane to steal any items that he can before you kill off the Silver Dragon.

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#### GARLAND

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Level: 62      HP: 40728      Weak against: None      Spoils: None  
AP: 00      Steal: Dark Gear, Battle Boots, Ninja Gear

This fight is difficult, but just as long as you have Auto-Life, Auto-Regen, and Auto-Potion, you should be able to keep up with

Garland. Use Eiko to summon Madeen once more for this fight, and use Dagger to summon Bahamut as well as Odin for this fight. Having Reflect casted and/or equipped to your party is also a good idea, since Garland has some nasty attacks that he uses against you. Try with all of your might to steal items from Garland, since he has Ninja Gear and Battle Boots, which are strong equipment items.

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KUJA

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Level: 64      HP: 42382      Weak against: None      Spoils: None  
AP: 00      Steal: None

Once more, all of the "auto" abilities are a GREAT help in this battle, since Kuja is stronger than Garland, and has more HP, since it takes more damage and time to take him down. Use Eiko's summon attacks to benefit the party, like Phoenix if necessary, and Carbuncle on the party. Once more, use Zidane to attack physically a few times, but then as you weaken Kuja, use him to steal useful items from Kuja. Dagger's summons rock in this fight, since both Odin and Bahamut do some serious amounts of damage to Kuja. One more thing: A Tent at the beginning of the fight (on Kuja), will do wonders if he gets bit by the snake, since his defenses are weakened, and so are his other stats. You can't beat Kuja, since towards the end of the fight, he goes into Trance mode, and casts Ultima on your party, which ends the fight.

Watch as Kuja basically goes wacko, then the sweet ass FMV that follows. When you take over as Zidane, run north, then down the steps, and run across the hologram bridge that appears. Run up the next set of steps that are in between the eyes, then run back to Bran Bal, and return to the basement where you met the Blonde Girl to see a bad-ass FMV sequence, and to wrap up Disc 3.

= My Disc Three Game Time (Total): [56:03:12] =

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005: Disc 04 Walkthrough

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As you boot up Disc 4, you'll see that Zidane and his party have rested at the Black Mage Village, and are giving the blonde girl a small tour of sorts. Everyone speaks about life, time, things you can eat, money, and Kuja, and the Mist. They all discuss different things, and it's cool to see their input on things. After a bit, everyone will head to the Iifa Tree, so select your party (I had Zidane, Dagger, Steiner and Vivi).

Fly to the Iifa Tree in the Invincible, and fly into the mysterious purple and black orb that is hovering above the Tree, and watch the sweet FMV that ensues. And right when you enter the area, you have to fight a boss...

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NOVA DRAGON

-----  
Level: 67    HP: 54940    Weak against: N/A    Spoils: Wing Edge  
AP: 13       Steal: Remedy, Dragon Wrist, Grand Armor

This is one tough motherf\*cker, and has tons of HP for this fight. Start off with a Tent or two to try to get him bitten by the snake in the Tent, then have Dagger summon Bahamut or Odin, or both. Use her to heal and summon for the entire fight. Use Zidane to attack mainly physically, but then to use stealing abilities to steal useful items. Steiner and Vivi make a great team, so use the Flare and Firaga and Thundagra abilities, as well as Steiner's Climhazzard attack on the dragon.

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MEMORIA  
• - • - • - • - • - • - • - • - • - • - • - • - • - • - • - • - • - • - • -

As soon as you enter this place, Garland talks to you, and tells you where you are, and what it is. You are in Memoria, a place where memories are stored. Zidane has no idea what he means, so he decides to head forth. Choose the same party as you had earlier, then equip them with the strongest weapons and armor. Now run north, and into the main castle. Right when you enter the castle, you'll have the option to return to the Invincible if you'd like. Also, there is a hologram globe, where you can save your game, use a Tent, and switch party members with. These are just like Moogles. Save your game here, then continue forward, and into the doorway.

Run down the circular stairs to the left, and out onto the balcony. Run up the stairs here to the right, then continue up the next set of stairs to the left. Once you get up the last set of stairs to the left, and are running left, check the small alcove to the left of Zidane to find The Tower weapon. Equip this to Zidane right away. Now continue to the north, and onto the next screen. Run forward to initiate a boss fight.

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MALIRIS  
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Level: 72    HP: 59497    Weak against: Water, Ice    Spoils: Phoenix Pinion  
AP: 10       Steal: Genji Armor, Ultima Sword, Masamune

Maliris is the first of the Four Choas Guardians in Memoria, and she's quite tough for the first of many bosses. Use the Thievery skill of Zidane right away, then use him to steal as many items as you can, since she has some amazing weapons, like the Ultima Sword. Use Vivi to cast Blizzaga and Steiner to use Blizzaga sword, since she's weak against Ice and Water (use Dagger's Scan ability if you don't believe me...). Dagger should be the healer here, since she has tons of Healing spells, but you won't need her for this if you have Auto-Regen...

After the boss battle, continue forward, and through the next doorway. Now watch the cut-scene, then run north and onto the small platform. There is a hidden save point to the right, and an Angel Flute to the left. Use the save point, and place Eiko in your party if you wish,

then take the Flute, and continue to the right. Head to the right, and up the stairs, and into the stormy rooftop. You can find a secret card gamer to the left, so play if you wish, then head right, and continue along until you see Zidane have a "!" above his head. Zidane sees a scene that shows Dagger as a girl, getting into a boat in the storm. After seeing this, head up the stairs, and fight the next boss.

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#### TIAMAT

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Level: 72    HP: 59494    Weak against: Earth    Spoils: Wing Edge, Phx. Down  
AP: 10        Steal: Blood Sword, Feather Boots, Grand Helm

This is the second Chaos Guardian, and also a toughie. He's weak against Earth, so use Vivi and Steiner to both use Meteor abilities, and have Eiko summon both Fenrir and Madeen in the fight. Beware that Tiamat might blow one or two of your characters off-screen with an attack, so be ready when this happens. If possible, use Thievery with Zidane, then steal any items that you can from Tiamat before you kill him. Also, Comet and Meteor with Vivi work well against him.

After the fight, continue up the stairs, and through the eyeball doorway, but not before searching the stairs for the Rune Claws. On the next screen, run up the stairs, and follow the path until you reach the outer-space area of the stairs, wher Garland tells you about Terra and Gaia emerging. Continue up these steps, and onto the next screen, and use the Hologram Ball to save your game and rest. Now run under the waterfall to watch a scene with Quina trying to swim. When it ends, you can either do one of two things: Either continue forward up the stairs, or go right, and speak with the man to fight an optional boss, Hades. To do this, simply press [X] while Zidane is not visible, until a Mysterious Voice asks him who disturbs his sleep. If you choose not to leave, then you will fight him:

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#### HADES

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Level: 92    HP: 55535    Weak against: None    Spoils: Elixer  
AP: 30        Steal: Reflect Ring, Running Shoes, Battle Boots

To defeat Hades, simply use Steiner and Vivi to cast the same ability (like Flare or Blizzaga or Thundaga), and use Steiner to cast Climhazzard for some easy damage. Steal with Zidane, and use Dagger's summons to kill Hades in no-time flat.

After the fight, head up the stairs, and fight the third Chaos Guardian.

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#### KRAKEN

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Level: 72    HP: 59496    Weak against: Fire    Spoils: Phoenix Pinon, Ether  
AP: 10        Steal: Genji Helmet, Wizard Robe, Glutton's Robe

Start off this fight by killing off Kraken's two tentacles right away, or else they will attack your party for the entire fight, and surely kill some of your party members. Use any Fire abilities of Vivi or

Steiner, like Firaga, Climhazzard, and Flare. Use Zidane to use Thievery and steal, then use him to attack. Once more, Dagger should summon a few times with Bahamut, then heal the others when needed.

After the fight, continue up the stairs, and to the next screen. Near the clock, there is a hidden save point to the northeast, on the ledge. Use it to save and rest, then head to the left and up the stairs. Head through the door, and climb up the ladder near the large fireball in the sky. At the top, search the northwest part of the platform to get the Mace of Zeus. Equip this to Vivi, then climb the next ladder. Enter the purple doors, and fight the last of the four Chaos Guardians.

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#### LICH

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Level: 71    HP: 60000    Weak against: Wind, Thunder    Spoils: Phx. Down  
AP: 10        Steal: Genji Gloves, Siren's Flute, Black Robe

Lich is the last of the four Chaos Guardians, and is the toughest one out of them. He's weak against Wind and Thunder, so use Meteor and Thundaga with Vivi, and Shock with Steiner, as well as Climhazzard, because it does some good damage. After enough attack with your characters, use Zidane to cast Thievery, then steal what he can from Lich. Eiko's summons (mainly Madeen), are great against Lich.

When the fight ends, go to the left and save your game and rest at the save point, then head north, and float off into space. Now just move Zidane to the very top of the screen while he's in space. Now just follow the crystal road all the way to the end, until you find a Hologram Globe. Save your game, rest up, and find the party that you want for the final fights of the game, then make sure you have Auto-Potion, Auto-Regen, and Auto-Life all equipped to your party. Now, when you are ready, enter the doorway, and face the next few bosses.

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#### DEATHGUISE

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Level: 74    HP: 55535    Weak against: None    Spoils: Wing Edge  
AP: 0        Steal: Elixer, Duel Claws, Black Belt

This guy has no weaknesses, so it's a hard fight. Start off by tossing a few Tents onto him so the snake bites him, and his stats will drop, then have everyone just plain go buck-wild on his ass. Use Zidane to attack physically, Steiner and Vivi to cast things like Thundaga, Flare, Shock, Climhazzard, and others. Have Eiko summon Madeen for the entire fight, as well as Phoenix if needed. But if you have Auto-Life and Auto-Regen, you should almost be invincible.

Before you challenge Kuja, return to the last Hologram Globe and save one final time, then return to Kuja, and fight the last two bosses in the game.

-----  
TRANCE KUJA  
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Level: 76    HP: 42382    Weak against: None    Spoils: None  
AP: 0        Steal: Ether, White Robe, Rebirth Ring

I hate this fight. Why? Well, it's hard as hell, his attacks are strong as hell, and after you do some damage to him, he uses Curaga, and heals his ass. >\_< Well, no use whining about it. ;) Anyways, start off by using some kind of a protection summon or ability, like Regen, or Eiko's Carbuncle summon to protect your entire party for the fight. Don't steal with Zidane unless you REALLY want what Kuja has, and he doesn't have anything worth stealing, and wasting a turn for. Use Zidane to attack, and have Steiner whoop ass with his Climhazard attack, and have Vivi use Flare or even Doomsday (NOTE: Only use this one if your party has Auto-Regen and Auto-Life, or else you're screwed, and do it towards the end of the fight). Eiko's Madeen summon works extremely well too. But watch as Kuja performs Ultima, and casts your party to another place...

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NECRON  
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Level: 69    HP: 54100    Weak against: None    Spoils: None  
AP: 0        Steal: Elixer

ARGH!!! Wasn't Trance Kuja enough?!?!?!? Damn. Well, this fight goes without saying, that he is the cheapest, hardest S.O.B in the game, and one of the hardest bosses to defeat in a RPG for a long while. As always, use Eiko to summon Carbuncle to protect your party, and don't even try to steal from Necron with Zidane, unless you are insane. Use Steiner and Vivi's magic attacks like Firaga, Blizzaga, Thundaga, Flare, and Climhazard. Vivi's Meteor attack works well too, as does Steiner's Shock attack. Eiko's Madeen Summon should be her only attack for the whole fight, unless you need her to heal your party up with Curage or something. His Grand Cross attack will literally kill half of your party, maybe even more. If you don't have Auto-Life and Auto-Regen, then you are basically screwed.

After the intense battle, watch the amazing ending sequence where all is revealed!

"My memories will be part of the sky."

By the way, after the credits roll, let "The End" appear, then a cool mini-game will begin that you can play. See the "Mini-Games/Side Quests" section in the Part II of this FAQ.

= My Disc Four Game Time (Total): [60:43:25] =



Alexandria Shop:

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Potion.....050 Gil  
Phoenix Down.....150 Gil  
Antidote.....050 Gil  
Eye Drops.....050 Gil  
Tent.....800 Gil

Prima Vista/Crash Site Shop (Cinna):

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Potion.....050 Gil  
Phoenix Down.....150 Gil  
Antidote.....050 Gil  
Eye Drops.....050 Gil  
Tent.....800 Gil

Dali Weapon Shop:

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Dagger.....320 Gil  
Mage Masher.....500 Gil  
Broadsword.....330 Gil  
Iron Sword.....660 Gil  
Rod.....260 Gil  
Mage Staff.....320 Gil  
Wrist.....130 Gil  
Leather Wrist.....200 Gil  
Bronze Gloves.....480 Gil  
Leather Hat.....150 Gil  
Feather Hat.....200 Gil  
Rubber Helm.....250 Gil  
Bronze Helm.....330 Gil  
Leather Shirt.....270 Gil  
Silk Shirt.....400 Gil  
Bronze Armor.....650 Gil

Dali Pub:

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Potion.....050 Gil  
Phoenix Down.....150 Gil  
Antidote.....050 Gil  
Eye Drops.....050 Gil  
Tent.....800 Gil

Food Menu:

1. Pickles.....08 Gil  
2. Vegetable stir-fry.Out of Stock  
3. Pumpkin Salad.....Out of Stock  
4. Dried potatoes.....04 Gil  
5. Kabobs.....10 Gil

6. Lindblum pickles.....08 Gil

Drink Menu:

1. Black Ale.....05 Gil
2. White Ale.....08 Gil
3. Red wine.....07 Gil
4. White wine.....09 Gil
5. Water.....01 Gil
6. Gysahl liqueur.....11 Gil

Lindblum Weapons Shop:

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- Dagger.....320 Gil
- Mage Masher.....500 Gil
- Mythril Dagger.....950 Gil
- Iron Sword.....660 Gil
- Javelin.....880 Gil
- Rod.....260 Gil
- Fork.....1100 Gil
- Mage Staff.....320 Gil
- Wrist.....130 Gil
- Leather Wrist.....200 Gil
- Glass Armlet.....250 Gil
- Bronze Gloves.....480 Gil
- Silver Gloves.....720 Gil
- Steepled Hat.....260 Gil
- Headgear.....330 Gil
- Iron Helm.....450 Gil
- Linen Cuirass.....800 Gil

Lindblum Medicine Shop:

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- Potion.....050 Gil
- Phoenix Down.....150 Gil
- Echo Screen.....050 Gil
- Soft.....100 Gil
- Antidote.....050 Gil
- Eye Drops.....050 Gil
- Tent.....800 Gil

Lindblum Synthesist Shop:

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- Butterfly Sword (Requires Dagger, Mage Masher).....300 Gil
- The Ogre (Requires 2 Mage Mashers).....700 Gil
- Cotton Robe (Requires Wrist, Steepled Hat).....1000 Gil
- Desert Boots (Requires Leather Hat, Leather Shirt).....300 Gil
- Yellow Scarf (Requires Feather Hat, Steepled Hat).....400 Gil
- Glass Buckle (Requires Glass Armlet, Leather Wrist)...500 Gil

Dragon Gate Shop:

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- Potion.....050 Gil
- Phoenix Down.....150 Gil
- Echo Screen.....050 Gil
- Soft.....100 Gil

Antidote.....050 Gil  
Eye Drops.....050 Gil  
Tent.....800 Gil

South Gate Shop:

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Potion.....050 Gil  
Phoenix Down.....150 Gil  
Echo Screen.....050 Gil  
Soft.....100 Gil  
Antidote.....050 Gil  
Eye Drops.....050 Gil  
Tent.....800 Gil

Mog Shop (Burmecia):

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Needle Fork.....3100 Gil  
Glass Armlet.....250 Gil  
Mythril Gloves.....980 Gil  
Steepled Hat.....260 Gil  
Headgear.....330 Gil  
Magus Hat.....400 Gil  
Barbut.....600 Gil  
Bronze Vest.....670 Gil  
Linen Cuirass.....800 Gil  
Potion.....050 Gil  
Phoenix Down.....150 Gil  
Echo Screen.....050 Gil  
Soft.....100 Gil  
Antidote.....050 Gil  
Eye Drops.....050 Gil  
Tent.....800 Gil

Summit Station Shop:

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Air Racket.....400 Gil  
Mythril Rod.....560 Gil  
Glass Armlet.....250 Gil  
Silver Gloves.....720 Gil  
Mythril Gloves.....980 Gil  
Steepled Hat.....260 Gil  
Headgear.....330 Gil  
Magus Hat.....400 Gil  
Rubber Helm.....250 Gil  
Iron Helm.....450 Gil  
Barbut.....600 Gil  
Bronze Vest.....670 Gil  
Linen Cuirass.....800 Gil  
Potion.....050 Gil  
Phoenix Down.....150 Gil  
Echo Screen.....050 Gil  
Soft.....100 Gil  
Antidote.....050 Gil  
Eye Drops.....050 Gil  
Tent.....800 Gil

South Gate/Alexandrian Station:

Potion.....050 Gil  
Phoenix Down.....150 Gil  
Antidote.....050 Gil  
Eye Drops.....050 Gil  
Tent.....800 Gil

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| D I S C 0 2 |

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Treno Weapon Shop:

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

Treno Synth Shop:

-----

Butterfly Sword (Requires Dagger, Mage Masher).....300 Gil  
The Ogre (Requires 2 Mage Mashers).....700 Gil  
Cotton Robe (Requires Wrist, Steepled Hat).....1000 Gil  
Desert Boots (Requires Leather Hat, Leather Shirt).....300 Gil  
Yellow Scarf (Requires Feather Hat, Steepled Hat).....400 Gil  
Glass Buckle (Requires Glass Armlet, Leather Wrist)...500 Gil  
Germinas Boots (Requires Desert Boots, Fork).....900 Gil  
Cachusha (Requires Magus Hat, Rubber Helm).....1000 Gil  
Coral Ring (Requires Lightning Staff, Rod).....1200 Gil  
Gold Choker (Requires Linen Cuirass, Soft).....1300 Gil

Treno Medicine Shop:

-----

Potion.....050 Gil  
Phoenix Down.....150 Gil  
Echo Screen.....050 Gil  
Soft.....100 Gil  
Antidote.....050 Gil  
Eye Drops.....050 Gil  
Tent.....800 Gil

Burmecian Soldier Dan's Weapon Shop (Cleyra):

---

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

Star Maiden Nina's Shop:

---

Potion.....050 Gil  
Phoenix Down.....150 Gil  
Echo Screen.....050 Gil  
Soft.....100 Gil  
Antidote.....050 Gil  
Eye Drops.....050 Gil  
Annoyntment.....150 Gil  
Tent.....800 Gil

Alice's Shop (Lindblum destroyed):

---

Potion.....050 Gil  
Phoenix Down.....150 Gil  
Echo Screen.....050 Gil  
Soft.....100 Gil  
Antidote.....050 Gil  
Eye Drops.....050 Gil  
Annoyntment.....150 Gil  
Tent.....800 Gil

Torres' Synth Shop (Lindblum destroyed):

---

Butterfly Sword (Requires Dagger, Mage Masher).....300 Gil  
The Ogre (Requires 2 Mage Mashers).....700 Gil  
Exploda (Requires Mage Masher, Mythril Dagger).....1000 Gil

Cotton Robe (Requires Wrist, Steepled Hat).....1000 Gil  
 Silk Robe (Requires Silk Shirt, Bandana).....2000 Gil  
 Desert Boots (Requires Leather Hat, Leather Shirt)....300 Gil  
 Yellow Scarf (Requires Feather Hat, Steepled Hat)....400 Gil  
 Glass Buckle (Requires Glass Armlet, Leather Wrist)...500 Gil  
 Germinas Boots (Requires Desert Boots, Fork).....900 Gil  
 Cachusha (Requires Magus Hat, Rubber Helm).....1000 Gil  
 Coral Ring (Requires Lightning Staff, Rod).....1200 Gil  
 Gold Choker (Requires Linen Cuirass, Soft).....1300 Gil  
 Magician Shoes (Requires Germinas Boots, Bone Wrist)..1500 Gil  
 Barette (Requires Needle Fork, Barbut).....1800 Gil  
 Power Belt (Requires Glass Buckle, Chain Mail).....2000 Gil

Weapon Shop (Lindblum Destroyed):

---

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

Dragon Gate Shop:

---

Ice Brand.....3780 Gil  
 Partisan.....1600 Gil  
 Multina Racket.....750 Gil  
 Stardust Rod.....760 Gil  
 Thunder Gloves.....1200 Gil  
 Bandana.....500 Gil  
 Mage's Hat.....600 Gil  
 Mythril Helm.....1000 Gil  
 Silk Shirt.....400 Gil  
 Leather Plate.....530 Gil  
 Bronze Vest.....670 Gil  
 Chain Plate.....810 Gil  
 Myhtril Vest.....1180 Gil  
 Adaman Vest.....1600 Gil

Mythril Armor.....1830 Gil  
Potion.....050 Gil  
Phoenix Down.....150 Gil  
Echo Screen.....050 Gil  
Soft.....100 Gil  
Antidote.....050 Gil  
Eye Drops.....050 Gil  
Annoyntment.....150 Gil  
Tent.....800 Gil

Mogki's Mogshop (Fossil Roo):

---

Potion.....050 Gil  
Phoenix Down.....150 Gil  
Echo Screen.....050 Gil  
Soft.....100 Gil  
Antidote.....050 Gil  
Eye Drops.....050 Gil  
Annoyntment.....150 Gil  
Tent.....800 Gil

Treasure Hunter's Shop:

---

Ice Brand.....3780 Gil  
Partisan.....1600 Gil  
Multina Racket.....750 Gil  
Stardust Rod.....760 Gil  
Thunder Gloves.....1200 Gil  
Bandana.....500 Gil  
Mage's Hat.....600 Gil  
Mythril Helm.....1000 Gil  
Silk Shirt.....400 Gil  
Leather Plate.....530 Gil  
Bronze Vest.....670 Gil  
Chain Plate.....810 Gil  
Myhtril Vest.....1180 Gil  
Adaman Vest.....1600 Gil  
Mythril Armor.....1830 Gil  
Potion.....050 Gil  
Phoenix Down.....150 Gil  
Echo Screen.....050 Gil  
Soft.....100 Gil  
Antidote.....050 Gil  
Eye Drops.....050 Gil  
Annoyntment.....150 Gil  
Tent.....800 Gil

Kuppo's MogShop (Fossil Roo):

---

Potion.....050 Gil  
Phoenix Down.....150 Gil  
Echo Screen.....050 Gil  
Soft.....100 Gil  
Antidote.....050 Gil  
Eye Drops.....050 Gil  
Annoyntment.....150 Gil  
Tent.....800 Gil

Wendy's Grocery (Conde Petie):

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|                   |         |
|-------------------|---------|
| Potion.....       | 050 Gil |
| Phoenix Down..... | 150 Gil |
| Echo Screen.....  | 050 Gil |
| Soft.....         | 100 Gil |
| Antidote.....     | 050 Gil |
| Eye Drops.....    | 050 Gil |
| Annoyntment.....  | 150 Gil |
| Tent.....         | 800 Gil |

Conde Petie Weapon Shop:

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

Conde Petie Weapon Shop:

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

Item Shop (No. 163, Black Mage Village):

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|                   |         |
|-------------------|---------|
| Potion.....       | 050 Gil |
| Hi-Potion.....    | 200 Gil |
| Phoenix Down..... | 150 Gil |
| Echo Screen.....  | 050 Gil |
| Soft.....         | 100 Gil |
| Antidote.....     | 050 Gil |
| Eye Drops.....    | 050 Gil |
| Remedy.....       | 300 Gil |
| Annoyntment.....  | 150 Gil |



Tent.....800 Gil

Synth Shop (Black Mage Village):

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Butterfly Sword (Requires Dagger, Mage Masher).....300 Gil  
The Ogre (Requires 2 Mage Mashers).....700 Gil  
Exploda (Requires Mage Masher, Mythril Dagger).....1000 Gil  
Rune Tooth (Requires 2 Mythril Daggers).....2000 Gil  
Cotton Robe (Requires Wrist, Steepled Hat).....1000 Gil  
Silk Robe (Requires Silk Shirt, Bandana).....2000 Gil  
Desert Boots (Requires Leather Hat, Leather Shirt)....300 Gil  
Yellow Scarf (Requires Feather Hat, Steepled Hat)....400 Gil  
Glass Buckle (Requires Glass Armlet, Leather Wrist)...500 Gil  
Germinas Boots (Requires Desert Boots, Fork).....900 Gil  
Cachusha (Requires Magus Hat, Rubber Helm).....1000 Gil  
Coral Ring (Requires Lightning Staff, Rod).....1200 Gil  
Gold Choker (Requires Linen Cuirass, Soft).....1300 Gil  
Magician Shoes (Requires Germinas Boots, Bone Wrist)..1500 Gil  
Barette (Requires Needle Fork, Barbut).....1800 Gil  
Power Belt (Requires Glass Buckle, Chain Mail).....2000 Gil  
Madain's Ring (Requires Bone Wrist, Stardust Rod)...3000 Gil  
Fairy Earrings (Requires Magic Armlet, Soft).....3500 Gil  
Reflect Ring (Requires Anklet, Madain's Ring).....7000 Gil

Weapon Shop (No. 239, Black Mage Village):

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

MogShop (Madain Sari):

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|                      |          |
|----------------------|----------|
| Dagger.....          | 320 Gil  |
| Mage Masher.....     | 500 Gil  |
| Mythril Dagger.....  | 950 Gil  |
| Gladius.....         | 2300 Gil |
| Poison Knuckles..... | 5000 Gil |
| Multina Racket.....  | 750 Gil  |
| Golem's Flute.....   | 2700 Gil |
| Pinwheel.....        | 200 Gil  |
| Magic Armllet.....   | 1000 Gil |
| Lamia's Tiara.....   | 800 Gil  |
| Ritual Hat.....      | 1000 Gil |
| Adaman Vest.....     | 1600 Gil |
| Magician Cloak.....  | 1850 Gil |
| Survival Vest.....   | 2900 Gil |
| Potion.....          | 050 Gil  |
| Phoenix Down.....    | 150 Gil  |
| Echo Screen.....     | 050 Gil  |
| Soft.....            | 100 Gil  |
| Antidote.....        | 050 Gil  |
| Eye Drops.....       | 050 Gil  |
| Annoyntment.....     | 150 Gil  |
| Tent.....            | 800 Gil  |

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| D I S C 0 3 |

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Synth Shop (Alexandria, Disc 3):

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|  |          |
|--|----------|
| Butterfly Sword (Requires Dagger, Mage Masher).....    | 300 Gil  |
| The Ogre (Requires 2 Mage Mashers).....                | 700 Gil  |
| Exploda (Requires Mage Masher, Mythril Dagger).....    | 1000 Gil |
| Rune Tooth (Requires 2 Mythril Daggers).....           | 2000 Gil |
| Angel Bless (Requires Mythril Dagger, Gladius).....    | 9000 Gil |
| Cotton Robe (Requires Wrist, Steepled Hat).....        | 1000 Gil |
| Silk Robe (Requires Silk Shirt, Bandana).....          | 2000 Gil |
| Magician Robe (Requires Mage Staff, Magician Cloak)..  | 3000 Gil |
| Desert Boots (Requires Leather Hat, Leather Shirt....  | 300 Gil  |
| Yellow Scarf (Requires Feather Hat, Steepled Hat)....  | 400 Gil  |
| Glass Buckle (Requires Glass Armllet, Leather Wrist).. | 500 Gil  |
| Germinas Boots (Requires Desert Boots, Fork).....      | 900 Gil  |
| Cachussha (Requires Magus Hat, Rubber Helm).....       | 1000 Gil |
| Coral Ring (Requires Lightning Staff, Rod).....        | 1200 Gil |
| Gold Choker (Requires Linen Cuirass, Soft).....        | 1300 Gil |
| Magician Shoes (Requires Germinas Boots, Bone Wrist).  | 1500 Gil |
| Barette (Requires Needle Fork, Barbut).....            | 1800 Gil |
| Power Belt (Requires Glass Buckle, Chain Mail).....    | 2000 Gil |
| Madain's Ring (Requires Bone Wrist, Stardust Rod)....  | 3000 Gil |
| Fairy Earrings (Requires Magic Armllet, Soft).....     | 3500 Gil |
| Extension (Requires Lamia's Tiara, Multina Racket)...  | 3500 Gil |
| Reflect Ring (Requires Anklet, Madain's Ring).....     | 7000 Gil |
| Anklet (Requires Gold Choker, Peridot).....            | 4000 Gil |
| Feather Boots (Requires Magician Shoes, P.Pinion)....  | 4000 Gil |
| Black Belt (Requires Twist Headband, Survival Vest)..  | 4000 Gil |
| Pearl Rouge (Requires Moonstone, Elixer).....          | 5000 Gil |

Item Shop (Alexandria, Disc 3):

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|                   |         |
|-------------------|---------|
| Potion.....       | 050 Gil |
| Hi-Potion.....    | 200 Gil |
| Phoenix Down..... | 150 Gil |
| Echo Screen.....  | 050 Gil |
| Soft.....         | 100 Gil |
| Antidote.....     | 050 Gil |
| Eye Drops.....    | 050 Gil |
| Remedy.....       | 300 Gil |
| Annoyntment.....  | 150 Gil |
| Tent.....         | 800 Gil |

Weapon Shop (Alexandria, Disc 3):

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|                      |          |
|----------------------|----------|
| Mythril Dagger.....  | 950 Gil  |
| Gladius.....         | 2300 Gil |
| Ice Brand.....       | 3780 Gil |
| Partisan.....        | 1600 Gil |
| Ice Lance.....       | 2430 Gil |
| Cat's Claws.....     | 4000 Gil |
| Poison Knuckles..... | 5000 Gil |
| Stardust Rod.....    | 760 Gil  |
| Healing Rod.....     | 1770 Gil |
| Lamia's Flute.....   | 3880 Gil |
| Flame Staff.....     | 1100 Gil |
| Ice Staff.....       | 980 Gil  |
| Lightning Staff..... | 1200 Gil |
| Oak Staff.....       | 2400 Gil |
| Pinwheel.....        | 200 Gil  |
| Glass Armlet.....    | 250 Gil  |
| Bone Wrist.....      | 330 Gil  |
| Mythril Armlet.....  | 500 Gil  |
| Magic Armlet.....    | 1000 Gil |
| Mythril Gloves.....  | 980 Gil  |
| Thunder Gloves.....  | 1200 Gil |
| Lamia's Tiara.....   | 800 Gil  |
| Ritual Hat.....      | 1000 Gil |
| Twist Headband.....  | 1200 Gil |
| Barbut.....          | 600 Gil  |
| Mythril Helm.....    | 1000 Gil |
| Gold Helm.....       | 1800 Gil |
| Magician Cloak.....  | 1850 Gil |
| Survival Vest.....   | 2900 Gil |
| Brigandine.....      | 4300 Gil |
| Mythril Armor.....   | 1830 Gil |
| Plate Mail.....      | 2320 Gil |

Weapon/Item Shop (Lindblum, Disc 3):

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|                      |          |
|----------------------|----------|
| Coral Sword.....     | 4000 Gil |
| Partisan.....        | 1600 Gil |
| Ice Lance.....       | 2430 Gil |
| Poison Knuckles..... | 5000 Gil |
| Magic Racket.....    | 1350 Gil |
| Healing Rod.....     | 1770 Gil |

Lamia's Flute.....3880 Gil  
 Cypress Pile.....3200 Gil  
 Pinwheel.....200 Gil  
 Chimera Armlet.....1200 Gil  
 Thunder Gloves.....1200 Gil  
 Twist Headband.....1200 Gil  
 Mantra Headband.....1500 Gil  
 Dark Hat.....1800 Gil  
 Gold Helm.....1800 Gil  
 Magician Cloak.....1850 Gil  
 Survival Vest.....2900 Gil  
 Brigandine.....4300 Gil  
 Mythril Armor.....1830 Gil  
 Plate Mail.....2320 Gil  
 Potion.....050 Gil  
 Hi-Potion.....200 Gil  
 Phoenix Down.....150 Gil  
 Echo Screen.....050 Gil  
 Soft.....100 Gil  
 Antidote.....050 Gil  
 Eye Drops.....050 Gil  
 Remedy.....300 Gil  
 Annoyntment.....150 Gil  
 Tent.....800 Gil

Synth Shop (Lindblum, Disc 3):

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Butterfly Sword (Requires Dagger, Mage Masher).....300 Gil  
 The Ogre (Requires 2 Mage Mashers).....700 Gil  
 Exploda (Requires Mage Masher, Mythril Dagger).....1000 Gil  
 Rune Tooth (Requires 2 Mythril Daggers).....2000 Gil  
 Angel Bless (Requires Mythril Dagger, Gladius).....9000 Gil  
 Cotton Robe (Requires Wrist, Steepled Hat).....1000 Gil  
 Silk Robe (Requires Silk Shirt, Bandana).....2000 Gil  
 Magician Robe (Requires Mage Staff, Magician Cloak)..3000 Gil  
 Desert Boots (Requires Leather Hat, Leather Shirt....300 Gil  
 Yellow Scarf (Requires Feather Hat, Steepled Hat)....400 Gil  
 Glass Buckle (Requires Glass Armlet, Leather Wrist)...500 Gil  
 Germinas Boots (Requires Desert Boots, Fork).....900 Gil  
 Cachusha (Requires Magus Hat, Rubber Helm).....1000 Gil  
 Coral Ring (Requires Lightning Staff, Rod).....1200 Gil  
 Gold Choker (Requires Linen Cuirass, Soft).....1300 Gil  
 Magician Shoes (Requires Germinas Boots, Bone Wrist).1500 Gil  
 Barette (Requires Needle Fork, Barbut).....1800 Gil  
 Power Belt (Requires Glass Buckle, Chain Mail).....2000 Gil  
 Madain's Ring (Requires Bone Wrist, Stardust Rod)...3000 Gil  
 Fairy Earrings (Requires Magic Armlet, Soft).....3500 Gil  
 Extension (Requires Lamia's Tiara, Multina Racket)...3500 Gil  
 Reflect Ring (Requires Anklet, Madain's Ring).....7000 Gil  
 Anklet (Requires Gold Choker, Peridot).....4000 Gil  
 Feather Boots (Requires Magician Shoes, P.Pinion)...4000 Gil  
 Black Belt (Requires Twist Headband, Survival Vest)..4000 Gil  
 Pearl Rouge (Requires Moonstone, Elixer).....5000 Gil

Thorn & Zorn's Shop (On the Blue Narciss):

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Potion.....050 Gil  
 Hi-Potion.....200 Gil

|                   |     |     |
|-------------------|-----|-----|
| Phoenix Down..... | 150 | Gil |
| Echo Screen.....  | 050 | Gil |
| Soft.....         | 100 | Gil |
| Antidote.....     | 050 | Gil |
| Eye Drops.....    | 050 | Gil |
| Magic Tag.....    | 100 | Gil |
| Vaccine.....      | 100 | Gil |
| Remedy.....       | 300 | Gil |
| Annoyntment.....  | 150 | Gil |
| Tent.....         | 800 | Gil |

Mogshop (Mimoza):

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|                      |      |     |
|----------------------|------|-----|
| Diamond Sword.....   | 4700 | Gil |
| Trident.....         | 3580 | Gil |
| Mythril Claws.....   | 6500 | Gil |
| Magic Racket.....    | 1350 | Gil |
| Healing Rod.....     | 1770 | Gil |
| Fairy Flute.....     | 4500 | Gil |
| Cypress Pile.....    | 3200 | Gil |
| Silver Fork.....     | 7400 | Gil |
| Pinwheel.....        | 200  | Gil |
| Chimera Armlet.....  | 1200 | Gil |
| Egoist's Armlet..... | 2000 | Gil |
| Thunder Gloves.....  | 1200 | Gil |
| Diamond Gloves.....  | 2000 | Gil |
| Mantra Headband..... | 1500 | Gil |
| Dark Hat.....        | 1800 | Gil |
| Green Beret.....     | 2180 | Gil |
| Gold Helm.....       | 1800 | Gil |
| Cross Helm.....      | 2200 | Gil |
| Brigandine.....      | 4300 | Gil |
| Judo Uniform.....    | 5000 | Gil |
| Plate Mail.....      | 2320 | Gil |
| Potion.....          | 050  | Gil |
| Hi-Potion.....       | 200  | Gil |
| Phoenix Down.....    | 150  | Gil |
| Echo Screen.....     | 050  | Gil |
| Soft.....            | 100  | Gil |
| Antidote.....        | 050  | Gil |
| Eye Drops.....       | 050  | Gil |
| Magic Tag.....       | 100  | Gil |
| Remedy.....          | 300  | Gil |
| Annoyntment.....     | 150  | Gil |
| Tent.....            | 800  | Gil |

Mogshop (Mijito):

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|                    |      |     |
|--------------------|------|-----|
| Diamond Sword..... | 4700 | Gil |
| Trident.....       | 3580 | Gil |
| Mythril Claws..... | 6500 | Gil |
| Magic Racket.....  | 1350 | Gil |
| Healing Rod.....   | 1770 | Gil |
| Fairy Flute.....   | 4500 | Gil |
| Cypress Pile.....  | 3200 | Gil |
| Silver Fork.....   | 7400 | Gil |
| Pinwheel.....      | 200  | Gil |
| Rising Sun.....    | 500  | Gil |

|                      |      |     |
|----------------------|------|-----|
| Chimera Armlet.....  | 1200 | Gil |
| Egoist's Armlet..... | 2000 | Gil |
| Thunder Gloves.....  | 1200 | Gil |
| Diamond Gloves.....  | 2000 | Gil |
| Mantra Headband..... | 1500 | Gil |
| Dark Hat.....        | 1800 | Gil |
| Green Beret.....     | 2180 | Gil |
| Gold Helm.....       | 1800 | Gil |
| Cross Helm.....      | 2200 | Gil |
| Brigandine.....      | 4300 | Gil |
| Judo Uniform.....    | 5000 | Gil |
| Plate Mail.....      | 2320 | Gil |
| Potion.....          | 050  | Gil |
| Hi-Potion.....       | 200  | Gil |
| Phoenix Down.....    | 150  | Gil |
| Echo Screen.....     | 050  | Gil |
| Soft.....            | 100  | Gil |
| Antidote.....        | 050  | Gil |
| Eye Drops.....       | 050  | Gil |
| Magic Tag.....       | 100  | Gil |
| Remedy.....          | 300  | Gil |
| Annoyntment.....     | 150  | Gil |
| Tent.....            | 800  | Gil |

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 Esto Gaza Shop:  
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|                      |      |     |
|----------------------|------|-----|
| Gladius.....         | 2300 | Gil |
| Zorlin Shape.....    | 6000 | Gil |
| Diamond Sword.....   | 4700 | Gil |
| Flame Saber.....     | 5190 | Gil |
| Heavy Lance.....     | 4700 | Gil |
| Scissor Fangs.....   | 8000 | Gil |
| Magic Racket.....    | 1350 | Gil |
| Asura's Rod.....     | 3180 | Gil |
| Hamelin.....         | 5700 | Gil |
| Cypress Pile.....    | 3200 | Gil |
| Octagon Rod.....     | 4500 | Gil |
| Silver Fork.....     | 7400 | Gil |
| Rising Sun.....      | 500  | Gil |
| Egoist's Armlet..... | 2000 | Gil |
| N-Kai Armlet.....    | 3000 | Gil |
| Jade Armlet.....     | 3400 | Gil |
| Diamond Gloves.....  | 2000 | Gil |
| Venetia Shield.....  | 2800 | Gil |
| Black Hood.....      | 2550 | Gil |
| Red Cap.....         | 3000 | Gil |
| Cross Helm.....      | 2200 | Gil |
| Judo Uniform.....    | 5000 | Gil |
| Power Vest.....      | 7200 | Gil |
| Gold Armor.....      | 2950 | Gil |
| Shield Armor.....    | 4300 | Gil |
| Hi-Potion.....       | 200  | Gil |
| Phoenix Down.....    | 150  | Gil |
| Echo Screen.....     | 050  | Gil |
| Magic Tag.....       | 100  | Gil |
| Vaccine.....         | 100  | Gil |
| Remedy.....          | 300  | Gil |
| Annoyntment.....     | 150  | Gil |
| Tent.....            | 800  | Gil |

Mogshop (Motaka's Shop):

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|                   |     |     |
|-------------------|-----|-----|
| Potion.....       | 050 | Gil |
| Hi-Potion.....    | 200 | Gil |
| Phoenix Down..... | 150 | Gil |
| Echo Screen.....  | 050 | Gil |
| Soft.....         | 100 | Gil |
| Antidote.....     | 050 | Gil |
| Eye Drops.....    | 050 | Gil |
| Magic Tag.....    | 100 | Gil |
| Remedy.....       | 300 | Gil |
| Annoyntment.....  | 150 | Gil |
| Tent.....         | 800 | Gil |

Alexandria Shop (Disc 3, after Esto Gaza):

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|                      |      |     |
|----------------------|------|-----|
| Mythril Dagger.....  | 950  | Gil |
| Gladius.....         | 2300 | Gil |
| Ice Brand.....       | 3780 | Gil |
| Partisan.....        | 1600 | Gil |
| Ice Lance.....       | 2430 | Gil |
| Cat's Claws.....     | 4000 | Gil |
| Poison Knuckles..... | 5000 | Gil |
| Stardust Rod.....    | 760  | Gil |
| Healing Rod.....     | 1770 | Gil |
| Lamia's Flute.....   | 3880 | Gil |
| Flame Staff.....     | 1100 | Gil |
| Ice Staff.....       | 980  | Gil |
| Lightning Staff..... | 1200 | Gil |
| Oak Staff.....       | 2400 | Gil |
| Pinwheel.....        | 200  | Gil |
| Glass Armlet.....    | 250  | Gil |
| Bone Wrist.....      | 330  | Gil |
| Mythril Armlet.....  | 500  | Gil |
| Magic Armlet.....    | 1000 | Gil |
| Mythril Gloves.....  | 980  | Gil |
| Thunder Gloves.....  | 1200 | Gil |
| Lamia's Tiara.....   | 800  | Gil |
| Ritual Hat.....      | 1000 | Gil |
| Twist Headband.....  | 1200 | Gil |
| Barbut.....          | 600  | Gil |
| Mythril Helm.....    | 1000 | Gil |
| Gold Helm.....       | 1800 | Gil |
| Magician Cloak.....  | 1850 | Gil |
| Survival Vest.....   | 2900 | Gil |
| Brigandine.....      | 4300 | Gil |
| Mythril Armor.....   | 1830 | Gil |
| Plate Mail.....      | 2320 | Gil |

Synth Shop (Alexandria, Disc 3, after Esto Gaza):

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|   |      |     |
|---|------|-----|
| The Ogre (Requires 2 Mage Mashers).....             | 700  | Gil |
| Exploda (Requires Mage Masher, Mythril Dagger)..... | 1000 | Gil |
| Rune Tooth (Requires 2 Mythril Daggers).....        | 2000 | Gil |
| Angel Bless (Requires Mythril Dagger, Gladius)..... | 9000 | Gil |
| Cotton Robe (Requires Wrist, Steepled Hat).....     | 1000 | Gil |

Silk Robe (Requires Silk Shirt, Bandana).....2000 Gil  
 Magician Robe (Requires Mage Staff, Magician Cloak)..3000 Gil  
 Desert Boots (Requires Leather Hat, Leather Shirt....300 Gil  
 Yellow Scarf (Requires Feather Hat, Steepled Hat)....400 Gil  
 Glass Buckle (Requires Glass Armlet, Leather Wrist)...500 Gil  
 Germinas Boots (Requires Desert Boots, Fork).....900 Gil  
 Cachusha (Requires Magus Hat, Rubber Helm).....1000 Gil  
 Coral Ring (Requires Lightning Staff, Rod).....1200 Gil  
 Gold Choker (Requires Linen Cuirass, Soft).....1300 Gil  
 Magician Shoes (Requires Germinas Boots, Bone Wrist).1500 Gil  
 Barette (Requires Needle Fork, Barbut).....1800 Gil  
 Power Belt (Requires Glass Buckle, Chain Mail).....2000 Gil  
 Madain's Ring (Requires Bone Wrist, Stardust Rod)...3000 Gil  
 Fairy Earrings (Requires Magic Armlet, Soft).....3500 Gil  
 Extension (Requires Lamia's Tiara, Multina Racket)...3500 Gil  
 Reflect Ring (Requires Anklet, Madain's Ring).....7000 Gil  
 Anklet (Requires Gold Choker, Peridot).....4000 Gil  
 Feather Boots (Requires Magician Shoes, P.Pinion)...4000 Gil  
 Black Belt (Requires Twist Headband, Survival Vest)..4000 Gil  
 Pearl Rouge (Requires Moonstone, Elixer).....5000 Gil

Daguerreo Weapon Shop:

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Mage Masher.....500 Gil  
 Mythril Dagger.....950 Gil  
 Gladius.....2300 Gil  
 Zorlin Shape.....6000 Gil  
 Rune Blade.....8900 Gil  
 Obelisk.....6000 Gil  
 Tiger Fangs.....13500 Gil  
 Mythril Racket.....2250 Gil  
 Asura's Rod.....3180 Gil  
 Hamelin.....5700 Gil  
 Octagon Rod.....4500 Gil  
 Rising Sun.....500 Gil  
 Bone Wrist.....330 Gil  
 Mythril Armlet.....500 Gil  
 Magic Armlet.....1000 Gil  
 Chimera Arlmet.....1200 Gil  
 Egoist's Armlet.....2000 Gil  
 N-Kai Armlet.....3000 Gil  
 Jade Armlet.....3400 Gil  
 Venetia Shield.....2800 Gil  
 Defense Gloves.....6000 Gil  
 Lamia's Tiara.....800 Gil  
 Twist Headband.....1200 Gil  
 Golden Hairpin.....3700 Gil  
 Coronet.....4400 Gil  
 Diamond Helm.....3000 Gil  
 Gaia Gear.....8700 Gil  
 Demon's Vest.....10250 Gil  
 Demon's Mail.....5900 Gil  
 Diamond Armor.....8800 Gil

Daguerreo Synth Shop:

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Sargatanas (Requires Gladius, Zorlin Shape).....12000 Gil  
 Angel Bless (Requires Mythril Dagger, Gladius).....9000 Gil



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

Daguerreo Item Shop:

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Potion.....050 Gil  
 Hi-Potion.....200 Gil  
 Phoenix Down.....150 Gil  
 Echo Screen.....050 Gil  
 Soft.....100 Gil  
 Antidote.....050 Gil  
 Eye Drops.....050 Gil  
 Magic Tag.....100 Gil  
 Remedy.....300 Gil  
 Annoyntment.....150 Gil  
 Tent.....800 Gil

Mogshop (Kumool, Ipsen's Castle):

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Mage Masher.....500 Gil  
 Iron Sword.....660 Gil  
 Mythril Spear.....1100 Gil  
 Poison Knuckles.....5000 Gil  
 Multina Racket.....750 Gil  
 Mythril Rod.....560 Gil  
 Lamia's Flute.....3800 Gil  
 Oak Staff.....2400 Gil  
 Needle Fork.....3100 Gil  
 Rising Sun.....500 Gil  
 N-Kai Armllet.....3000 Gil

|                     |      |     |
|---------------------|------|-----|
| Jade Armllet.....   | 3400 | Gil |
| Venetia Shield..... | 2800 | Gil |
| Red Hat.....        | 3000 | Gil |
| Golden Hairpin..... | 3700 | Gil |
| Cross Helm.....     | 2200 | Gil |
| Diamond Helm.....   | 3000 | Gil |
| Power Vest.....     | 7200 | Gil |
| Gaia Gear.....      | 8700 | Gil |
| Shield Armor.....   | 4300 | Gil |
| Demon's Mail.....   | 5900 | Gil |
| Potion.....         | 050  | Gil |
| Hi-Potion.....      | 200  | Gil |
| Phoenix Down.....   | 150  | Gil |
| Echo Screen.....    | 050  | Gil |
| Soft.....           | 100  | Gil |
| Antidote.....       | 050  | Gil |
| Eye Drops.....      | 050  | Gil |
| Magic Tag.....      | 100  | Gil |
| Vaccine.....        | 100  | Gil |
| Remedy.....         | 300  | Gil |
| Annoyntment.....    | 150  | Gil |
| Tent.....           | 800  | Gil |

Mogshop (Moorock, Bran Bal):

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|                      |       |     |
|----------------------|-------|-----|
| Dagger.....          | 320   | Gil |
| Mage Masher.....     | 500   | Gil |
| Mythril Dagger.....  | 950   | Gil |
| Gladius.....         | 2300  | Gil |
| Zorlin Shape.....    | 6000  | Gil |
| Orichalcon.....      | 17000 | Gil |
| Defender.....        | 9340  | Gil |
| Holy Lance.....      | 11000 | Gil |
| Avenger.....         | 16000 | Gil |
| Mythril Racket.....  | 2250  | Gil |
| Bistro Fork.....     | 10300 | Gil |
| Rising Sun.....      | 500   | Gil |
| Dragon Wrist.....    | 4800  | Gil |
| Coronet.....         | 4400  | Gil |
| Flash Hat.....       | 5200  | Gil |
| Adaman Hat.....      | 6100  | Gil |
| Platinum Helm.....   | 4600  | Gil |
| Demon's Vest.....    | 10250 | Gil |
| Minerva's Plate..... | 12200 | Gil |
| Platina Armor.....   | 10500 | Gil |
| Hi-Potion.....       | 200   | Gil |
| Phoenix Down.....    | 150   | Gil |
| Echo Screen.....     | 050   | Gil |
| Soft.....            | 100   | Gil |
| Antidote.....        | 050   | Gil |
| Eye Drops.....       | 050   | Gil |
| Magic Tag.....       | 100   | Gil |
| Vaccine.....         | 100   | Gil |
| Remedy.....          | 300   | Gil |
| Annoyntment.....     | 150   | Gil |
| Tent.....            | 800   | Gil |

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Weapon Shop (Black Mage Village):

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Wizard Rod.....3990 Gil  
 Siren's Flute.....7000 Gil  
 High Mage Staff.....6000 Gil  
 Thief Gat.....7100 Gil  
 Holy Miter.....8300 Gil  
 Dark Gear.....16300 Gil

Synth Shop (Black Mage Village):

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Butterfly Sword (Requires Dagger, Mage Masher).....300 Gil  
 The Ogre (Requires 2 Mage Mashers).....700 Gil  
 Exploda (Requires Mage Masher, Mythril Dagger).....1000 Gil  
 Rune Tooth (Requires 2 Mythril Daggers).....2000 Gil  
 Angel Bless (Requires Mythril Dagger, Gladius).....9000 Gil  
 Sargatanas (Requires Gladius, Zorlin Shape).....12000 Gil  
 Angel Bless (Requires Mythril Dagger, Gladius).....9000 Gil  
 Masamune (Requires Zorlin Shape, Orichalcon).....16000 Gil  
 Duel Claws (Requires Dragon's Claws, Tiger Fangs)...16000 Gil  
 Priest's Racket (Requires Air Racket, Cachusha)....11000 Gil  
 Bracer (Requires Battle Boots, Venetia Shield).....24000 Gil  
 Gauntlets (Requires Mythril Gloves, Dragon Wrist)...8000 Gil  
 Golden Skullcap (Requires Gold Helm, Gold Hairpin)..15000 Gil  
 Circlet (Requires Coronet, Rosetta Ring).....20000 Gil  
 Grand Helm (Requires Cross Helm, Power Suit).....20000 Gil  
 Rubber Suit (Requires Minerva's Plate, Egoist's Arm)20000 Gil  
 Brave Suit (Requires Mythril Vest, Mythril Rod)....26000 Gil  
 Light Robe (Requires Magician Robe, Glass Armlet)...20000 Gil  
 Grand Armor (Requires Mythril Sword, Mythril Armor).45000 Gil  
 Desert Boots (Requires Leather Hat, Leather Shirt....300 Gil  
 Yellow Scarf (Requires Feather Hat, Steepled Hat)....400 Gil  
 Glass Buckle (Requires Glass Armlet, Leather Wrist)...500 Gil  
 Germinas Boots (Requires Desert Boots, Fork).....900 Gil  
 Coral Ring (Requires Lightning Staff, Rod).....1200 Gil  
 Gold Choker (Requires Linen Cuirass, Soft).....1300 Gil  
 Running Shoes (Requires Battle Boots, Emerald).....12000 Gil  
 Rosetta Ring (Requires Madain's Ring, Holy Lance)...24000 Gil  
 Garnet (Requires Ore, Remedy).....350 Gil  
 Amethyst (Requires Ore, Annoytmnt).....200 Gil  
 Peridot (Requires Ore, Soft).....100 Gil  
 Sapphire (Requires Ore, Antidote).....200 Gil  
 Opal (Requires Ore, Potion).....100 Gil  
 Topaz (Requires Ore, Eye Drops).....100 Gil  
 Lapis Lazuli (Requires Ore, Dead Pepper).....400 Gil

Medicine Shop (Black Mage Village):

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Potion.....050 Gil  
 Hi-Potion.....200 Gil  
 Phoenix Down.....150 Gil  
 Echo Screen.....050 Gil  
 Soft.....100 Gil  
 Antidote.....050 Gil

|                  |         |
|------------------|---------|
| Eye Drops.....   | 050 Gil |
| Magic Tag.....   | 100 Gil |
| Vaccine.....     | 100 Gil |
| Remedy.....      | 300 Gil |
| Annoyntment..... | 150 Gil |
| Tent.....        | 800 Gil |

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## 07. Tips & Strategies

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- Whenever you are fighting enemies, take a look at what their weakness is (example: A Flower-type enemy would be weak against Fire or Flare). This is very important, since if you know what the enemy's main weakness is, you can properly plan ahead in the fight, and know what kind of attacks to use against that enemy.
- ALWAYS use the Opposite attack/ability/magic attack that the enemy's strength is (i.e., use Fire against Water-based enemies, or just use the attacks/abilites that the enemy is weak against).
- Try not to use powerful attacks or use more than one party member with the same Innate color as the enemy(s). This is because if you are a Red Innate color fighting a Red Innate color enemy, you will take more damage, as well as give off more damage to that enemy. Although the upside to this is that it goes both ways, so your attacks will give off a bit more damage to your foe, and they will take more damage than usual.
- Save your game whenever possible, no matter what. This is the most basic rule for all RPGs, since saving is crucial, especially for a 50+ hour game like Final Fantasy IX™. Don't be cocky and try to be "the man" by trying to see how far you can get without saving, because something bad will happen (i.e., you die in battle, the electricity goes out at your place, your little brother/dog/cat/hampster accidentally turns off your PlayStation), and you will lose TONS of gameplay and precious game hours, and you will go crazy, get pissed off, and break your controller, or do something else in a fit of rage. Not good. Not good at all. So remember kiddies: Always save your game.
- Oh, and save your game at the right spots in the game. For all of you out there who do not know how to save your game (don't worry, I forgive you), here's how. There are two ways to save your game:
  - A) Save with a Moogle, which are those little cat-like animals that appear at various spots in the game, like Inns, or at key places in the game, and mainly before a tough area or a boss fight.
  - B) Or you can save on the World Map. To do this, just get onto the World Map, and press [Square] to call a Moogle, and save your game like normal with him. Simple eh?
- Choose your fights wisely. You should run into enemies in random battles

in most areas of the game, and you should fight most of the stronger enemies if you want to increase your HP fast, or if you are just plain bored. Of course, there are some enemies who you must fight to access a chest or a hidden place, or a new area, but these are useful battles.

- When in doubt, run away from the battle. 99% of the time you can run away from a battle successfully, without losing anything except Gil. I suggest doing this only when you are either VERY low on HP, or you need to replenish your Magic and/or Armor and Accessories. You should do this when necessary and stock up any items that you may need for the fight, and to beat the ferocious monster.
- Turn on the option that lets you see what world you are in on the World Map. Just by seeing what World you are in increases your chances of succeeding in the game, and vastly decreases the chance that you will get lost or stumped in the game.
- Speak to everyone. Hell, speak to everyone twice or three times in fact. Why? Simple. Because people give you precious hints for your quest, and can also give you Key Items for the game, as well as trigger certain events in the game, some of which are crucial to your game advancement.
- Search high and low, near and far for any items that you can access. Doing this (searching everywhere basically), increases your chance of getting that Key Item that you need to recruit a party member, or just a item or element that will save you Gil, since instead of having to purchase that element or item or armor/accessory/weapon, you can just find it in a Chest or under a bed or something.
- Synth items, synth items, synth items! Synthing is a wonderful addition to the game, and is a welcome feature to Final Fantasy IX™. Synthing weapons allows you to choose the specific type of weapon/armor/accessories that you want/need for the game, and select how strong your weapon/armor/accessories are, depending on what item/weapon that you choose to Synth.
- Always buy in bulk. Buy your items that you can find in bulk, or in other words, buy a lot of them. Buying around 10 items of the same kind allows you to use all of them a lot more in battle, which makes you all the more powerful against your enemies, especially defensively.
- Once you find an attack or ability that does some SERIOUS damage to your enemy, keep using that attack, then just continue to pound your enemies with the effective attacks and elements.
- Level up as much as possible early on in the game. Doing this allows you and your party to become stronger earlier in the game, and therefore making most battles and boss fights a lot easier. Leveling can take a lot of time, since as you gain levels from monsters and fights, it takes more EXP (experience points) to level up your characters. In the Side-Quests/Mini-Games section, I have pointed out a very good place to level up quickly, so be sure to read it in that section to learn more

about how to level up as fast as you can. By the way, if your characters are strong throughout the game, you won't have to worry as much about your weapons and items, and you can focus more on the smaller things about the game, like the Side-Quests, and just having fun, rather than making long-winded strategies just for a boss fight.

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08. CREDITS  
.....

CJayC- For accepting all of my FAQs, and for creating the best web site on the net!

Me- For making this FAQ! :p

Final Fantasy IX Instruction Booklet- I used the Status Effects info from the book in my FAQ.

Dan Birlaw/Squaresoft/Brady Games- I referred to his/their official strategy guide to get some item stats, and the attack power for a lot of the weapons in my weapon/equipment lists, as well as some of the equipment stats.

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09. CONTACT INFO  
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My Resident Evil Code Veronica site: [www.geocities.com/residentevilcv](http://www.geocities.com/residentevilcv)  
My website: <http://faqdomain.cjb.net>  
E-Mail Address: [nemesis@flipmode.com](mailto:nemesis@flipmode.com)

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Brett

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Franklin

One final word:

"Don't Do Drugs!"

~Fin~

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