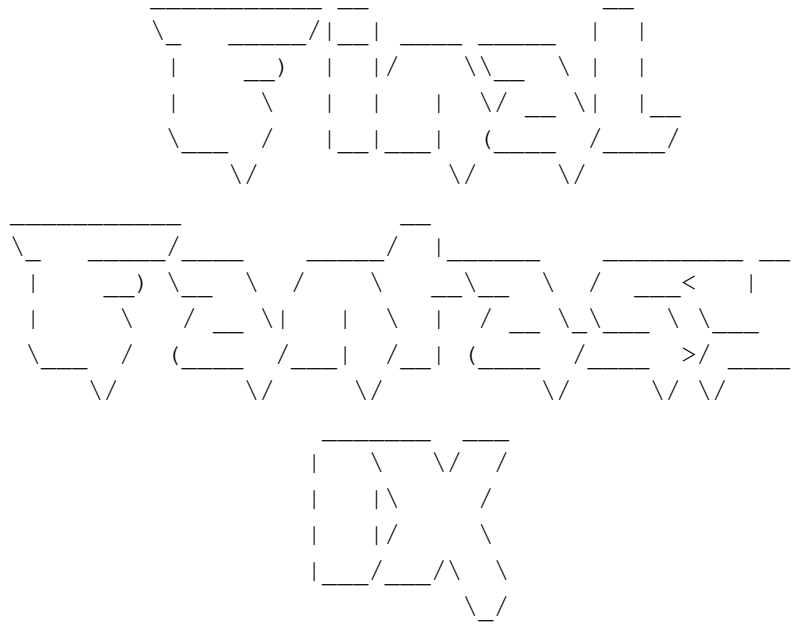


Final Fantasy IX FAQ/Walkthrough Final

by A l e x

Updated on Jul 15, 2007



~~~~~  
| This guide is dedicated to James Alexander Waters, the father of a |  
| good friend. He passed away in March 2005 while it was being written. |  
|~~~~~

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| Author: A I e x |
| Began: March 10th, 2005 |
| Completed: May 12th, 2005 |
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O=====O
|                                     The Basics                               (000F0) |
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Final Fantasy IX is a role-playing game, the ninth in the main Final Fantasy Series. You play as Zidane, a thief and member of the group Tantalus who begin the game with a mission to kidnap Princess Garnet, the most beautiful princess in all the land. Everything of course escalates from there in the traditional Final Fantasy style but the story remains unique.

Combat is turn based with an ATB battle system meaning that you, your characters and the enemy take turns attacking however the keyword "active" means that if you're just sitting there trying to make up your mind which command to use the enemy won't hesitate to keep attacking, you do however have an infinite amount of time to choose spells and abilities without being attacked. Outside of battle you will either find yourself walking around in a town, dungeon or the world map. The main difference between towns and dungeons besides the aesthetics is the fact that for the most part there are

no random battle encounters in town. On the world map you will encounter random battles and have the ability to move between different areas or ride vehicles/Chocobos if you have acquired them. Battles are encountered randomly in this game meaning in dungeons and on the map you will find yourself thrust into battles quite often just by moving around. You will never encounter random battles while standing still.

Outside of battle you can customize your characters in the menu screen (press triangle to access the menu.) The first option you will see is item, throughout the game your party will collect items and you can use them in the menu (or in battle.) Some items can only be used in the menu, some can only be used in battle, most can be used in either case. Next we have Abilities. Your characters will learn abilities by equipping different weapons, armour etc and once these abilities have been learned you can equip them (if they're equippable.) Some abilities are spells and such that can be used in battle. The equip menu allows you to change weapons, armour, armlets, headgear and add-ons that you have acquired throughout your quest. Different pieces of equipment not only upgrade your stats but they also teach you abilities if you have them equipped during battle. Each ability on a piece of equipment has a certain amount of AP needed to learn so that once you take off that piece of equipment the ability will still remain. AP is gathered along with experience and Gil at the end of every battle. Experience will allow your characters to level up and increase their stats, Gil is the currency for this game with which you can purchase different items and equipment.

The status menu show you the stats, learned abilities and more of whichever character you choose from your active party. HP represents how much damage the character can take before death, MP is how much magic the character can cast before needing to refill, speed, strength, magic and spirit are modifiers for how proficient the character is in getting more turns, attack power, magic power and defense respectively. Attack is the actual stat that will mean the person does more damage when increased, defense is their ability to lower damage received, evade shows how good they are at dodging attacks, magic def is how much damage is reduced from magic attacks and magic eva is how good the character is at dodging magic attacks. Level maxes out at 99.

Order allows you to change what row your character fights in. Characters in the back row take 50% less damage from physical attacks but deal 50% less damage physically themselves. This means that attacks should always be in the front row while mages and magic casters are best left in the back row so they will take less damage but their magic power remains as high as possible.

Here are the basics as outlined by the great Alleyway Jack. First of all you need at least five cards to play the card game. Speak to someone using the square button to challenge them to a card game, not everyone is willing to play of course. The basic game takes place on a 4X4 grid where you and your opponent take turns placing cards down. If one of your cards has a yellow arrow pointing where you're opponent's does not then that card flips and becomes yours, if two arrows meet then a card battle begins. When a card battle begins if it takes place between more than one card you can choose where the card battle starts and that will in turn affect how the card battle plays out, you can also get combos. If you win a card battle with your opponent all the cards facing in the direction of your opponent's card's arrows will become yours. The same thing happens to you of course if you opponent gets a combo. A perfect game occurs when you flip every one of your opponent's cards, you then win all of his/her cards as opposed to the one card you would normally win from a basic win. More perfect games will increase your collector's level. And so you have the basics of playing the card game.

Card shows all the current cards you have, Final Fantasy IX has its own little

card game which is best outlined by the great Alleyway Jack. First of all you need at least five cards to play the card game. Speak to someone using the square button to challenge them to a card game, not everyone is willing to play of course. The basic game takes place on a 4X4 grid where you and your opponent take turns placing cards down. If one of your cards has a yellow arrow pointing where you're opponent's does not then that card flips and becomes yours, if two arrows meet then a card battle begins. When a card battle begins if it takes place between more than one card you can choose where the card battle starts and that will in turn affect how the card battle plays out, you can also get combos. If you win a card battle with your opponent all the cards facing in the direction of your opponent's card's arrows will become yours. The same thing happens to you of course if you opponent gets a combo. A perfect game occurs when you flip every one of your opponent's cards, you then win all of his/her cards as opposed to the one card you would normally win from a basic win. More perfect games will increase your collector's level. And so you have the basics of playing the card game.

Config will let you change some of the basic game options like battle and text speed, more advanced things like button configuration of personal preferences for the game in general. Basically you should access these as early in the game as possible and set everything up the way you want it, after that point there's pretty much no reason to access this menu ever again. For those wondering how to save the game, saving is performed at save points of course which in this game take the form of Moogles, this is also where you use tents, On the world map press the square button to summon the default save Moogle.

```
O=====O
|                                     The Characters                               (000G0) |
O=====O
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Zidane - Zidane is the main character of this game, he is also a thief. Given that the main character in Final Fantasy IX is a thief, stealing plays an integral part in the game. Unlike previous games most bosses carry three items instead of just one, and they are almost always pieces of equipment that you either have not had a chance to purchase yet, or possibly even thing which cannot be purchased. For this reason Zidane will almost always begin boss fights by stealing from the enemy until all three items are acquired, after that his physical attack are quite strong so he makes a good attacker. He also has special thief skills with various effects like automatic running from battle instantaneously etc. When Zidane goes into Trance his physical attack power increases and he gains the ability to use special skills called Dyne. The Dyne skills Zidane has are directly related to the normal thief skills he has, the more thief skills he's got the more Dyne skills he's got. Dyne attacks are some of the most powerful attacks in the game which is why Zidane averages out to be one of the most useful characters you can have.

Vivi - A small Black Mage with a lot of power. Vivi has the ability to cast black magic which is another word for attack magic or offensive magic. Most of his spells are elemental in nature meaning they can be used to either exploit enemy weaknesses or be weakened by enemy defenses depending on how you use them. Vivi's other skill is Focus which simply uses one of his turns in order to increase his magic attack power for the next one. When Vivi goes into Trance his black magic command changes into Double Black allowing him to cast two spells in a single turn, either the same spell or different ones.

Steiner - Steiner is the game's knight, he is a powerful attacker who is able to equip strong armour giving him powerful defenses as well. Steiner's Sword Art are special knight attacks which can be learned and have various effects. His Sword Magic is a very unique command where it can only be used if Steiner

is in the party alongside Vivi. The spells will use up Steiner's MP, Vivi casts any spell that he has already learned on Steiner's sword which combines the power and element of Vivi's magic with the strength of Steiner's sword to do massive damage to the enemy. When Steiner enters a trance state unlike the other characters he does not gain new abilities, instead his physical attack power just increases almost exponentially, don't underestimate it.

Dagger - She is the primary summoner in the game, the summon spells she begins the game with cannot be used due to a serious lack of MP but in time she will get the ability to cast more and more of them. Summon is a command to call down great creatures to either attack the enemies or perform other support effects. Dagger is also a white mage so she can heal the party when they need it as well. When she goes into trance her ability and power of summon monsters (Eidolons) increases and lengthens their animations as well.

Freya - She's a Lancer in this game. Lancer's are special dragon knights who wield deadly spears and have the ability to jump high in the air coming down on their enemies with tremendous force. Lancer's also learn dragon magic which are various magic spells with differing effects. When Freya goes into Trance her jump command changes so that rather than firing a single spear down on the enemy, she rains spears down and remains in the air instead of coming down after each spear is thrown to maximize speed and power equally.

Quina - The game's blue mage. Unlike previous games where you had to be hit by a spell to learn it, Quina learns his/her spells by eating enemies and then seeing if they taste good or bad. If they taste good then he/she may learn a new magic skill from them. In order to eat an enemy you must first damage it to the point where it has less than about 1/8 of its HP remaining. When Quina goes into trance it can now not only Eat an enemy but also Cook them as well, this means you don't need to deal nearly as much damage beforehand.

Eiko - A similar character to Dagger except somewhat opposite. Dagger emphasizes summoning and can also cast white magic while Eiko emphasizes white magic and can also cast summon spells. Her arsenal of white magic is quite extensive and when she goes into Trance, similar to Vivi her white magic changes into Double White and allows her to cast two spells in one turn.

Amarant - Amarant is Final Fantasy's IX's monk. He uses the power of his own hands to smash all those who defy him. Of course he comes with powerful monk abilities too which often focus on the monk's uncanny ability to channel it's power into a healing force, healing others around them or even bringing them back from an unconscious state. One other ability Amarant possesses is the ability to throw weapons you have in your inventory. In a Trance state he can use two monk abilities in a single turn and his power is greatly enhanced.

```
O=====O
|                                     Full Walkthrough                                     (00000) |
O=====O

|_ Final Fantasy IX /-----o
| -----o-----\                                     Theater Ship                                     |
| (00001)          \-----o
```

```
o----- Item Checklist -----o You start off in control of your character
|                                     | in a dark room. Approach the table in the
| None..... / | middle of the room and light the candle
|                                     | using the X button. You've barely started
o-----o the game and it's time to fight already!
```

```

O=====O=====O=====O
| Boss: Masked Man          | HP: 160          | Steal          |
O=====O=====O=====O
|                               | Potion          |                |
| For the very first boss you have a party of |-----|
| four thieves meaning that stealing is quite | Wrist          |
| quick and easy. Be sure that you steal the |-----|
| three items the boss has and then from there | Mage Masher    |
| you can attack until he drops, the fight is  O=====O
| designed to give you a feel for the battle   |
| system, it's not meant to be difficult.     |
|                                               |
O-----O

```

```

_
| Final Fantasy IX /-----O
| -----o-----\                Alexandria |
|         (00002)   \-----O

```

```

o----- Item Checklist -----o If you're getting annoying my that little
|                               | hand above the charater's head press
| Potion....._____ | triangle to go to your menu and select
| Goblin Card....._____ | config, from there you can turn off the HERE
| Potion....._____ | icon. Stick to the left side of the path
| Flan Card....._____ | and look for an exclamation point icon above
| 27 Gil....._____ | your character's head, when you see this
| Goblin Card....._____ | press X and you'll find a 'Potion.'
| Fang Card....._____ | Continue up to the next screen. Move toward
| Skeleton Card....._____ | the camera and check the grass on the left
| Ether....._____ | and right sides to find 'Goblin Card' and
| Phoenix Pinion....._____ | 'Potion.' Enter the house above you and
| Eye Drops....._____ | check the lower right corner for a
| Potion....._____ | 'Potion,' and the lower left corner for a
| 92 Gil....._____ | 'Flan Card.' Before leaving check the floor
|                               | on the left side to get '27 Gil.' Leave the
|                               | building and continue left. Go into the
o-----o shop on the right side and you'll find '38
          Gil' in there. You can also make some

```

purchases if you wish. Just a quick note, if you head to the Southern part of town right beside the entrance you can go into the house on the right for a few items and another item across the street, they're mentioned later in the guide but it's just a bit of a heads up for now. Nothing much decent anyway.

Head up and approach the ticket booth and speak to the person there. He'll give you a 'Goblin Card,' 'Fang Card,' and 'Skeleton Card.' Enter the shop on the right (the synthesis shop) and check the ground to find an 'Ether.' Back in the main square again as you head up toward the top you can find a 'Phoenix Pinion' on the left side. Speak to the children playing jump rope, if you do well you can win some nifty prizes. When you see the exclamation point press X to jump and press it in time with

```

o- Item Shop -----o
|                               |
| Potion.....50 Gil |
| Phoenix Down.....150 Gil |
| Antidote.....50 Gil |
| Eye Drops.....50 Gil |
| Tent.....800 Gil |
|                               |
o-----o

```

the rope to keep jumping. Timing is important here, not speed, so button mashing won't work. Proceed down the path on your left. When the rat kid offers you a proposal, agree to it and tell him that no one is coming. If you speak to the man who appears in the alley you can get a tutorial on the card game if you wish. Follow the rat kid down the alley to the next screen.

Before going into the steeple check the house on the left first, the door is

between the two patches of grass. Check beside the table to get some 'Eye Drops.' Enter the steeple and check the right side to find a 'Potion' on the ground. When you try to climb the ladder a Moogle will drop down. Moogles are the save points in this game so speak to the Moogle and save your game. Also speak to the Moogle and learn about Mognet. Kupo will give you a letter to take to Monty and you should accept it of course. After you've saved the game climb up to the top of the ladder. Cross over the platforms and make your way to the upper left house, if you examine the chimney you'll get '92 Gil.' Head over to where Puck is waiting and watch the cutscene that follows. You'll be thrown into a battle automatically. The steal command is replaced by the SFX command which allows you to use some dazzling special effects spells that actually don't do any damage at all, and since the fight ends when King Leo has taken a certain amount of damage there's little reason aside from aesthetic appeal to use anything other than normal attacks. Don't even target the henchmen, just King Leo. Next come the sword-fighting chapter.

For this part you will have to perform a sword fight against blank to impress the queen. All you really have to do is execute the commands that Blank calls out to you, you're judged on quickness and correctness, correctness obviously being the most important one, missing a command should be avoided at all costs, focus on doing it right not doing it fast. Doing this well can earn you nearly 1000 Gil so there's good incentive to do it right. If you screw up you can try it again too so feel free to repeat it until you're satisfied with your performance. Watch the scene when you're done the sword fight.

```

_
|_inal Fantasy IX /-----o
| -----o-----\                Alexandria Castle                |
|         (00003)   \-----o

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```

o----- Item Checklist -----o
|                               | will automatically take over. With control
| Phoenix Down....._____ | of Steiner now, head into the room on the
| 47 Gil....._____ | right to find another Moogle, it's not the
| Potion....._____ | Moogle you're looking for to deliver the
| Phoenix Pinion....._____ | letter, but you can save your game if you
| Phoenix Down....._____ | wish. Select Mognet anyway and you can read
|                               | a different letter the Moogle received.
o-----o-----o

```

Examine the lower left corner to find a 'Phoenix Down' and then leave the room. At the bottom of the stairs move up into the next room and descend down the main staircase. Continue down to leave through the main doors. When you reach the fountain there's a quick text bubble, after that head left and go through the door. Climb the large circular stairs all the way up to the top. As Zidane proceed past the door on your right. Ignore Ruby and the princess for now, go down the stairs and examine the ground on the upper left side to find '47 Gil.' You'll also find a 'Potion' directly across from it. Go back upstairs again and speak with Ruby. When she moves follow her downstairs. After the scene examine the engine right above you and turn the wheel to the left, then turn it to the right. You may have noticed while doing this that two objects fell down, these were actually treasure chests so descend the stairs at the top and go around behind the engine to get the first one containing 'Phoenix Pinion' and the second one containing 'Phoenix Down.' Now leave this room.

```

O=====O=====O=====O=====O
| Boss: Steiner                | HP: 200                | Steal                |
O=====O=====O=====O=====O
|                               | Silk Shirt                |
| Be sure to steal from this boss before you |-----|
| start attacking, you've still got three    | Leather Hat                |
| thieves in your party so it isn't exactly the |-----|

```


| hardest thing you'll have to do. The game | N/A |
| is still at the point where these fights are O=====o
| only part of the story sequence and aren't |
| meant to be difficult. Little more than normal physical attacks are |
| needed to defeat Steiner and while it probably won't even come up, if need |
| be you can always heal your party using the Potions in your inventory. |
| |
o-----o

After the battle another scene will occur until you are thrust into yet another battle with Steiner. This is a simple normal fight, ignore the knights he has with him and just use normal physical attacks with everyone except Vivi who should cast the Fire spell. You don't have the Steal command so don't worry about anything like that. Another scene follows this. For the next battle have everyone in the group use the Defend command over and over, it doesn't matter how much you hit Steiner the fight is completely scripted so you're better off defending than attacking pointlessly. When the battle ends there's a cutscene and everything proceeds from here automatically.

Final Fantasy IX /-----o
| -----\ | Evil Forest |
| (00004) \-----o

o----- Item Checklist -----o After you land in the Evil Forest you'll get
| | a quick tutorial on Active Time Events which
| Phoenix Down..... | are basically just optional scenes you can
| Bronze Gloves..... | watch if you want (though some aren't
| Wrist..... | optional.) With control of Zidane once
| Ether..... | again speak to the Moogles. You can't do
| 116 Gil..... | anything with Mogret but you can save your
| Ether..... | game, so do that. Above the Moogles beside
| Rubber Helm..... | the corpse you can find a 'Phoenix Down' on
| Potion..... | the ground. Run down through the log at the
| Ether..... | lower right corner. I would recommend you
| Blank's Medicine..... | level up in this area to approximately level
| Moogles' Flute..... | four and stay on this screen while doing it.
| | It doesn't take very long and you'll be
o-----o happy you did. Assuming you stole the items
from the previous bosses you can upgrade
Zidane's equipment with the Mage Masher and the Silk Shirt. After leveling up
return to the Moogles, save your game and heal then head right past the area
where you were leveling up to find a large enemy on the next screen.

O=====O=====O=====O=====O
| Boss: Prison Cage | HP: 500 | Steal |
O=====O=====O=====O=====O

	N/A
At the beginning of this battle you will get	-----
a tutorial on Trance, what Trance is, is like	N/A
previous build-up specials from the other	-----
games, Limit Breaks etc. When you take	N/A
enough damage the little bar below your O=====o	
health builds up and you go into a Trance	
statue which is different for every character. In Zidane's case he gets	
the ability to use special "Dyne" attacks as well as increased power to	
physical attacks. Since the boss doesn't have anything to steal you're	
free to attack all you want, whatever you do however do not use the Dyne	
ability Tidal Flame otherwise you'll end up completely wasting Garnet.	
The boss will siphon Garnet's HP repeatedly throughout the battle but you	
have the ability to select a Potion from your inventory and use it on her	

| whenever you want. All you really need to is use the Free Energy Dyne on |
| the boss two times to kill it, no need to even heal Garnet at all. |

o-----o

o=====o=====o=====o=====o

| Boss: Prison Cage | HP: 500 | Steal |

o=====o=====o=====o=====o

| | Broadsword |

| Same basic battle except with Vivi in the |-----|

| trap this time. On the positive side Vivi | Leather Wrist |

| will be using magic on the boss the whole |-----|

| time. On the negative side since you aren't | N/A |

| in a Trance state it will take you longer to O=====o

| kill the boss and you will probably have to |

| use a Potion or two on Vivi. It will also take longer because the boss |

| actually has items to steal this time so use your thieving abilities to |

| grab both of them. After that normal attacks work fine assuming you break |

| in between to heal Vivi, Zidane and Steiner aren't at much risk. |

| |

o-----o

There's a couple of Active Time Events to watch after the battle is won. Open the treasure chest beside Baku to get a pair of 'Bronze Gloves.' Also check the chest at the bottom of the stairs on the left to get a 'Wrist.' Enter the room on the right and speak with Vivi. There's a chest at the top containing 'Ether,' and up the ladder on top of the bed is '116 Gil.' After leaving the room say that you want to go look for Garnet. Head through the left door and open the chest below you to get 'Ether.' In the room downstairs in front of Marcus you'll find a 'Rubber Helm' at the top. Check the room on the right to find Baku. Before leaving the room open the chest below you containing 'Potion.' Speak with Baku when you're prepared to enter a battle.

o=====o=====o=====o=====o

| Boss: Baku | HP: 250 | Steal |

o=====o=====o=====o=====o

| | Hi-Potion |

| Baku's attacks are pretty weak and even then |-----|

| sometimes he ends up just falling down on his | Iron Sword |

| way to attack you, this will mean it's quite |-----|

| easy to steal both the items he has. After | N/A |

| it's just a matter of dealing a couple O=====o

| hundred damage, maybe two - three hits max. |

| |

o-----o

After the battle ascend the stairs and go through the door that is no longer being guarded by Marcus to recruit Steiner into your party. Go back into the room after getting him and open the chest for an 'Ether.' Return to Vivi's room and recruit him as well. Leave the ship through the door below where you fought Baku, Blank will give you some of 'Blank's Medicine' before you go. Take Baku's advice and set each of your character's abilities. Enter the menu, select ability and then equip. The number beside the green orb on your character's profile is the total amount of abilities they can hold, each ability has a

o- Item Shop -----o

| |

| At this point each of your characters can | Potion.....50 Gil |

| probably equip all of their abilities. | Phoenix Down.....150 Gil |

| Speak with Cinna and you can make some | Antidote.....50 Gil |

| purchases if you wish. Speak with the | Eye Drops.....50 Gil |

Moogles and ask about Mognet, you should get | Tent.....800 Gil |
 a letter from him. Follow the path down | |
 into the forest. It remains pretty straight o-----o
 forward until you reach another Moogles. If
 you examine the water stream your HP & MP will be recovered back to maximum.
 Speak to the Moogles in the tree stump, you finally found Monty, the Moogles you
 have the letter for. After reading the letter once read it again and he'll
 show you a letter from Stiltzkin. This is a recurring theme in the game,
 after reading a letter for the first time you should always read it again in
 case something else happens. Save your game and continue along the path.
 You'll probably want to get Steiner and Vivi to at least level three before
 you proceed any further after the cutscene. Prepare for a boss fight.

```

O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O
| Boss: Plant Brain          | HP: 1500          |          Steal          |
O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O
|                               | Eye Drops         | |
| By most standards, this is going to be your | |-----|
| first real boss fight, meaning that a game  | | Iron Helm       |
| over is quite a realistic possibility, but  | |-----|
| hopefully you leveled up a little bit before | | N/A             |
| the battle. The boss will use an ability   O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O
| which puts all your allies under the Darkness |
| status making it so their attacks miss more often. This is fine because |
| Zidane should Steal, which can't miss, Vivi should use Fire, which can't |
| miss, and Steiner should use the new ability Sword Mag and select the Fire |
| spell which can't miss and deals over 400 damage. In fact you may want |
| to hold off on this so you don't accidentally defeat the boss before you |
| Steal all the stuff. At around 900 damage Blank will join the battle, |
| you may want to just get him into the fight since he has the Steal command |
| and it'll make grabbing both items go faster. After that use Fire Sword |
| magic to finish him off. If you're having trouble staying alive make |
| sure to check your inventory and notice that a lot of the equipment you |
| have reduces Thunder damage by 50%, since Thunder is one of the boss' |
| primary spells you'll want to equip as much of that stuff as possible. |
|
O-----O-----O-----O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

You're not out of woods yet (pardon the pun), a number of plant spawn will
 begin to chase you down. Run as fast as you can to avoid battles with them.
 When you get into a battle you can defeat them all relatively easy and
 quickly. Select Vivi's Fire spell and press R1 to target all enemies, this
 should defeat every one of them in a single turn. Keep running and a scene
 takes over. In the morning you can read through a little tutorial about the
 new stuff that's available now, but you've got most of the basics down
 already. The most important thing to note is that you can call for a save
 Moogles on the world map using the square button thanks to the 'Moogles
 Flute.' Directly South of you there is a kind of blue door in the side of the
 mountain, when you approach it the words "Ice Cavern" appear and you can press
 X to go inside, this is your next destination so you might as well go in.

```

|__ inal Fantasy IX /-----o
|  -----\
|          Ice Cavern          |
| (00005)  \-----o

```

```

o----- Item Checklist -----o Examine the step with the chest on it to
|                               | jump up and then open the chest to get a
| Tent.....| 'Tent.' Hop up again and head up to the
| Ether.....| next screen. Climb the stairs on the right
| Potion.....| side and examine the ice wall. You might

```

```

| Elixir....._____ | notice there is a burst of air coming across
| Potion....._____ | the path up to the top, if you are hit by
| Mage Masher....._____ | this burst of air it will trigger a battle
| Phoenix Down....._____ | automatically. What you need to do is just
| Leather Wrist....._____ | wait for it to subside and then move, unless
| 135 Gil....._____ | of course you wish to fight more battles,
| Hi-Potion....._____ | then by all means. You will come across
| _____ | these air bursts periodically throughout the
o-----o cave, the same thing applies to all of them.

```

Use Vivi to knock down the wall and get the 'Ether' from the chest inside. There's another staircase on the left but ignore it for the moment and follow the path that goes around behind it to find a chest containing 'Potion.' Ascend the stairs and exit this room. Make a left at the fork and run up to the top where you will come across another wall that Vivi can knock down using his magic. Inside the treasure chest you will find an 'Elixir.' Also make sure you climb across the pillar at the bottom to find a chest containing 'Potion.' Run down the pillar and examine the left side to have Vivi knock it over, allowing you to open the chest containing 'Mage Masher.' Make your way up to the next screen, take the right branch at the fork and open the chest for a 'Phoenix Down.' At the intersection take the left path to a section of the wall that Vivi can knock down. This path leads around to a chest with a 'Leather Wrist' inside. Head back to the intersection and go up to the next screen. Go left at the fork and examine the Moogle. After another tutorial from the great Mogster you can speak to this Moogle. Use Mognet and he'll ask you to deliver a letter to Gumo for him. Since you should have a Tent in your inventory and you'll probably seed it, use a tent and save your game. When you think you're ready to fight a boss go back and take the right branch at the fork for a scene.

```

O=====O=====O=====O=====O
| Boss: Black Waltz 1 & Sealion | HP: 250 & 450 | Steal |
O=====O=====O=====O=====O
| | Remedy | |
| The first two items on the right are stolen |-----|
| from the Black Waltz while the second two are | Silk Shirt |
| stolen from the Sealion. The second two are |-----|
| are really the only ones that matter so go | Ether |
| for them. By the time you've got both items |-----|
| Zidane will most like be in a Trance state. | Mythril Dagger |
| The Tidal Flame Dyne attack will not only O=====O
| kill off the Black Waltz in a single hit, it |
| will also damage the Sealion so much to the point where a single physical |
| hit will likely kill it, so as you can see the most difficult part of this |
| battle is trying to stay healed while stealing all the goodies. |
| |
o-----o

```

Once the battle is over climb up the top and exit the cave. You'll see the village in the distance and beside it is some kind of mountain, before you visit the village head there first. When you arrive go over to the right side and examine the ground to find '135 Gil.' There's also a hidden chest below the front door containing 'Hi-Potion.' Enter the house and speak to the man inside, it seems he's looking for some rare coffee and it's going to be your job to bring it to him. With that taken care of, head off to the village.

```

| Final Fantasy IX /-----o
| -----\ Dali |
| (00006) \-----o

```

o----- Item Checklist -----o There's a scene right as you enter the

		village of Dali. In the morning check the
		lower left corner of your inn room for a
		hidden chest containing 'Potion.' There's
		also a much more visible chest at the lower
		right with 'Antidote' inside. Leave the
		room and speak to Gumo, remember that you
		have a letter to him from Mois. Leave the
		inn and go into the shop on your left. You
		can purchase all sorts of new equipment
		here. Actually the only real "new" piece of
		equipment is the Feather Hat, but you can
		buy things like leather Wrists for everyone
		and so on. This would be a good time to
		mention something, selling old equipment is
		actually not such a good idea in this game.

o-----o You haven't seen them yet but later there are special shops called synthesis shops

which take not only money but also other pieces of equipment to create special equipment and if you sell it all off then you won't have any way to get all the great stuff. If you're desperate for money then Ethers are a great source of income, you don't really need those all that much. If you need items check the shop at the top of town, on Vivi's right. Next enter the building on Vivi's left, around behind the moving pillar you'll find 'Aries' on the ground. Leave the house and speak with Vivi. Just as an aside you may have noticed a number of places or treasure chests you'd really like to get but seem

inaccessible, the fact is that at the moment	o- Item Shop -----o
they ARE inaccessible, there comes a time	
later when you can return here and get them,	
when that time comes I'll be sure to let you	
know. Enter the shop again and speak with	
Dagger. Return to the inn and speak with	
Dagger to trigger a scene. Aferward when	
you're sent to look for Vivi approach the	
spot where he was standing most recently for	o-----o

yet another scene. In order to get	o- Weapon Shop -----o
underground go into the house on your left	
and examine the large cover on the ground in	

front of you. Opt to climb down. There is	
a lever that operates the small elevator to	
lower you down to the path below. Open the	
chest at your feet when you stop to get '156	
Gil,' then follow the path up. After a	
quick event check the little gazebo where	
the people were holding Vivi to find a chest	
containing 'Potion,' and another directly	
across containing 'Eye Drops.' Examine the	
barrel in the next room to reveal a Moogle,	
this is Kumop and he wants you to deliver a	
letter to Mogki, obviously you should agree.	
Save your game then go around behind the	
barrel, when you see the exclamation point	
icon press X to jump on the box and from	
there jump up to the chest containing	
'Ether.' Beside the door check the crank	

when the question mark icon appears and opt	o-----o
to kick it, this makes a treasure chest fall down with 'Potion' inside.	

There's a number of things to do in the first room, start by opening the chest on the right side to get 'Leather Wrist,' then jump up to the top of the boxes on the left so you can access the second treasure box containing 'Iron Helm.'

Watch the scene in the next room and then open the chest at the top to get '95 Gil.' If you choose to go through the door above you (which you should, but it IS optional) then you'll have to fight a battle against a couple of normal enemies, no big deal. Check the room to find two visible chests and one hidden chest containing 'Phoenix Down,' 'Potion,' and 'Phoenix Pinion.' Leave the room and continue to the right to trigger another event. As Steiner descend down the stairs and speak with Morrid to continue the scene.

```

O=====O=====O=====O=====O
| Boss: Black Waltz 2          | HP: 1000          |          Steal          |
O=====O=====O=====O=====O
|                               | Steepled Hat      |
| The Black Waltz will not target Dagger under |-----|
| circumstance so you don't have to worry about | Leather Plate    |
| her much, but she's got a big responsibility |-----|
| keeping the rest of your party alive. The    | N/A              |
| boss is fast and powerful, a deadly combo   O=====O
| here. Start the fight by stealing his items |
| then use Steiner's Magic Sword and Zidane's normal attack for damage, |
| Vivi's magic is iffy because it doesn't hurt the boss too much and it |
| causes him to counterattack with magic on his own, so if you're going to |
| use Vivi you may as well use Focus a few times first beforehand.      |
|
O-----O

```

When asked if you want to go back and take a rest, make sure you say that you do. Afterward save your game at the Moogle in the inn. When you're ready to proceed head back to the area where the cargo ship stopped and get on.

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_
| Final Fantasy IX /-----O
| -----o-----\          Cargo Ship          |
|          (00007)   \-----O

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o----- Item Checklist -----o With control of Zidane again head toward the
|                               | top and climb up the ladder. Speak to
| None..... / | Steiner then go into the main pilot area.
|                               | After the scene you'll have a chance to
o-----o equip your party before battle.

```

```

O=====O=====O=====O=====O
| Boss: Black Waltz 3          | HP: 1200          |          Steal          |
O=====O=====O=====O=====O
|                               | Steepled Hat      |
| Vivi automatically gets to Trance at the |-----|
| beginning of this battle. This is the first | Linen Cuirass    |
| of many infuriating battles where the steal |-----|
| rates are just so inhumanly low that it does | Silver Gloves    |
| nothing for the game at all. Take this     O=====O
| circumstance for example. With the Bandit |
| ability on which increases your steal chances, a total of 25 attempts to |
| steal his third item, 15 wasted Potions, 5 wasted Hi-Potions, and a game |
| over screen. The factor can get extremely frustrating and it's going to |
| to continue this way for the rest of the game. If you have no interest in |
| stealing the boss' items then this will just be a breeze. Have Vivi      |
| double cast Fire on the boss while the other two use normal attacks.      |
|
O-----O

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_
| Final Fantasy IX /-----O
| -----o-----\          Lindblum          |

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```

o----- Item Checklist -----o Follow the minister to the next room but
|                               | instead of stepping on the elevator ascend
| Glass Armlet....._____ | the stairs on your right. Proceed through
| Ether....._____ | the door at the top of the stairs. You'll
| 163 Gil....._____ | find a treasure chest on the second level of
| Echo Screen....._____ | this area containing 'Glass Armlet.' Open
| Hi-Potion....._____ | the chest at the top to get an 'Ether' and
| Tent....._____ | then speak to the Moogle. This is Mogki,
| Silver Gloves....._____ | the Moogle you have a letter for. After
| Leather Wrist....._____ | reading it, read it one more time and he'll
| Mimic Card....._____ | ask you to deliver a letter to Atla. Save
| Steepled Hat....._____ | your game then return back to where you are
| Ore....._____ | supposed to go, down from the fountain.
| 127 Gil....._____ | Another lengthy scene follows until you
| 68 Gil....._____ | finally have control of Zidane in Lindblum
| 282 Gil....._____ | again, now is when the real exploring
| 97 Gil....._____ | begins. You can get a tutorial on synthesis
| Mini-Burmecia....._____ | shops if you want, but it's not too
| Coral Ring....._____ | complicated. Speak to the Moogle in the
| Master Hunter....._____ | next room and ask about Mognet to get a
| Tent....._____ | letter from Ruby. Save your game and go
|                               | downstairs. Check the lower left corner to
o-----o find '163 Gil' then leave the inn. Head up
          to reach the next screen of town. Go

```

through the door just above you, beside the fish cart. There are two treasure chests in this house containing 'Echo Screen' and 'Hi-Potion.' Exit the house and go up the path on your left. Check around the tree beside the main door to the church and you'll find a 'Tent.' Return to the previous screen and take the upper right path this time, it leads to the shopping district. Check out the synthesis shop at the upper left corner, you can see what kind of items you're going to need to create these special pieces of equipment. You can also pick up the 'Silver Gloves' from the table at the back left. Make whatever weapons and armour you need then check out the weapon and item shops across the street. When this is done your next destination is the air cab station across from the inn where you first came from. Choose to fly to the Industrial District and go up.

When you climb the stairs here go left and down a bit, below the cat, to find a 'Leather Wrist.' Ascend the stairs at the top and go up to the house at the far end of the road. You'll find two chests upstairs containing 'Mimic Card' and 'Steepled Hat.' With that it's time to return to the air cab and head off to the theater district. Enter the house directly below the exit of the station to find a chest containing 'Ore.' Just outside the door down toward the camera at the bottom there's a stash of '127 Gil.' Descend the stairs on the left side and head

```

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

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o- Weapon Shop -----o
|                               |
| Dagger.....320 Gil |
| Mage Masher.....500 Gil |
| Mythril Dagger.....950 Gil |
| Iron Sword.....660 Gil |
| Javelin.....880 Gil |
| Rod.....260 Gil |
| Fork.....1100 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 |
| Leather Plate.....530 Gil |
| Linen Cuirass.....800 Gil |
|                               |
o-----o

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

through the door. This is the Tantalus home base. After the scene open all the chests here to get '68 Gil,' '282 Gil,' and '97 Gil.' Also climb up the ladder on the left side and grab the 'Mini-Burmechia.' Your next destination is the Lindblum castle so get on the air cab and ride it to the castle. When you get off head down and into the castle. Enter the bedroom again where the princess is being guarded. You'll find Steiner there, after talking to him use the Moogle to save your game. Try to get onto the elevator but the guard won't let you on. Return to the previous room and speak to the guard downstairs who is asleep. Once you've got his outfit you can pass the guard in front of the elevator and ride it up to the top. Climb the stairs on the left and make your way up to the top, watch the scene when you arrive. When you're looking through the telescope move it around to find different exclamation point and press X to examine them. Once you've seen them all the scene continues from here automatically, and goes on for a while.

It's time to participate in the Festival of the hunt. Zidane's prize will be Gil while Freya's is an Add-On and Vivi's is a Card. You have no control over who wins the tournament, although the Add-On is probably better than the money so if Freya wins don't bother resetting or anything. The Add-On isn't anything too special or unique so why not try to get Zidane to win. Basically what you have to do is run around town defeating as many monsters as you can before the time is up to maximize your score. Save your game at the Moogle and equip Zidane with the best equipment you have, which should almost definitely include "The Ogre" as his weapon. Also be sure to give him the Leather Wrist as opposed to the Glass Buckle so he can have the Beast Killer ability (unless he already learned it) and the Yellow Scarf so he gets the Bird Killer ability, with this you're more than prepared. Leave the castle and head for the air cab, when you're ready to begin ride it to the Theater District. Once you disembark it's time to begin the Festival of the Hunt!

You're pretty much guaranteed to win this if you defeat that large beast monster you saw in an earlier scene, I'll tell you how to get to it when it becomes available but for now start exploring the Theater District for all the enemies you can find. Don't waste too much time however, start by saving the man being attacked by a Mu. One interesting thing to take into consideration is that the timer doesn't move any faster or slower depending on your battle speed, so at least for this part if you have it at anything lower than max speed you're only hindering your performance. Run down past Tantalus' lair and a bird will attack you as you go. with the Bird Killer ability it will fall in a single hit. Descend the stairs and wait by the barrels, within a few seconds a beast will appear and jump over them to attack you. Now turn around and make your way back to the air cab. Right before you go back into the station battle the bird perched atop the stairs, at the end of the battle you're doing fine if you've got approximately nine minutes remaining. Get on the air cab and ride it to the Industrial District. Defeat the monster chasing the dog around the statue here. When you go to ascend the stairs at the top a Mu will appear and attack. If all has been going well so far you probably won't be leading, but it'll be close after that Mu. Continue up the

stairs and ignore the bird flying overhead, defeat the Mu up at the top. At this point you'll be down to about six minutes. Return to the air cab and ride it to the business district. You'll probably be attacked by a bird as you exit, don't worry, just smash it. There should also be a Mu nearby on this screen as well. Continue up to the next screen. Now if you have more than four minutes left on the clock at this point fight the beast standing around on the left. If you have less than four minutes ignore all the monsters and run to the shopping area at the upper right. Here you will find the large beast, the ultimate enemy! You'll fight it with Freya's help.

```

O=====O=====O=====O=====O
| Boss: Zaghnol           | HP: 1500           |           Steal           |
O=====O=====O=====O=====O
|                               | Mythril Gloves    |
| Here's how I would recommend proceeding with |-----|
| this fight. The points actually go to       | Needle Fork       |
| whoever deals the finishing blow so you can  |-----|
| easily make that Freya's job. For the record | N/A               |
| Zidane's prize is 5000 Gil while Freya's    O=====O
| prize is a Coral Ring, something superior to |
| the money at this point in the game. You'll also be able to pick up two |
| other new special items if you steal from this thing so here's what to |
| do. If you have Zidane equipped with Beast Killer and The Ogre each of |
| his attacks will deal about 600 damage while Freya's Jump will deal about |
| 300 damage. If you started the battle at about four minutes have Zidane |
| attack once and then steal every turn after that while Freya Jumps twice |
| and then waits for you to steal both items before jumping again. If you |
| are low on time have Zidane attack twice so it is almost dead and then |
| pray you can grab both items before time is up, not that they're ultra |
| rare or anything. Who makes the final blow here is up to you.           |
|                                                                           |
O-----O

```

Assuming you let Freya win you'll get a 'Coral Ring' at this point, otherwise a reward of 5000 Gil. If Vivi won for whatever reason, you'll get a card like he said. Also as a bonus reward you receive the 'Master Hunter.' There's a scene that follows this ceremony and then afterward you need to head for the elevator. Ride it down to Base Level and then get on the left trolley which takes you to Dragon's Gate. Check to the right of the exit door when you arrive to find a hidden chest containing 'Tent' then speak to the Moogles. Talk to him about Mognet, it's not Atla, but he does have a letter from Stiltzkin. Speak to the guy above the Moogles and he'll sell you some items before you head off on your journey. The time has finally come to leave Lindblum. Make your way North and about half way between the Dragon's Gate and Gizamaluke's Grotto you'll come across an area of marshland, head in.

```

| Final Fantasy IX /-----O
| -----\
| (00009)  \-----O
|                               Qu's Marsh

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```

O----- Item Checklist -----O Start running up, past the Moogles, through
|                               | the tall grass up to the swamp where you'll
| None..... / | find an odd looking... thing trying to catch
|                               | frogs. Head to the right side and grab the

```

o-----o frog just sitting on the ground then talk to
the thing again. A scene follows and when
it is over Quina will now be a member of your party. Quina is equivalent to
the classic notion of a Final Fantasy Blue Mage, his/her ability to eat
enemies will sometimes result in learning new enemy skills if they taste good.
It's an interesting spin on the old idea where you don't have to sit around
like an idiot waiting for the spells to be cast on you. You can start by
eating a few of the enemies in the marshland, if I'm not mistaken you can
learn a spell or two. You'll also want to equip Quina with the Needle Fork if
you stole it from the boss. When you're ready then you need to leave the
marsh and continue on your trek North toward Gizamaluke's Grotto.

Final Fantasy IX /-----o
| -----\ Gizamaluke's Grotto |
(0000A) \-----o

o----- Item Checklist -----o Enter the cave and go right, speak to the
| | wounded soldier on the floor to get
| Gizamaluke Bell....._| 'Gizamaluke Bell.' Examine the door and
| Gizamaluke Bell....._| choose to ring the bell. When you enter the
| Gizamaluke Bell....._| next room you'll automatically be thrown
| Magus Hat....._| into a battle. Take out the other Black
| Gizamaluke Bell....._| Mage wandering around in the centre of the
| Holy Bell....._| room as well. For doing that you get
| | another 'Gizamaluke Bell.' Climb the stairs
o-----o in the middle and examine the door on the
left. Head around the walkway and get the
next 'Gizamaluke Bell' from the soldier. Descend the stairs and use it on the
door on the far right side. This leads around underneath the bridge where you
will find a 'Magus Hat' if you press X when the exclamation point appears.
Approach the large bell for a quick scene. After it's over open the chest to
get another 'Gizamaluke Bell' and use it to open the door on the right. Speak
to Mogmi and check the Mognet for an interesting letter from Moodon, but you
still haven't found Atla yet. After that save your game, then when you try to
leave the other Moogles stop you and give you the 'Holy Bell.' You can use
this to unlock the door on the left side, head in and watch the scene.

O=====O=====O=====O
| Boss: Gizamaluke | HP: 3000 | Steal |
O=====O=====O=====O
	Elixir
Before the battle make sure everyone is	-----
wearing Heagear and Glass Armlet. Make sure	Magus Hat
Freya is wearing the Bronze Helm. All three	-----
of these pieces of equipment reduce Water	Ice Staff
damage by 50% and Water is one of the boss' O=====O	
primary attacks along with Crash, its main	
physical attack. The boss counterattacks just about every normal attack	
with the Crash ability but will not counterattack against skills like	
Jump so use that as much as possible after you've stolen the items you	
want. If you cast magic on the boss he will automatically counter with	
a silence spell, I'm pretty sure none of the equipment you've found	
so far has the Loudmouth ability, but if any of it does then putting it	
on Vivi would be a great idea, otherwise just Echo Screen him a lot.	
o-----o

Final Fantasy IX /-----o
| -----\ South Gate |
(0000B) \-----o

```

o----- Item Checklist -----o  When you get through the gate speak with the
|                               | woman near the alley, then the man. After
| Gate Pass....._____ | that talk to the rhinoceros man working on
| Potion....._____ | the gate on your left then talk to the man
|                               | again. The coast should be clear at this
o-----o  point, as you approach the alley you'll be
                               confronted by a guard. After he's gone you
get a 'Gate Pass' and you can finally move to the alley. Now you can speak to
the guy in the booth on the right and purchase some items if you wish. Open the
chest on your left to get a 'Potion,' then speak to the Moogle right below it. Speak
to him about Mognet and he'll ask you to deliver a letter to Nazna. Save your game
then speak to the person at the door of the train to get on board. Once you're on the
train you'll be witness to a scene and then back at Gizamaluke's Grotto again. The
Kingdom of Burmeccia is located directly North of the exit on the world map.

```

```

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

```

```

| Final Fantasy IX /-----o
| -----\                               |
| (0000C)  \-----o

```

Burmeccia

```

o----- Item Checklist -----o  Check the debris on the left side of the
|                               | road to find the 'Cancer' among it. When
| Cancer....._____ | you go to the next screen there's a quick
| Soft....._____ | scene under the balcony. You'll have to
| Potion....._____ | fight a normal battle but it's nothing
| Soft....._____ | particularly difficult. Proceed through the
| Germinas Boots....._____ | door on the left. There's a chest directly
| Ether....._____ | on your right when you enter containing
| Protection Bell....._____ | 'Soft,' and another on your left containing
| Phoenix Down....._____ | 'Potion.' Leave the room and go up to the
| Tent....._____ | right side, through that door you will find
| Mythril Spear....._____ | a chest behind the staircase that is
| Lightning Staff....._____ | somewhat hidden by the railing, it has a
| Soft....._____ | 'Soft.' At the top of the stairs there's a
| Hi-Potion....._____ | chest close to the screen, when you approach
| Ether....._____ | this chest it comes alive and attacks you!
| Kupo Nut....._____ | Like most normal enemies it will drop in a
|                               | couple of hits though and you should get a
o-----o  couple decent items for defeating it. Head
                               left but ignore the door and continue to the
next room. The path ahead of you will drop, I can't remember if it
automatically drops after you get the chest
or if it drops right when you run on it.
The point is that I slowly walked across
using the D-pad and just to be safe you
should too, the chest on the other side
contains 'Germinas Boots' which you probably
don't have yet. Once the platform falls
what you're going to want to do is run all
the way back to the bottom and go through
the door on the left. On the other side
you'll find a living chest and a door that
leads into the room on the right. Go out
onto the balcony and jump across to the next

```

```

o- Atla's Mogshop -----o
|                               |
| Needle Fork.....3100 Gil |
| Glass Armllet.....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.....50 Gil |

```

room. Check the back left corner for a hidden chest containing 'Ether' and then check behind the bed to find a 'Protection Bell.' Remember that door you passed twice you can reach by going through the front door of the house on the right side of the two balconies? Well return to that large door and use the protection Bell to open it up. After the scene go forward and through

the arch between the stairs. Just watch the scene here and then leave. Ascend the stairs and proceed through the second door at the top, the one on the left side. The two chests beside you when you enter contain 'Phoenix Down,' and 'Tent.' Be sure to go around on the right side and battle the monster chest. Through the door at the top you'll come to two doors in the central square. Check the one on the right for a quick scene that nets you Freya's 'Mythril Spear.' Now check the room on the right and speak with the Moogle. At the back of the room is a camouflaged chest containing 'Lightning Staff.' Around now Stiklzkkin will walk in and you can buy your first special Moogle travel package, if you buy them more will be available as you meet up with Stiltzkin periodically through the game and all of them are a great deal. For example, just the Ether from this package sells for 1000 Gil, and since the price is 333 you're already making a profit. Purchase the 'Soft,' 'Hi-Potion,' and 'Ether' from him. There's more good news, not only does the other Moogle run a special shop, it's also the Atla you've been looking for, for quite awhile. Deliver the letter to Atla from Mogki. In exchange for the delivery not only are you given another letter to take to Monev, you also get a 'Kupo Nut!' Save your game, check out the shop and then leave the room. Head up the path to trigger an event, that eventually leads to a boss.

=====
 | Boss: Beatrix | HP: N/A | Steal |
 =====

| Phoenix Down |
Unfortunately Beatrix has an attack that is	-----
virtually unsurvivable, the Shock attack can	Chain Plate
do more than 600 damage in a single hit at	-----
times so no matter what you're doing you are	Mythril Sword
going to need some Phoenix Downs. One thing O=====	
that is both helpful and frustrating about	
this battle is that it is timed so there's no need to attack Beatrix at	
all, after about ten turns or so she will use the Stock Break attack and	
end the battle. The frustrating part about this is obviously trying to	
steal all her items, it comes down to even more of a luck factor than	
usual meaning if you don't steal all three items in those ten turns, too	
bad, you're out of luck. Luckily at least the items, while not appearing	
at this part, aren't rare or unique in any way. At least try to grab	
two of the three though. Keep reviving those who fall and equip someone	
with the Coral Ring to absorb her Thunder Blade attack and you're set.	
 O-----

 | Final Fantasy IX /-----|
 | -----\ Summit Station |
 | (0000D) \-----|

O----- Item Checklist -----O Take either set of stairs to reach the rest
 | | area. At the lower left corner you'll find
 | Phoenix Down..... | a chest containing 'Phoenix Down.' Speak to
 | 1610 Gil..... | the person on the left behind the counter,
 | | then talk to the guy at the counter down at

o-----o the bottom, he'll sell you nice nice new equipment. Speak with the Moogle Nazna for whom you have a letter. After giving the letter to Nazna, read it a second time to get a letter from Nazna to Mochos. Assuming you spoke to the man behind the counter of the left side, leave the rest area and then go right back in. Speak to Marcus, then to Steiner. Equip both your characters as best you can, then save your game and get onto the train when you're ready.

```

O=====O=====O=====O=====O
| Boss: Black Waltz 3           | HP: 1300           |           Steal           |
O=====O=====O=====O=====O
|                               | Steepled Hat       |
| Have Dagger on healing duty while (since |-----|
| no Zidane is around) Marcus focuses on  | Lightning Staff   |
| stealing the monster's items. He is barely |-----|
| capable of casting anything more than basic | Flame Staff      |
| level one spells so really he's just a    O=====O
| target waiting to be beaten up. With     |
| Dagger's White Magic you shouldn't have any trouble staying alive, the |
| only thing really that suffers in this battle are your offenses. Steiner's |
| sword can cut through the enemy just as well as anything else, especially |
| if you upgraded to the one you stole from Beatrix so the battle shouldn't |
| be nearly as difficult as some of the other ones you've faces thus far. |
|                                           |
O-----O

```

When you're off the train you can check out the item shop on the right side if you want. There's a fork on the next screen, take the right branch and cross the bridge. There's a small set of steps on the other side of the bridge leading down to a chest with '1610 Gil' inside it. Continue right and exit onto the world map. Head East and you'll quickly reach the city of Treno.

```

o- Item Shop -----o
|                               |
| Potion.....50 Gil |
| Phoenix Down.....150 Gil |
| Antidote.....50 Gil |
| Eye Drops.....50 Gil |
| Tent.....800 Gil |
|                               |
|                               |
|                               |
|                               |
|                               |
O-----O

```

```

o- Weapon Shop -----o
|                               |
| Air Racket.....500 Gil |
| Mythril Rod.....560 Gil |
| Glass Armet.....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.....50 Gil |
| Phoenix Down.....150 Gil |
| Echo Screen.....50 Gil |
| Soft.....100 Gil |
| Antidote.....50 Gil |
| Eye Drops.....50 Gil |
| Tent.....800 Gil |
|                               |
O-----O

```

```

|__ inal Fantasy IX /-----o
|   -o-----\               Treno               |
|   (0000E)   \-----o

```

```

o----- Item Checklist -----o
|                               | Note that if you watch the Ambition Active
|                               | Time Event you will lose 1000 Gil, just an
| Gemini....._____ | advance warning, nothing special or
| Yeti Card....._____ | interesting happens in it anyway. Examine
| 1 Gil....._____ | the fountain on your left, notice you can

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```

| Taurus....._____ | throw 10 Gil in and it makes you "feel
| Mythril Dagger....._____ | happier." While there's nothing
| 1000 Gil....._____ | particularly special about this, throw in 10
| Phoenix Pinion....._____ | Gil a total of thirteen times and you'll
| 2000 Gil....._____ | receive the 'Gemini.' Let's start by
| Blood Sword....._____ | heading right. Make a right at the fork and
| Tonberry Card....._____ | climb down the ladder. You'll notice chests
| Supersoft....._____ | on your left and right, open them to get a
| | | 'Yeti Card' and '1 Gil.' Examine the ground
o-----o behind the broken card beside the shop and
           there you will find 'Taurus' on the ground.

```

Ascend the ladder and run up to the next screen. Head left through the arch to scare a Moogle out of there, speak to him and read the letter from Stiltkzkin then save your game. The door beside the Moogle leads into the weapon shop. There's a monster below the shop which you can fight if you speak to the man. It's quite difficult, even if you choose to challenge it you may want to wait until you've done a couple of other things in Treno, there's still a new weapon to get for Steiner on the other side of town. Return to the town entrance and this time make a left. Run to the far end where you will find a chest containing 'Mythril Dagger.' Go down through that tower-like thing to the lower area. On the left side up a little bit is the door leading around to the synthesis shop. Leave the shop and make your way up. In this house you will find Queen Stella, who collects those birth sybols also known as Stellazzio you've been collecting. You should have four of them by this point so exchange the four of them for '1000 Gil,' 'Phoenix Pinion,' '2000 Gil,' and 'Blood Sword.' Now return to the save Moogle out front of the weapon shop and head up to the auction house, recruit garnet back into your party and see if you can afford any of the items or artifacts you may want. Now if you want to defeat that monster you can probably do it pretty easily, I was able to do it at only level six. Equip Steiner with the Blood Sword, Chain Mail and Gold Choker. The Blood Sword will heal you HP back to full with every hit most likely. The Chain Mail will give you the Bird Killer and HP+10% abilities, both of which you will need since the thing is a bird. The Gold Choker's Auto-Potion is completely unnecessary since the Blood Sword will heal you to max every turn, the reason you equip it is that it reduces all wind damage by 50% and the bird's Aera spell does about 600

damage, with this it only does 300. Now you're set to defeat the monster, for doing so you get a 'Tonberry Card' and... some pride too I guess. If you remember when you take the right path from the entrance of town and go left at the fork, opposite the ladder, there is a bar. Well you'll find Marcus there now. After the scene you'll be back at the bar, make your way to the far left

```

o- Item Shop -----o
| | |
| Potion.....50 Gil |
| Phoenix Down.....150 Gil |
| Echo Screen.....50 Gil |
| Soft.....100 Gil |
| Antidote.....50 Gil |
| Eye Drops.....50 Gil |
| Tent.....800 Gil |
| | |
o-----o
o- Weapon Shop -----o
| | |
| 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 |
| | |
o-----o

```

side of town and climb up the tower. Watch the scene where you automatically get the 'Supersoft,' then climb up the ladder and descend through the opening.

```

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

```

```

| Final Fantasy IX /-----o
| -----o-----\
|           (0000F)      \-----o
|                           Gargan Roo

```

```

o----- Item Checklist -----o Speak to Mochos the Moogle, you should have
|                               | a letter for him from Nazna. You don't get
| Chain Plate....._____ | another letter from him but you can save
| Phoenix Down....._____ | your game of course. Take the path on your
|                               | left and open the two chests for a 'Chain
o-----o Plate' and a 'Phoenix Down.' There's a
|                               | lever at the top, pull this lever then
return to the previous room and go right. Head up and pull the lever there to
make the Gargant appear. Follow Doctor Tot down and pull the feed switch at
the bottom. The rest of the scene occurs automatically, and then...

```

```

O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O
| Boss: Ralvurahva          | HP: 2500          |          Steal          |
O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O
|                               | Bone Wrist        |
| I'm not sure if it's a coincidence, but I |-----|
| find it really hard to steal from this,    | Mythril Fork      |
| though it's probably because it has two    |-----|
| decent items rather without that third    | N/A                |
| useless one they usually have. Regardless  O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O
| if Steiner's equipped with the Blood Sword |
| then this fight has already been decided, it really doesn't matter what |
| everyone else does. Have him attack while Garnet uses Cure on everybody. |
| If you purchased the Madain's Ring from the auction house be sure to |
| equip it so you can absorb the boss' only powerful attack, Blizzara. |
|-----o

```

```

| Final Fantasy IX /-----o
| -----o-----\
|           (0000G)      \-----o
|                           Cleyra Trunk

```

```

o----- Item Checklist -----o To reach Cleyra simply head Southwest of
|                               | Burmecia, it's the enormous tornado and it's
| Phoenix Down....._____ | extremely difficult to miss. Approach the
| Magician Shoes....._____ | main door and climb the stairs on the right,
| Ice Staff....._____ | pull the lever to open it up. In the next
| Ether....._____ | room you'll find a chest on the right side

```

Needle Fork....._____	containing 'Phoenix Down.'
Tent....._____	Head up to the
Flame Staff....._____	next screen where you'll find a hard-to-see
Desert Boots....._____	chest at the bottom with 'Magician Shoes'
Remedy....._____	inside. Another hidden chest lies at the
Mythril Gloves....._____	top, it yields an 'Ice Staff.' Leave this
Mythril Vest....._____	room and head up the hill outside. There's
Potion....._____	a chest at the top with 'Ether' and a hole
Elixir....._____	right below it. You have the option to put
Hi-Potion....._____	your hand in the whole, do so to activate
900 Gil....._____	the switch. Return to the previous screen
Gysahl Greens....._____	and climb up the vine beside the sand-fall.
	Continue though the hole on the left side,
	right beside you in this next room is a
o-----o	chest containing 'Needle Fork.' Up the hill

you'll find another chest with a 'Tent' in it where the path forks. On your left you'll see a Moogle, speak to it and give Money you're only current letter and for the first time since the beginning of the game, you're going to me without any Mogmail! Meh. Anyway save your game and continue to ascend further up. Just a quick note, if you happen to encounter any Sand Golems, a single Blizzara spell on their red core will put them right out of comission. Make a left at this next fork as well and grab the 'Flame Staff' from the treasure chest. Across the bridge is a large cave area, make sure to explore it thoroughly. Around the middle is a chest with 'Desert Boots' inside. On the far right you'll find a 'Remedy' in the chest and a path leading up. It actually leads around to the back where you will find a secret path at the far end that takes you to a chest containing 'Mythril Gloves' and goes further to a large crank device. Pull the lever and then head back to the cave room. Just left of the secret path you found in the large cave room is a hidden chest containing 'Mythril Vest.' Make your way around the left side and follow the path up to the next screen. Open the treasure box in front of you which just has a 'Potion' then make a right at the fork and get the 'Elixir.' Next were have a number of whirlpools, if you get too close they'll suck you in and you have to quickly tap the X button to get out. In order to get the first chest you have to pretty much hold up on the analog stick and basically use the wall to nudge you along, any further back and you'll be sucked in... plus it only contains a 'Hi-Potion.' The other one which is much easier to reach has '900 Gil.' Move over to the left exit and get out of this room. In order to actually reach it you'll have to fall into the whirlsand and hope you jump out in the direction of the exit (you jump in a random direction.) Before you climb up the ladder be sure to open the chest behind it and get the 'Gysahl Greens.'

```

_____
|___ inal Fantasy IX /-----o
| -----o-----\                Cleyra                |
|         (0009H)   \-----o

```

o----- Item Checklist -----o	If you want you can get a tour of Cleyra but
	it's probably more fun if you just go
Phoenix Pinion....._____	exploring yourself. Just up this first set
Ore....._____	of stairs on your right you'll find a
Echo Screen....._____	'Phoenix Pinion.' Continue up and make a
1250 Gil....._____	right at the fork, this should take you out
Remedy....._____	front of a house. On your right among the
Echo Screen....._____	pretty flowers you'll find some 'Ore.' Up
Yellow Scarf....._____	the stairs you'll find Dan, the solder you
Thunder Gloves....._____	met in Burmecia, he's perfectly happy to
	sell you some awesome new equipment. Head
o-----o	into the inn behind him, at the back left
	corner is an 'Echo Screen' while on the
	lower right you'll find '1250 Gil.' Examine the cabinet upstairs to get an

'Ether' then speak to the Moogles to save your game and check Mognet, there should be a letter to Zidane from Ruby. Check the stairs on the right side of the inn (outside) to find a 'Remedy' then go up them to the next screen. At the fork go up again to find the town hall or whatever it's called, but don't progress the game yet. Instead examine the ground out front to find an 'Echo Screen' and if you actually go inside and check on the left you'll find a 'Yellow Scarf.' Down the path from here speak to the girl if you wish to buy some items. Take the left path down to the area with the water wheel, on the right side you can find some 'Thunder Gloves' on the ground. At this point I think you've seen about all Cleyra has to offer. Head to the top of town and go into the town hall, speak to the two people there, then return to the inn. There's a scene here, the next thing for you to do is return to the entrance of town and head right.

```
o- Item Shop -----o
|                               |
| Potion.....50 Gil |
| Phoenix Down.....150 Gil |
| Echo Screen.....50 Gil |
| Soft.....100 Gil |
| Antidote.....50 Gil |
| Eye Drops.....50 Gil |
| Annoyntment.....150 Gil |
| Tent.....800 Gil |
|                               |
o-----o
```

```
o- Weapon Shop -----o
|                               |
| 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 |
```

```
o-----o
|                               |
| 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 |
|                               |
o-----o
```

```
o=====o=====o=====o
| Boss: Antlion | HP: 4000 | Steal |
o=====o=====o=====o
```

```
|                               | Annoyntment |
| The boss' most annoying attack is the |-----|
| sandstorm which takes your party down to | Mythril Vest |
| critically low HP but will not kill you. |-----|
| Without a White Mage you need to heal the | Gold Helm |
| damage using only Potions and the like. |-----o=====o
```

Other attacks are moderate-to strong. You might notice the boss takes two turns to recover from using Sandstorm, this is deliberate so use this opportunity as best you can. If you're wondering what the status ailment "Trouble" does it makes it so any character who is affected, in the event they get hit, the damage will spread to the entire party. The problem that the boss is so freakin' easy, all you need to do is use Blizzara four times, but the Gold Helm is just so friggin hard to steal, this game pisses me off sometimes.

```
o----- Item Checklist -----o There's a long scene that takes place after
|                               | the battle, eventually you will have control
| Hi-Potion....._____ | of Freya again. Return to the inn and speak
```

```

| Ether....._____ | to Stiltzkin, you can purchase a 'Hi-
| Phoenix Pinion....._____ | Potion,' 'Ether,' and 'Phoenix Pinion' for
| Remedy....._____ | 444 Gil, well worth it. Now save your game
| Phoenix Down....._____ | and check Mognet, there's a new letter you
| Elixir....._____ | can read. Return to the town entrance and
| Nymph Card....._____ | start climbing down Cleyra's trunk. On the
| Zuu Card....._____ | way you will encounter some soldiers which
| Ether....._____ | just amount to a normal battle. Continue
| Phoenix Pinion....._____ | down until you trigger a scene. Like the
|
| Alexandrian soldiers, the Black Mages are
o-----o nothing to get too worked up about. A

```

couple of hits and they will fall. Before going into town check out the area where you fought the Antlion, despite the fact that it's the same Moogles you'll want to select Mognet again and read either of the letters, doing so will prompt the Moogles to ask you to deliver a letter to Serino. Agree to the request and save your game. After fighting some enemies you'll be asked which direction to go, say to go right. When you meet up with Dan's family have them go left. On the next screen tell them to cross the bridge on the right. Say that it's not over yet and watch the scene. Afterward head out of the king's chamber and talk to the people on the right to get a 'Remedy,' and a 'Phoenix Down.' Talk to Dan's family to get an 'Elixir,' 'Nymph Card' and 'Zuu Card.' Finally the other two will give you 'Ether' and 'Phoenix Pinion.' Speak to Mopli, use a Tent and save your game before you leave the room. Be prepared to fight a boss when you go outside.

```

O=====O=====O=====O=====O=====O=====
| Boss: Beatrix          | HP: N/A          |           Steal          |
O=====O=====O=====O=====O=====O=====

```

```

|
| Phoenix Down          |
| This is yet another timed battle meaning
| stealing all three items could be a little
| bit difficult. The Shock attack is still
| painfully powerful but the fight is nearly
| identical to the one you already faced,
| equip the Coral Ring and anything else to
| either absorb or reduce damage taken from Thunder attacks and you'll be
| set, hopefully you can grab that Ice Brand but if not, don't worry.
|
O=====O=====O=====O=====O=====O=====

```

```

| Final Fantasy IX /-----o
| -----o-----\           The Red Rose          |
| (0000I)         \-----o

```

```

o----- Item Checklist -----o Climb the stairs beside you and head down
|                                     | the walkway. Watch the scene here, now head
| None..... / | up to the previous screen and then come
|                                     | immediately back again to find a Moogles,
o-----o this is Serino, the Moogles for whom you have
a letter. Read the letter a second time and
you'll get a letter to deliver to Moodon. Find Vivi downstairs and speak to
him. When he offers a suggestion, agree to give his plan a try.

```

```

| Final Fantasy IX /-----o
| -----o-----\           Alexandria          |
| (0000J)         \-----o

```

```

o----- Item Checklist -----o In order to escape from this cage you're
|                                     | going to have to shift your center of
| Running Shoes....._____ | gravity around a lot. Press left or right

```

| Ice Brand....._____ | on the D-pad depending on which way you're
| Tent....._____ | moving. As you move faster and faster
| | you'll actually be able to shift yourself
o-----o more than once on each pass, eventually
you'll crash over on the right side and you

need to make your way left to reach the stairs on the other side while fighting off Alexandrian soldiers the whole time. Now if you've got a rapidfire controller handy there's no reason you can't get Steiner to level infinity here, simply set the X button to repeat and leave the controller, since the Alexandrian soldiers run up and fight him automatically this will go on forever. In order to actually stay alive all you have to do is equip the Blood Sword and he can't die. Set the Level Up ability on as well and you're more than set, leave that overnight and you could probably wipe up for the rest of the game. Note that you have to stand at the base of the ladder on the left side, you can't stand on the right side. After all this is done climb up the ladder on the left, it's actually interesting that you can do this right here because you've got the option to fight an optional boss here that isn't around at the end of the game so you may want to take him on here (though I'm fairly sure it's possible on disc three. Approach the main door of the castle and go in. On your left is the library and on one of the lower bookshelves is a conspicuous book sitting on top. When you try to examine it you'll have the option of fighting, remember it's an option, the boss is hard!

O=====O=====O=====O=====O
| Boss: Tantarion | HP: 20,000 | Steal |
O=====O=====O=====O=====O

	Ether
The game first optional boss and quite a	-----
difficult one at that, here's how I would	Elixir
recommend approaching this battle. Set every	-----
single character in the back row, there's	Silver Fork
no need for any physical attacks in this	-----
fight and being in the back row is about the	Demon's Mail
best possible thing you can do for your O=====O	
party. The boss has an attack called Paper	
Storm that will deal about 800 damage to all your party members however	
those in the back row will probably take less than 400. The boss' only	
other attack it uses (at least at the beginning) is the Edge hit which	
hits a single member for about 1000 damage or 500 if in the back row.	
The boss has some nice equipment to steal but really you shouldn't make it	
a priority. You'll quickly realize that the two main offensive parties	
in this battle are Vivi and Steiner with Freya and Zidane as support	
meaning when they're not healing there's probably nothing wrong with	
trying to steal. Now let's talk about attacking the boss. There's only	
one attack that will penetrate the boss' hard outer shell, and that's	
Steiner's Minus Strike which deals damage equal to his total HP minus his	
current HP. Given this fact you might want to avoid healing Steiner much	
in this battle, probably just enough to survive a Paper Storm or maybe an	
Edge. If you leveled him up a lot just before this he'll have a large	
amount of HP and be able to really cream the boss. If not you may need to	
be a bit riskier. Even if you keep him at single digit HP, remember that	
you can use a Phoenix Down the instant he dies to bring he back and ready	
to do a lot of damage with Minus Strike since a Phoenix Down will only	
give him a couple of hit points. You may notice that the boss randomly	
opens pages all the time, eventually it WILL find something, a blue headed	
monster. When it finds this you can breathe a sigh of relief, the only	
attack I've ever seen it use is a crappy Poison spell, have everyone with	
Antibody and you're home free. Immediately after being hit with a	
physical attack the book closes, so... don't use physical attacks! Have	
Vivi cast Fira and have Steiner use Fira Sword the whole time, this will	

| maximize the amount of time the boss remains in this form but eventually |
 | it will go back. Around this time the boss will begin casting the Doom |
 | spell on your party which gives them a ten count before death, remember to |
 | time your attacks and be ready to heal a fallen party member. Abilities |
 | you are going to need for this battle are as follows, Antibody, Auto- |
 | Potion, HP+10% on Steiner, Bandit of Zidane (probably) and if you have |
 | anything that protects from instant death attacks, it would work great, |
 | but I doubt you do. The time limit shouldn't be too much of a problem, |
 | taking my time I still had the boss dead just below the 15:00 mark. |
 |

-----o
 For defeating the boss you get the 'Running Shoes' along with a hell of a lot
 of experience and 30 AP! It's a great reward, plus whatever you stole from
 the boss. Head upstairs in the castle and straight through the doors ahead of
 you to reach the queen's chamber. Examine the candlestick at the back left
 corner to reveal a hidden staircase. Down one level you will find a rotating
 platform, jump on the side that stops at the two chests to get 'Ice Brand' and
 'Tent.' At the very bottom go through the double doors for a scene.

o=====o=====o=====o
 | Boss: Zorn & Thorn | HP: 4000&3000 | Steal |
 o=====o=====o=====o
	Mythril Armor (Thorn)
If you defeated the optional boss then you	-----
start laughing like a pirate here, because	Mythril Armllet (Thorn)
these two are about ten billion times less	-----
difficult. In fact they can't even attack	Partisan (Zorn)
you if you do everything right. Basically	-----
what happens is one of them gives the other	Stardust Rod (Zorn)
the power to cast a moderately powerful o=====o	
spell on the next turn. Immediately after	
one has received such power attack him and the power disappears. This is	
their only attack so just do it every time one gets power and the battle	
won't last long. Normal attack work best here, preferably from characters	
who have the Man Eater ability. Try to steal the Stardust rod from Zorn,	
it's the only thing worth stealing, and make sure you only attack Thorn	
since the instant one of them is defeated, both of them are.	
 o-----o

With Dagger in hand turn around and speak to the Moogle, he's got a new letter
 for you to read in Mognet. Now save your game and use a Tent.

o=====o=====o=====o
 | Boss: Beatrix | HP: N/A | Steal |
 o=====o=====o=====o
	Phoenix Down
You've fought this battle twice before, you	-----
know the drill. Stand around and take it	Ice Brand
while you steal all the items. I find that	-----
putting Auto-Haste on Zidane actually gives	Survival Vest
you a decent chance to steal all her items o=====o	
before the battle is over automatically.	
 o-----o

After the scene a battle triggers and you actually get to control Beatrix.
 While you may want to use her abilities just to see them there's no real
 reason to, her normal attacks are enough to take down these monsters in a

single hit and she doesn't really have enough MP to use those abilities more than a few times. When you reach the bottom with Zidane's party be sure to go up through the doors and speak to Mosh, he's got a letter he wants you to deliver to Monty. When you're ready head down for another scene.

```

O=====O=====O=====O=====O
| Boss: Ralvuimago          | HP: 3500          |          Steal          |
O=====O=====O=====O=====O
|                               | Phoenix Down      |
| An easy boss is nice to end your already large |-----|
| wave of bosses you've been fighting recently. | Adaman Vest      |
| If you choose not to steal from this boss you |-----|
| can actually defeat it without being hit.      | Oak Staff        |
| When hit by a physical attack the boss coils  O=====O
| up so here's what to do. Have Vivi cast Fira  |
| and Zidane attack, on the attack the boss will coil up. Get Vivi's next |
| turn ready and the instant the boss uncoils use Fira + Zidane's attack |
| again. Between these the boss won't even get a turn. You can also try |
| to steal all you want really. The boss' attacks are really weak, and you |
| can just have Dagger cast Cure on everyone if you really need to.      |
|
O-----O

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_
| Final Fantasy IX /-----O
| -----o-----\                Pinnacle Rocks          |
|         (0000K)   \-----O

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```

o----- Item Checklist -----o
|                               | Mognet, you should have a letter for him.
| Mythril Vest....._____ | Now save your game and get ready to explore
| The Ogre....._____ | the area, you need to find the five images
| Mythril Armlet....._____ | of Ramuh to piece together the story. Check
| Elixir....._____ | the bottom of the hill first to find a chest
| Phoenix Down....._____ | with a 'Mythril Vest' inside. At the back
|                               | right corner of this screen on ground level
o-----o Ramuh will tell you the story "Human." Head

```

left to the next screen and approach the chest, Ramuh appears again. Inside the chest you'll find 'The Ogre.' Go around behind the ramp and speak to the next image of Ramuh to hear the story of "Silence." Two more stories remaining. Return to the previous screen and ascend the sloping path. Head down at the fork and then right to the next screen. Speak with Ramuh to hear the story "Beginning." Go back and make your way up, after crossing the bridge on the sloping path you can jump down to the chest below and get the 'Mythril Armlet.' You'll find the last spirit if you return to the first screen and take the path from the top up to the area where you crashed. Now head to the end, cross the bridge and go down to find the final image of Ramuh. Tell him the story as follows:

"Once upon a time, 33 small countries fought together against an empire. One day, a rebel troop visited a man named Joseph, who lived with his daughter. Owing a debt to the troop, he gladly accepted their plea for help. They headed for a cavern in the snow field. With Joseph's help, the troop defeated the adamantite in the snow field cavern and acquired the Goddess Bell they needed to enter the empire's castle. On their way home, they fell into a trap set by a traitor. Joseph gave his life to save the troop. The troop left without telling Joseph's daughter, Nelly, about this tragedy. The fact that they didn't report Joseph's death to his daughter was indicative of their guilt for failing to protect him. In the end, heroes are also human."

In other words the ordering is Beginning, Cooperation, Silence and Human. It

actually really doesn't matter how the story ends, but I say that's the ending and that's the way it's going to be. These a big event and cutscene when you leave and you'll eventually find yourself in Lindblum, leave Lindblum quickly and return to Pinnacle Rocks to find two chests containing 'Elixir' and 'Phoenix Down.' Now save your game and return once again to Lindblum.

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_
| Final Fantasy IX /-----o
| -----o-----\
| (0000L)          \-----o

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o----- Item Checklist -----o
|                               |
|                               | the Moogles and deliver you letter, then
| Lindblum Card.....| speak to him again to read a letter for
| Ether.....| Zidane and a third to to get a letter from
| Phoenix Pinion.....| him to bring to Moonte. Go up one screen in
| Ore.....| town to the business area, examine the
| 292 Gil.....| rubble blocking the upper left path to find
| 313 Gil.....| a 'Lindblum Card.' Be sure to check the
| 993 Gil.....| house beside that area as well, the chests
| World Map.....| have respawned and now contain 'Ether' and
|                               | 'Phoenix Pinion.' When you try to go to the
o-----o shopping area a scene triggers and you'll

```

have to wait before picking up some new goods. When the scene is over you're given '3000 Gil' spending money and the chance to check out the shops before you leave, like the guy said you won't be coming back anytime soon so make sure you grab everything you can. You can still leave the shop area though without talking to the guy, do so and there's an Active Time Event to watch. Return to the Theater District and open all the chests again which have respawned to find 'Ore' in the painter's house and '292 Gil,' '313 Gil' and '993 Gil' in the Tantalus base. I'm hoping these chests actually have respawned and I didn't just forget to save or something after getting them the first time, because they all have the same contents again. Leave your base and talk to the girly man at the bottom of the path to inform him about Ruby's theater. Now if you're ready, return to the Business District and speak to the guy to get out of this town. Eventually you're given a 'World Map' and then sent off. When you reach the Serpent's Gate speak to Moonte and give him the letter you have. Save your game and exit the Serpent's Gate. Your next destination is Qu's Marsh, North of here. When you arrive find Quina chasing some frogs around then go up to Quale's house. Behind the house is a secret path leading to the entrance of the cave.

```

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

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```

o- Weapon Shop -----o
|                               |
|                               |
| 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 Armllet.....250 Gil |
| Bone Wrist.....330 Gil |
| Mythril Armllet.....500 Gil |
| Mythril Gloves.....980 Gil |
| Thunder Gloves.....1200 Gil |
| Headgear.....330 Gil |
| Magus Hat.....400 Gil |
| Bandana.....500 Gil |
| Mage's Hat.....600 Gil |

```

```

o- Serpent's Gate -----o
|                               |
|                               |
| Ice Brand.....3780 Gil |
| Partisan.....1600 Gil |
| Multina Racket.....750 Gil |
| Stardust Rod.....760 Gil |

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Mythril Armlet.....500 Gil	Mythril Helm.....1000 Gil
Thunder Gloves.....1200 Gil	Silk Shirt.....400 Gil
Bandana.....500 Gil	Leather Plate.....530 Gil
Mage's Hat.....600 Gil	Bronze Vest.....670 Gil
Mythril Helm.....1000 Gil	Chain Plate.....810 Gil
Chain Plate.....810 Gil	Mythril Vest.....1180 Gil
Mythril Vest.....1180 Gil	Chain Mail.....1200 Gil
Adaman Vest.....1600 Gil	Mythril Armor.....1830 Gil
Mythril Armor.....1830 Gil	
Potion.....50 Gil	o-----o
Phoenix Down.....150 Gil	
Echo Screen.....50 Gil	o-----o
Soft.....100 Gil	
Antidote.....50 Gil	
Eye Drops.....50 Gil	
Annoyntment.....150 Gil	
Tent.....800 Gil	
o-----o	

o- Synthesis Shop ----- Required Items -----o

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

Final Fantasy IX /-----o
 -----o-----\ Fossil Roo |
 (0000M) \-----o

o----- Item Checklist -----o Right when you get inside a chase scene
 | | begins, you'll be chased down by a large
 | Phoenix Pinion..... | menacing monster. If it catches up to you a
 | Remedy..... | battle starts, you can either run away or
 | Ether..... | fight the thing. It has barely 800 HP, the
 | Fairy Earrings..... | battle is painfully simple. Defeating the
 | Ether..... | monster will make it so it can't attack you
 | Lamia's Tiara..... | until the next screen, and there are three
 | Survivial Vest..... | screens. On each screen you will find
 | | swinging axes, while they don't do any
 o-----o damage to you they will knock you backward
 toward the enemy so be careful. Eventually
 when you reach a large pit you'll be free of that enemy, but fall right into
 the hands of another. Prepare yourself for a boss fight beforehand!

```

| Boss: Lani | HP: 6000 | Steal |
O=====O=====O=====O=====O
|
| Garnet's really going to take some serious | Ether |
| punishment in this battle, she's the only | -----|
| one that Lani will attack! Don't worry | Coral Sword |
| though, Lani's attacks are quite weak so as | -----|
| long as Dagger is in the back row you should | Gladius |
| be fairly well off. Make sure to use her | O=====O
| Cure spell regularly. Anyone who has either an immunity or resistance |
| to water magic will do well in this battle since she likes to cast that |
| spell on everyone. The only other thing you need to worry about is that |
| she WILL attack your other party members as a counterattack, so only |
| attack her with people if they can stand to take a hit or two. |
|
O-----O

```

Now you're free to go down the stairs and ride the Gargant, simply grab one of the flower things from the side and approach the middle, press X to hold it up and the Gargant will appear to give you a ride. Proceed through the door above you to find a little break area, of course you'll still have to face random encounters. Speak to Stiltzkin at the bottom twice and agree to buy his travel pack of 'Phoenix Pinion,' 'Remedy,' and 'Ether' for 555 Gil. Check out Mogki's Mogshop, you may want to pick up a number of Annoyntments since a couple enemies in this area have a habit of inflicting Trouble on your characters. Take the path leading down from the Moogle and ride the Gargant to the other end. Here you'll find a path that leads to a lone chest containing 'Fairy Earrings.' Return to the area with the two Moogle and head up, ride the other Gargant here to the next area. There's a switch to push here that will change the course of the previous Gargant. When you try to return you'll be brought to a completely different area. Climb the stairs in front of you and run up the path to reach a chest containing 'Ether.' Go back and take the bottom path this time, it leads to another switch. Press the switch and ride the Gargant you came from most recently. Press THIS switch a second time and ride the Gargant. If you did everything correctly you'll find yourself back in the area with the two Moogles. The guy you land beside is also happy to sell you some things, so take advantage of the opportunity and pick up any equipment you may need here. Ascend the stairs beside the treasure hunter and make your way up to the switch, press it down and ride the gargant on your right, it will lead you over to a chest containing 'Lamia's Tiara.' Return to the switch once again and

```

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

```


pull it up, now take the Gargant and it will lead you to a wall covered in vines. When your try to climb the left side a blast of water will knock you down into a pool. When you jump out take the lower right exit and ride the Gargant. Upon arriving check the left side of this room for a 'Survival Vest' and then exit. Speak to the miner here, he'll let you do some mining in exchange for a simple Potion. You can pound away at the normal wall and eventually get some Ore or something like that, but your main goal is to keep hammering that large stack of rocks on the upper right side. Eventually you should be able to set a Moogle free. Speak to him about Mognet and he'll give you a letter to bring to Kupo. Save your game and then speak to the miner and tell him you've had enough of this. Take the left exit to find yourself back at the vines again. Now climb up to the very top on the right side and shimmy over to the left side, you should be able to make it under the fountain without being knocked down. The emblem on the left side is a switch for the Gargant at the bottom, once the switch is pressed ride the Gargant and finally exit Fossil Roo. You'll be out on the world map here, there's one place you may want to note. Somewhat to the East is another Qu's Marsh with lots of fresh frogs to be caught, remember that as you catch more and more frogs you will get progressively better rewards, and frogs take time to respawn in each marsh so if you leave it to the end of the game it'll just take longer while you sit and wait for each marsh to respawn every time. Catching all the frogs there now will mean a fresh supply will most likely exist when you go back later. I have also heard that they respawn faster if you leave at least one male and one female frog instead of catching them all... kinky. Anyway your destination is the town which is sitting atop a bridge to the West.

```

_
| Final Fantasy IX /-----o
| -----o-----\                Conde Petie                |
|         (0000N)   \-----o

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```

o----- Item Checklist -----o   Conde Petie is the town of the dwarves.
|                                     | That's about all there is to it, at least
| Phoenix Pinion....._|         | for now. Start by heading right, then
|                                     | continue right to reach the shop. Speak to
o-----o-----o                 | the Moogle here and he'll give you a letter
                                     | to deliver to Suzuna. Save your game then
take the upper right path to reach the equipment shop, they don't have much
along the lines of new weapons but they do
sell some nice new armour. Return to the
previous room and examine the ground at the
bottom of the stairs to find a 'Phoenix
Pinion.' Head upstairs and you should find
Vivi talking to the people on the left, if
not go back downstairs and talk to everyone
and then come up again. Speak to Vivi and
then he'll run off. Be sure to watch the
Active Time Event which triggers after Vivi
runs off. Return to the item shop now for a
scene. Once the scene is over you need to
leave Conde Petie. Stand outside Conde
Petie and face your camera so it's pointing
Southeast, you can tell which direction it's
pointing by looking at the yellow triangle
on your map, whichever way it's expanding
out toward is the direction you are facing.
When looking in this direction you should be

```

```

o- Item Shop -----o
|                                     |
| Potion.....50 Gil |
| Phoenix Down.....150 Gil |
| Echo Screen.....50 Gil |
| Soft.....100 Gil |
| Antidote.....50 Gil |
| Eye Drops.....50 Gil |
| Annoyntment.....150 Gil |
| Tent.....800 Gil |
|                                     |
o-----o-----o
o- Weapon Shop -----o
|                                     |
| Poison Knuckles.....5000 Gil |
| Multina Racket.....750 Gil |
| Stardust Rod.....760 Gil |

```

able to see kind of a dome shaped green forest surrounded by brown forest. If you can't see it right off try running Southeast so you're closer to it. The problem is you have to go all the way down and around to reach it. When you eventually get to this little area of forest press X to go inside. On the first screen you can simply follow the Black Mage. If you remember what the dwarf said back in Conde Petie, they live so far in the woods that there are no owls there. Despite the fact that it seems like you're just looping each time, every time you make a correct turn at the fork one more owl disappears. Choosing which path to take is quite simple, read the sign and it shows you which path has owls and which path has no owls, always take the path with no owls and eventually you will reach your destination. Watch the scene and then follow the Black Mage quickly get inside the village.

Flame Staff.....	1100 Gil	
Ice Staff.....	980 Gil	
Lightning Staff.....	1200 Gil	
Oak Staff.....	2400 Gil	
Mythril Fork.....	4700 Gil	
Mythril Armllet.....	500 Gil	
Magic Armllet.....	1000 Gil	
Lamia's Tiara.....	800 Gil	
Ritual Hat.....	1000 Gil	
Adaman Vest.....	1600 Gil	
Magician Cloak.....	1850 Gil	
o-----		o

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_
|__ inal Fantasy IX /-----o
|  -----o-----\
|          \                Black Mage Village                |
|          \-----o-----
|          (00000)

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```

o----- Item Checklist -----o
|
| Gysahl Greens....._____ |
| Virgo....._____ |
| Ether....._____ |
| 2000 Gil....._____ |
| 843 Gil....._____ |
| Elixir....._____ |
|
o-----o

```

After everyone splits up go through the door on the left and speak to the shopkeeper, against his better judgment it seems he's willing to sell some equipment to you, but pretty much the only thing you haven't seen before here is the Gladius and you may have already got one if you stole from Lani. Leave the house and head down the right path this time, be sure to watch the Active Time Events here, they're pretty important. Speak to the MoogleMogryo and he'll ask you a favour, he wants you to deliver a letter to Mocchi for him. Agree to his request and save your game. Head through the door beside you, check the floor on the right side to get a 'Gysahl Greens.' Return to the first screen, walk up the stapes above you then turn right to go around the back of the house via the right walkway. Across the bridge you'll find the inn, check the room on the right and get the 'Virgo' Stellazzio from the ground. Cross the bridge again and go through the door on the other side to find the item shop. Check the shelf in this shop to find an 'Ether.' Leave the shop and enter the one on the left. There's a hidden chest at the back of this shop containing '2000 Gil.' Climb the ladder here and it leads you to a rooftop walkway where you can find a chest containing '843 Gil.' Get whatever you need to get from the Synthesis Shop, leave and head left for a scene. Afterward you can find vivi back at the inn, when you speak to him it triggers a rather long scene. In the morning before you leave be sure to speak with the Moogle again, sometime during the night it seems he received a letter from Stiltzkin. Finally

```

o- Weapon Shop -----o
|
| Mage Masher.....500 Gil |
| Mythril Dagger.....950 Gil |
| Gladius.....2300 Gil |
| Stardust Rod.....760 Gil |
| Mage Staff.....320 Gil |
| Flame Staff.....1100 Gil |
| Ice Staff.....980 Gil |
| Lightning Staff.....1200 Gil |
| Oak Staff.....2400 Gil |
| Mythril Fork.....4700 Gil |
| Leather Wrist.....200 Gil |
| Glass Armllet.....250 Gil |
| Bone Wrist.....330 Gil |
| Mythril Armllet.....500 Gil |
| Magic Armllet.....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 |

```

before you leave, check the ground beside the front door of the weapon shop to find an 'Elixir.' Now return to Conde Petie.

```

o- Item Shop -----o
|
| Potions.....50 Gil
| Hi-Potion.....200 Gil
| Phoenix Down.....150 Gil
| Echo Screen.....50 Gil
| Soft.....100 Gil
| Antidote.....50 Gil
| Eye Drops.....50 Gil
| Remedy.....300 Gil
| Annoyntment.....150 Gil
| Tent.....800 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
| Adaman Vest.....1600 Gil
| Magician Cloak.....1850 Gil
| Survival Vest.....2900 Gil
|
o-----o

```

```

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

```

```

|___ inal Fantasy IX /-----o
| -----o-----\
|           (0000P)   \-----o
|
|                               Conde Petie
|

```

```

o----- Item Checklist -----o
|
| None..... /
|
o-----o
|
| holy man he was talking about. Watch the scene after speaking with him.
|

```

```

|___ inal Fantasy IX /-----o
| -----o-----\
|           (0000Q)   \-----o
|
|                               Mountain Path
|

```

```

o----- Item Checklist -----o
|
| Run left and up the hill, climb up the vine
|

```

| and head right to the next screen, you'll
| Blue Stone....._____ | find an object here. When you examine it
| Remedy....._____ | choose to take out the stone to get 'Blue
| Red Stone....._____ | Stone.' On your way back before climbing
| Tent....._____ | down the vine open the chest on the left to
| Magic Tag....._____ | get a 'Remedy.' Drop down the vine and head
| Tent....._____ | right. There's another branch on the next
| Ether....._____ | screen to climb up, it leads to a chest
| Yellow Stone....._____ | with 'Tent' inside. Also be sure to examine
| Ether....._____ | the statue and take out the 'Red Stone.'
| Green Stone....._____ | Return to the lower level and continue right
| Moonstone....._____ | to the next screen and then up. Talk to
| | Stiltzkin and purchase his travel pack
o-----o including 'Magic Tag,' 'Tent,' and 'Ether'
for 666 Gil. Speak to the Moogles Suzuna for
you should have a letter. Save your game then go left at the fork and climb
whom the ladder. On the next screen is a quick scene and on the one after...

O=====O=====O=====O=====O
| Boss: Hilgigars | HP: 8000 | Steal |
O=====O=====O=====O=====O
	Phoenix Down	
With every file I've ever had it's taken me	-----	
at least half an hour if not more to steal	Mythril Fork	
his damned Fairy Flute. It is totally NOT	-----	
worth your trouble, you can buy one soon	Fairy Flute	
enough anyway. As for the boss himself he O=====O		
has three attacks, a butt stomp, a downward		
punch and an Earthquake. The two physical attacks are fairly weak, the		
Earthquake can be dangerous but fortunately there's a way to avoid it		
entirely. Eiko comes with the Float spell by default and floating		
characters will not be affected by Earth shaking attacks so cast Float and		
hit R1 to target your entire party. You will periodically have to re-		
cast the spell when it wears off but that's okay since it only costs		
a mere 6 MP. Eiko also comes with the equally helpful Cura spell in		
the unfortunate circumstance where you are actually hit by the Earthquake.		
To defeat the boss just focus on using normal attacks for Zidane, basic		
level two spells like Fira for Vivi, Eiko should stick with Float and		
Cura as needed. Dagger can summon some Eidolons to pass the time too.		
Here's a neat trick by the way, you can abuse the fine intricacies of the		
ATB battle system to keep your Float going longer. While a character or		
the boss is attacking if you select "Attack" and leave your target icon		
on the enemy bur don't press it the battle gauges will stay paused while		
you select your taret and the Float spell will not wear off but the		
attack animation will still continue. After the attack is over quickly		
press circle to cancel then X to select it again, this split second will		
allow the next attack to begin and execute while the battle gauge still		
remains paused. The benefit of this is keeping your Fkoat going for		
longer but obviously you'll eventually have to stop and let the battle		
gauges fill up otherwise you just won't get any more turns.		
o-----o

Grab the 'Yellow Stone' from the statue beside you when the battle is over
then go right. Make a right at the fork and open the chest to get an
'Ether,' then examine the statue for a 'Green Stone.' Head back to the two
Moogles along the vine path you came from (down from the third statue, not
left that will take you to the world map.) Take the lower right path beside
the Moogles and place all four stones in this large statue, doing so will
cause a 'Moonstone' to pop out of the back. Return once again to where you

fought the boss and make a right. This time make a left at the fork and continue onto the world map. Directly opposite the mountain path you'll find a rocky looking area which you can enter, the village of Madain Sari.

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| Final Fantasy IX /-----o
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o----- Item Checklist -----o
|                               |
| Libra.....| Also check the ground behind Dagger and
| Tent.....| you'll get a 'Tent.' Take the path at the
| Ore.....| top and speak to the Moogle. When you
| Phoenix Pinion.....| return to the central square another scene
| Kirman Coffee.....| occurs. You're given the choice of which
|                               |
o-----o things, it really doesn't make a difference,

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just pick whoever for whatever. Head down and speak with Vivi, when you try to go in the house a Moogle will stop you and fly away. Go back up and watch another

Active Time Event. When you're asked how many people you need to cook for remember there are six Moogles, three party members (excluding Quina) and Eiko of course, so that makes ten BUT just in case Quina happened to want to eat it would be best to be prepared, the correct answer is eleven. For the Oglop choice it makes no meaningful difference although there is a bonus scene if you choose to put it in there. Finally give the Moogle a hand with his fishing so that he can catch the biggest, fattest, androgynousest fish you have ever seen. Head up to the top again and speak with the Moogle. You'll find Dagger down at the town entrance. Return to the wall and head inside. After this head back to the house again. When the scene is over open the chest behind the table to get 'Phoenix Pinion' and beside the table to get 'Ore.' Grab the pot off the table and bring it into the kitchen. After speaking with Eiko check the left side of the kitchen to find 'Kirman Coffee' on the ground. When you try to leave a Moogle will ask you if you want to get some sleep, agree and rest for the night. In the morning you'll automatically

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o-----o

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o- Morrison's Mogshop -----o
|                               |
| Dagger.....320 Gil |
| Mage Masher.....500 Gil |
| Mythril Dagger.....950 Gil |
| Gladius.....2300 Gil |
| Poison Knuckle.....5000 Gil |
| Multina Racket.....750 Gil |
| Golem's Flute.....2700 Gil |
| Pinsheel.....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.....50 Gil |
| Phoenix Down.....150 Gil |
| Echo Screen.....50 Gil |
| Soft.....100 Gil |
| Antidote.....50 Gil |
| Eye Drops.....50 Gil |
| Magic Tag.....100 Gil |
| Annoyntment.....150 Gil |
| Tent.....800 Gil |
|                               |
o-----o

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be placed on the world map. Turn right around and go back into Madain Sari, the Moogle at the entrance will sell you some goods to take with you on your journey. To reach the Iifa Tree you need to return to the Conde Petie Mountain Path and head all the way left, you'll find yourself on the world map again but this time on the other side of the mountain. The Iifa Tree is the huge tree directly in front of you here.

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| Final Fantasy IX /-----o
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o----- Item Checklist -----o
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|                               |
|                               |
|                               |
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Ruby....._____	Head up and start making your way along the
Phoenix Down....._____	path toward the enormous tree. If you
Hi-Potion....._____	happen to come into battle with groups of
Ether....._____	zombies or something like that, a simple
Lamia's Flute....._____	Cura spell on THEM will do quite a bit of
Remedy....._____	damage. Upon entering the tree you'll pass
Elixir....._____	by a Moogle, speak to the Moogle and you
Brigandine....._____	should have a letter for him. Use a Tent
	and save your game, then continue up to
o-----o	reach the odd looking platform. After
	riding it down follow the curving path

around and down to the next screen. Note that you may encounter the Dracozombie in this area, simply use a Phoenix Down on the enemy and then if that doesn't kill him in a single hit, you should be able to just attack it once and finish it off. Soon you'll reach a fork with three paths, ignore the first branch but take the second branch right and examine the switch. When you pull it a chest drops down above you containing 'Phoenix Down.' Further down the path if you head down at the next fork you'll find a 'Hi-Potion' in the treasure box. In the next area on the second corner there is a switch to press. To the right of this switch in a hole in the wall you'll find an 'Ether.' Go around to the lower left and open the chest to get 'Lamia's Flute' and on the left another chest with 'Remedy.' Continue down to the large green pit of death. On your way down keep in mind the simple tricks to eliminate undead enemies. When you reach the bottom go down the stairs on Dagger's right and open the chest at the bottom to get an 'Elixir.' There's kind of a ramp behind Eiko and Vivi, well behind this ramp in a chest is the 'Brigandine' armour. When you're ready to continue examine the ground on the left side. Go up and speak to Dagger, be sure to heal up before you do.

o=====o=====o=====

Boss: Soulcaje	HP: 10,000	Steal	
----------------	------------	-------	--

o=====o=====o=====

	Oak Staff	
--	-----------	--

| The first thing you need to make sure of is |-----|

that you don't go into the battle with	Magician Cloak	
everyone in your party at a level multiple of	-----	
five otherwise the LV5 Death spell will just	Brigandine	

| make for a quick and instantaneous game over o=====o

| since he automatically uses it at the start

| of the battle. You will also want to equip the Body Temp ability, the

| boss uses the Mustard Bomb skill which inflicts Heat status you may not

| have encountered before this point. Character inflicted with Heat status

| are completely unchanged except for one problematic fact, if they perform

| any action whatsoever they fall over dead (perhaps you're familiar with

| Edgar's Air Anchor tool?) Anyway the Body Temp ability negates this.

| The boss has a few basic attacks, a Fira spell it uses quite often so

| if you have armour equipped that reduces Fire damage you're even better

| off. Lastly it has the Shockwave and Leaf Swirl which are both generic

| non-elemental attacks which deal less than 200 (even less than 100) damage

| at times to your entire party, having the Cura spell handy at all times

| means it's almost impossible to be killed. Now with this out of the way

| lets just state the fact, this is the easiest boss ever. Like most other

| Final Fantasy games there is always that one boss you can kill instantly,

| and this is pretty much no different. Using a Phoenix Down on the boss

| weill reduce its HP to one, meaning the weakest attack in the game would

| win the battle at that point. Couple this with the fact that none of the

| items to steal are new since you just picked up Brigandine a moment ago

| and you can do this right at the start of the battle. I would like to

| note however that in three steal attempts Zidane Grabbed Oak Staff,

| Magician Cloak and Brigandine so either I was really lucky here or those

| items aren't difficult to grab, you can always use another Brigandine. |

|
o-----o

With the battle over there is a nice cutscene and you'll find yourself outside the Iifa Tree. It's time to return to the village of Madain Sari.

Final Fantasy IX /-----o
| -----o-----\ Madain Sari |
| (0000T) \-----o

o----- Item Checklist -----o There's no time to lose, head to Eiko's
| | kitchen and check the secret room
| Survival Vest....._| downstairs. After the scene open the chests
| Phoenix Down....._| in this room to get 'Survival Vest' and
| Exploda....._| 'Phoenix Down.' Head to the Eidolon wall
| Elixir....._| and peek inside, then ask where Mog is and
| Memory Earring....._| finally go to help. Along the way you'll be
| | given the 'Exploda' and an 'Elixir.' Also
o-----o asking to be healed is a good idea of
| course, you're coming right up on a boss.

o=====o=====o=====o
| Boss: Scarlet Hair | HP: 10,000 | Steal |
o=====o=====o=====o
	Ether
If you prepare well for this fight then you	-----
pretty much can't lose. Preparation includes	Poison Knuckles
equipping the Brigandine for good physical	-----
defense, the Running Shoes for Auto-Haste if	N/A
you have them and most importantly the Power o=====o	
Belt for the MP Attack ability. With the	
MP Attack ability and Man Eater abilities on, along with the Rune Tooth	
equipped then each of Zidane's attacks will do over 2000 damage. You'll	
also probably want to steal his items as well they aren't too hard to get,	
use the Steal command while he's dancing around in the background and then	
attack when he comes up to the front. His normal attacks are fairly weak	
and it should take at least seven or eight of them to kill you but if you	
hit him while he's in the background he'll automatically counter with	
a physical attack that's twice as powerful so you'll want to avoid that.	
o-----o

Return to the room below Eiko's kitchen and speak with her. When she asks if it's okay for her to go along with her say no! It doesn't make any difference, she realizes it's what she wants so she joins your party and you get a 'Memory Earring.' Leave Eiko's house and press X on the exclamation point just outside the door. There's a long scene here that eventually ends at the entrance to Madain Sari. If you wish to change party members simply speak to Morrison the Moogle at the entrance to Madain Sari. Your next destination is once again the Iifa Tree through the mountain path.

Final Fantasy IX /-----o
| -----o-----\ Iifa Tree |
| (0000U) \-----o

o----- Item Checklist -----o Make your way up toward the great Iifa Tree
| | like you did the first time. The majority
| Aquamarine....._| of the events that occur here and just
| | conversations and cutscenes however you will

o-----o have to fight some rather nasty beasts,
spawned of the mist. After the second
battle and when you can move again go up and examine the barely visible figure
behind the tree, it's a Moogle and it has a letter from Stiltzkin. Save your
game and then head down in the other direction. While running down the hill
you'll be attacked by more of those giant mutated death bugs. At the bottom
another scene will trigger in which you get an 'Aquamarine.' Prepare for a
sequence of cutscenes as you get ready to change over to the third disc.

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|_inal Fantasy IX /-----o
| -----o-----\                Alexandria                |
|         (0000V)   \-----o

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o----- Item Checklist -----o You can start by doing some Hippaul Racing
|                                     | if you wish, I may have neglected to mention
| 9 Gil.....| this earlier in the game but it's still just
| Potion.....| as available and you can get a few decent
| Fang Card.....| prizes out of it, simply head down to the
| Potion.....| entrance of town and speak to Hippaul's
| Potion.....| mother. Enter the house across the street
| Phoenix Pinion.....| from Hippaul's and examine the foot of the
| 3927 Gil.....| bed to find grandma's savings of '9 Gil.'
| 3 Gil.....| Check the table for a 'Potion' and up the
| Phoenix Pinion.....| ladder for a 'Fang Card.' You'll also get a
| Hi-Potion.....| 'Potion' if you examine the wall across the
| Elixir.....| street. That's it for things probably more
| Ironite Card.....| useful at the beginning of the game, but
| Goblin Card.....| better late than never I guess, there's a
| Fang Card.....| good chance you already picked this stuff
| Shiva Card.....| up anyway. Be sure to check out the shops
| Ramuh Card.....| around town, they've certainly upgraded
| Opal.....| since the very beginning of the game. Get
| Topaz.....| ready to go nuts in the synthesis shop, I
| Amethyst.....| spent over 60,000 Gil there. Head up from
| Ether.....| the central square to reach the moat where
| Phoenix Pinion.....| the boat stops however there is no boat. No
|                                     | matter, examine the ground above the
o-----o soldiers on both the left and right sides
to find 'Phoenix Pinion' and '3927 Gil.'

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Take the alley on your left and follow it past Marcus and Blank to the next
screen. Enter the house just before the
steeple. Here's something rather interesting o- Item Shop -----o
you may or may not know this but there's a | |
feature in this game that makes it so you | Potion.....50 Gil |
cannot get stuck or trapped by people | Hi-Potion.....200 Gil |
walking around. If you hold the analog | Phoenix Down.....150 Gil |
stick in the direction of someone for a | Echo Screen.....50 Gil |
couple of seconds you'll automatically clip | Soft.....100 Gil |
right through them. Often times if someone | Antidote.....50 Gil |
is guarding an important area you can't clip | Eye Drops.....50 Gil |
through them. Anyway the point of mentioning | Remedy.....300 Gil |
this is that you actually CAN clip through | Annoyntment.....150 Gil |
the girl standing on the stairs in this | Tent.....800 Gil |
house and even find something upstairs, a | |
stash of '3 Gil.' I guess it's your pathetic o-----o
reward for not technically "exploiting a
glitch," since they purposely added the o- Weapon Shop -----o
feature, but I still don't think | |
you're supposed to get up there. | Mythril Dagger.....950 Gil |
| Gladius.....2300 Gil |

Anyway back to the game again. Leave the house and go into the steeple. You can meet the delivery man in here for Mognet! Speak to Stiltzkin and purchase his travel package including 'Phoenix Pinion,' 'Hi-Potion,' and 'Elixir' for the low low price of 777 Gil. If all has gone well you should still have a letter for Kupo so why not hand it to him now. Read it a second time to have him reveal another letter he received, then save your game. If you climb to the top of the ladder and pull the bell rope you'll get 'Ironite Card,' 'Goblin Card,' 'Fang Card,' 'Shiva Card,' and finally 'Ramuh Card.' Now it's finally time to head back and speak with Blank and Marcus. Watch the scene here, while it plays out you'll get an 'Opal,' 'Topaz,' and 'Amethyst.' Afterward when you have control of Eiko leave the room, it's all you need to do to continue the scene. Be sure to stop off and see Kupo the Moogle with Zidane before going to the castle, he's got another letter from Stiltzkin. Head to the boat dock for a quick scene then ride across. On the other side be sure to check left and right immediately after getting off to find an 'Ether' and a 'Phoenix Pinion.' When you continue up a scene triggers that continues for a good length of time.

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.....	3800 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
o-----o	

o- Synthesis Shop ----- Required Items -----o

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

o----- Item Checklist -----o Start by leaving Doctor Tot's house and
 | | making your way over to the weapon shop.
 | 15,000 Gil..... | Speak to the Moogle outside and read the
 | Chimera Armlet..... | letter he has, then save your game. There's
 | 5000 Gil..... | a new monster available to fight in the
 | Elixir..... | weapon shop. Here's what to do, equip
 | Ether..... | Zidane with the following abilities: Beast
 | Ether..... | Killer, MP Attack and Body Temp. You should
 | Scorpio..... | also have the Angel Bliss weapon equipped
 | Ether..... | and possibly the Coral Ring as an accessory
 | Mini-Brahne..... | since the best likes to cast Thundara. I
 | Mayor's Key..... | would also like to note however that it
 | 30,000 Gil..... | really doesn't matter what you have on!
 | Burman Coffee..... | With MP Attack and Angel Bliss you should be
 | Elixir..... | dealing over 2000 damage, and since the
 | Cachusha..... | monster has 4000 HP... it's doubtful he can
 | 120 Gil..... | kill you in 1-2 turns anyway. For defeating
 | Rebirth Ring..... | the monster you are rewarded '15,000 Gil.'
 | | Be sure to watch every Active Time Event by
 o-----o the way, not only are some of them
 important, the one that triggers when you

head down from the weapon shop area will actually get you a 'Chimera Armlet'
 if you watch it. Continue left of this
 screen and head to queen Stella's place.
 You should have a good two or three more
 Stellazzios. I believe it may have been
 possible to pick up the one in Alexandria by
 this point and I did not mention it but it
 will be covered when you revisit later,
 there is no time limit on this quest and
 you can't permanently miss any of them,
 don't worry. For now though you should at
 least be able to get the '5000 Gil,' and
 'Elixir.' You can check out the synthesis
 shop if you wish but it's completely
 identical to Alexandria's. Now here's
 something completely optional you can do if
 you wish. Leave Treno with Zidane and head
 East, then South to find a cave in the
 mountain at the bottom. This is Quan's
 Dwelling, Vivi's home. There's a chest on

o- Weapon Shop -----o

Dagger.....	320 Gil
Mage Masher.....	500 Gil
Mythril Dagger.....	950 Gil
Gladius.....	2300 Gil
Ice Brand.....	3780 Gil
Coral Sword.....	4000 Gil
Partisan.....	1600 Gil
Ice Lance.....	2430 Gil
Cat's Claws.....	4000 Gil
Poison Knuckles.....	5000 Gil
Multina Racket.....	750 Gil
Stardust Rod.....	760 Gil
Healing Rod.....	1770 Gil
Lamia's Flute.....	3800 Gil
Oak Staff.....	2400 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
Mythril Helm.....	1000 Gil
Gold Helm.....	1800 Gil
Magician Cloak.....	1850 Gil
Survival Vest.....	2900 Gil
Brigandine.....	4300 Gil
Linen Cuirass.....	800 Gil
Mythril Armor.....	1830 Gil

o- Item Shop -----o

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

Tent.....	800 Gil		Plate Mail.....	2320 Gil	
o-----o o-----o					
o- Synthesis Shop ----- Required Items -----o					
The Ogre.....	700 Gil	Mage Masher.....	Mage Masher.....		
Exploda.....	1000 Gil	Mage Masher.....	Mythril Dagger.....		
Rune Tooth.....	2000 Gil	Mythril Dagger.....	Mythril Dagger.....		
Angel Bless.....	9000 Gil	Mythril Dagger.....	Gladius.....		
Cotton Robe.....	1000 Gil	Wrist.....	Steepled Hat.....		
Silk Robe.....	2000 Gil	Silk Shirt.....	Bandana.....		
Magician Robe.....	3000 Gil	Mage Staff.....	Magician Cloak.....		
Desert Boots.....	300 Gil	Leather Hat.....	Leather Shirt.....		
Yellow Scarf.....	400 Gil	Feather Hat.....	Steepled Hat.....		
Glass Buckle.....	500 Gil	Glass Armlet.....	Leather Wrist.....		
Germinas Boots.....	900 Gil	Desert Boots.....	Fork.....		
Cachusha.....	1000 Gil	Magus Hat.....	Rubber Helm.....		
Coral Ring.....	1200 Gil	Lightning Staff.....	Rod.....		
Gold Choker.....	1300 Gil	Linen Cuirass.....	Soft.....		
Magician Shoes.....	1500 Gil	Germinas Boots.....	Bone Wrist.....		
Barette.....	1800 Gil	Needle Fork.....	Barbut.....		
Power Belt.....	2000 Gil	Glass Buckle.....	Chain Mail.....		
Madain's Ring.....	3000 Gil	Bone Wrist.....	Stardust Rod.....		
Fairy Earrings.....	3200 Gil	Magic Armlet.....	Soft.....		
Extension.....	3500 Gil	Lamia's Tiara.....	Multina Racket.....		
Reflect Ring.....	7000 Gil	Anklet.....	Madain's Ring.....		
Anklet.....	4000 Gil	Gold Choker.....	Peridot.....		
Feather Boots.....	4000 Gil	Magician Shoes.....	Phoenix Pinion.....		
Black Belt.....	4000 Gil	Twist Headband.....	Survival Vest.....		
Pearl Rouge.....	5000 Gil	Moonstone.....	Elixir.....		
o-----o					

the right side, open it to get an 'Ether.' Climb down the rope at the upper left and open the chest at the bottom for another 'Ether.' The hot springs will completely restore your HP & MP. Also examine the ground below the chest to find the 'Scorpio' Stellazzio. Enter the room at the top and climb the ladder, you'll get another 'Ether' at the top. Assuming you told Vivi to go home during the Active Time Event you will find him through the opening on the right. After a scene leave the cave. Now your next destination is the town of Dali, meaning you must head to the South gate, examine the gate and show the guard your Gate Pass to get through to the other side and proceed to Dali. As mentioned earlier in the walkthrough there is only one point in the game when the windmill is stopped, and that point is now. Enter the mayor's house and choose to check it out. Examine the desk to find a 'Mini-Brahne.' Now what you need to do is keep examining the desk until the words that come out of the guy's mouth are "Zzzz..." At this point you can examine the heater without being caught and get the 'Mayor's Key.' In the room up from the mayor's room you can use the key on the upper right door to open it. Open the chest here to get '30,000 Gil' then examine it a second time to find 'Burman Coffee.' Since the windmill is not moving you can climb the ladder in the previous room and open both chests to get 'Elixir' and 'Cachusha.' As a final bonus check the ground above the weapon shop before you go to get a nice '120 Gil.' Now it's time to once again return to Treno and actually progress forward with the game. You need to register for the card tournament so head down from the weapon shop to the next screen and speak to the person sitting at the desk beside the front door. Once you're registered simply head inside to start the first game. After the first game watch the Active Time Event and choose "I won't force it out of you." There's a really good prize for winning

Steiner's Minus Strike which deals damage equal to his total HP minus his current HP. Given this fact you might want to avoid healing Steiner much in this battle, probably just enough to survive a Paper Storm or maybe an Edge. If you leveled him up a lot just before this he'll have a large amount of HP and be able to really cream the boss. If not you may need to be a bit riskier. Even if you keep him at single digit HP, remember that you can use a Phoenix Down the instant he dies to bring he back and ready to do a lot of damage with Minus Strike since a Phoenix Down will only give him a couple of hit points. You may notice that the boss randomly opens pages all the time, eventually it WILL find something, a blue headed monster. When it finds this you can breathe a sigh of relief, the only attack I've ever seen it use is a crappy Poison spell, have everyone with Antibody and you're home free. Immediately after being hit with a physical attack the book closes, so... don't use physical attacks! Have Vivi cast Fira and have Steiner use Fira Sword the whole time, this will maximize the amount of time the boss remains in this form but eventually it will go back. Around this time the boss will begin casting the Doom spell on your party which gives them a ten count before death, remember to time your attacks and be ready to heal a fallen party member. Abilities you are going to need for this battle are as follows, Antibody, Auto-Potion, HP+10% on Steiner, Bandit of Zidane (probably) and if you have anything that protects from instant death attacks. EDIT: Using Amarant instead of Steiner means that you no longer have access to the Minus Strike and no way to damage him considerably during the closed book phase, this is no matter however since now the time limit is gone and you can easily wait for him to open up each time and in between the Paper Storm attack won't be nearly as devastating as it was on disc two. Another advantage you have now is that Vivi has the Bio spell on his Oak Staff which is particularly effective against this boss during the open phase.

-----o
Climb up to the top of the castle via the same route you used when you went up there with Dagger. On the way up be sure to stop in the knights' changing room and save your game using the Moogle in there. At the top there is yet another scene that goes for awhile until you eventually wind up in...

___ inal Fantasy IX /-----o
| -----o-----\
(0000Y) \-----o

o----- Item Checklist -----o Open the two chests in the bedroom to get
| Elixir....._____ | 'Egoist's Armlet' and an 'Elixir.' Speak to
| Egoist's Armlet....._____ | Mogki and read one of his letters, he'll ask
| Lapis Lazuli....._____ | you to deliver a letter from him to Moodon,
| Strange Potion....._____ | agree to his request. Now ride the elevator
| Unusual Potion....._____ | up and speak to the guards in front of Cid's
| 1273 Gil....._____ | throne room, then go inside. Watch the
| 4826 Gil....._____ | scene here and when it's over return to the
| 970 Gil....._____ | guest room to continue it. Eventually you
| Sagittarius....._____ | will find yourself back in Cid's throne room
| Remedy....._____ | again, your new task is to make him human
| Elixir....._____ | again! To do so you will need three items,
| Beautiful Potion....._____ | Unusual Potion, Beautiful Potion and Strange
| Chimera Armlet....._____ | Potion. They must be mixed at a 5:2:3 ratio
| | respectively. Now it's time to leave the
| | castle, let's start by heading to the
o-----o Theater District. You'll meet up with the
family you saved in Burmecia there. After
speaking with them head into the house on the right and open the chest for a

'Lapis Lazuli.' Examine the left corner to find the 'Strange Potion.' Go down the steps toward the Tantalus base and a scene occurs where you automatically receive the 'Unusual Potion.' Be sure to turn back around and go into the Tantalus base, there you'll find three chests containing '1273 Gil,' '4826 Gil,' and '970 Gil.' Now fly on the air cab over to the business district. Check upstairs at the inn and speak to Moodon, you've got a letter for him. Save your game and leave the inn, then head up. The first thing to do in this area is check the left side to find the 'Sagittarius' Stellazzio. Once again the chests in the house above you have respawned, they contain 'Remedy' and 'Elixir.' Continue up to the shopping area and talk to the item shop girl Alice, she has the 'Beautiful Potion.' After picking up some new weapons and checking out the synthesis shop it's time to return to Lindblum Castle. Enter the throne room and watch the scene. Now get on the elevator and ride it down to the bottom, take the trolley on the right to Serpent's Gate. There's a chest just above you when you get off containing 'Chimera Armlet.' Leave the area through the lower exit and board the Blue Narciss, form your party and be off! Black Mage Village is location on the Northeastern continent, sail your ship to the Southern side, around the middle there is an area that sorts of goes toward the centre of the continent and leads to a beach where you can get off the ship using the circle button, then just head up to reach Black Mage Village.

o- Weapon Shop -----o	
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.....3800 Gil	
Cypress Pile.....3200 Gil	
Mythril Fork.....4700 Gil	
Pinwheel.....200 Gil	
Chimera Armlet.....1200 Gil	
Thunder Gloves.....1200 Gil	
Twist Headband.....1200 Gil	
Mantra Band.....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.....50 Gil	
Hi-Potion.....200 Gil	
Phoenix Down.....150 Gil	
Echo Screen.....50 Gil	
Soft.....100 Gil	
Antidote.....50 Gil	
Eye Drops.....50 Gil	
Magic Tag.....100 Gil	
Remedy.....300 Gil	
Annoyntment.....150 Gil	
Tent.....800 Gil	
o-----o	

o- Synthesis Shop ----- Required Items -----o	
The Ogre.....700 Gil	Mage Masher.....Mage Masher.....
Exploda.....1000 Gil	Mage Masher.....Mythril Dagger.....
Rune Tooth.....2000 Gil	Mythril Dagger.....Mythril Dagger.....
Angel Bless.....9000 Gil	Mythril Dagger.....Gladius.....
Cotton Robe.....1000 Gil	Wrist.....Steepled Hat.....
Silk Robe.....2000 Gil	Silk Shirt.....Bandana.....
Magician Robe.....3000 Gil	Mage Staff.....Magician Cloak.....
Desert Boots.....300 Gil	Leather Hat.....Leather Shirt.....
Yellow Scarf.....400 Gil	Feather Hat.....Steepled Hat.....
Glass Buckle.....500 Gil	Glass Armlet.....Leather Wrist.....
Germinas Boots.....900 Gil	Desert Boots.....Fork.....
Cachusha.....1000 Gil	Magus Hat.....Rubber Helm.....
Coral Ring.....1200 Gil	Lightning Staff.....Rod.....
Gold Choker.....1300 Gil	Linen Cuirass.....Soft.....
Magician Shoes.....1500 Gil	Germinas Boots.....Bone Wrist.....
Barette.....1800 Gil	Needle Fork.....Barbut.....
Power Belt.....2000 Gil	Glass Buckle.....Chain Mail.....
Madain's Ring.....3000 Gil	Bone Wrist.....Stardust Rod.....
Fairy Earrings.....3200 Gil	Magic Armlet.....Soft.....
Extension.....3500 Gil	Lamia's Tiara.....Multina Racket.....

Reflect Ring.....7000 Gil	Anklet.....Madain's Ring.....
Anklet.....4000 Gil	Gold Choker.....Peridot.....
Feather Boots.....4000 Gil	Magician Shoes.....Phoenix Pinion.....
Black Belt.....4000 Gil	Twist Headband.....Survival Vest.....
Pearl Rouge.....5000 Gil	Moonstone.....Elixir.....

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|_ inal Fantasy IX /-----o
| -----o-----\                Black Mage Village
|         (0000Z)   \-----o

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o----- Item Checklist -----o  What you need to do is head to the Black
|                               |  Mage cemetery and speak with the person
| None..... / |  there. After that run over and find Vivi at
|                               |  the Chocobo shack on the right side of town.
o-----o-----o  That's all there is to do in this town, now
                        that you know the location of your next
destination you need to head there. Get back on the Blue Narciss and sail it
around to the Southeastern side of the continent, you'll find a large talon-
shaped stretch of land with a beach along it. Dock your ship there and head
up to the desert. There are four pools of quicksand there, each time you
select the wrong one you have to fight the Antlion again which is a pretty
easy enemy by this point in the game. Regardless the correct choice is the
one furthest North, press X to enter when you are ready be sure to save first.

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|_ inal Fantasy IX /-----o
| -----o-----\                Desert Palace
|         (00010)   \-----o

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o----- Item Checklist -----o  When you leave your cell head down and stand
|                               |  between the two Black Mages. Kuja speks to
| None..... / |  you and you have to choose a party for the
|                               |  next place you're going to go. Remember
o-----o-----o  there's an anti-magic field around Oeilvert
                        so keeping that in mind I recommend taking
Zidane, Amarant and Steiner for attacks, finally Quina for another good
attacker and especially if he/she has the

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White Wind spell. Once you're teleported o- Item Shop -----o
head around to the airship and get on board. |                               |
It'll take you to your destination | Potion.....50 Gil |
automatically. Upon landing you can do a | Hi-Potion.....200 Gil |
couple of things, first by trying to go back | Phoenix Down.....150 Gil |
into the ship it'll bring up a shop. | Echo Screen.....50 Gil |
Second there's a Qu's Marsh nearby where you | Soft.....100 Gil |
can take in some frog catching. When you're | Antidote.....50 Gil |
ready to actually head to Oeilvert go South | Eye Drops.....50 Gil |
for quite a long ways, then West until you | Magic Tag.....100 Gil |
hit the coast and further down South, you'll | Vaccine.....100 Gil |
find a path between the mountains leading | Remedy.....300 Gil |
back East and looping around to finally | Annoyntment.....150 Gil |
reach Oeilvert, it's quite a long distance | Tent.....800 Gil |
to travel, don't underestimate the amount of |                               |
walking it's going to take to get there. o-----o

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|_ inal Fantasy IX /-----o
| -----o-----\                Oeilvert
|         (00011)   \-----o

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o----- Item Checklist -----o  Speak to the Moogles and check the Mogshop,

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| there should be a ton of new equipment here
 | Remedy....._____ | you're going to want to buy. Next ask about
 | Rising Sun....._____ | Mognet and Mimoza will hand you a letter to
 | Diamond Sword....._____ | take to Mooel. Save your game and then it's
 | Shield Armor....._____ | time to enter Oeilvert. Approach the large
 | Power Vest....._____ | door and head inside. Up at the top of the
 | Feather Boots....._____ | room underneath the stairs you'll find
 | Hi-Potion....._____ | 'Remedy' in the chest. Check the top of the
 | Emerald....._____ | stairs and get the 'Rising Sun' from the
 | Elixir....._____ | chest there. Head left through the door and
 | Gaia Gear....._____ | touch that weird orb to turn it from clear
 | Gulug Stone....._____ | to red then open the nearby treasure box
 | | which has an 'Elixir' inside. Return to the
 o-----o first room then go down the stairs and into
 the room on the left. In the chest at the

bottom you'll find 'Diamond Sword' and then a scene as you go left. Open the
 chest above the hologram to get a 'Shield
 Armor.' Proceed down from this room, if you
 check the chests on the lower and upper
 level you will get 'Power Vest' and 'Feather
 Boots' respectively. Examine the thing on
 the left here, then the one on the right.
 At the lower level examine the one on the
 right then the one on the left. Take the
 stairs leading left from the upper level and
 examine the orb along this path. Take the
 path back left to the room with the large
 planet hologram and then go through the door
 with the lock on it at the top. After the
 scene go back to the very first room once
 again and take the right path this time,
 you'll find Stiltzkin and another Moogle at
 the top, be sure to pick up his travel
 package of 'Hi-Potion,' 'Emerald,' and
 'Elixir' for 888 Gil. Be sure to deliver
 the letter you have to Mooel. Walk down
 below the large circle in the middle for a
 quick display, then head up to find a chest
 containing 'Gaia Gear.' Now exit through
 the door on the right. Ride the moving
 platform to the bottom and prepare yourself
 to fight a boss. When the boss has been
 defeated examine the pedestal to get the
 'Gulug Stone.' A scene takes over from here.

o- Mimoza's Mogshop -----o

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

o-----o

o=====o=====o=====o
 | Boss: Ark | HP: 20,000 | Steal |
 o=====o=====o=====o
	Holy Lance
Ark is a giant airship! You must defeat this	-----
monstrous thing, but don't worry, the fight	Elixir


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| cab be really easy, I'll get you through it. |-----|
| The following is the difference between this | Power Vest |
| being the hardest fight in the universe, or  O=====O
| a perfectly manageable battle. Everyone in |
| your party, and I mean everyone, there can be no exceptions, must have |
| the Clear Headed ability equipped. If you do not have this ability for |
| even on person the boss will totally trash you by turning your own party |
| again you. Now let's look at his other attacks and see how you can manage |
| to take him down before he takes you down. The boss has four attacks, |
| there are as follows: Boomerang, Whirlwind, Propellor Wind and Photon. |
| Boomerang and Propellor Wind are basic all-party attacks that do around |
| 400 damage to your party each. Propellor Wind is going to be the attack |
| you want him to use most often, it's brutal in that it confuses your |
| entire party but like I said, with Clear Headed it does absolutely |
| nothing. Photon takes any single character down to 1 HP, the attack |
| actually has a use which I'll get to in a minute. For abilities you're |
| going to want the following. Clear headed on everyone which I already |
| mentioned, HP+10%/HP+20% on Steiner, MP Attack on everyone who you |
| possibly can, and that's about it. Now for the boss itself, it only has |
| 20,000 HP but its defense is extremely high so attacking becomes difficult |
| which is why I told you to put MP Attack on everyone. Your MAIN source |
| of damage that I would personally recommend is Steiner's Minus Strike. |
| With HP+10%/HP+20% he should have a good 3500-4000 HP and here's the |
| trick. Wait until the boss uses Photon on him, this will mean the Minus |
| Strike will do 3500 - 4000 damage for 8 MP and will ignore defense. When |
| Steiner is hit with Photon use a single Hi-Potion on him, with 450 HP |
| he should be able to survive any attacks and his Minus Strike will still |
| do a good deal of damage. Try to grab the Holy Lance in this battle if |
| you can, staying alive while stealing is the most difficult part of the |
| fight since you have to rely heavily on items, but with a hefty supply |
| of Hi-Potions you can easily keep up with his attacks for quite awhile. |
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|-----O

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| Final Fantasy IX /-----O
| -----\
| (00012) \-----O

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o----- Item Checklist -----o Now we've got to navigate as regent Cid for
| | |
| Hourglass Key....._____ | awhile. When you get into the room with the
| Promist Ring....._____ | large monster in the cage you've got six
| Fairy Earrings....._____ | minutes to figure this out, but don't worry,
| Anklet....._____ | it isn't too difficult. The first thing you
| Shield Armor....._____ | need to do is get by without the weird thing
| N-Kai Armlet....._____ | seeing you, it can't see you when you're
| Black Hood....._____ | standing perfectly stationary so you must
| Venetia Shield....._____ | only move when its back is turned. To move
| Namingway Card....._____ | simply tap the circle button and stop
| | | tapping the instant the monster turns
| | | around, you can resume once again when it
o-----o isn't facing you. For doing this you get
the 'Hourglass Key.' The next puzzle is

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painfully simple, Cid needs something that will hold his weight while he
climbs up so you need to put the weights on
the scales. Obviously of the four weights, o- Mojito's Mogshop -----o
wood would be the lightest so put clay, |
stone and iron on the scales then choose to | Diamond Sword.....4700 Gil |
climb up. After this there is a scene and | Trident.....3580 Gil |
you'll be able to use the party you left | Mythril Claws.....6500 Gil |
behind. Take your group of leftover rejects | Magic Racket.....1350 Gil |

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into the room on the right and speak to the Moogles, ask about Mognet and he'll give you a letter to deliver to Mogsam. Also be sure to check out his Mogshop. You might think it's identical to Mimoza's, but there are a couple of subtle differences. Anyway you need to go left and enter the main area of the palace. Almost right away you'll find a candlestick on your left, examine it to ignite the flames then examine the glowing orb to get 'Promist Ring.' Climb the stairs ahead of you and examine the goddess statue. When you try to go left a path should appear, head up the magic path as it leads you around to a balcony, light the candlestick here. When you return go right from the bottom of the path to find a chest containing 'Fairy Earrings.' Continue left and here you will find three torches which can be lit, light all three of them and then go through the door above you which leads around to the other side. Light only the torch on the left and then run back over to the opposite side. The angel statues should have disappeared so now you can access the middle portion and ignite the two torches there to eliminate the other angel statues. Finally light the two torches you ignored on the right side. Only one more, down from

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
Diamond Gloves.....	2000 Gil
Mantra Band.....	1500 Gil
Dark Hat.....	1800 Gil
Green Beret.....	2180 Gil
Cross Helm.....	2200 Gil
Brigandine.....	4300 Gil
Judo Uniform.....	5000 Gil
Gold Armor.....	2950 Gil
Potion.....	100 Gil
Hi-Potion.....	200 Gil
Phoenix Down.....	150 Gil
Echo Screen.....	50 Gil
Soft.....	100 Gil
Antidote.....	50 Gil
Eye Drops.....	50 Gil
Magic Tag.....	100 Gil
Remedy.....	300 Gil
Annoyntment.....	150 Gil
Tent.....	800 Gil

o-----o

the middle there is a lone torch, light that one and then examine the bloodstone. You'll receive an 'Anklet' from it. Proceed right through the door and light the candle at the top of this path to illuminate the bloodstone. It contains 'Shield Armor.' The path leads around to a set of stairs going up. At the top light the candlestick then continue down to reach a library-like area. Examine the candlestick on the left side to reveal a staircase then ascend it and examine the candlestick on the left side at the top. A secret path opens leading to a bloodstone with an 'N-Kai Armlet.' Return to the previous room, this time go up the smaller staircase and light the candlestick there. Ignore the path and head back down again, there's another candlestick on ground level, on the mid-right side. When you light this one a path opens on the bottom floor, go through it and light the candlestick on the other side. Now when you return to the library you can go left through the stained glass and speak with the Moogles. You should have a letter for him so deliver it. Be sure to save your game and use a Tent before you continue. Put out the candle on the right side of the ground floor then take the path leading away from the mid-level. Light the candlestick on your way up and the other when when you reach the top as well. Now maybe I'm the only one here but I've beaten the game more times than I can count but I still get stuck here and figure out where to go until it finally hits me, you can keep going further left past that Moogles in the library. To me it just seems like one of those things in games that comes up now and then and really just isn't indicated well enough, I'll bet people have wandered this place for hours trying to figure out where to go. Anyway back to the game again, return to the Moogles and head left. Light the two candles here and then inspect the bloodstone to receive 'Black Hood.' Go through the door and around to the other side, light all these candles as well then check the bloodstone for a 'Venetia Shield.' Now what you need to do is put out the candle on the left (not the one under the picture though, the one that affects the shadow) so that the statue's shadow is facing left, then go to the other side and put out the candle on the left so the statue's shadow is facing left as well. Now a


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letter that Mogrika has and then read it |
again, she'll give you a letter to deliver | Gladius.....2300 Gil |
to Moolan. Continue right from the Moogle | Zorlin Shape.....6000 Gil |
down the path which leads into the volcano. | Diamond Sword.....4700 Gil |
| Flame Saber.....5190 Gil |
o-----o 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 Armllet....2000 Gil |
| N-Kai Armllet.....3000 Gil | Jade Armllet.....3400 Gil |
| Diamond Gloves.....2000 Gil | Venetia Shield.....2800 Gil |
| Black Hood.....2550 Gil | Red Hat.....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 | Magic Tag.....100 Gil |
| Vaccine.....100 Gil | Remedy.....300 Gil |
| Annoyntment.....150 Gil | Tent.....800 Gil |
|
o-----o

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|__ inal Fantasy IX /-----o
| -----o-----\
| (00014) \-----o

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o----- Item Checklist -----o You'll come to a fork right away when you
| | enter the mountain, head left into the
| 9693 Gil..... | house. Check the lower right wall to find
| Red Hat..... | '9693 Gil.' Climb the ladder and go out the
| Wing Edge..... | door, descend this ladder here and heck the
| Gaia Gear..... | corner of the platform you end up on to find
| Demon's Mail..... | a 'Red Hat.' Return to the entrance of
| Elixir..... | Mount Gulug and go right this time, through
| Ribbon..... | the house and across to the rope and slide
| | down. At the bottom examine the lever
o-----o beside the well and pull it down a few times
until you see the bucket hit the ground

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below you. Head right at the fork and go into the house. Check the lower
right corner for a 'Wing Edge' then speak to the Moogle. Give Moolan the
letter from Mogrika and read it again to have him give you a letter for
Mogtaka. Leave the room through the right door. Make your way up the stairs
to the top and exit, here in the corner you will find 'Gaia Gear.' Now what
you absolutely NEED to do is use equipment
with either resistance to Wind, immunity to o- Mogtaka's Mogshop -----o
Wind or best yet absorption of Wind. When |
you pass through the previous screen to get | Potion.....50 Gil |
back a dragon will attack you, this is | Hi-Potion.....200 Gil |
actually two dragons both of which cast | Phoenix Down.....150 Gil |
Twister a spell so powerful no boss has even | Echo Screen.....50 Gil |
used anything like it so far, and they often | Soft.....100 Gil |
use it twice per turn. With Wind immunity | Antidote.....50 Gil |
you can laugh as you cast Blizzaga and | Eye Drops.....50 Gil |
totally waste them, but only then. Vivi's | Magic Tag.....100 Gil |
Octagon Rod absorbs it automatically, which | Remedy.....300 Gil |
is fortunate, so you aren't likely to get | Annoyntment.....150 Gil |
game over even if surprised by it... unless | Tent.....800 Gil |
you aren't using Vivi of course. Return to |
the well and go left this time. Enter the o-----o

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house at the end of the path and open the chest to get 'Demon's Mail.' Proceed through the door beside the house and speak to Mogtaka for whom you now have a letter. Use a Tent, do some shopping, and save your game. Be sure you still have all that Wind protection equipped when you go up the stairs, as you enter the house you are ambushed by another of the dragons. Open the chest at the back to get the 'Elixir' and then return once again to the well. Drop down then run in a big circle until you are ambushed by yet another powerful flying dragon enemy. Continue through the broken wall and watch the scene. For this battle you don't actually have to do anything besides just watching the summon spell. After the battle you will receive the 'Ribbon.' Another battle follows however...

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O=====O=====O=====O=====O
| Boss: Meltigemini          | HP: 25,000    |          Steal          |
O=====O=====O=====O=====O
|                               | Vaccine       |
| Meltigemini's entire battle tactics basically |-----|
| involve various uses of Poison related         | Golden Hairpin |
| and while the Antibody skill on all your      |-----|
| characters doesn't hand you the fight on a    | Demon's Vest   |
| silver platter, it certainly does simplify   O=====O
| things quite a bit. If Vivi was in your
| party he's gone now, replaced by Eiko for this battle which is fine, it
| just means you'll be a little better off defensively and a little worse
| off offensively. At the beginning of the battle the boss will use a new
| status ailment on all your party, Virus, just ignore it completely, it
| won't hurt you at all. After that the boss mostly focuses on using
| spells like Bio. It does have a couple of only-Poison spells that won't
| hurt you at all, but you'll still take damage from something like Bio
| even with Antibody equipped. Your best bet for damage is really just
| physical attack with Zidane, Steiner, Freya or Amarant. The MP Attack
| skill is as useful here as it is everywhere else really adding some
| serious damage to characters who wouldn't be using the MP for anything
| else really anyway. If you go into Trance with someone like Steiner or
| Zidane you can really clean up in this battle, possibly in less than three
| turns or less, but we are back to a boss which has a number of things to
| steal that you're going to want to steal, and they aren't easy to get
| either so if you're looking to pick up all the items make sure you've
| got a good supply of MP restoring items and a willingness to use Cura
| on everyone every couple of turns. As for the effect of that Virus
| ailment, it will not allow you to collect experience at the end of the
| battle which is fine since bosses don't give experience however if you
| want to collect all the AP the boss gives you then right before you're
| about to finish him off be sure to use a Vaccine on everyone in the group.
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O-----O

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| Final Fantasy IX /-----O
| -----o-----\                Miscellaneous                |
|         (00015)   \-----O

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o----- Item Checklist -----o
|                               | When you wake up in Lindblum be sure to talk
|                               | to the Moogles and ask about Mogret, he'll
| Garnet....._____ | give you a letter to deliver to Kumool.
| Tent....._____ | Leave the guest room and ride the elevator
| Moccha Coffee....._____ | up to the conference room. A very lengthy
| Sapphire....._____ | scene occurs here during which you will be
| Ether....._____ | given a 'Garnet.' After the whole scene is
| 365 Gil....._____ | over you'll find yourself on the Hilda Garde
| Remedy....._____ | 3. If you want to bother, while standing in

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Amethyst....._____	the cockpit of the ship go left and down the
2680 Gil....._____	stairs, outside near where Amarant is
Tent....._____	standing there's a flap beside the ladder
Topaz....._____	which gives you a 'Tent' if you open it.
4832 Gil....._____	Now it's technically off to Ipsen's Castle,
Sapphire....._____	but there's something else to take care of
Peridot....._____	first. In between the Chocobo Forest and
Leo....._____	South Gate (check your map) there is a South
Running Shoes....._____	Gate entrance on the lower level (same
	altitude as the Chocobo Forest, not the gate
o-----o	above it.) Inside if you go to the right,

past the tree down the path (you might recognize this as the place Cinna wanted to make some coffee at during an earlier scene.) If you examine the area you'll find the 'Moccha Coffee,' the last coffee item you need for Mr. Morrid. Also feel free to drink from the water to fully restore your HP & MP. Now fly your ship to Mr. Morrid's house which is right next to Dali on the mountain. Give him the legendary coffee beans and he'll send the model Theater Ship to your Tantalus base. Next let's return to Alexandria. Right when you enter check on your left for a 'Sapphire.' Check immediately on your left as well on the next screen to get an 'Ether.' In the central square you'll find '365 Gil' if you check in front of the weapon shop and a 'Remedy' near the bottom. Check the lower left side to find 'Amethyst.' If you're looking for the synthesis shop, simply head left to find the owner wandering around in the alley. Descend down into Ruby's theatre and check the ground between the lower tables to find '2680 Gil.' Down beside the steeple you can find a 'Tent' on the ground. The skipping minigame has relocated to inside the steeple if you're interested. Run to the boat dock, the one that takes you to the castle, and check beside the two standing areas you checked previously to find a 'Topaz' and '4832 Gil.' Next ask the boat guy to take you to the castle. Look left when you get off to find an 'Opal,' then examine the rubble in front of the main entrance for a 'Sapphire' and the right entrance for a 'Peridot.' Go left and enter the tower. Through the door on the left you'll find the 'Leo' Stellazzio in the corner. That about does it for this city, one more thing to note is that if you want to pick up some outdated equipment, speak with the lady out front of the inn. Now return to your airship. Note that there are two enemies you can fight in the Treno weapon shop on disc three, and the other one is available now. It's quite an easy enemy to beat, just use someone like Steiner and you probably won't even have to change your equipment, it's only got like 7000 HP. MP Attack ability will make short work of it. You'll especially want to take part in this fight if you didn't defeat the optional boss Tantarion because your reward for winning is a pair of 'Running Shoes,' and Auto-Haste is one of the best abilities you can get. While you're here you might as well visit the Stellazzio lady and also the auction house if you want to see if you can pick up some more awesome stuff and make a few Gil. There's one other optional area to visit if you wish, it's just a town-like area, so there's really no harm in checking it out, and you can seriously upgrade your equipment there. It's called Daguerreo and it's located on the West side of the world. Notice all the islands on the West side? Well the largest of these islands has a cave on in between a couple of waterfalls, it's somewhat hard to miss, and it's your destination.

__ inal Fantasy IX /-----o	
-----o-----\	Daguerreo
(00016) \-----o	

o----- Item Checklist -----o	Start by going right and then down to find
	the 'Capricorn' Stellazzio. Continue right
Capricorn....._____	to the next room and ride the elevator up,
Elixir....._____	save your game here using the Moogle.

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|                               | Proceed to the next room and press the
o-----o button on the left side of the lady at the
                               | counter. Examine the pile of books on the
right side of this hall then go over to the left side and talk to the man
beside the bookshelf, tell him where his
book is and he will move. When you go o- Weapon Shop -----o
behind the shelf you'll find a ladder to |                               |
take you down. Run to the far left side to | Mage Masher.....500 Gil |
find an 'Elixir' then speak with the man in | Mythril Dagger.....950 Gil |
brown. If you have a Namingway Card like | Gladius.....2300 Gil |
the one you found in Kuja's Desert Palace | Zorlin Shape.....6000 Gil |
this guy will allow you to change the name | Rune Blade.....8900 Gil |
of one of your characters or as many as you | Obelisk.....6000 Gil |
want, as often as you want. Now return back | Tiger Fangs.....13,500 Gil |
to the entrance of Daguerreo. This time go | Mythril Racket.....2250 Gil |
left and you'll find yourself in a room with | Asura's Rod.....3180 Gil |
some weird elevator blocks. Examine the | Hamelin.....5700 Gil |
switches and choose to pull the left lever | Octagon Rod.....4500 Gil |
twice. When you do a hole in the wall will | Rising Sun.....500 Gil |
be revealed, examine the hole and then | Bone Wrist.....330 Gil |
examine the pole beside the switches. The | Mythril Armlet.....500 Gil |
rest happens automatically. Now pull the | Magic Armlet.....1000 Gil |
right lever enough times so that the | Chimera Armlet.....1200 Gil |
o- Item Shop -----o | Egoist's Armlet....2000 Gil |
|                               | | N-Kai Armlet.....3000 Gil |
|                               | | Jade Armlet.....3400 Gil |
| Potions.....50 Gil | | Venetia Shield.....2800 Gil |
| Hi-Potions.....200 Gil | | Defense Gloves.....6000 Gil |
| Phoenix Down.....150 Gil | | Lamia's Tiara.....800 Gil |
| Echo Screen.....50 Gil | | Twist Headband.....1200 Gil |
| Soft.....100 Gil | | Golden Hairpin.....3700 Gil |
| Antidote.....50 Gil | | Coronet.....4400 Gil |
| Eye Drops.....50 Gil | | Diamond Helm.....3000 Gil |
| Magic Tag.....100 Gil | | Gaia Gear.....87000 Gil |
| Remedy.....300 Gil | | Demon's Vest.....10,250 Gil |
| Annoyntment.....150 Gil | | Demon's Mail.....59000 Gil |
| Tent.....800 Gil | | Diamond Mail.....88000 Gil |
|                               | |                               |
o-----o o-----o

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platform touches ground, then step onto it. Now that the elevator is working the guy at the top opens up his equipment ship again. You're going to need a ton of money to afford all this stuff so hopefully you've built up your assets by now because this is some of the best equipment you can find in the game, ironic that you get such amazing stuff before going to Ipsen's Castle, but you'll understand why once you get there. Anyway since this stuff is so hard to afford, if you're looking for a trick to get infinite money here it is. Head to Dali and purchase 99 Wrists from the weapon shop, now head to Black Mage Village and purchase 99 Steepled Hats from the weapon shop. Enter the Black Mage Village Synthesis shop and synthesize yourself 99 Cotton robes. This whole process will cost you about 130,000 Gil but if you don't have that it's okay, you don't have to synthesize all the cotton robes at one time. After you've synthesized as many as you can go to the weapon shop and sell all of them for 2000 Gil a piece, now you can probably afford to synth the rest and sell all those for 2000 bucks a piece. In the end you'll end up with approximately 60,000 more Gil than you started with, and that's taking into account the cost of buying the wrists and hats along with the synth price, it's 60,000 Gil of pure profit and you can do it as many times as you want. I'm fairly sure that at the end of the game the shops change and this trick because unavailable, so if you're going to do it, do it now. Don't worry

though, I know of a different infinite moneytrick at the end of the game anyway, but it takes longer so enjoy this one. Purchase as much awesome stuff as you can and prepare to leave Dageurreo. Before you go check out the door you find if you go straight up from the entrance. This transforms Ore into more precious jewels, it's not too useful, but it's there. Anyway it's time to leave here and head directly North of Daguerreo, Ipsen's Castle is located at the Northwest corner of the continent above you, land your airship on part of the grass covered area down in the valley, then enter Ipsen's Castle.

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o- Synthesis Shop ----- Required Items -----o
|
| Angel Bless.....9000 Gil   Mythril Dagger.....Gladius..... |
| Sargatanas.....12,000 Gil  Gladius.....Zorlin Shape..... |
| Cotton Robe.....1000 Gil   Wrist.....Steepled Hat..... |
| Silk Robe.....2000 Gil    Silk Shirt.....Bandana..... |
| Magician Robe.....3000 Gil  Mage Staff.....Magician Cloak..... |
| Glutton's Robe.....6000 Gil  Mythril Fork.....Cotton Robe..... |
| White Robe.....8000 Gil    Gaia Gear.....Jade Armllet..... |
| Black Robe.....8000 Gil    Gaia Gear.....N-Kai Armllet..... |
| Cachusha.....1000 Gil    Magus Hat.....Rubber Helm..... |
| Coral Ring.....1200 Gil   Lightning Staff.....Rod..... |
| Magician Shoes.....1500 Gil  Germinas Boots.....Bone Wrist..... |
| Barette.....1800 Gil     Needle Fork.....Barbut..... |
| Power Belt.....2000 Gil   Glass Buckle.....Chain Mail..... |
| Madain's Ring.....3000 Gil  Bone Wrist.....Stardust Rod..... |
| Fairy Earrings.....3200 Gil  Magic Armllet.....Soft..... |
| Extension.....3500 Gil    Lamia's Tiara.....Multina Racket..... |
| Reflect Ring.....7000 Gil  Anklet.....Madain's Ring..... |
| Anklet.....4000 Gil     Gold Choker.....Peridot..... |
| Feather Boots.....4000 Gil  Magician Shoes.....Phoenix Pinion..... |
| Black Belt.....4000 Gil   Twist Headband.....Survival Vest..... |
| Pearl Rouge.....5000 Gil  Moonstone.....Elixir..... |
| Promist Ring.....6000 Gil  Chimera Armllet.....Ruby..... |
| Battle Boots.....6500 Gil  Feather Boots.....Wing Edge..... |
| Rebirth Ring.....7000 Gil  Diamond.....Anklet..... |
| Angel Earrings.....8000 Gil  Fairy Earrings.....Barette..... |
| Garnet.....350 Gil       Ore.....Remedy..... |
| Amethyst.....200 Gil     Ore.....Annoyntment..... |
| Peridot.....100 Gil      Ore.....Soft..... |
| Sapphire.....200 Gil     Ore.....Antidote..... |
| Opal.....100 Gil        Ore.....Potion..... |
| Topaz.....100 Gil       Ore.....Eye Drops..... |
| Thief Gloves.....50,000 Gil  Mythril Armllet.....Sargatanas..... |
|
o-----o

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|___ inal Fantasy IX /-----o
| -----o-----\
|           (00017)  \-----o

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o----- Item Checklist -----o  You won't be able to use Amarant for this
|                               | castle so form some other party that doesn't
| Dagger....._____ | include him. The first thing to do is
| Aquarius....._____ | access your menu, assuming you're using
| Cat's Claws....._____ | Zidane and Steiner, equip them with the
| Broadsword....._____ | Dagger and Broadsword. There is a property
| Javelin....._____ | to this castle likely to do with half of it
| Rod....._____ | being upside down and opposite that makes it
| Earth Mirror....._____ | so weaker weapons are actually more
| Water Mirror....._____ | powerful. You're first clue of this fact is

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| Wind Mirror....._____ | received when you open the chest on the
| Fire Mirror....._____ | left, all you will find inside is a
| Maiden Prayer....._____ | 'Dagger.' Check the chest on the right as
| Mage Staff....._____ | well to get the 'Aquarius' Stellazio. In
| Fork....._____ | the next room open the chest containing
| Air Racket....._____ | 'Cat's Claws' at the top. Speak to Kumool
| Golem's Flute....._____ | and deliver the letter you have for him.
| Ancient Aroma....._____ | Check out the Mogshop to make any purchases
| | you need then save your game. Grab the pole
o-----o on the right side and slide down to the next
room. Head up the path here away from the
screen and there's a ladder you can climb on your right. Follow the hallway
over to the left side and go thorough the door. Through the next door you'll
reach another ladder, when you get onto it head up, when a question mark icon
appears press X and choose to jump right. In the chest at the end you'll find
'Broadsword.' Take the left walkway next to reach a 'Javelin' in a treasure
chest. Jump back onto the ladder and descend down to the bottom. There's a
ladder on the far right side as well, climb that to the top and when you jump
off go down the other ladder right beside you. At the end of this path you'll
find a 'Rod' in the chest. Return to the platform above and go through the
door, it leads you right in front of an elevator, step on the elevator to go
up and trigger a scene. Afterward examine all the mirros on the wall to get
'Earth Mirror,' 'Water Mirror,' 'Wind Mirror,' and 'Fire Mirror.' Try to
leave and prepare yourself for a boss fight... an easy boss fight.

O=====O=====O=====O
| Boss: Taharka | HP: 30,000 | Steal |
O=====O=====O=====O
	Elixir
This is one of the most pathetic boss fights	-----
in the game, it's basically just a "Hey, we	Mythril Claws
haven't had a boss fight in awhile" kind	-----
of filler battle. The boss has two forms,	Orichalcon
open and compact. In the compact form it is O=====O	
almost immune to physical attacks, however	
its only attack is Ram which does a tiny bit of physical damage to one	
person. When it opens up it becomes vulnerable to physical attacks again,	
the Ram is replaced by the Claw of about equal weakness and the boss'	
only somewhat powerful spell Blizzaga appears. If you equip your party	
with armour that protects again Ice I would wager a team of level 10	
characters could wipe the floor with this boss. About the only difficult	
thing I note is the difficulty involved in stealing that Orichalcon.	
It's a good thing you'll be given plenty of time to steal it while the	
boss tries to hurt you, because you'll likely need all that time. To	
make things go faster note that you can cast "Slow" on this boss.	
o-----o

Ride the elevator to the room below and head down. Look and the wall on the
right and choose to examine it, then push it, then pound it, then think, then
do everything again, then try something drastic, then rest. Go right and open
the chest to get a 'Barette.' Now make your way back to the entrance of this
castle, along the way there's a quick scene with your party members where Vivi
almost falls down a trap door. Above this trap door there is another one,
fall down it on purpose and you'll land beside a chest containing 'Maiden
Prayer.' Climb back up the pole, all the way to the top where you can jump
off and grab two chests containing 'Mage Staff,' and 'Fork.' In the front
hall notice the set of stairs in the middle leading up, go up there and cross
the walkway which leads eventually to some kind of elevator. From here go
left and you'll find an 'Air Racket' in the chest. Stand on the elevator to


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|__ inal Fantasy IX /-----o
| -----o-----\                Terra                |
| (00019)          \-----o

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o----- Item Checklist -----o Start by going up to the next screen then
|                                     | take the stairs on your left down. Jump
| Dragon Wrist....._____ | across the platform and keep jumping up,
| Coronet....._____ | eventually you'll reach a chest containing
| Elixir....._____ | 'Dragon Wrist.' On the way back be sure to
| Remedy....._____ | jump across to the right and grab the
| Mythril Racket....._____ | 'Coronet.' Return to the screen where you
| Demon's Vest....._____ | say the girl with the tail and continue up.
| Minerva's Plate....._____ | You'll find an 'Elixir' in the chest on your
|                                     | left, head up and chase after the girl. On
o-----o the other side of the bridge climb down the
                spider web. Descend the web on your right
and open the chest to get 'Remedy.' Go back up and turn left, jump across the
gap and grab the 'Mythril Racket' out of the chest. When you go to jump back
across you'll have the option to climb down, take that option. There's a
chest at the bottom containing 'Demon's Vest' and you'll find the girl on your
left. Continue up and cross the bridge. At the top of the stairs in the next
area there is a secret path on the left which leads down and around to a chest
containing 'Minerva's Plate.' Climb the stairs to the very top and watch.

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|__ inal Fantasy IX /-----o
| -----o-----\                Bran Bal                |
| (0001A)          \-----o

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o----- Item Checklist -----o Let's start by going left and down the
|                                     | stairs. Head up to the top of town and go
| Elixir....._____ | through the door, downstairs in this
| Wing Edge....._____ | building you'll find an 'Elixir' on the
| Diamond....._____ | floor. Check the buidling on the far right
| Ether....._____ | hand side of town, examine the pot and a
| Elixir....._____ | Moogle pops out! Speak to the Moogle about
|                                     | Mognet and he will ask you to deliver a
o-----o letter to Mozme. Open the chest to find a
                'Wing Edge' then save your game. Don't
forget to speak to Stiltzkin who is also there, he'll sell you a 'Diamond,'
'Ether,' and 'Elixir' for 2222 Gil. Your next destination is the inn on the
left side of town. After the scene go back into the inn and open the chest
containing 'Elixir.' The underground lab is the building up at the top, you

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o- Moorock's Mogshop -----o
|                                     |
| Dagger.....320 Gil           Mage Masher.....500 Gil |
| Mythril Dagger.....950 Gil       Gladius.....2300 Gil |
| Zorlin Shape.....6000 Gil        Orichalcon.....17,000 Gil |
| Defender.....9340 Gil           Holy Lance.....11,000 Gil |
| Avenger.....16,000 Gil          Mythril Racket.....2250 Gil |
| Bistro Fork.....10,300 Gil       Rising Sun.....500 Gil |
| Dragon Wrist.....4800 Gil        Defense Gloves.....6000 Gil |
| Coronet.....4400 Gil            Flash Hat.....5200 Gil |
| Adaman Hat.....6100 Gil         Platinum Hat.....4600 Gil |
| Demon's Vest.....10,250 Gil      Minerva's Plate.....12,200 Gil |
| Platina Armor.....10,000 Gil     Hi-Potion.....200 Gil |
| Phoenix Down.....150 Gil         Echo Screen.....50 Gil |
| Soft.....100 Gil               Antidote.....50 Gil |
| Eye Drops.....50 Gil            Vaccine.....100 Gil |
| Remedy.....300 Gil              Annoyntment.....150 Gil |

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| Tent.....800 Gil

|
o-----o

went there and found an Elixir. Head downstairs and speak to the girl in pink at the bottom. Next go upstairs for another scene, then you'll be in control of Eiko. There are lots of Active Time Events to watch here. Run around town and recruit Amarant and Vivi into your party by speaking to them. You may want to save your game then head to the lower area of town where there was kind of a forcefield before, the path is now open. As Zidane run up to the next screen for a scene. Keep following Garland wherever he goes.

Final Fantasy IX /-----o
| -----o-----\ Pandemonium |
| (0001B) \-----o

o----- Item Checklist -----o What happens in pandemonium is kind of a
| | string of battle with various party members,
| Holy Miter....._| | the enemies are quite difficult and if some
| 20,007....._| | members of your party are either unleveled
| Carabini Mail....._| | or unequipped it might be difficult. After
| Battle Boots....._| | three battles, the last of which you must be
| | careful of because of the enemies' attack
o-----o which reduces your HP to 1, head back to the
right and pick up the party members you

abandoned. Speak to the Moogle and save your game, then head right toward the throne you were sitting on at the start of all this. If you examine the throne you'll get a 'Holy Miter.' Make your way left until you come to a room with a button, when you press this button a timer appears and some blue flames pop up. You need to run between these blue lights, touching them triggers a battle and will use up all your time. What you want to do basically is wait for a moment while the first two light patterns appear after they all flash, then make a mad dash for the lower left. If done right you can leave the room and cross the bridge. Here's you'll find a large object you can examine and change the value. Set it to three then proceed into the next room, go up the ramp and jump onto the platform. When it drops you off continue up to the top and get on it a second time, it will take you to a chest containing '20,007 Gil.' Return to the large statue. You might find the rest of your party waiting here to change it for you as you go up. If so return to the previous screen, if not go back and forth until they eventually do show up. Either way set it to a value of four and head back. Run around and ride it up to the next floor above you. From this round area take the upper right exit and step on the warp device. This linear path will eventually lead you to a 'Carabini Mail.' Return to the round area and take the upper left path. Go right at the fork and step on the blue panel to be dropped down in front of a chest with 'Elixir' inside (I guess you could have got here from the other side, but no matter.) Back one final time to the round area, take the lower path to the warp device. When you come to a fork go down and warp yourself until you reach a chest containing 'Battle Boots.' Return to the fork and head up this time. It leads you to a Moogle, be sure to speak to it about Mognet and deliver the letter from Moorock. If you're ready to continue follow the path.

o=====o=====o=====o
| Boss: Silver Dragon | HP: 25,000 | Steal |
o=====o=====o=====o

	Elixir
The difficulty of this boss is really going	-----
to vary depending on whether you want to	Kaiser Knuckles
steal everything from it, and you should,	-----
since there's some good stuff. If you do	Dragon Mail

| want to grab this stuff you'll need a way to O=====O
| either survive and better yet BENEFIT from |
| the boss' attacks, and this is something that is really easy to do given |
| how many of his attacks are of the Wind element. Grab armour, helmets, |
| add-ons, weapons, anything that will either reduce, eliminate or best of |
| all: absorb all Wind damage. This should negate at least two of its |
| attacks leaving barely more than a dangerous physical hit while trying to |
| grab everything. If you're just looking for a quick win, or looking for |
| any easy win whether you stole or not, it can be done easy. Equip Vivi |
| with the Black Robe and the Reflectx2 ability, he'll also need to be able |
| to cast Flare. Now have Eiko cast Reflect on Vivi, next Vivi should cast |
| Flare on himself, bam, instant 9999 damage. Do that twice and have |
| Steiner with MP Attack hit once for about 5000, the battle is over. |
| |

O-----O

O=====O=====O=====O=====O

| Boss: Garland | HP: 40,000 | Steal |

O=====O=====O=====O=====O

| | Dark Gear |

This battle too can be won almost without	-----
hassle thanks to the sheer awesomeness of the	Ninja Gear
Reflectx2 ability, in fact Reflect has a very	-----
useful purpose all around in this battle, and	Battle Boots
not just for Vivi. You see, two of Garland's O=====O	
four primary attacks (and just our luck, the	
two strongest ones) can be reflected. Now if your entire party is	
reflecting then he won't even bother to cast them so I say the best bet	
is to have Auto-Reflect on three of your four party members. Garland's	
two worst attacks are Flare and Stop. Flare will reflect and deal a	
small amount of damage since it's weak, but at least it won't hit you.	
His other two attacks deal less than 1000 damage and only to one person	
so they shouldn't cause too much worry. First of all you should steal	
everything he has, that's always a given, second of all you should	
have Vivi Auto-Reflecting, use Flare and Holy over and over again on him	
with Reflectx2 in effect and you're looking at between 7000-9000 damage	
each time, with only 40,000 HP he sure isn't going to last too long.	

O-----O

O=====O=====O=====O=====O

| Boss: Kuja | HP: 45,000 | Steal |

O=====O=====O=====O=====O

| | Ether |

The final boss on this trilogy is Kuja.	-----
As usual there is a trick to this battle as	Caribini Mail
well that will allow you to come out of it	-----
with barely a scratch. The trick is that	Light Robe
Kuja's most super powerful attack is totally O=====O	
conditional. Meaning it only happens if you	
do something, and that something is cast magic. With Steiner and Zidane	
both equipped with MP Attack and some good Thunder protection to help	
protect against his Thundaga attack you've pretty much got this battle	
in the bag. Remeber do not cast magic on him. There's nothing wrong	
with using it on yourself, if you need a Curaga feel free to use one	
but rely on physical attacks to defeat the boss and end the fight.	

O-----O

| Final Fantasy IX /-----O

Black Mage Village

(0001C)

o----- Item Checklist -----o You'll start in your airship before you
 | | actually go to Black Mage Village, press
 | Pisces..... | triangle to enter the ship and leave the
 | | bridge. There's a chest on your left
 o-----o containing 'Pisces.' The shops of Black
 Mage Village have become pretty much the
 best shops in the world so you are

definitely going to want to check them out.

That's pretty much all there is to do in
 Black Mage Village. Your final destination
 is the portal floating above the Iifa Tree.
 Once you go in there you are still able to
 leave freely so if you'd like to go grab the
 great stuff found there, you don't have to
 worry about getting stuck or anything.

o- Weapon Shop -----o

| Wizard Rod.....3990 Gil |
 | Siren's Flute.....7000 Gil |
 | High Mage Staff.....6000 Gil |
 | Thief Hat.....7100 Gil |
 | Holy Miter.....8300 Gil |
 | Dark Gear.....16,300 Gil |

o- Item Shop -----o

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

o- Synthesis Shop ----- Required Items -----o

Butterfly Sword.....300 Gil	Dagger.....	Mage Masher.....
The Ogre.....700 Gil	Mage Masher.....	Mage Masher.....
Exploda.....1000 Gil	Mage Masher.....	Mythril Dagger.....
Rune Tooth.....2000 Gil	Mythril Dagger.....	Mythril Dagger.....
Angel Bless.....9000 Gil	Mythril Dagger.....	Gladius.....
Sargatanas.....12,000 Gil	Gladius.....	Zorlin Shape.....
Masamune.....16,000 Gil	Zorlin Shape.....	Orichalcon.....
Duel Claws.....16,000 Gil	Dragon's Claws.....	Tiger Fangs.....
Priest's Racket...11,000 Gil	Air Racket.....	Cachusha.....
Bracer.....24,000 Gil	Battle Boots.....	Venetia Shield.....
Gauntlets.....8000 Gil	Mythril Gloves.....	Dragon Wrist.....
Golden Skullcap...15,000 Gil	Gold Helm.....	Golden Hairpin.....
Circlet.....20,000 Gil	Coronet.....	Rosetta Ring.....
Grand Helm.....20,000 Gil	Cross Helm.....	Power Belt.....
Rubber Suit.....20,000 Gil	Minerva'sPlate.....	Egoist's Armllet.....
Brave Suit.....20,000 Gil	Mythril Vest.....	Mythril Rod.....
Light Robe.....20,000 Gil	Magician Robe.....	Glass Armllet.....
Grand Armor.....45,000 Gil	Mythril Sword.....	Mythril Armor.....
Desert Boots.....300 Gil	Leather Hat.....	Leather Shirt.....
Yellow Scarf.....400 Gil	Feather Hat.....	Steepled Hat.....
Glass Buckle.....500 Gil	Glass Armllet.....	Leather Wrist.....
Germinas Boots.....900 Gil	Desert Boots.....	Fork.....
Gold Choker.....1300 Gil	Linen Cuirass.....	Soft.....
Running Shoes....12,000 Gil	Battle Boots.....	Emerald.....
Rosetta Ring.....24,000 Gil	Madain'sRing.....	Holy Lance.....
Garnet.....350 Gil	Ore.....	Remedy.....
Amethyst.....200 Gil	Ore.....	Annoyntment.....
Peridot.....100 Gil	Ore.....	Soft.....

Sapphire.....200 Gil	Ore.....Antidote.....	
Opal.....100 Gil	Ore.....Potion.....	
Topaz.....100 Gil	Ore.....Eye Drops.....	
Lapis Lazuli.....400 Gil	Ore.....Dead Pepper.....	

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| Final Fantasy IX /-----o
| -----o-----\
| (0001D) \-----o

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o----- Item Checklist -----o Watch the awesome cutscene and prepare for a
|                               | battle. Run forward and enter Memoria. On
| Kain's Lance.....| the spot you are standing on your can return
| The Tower.....| to the Invincible. The colourful orbs act
| Angel Flute.....| as Moogles, they are save points (no Mognet
| Rune Claws.....| or... Orbnets... or anything like that.) Use
| Mace of Zeus.....| a Tent and save your game. Up a little bit
|                               | from the orb, but not so far as to go to the
o-----o next screen, check the right side to find

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O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O
| Boss: Nova Dragon          | HP: 55,000   |          Steal          |
O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O

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|                               | Remedy          |
| There are many good ways to damage this boss, |-----|
| everything from magic to physicals to special | Dragon Wrist   |
| awesome Trance abilities work well. If you   |-----|
| synthesized the Grand Armor in Black Mage    | Grand Armor    |
| Village obviously you won't really need to   O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O
| steal it here, but it sure saves a lot of Gil |
| if you do. The boss has a number of attacks, most of which hit the entire |
| party for over 1000 damage so if there's ever been a good time to use    |
| Curaga on everyone then now is that time. I find that magic attacks work |
| better than physical attacks simply because the boss has a Counter       |
| ability that gets annoying, also because Reflectx2 is as useful as ever. |
|                               |
o-----o

```

Kain's Lance. On the next screen go left and press X where the exclamation point appears. Notice that Zidane looks around but nothing happens, well try pressing square. This is the first of five card masters you will find in Memoria, each time you find something like this where nothing happens it's probably a card master. Continue up the path and leave this room. In this next area make your way up the back and forth path, before going any further at the top notice there is kind of a little platform you can step down onto. At the corner of this platform you will find Zidane's weapon 'The Tower.' In the next area you'll randomly encounter the first of a number of random encounter bosses, be sure to set up and prepare your party beforehand.

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O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O
| Boss: Maliris             | HP: 60,000   |          Steal          |
O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O

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|                               | Masamune        |
| This boss has some totally badass stuff to   |-----|
| steal, and here's how to get it. Equip your | Genji Armor    |
| characters with the following. Armour that   |-----|
| reduces or eliminates Fire damage, also    | Ultima Sword   |
| equip the Body Temp ability to render the   O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O
| boss' Mustard Bomb attack useless. Now take |

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| everyone but Zidane and put them in the back row. Now have each of them
| Defend. As long as you don't choose any other command for the rest of
| the fight and just cycle turns with Triangle they will remain defending
| forever. With all this set in place no one in your party except Zidane
| should be able to take more than 400-500 damage from any attack, you're
| set to start stealing like crazy. Once you've got everything start
| attacking the boss, by now you should have grown accustomed to its attacks
| and you should be prepared to just hack and slash away. Since the boss
| casts Reflect, physical attacks are the best way to go in this fight.
|
|

o-----o
In the next room there's a scene when you enter. After the scene approach the
broken city of Alexandria, on the left you'll find the 'Angel Flute' and on
the right you'll find a hidden save point. Proceed through the next hallway
to an outdoor area where the rain is coming down hard. At the top of the
stairs on the left is another of the card masters. Continue right for another
scene. At the bottom of the large staircase with the eyeball check on the
left to find 'Rune Claws.' Be ready for battle when you ascend.

o=====o=====o=====o
| Boss: Tiamat | HP: 60,000 | Steal |
o=====o=====o=====o
		Blood Sword
This random encounter boss is harder than	-----	
most in-your-face bosses. The most important	Feather Boots	
thing to do for this fight to guarantee your	-----	
safety is to well prepare. You'll still need	Grand Helm	
the Body Temp skill equipped from the last o=====o		
fight, but immunity to Fire should become		
immunity to Wind. The boss' most powerful attack is the Twister which		
can deal damage in the thousands and multi-thousands range. You NEED		
Wind immunity. This is easy with Vivi and Eiko, equip the Octagon Rod		
and Ribbon respectively. Zidane should equip a Coronet and Steiner		
might have a bit of trouble. This of course only applies to my party,		
use your best judgment. This will make the boss' most powerful attack		
become Jet Fire, which is still dangerous, but at least it would be		
inflicting Heat on your characters. For those who wish to steal, you're		
going to have a hard time here, the boss uses special absorbing attacks.		
Too bad you can't kill it and THEN steal, because by the time you've got		
everything you'll be as weak as an infant.		

o-----o
Climb to the top of this area and continue on. Next you'll
reach a staircase that goes down and left, in the corner at the bottom is
another of the card masters. Through the next area you'll come to a save
point, save your game and use a Tent. After a scene with Quina in the next
room you'll be able to fight an optional boss if you wish. If you want to
fight him go around behind the rock on the rock and keep running around and
tapping Z until you see a message appear. When asked to leave... don't

o=====o=====o=====o
| Boss: Hades | HP: 55,000 | Steal |
o=====o=====o=====o
		???
Once again preparation is key for this fight,	-----	
you'll probably have to abandon some of your	???	
more favoured abilities however to make way	-----	
for all the status protection abilities you	???	

| need to equip like Antibody, Clear Headed, O=====o
 | Bright Eyes etc etc etc. For an optional |
 | boss Hades HP total is really low so going on the offensive is the best |
 | thing you can do. Steiner's Shock ability is like a liscense to deal |
 | 9999 damage, as is a reflected Reflectx2 Flare spell. Have Eiko cast |
 | Holy or Summon Madeen and Zidane's normal attack can lay waste. |
 | |

o-----o
 When Hades is defeated he opens up a Synthesis shop with some of the best
 synthable stuff in the game. Note that the Save The Queen sword cannot be
 equipped, rather if memory serves, it gives a bonus ending sequence. Also
 note that the combined price of the items needed to make the Phoenix Pinion do
 not match the 1000 Gil selling price, so there's your other money trick.

o- Synthesis Shop ----- Required Items -----o

Robe of Lords.....30,000 Gil	White Robe.....	Black Robe.....
Tin Armor.....50,000 Gil	Hammer.....	Ore.....
Protect Ring.....40,000 Gil	Dark Matter.....	Rebirth Ring.....
Pumice.....50,000 Gil	Pumice Piece.....	Pumice Piece.....
Garnet.....350 Gil	Ore.....	Remedy.....
Amethyst.....200 Gil	Ore.....	Annoyntment.....
Peridot.....100 Gil	Ore.....	Soft.....
Sapphire.....200 Gil	Ore.....	Antidote.....
Opal.....100 Gil	Ore.....	Potion.....
Topaz.....100 Gil	Ore.....	Eye Drops.....
Lapis Lazuli.....400 Gil	Ore.....	Dead Pepper.....
Pumice Piece.....25,000 Gil	Hammer.....	Pumice.....
Save the Queen....50,000 Gil	Javelin.....	Silver Gloves.....
Phoenix Pinion.....300 Gil	Phoenix Down.....	Gysahl Greens.....
Ether.....500 Gil	Echo Screen.....	Vaccine.....

| |

o-----o

In the next room you'll face yet another random encounter boss enemy.

O=====o=====O=====O=====O
 | Boss: Kraken | HP: 60,000 | Steal |
 O=====o=====O=====O=====O
		???
Once again the Body Temp skill comes in	-----	
quite handy given that it completely	???	
negates Freeze, one of the boss' main	-----	
attacks. As you may have guessed you're	???	
going to want to switch up your equipment O=====o		
for some water absorbing armour or other		
similar pieces. For the first time in awhile the Reflectx2 ability		
actually isn't that useful as the boss has two tentacles and they really		
aren't worth your time to target, but Reflect will bounce it onto a		
random target. Just use your magic normally on the main body. You may		
want to equip the Bright Eyes ability to make the boss' ink spell		
useless. Remember that water enemies really don't like Thunder magic		
but Flare is way better than Thundaga anyway, even when they are weak.		

o-----o

When you enter the next area with the large clock be sure to check the upper
 right corner to find an invisible save point. At the top of the stairs go
 right and through the opening, here you will find the fourth of the five card

masters. Continue through the door at the upper left. After the quick scene climb the ladder. At the top check the left side to find Vivi's 'Mace fo Zeus' and then the right side to find the fifth and final card master. Ascend the ladder in front of you. Proceed through the door at the top for a fight.

```
O=====O=====O=====O
| Boss: Lich                | HP: 60,000    | Steal          |
O=====O=====O=====O
|                               | N/A           |
| Continuing the recurring theme of elemental |-----|
| properties there are going to be a few things | N/A          |
| to keep in mind for this fight. As many |-----|
| Feather Boots and Gaia Gears as you can get | N/A          |
| to absorb Earth attacks. You'll also want |-----|
| the Antibody ability and under absolutely no |
| circumstance should you have any party members at a level that is |
| divisible by five lest you be slaughtered by his L5 Death spell. He is |
| ready to cast the devastating Stop spell at a moment's notice so you've |
| obviously got two options, either equip Locomotion on your characters |
| or be ready to use a Remedy whenever the need arises. For damage simply |
| bounce spells off Vivi or have your MP Attack characters... attack! |
|                               |
O-----O
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After the battle check to your immediate left and you'll find yet another invisible save point, that should be rather helpful. Through this door the next area is weird, you're kind of floating in outer space but you can still control your character. Simply hold up on the analog stick and move toward the weird light. Follow the linear crystal path until you reach a normal save point. Be sure to setup your party for the final bosses, remember at this point things like Level Up and Ability Up no longer matter, there's an extra ten points you can put toward status protection, you'll need it.

```
O=====O=====O=====O
| Boss: Deathguise         | HP: 55,000    | Steal          |
O=====O=====O=====O
|                               | N/A           |
| This boss has some nasty death attacks but |-----|
| most of the time it just relies on | N/A          |
| physical attacks. This is about as generic |-----|
| as it gets, cast Curaga on everyone, be ready | N/A          |
| to attack with your best physical hits, |-----|
| cast Flare, Holy, summon Madeen etc etc, |
| you shouldn't have any trouble with this boss, save your trouble |
| for what's coming after this, it's only going to get harder. At least |
| you have a chance to access the menu and heal/switch after the battle. |
|                               |
O-----O
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```
O=====O=====O=====O
| Boss: Trance Kuja        | HP: 55,000    | Steal          |
O=====O=====O=====O
|                               | N/A           |
| This is the first legitimately hard boss |-----|
| in awhile, he abuses the Flare Star spell | N/A          |
| like mad which can really be brutal. I |-----|
| recommend a serious brutal offensive here | N/A          |
| so you don't have to try and keep up with |-----|
| all the damage you're taking, hopefully |
| you can just eliminate him quickly. Keep attacking with your best |
|                               |
O-----O
```

| physicals and powerful magic spells like Flare. Don't be afraid to just |
| waste Elixirs like they're nothing, you're at the end of the game, what |
| are you keeping them for otherwise? Same applies to all your items. |

o-----o

o=====o=====o=====

| Boss: Necron | HP: 55,000 | Steal |

o=====o=====o=====

| | N/A |

| Necron is a beast, he's got all sorts of |-----|

| different attacks ranging from the super | N/A |

| powerful to the super annoying. Let's |-----|

| start with his Grand Cross shall we, the | N/A |

| Super Nova of Final Fantasy IX inflicts a o=====

| random status ailment or ailments on your |

| whole party which is why having the protection abilities is so important. |

| One of these random ailments can include instant death and I don't have |

| a clue how to get around that, luck I guess. For each Grand Cross he |

| will follow with his most powerful attack, the Neutron Ring which does |

| basically thousands of damage to your party. To defeat this boss you |

| need to really pound on him while he uses his weaker attacks. One thing |

| you can try is to equip armour with protection from ice, at least you |

| could negate the damage from his Blizzaga spell. Casting Reflect on |

| your party however would not only have the same effect it would also |

| stop his Flare and Holy spells while dealing damage to him in the process. |

| Necron uses Protect and Shell on himself meaning this battle will take |

| longer than most battles against enemies with 55,000 HP, but still, it's |

| not un-manage-able. Combining Steiner's Minus Strike with the fact that |

| the boss uses Blue Shockwave to bring you down to one life can be useful, |

| but not reliable, so prepare well and give it your best shot. |

| |

o-----o

You beat the game. Good job!

Now sit back and enjoy the ending.

d--(o_o)--b

o=====o

| Plot Summary (00090) |

o=====o

When the game opens we see a boat being thrashed about by violent waves on the water. There are two people aboard this boat fighting to stay afloat. When the vision ends a princess wakes up and looks out her castle window to see a large theater ship flying above the city. A young man with a tail drops down inside from inside the ship and enters a darkened room...

| Final Fantasy IX /-----o

| Theater Ship |

| (00091) \-----o

The person who entered the room is Zidane, the main character. He is joined by three other men named Marcus, Cinna and Blank. Just as they enter the room someone else appears, but he isn't too friendly. He's wearing a big dragon

mask and he attacks the party. After defeating him it turns out to be Baku, their leader. There's some kind of big meeting going on here. Their plan is for the infamous band of daring thieves Tntalus (them) to head to Alexandria and kidnap Princess Garnet. They are going to fly their ship right into Alexandira, put on their costumes and perform "I want to be your canary" the most popular play in Alexandria. While this is going on it's going to be Zidane (the main character's job) to kidnap princess Garnet. Following this another cutscene occurs where we see the large theater ship flying over the head of a small person clad in robes with a big pointy hat and a face impossible to see, classically known as a Black Mage in Final Fantasy games.

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|__ inal Fantasy IX /-----o
|  -----o-----\                Alexandria                |
|          (00092)   \-----o

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The small Black Mage is running down the streets of Alexandria with his "ticket" in hand. There is a man walking the streets with a number of nobles from a place called treno, giving them some kind of tour. As he moves down the road the young black mage is bumped by some rat kid in a hurry. He heads to the ticket booth and shows them his ticket for the performance, unfortunately however it is a fake. Disappointed he wanders off and meets the little rat kid once again. The rat kid says that he'll help the black mage see the play if he becomes his slave, to which the mage agrees. His first task is to go on lookout to make sure no one is coming while the rat kid steals a nearby ladder. They take the ladder to the nearby steeple where they are introduced to Kupo and Stiltzkin, the latter of which is the traveling Moogle. The two of them climb the ladder and begin to cross over the rooftops. The asks the black mage his name, he says his name is Vivi and the rat kid introduces himself as Puck. Puck sets down the ladder and uses it to cross from the rooftops to the castle. The game cuts to a scene of the play beginning. Viva and Puck have successfully snuck in to see it. Some hideous looking queen is watching the play alongside Princess Garnet who looks a bit depressed and a now unknown knight watching over her. Fireworks are set off in what appears to be a rather spectacular opening sequence but the princess is still saddened for some reason. Baku introduces the show about a girl trying to flee her castle only to be captured by King Leo. When the great Marcus hears of this he quickly rushes to confront the king. His noble follows played by Zidane and other members of Tantalus rush in to confront the king played by Baku. After the battle Zidane performs a one-on-one sword fight with Blank to impress the queen. They fight their way toward the real caslte and knock out a couple of soldiers to steal their armour.

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|__ inal Fantasy IX /-----o
|  -----o-----\                Alexandria Castle                |
|          (00093)   \-----o

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Zidane climbs the castle stairs only to find the princess runs by past him, knocking them both out of the way. Next we are introduced to the two little jesters, Zorn and Thorn. They are panicking for some reason, most likely something to do with Princess Garnet. They are a little on the clumsy and awkward side. They approach the knight Steiner who will not let them pass as the queen is busy, but the other knight, Beatrix, will allow them through. They explain to Beatrix that Princess Garnet is in danger. Beatrix tells the queen that the princess has run off with the Royla Pendant. She orders the two knights to go and find Princess Garnet. As Steiner reaches the top of one of the towers he spies Garnet being chased by Zidane on another. She purposely jumps from the tower and grabs hold of a long flag rope to swing to the other side. Steiner tries to follow hoever very clumsily ends up crashing through a wall. Zidane chases her all the way into the theater ship where she admits to being princess Garnet Til Alexandros and asks to be kidnapped

immediately. Zidane of course agrees to this since it was their plan anyway. Cinna shows them a secret escape hatch which they jump into just before Steiner reaches them. One of Steiner's knights gets stuck in the hatch which seriously slows down their progress. Turns out that the knight actually got himself stuck on purpose, he was one of the Tantalus members disguised. Downstairs just outside the engine room they are cornered by Steiner who ended up taking a shortcut. After battling him Steiner knocks Blank's armour off to reveal dozens of Ogllops (little jumping bugs) which he just happens to have a sever hatred for. Zidane and garnet use the confusion as an opportunity to escape. They find themselves back on stage with Baku and Marcus in a little mishap that leaves them at a loss for what to do. Steiner follows them up and now the entire group is on stage in front of hundreds of onlookers.

They improvise the scene, King Leo says that Marcus will never marry the princess, but she still loves him and embraces him. Baku grabs Steiner and says that this is the princess' true suiter, Steiner being the only person on stage who has no clue what's going on. Marcus goes to stab King leo but Garnet steps into the way and is stabbed herself. Marcus can't bear the agony of stabbing his lover and kills himself too. Meanwhile Vivi and puck are being chased off by the castle security nearby. He ends up on stage and tries to use some of his Fire magic to keep the guards away but ends up setting Garnet's hood on fire instead. She jumps up throwing her robe aside revealing that she is indeed princess Garnet. Sidane grabs Vivi but Steiner attacks before they can get away. They hold him back and run off into the ship which starts to move. Queen Brahne is furious that her daughter is being kidnapped and orders her men to fire huge grappling hooks to hold the ship down. It twists all over the place as it tries to break free from the chains. She also sends a large exploding grenade monster at them which hides behind Steiner and ends up exploding right on the theater ship. Fortunately the explosion knocked most of the chains free and they were able to fly off, barely under their own power with severe damage, so much damage that down they crash in a nearby forest. We see Queen Brahne talking to Zorn and Thorn asking if the experiment is ready, they say it is and the queen orders them to get Princess Garnet back.

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|__ inal Fantasy IX /-----o
|  -----o-----\
|          Evil Forest      |
|          \-----o-----|
(00094)

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Cinna is talking to Baku, he tells baku that it's going to be difficult seeing as how no one's ever got out of this forest alive. Nobody can find Garnet, some think she may have been thrown from the ship and then crushed underneath it. They'll be hanged for that for sure. Out in the forest however we see Vivi and garnet running from something, it comes up right above them and suddenly the scene ends. Out in the forest Zidane finds that the princess has been engulfed by a large monster with a cage-like appendage on top of his head. After defeating the monster it grabs vivi and attacks against. Before its final breath it exhales some poisonous gas which knocks Steiner and Vivi unconscious. They wake up back on the crashed ship. Steiner seems intent on rescuing the princess despite being in no condition to do so. In another scene far off we see that Ruby, the woman from the theater ship, ended up being left behind in Alexandria. Oh well. Baku forbids Zidane to go and look for garnet since the tropps come first, but of course he decides to go look for her anyway. Baku kind of understands but says he's got to rough Zidane up anyway as punishment. After fighting with Baku Zidane leaves to try and find princess Garnet, Blank gives him some of the medicine to cure people who have been poisoned by the plants before he goes. There is definitely something strange going on in this forest, as they pass by one section a flower with long pointy thorns can be seen moving in the distance. At the back of the forest they find a giant evil plant holding her hostage. After defeating the

plant Zidane gives the princess some of the anti-seed-growth medicine, but something is rumbling. Evil plants appear and begin to give chase. As they are running out of the forest Blank is grabbed by one of the plant monsters. He throws some kind of map to Zidane who manages to escape with everyone else just as the forest turns to stone, turning Blank to stone with it. They decide to rest for the night and then try to get back through a nearby cave.

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|_inal Fantasy IX /-----o
|  -----o-----\                Ice Cavern                |
|          (00095)   \-----o

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According to Vivi's grandfather supposedly, the Ice Cavern is a place near the evil forest that takes travelers up to the top of the evil mist that surrounds the world outside. Along the way the group convinces Vivi to use his magic to help them navigate through frozen walls and such, despite his reluctance. They reach a point in the cave where the wind is so strong and so cold that they could not possibly go any further, somehow this wind is putting them to sleep. Zidane wakes up, but the rest of the group remains asleep while he goes to see what's going on. There is a large Black Mage with wings up on the edge of the cliff, he asks Zidane why he didn't fall asleep. This thing is known as a Black Waltz, it jumps down and summons a large monster to fight against Zidane, but Zidane is able to defeat them both. After it's gone he hears a voice saying number 1 is defeated, but numbers 2 and 3 will still reclaim the princess, these numbers referring to the Black Waltz in this case. Up top of the cliff we catch a glimpse of Zorn and Thorn as Zidane turns to leave. He decides not to tell the rest of the group what happened for whatever reason, they're just waking up now. As they leave the Ice Cavern the group spots a small village on the horizon. Garnet says the only places she has ever visited are in books and she wishes to go down to that village. In order to protect her Zidane recommends she come up with a new name. Steiner is against the whole idea but Garnet sees his point, she wouldn't want to be identified. After looking at one of Zidane's weapons she decides that from now on they will address her as Dagger. Zidane also recommends a bit of a change in speech pattern as she speaks a little too proper to be a commoner.

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|_inal Fantasy IX /-----o
|  -----o-----\                Dali                |
|          (00096)   \-----o

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Arriving in Dali they decide to head to the inn, take a rest, and plan their next move. Dagger asks for a private room, but it's a small town inn and they don't exactly have that kind of luxury. Before they nod off Zidane asks Dagger exactly why she wanted to run away. It seems she was going to Lindblum and if the theater ship hadn't crashed that's where they would be right now but as it stands they'll have to cross the border on foot. Dagger says she cannot tell them the reason, but they must take her to Lindblum, and Zidane agrees. As Vivi walks around town he notices that people seem to be avoiding him for whatever reason, as if they know something he doesn't. Dagger meanwhile is wandering around, thinking about her mother and why she had to fire on the theater ship. When an old woman comes by to tend to the crops Garnet asks what she's doing, and the old woman replies that she's killing off the bugs. Garnet grabs one of the Ogllops and is interested by it, but she remembers Zidane telling her to act like a normal person, and since normal people hate Ogllops she screams and throws it away as if acting from a script. The innkeeper seems troubled by something too, he says he doesn't want to "give in" but everyone is making money except for him. Then he remembers someone Zidane's group was traveling with, perhaps if he tells them about the group he won't have to give in. Vivi is standing over at the stone wall looking at the windmill. Zidane comes by and asks him to wait back at the inn, he agrees. Zidane leaves and just when he's about to some kid runs buy

and grabs Vivi. We see the innkeeper again who says "they sent someone to pick it up right away" suggesting he has some kind of connection to Vivi's kidnapping. After meeting Dagger back at the inn she asks Zidane where all the adults are, it seems like there's nothing but children running around in this village, it's quite odd. Neither of them can figure out an answer. Next we see Steiner in the pub helping a little girl out with her cleaning duties. he asks her what the primary means of transport are in this village to get to the castle and she tells him about the cargo ship, a man named Morrid who lives on the nearby mountain knows all about it. After quite awhile has passed Vivi still hasn't returned so they decide to go out looking for him. Where he was standing there is a small pipe that comes up from the ground. They hear Vivi crying somewhere underground and as quickly as possible they find an entrance leading down to some kind of underground facility below.

There they find two people moving Vivi along. Zidane is about to rush out but Dagger stops him, she says all the patterns on the barrels around here have the same emblem as ones from Alexandria castle, there must be some kind of connection so perhaps for now it would be best to avoid trouble and just see what's going on. Soon enough they find a large coffin like object with what sounds like crying coming from inside. When he breaks it open Vivi pops out. Vivi says that he was grabbed by someone who said "What are you doing out here, the cargo ship isn't even here yet!" Vivi didn't know what he was talking about so he just didn't say anything as they took him away, Zidane says that if anything like that ever happens again to yell "Get off me scumbag!" Zidane tells Vivi that he wants to explore further into this underground area, even if Vivi isn't too thrilled with the idea, but Vivi wants to know more about what's going on as well. There's some kind of machine nearby that's generating large eggs or something, it all seems so weird. There's mist coming out of the machines almost as if that's what's powering them. In the next room they encounter something horrific, dozens and dozens possibly hundreds of Black Mages moving along an assembly line being carried across by their hats. All the adults are here as well, it seems this is where they have been. The group hears someone coming so they try to hide but end up being set in the coffin objects themselves and carried off.

Steiner is up at Mr. Morrid's house by the mountain pleading with him to tell him when the cargo ship arrives. Eventually Morrid just goes ahead and tells Steiner that the ship is already here and they're probably loading it as they speak. Steiner is frustrated but runs off to catch it. While trying to think of a way to get Dagger onto the cargo ship he notices something coming up from the ground. It's the other three who were trapped in the barrel. Once they're reunited Steiner lies to them saying the ship is headed for Lindblum to try and get them all to go onto it. That's when the Black Waltz appears again, only this time it's the superior Black Waltz No. 2! He is here to escort the princess back to the castle, Steiner says he will take care of that but the Black Waltz says that just won't do and attacks the party. When the second Black Waltz has been defeated they quickly return to the inn so they can rest before heading off on the cargo ship. As they arrive Steiner says he will go on and get permission to ride the ship. Dagger finds it suspicious that he would willingly want to help them take a ship to Lindblum and asks Zidane if he really thinks it's headed there. He tells Dagger that it's most likely headed straight for Alexandria but not to worry, he has a plan.

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|__ inal Fantasy IX /-----o
|  -----o-----\                Cargo Ship                |
|          (00097)   \-----o

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When they get onto the ship they find one of the black mage dolls actually up and moving around. Vivi tries to talk with it but it is completely unresponsive. When Zidane climbs up onto the deck of the ship he finds

Steiner miserable for having left Dagger behind. Zidane comes up to him and says they were able to jump onto the ship... barely. He reponds saying when they get back to Alexandria he will be hanged for kidnapping the princess. When Zidane leaves Steiner thinks for a moment, if it weren't for him Dagger would have been left behind, perhaps the honorable thing to do would be to petition for a life sentence rather than a hanging. Suddenly there's a change in direction, Zidane has taken control of the ship. Steiner tells the Black Mages to arrest him at once but like usual they are unresponsive. Before anything else can happen Black Waltz No. 3 shows up. He tells the princes to move aside while he kills little Vivi, but all of the Black Mages aboard the ship appear to stand in front and protect him. It makes no difference, the Black Waltz sends off a burst of energy sending all of the Black Mages plummeting to their doom. The party battles and defeats the third Black Waltz but unlike the other ones this one only runs away. Meanwhile Zorn and Thorn are watching from a nearby flying ship. They spy the Black Waltz coming for them in the distance, afraid they made it too powerful they jump out of the way is it takes their flying machine saying "I exist only to kill." He starts to chase down the cargo ship but they punch the accelerator to get through the South gate before it closes on them. As they're passing through the gate the Black Waltz charges a lightning spell which ends up frying his own engine spinning him out of control and into a wall. The cargo ship flies through the closing gate amidst the explosion of the Waltz's machine and off they go.

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|__ inal Fantasy IX /-----o
|  -----o-----\                Lindblum                |
|          (00098)   \-----o

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Upon arrival in Lindblum Dagger's noble heritage is question as she arrived in such a shabby ship. To prove she is who she is she shows them the special pendant she has. It seems like the "Dargon Claw" with a different shape so they call for Minister Artania. He recognizes Princess Garnet and takes her to see Regent Cid. On the way he explains that there are three levels to the castle connected by a lift, the bottom level is the trolley level where you can take a trolley to the harbour at the back gate. From the mid level you can take an air cab and above the mid level lies the royal chamber and conference room. Regent Cid and Garnet's father were best friends, but she has never met him before, she hopes he will listen to what she has to say. When they arrive the Regent isn't there, just an empty throne. Out from behind the throne appears a mustachioed Oglop. Steiner punches the Oglop away before realizing the Oglop is actually the Regent himself. The story is that six months ago someone snuck into the castle during the night, turned Cid into an Oglop and abducted his wife Hilda. Garnet tells Cid she desperately needs to talk to him about her mother, and he agrees, but it must wait until morning.

Zidane visits a local pub where he is instantly recognized by the regulars, including a rat-woman who goes by the name of Freya. He asks her what she's doing here and she replies it'sbecause of the Festival of the Hunt of course. Zidane asks if she ever plans to go back but she says she has no reason to return to Burmecia. Back in the castle Garnet is speaking with Regent Cid. Garnet explains that since her father died she's been acting quite strangely, they never talk anymore and she's been seeing a strange man walking around the castle. She tried to talk to people but no one took her seriously. She said that when the theater ship from Lindblum came she had planned to board it and come to him but she never expected they were going to kidnap her. Cid says that it was him who ordered the kidnapping. He said he has been aware of the disturbances for a long time, he had promised her father long ago that is she was ever in trouble he would act which is why he requested Baku's help. Garnet is afraid that her mother might use the army of Black Mages being created as tools of war but Cid says that as long as their have the airship fleet Alexandria will not act. Out in the airship dock Cid admits the truth,

he met a woman at the pub and when his wife Hilda found out about the affair she turned him into an Oglop and left with the airship he ironically named Hilda Garde, now as an Oglop he just isn't in the right mind to keep building.

Zidane, Steiner and Vivi are all exploring the town separately. Steiner is having a little trouble finding someone who will help him get back to the castle. Vivi inquires about the Festival of the Hunt and the woman at the counter tells him it's where they let a lot of animals loose, he leaves all excited before she can tell him what she actually meant is that they fight against savage beasts. During this time Dagger is stuck in a room in the castle, she is not allowed to leave as it could be too dangerous, but she thinks to herself that she didn't come here just to be protected. Elsewhere in the world it seems that Baku and his crew are doing just fine.

Zidane decides that he wants to go see Garnet again so he rides the air cab off to the castle. When he arrives in her temporary room he finds only Steiner there who demands to know where the princess is. Zidane doesn't have a clue so he runs off to look for her. After beating up a guard and taking his uniform to get on the elevator he rides it up and finds Princess Garnet on the roof singing. She asks how he got up to a restricted area but... it's what he does for a living. She asks him how he was planning on kidnapping her if she hadn't gone along with them and he says they've got some sleeping weed. She mentions she's been having some trouble sleeping lately and asks him to give her some. After that Zidane asks her what song she was singing, he heard her sing it once before back in Dali. She says she heard it when she was a child but doesn't remember where she learned it. During this time Steiner is walking around browsing various shops, Vivi is still wandering the town and Freya is jumping from place to place looking for Sir Fratley. Zidane makes Dagger a deal, if he gets first place in the Festival of the Hunt, he and her will go out on a date. She agrees to his little proposal, and he's off.

The Festival of the Hunt is an event where they seal off the town of Lindblum and let loose a ton of monsters in which numerous warriors participate to see who can destroy the most and the most dangerous ones before the time is up. Zidane signed himself and Vivi up for this tournament. The winner of the tournament varies but during the reward ceremony in the regent's throne room a Burmecian soldier (another rat-man like Freya) stumbles in, quite wounded. He requests assistance from the king of Burmecia, some steeple-hatted things are attacking the kingdom. Once he makes his request he falls to the floor and dies. The king sends Freya, Zidane and Vivi to look into the matter as after the Festival there are very few troops remaining. Dagger requests to go too but it's just far too dangerous. The regent agrees to open the Dragon's Gate so they can leave on foot, while it is being opened they must celebrate the festival with a feast. As they eat and eat and eat they begin to get sleepy. It turns out Dagger used the sleeping weed Zidane gave her to put in the food so everyone except her and Steiner would fall asleep. She tells him she cannot remain here and do nothing, if her mother is up to something she must find out what it is. When the group wakes up they wonder if she could be heading to Burmecia ahead of them, so they must move fast. All they have to do first is pass through Gizamaluke's Grotto. So off they go!

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|__ inal Fantasy IX /-----o
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|          Qu's Marsh          |
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(00099)      \-----o

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Passing through the marsh along the way the party find s alarge thing called a Qu, its name is Quina and it likes to eat frogs. Another of the giant monstrous large tongues clan comes down, his name is Quale and he tells Quina it is shameful, it can't even catch its own food. Quale tells Quina to sample all the frogs in the world and requests Zidane take him/her with them to

sample fine cuisine throughout the world. As they are leaving Vivi stops, he says the man Quale looks exactly like his grandpa. He turns around to go back inside and ask Quale if he has ever heard of his grandpa, Quan. Quale responds with "I not know that bigot!" and refuses to say anything else, and so they are forced to leave. Back on trail for Gizamaluke's Grotto.

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|_ Final Fantasy IX /-----o
|  -----o-----\                Gizamaluke's Grotto                |
|          (0009A)   \-----o

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In front of the entrance to Gizamaluke's Grotto Freya finds a number of Burmecian soldiers, all of them dead. Inside the grotto the Black Mages are killing the Burmecian soldiers under the command of Zorn and Thorn. Further on they come across a female Moogles who said she had just had her wedding here but some scary clowns came along and trapped her husband inside this bell. That's when she smells the yummy Kupo Nut that Vivi has. When he gives it to her her husband gets so excited that he's able to lift the bell off the ground and break free... a very odd circumstance, but anyway. The Moogles gives you the bell needed to open the door on the left and when they go through they find a Burmecian soldier who says that Master Gizamaluke has gone mad at the hands of the evil clowns. Master Gizamaluke unfortunately happens to be a large sea serpent. The only solution is to kill the evil beast.

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|_ Final Fantasy IX /-----o
|  -----o-----\                South Gate                |
|          (0009B)   \-----o

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Elsewhere Steiner has arrived at the South Gate with a large pack on his back we are supposed to assume Princess Garnet is hiding in. When the guards stop him they ask what his business is. Steiner responds that he heard South gate was damaged and has come to help with the repairs. They say that's a good reason but must first inspect the bag. When it is opened the smell puts them off, if Garnet is in there she's under dozens of pickles which disgust the guards but allow him to get through. Now he just needs to find somewhere they can get changed, the alley looks like it would make a good candidate, after convincing some nearby people to move he and Garnet gather themselves in the alley and then head off. The train car here will take them right to Alexandria. They step onto the train car and sit down, Dagger reminds Steiner to call her Dagger and not Garnet for the remainder of the trip but he still has trouble with it. She thinks of how Zidane taught her to talk with a more commoner-like voice but Steiner stands by his claim that Zidane was nothing but bad news. Anyway off they go toward Treno, the great city of nobles.

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|_ Final Fantasy IX /-----o
|  -----o-----\                Burmecia                |
|          (0009C)   \-----o

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Zidan's party arrives at Burmecia, a city blanketed by eternal unending rain. Freya has not been back in five years, but not a day went by that she didn't dream about her home. Zorn and Thorn appear on the balcony of a nearby house, they send some Black Mages after the party but the mages are easily defeated. Zorn and Thorn say the general will get them for this, for the general is not too pleasant when mad. They come to the front steps leading up to the palace, Freya is afraid to continue because she doesn't want to see the palace lying in ruins. Vivi consoles her, he too does not want to face whatever is coming but he must know who he is, what if he's not even human? A Burmecian soldier runs down the stairs, his name is Dan. He accuses the group of being in league with the Black Mages since Vivi is with them, then he sees Freya who he recognizes. She tells him they aren't in any league with the mages. She asks if he knows where the king is but Dan didn't see him in the palace and now

he's got his own family to worry about, if she knows what's good for her she'll run too, but Freya must protect the king at any cost. In the next area they found a wounded soldier with his wife, his is far too hurt to go any further and tells her to raise their child on her own. When a large statue above him begins to collapse Zidane jump in the way to help out and save his life. He thanks Zidane and with the help of another soldier is able to escape, saying that Zidane should one day come and visit him and his family. The group finally meets the traveling Moogle Stiltzkin, it seems he's selling special travel packages to help fund his adventures. Arriving at the palace Freya can hear something going on inside. She and Zidane jump up to check out what's going on but Vivi and Quina re just too awkward to follow them. There stands Queen Brahne next to someone. Freya said she knew the queen must have been behind this, and that beside her must be the cold blooded knight Beatrix who shows no mercy. This reminds Freya of something which happened years ago. In Burmecia Sir Fratley was leaving on a journey to see the power of other nations in the world for he feared he alone would not be able to protect Burmecia. He promised he would return but never did and to this day freya continues to search for him, unwilling to believe rumours of his death until she confirms it with her own eyes. Suddenly another man approaches the queen and Beatrix. The queen identifies him as Kuja, and he is the man responsible for supplying the queen with Black mages. She wants the king to be found but Kuja says he must have already escaped to Cleyra, a village surrounded by an enormous sandstorm. Suddenly a Burmecian soldier runs up and confronts Beatrix. Zidane and Freya jump out to help him as he is scared to death when he finds out who it is he is facing off against. The party tells him to run as they confront Beatrix themselves. Beatrix beats the tar out of them and leaves them lying in their own failure as she joins the queen to commence an attack of Cleyra. Kuja steps aboard his large white dragon and takes off into the sky. This marks the end of Final Fantasy IX's first disc.

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|_inal Fantasy IX /-----o
| -----o-----\                Summit Station                |
|         (0009D)   \-----o

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Steiner and Garnet pull up to the station in the train car. Steiner is concerned that the princess actually believes her mother is responsible for something terrible, but that she will be set straight when she speaks with her mother and it's not something a knight should be concerned about. The wait at Summit Station could be awhile as they wait for the train bound for Alexandria so they decide to take a break. Someone inside tells her the train just left for Lindblum and she hears someone yell "I missed my ride!" Sure enough when she goes out she comes across Marcus and Cinna of Tantalus. When they come across Steiner the only thing they really say to him is that he is one bad actor (after his crappy performance on stage.) Garnet tries talking to them but Steiner won't let her, so she yells at him saying she should at least be allowed to talk to her friends. They all head off to the train car, Marcus is going to Alexandria but Cinna is not. He says as he gets in the car "Don't worry, I'll save our bro!" Garnet asks Marcus why he'sgoing to Treno. He says he's heading there to save Blank, he heard of an item called a Supersoft that may be able to heal him. Cinna's off to the hideout to tell everyone about it. Marcus asks Garnet where Zidane is but she said they departed when they got to Linblum and she's fine, she doesn't need him at all. When she asks if there's anything she can do to help Blank suddenly the train car stops. The train car guy goes out to see what's up and runs back in screaming something about a demon with a pointy hat. Outside it seems that the Black Waltz 3 still ives and is here to capture the princess though he is in a very damaged state and unable to do anything except wobble around. Garnet tries to ask why he's here to capture her but it's no use, the thing isn't paying attention. After destroying the enemy Marcus tells Garnet that an army of Black Mages wiped out Burmecia. Steiner asks who could have been behind such

an attack, Marcus just asks how ignorant he can possibly be. Garnet says she knows who is behind the attacks, she must get back and speak with her mother, she knows her mother will listen. On the train again she is talking to Marcus saying that after all this time she has become a seasoned pro in battle, combine that with the fact she has always wanted to see Treno and she's coming along to help them save Blank whether Marcus likes it or not.

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|__ inal Fantasy IX /-----o
|  -----o-----\                Treno                |
|          (0009E)   \-----o

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Steiner seems angry that Marcus plans to steal the Supersoft. While yelling and lecturing him Dagger wanders off to other places and when he turns around to see that she is gone, Marcus wanders off too. A lot of stress for a lowly knight, he sets off to find the princess. Dagger is wandering around treno, not particularly enjoying the town when she wanders into the auction house thinking maybe she can find the Supersoft in there. Up on the balcony sits Kuja, the evil man who was speaking with Brahne earlier in Burmecia, however Dagger is not acquainted with this man and thinks nothing of it. Steiner meets her in there and they head off to try and find Marcus and the Supersoft together. They meet up with Marcus at the bar and from there they go down to meet Baku. Steiner of course tries to stop them but everyone is determined so he tags along. Back at the auction house Kuja is speaking with the Auctioneer saying it's nice to be back away from those vermin and the elephant lady. Everything is set to attack Cleyra. He asks the auctioneer if he saw a pretty lady in the crowd today, no big deal but it seems his canary fell right into his arms. "Fly home to your mother, little canary" he says. Steiner is having some serious issues, he's helping criminals commit a crime and thinking about how they told him he has no thoughts of his own. Only the trust in the queen can keep him going at a time like this, she would never steer anyone wrong. When they arrive at the shop they are looking for the Supersoft when someone appears. They hide and get ready to deal with him when the princess recognizes him as Doctor Tot, the man who tutored her. He says to go wait at his house on the West side of town so they head off to meet with him. Right away he shows them the chest with the Supersoft inside, Marcus quickly grabs it up. Dagger asks is the large sphere in front of them is a globe and Tot says it is indeed a map of their planet, Gaia. A flashback occurs and we see Doctor Tot, he is pondering something. 500 years ago two commonly found phrases "jewel" and "summoner tribe" mysteriously banished from the texts. Frederick Ash the archeologist theorized that the pendant passed down to the ruler of Alexandria could be the jewel, but it seems much too small. There also seems to be a relationship between these jewels and Eidolons. Back in the present he tells the princess he is and will always be on her side. Alexandria's forces may have grown strong but he will help them reach the castle. Marcus asks to join them since he can reach Blank quicker from Alexandria. He shows them the Gargan Roo, an ancient travel route between Treno and Alexandria, it hasn't been used in many many years...

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|__ inal Fantasy IX /-----o
|  -----o-----\                Gargan Roo            |
|          (0009F)   \-----o

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Dagger pulls a large switch and suddenly a huge weird bug monster comes out of the tunnel crawling upside down and hand-over-hand along a wire that runs around the station, this is the Gargant. Hanging from it is a seating area where people can ride. They bait it with food so they are able to climb on and off they go on the Gargant. On the way the Gargant is spooked by a large snake monster but fortunately the party is able to destroy it.

Back in Alexandria no one really knows where they are. Garnet said this place

was described to her by Doctor Tot as the area they used to keep invaders out. Just then some very large gates spring up and trap them in. Zorn and Thorn appear saying they are all under arrest. Garnet demands to see her mother and the two little jester things tell her she'll be taken to see her mother whether she likes it or not. The scene cuts from there back to Burmecia.

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|_ Final Fantasy IX /-----o
|  -----o-----\                Cleyra Trunk                |
|          (0009G)   \-----o

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The entire town of Cleyra is protected by a large sandstorm which subsides momentarily when the group enters. It's a long arduous journey up Cleyra's trunk (Cleyra is also a giant tree) to reach the actual inhabited area.

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|_ Final Fantasy IX /-----o
|  -----o-----\                Cleyra                |
|          (0009H)   \-----o

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Right as they reach Cleyra they are greeted by two people who seem to know Freya. When she asks how they know her they said the king has been expecting her, he is alive and well here in Cleyra. She wishes to be taken to him immediately. Zidane, Vivi and Quina just go around exploring themselves. Vivi gets in a little trouble given that he is a Black Mage and the people of this town aren't exactly happy to see him. Quina doesn't exactly have it either, it seems this town is a little lacking in the "yummy-yummies" category. Zidane heads up to the mayor's to see what's going on, one of the guards has a message from Freya for Zidane to return to the inn. As he does a burmecian soldier comes running, screaming for help. He says the antlion is mauling some kid! Zidane follows the soldier to the town entrance where they find the antlion going crazy with the little rat kid Puck from Alexandria. Puck is screaming for help. Freya appears and bows to him, asking if it might be Prince Puck, and of course it is. After defeating the Antlion Freya tries to convince Puck to go see his father, but he doesn't feel like it, he just says to say hi to him and runs off. Vivi says Puck was the first friend he ever had and has to tell him something, so he runs after Puck. Freya meets with the King of burmecia once again to tell him of Puck's visit. She was unable to protect Burmecia in its time of need but she will not allow Cleyra to fall. She joins them in an ancient dance to strengthen the sandstorm that surrounds the village. When the dance end the strings of the harp suddenly snap, what a terrible omen this is! A magic field surrounds the sandstorms and slowly it begins to dissipate. There is a magic stone attached to the harp which has protected Cleyra since ancient times, now the sandstorm is gone, their only hope is that the invaders don't climb up the trunk.

In Alexandria Steiner and Marcus are inside a cage hanging in the Alexandria underground area. Steiner says that Zorn and Thorn will never get away with this once the queen finds out, Marcus said he was just betrayed by his own queen and who knows what's happening to the princess now. Steiner says he will save the princess at all costs. Garnet is sitting in her room preparing all the questions to ask her mother. She thinks how her mother has been acting strangely ever since her birthday last year... the same day the tall man visited them. That was when things began to change, and Doctor Tot left Alexandria, what exactly happened on that day? Zorn and Thorn arrive and take Garnet to see the queen, almost forcefully. Garnet asks her mother if it is really true she attacked Burmecia. The queen says they were plotting to attack Alexandria, and this could not be allowed to happen. Regardless of whether or not Garnet actually believes her a man steps in, it's Kuja from the attack on Burmecia. He takes Garnet in his arms and uses a spell to put her to sleep. The queen says it is time to extract the Eidolons from Garnet. Down in the basement Zorn and Thorn are dancing around Garnet, now that the

princess is sixteen years old the ceremony can be performed.

Back at Cleyra again Freya asks Zidane why he thinks the sandstorm disappeared, it has existed all around Cleyra for thousands of years and never disappeared once, perhaps Brahne is behind all this. The party joins up at the town entrance and head down Cleyra's trunk. Along the way they encounter some Alexandrian soldiers. As they go Freya stops and asks if Zidane thinks that such a low number of soldiers would actually constitute a real attack, that's when Puck appears and yells for them to get back up to town. As they run off General Beatrix shows up, laughing that they fell for it. Black Mages are teleporting into the town and slaughtering the Cleyrans and Burmecians alike. Zidane rounds the people up and brings them to the mayor's house at the top. There they are surrounded by Black Mages with almost no hope of escape, then a lone Burmecian soldier appears in the distance and wipes out all the Black Mages. When they meet with him inside Freya recognizes him as Sir Fratley, she asks him where he has been all this time, what he has done, what he has seen. He looks at Freya and says this is the first time they have met, he does not remember her, nor does he remember the king. Puck enters the room and explains that he found Sir Fratley wandering around the world not knowing who Puck was or even who he was, but when he heard of the attack on Burmecia his faint memories as a dragon knight brought him back. While they talk there is a yelp from behind them, there stands Beatrix holding a Cleyran at back with her sword, she cuts loose the ancient jewel and runs out. The party follows and does battle, no clear winner comes out as the time for escape comes for the enemies. As the Black Mages teleport away Beatrix jumps into one of the energy balls created when they do and is taken with them. Zidane watches as the energy gathers around the Black Mages teleporting away and thinks perhaps they too can jump in. One at a time they use the Black Mages power and get warped to who knows where. Quina is the only one left, he/she just says "I no like heights" and runs off.

We see the queen of Alexandria standing on her airship. She says with this Dark Matter she now has the power to control Garnet's Eidolons, lets now see if Kuja's claims were true. She calls forth the power of Odin. Odin appears on a beam of light in the sky and descends upon Cleyra firing his great sword of justice straight down the trunk of the giant tree blasting the entire town to smithereens and hopefully not Quina with it! Things are looking bad.

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|_inal Fantasy IX /-----o
| -----o-----\                The Red Rose                |
| (0009I)          \-----o
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Beatrix stands on the edge of the queen's ship staring off. An Alexandrian soldier walks by and reports to her, saying it was a good victory and the queen wishes to see her soon. Beatrix dismisses the soldier. She thinks to herself that her troops would have easily been enough to take Cleyra, why must the queen rely on the Black Mages and Eidolons? She didn't train all these years to take a back seat to anyone. It seems like she's no different from the mages, just blindly following orders without a will of her own. The queen calls for Beatrix. She asks if Beatrix got the jewel and practically rips it out of her hand. Now she has the jewel, she can finally... no... she needs one more. The queen orders Beatrix to find and retrieve the last jewel. Beatrix asks how Garnet is doing, the queen says they have already extracted the Eidolons and she is no longer of any use, when they return Garnet will be executed for stealing the jewel. Zidane and the group hear this and are in shock, but they can't cause any commotion since Garnet's still in custody.

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|_inal Fantasy IX /-----o
| -----o-----\                Alexandria                |
| (0009J)          \-----o
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Steiner and Marcus are stuck in the cage still, hanging in Alexandria's underground. Together they shift their weight from side to side until the cage crashes on the side and they are able to escape. When they get out Marcus runs off to save Blank leaving Steiner behind. Suddenly the Zidane, Freya and Vivi appear out of nowhere, using the teleports on the Red Rose they were able to get back to Alexandria. They tell Steiner the princess' life is in danger and off they go to save her. Zorn and Thorn are with her down in the basement but after beating those to up the reach her lying there motionless. Steiner thinks she has died but Zidane still finds a heartbeat and prepares to get her out of there. At the top of the stairs they find Beatrix who fights them and weakens them all. As they are kneeled on the ground, Zidane asks her what her true duty is. Is it not to guard the princess? The princess who happens to be unconscious on the couch behind them. Beatrix approaches Garnet and realize everything that Brahne said is true. She says that while it is too late to seek forgiveness from the people of Burmecia, she will now fight to save the princess. Brahne appears and Beatrix and freya stand up to her. They tell the rest of the group to quickly escape. Down at the bottom Steiner realizes what he's done, he's abaandoned Beatrix and Freya and run away. He bids the princess farewell and turns around to go back and fight with his comerades. When Zidane, Dagger and vivi try to escape they are trapped by Zorn and Thorn. Suddenly Marcus and Blank show up to save the day. After rescuing Blank, Marcus and him came right back to help out. Marcus tells Zidane's group to use the gargant downstairs to get out of the castle. As they are leaving the Gargant is scared by yet another large monster. They thought they defeated it but now it's chasing them! The Gargant runs clear past Treno and crashes who knows how far on the other side. Next we see the queen sitting on her balcony, Zorn and Thorn try to come see her but the soldiers are under strict orders not to let them in, she is very angry with them after they let Garnet escape with the pendant. Two guests have arrived for the queen and they are shown in, one is a woman named Lani and the other is a red-haired man. The queen tells them she wants garnet's pendant at any cost, and she wants the Black Mage that is with them assassinated. The red-haired man asks if it's true a boy with a tail is traveling with them, Brahne will throw in an extra reward for his death.

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|__ inal Fantasy IX /-----o
|  -----o-----\                Pinnacle Rocks                |
      (0009K)      \-----o

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Upon reaching Pinnacle rocks Dagger awakes to find that Zidane has gone to scout the area. Vivi mentions that Pinnacle Rocks is near Lindblum so hopefully they can get an airship from Linblum to Treno. When Zidane returns the spirit of a floating old man appears out of nowhere, he says his name is Ramuh. Dagger recognizes the name from an old book she read about summoning, Ramuh is an Eidolon. He asks Dagger if she is aware that her Eidolons destroyed Cleyra, he says that an Eidolon will always obey its master, and while he hasn't served a master in a long time he would be willing if the party is worthy. Ramuh will hide five images of himself to tell the four parts of the Hero Story, if they can piece together the correct pieces of the story then he will join them. The story goes like this: "Once upon a time, 33 small countries fought together against an empire. One day, a rebel troop visited a man named Joseph, who lived with his daughter. Owing a debt to the troop, he gladly accepted their plea for help. The headed for a cavern in the snow field. With Joseph's help, the troop defeated the adamantoise in the snow field cavern and acquired the Goddess Bell they needed to enter the empire's castle. On their way home, they fell into a trap set by a traitor. Joseph gave his life to save the troop. The troop left without telling Joseph's daughter, Nelly, about this tragedy." The ending is variable and garnet must make a choice whether she would choose "Historian's explanation:

The fact that they didn't report Joseph's death to his daughter was indicative of their guilt for failing to protect him. In the end, heroes are also human," the human ending or "Historian's explanation: Although Joseph's death was not reported to his daughter, the manner of his death speaks for itself. This is the story of a true hero," the hero ending. It doesn't matter for Ramuh joins her either way, what matters to him is that she remains true to herself. They leave Pinnacle Rocks and look over at Lindblum Castle.

They jump down and look up in the sky, the queen's Red Rose ship is flying overhead and suddenly explosions start everywhere in Lindblum. The gates are opened to the Lindblum soldiers can fight but they are quickly overwhelmed by the Black Mages who use their magic to cause death and destruction. Just as they come to remember that they finished everything with a summon monster in Cleyra, a huge Eidolon appears in the sky which players of previous games will recognize as Atomos. He uses his enormous mouth like a vacuum sucking up not only debris but Lindblum soldiers and even Black Mages as well. The group enters what remains of Lindblum, they tell Vivi he'll need to hide himself somewhere in order to avoid panic from soldiers and such.

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|__ inal Fantasy IX /-----o
|  -----o-----\                Lindblum                |
|          (0009L)   \-----o

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The entire city is in shambles. Zidane and Garnet meet up with Minister Artanaia who is leading the cleanup, he takes them to see Cid who is lucky to still be alive. Cid is happy to hear that Zidane rescued Garnet from Brahne's custody. It seems he has lacked foresight however, he knew that Brahne was searching for the Eidolons but he completely underestimated their power. Two soldiers walk in with a Black Mage they captured, it's Vivi. Cid tells them to let him go, saying it's only a disguise to deceive the enemy. According to Regent Cid and new information he has acquired, an arms dealer named Kuja has been supplying Queen Brahne with weapons, the Black Mages are among these weapons. Supposedly he appeared out of the Northern sky on a silver dragon. They believe he lives on the Outer Continent, one of the numerous unexplored continents North of the Mist Continent. Unfortunately they cannot get there, airships can only fly where there is mist and the new mist-free airship isn't ready yet. Besides, it's under Brahne's control. One of the conditions of their surrender was to give up the new airship and the Falcon Claw, no one knows why she wanted that jewel. Since the harbour is also under Alexandrian control they need another way to get there. Cid says there's a nearby cave where monsters that are not from this continent often pop up, it is rumoured to lead to the Outer Continent and it's their best shot right now. He gives them some spending money and tells them to prepare for their journey to the other continent, they won't be able to return for awhile. Regent Cid secretly stops one of the tram cars from working to buy them some time. He gives the party an ancient map of the entire world and sends them on their way. While searching for the entrance to this cave they come across Quina in the marchland who seems to have survived the attack on Cleyra. He/she smells a frog and chases after it, the frog gets away down into some odd looking cave... the same cave Zidane and the group have been looking for!

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|__ inal Fantasy IX /-----o
|  -----o-----\                Fossil Roo                |
|          (0009M)   \-----o

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Immediately after entering Fossil Roo a large evil machine that looks like a giant jouster chases after them, the party has to manoeuvre between large swinging axes and jump across a gap in order to elude the enemy. On the other side they gather themselves together just as Lani, the bounty hunter who met up with Queen Brahne previously, appears. She says that the retrieval of the

pendant around Dagger's neck far outweighs her safe return, the queen only ordered her to get the pendant. They defeat Lani who says she will "let them live" this time (complete BS) and runs off. Fossil Roo is a maze of Gargant runs and tunnels which are full of forks controlled by jets of water to make Gargants move from place to place (Gargants do not like water so if one path is being sprayed by water the Gargant will naturally choose the other path.) When they get out the other side the group reaches a town on a large bridge.

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|___ inal Fantasy IX /-----o
|  -----o-----\                Conde Petie                |
|          (0009N)   \-----o

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As previously mentioned Conde Petie is a village built on a large bridge over a valley. The town is inhabited by dwarves who are very proud of their sacred greeting "Rally-Ho," in fact if you don't say the sacred greeting then you cannot enter Conde Petie. Vivi is wandering around the area and runs into a couple of dwarves who speak with such strong accents they're near impossible to understand, but what amazes him most is that no one is afraid of him. We see a scene of two dwarves talking about something. One of them turns and says "Oh hello Mr. Pyntie Het, what do you have to sell today?" Down at the item shop Zidane finds the Black Mage. When the Black Mage sees him and Vivi it runs off scared. They chase it to the entrance but it's gone. One of the dwarves overhears what they're talking about and ask if they mean the Pyntie Hets. They live in the forest Southeast of here, so deep in the forest even the owls don't live there. The party navigates this mysterious forest and finds the Black Mage from Conde Petie standing in front of a number of old dead trees. He raises his arms and suddenly the trees disappear to reveal a lush green forest. Zidan'e party quickly follows him in before the illusion disappears and the forest returns to its old dead self once again.

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|___ inal Fantasy IX /-----o
|  -----o-----\                Black Mage Village                |
|          (00000)   \-----o

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When all the Black Mages see Zidane and his party in the village they yell "Humans! Run!" and scatter into their houses. Vivi is all excited because he has finally found talking Black Mages, he goes off to find them so he can talk to them some more and the group basically splits up to explore the village. Vivi finds two Black Mages and speaks with them. He asks what they are doing here and the Black Mages explain that they escaped from Alexandria, they wanted to live a life without human interference and crossing the ocean was the only way to achieve that. Vivi asks what it is in front of them and one of the Black mages explains that it's a cemetery. He came here with No. 36 and they helped each other adapt to the new lifestyle, then one day No. 36 just... stopped moving, and wouldn't respond to anything. Someone told him this was called death and they had to bury him. He says he doesn't understand why. "He's going to come out again one day, right? When he does, I'm going to wash him off in the pond." Vivi turns to the other Black Mage and asked why he stopped? Was it a disease? An accident? Why? The Black Mage says "It is because..." and the scene fades out. It shifts back to Zidane, as he approaches the top end of town Vivi rushes past him without a word. Zidane continues up and speaks with the Black Mage Vivi was talking to. He asks them how they became aware, the mage asks Zidane if he remembers being born. Not really. It was the same thing, he woke up and there was a human body next to him, it scared him so much that he ran far far away. It happens to many others as well and they all escaped. As the Black Mage finishes talking he says that many who escaped with them have stopped moving, all the ones who were produced earlier stopped first, perhaps their lifespan is limited... Zidane meets up with Vivi back at the inn and they decide to call it a night, Quina is hungry as always and decides instead to go out and search for food.

During the night Vivi leaves the inn, Dagger is concerned but Zidane says he's just trying to find something out for himself. Perhaps he'll finally find a place to call home, a place where he belongs. It brings up a story for Zidane to tell. Once upon a time there was a man who didn't know his birthplace, all his life he had struggled to remember such a place which he only ever saw in dreams. He wanted to know who his parents were so one day he left the home of his adoptive father and went out in search, his only clue being the blue light he saw in his dreams. The man never found his birthplace, how could he with only a coloured light to guide him? Perhaps Vivi has found such a place however, they wonder if he will choose to stay in the village. Meanwhile outside Vivi is talking to the Black Mage again who tells vivi his theory that their lifespan is limited. It varies a bit but most stop functioning after about one year. He has fears, he doesn't want to die but living in this village with the other mages fills him with a happiness that outweighs the fear of death. He says it's probably the same with Vivi, traveling with his friends gives him a sense of happiness. In the morning Dagger gets word from one of the Black Mages that someone spotted a Silver Dragon, he also heard something about a secret on this continent, a possible "source of the mist." They'll need to get to a place the people of Conde Petie call the "Sanctuary" first before they can proceed any further North. Vivi runs down saying that the mages of the village told him to see the world then return and tell them about it. Zidane is disappointed thinking he would get to spend more quality time with Dagger, then Quina shows up and Zidane is like "Oh yeah... you." So off the four of them go to try and pass through Conde Petie's Sanctuary.

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|__ inal Fantasy IX /-----o
|  -----o-----\                Conde Petie                |
|          (0009P)   \-----o

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The party tries to get through to the Sanctuary but the dwarf will not allow it, only people who have undergone the ceremony can pass through. The holy man explains that the ceremony is the union between a man and a woman, it's pretty much the same as a marriage. In order to get through Zidane and Dagger need to get married, and unfortunately to bring the other two along, Vivi and Quina need to get married as well. After the ceremony they're just leaving town to head for the Sanctuary when someone yells "Thief!" A little girl and a Moogles run by them and off toward the Sanctuary. The dwarf says those two are always around here stealing food, but anyway, the group heads off.

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|__ inal Fantasy IX /-----o
|  -----o-----\                Mountain Path                |
|          (0009Q)   \-----o

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Right as they enter the mountain Path they find the little girl caught hanging on a tree branch. She pleads with them not to eat her because she tastes bad! Quina is disappointed but decides to chase after and eat her Moogles. When the little girl drops down she says her name is Eiko and her home isn't too far from here. She was only stealing because she was hungry. Along the path they see a huge tree in the background, perhaps that is what they meant by the Sanctuary. Eiko says the dwarves call it the Sanctuary but everyone else calls it the Iifa Tree. Outside the mountain path is Eiko's home village.

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|__ inal Fantasy IX /-----o
|  -----o-----\                Madain Sari                |
|          (0009R)   \-----o

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Madain Sari is the village of lost summoners, it's also little more than a pile of rubble, at least in Zidane's eyes, Eiko seems to be right at home. She is very interested to learn more about him and has tons and tons of questions. Dagger is wandering around on her own thinking about how she read about this

place once in a book. The village of the summoners, somehow it seems somewhat familiar. Elsewhere Eiko is starting the dinner for everyone. She tells the Moogles that Dagger has been slow to catch onto Zidane's moves and there's still plenty of time for her to get between them. She'll have to make a delicious dinner of rock-fisted potato stew and barbecued fish. She assigns the Moogles to help her with each task and gets to work cooking. Eiko decides that while he waits Zidane may look at the Eidolon wall. The Eidolon wall has been guarded by the summoner tribe for generations. Zidane says he's going to go get Dagger first as she can use summon magic. The Eidolon Wall is a collection of paintings, the summoner tribe painted all the Eidolons they found during the course of their research. The summoner tribe named this planet Gaia and believed that the Eidolons were the guardians of the planet. 500 years ago they migrated to Madain Sari, but now... Back in Eiko's kitchen Quina is helping out doing the only thing he/she knows how to do, cook! The stove isn't hot enough, they'll need to go get Vivi and ask him to use some of his Fire magic to help out too. Over dinner Eiko explains that she is the last surviving member of her tribe, years ago there was a natural disaster and it wiped them all out. Zidane asks Eiko if she knows anything about the Iifa Tree, that's where they want to go. Eiko says it was sealed by an Eidolon, she should know, she was the one who sealed it and she refuses to let them through. They decide to rest overnight. During the night Zidane has a talk with Vivi outside who is still feeling bad about what he heard from the Black Mages. Zidane tells him he has a simple choice, "either you do or you don't." In the morning everyone prepares to go to the Iifa Tree. Eiko appears saying she has to come with them, no one else can break the Eidolon seal anyway and so they head off back through the path to the Iifa Tree.

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|__ inal Fantasy IX /-----o
| -----o-----\                Iifa Tree                |
          (0009S)      \-----o

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The Iifa Tree is covered in mist, it really must be the source of the mist. There is a seal as previously mentioned that surrounds the entire place. Eiko says that in order to break the seal she will summon the Eidolon back, the summoner's horn allows them to communicate with the Eidolon. Inside the Iifa Tree they find an odd looking platform that works kind of like an elevator (or exactly like an elevator I guess.) It takes them down past a creepy dark area to an enormous green pit that seems to stretch downwards for miles. They step onto a large platform and it begins to descend down. Eiko's Mog says it can sense a lot of life coming from below, perhaps agents of Kuja? When they reach the bottom suddenly a huge monster attacks, before the battle they speak to it for a moment. They ask if it is the one producing the mist but the monster says mist is not produced, it is simply a by-product of the refining process and discharged through the roots. The monster says that it contaminates other continents with the mist to stimulate the fighting instinct. The monster says that Kuja however uses the mist for a different purpose, to make weapons, like Vivi. He calls them Black Mages. "Defeat me and no more mist will flow, no more puppets will be made" he says. When the evil mist monster is defeated the world begins clearing of mist, it fades off the continents quite rapidly. Now maybe Kuja will show up here. Vivi isn't sure if he did the right thing, after all there will no longer be any new Black Mages, but the idea of them just being used for war was awful. Eiko tells him that it was the right decision to make. One of the moogles from Madain Sari appears and says something to Eiko. Supposedly something very precious has been stolen from the village, Eiko and the party decide to return to Madain Sari and investigate, Kuja can wait for now.

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|__ inal Fantasy IX /-----o
| -----o-----\                Madain Sari                |
          (0009T)      \-----o

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They check the room down below Eiko's kitchen and sure enough the stone which her ancestors told her to guard has been stolen. Eiko thinks it's her fault for breaking her promise and opening the Iifa Tree's seal but Zidane tells her it's not her fault that's just the way it happens. She leaves to go pray to her grandparents, soon after Vivi runs in. He says the girl from Fossil Roo is here, and she's taken Eiko and run to the Eidolon Wall. Lani is holding up Eiko and she tells Dagger to give her the pendant or the little girl will get it. Just as Vivi is approaching her to give the pendant someone jumps from above and knocks her away. It's the red haired man who met with queen Brahne before and also from all the wanted photos all over Treno. He says he doesn't work with hostage-taking scumbags and tells her to scram. Now that the playing field is leveled he wants to fight Zidane one-on-one. Zidane defeats the man and forces him to give back what he stole. The man then tells Zidane to finish him off but of course, the fight is over and Zidane sees no reason to do such a thing. He allows the man to escape and then goes back to talk with Eiko. Eiko says that her grandparents said not to leave the town until her sixteenth birthday, but she's going to leave anyway. She wears the jewel as an earring, picks up Mog and exits the house. When Zidane leaves he hears Dagger singing from down below. Dagger is sitting in the boat singing to herself, she's thinking about all the people they've met so far, and she can't help but think Steiner, Freya and Beatrix might not be okay. She's thinking about the reasons why everyone chose to come on this journey and asks Zidane what his reason was. He responds with "Hey! That's Ipsen's line." Ipsen is a character from a play that is based on his real life adventures. Ipsen and Colin worked at a tavern in Treno. One day he got a letter and all he could read on it was "Come back home," so he gathered his things and fought his way through thousands of leagues of mist. One day while still on the trip he had to ask Colin something, why did you come with me? To which Colin responded "Only because I wanted to." Dagger and Zidane's boat drifts out onto the water, Dagger looks up at the town, there's something familiar about it, the way the sun hits it almost makes it look like it's on fire. Suddenly she has a flashback or vision or something. Madain Sari is burning to the ground, a great eye watches from the sky and two girls both of which look a lot like Dagger flee the scene desperately on an old boat, the same scene that opened the game. When the flashback ends Dagger has lost consciousness.

Back in Eiko's dining room everyone is around the table, except Vivi who is still asleep. Dagger says she has no memory of her early childhood and had never really thought about it, she was raised in Alexandria but only from the age of six or so. Until she turned six she must have been here in Madain Sari. About ten years ago a hurricane hit this village, Dagger was on a boat with her mother. It all came back to her while on the boat, the song she sings for which no one knows the origin comes from here in Madain Sari. Eiko asks how she got to Alexandria, how she got to be princess, why she doesn't have a horn? Dagger doesn't know, but perhaps Doctor Tot can tell her. Maybe even about her biological mother who died on the boat. They decide they must continue their quest to learn more and to finish what they started. In the morning the group has gathered at the entrance of town when the scarlet haired man returns. He says that Zidane's actions yesterday were incomprehensible to him, he should have been killed. Zidane tells the man to come along with him, they're hunting a man down and they could use his muscle. He decides to join the party and perhaps learn what makes Zidane so strong. From here they head to the Iifa Tree in hopes of finding Kuja and putting an end to his evil

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|__ inal Fantasy IX /-----o
|  -----o-----\                Iifa Tree                |
|          (0009U)   \-----o

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There's a flying silver dragon heading toward the tree, it's Kuja all right.

He is standing atop his dragon saying "Oh, how I've longed for this day." The day he can finally cast away the mask and reveal his true self. The party runs toward the Iifa Tree and when they get there they find they cannot climb up with everyone, only Zidane and Amarant (the name of the red haired guy) would be able to climb up there. While trying to think of some plan Amarant just grabs Eiko and Vivi and jumps up the tree with them. Zidane takes Garnet piggyback and they all start climbing. We see Kuja again, talking to himself as most villians do. He says it's finally time to strike, he learned of powers that would stand up to "him" over ten years ago, but the day to strike has only just arrived. Kuja sees Zidane's party and thinks this will be a good chance to warm up before the elephant lady shows up. When confronting Kuja they ask him why he made the Black Mages to attack, he responds that he does not have to power to do these things he merely put them together to act on their own, soulless creates formed from the dregs of souls, mist. Kuja says that the war was all Brahne's plan, all he did was give her a little push. Dagger yells that her mother was a kind of sweet person until he showed up. That's exactly when Brahne's fleet arrives, Kuja tells Dagger to watch he mother's true warmongering greed. Brahne is on her flagship. She says it's a good thing that Kuja decided to show his girly face here, he's all that stands in her way from total domination. But in return for all that he did for her she will show him the ultimate power. She orders the Black Mages to fire on Kuja until the casting of the spell is finished. Kuja ascends up into the air on his dragon. Amarant pipes in, noting that the party's two enemies are fighting each other so why bother stepping in, Zidane agrees but Dagger says she won't let anything happen to her mother. Dagger asks Eiko if it's true these an Eidolon sealed here. She tells Dagger it's down at the bottom among the roots and Dagger runs off by herself to acquire the power of Leviathan. Quickly she realizes that she cannot save her mother with the power of this Eidolon however. The scene cuts to the queen who is finally ready to make her attack. She summons the ultimate Eidolon, Bahamut! Bahamut attacks Kuja and huge explosions tear everything up. Kuja flies away from the explosions but notes blood dripping from his head. He is impressed by the power and speed of Bahamut, it actually even hurt him... a little. The time has come for Brahne's role in all of this to come to an end. Kuja says that he hopes Brahne will enjoy the second act from her hellish prison, for the stage will be her own home. For the third act it will take them away from Gaia and he will kill his own nemesis... with his own hand. Kuja raises his arms and the eye in the sky appears, the same eye which hovered above Madain Sari before it was destroyed. Bahamut is engulfed in the rays of light and turns around facing Brahne. The look on her face is one of horror as Bahamut uses it's powerful breath to destroy the Red Rose and the entire fleet with it. They found Brahne later lying on the beach next to her escape pod. She says now she can be free of the terrible greed, she lead Alexandria down the path of ruin and the people will be happier with Dagger on the throne. Back in Alexandria on the queen's escape pod, they bury her with a wreath of roses sent in by the townspeople who despite her erratic behavior still appreciated her. Beatrix and Steiner are still good and well too, as is Doctor Tot who joins them at her grave. Dagger says that now she will become the queen and rule Alexandria, with their help of course, and so ends the second disc.

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|_inal Fantasy IX /-----o
| -----o-----\                Alexandria                |
|         (0009V)   \-----o

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Back in Alexandria everyone is preparing for the crowning of a new queen. Zidane and Tantalus are back at the bar in Alexandria, but Zidane's bummed out and doesn't want to talk to everyone. They figure it's probably that Dagger chick dumped him. Everyone wants to see Ruby's new plays so they gather up and leave, on the way out Blank bumps into Vivi and tells him how Steiner, Beatrix and Freya got beat up pretty bad. Him and Marcus had to carry them

out of there on their backs. Vivi can't get much more than a grunt out of Zidane so he goes to visit the Moogles at the steeple again. Stiltzkin, the traveling Moogle is there along with Artemician, the purple Moogle who handles all the Mognet mail deliveries (when you aren't doing it.) Vivi meets up with Marcus and Blank to see Ruby's play. Blank had a plan to get Vivi down in the theater first so he could sneak in and pretend he wasn't late... didn't work!

In the castle Dagger must get ready for the ceremonies. She asks Steiner to find Zidane for her but he says now is not the time. Doctor Tot hands her the stones that the queen took from her when she removed the Eidolons from her body, then he and Steiner leave so she can change. Dagger asks Beatrix if she wouldn't mind finding Zidane for her, but she responds that perhaps now is not the time... Meanwhile Eiko decides that now that Dagger is out of the picture she can zone in on Zidane. She'll have to write him the most romantic letter ever written, that's when Doctor Tot walks by. Eiko asks him to help her write a letter and he agrees. As she walks off he thinks to himself, that girl had a horn. Doctor Tot remembers the day that Dagger's boat washed up, there was a woman and a girl in the boat. The woman was dead but the girl was still breathing, in fact she looked exactly like princess Garnet who had recently passed away with one exception. She had a horn. The king ordered the horn be removed and they raised her as their daughter, could this girl be related to princess Garnet? When she tells him she's from Madain Sari he is amazed, the village of the summoners, he thought it was only a legend. As Eiko leaves the room she is bumped by Baku and catches her cloths on the edge of the riling, hanging above the floor below. She's stuck there and can't get down, then the letter falls out of her hands. She says if Baku can't get her down then at least he can get the letter to Zidane. Outside while waiting for the boat he meets with Steiner. Steiner says this is no place for thieves despite the fact that they saved the princess' life. Baku gets angry and drops the letter as he steps onto the boat to return to town. Steiner leaves and Beatrix appears thinking she heard his voice. That's when she notices the letter on the ground, Steiner must have dropped it. She picks it up and reads: "When the night sky wears the moon as its pendant, I shall await you at the dock." She wonders if perhaps Steiner wrote her a love letter.

Zidane is still sitting in the bar moping. The band of Tantalus brothers come in and tell him to stop feeling sorry for himself and do something about it. He thinks they don't understand and tries to leave but bumps into Baku. He begs Baku to let him back into Tantalus so they can go steal treasure again. Baku tells him that a member of Tantalus always gets what he wants, and until Zidane remembers that he has no right being in the group. Vivi walks in and asks Zidane if they can go see Dagger. Everyone thinks Zidane should be more honest like that little guy. Zidane agrees and they head off to see her. At the boat dock Freya is standing when Amarant walks by. They kind of catch each other's eyes while passing and both of them being a bit too aggressive, start to stand off against each other like some kind of duel. Zidane quickly runs in and stops them. They're all going to go see Dagger one last time before leaving here. At the gate they find Steiner throwing Eiko out of the castle. He's wondering what they are doing here but when Vivi asks to see Dagger he says that if it's Vivi's wish he will arrange a meeting. When Dagger comes out Zidane looks up but is unable to say anything before the time has come that she has to leave. Later that night Eiko is outside at the docks like she said in her letter, but thinking back to the afternoon and realizing there is only room for Dagger in Zidane's heart (ininteresting pun) she decides she doesn't want to see him and runs off. Marcus and Blank show up too. Apparently Blank found the letter too at some point and thought it was written for him. They quickly hide and Steiner shows up, trying to tighten security around the castle. He spies the letter and reads it on the ground. While wondering who could have written such a thing Beatrix shows up. Just as they are approaching one another Baku appears out of nowhere for absolutely no

reason and completely ruins the atmosphere with his constant sneezing.

Back in the bar once again no one knows where Zidane is. Vivi tries to go out and look for him but bumps into Eiko on the way out. She's not in a good mood. Soon after Doctor Tot comes in looking for her, he wants to ask her questions about Madain Sari. She says she'd be happy to answer any of his questions, but preferably at his house. His house is in Treno, but she wants to go anyway. Zidane suddenly pops in saying he wants to go as well, there's a card tournament going on there he wants to participate in. Freya, Vivi and Amarant express interest in going as well so they get together and head off to ride the Gargant. That night we see two odd little characters that haven't been around for awhile, Zorn and Thorn. They're wandering around Alexandria being sure that no one is around. Their plan is to ask princess Garnet if they can return to the castle. Marcus and Blank show up. they're working as the Alexandrian night watchmen, preserving the peace. After seeing those two they decide they cannot remain here, they must leave Alexandria!

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|_inal Fantasy IX /-----o
|  -----o-----\                Treno                |
|          (0009W)   \-----o

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Before speaking with Doctor Tot, Eiko wants to explore Treno since she's never been here before. Doctor Tot tells Zidane to hurry since this is the last day of the card game tournament registration, he also happens to be an avid card game player himself. While Vivi is walking around he bumps into the guy who let him ride the airship to see the play at Alexandria at the beginning of the game. The man tells him to go and see his family, and while his grandpa is gone now, he decides to stop by at home anyway. Amarant walks into the four armed man with no name, when the man turns around to confront him he realizes it's the flaming Amarant! He quickly runs off but not before seeing Eiko talking to Amarant. The man comes up with a plan to kidnap Eiko and net the bounty on Amarant's head. When he finds Eiko he tells her he will take her out to dinner and get some delicious food. Suddenly Quina appears! The idea of delicious food has Quina chasing after the man so desperately that he forgets all about his kidnapping plan and runs. Zidane leaves Treno and eventually ends up in a cave in the mountains. He finds vivi there and learns that this was his home with his grandpa. His grandpa used to fish in the sky outside his cave hoping to someone catch the mist and provide some sort of nourishment, he was full of wacky ideas. One day he caught Vivi, must have fallen off a cargo ship or something, and Vivi was too small to eat. Back in Treno Zidane goes to enter the card tournament, he is especially excited when he hears a cute girl in a sailor outfit is the champion. it turns out the real champion is the Regent Cid and he's just using her as a cover. He came to participate in the tournament but his main goal was to test out the Hilda Garde 2 which has recently been completed. Suddenly Eiko runs in with her Moogles, bad news from Alexandria, something horrible is happening.

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|_inal Fantasy IX /-----o
|  -----o-----\                Alexandria                |
|          (0009X)   \-----o

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Next we see Kuja standing in the centre of the Alexandria town square. He calls on the power of Bahamut, play a requiem for your former master! Bahamut flies out of the sky and begins to rain fire down upon the city. Princess Garnet orders the troops to their duties but then doesn't know what to do at that point. Suddenly she is surrounded by a pulse of energy and falls unconscious, I guess that will give her something to do. Outside Kuja's mutated caterpillar monsters are attacking the city but lucky for the citizens Beatrix and Steiner are on the job! They defeat most of the monsters in the town. Back at the castle Dagger wakes up and hears some strange music. it

leads her up to the very top of the castle, outside standing on a large platform. She doesn't really know what she's doing up there. The scene changes to that of Zidane and the party on Cid's airship headed for Alexandria. Suddenly Eiko's pendant starts to shine, she says she can hear Dagger's voice, perhaps it's the Holy Judgment! Eiko runs to the front of the airship saying "Alexander's judgment has come" and jumps off the front. She lands right near Dagger floating in the air though the power of their pendants. Eiko says it is the light of destiny, a summoner's power brought on by the four jewels. It appears when a holy Eidolon calls for its summoner. They join hands and call the power of Alexander. Alexander the Eidolon is born out of Alexandria castle and spreads its mighty wings, which it uses to protect the castle from Bahamut's blasts. The power in the wings charges and Alexander lets loose its Holy Judgment which fires dozens of beams of energy that pierce Bahamut eventually creating a huge explosion, and Bahamut is gone. Kuja sees this power from the ground and smiles. He calls forth the Invincible, saying "Alexander you're mine!" The eye in the sky reappears, we finally see what is beyond the eye. A large room and a man clad in black, you could be forgiven for thinking it was Darth Vader. He says that Kuja has gone too far, he granted him power over Gaia on the condition that he would not lose sight of his mission, however he has, and he has no idea who he is defying now. Back on the ground Kuja is confused, why has the Invincible stopped? It must be Garland, but why has he come to Gaia and why has he assumed control of the Invincible? Switch to Zidane's party again they have arrived at the castle. As they approach the top Zidane goes up further by himself, there's no telling when the castle could be blown up and he wants everyone else to get to safety. All of a sudden the eye of the Invincible fires a beam down that sends an enormous pillar through Alexander's head (or whatever you call head on a castle) and shatters the platform Dagger is standing on. Zidane jumps in and grabs her, swinging to safety on a long flag string. They manage to escape quickly just as the entire castle is blown up.

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|__ inal Fantasy IX /-----o
| -----o-----\                Lindblum                |
|         (0009Y)   \-----o

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Zidane wakes up in the Lindblum guest room where he quickly finds Blank. After asking where Dagger is Blank tells him she's probably upstairs at that telescope thing. Meanwhile Quina has washed ashore down at the Lindblum docks. The soldiers there think he/she is dead and are scared off when Quina quickly jumps up, of course he/she is still really hungry. Dagger is up by the telescope thinking about all the things that happened in Alexandria, she thinks that if she had never run away from home in the first place none of this would have happened, maybe she could have convinced her mother to stop. A conference begins where they discuss everything that has happened. Cid tells the group that he saw Kuja escaping from Alexandria on the stolen airship Hilda Garde 1, also on board were a number of Black Mages, and not just the drones but Black Mages who were able to speak and everything. There must be some way to get the airship back, if only they had one they could use now but still in Cid's Oglop state it's far too difficult for him to oversee the construction of another. Perhaps there is something they can do about that. They have called Doctor Tot to speak on the matter but he arrives about the same time as Eiko. Eiko is in a panic, she says Dagger has lost her voice! They meet with her and find she has indeed lost her voice. Doctor Tot says there is nothing he can do, while he does believe this is only temporary the effects could take months or years to wear off, however long it takes for the princess to overcome her grief. Back in the regent's throne room Doctor Tot has come up with another possible way to cure Cid's condition, they'll need three special potions popular in olden days first so Zidane heads off to find them. After collecting all of them from Cinna, the artist's house and the item shop lady he returns to regent Cid and gets ready to test the potion.

The regent begins shifting forms a bit, something weird is definitely going on but Doctor Tot blocks our view. After the transformation we can see a hint of green beside Tot's head. The regent has transformed into a frog! No more potions, it's time to go and find Hilda. Vivi has the idea that since there were sentient Black Mages on board Kuja's hip perhaps their next destination should be Black Mage Village. They can get there using the Blue Narciss, a sea vessel at the Serpent's Gate. When they arrive they meet up with the regent, Blank and even Quina who says he/she has been looking for Zidane for a long time. Better keep Cid back though considering Quina's hungry appetite for frogs. They set sail to see what's up at the Black Mage Village.

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|__ inal Fantasy IX /-----o
| -----o-----\                Black Mage Village                |
| (0000Z)          \-----o
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Everyone in Black Mage Village is gone, except one who is standing near the cemetery. He says that Kuja came. After learning of their limited lifespans they didn't know where to turn, Kuja said he knew how to extend their lives and so they all went with him. Vivi says that he was lying! When they ask the Black Mage where to find him, he says he can't betray them. He won't say anything more, but two other mages did stay behind and they're most likely at the Chocobo shack, Vivi runs to find them. The Chocobo that the two Black Mages stayed behind to protect has finally been born, that's when the other Black Mage from the cemetery shows up. He says he doesn't know why he stayed behind, if he had left it would have felt like he was leaving something important. Vivi has a question for him, am I going to stop sometime soon too? The Black Mage doesn't know the answer, but Kuja said that prototype built first was designed to last longer. Vivi thinks about the time his grandpa died, and when he heard the Black Mages were stopping and when Garnet's mother died, the feeling wasn't confusion anymore but sadness. If they were puppets such things wouldn't be possible, they can't be puppets! After hearing Vivi's words the Black Mage tells them that Kuja's secret palace is on the Eastern side of the continent, it's buried under quicksand. Dagger is nearby listening to the whole thing, Vivi has dealt with so much pain like she has but unlike her he is fighting very hard. She thought everything would change after she met Zidane but nothing has changed, she's still weak. They set sail in the ship to the desert on the East side of the continent and fall into the sand.

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|__ inal Fantasy IX /-----o
| -----o-----\                Desert Palace                |
| (00080)          \-----o
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When the Zidane wakes up he finds Cid already awake in some kind of cylindrical shaped room. He says he doesn't know what happened, after they fell in it all went dark and then they woke up here. Suddenly a voice comes in, it's Kuja! He says that everyone is trapped in rooms similar to theirs but he has a favour to ask, and they're in no position to deny it. The room they are stuck in can have the floor opened to drop them straight down into boiling hot magma in the area below. Zidane gives in, he obviously doesn't have much of a choice. He kinds Kuja in a large comfortable room where Kuja tells him of the errand. Kuja wants to send Zidane to a place called Oeilvert, on the Forgotten Continent. There's an anti-magic barrier around the place and since Zidane's is supposedly too stupid to use magic he wants him to go there and get the Gulug Stone for him. They get to ride there in style on the Hilda Garde 1. Oeilvert is on the Forgotten continent in the middle of some mountains, pretty much out in the middle of nowhere.

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|__ inal Fantasy IX /-----o
| -----o-----\                Oeilvert                |
| (00081)          \-----o
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The party approaches the large door leading into Oeilvert unable to figure out how to actually get it open when suddenly the door opens on its own accord. Inside they find some kind of hologram showing a large planet. Some words appear, Zidane can't read them but he's somehow seem to understand them... at least a little. There are pods all around Oeilvert showing various things, one shows prototypes of the Invincible airship. Another speaks of cities flourishing, then declining, all over "Terra." They find a large room with all sorts of masks or faces or something on the walls. One of the faces comes alive and somehow is able to speak directly into their minds, they say they keep the records of their civilization. The decline of Terra was not their fault, many people gathered to consider many options. None of them worked, in order to preserve the history these faces were constructed. While they would like to learn more about what's going on with all this stuff, their party is still in danger back at Kuja's Desert Palace and so they head off in search of the Gulug Stone which they find down a large elevator but oh no! A large airship has somehow managed to get down here as well, it is the powerful enemy Ark which they must defeat in order to get the Gulug Stone. Once the stone is in their possession it's back again to Kuja's Desert Palace.

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|___ inal Fantasy IX /-----o
|  -----o-----\                Desert Palace                |
|          (00082)   \-----o

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Kuja has decided that he doesn't like to keep promises, he has a large hourglass he's going to tip and when it's completely empty, the floors to the jail cells will be open and all of the party will plunge to their deaths. Cid will not stand for this, he has managed to get out of his cage and now he needs to find a way to help, even in his frog-state. He sneaks past an odd looking monster to reach Kuja's hourglass and flips it over, this unlocks the doors to the remaining character's cells. They quickly escape and run through Kuja's Desert Palace trying to find a way out. In the end just when they reach the last area the group is attacked by some kind of automated defense system, luckily they have little trouble eliminating it. Meanwhile Zidane's party has returned to the Desert Palace from Oeilvert and warp back to Kuja's room. Kuja calls for Zidane to come in alone. Kuja shows him his friends who are laying unconscious below them in a cage, it seems their valiant attempt to escape didn't make much difference in the end. Kuja demands Zidane hand over the Gulug Stone. While Steiner is pacing and worrying suddenly the other party appears on the teleporter. It seems the people Kuja showed Zidane weren't actually his allies after all, just some kind of fakes. They quickly rush into Kuja's chamber to help him out but Eiko's is accidentally locked out. That's when Zorn and Thorn appear, but the scene quickly changes back to Kuja. He takes the Gulug Stone from Zidane by force and says he had planned on killing them, but now perhaps he'll just take the girl. He uses a teleport device which immediately stops working after he goes on it. The party escapes and uses the Blue Narciss to follow Kuja's ship to Esto Gaza.

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|___ inal Fantasy IX /-----o
|  -----o-----\                Esto Gaza                |
|          (00083)   \-----o

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The bishop of Esto Gaza meets them when they enter, he says they are rude, rude like those Black Mages. Zidane asks if there was a little girl with the Black Mages. He says they just barged in, hundreds of them, and went straight for Mount Gulug, a volcano that went extinct in the day of old. One of the Black Mages he says was carrying a little girl. If they're down in the volcano the party has to follow so they suit up and head into Mount Gulug.

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|___ inal Fantasy IX /-----o

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The group descends down into Mount Gulug where they find Zorn and Thorn at the bottom performing the extraction ceremony on Eiko. After it is over something is wrong, both Zorn and Thorn blame each other for the mistake. Kuja is there too, he doesn't want to hear excuses, he can sense her power, he tells them to continue with the extraction. Zorn and Thorn tell him the subject must be at least sixteen years old, any further extraction could endanger her life. Kuja doesn't care, he says he desperately needs an Eidolon more powerful than Alexander so that he can bury Garland. He must destroy Garland before Terra's plan is activated or else his soul will no longer be his own. When Zorn and Thorn try to go back to do the extraction, Eiko's little friend Mog jumps out of her suit. Kuja just tells them to kill the thing. Eiko half wakes up and tells the little Moogle to hide. The Mog says "Don't worry, I will always be with you" and there is a shining light as it transforms. Zorn and Thorn go in to destroy it. The power of the Moogle is devastating in it's transformed form (Maden) as it crushes Zorn and Thorn with its immense power. It turns out that Mog was an Eidolon all along and she had just turned into a Moogle so she could watch over Eiko. Kuja comes back in the room quite surprised at what he just witnessed, he says it's time to say goodbye to Zidane's party. Zorn and Thorn aren't defeated after all as they transform into an enormous monster. After defeating Zorn and Thorn one final time the Black Mages come into the room. They apologize for following Kuja, he lied to them, laughing at them for believing their lifespans could be extended. Vivi goes to sit with the Black Mages when Zidane hears a woman's voice. Inside a nearby room is a woman dressed in some rather upper class looking dress, who asks if that... Kuja has gone. She thanks the party for chasing him away, then she lookover at Dagger and says "my, I haven't seen you in years." Just as Zidane is trying to get the voiceless Dagger to explain who this is, Cid comes in and announces it is his darling wife Hilda. He asks her to come back to the castle with him. Hilda says she surrendered the airship to Kuja but Cid does not care, as long as she is all right. Back at Lindblum castle Hilda says that Kuja was a very hateful man, but polite. He divulged his entire master plan to her without her even asking. Kuja said that he was not of this world, but he planned to use it in some sort of destructive fashion. He was an awful man but at least he wasn't a skirt-chaser like Cid! Cid apologizes and says it will never happen again, she returns him to his normal human form. Now he can once again concentrate on building the Hilda Garde 3!

Everyone is called to a conference where the now-human regent Cid is ready to address them. He says they will construct the Hilda Garde 3 using the Blue Narciss, everything else will be explained by Hilda. Hilda says much of this may be hard to believe but they must hear her out. Kuja plans on using this world to acquire an even greater power, he indicated that he was not of this world. We call our world Gaia, she says, but he called his birthplace Terra. Meanwhile back at the Tantalus base Steiner shows up while they are rebuilding their house. He tells them he cannot find the princess and Baku agrees to help look for her. In the conference room once again Hilda explains that Terra is connected to a place called the Shimmering Island. The gateway to Terra however is sealed but Kuja said there was somewhere it could be broken, an old castle located in the Northern area of the Forgotten Continent. Since this castle does not have a name they decide to call it Ipsen's Castle. Once again the scene switches, Cid is at the airship dock, the crew are relieved to find him in good health and human again. He tells them to use parts from the Blue Narciss to build the Hilda Garde 3, doing so will mean it can be

completed in no time. Steiner runs in on the conference saying the princess cannot be found anywhere in Lindblum, in that case Zidane says there's only one place she could be. He tells everyone to wait here in Lindblum and runs off. Meanwhile the Tantalus group has gone so far as Alexandria to try and find the princess. Zidane too is looking around in Alexandria when Baku appears. He says that he hasn't found Dagger but he thinks he saw "that chick." Zidane doesn't have a clue who he's talking about so he follows Baku. It's general Beatrix they've found, she says that she and Steiner tried to protect the city but their efforts were in vain. Zidane tells Beatrix that Dagger is mute now due to all the shock she has suffered, Beatrix says it's good for her to avoid returning for now, it wouldn't do her any good to see the city in such shape. Zidane also mentions that they cannot find her, anywhere. Beatrix tells them to look in the resting place, if she is in Alexandria then she will be there. She also tells him to give her a special jewel, perhaps it will make her a little bit happier. When Zidane finds her at her mother's grave her voice has once again returned. She has been thinking recently that she should return here and become queen to deal with the disaster, but she has decided she wants to continue traveling with Zidane. She thinks that in her current state and the person she's become, she just doesn't have the right to rule the country. Zidane says the day will come when Alexandria needs her, but there is no rush. Dagger asks if she can see the knife again, the one that helped her make her last big decision. She takes it and runs saying "Always remember who I was..." at the end of the docks she stands there with the knife to her head and cuts straight through the length of hair that extends down below her neck. She turns around after her little haircut escapade and Zidane smiles. The scene fades into one of the Hilda Garde 3 being launched into the air. The entire party is on board and it's off to Ipsen's Castle with one stop along the way there.

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|__ inal Fantasy IX /-----o
| -----o-----\                Daguerreo                |
|         (00086)   \-----o

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Dageurreo isn't much, but it's a nice place to relax and a hell of a place to shop, they sell some of the most powerful equipment Zidane and his friends have ever seen. After helping solve the problem of a jammed elevator they meet up with a four-armed man who seems somewhat familiar. He says that he is a treasure hunter but he refuses to tell anyone his name, if Zidane can increase his treasure hunter rank high enough, perhaps he can get this mysterious fellow to reveal his name. Since you're reading a plot summary and he has nothing to do with the main game and likely won't be brought up again here I might as well tell you his name, but I'm warning you now, I'm about to tell you his name!... his name turns out to be Gilgamesh. How amusing.

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|__ inal Fantasy IX /-----o
| -----o-----\                Ipsen's Castle                |
|         (00087)   \-----o

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Upon entering Ipsen's Castle Amarant confronts Zidane. He says he's tired of being carried around like dead weight and wants to prove that working alone will always be better than teamwork. he challenges Zidane, saying that he could easily find the magical key or whatever is stored here first, before they do. Zidane says if that's the way he wants it, fine, there's nothing he can do to stop him, and so Zidane's party enters the castle separate from Amarant. When they reach the end of the castle they find Amarant there, he is pretty smug with himself for winning the race and proving himself right. Zidane asks him if he figured out how to break the seal, he says no but it's no longer his concern. With no reason to follow the party around anymore he leaves, saying the next time they meet they might be enemies. Zidane looks at the wall and sees four mirrors. The Earth Mirror says "my power is protected

under the shaking ground," the Water Mirror says "my power is protected by the water, surrounded by the earth," the Wind Mirror says "my power is protected behind a tornado," and lastly the Fire Mirror says "my power is protected high atop a fiery mountain." After grabbing all the mirrors suddenly an evil beast known as Taharka appears saying it is the protector of Terra and the mirrors must be returned. As it dies, the boss says "All is one, one is all, you'll never break the seal." Outside the castle Dagger congratulates Zidane on making it outside first. Zidane is wondering what happened to Amarant since he was ahead of them, he must still be inside the castle. Zidane decides to go back inside and look for him. Zidane finds Amarant laying hurt down in the lower area of the castle. Of course Amarant is trying to figure out why Zidane returned to him, Zidane says it doesn't matter, they told him outside that Amarant hadn't come out yet so he went back in. Leaving him there would be against his nature, besides they've helped each other out many times up to this point, that's part of what being a team is all about. Back outside again Zidane wants to sort out what they found in the castle. There is a mural in there, a map of the world, which had four mirrors on it. On each mirror was a phrase in a language that only Zidane was able to read for whatever reason. He's sure the mirrors are pointing them to the locations needed to break the seal. What the monster said before it died might indicate there is a connection between the seals. One of the sailors on board the airship tells them they are near the water seal so that's their first destination. In order to conquer them all at the same time they will have to go in groups of two to all four locations. Eiko wants to go with Dagger so they can have some nice girl talk. Zidane pairs Amarant with Freya, and sends Vivi to babysit Steiner which leaves him with Quina. When they arrive at the Earth Shrine Quina is happy that Zidane chose him/her. Zidane says "Well I kind of got stuck with the leftovers," he/she is very happy telling him there is an old saying in the Qu Tribe, "Leftovers good!" And off they go into the Earth Shrine.

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|_ inal Fantasy IX /-----o
|  -----o-----\                The Shrines                |
|          (00088)   \-----o

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In each of the temples once the mirror is placed a large monster appears. They call themselves the guardians of Terra. Each party defeats the guardian they must face and returns to the airship. Before they go Eiko asks that one question she's been meaning to ask Dagger, "Do you love Zidane?" But of course she doesn't really respond and is quick to jump on the airship when it returns. Amarant asks Zidane why he's doing all this, why he wants to stop Kuja and find this Shimmering Island and such. Zidane says he just wants to know more about the planet Terra and what's going on with Kuja, perhaps it's just simple curiosity. Regardless they need to head to the Shimmering Island.

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|_ inal Fantasy IX /-----o
|  -----o-----\                Terra                |
|          (00089)   \-----o

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As the airship approaches it becomes unstable, they cannot get any closer. All they know is that this is the entrance, the people of Esto Gaza call it the Spirit Road, the path that leads the souls to Terra. Dagger suggests that perhaps it is a teleporter like the one in Kuja's palace. Zidane says that is Dagger is right they can jump from the ship. The airship flies into a huge funnel of energy and the party is lifted from the ship down through this "Spirit Road." At the end they find themselves in some kind of weird crazy looking world with huge mushroom shaped pillars all around. The man all in Black who was seen on the Invincible appears. He congratulates them for finally making it here. Zidane asks for his name but he will not give it, he says that Zidane knows nothing and if he wants to see Terra then he can see it for himself. As Zidane heads off he sees a girl in the background, she runs

off but she very distinctly has a tail. He chases her down and asks "Who are you?" She says he doesn't remember anything, follow her and maybe he'll learn something about them and maybe his own heritage as well. They find an area which looks rather artificial, not like before. The girl walks by and says "Welcome home" to Zidane. Over the edge the Invincible rises up, Zidane and Dagger watch closely as the eye appears on the bottom. Dagger sees flashbacks of Madain Sari burning, when the flashbacks are over she is unconscious on the ground. Steiner says he'll take care of Dagger while Zidane looks around.

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 |  inal Fantasy IX /-----o
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 |          (0008A)  \-----o

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They take Dagger to the inn where she can get some rest. Bran Bal is home to tons of tailed creatures like Zidane. One of them finds Eiko and tells her to give a message to Zidane, she'll be waiting in the underground laboratory. Meanwhile Dagger wakes up, she says she remembers now, it wasn't the storm that destroyed Madain Sari it was the eye, the eye of the Invincible. The sameship was present when Alexandria was destroyed and at the Iifa Tree as well. That ship took everything from her. Zidane goes down to meet the girl in the lab. There are tubes here with other tailed creatures in them who look like Zidane. She says they are Genomes and they live in this village. It's not just those in the tubes, but her and Zidane as well, they are all called Genomes. She says that they are built here to work together as soulless Genomes. Zidane asks why he's special, why he grew up on Gaia and isn't a soulless drone. While they are mere vessels he has been given a greater purpose, the will of Garland is absolute... whoever that is. Garland watches over the planet, his mission is to restore the people of Terra. While they are merely vessels the true people of Terra have been asleep for ages waiting for the time to come, when the time comes the light of the planet will change from blue to red and Gaia will become Terra. Terra has always absorbed new planets to survive. When the time comes the soulless people of Terra will occupy the genomes. Garland once tried to take Gaia by force but failed, he then had to wait until they become powerful enough to use Eidolons, which is why he attacked the summoner's village first. Planets have a cycle of souls, they are born and they die, Garland planned to gain control of that very cycle, and Zidane was supposed to help him achieve that. Garland is waiting for him. Back at the inn Dagger gets up to ask Eiko a favour, she wants her to go and find Zidane, she has a feeling something terrible is going to happen. Zidane has already gone to see Garland so Eiko, Vivi and Amarant chase after him. Garland is the Darth Vader-looking guy who was on the Invincible earlier in the game. Garland says that there was a Genome he lost when he sent to Gaia twelve years ago, this was Zidane. There was also another one, someone Zidane knows quite well in fact.

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 |  inal Fantasy IX /-----o
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 |          (0001B)  \-----o

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Twenty-four years ago Garland made a Genome which was too powerful, one he even considered discarding. Instead he put his power to use and sent him to Gaia to disrupt the cycle of souls. Zidane says he doesn't know anyone like him but Garland tells him to stop judging based on appearance. The man's name is Kuja, he hides his tail and denies his own identity. When Zidane was born in Bran Bal Kuja could not bear to see a Genome with more power than him so he discarded Zidane on Gaia. Still they must disrupt the cycle of souls on Gaia however, the Iifa Tree seres as the Soul Divider and the Mist comprises the souls. The Iifa Tree blocks the souls of Gaia and lets the souls of Terra run freely. Kuja acted as the Angel of Death to bng souls to the Iifa Tree, but soon when Zidane grows more powerful than him it will be his job. Zidane

tells Garland he'll become an Angel of Death all right... Garland's Angel of Death, but this is laughable. He regrets it but if such is the case he has no choice but to turn Zidane into a soulless Genome. Zidane finds himself along on a long dark path. Eiko and Vivi are trying to speak with him but he barely acknowledges them, he doesn't want their help and staggers out of the room. The rest of the party tootries to get through to him with no avail. It's finally Dagger explaining that Zidane needs to shut up about being alone, he hasn't just protected them the whole journey, they were watching his back as well and don't appreciate being tossed away. Zidane comes to his senses and goes back to meet up with all the party members he left behind. They run and confront Garland. He says that if they won't help him, they will die of course. They defeat his Silver Dragon and still try to understand exactly what it is he's trying to do. Why isn't he asleep with everyone else from Terra? Garland was created to oversee Terra, waiting for a time when the world is without life or death. Garland then attacks the party but he too is defeated. Kuja shows up while Garland is in his state of weakness, thanking Zidane for not only opening up a gate to Terra but for taking care of Garland as well. After a battle Kuja goes into a Trance, in this super powerful form he knowcks Garland off the edge of the cliff and tries to decide what to do with the party when he hears a voice. It's Garland's voice telling him that he was designed with a lifespan, it was too dangerous to let him go on for a long time. At first Kuja doesn't believe him but then he sees the irony, like all the Black Mages he too will stop. No world will exist without him he says and begins to destroy all of Terra. The group jumps into the Invincible and evacuates Bran Bal. They head up to re-enter the world of Gaia. Upon returning they find that the mist has covered all of Gaia. End of disc 3.

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|___ inal Fantasy IX /-----o
|  -----o-----\                Black Mage Village                |
|          (0008C)   \-----o

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The Genomes have been brought to live in Black Mage Village, they have only just begun to live their normal lives and know one knows if they can adapt, but the one sure thing is that they deserve to be given the chance. The final destination is the Iifa Tree, there is an odd purple portal floating above it and it's only reasonable to assume it will lead them to Kefka.

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|___ inal Fantasy IX /-----o
|  -----o-----\                Memoria                |
|          (0008D)   \-----o

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The Invincible approaches the portal and suddenly a wave of dragons fly out to attack. They are almost overhwlmed until the entire Lindblum fleet lead by Cid and accompanied by Baku appears. Even Beatrix commanding the Alexandrian ship Red Rose is there to help out. Inside the actual portal they find an odd looking world. A voice starts speaking to Zidane, it is the voice of Garland and it is only speaking to him. Garland says this is Memoria, a place of memories. Here you can experience not only your own memories but those of others as well, for all life is connected in some fashion and the same applies to memories. Garland helps them all the way through, before they reach the crystal world where his help must end. Inside they find Kuja who is still intent on destroying everything. To do this he will destroy the crystal, the crystal is the key to all life, it predates everything. When the party actually manages to defeat Kuja it seems like the crystal has been destroyed anyway... then something else appears. The voice says that the true meaning of life is to perish, the world has finally come to this awareness, it's time to end everything until nothing remains. Zidane tells the voice that win or lose, their memories will live on and he has no intentions on letting this creature destroy everything and so they battle. I'm sorry to disappoint you, but I have no intention of dictating the ending here in text form, you've had

the game interpreted as you go, now sit back and enjoy it yourself.

O=====O
| Sidequests (000S0) |
O=====O

The primary sidequest in this game is the Chocobo Hot/Cold game and basically the entire deal to do with Chocobos. Getting Chocobos upgraded not only leads to hundreds of treasures throughout the world including but not limited to Zidane's ultimate weapon but also other things like the game's most difficult boss, Ozma in the Chocobo Air Garden. If you'd like some brutal honesty this guide is huge and I've lost all motivation to continue work on it. I've done the Chocobo sidequest so many times before, it's quite long but like I said, the rewards are incredible. Worry not, there are tons of awesome In-depth guides on GameFAQs that cover this sidequest and more, like the Ragtime Mouse, friendly monsters, Mognet Central etc, so I would just like to say I hope you enjoyed the walkthrough, my main intent was always to write a full guide with everything straight from beginning to end, and I think I've done just that.

O=====O
| Boss Guide (000B0) |
O=====O

O=====O
For the very first boss you have a party of	
four thieves meaning that stealing is quite	Masked Man - 160
quick and easy. Be sure that you steal the	-----
three items the boss has and then from there	Potion/Wrist/Mage Masher
you can attack until he drops, the fight is O=====O	
designed to give you a feel for the battle	
system, it's not meant to be difficult.	
-----O-----	
Be sure to steal from this boss before you	
start attacking, you've still got three	Steiner - 500
thieves in your party so it isn't exactly the	-----
hardest thing you'll have to do. The game	Silk Shirt/Leather Hat
is still at the point where these fights are O=====O	
only part of the story sequence and aren't	
meant to be difficult. Little more than normal physical attacks are	
needed to defeat Steiner and while it probably won't even come up, if need	
be you can always heal your party using the Potions in your inventory.	
-----O-----	
At the beginning of this battle you will get	
a tutorial on Trance, what Trance is, is like	Prison Cage - 500
previous build-up specials from the other	-----
games, Limit Breaks etc. When you take	N/A
enough damage the little bar below your O=====O	
health builds up and you go into a Trance	
statue which is different for every character. In Zidane's case he gets	
the ability to use special "Dyne" attacks as well as increased power to	
physical attacks. Since the boss doesn't have anything to steal you're	
free to attack all you want, whatever you do however do not use the Dyne	
ability Tidal Flame otherwise you'll end up completely wasting Garnet.	
The boss will siphon Garnet's HP repeatedly throughout the battle but you	
have the ability to select a Potion from your inventory and use it on her	
whenever you want. All you really need to is use the Free Energy Dyne on	
the boss two times to kill it, no need to even heal Garnet at all.	
-----O-----	

Same basic battle except with Vivi in the		
trap this time. On the positive side Vivi	Prison Cage - 500	
will be using magic on the boss the whole	-----	
time. On the negative side since you aren't	Broadsword/Leather Wrist	
in a Trance state it will take you longer to O=====		
kill the boss and you will probably have to		
use a Potion or two on Vivi. It will also take longer because the boss		
actually has items to steal this time so use your thieving abilities to		
grab both of them. After that normal attacks work fine assuming you break		
in between to heal Vivi, Zidane and Steiner aren't at much risk.		

-----o-----| | |
Baku's attacks are pretty weak and even then		
sometimes he ends up just falling down on his	Baku - 250	
way to attack you, this will mean it's quite	-----	
easy to steal both the items he has. After	Hi-Potion/Iron Sword	
it's just a matter of dealing a couple O=====		
hundred damage, maybe two - three hits max.		

-----o-----| | |
By most standards, this is going to be your		
first real boss fight, meaning that a game	Plant Brain - 1500	
over is quite a realistic possibility, but	-----	
hopefully you leveled up a little bit before	Eye Drops/Iron Helm	
the battle. The boss will use an an ability O=====		
which puts all your allies under the Darkness		
status making it so their attacks miss more often. This is fine because		
Zidane should Steal, which can't miss, Vivi should use Fire, which can't		
miss, and Steiner should use the new ability Sword Mag and select the Fire		
spell which can't miss and deals over 400 damage. In fact you may want		
to hold off on this so you don't accidentally defeat the boss before you		
Steal all the stuff. At around 900 damage Blank will join the battle,		
you may want to just get him into the fight since he has the Steal command		
and it'll make grabbing both items go faster. After that use Fire Sword		
magic to finish him off. If you're having trouble staying alive make		
sure to check your inventory and notice that a lot of the equipment you		
have reduces Thunder damage by 50%, since Thunder is one of the boss'		
primary spells you'll want to equip as much of that stuff as possible.		

-----o-----| | |
The first two items on the right are stolen		
from the Black Waltz while the second two are	Black Waltz 1 - 250	
stolen from the Sealion. The second two are	-----	
are really the only ones that matter so go	Sealion - 450	
for them. By the time you've got both items	-----	
Zidane will most like be in a Trance state.	Rmdy/SlkShrt/Ether/MythDgr	
The Tidal Flame Dyne attack will not only O=====		
kill off the Black Waltz in a single hit, it		
will also damage the Sealion so much to the point where a single physical		
hit will likely kill it, so as you can see the most difficult part of this		
battle is trying to stay healed while stealing all the goodies.		

-----o-----| | |
The Black Waltz will not target Dagger under		
circumstance so you don't have to worry about	Black Waltz 2 - 1000	
her much, but she's got a big responsibility	-----	
keeping the rest of your party alive. The	Steepled Hat/Leather Plate	
boss is fast and powerful, a deadly combo O=====		
here. Start the fight by stealing his items		
then use Steiner's Magic Sword and Zidane's normal attack for damage,		
Vivi's magic is iffy because it doesn't hurt the boss too much and it		
causes him to counterattack with magic on his own, so if you're going to		
use Vivi you may as well use Focus a few times first beforehand.		

Vivi automatically gets to Trance at the		
beginning of this battle. This is the first	Black Waltz 3 - 1200	
of many infuriating battles where the steal	-----	
rates are just so inhumanly low that it does	StpldHat/LinenCuir/SlvrGlv	
nothing for the game at all. Take this	O=====	
circumstance for example. With the Bandit		
ability on which increases your steal chances, a total of 25 attempts to		
steal his third item, 15 wasted Potions, 5 wasted Hi-Potions, and a game		
over screen. The factor can get extremely frustrating and it's going to		
to continue this way for the rest of the game. If you have no interest in		
stealing the boss' items then this will just be a breeze. Have Vivi		
double cast Fire on the boss while the other two use normal attacks.		

-----o-----
Here's how I would recommend proceeding with		
this fight. The points actually go to	Zaghnol - 1500	
whoever deals the finishing blow so you can	-----	
easily make that Freya's job. For the record	Mythril Gloves/Needle Fork	
Zidane's prize is 5000 Gil while Freya's	O=====	
prize is a Coral Ring, something superior to		
the money at this point in the game. You'll also be able to pick up two		
other new special items if you steal from this thing so here's what to		
do. If you have Zidane equipped with Beast Killer and The Ogre each of		
his attacks will deal about 600 damage while Freya's Jump will deal about		
300 damage. If you started the battle at about four minutes have Zidane		
attack once and then steal every turn after that while Freya Jumps twice		
and then waits for you to steal both items before jumping again. If you		
are low on time have Zidane attack twice so it is almost dead and then		
pray you can grab both items before time is up, not that they're ultra		
rare or anything. Who makes the final blow here is up to you.		

-----o-----
Before the battle make sure everyone is		
wearing Heagear and Glass Armlet. Make sure	Gizamaluke - 3000	
Freya is wearing the Bronze Helm. All three	-----	
of these pieces of equipment reduce Water	Elixir/Magus Hat/Ice Staff	
damage by 50% and Water is one of the boss'	O=====	
primary attacks along with Crash, its main		
physical attack. The boss counterattacks just about every normal attack		
with the Crash ability but will not counterattack against skills like		
Jump so use that as much as possible after you've stolen the items you		
want. If you cast magic on the boss he will automatically counter with		
a silence spell, I'm pretty sure none of the equipment you've found		
so far has the Loudmouth ability, but if any of it does then putting it		
on Vivi would be a geat idea, otherwise just Echo Screen him a lot.		

-----o-----
Unfortunately Beatrix has an attack that is		
virtually unsurvivable, the Shock attack can	Beatrix - N/A	
do more than 600 damage in a single hit at	-----	
times so no matter what you're doing you are	PhnxDown/ChainPlat/MythSwd	
going to need some Phoenix Downs. One thing	O=====	
that is both helpful and frustrating about		
this battle is that it is timed so there's no need to attack Beatrix at		
all, after about ten turns or so she will use the Stock Break attack and		
end the battle. The frustrating part about this is obviously trying to		
steal all her items, it comes down to even more of a luck factor than		
usual meaning if you don't steal all three items in those ten turns, too		
bad, you're out of luck. Luckily at least the items, while not appearing		
at this part, aren't rare or unique in any way. At least try to grab		
two of the three though. Keep reviving those who fall and equip someone		
with the Coral Ring to absorb her Thunder Blade attack and you're set.		

Have Dagger on healing duty while (since		
no Zidane is around) Marcus focuses on	Black Walktz 3 - 1300	
stealing the monster's items. He is barely	-----	
capable of casting anything more than basic	StpldHat/LghtStaf/FlamStaf	
level one spells so really he's just a	O=====	
target waiting to be beaten up. With		
Dagger's White Magic you shouldn't have any trouble staying alive, the		
only thing really that suffers in this battle are your offenses. Steiner's		
sword can cut through the enemy just as well as anything else, especially		
if you upgraded to the one you stole from Beatrix so the battle shouldn't		
be nearly as difficult as some of the other ones you've faces thus far.		
-----o-----		
I'm not sure if it's a coincedence, but I		
find it really hard to steal from this,	Ralvurahva - 2500	
though it's probably because it has two	-----	
decent items rather without that third	Bone Wrist/Mythril Fork	
useless one they usually have. Regardless	O=====	
if Steiner's equipped with the Blood Sword		
then this fight has already been decided, it really doesn't matter what		
everyone else does. Have him attack while Garnet uses Cure on everybody.		
If you purchased the Madain's Ring from the auction house be sure to		
equip it so you can absorb the boss' only powerful attack, Blizzara.		
-----o-----		
The boss' most annoying attack is the		
sandstorm which takes your party down to	Antlion - 4000	
critically low HP but will not kill you.	-----	
Without a White Mage you need to heal the	Anyntmnt/MythVest/GoldHlm	
damage using only Potions and the like.	O=====	
Other attacks are moderate-to strong. You		
might notice the boss takes two turns to recover from using Sandstorm,		
this is deliberate so use this opportunity as best you can. If you're		
wondering what the status ailment "Trouble" does it makes it so any		
character who is affected, in the event they get hit, the damage will		
spread to the entire party. The problem that the boss is so freakin'		
easy, all you need to do is use Blizzara four times, but the Gold Helm		
is just so friggin hard to steal, this game pisses me off sometimes.		
-----o-----		
This is yet another timed battle meaning		
stealing all three items could be a little	Beatrix - N/A	
bit difficult. The Shock attack is still	-----	
painfully powerful but the fight is nearly	PhnxDown/ThndrGlvs/IceBrnd	
identical to the one you already faced,	O=====	
equip the Coral Ring and anything else to		
either absorb or reduce damage taken from Thunder attacks and you'll be		
set, hopefully you can grab that Ice Brand but if not, don't worry.		
-----o-----		
The game first optional boss and quite a		
difficult one at that, here's how I would	Tantarion - 20,000	
recommend approaching this battle. Set every	-----	
single character in the back row, there's	Ether/Elixir	
no need for any physical attacks in this	-----	
fight and being in the back row is about the	Silver Fork/Demon's Mail	
best possible thing you can do for your	O=====	
party. The boss has an attack called Paper		
Storm that will deal about 800 damage to all your party members however		
those in the back row will probably take less than 400. The boss' only		
other attack it uses (at least at the beginning) is the Edge hit which		
hits a single member for about 1000 damage or 500 if in the back row.		
The boss has some nice equipment to steal but really you shouldn't make it		
a priority. You'll quickly realize that the two main offensive parties		

| in this battle are Vivi and Steiner with Freya and Zidane as support
| meaning when they're not healing there's probably nothing wrong with
| trying to steal. Now let's talk about attacking the boss. There's only
| one attack that will penetrate the boss' hard outer shell, and that's
| Steiner's Minus Strike which deals damage equal to his total HP minus his
| current HP. Given this fact you might want to avoid healing Steiner much
| in this battle, probably just enough to survive a Paper Storm or maybe an
| Edge. If you leveled him up a lot just before this he'll have a large
| amount of HP and be able to really cream the boss. If not you may need to
| be a bit riskier. Even if you keep him at single digit HP, remember that
| you can use a Phoenix Down the instant he dies to bring he back and ready
| to do a lot of damage with Minus Strike since a Phoenix Down will only
| give him a couple of hit points. You may notice that the boss randomly
| opens pages all the time, eventually it WILL find something, a blue headed
| monster. When it finds this you can breathe a sigh of relief, the only
| attack I've ever seen it use is a crappy Poison spell, have everyone with
| Antibody and you're home free. Immediately after being hit with a
| physical attack the book closes, so... don't use physical attacks! Have
| Vivi cast Fira and have Steiner use Fira Sword the whole time, this will
| maximize the amount of time the boss remains in this form but eventually
| it will go back. Around this time the boss will begin casting the Doom
| spell on your party which gives them a ten count before death, remember to
| time your attacks and be ready to heal a fallen party member. Abilities
| you are going to need for this battle are as follows, Antibody, Auto-
| Potion, HP+10% on Steiner, Bandit of Zidane (probably) and if you have
| anything that protects from instant death attacks, it would work great,
| but I doubt you do. The time limit shouldn't be too much of a problem,
| taking my time I still had the boss dead just below the 15:00 mark.

-----o-----
| If you defeated the optional boss then you |
start laughing like a pirate here, because	Zorn & Thorn - 4000&3000
these two are about ten billion times less	-----
difficult. In fact they can't even attack	MythArmr/MythArmlt (Thorn)
you if you do everything right. Basically	-----
what happens is one of them gives the other	Partisn/StardustRod (Zorn)
the power to cast a moderately powerful O=====O	
spell on the next turn. Immediately after	
one has received such power attack him and the power disappears. This is	
their only attack so just do it every time one gets power and the battle	
won't last long. Normal attack work best here, preferably from characters	
who have the Man Eater ability. Try to steal the Stardust rod from Zorn,	
it's the only thing worth stealing, and make sure you only attack Thorn	
since the instant one of them is defeated, both of them are.	

-----o-----
| You've fought this battle twice before, you |
know the drill. Stand around and take it	Beatrix - N/A
while you steal all the items. I find that	-----
putting Auto-Haste on Zidane actually gives	PhnxDown/IceBrnd/SrvivlVst
you a decent chance to steal all her items O=====O	
before the battle is over automatically.	

-----o-----
| An easy boss is nice to end your already large |
wave of bosses you've been fighting recently.	Ralvuimago - 3500
If you choose not to steal from this boss you	-----
can actually defeat it without being hit.	PhnxDown/AdamanVst/OakStaf
When hit by a physical attack the boss coils O=====O	
up so here's what to do. Have Vivi cast Fira	
and Zidane attack, on the attack the boss will coil up. Get Vivi's next	
turn ready and the instant the boss uncoils use Fira + Zidane's attack	
again. Between these the boss won't even get a turn. You can also try	

| to steal all you want really. The boss' attacks are really weak, and you
| can just have Dagger cast Cure on everyone if you really need to.

-----o-----
| Garnet's really going to take some serious |
punishment in this battle, she's the only	Lani - 6000
one that Lani will attack! Don't worry	-----
though, Lani's attacks are quite weak so as	Ether/CoralSwd/Gladius
long as Dagger is in the back row you should O=====	
be fairly well off. Make sure to use her	
Cure spell regularly. Anyone who has either an immunity or resistance	
to water magic will do well in this battle since she likes to cast that	
spell on everyone. The only other thing you need to worry about is that	
she WILL attack your other party members as a counterattack, so only	
attack her with people if they can stand to take a hit or two.	

-----o-----
| With every file I've ever had it's taken me |
at least half an hour if not more to steal	Hilgigars - 8000
his damned Fairy Flute. It is totally NOT	-----
worth your trouble, you can buy one soon	PhxDown/MythFork/FairyFlut
enough anyway. As for the boss himself he O=====	
has three attacks, a butt stomp, a downward	
punch and an Earthquake. The two physical attacks are fairly weak, the	
Earthquake can be dangerous but fortunately there's a way to avoid it	
entirely. Eiko comes with the Float spell by default and floating	
characters will not be affected by Earth shaking attacks so cast Float and	
hit R1 to target your entire party. You will periodically have to re-	
cast the spell when it wears off but that's okay since it only costs	
a mere 6 MP. Eiko also comes with the equally helpful Cura spell in	
the unfortunate circumstance where you are actually hit by the Earthquake.	
To defeat the boss just focus on using normal attacks for Zidane, basic	
level two spells like Fira for Vivi, Eiko should stick with Float and	
Cura as needed. Dagger can summon some Eidolons to pass the time too.	
Here's a neat trick by the way, you can abuse the fine intricacies of the	
ATB battle system to keep your Float going longer. While a character or	
the boss is attacking if you select "Attack" and leave your target icon	
on the enemy bur don't press it the battle gauges will stay paused while	
you select your taret and the Float spell will not wear off but the	
attack animation will still continue. After the attack is over quickly	
press circle to cancel then X to select it again, this split second will	
allow the next attack to begin and execute while the battle gauge still	
remains paused. The benefit of this is keeping your Fkoat going for	
longer but obviously you'll eventually have to stop and let the battle	
gauges fill up otherwise you just won't get any more turns.	

-----o-----
| The first thing you need to make sure of is |
that you don't go into the battle with	Soulcage - 10,000
everyone in your party at a level multiple of	-----
five otherwise the LV5 Death spell will just	OakStaf/MagcianClk/Brigand
make for a quick and instantaneous game over O=====	
since he automatically uses it at the start	
of the battle. You will also want to equip the Body Temp ability, the	
boss uses the Mustard Bomb skill which inflicts Heat status you may not	
have encountered before this point. Character inflicted with Heat status	
are completely unchanged except for one problematic fact, if they perform	
any action whatsoever they fall over dead (perhaps you're familiar with	
Edgar's Air Anchor tool?) Anyway the Body Temp ability negates this.	
The boss has a few basic attacks, a Fira spell it uses quite often so	
if you have armour equipped that reduces Fire damage you're even better	
off. Lastly it has the Shockwave and Leaf Swirl which are both generic	
non-elemental attacks which deal less than 200 (even less than 100) damage	

| at times to your entire party, having the Cura spell handy at all times |
| means it's almost impossible to be killed. Now with this out of the way |
| lets just state the fact, this is the easiest boss ever. Like most other |
| Final Fantasy games there is always that one boss you can kill instantly, |
| and this is pretty much no different. Using a Phoenix Down on the boss |
| weill reduce its HP to one, meaning the weakest attack in the game would |
| win the battle at that point. Couple this with the fact that none of the |
| items to steal are new since you just picked up Brigandine a moment ago |
| and you can do this right at the start of the battle. I would like to |
| note however that in three steal attempts Zidane Grabbed Oak Staff, |
| Magician Cloak and Brigandine so either I was really lucky here or those |
| items aren't difficult to grab, you can always use another Brigandine. |

-----o-----
| If you prepare well for this fight then you |
pretty much can't lose. Preparation includes	Scarlet Hair - 10,000
equipping the Brigandine for good physical	-----
defense, the Running Shoes for Auto-Haste if	Ether/Poison Knuckles
you have them and most importantly the Power O=====O	
Belt for the MP Attack ability. With the	
MP Attack ability and Man Eater abilities on, along with the Rune Tooth	
equipped then each of Zidane's attacks will do over 2000 damage. You'll	
also probably want to steal his items as well they aren't too hard to get,	
use the Steal command while he's dancing around in the background and then	
attack when he comes up to the front. His normal attacks are fairly weak	
and it should take at least seven or eight of them to kill you but if you	
hit him while he's in the background he'll automatically counter with	
a physical attack that's twice as powerful so you'll want to avoid that.	

-----o-----
| Ark is a giant airship! You must defeat this |
monstrous thing, but don't worry, the fight	Ark - 20,000
cab be really easy, I'll get you through it.	-----
The following is the difference between this	HolyLance/Elixir/PowerVest
being the hardest fight in the universe, or O=====O	
a perfectly manageable battle. Everyone in	
your party, and I mean everyone, there can be no exceptions, must have	
the Clear Headed ability equipped. If you do not have this ability for	
even on person the boss will totally trash you by turning your own party	
again you. Now let's look at his other attacks and see how you can manage	
to take him down before he takes you down. The boss has four attacks,	
there are as follows: Boomerang, Whirlwind, Propellor Wind and Photon.	
Boomerang and Propellor Wind are basic all-party attacks that do around	
400 damage to your party each. Propellor Wind is going to be the attack	
you want him to use most often, it's brutal in that it confuses your	
entire party but like I said, with Clear Headed it does absolutely	
nothing. Photon takes any single character down to 1 HP, the attack	
actually has a use which I'll get to in a minute. For abilities you're	
going to want the following. Clear headed on everyone which I already	
mentioned, HP+10%/HP+20% on Steiner, MP Attack on everyone who you	
possibly can, and that's about it. Now for the boss itself, it only has	
20,000 HP but its defense is extremely high so attacking becomes difficult	
which is why I told you to put MP Attack on everyone. Your MAIN source	
of damage that I would personally recommend is Steiner's Minus Strike.	
With HP+10%/HP+20% he should have a good 3500-4000 HP and here's the	
trick. Wait until the boss uses Photon on him, this will mean the Minus	
Strike will do 3500 - 4000 damage for 8 MP and will ignore defense. When	
Steiner is hit with Photon use a single Hi-Potion on him, with 450 HP	
he should be able to survive any attacks and his Minus Strike will still	
do a good deal of damage. Try to grab the Holy Lance in this battle if	
you can, staying alive while stealing is the most difficult part of the	
fight since you have to rely heavily on items, but with a hefty supply	

| of Hi-Potions you can easily keep up with his attacks for quite awhile. |

-----o-----
For the first time in quite a long time you	
don't need to worry about stealing things.	Valia Pira - 12,000
The boss' primary weakness is to water which	-----
means two things, first Vivi will need to	N/A
equip that N-Kai Armlet you got which gives O=====	
him the Water spell and second, Garnet will	
need either the Aquamarine equipped for Leviathan, or to already have	
learned it. Your party shouldn't vary too much. Many people will have	
taken Freya to Oeilvert and have Quina here for this battle, I did the	
opposite which worked out well because Freya equipped with the Holy Lance	
and MP Attack even at a not-too-high level was dealing over 2000 damage	
with each hit. Make sure someone in your party has the ability to cast	
Reflect. The boss will cast Reflect on itself rather quickly and if you	
want to keep hitting it with the Water spell at that point you're going	
to have to bounce it off of one of your own Reflected characters onto the	
boss. Having as much elemental protection as possible with your equipment	
is good because the boss' primary attacks are Firaga, Thundaga and	
Blizzaga. Eiko should act as the healer for this battle, casting Cura	
on everyone when need be but remember not to do this if you have just used	
Reflect on someone. Another thing you should note is that Leviathan	
cannot be reflected so you don't need to worry about that.	
-----o-----

Meltigimini's entire battle tactics basically	
involve various uses of Poison related	Meltigimini - 25,000
and while the Antibody skill on all your	-----
characters doesn't hand you the fight on a	Vccne/GoldHairpin/DemnVest
silver platter, it certainly does simplify O=====	
things quite a bit. If Vivi was in your	
party he's gone now, replaced by Eiko for this battle which is fine, it	
just means you'll be a little better off defensively and a little worse	
off offensively. At the beginning of the battle the boss will use a new	
status ailment on all your party, Virus, just ignore it completely, it	
won't hurt you at all. After that the boss mostly focuses on using	
spells like Bio. It does have a couple of only-Poison spells that won't	
hurt you at all, but you'll still take damage from something like Bio	
even with Antibody equipped. Your best bet for damage is really just	
physical attack with Zidane, Steiner, Freya or Amarant. The MP Attack	
skill is as useful here as it is everywhere else really adding some	
serious damage to characters who wouldn't be using the MP for anything	
else really anyway. If you go into Trance with someone like Steiner or	
Zidane you can really clean up in this battle, possibly in less than three	
turns or less, but we are back to a boss which has a number of things to	
steal that you're going to want to steal, and they aren't easy to get	
either so if you're looking to pick up all the items make sure you've	
got a good supply of MP restoring items and a willingness to use Cura	
on everyone every couple of turns. As for the effect of that Virus	
ailment, it will not allow you to collect experience at the end of the	
battle which is fine since bosses don't give experience however if you	
want to collect all the AP the boss gives you then right before you're	
about to finish him off be sure to use a Vaccine on everyone in the group.	
-----o-----

This is one of the most pathetic boss fights	
in the game, it's basically just a "Hey, we	Taharka - 30,000
haven't had a boss fight in awhile" kind	-----
of filler battle. The boss has two forms,	Elixir/MythClaws/Orichalcn
open and compact. In the compact form it is O=====	
almost immune to physical attacks, however	
its only attack is Ram which does a tiny bit of physical damage to one	

| person. When it opens up it becomes vulnerable to physical attacks again, |
| the Ram is replaced by the Claw of about equal weakness and the boss' |
| only somewhat powerful spell Blizzaga appears. If you equip your party |
| with armour that protects against Ice I would wager a team of level 10 |
| characters could wipe the floor with this boss. About the only difficult |
| thing I note is the difficulty involved in stealing that Orichalcon. |
| It's a good thing you'll be given plenty of time to steal it while the |
| boss tries to hurt you, because you'll likely need all that time. To |
| make things go faster note that you can cast "Slow" on this boss. |

-----o-----
Since Zidane is a part of this fight don't	
forget to note that you can steal a couple	Earth Guardian - 20,000
of items from him, and neither of them are	-----
very hard to grab. The boss' attacks are	Avenger/Rubber Suit
mostly elemental in nature except for one O=====O	
physical slash attack he has. Like I	
mentioned previously you should have equipped people with the Gaia Gear,	
this means each time he uses his most powerful attack, Earthquake, your	
party will gain around 1500 HP. If you'd prefer the option that doesn't	
reduce your defense by forcing you to equip inferior armour, you can	
equip the Feather Boots and Auto-Float, but you won't absorb the damage,	
just avoid it. The more elemental defenses you have the better as well	
since the boss has Firaga, Blizzaga and Thundaga. As for offenses,	
Zidane's normal attack with the MP Attack ability equipped is great,	
Quina doesn't need much more than White Wing and 1,000 Needles to be good	
both offensively and defensively, at only 20,000 HP it's not too hard.	
Update: I just noticed Feather Boots absorb Earth... remove Auto-Float >_<	

-----o-----
The difficulty of this boss is really going	
to vary depending on whether you want to	Silver Dragon - 25,000
steal everything from it, and you should,	-----
since there's some good stuff. If you do	Elixir/KaiserKnckls/DrgnMail
want to grab this stuff you'll need a way to O=====O	
either survive and better yet BENEFIT from	
the boss' attacks, and this is something that is really easy to do given	
how many of his attacks are of the Wind element. Grab armour, helmets,	
add-ons, weapons, anything that will either reduce, eliminate or best of	
all: absorb all Wind damage. This should negate at least two of its	
attacks leaving barely more than a dangerous physical hit while trying to	
grab everything. If you're just looking for a quick win, or looking for	
any easy win whether you stole or not, it can be done easy. Equip Vivi	
with the Black Robe and the Reflectx2 ability, he'll also need to be able	
to cast Flare. Now have Eiko cast Reflect on Vivi, next Vivi should cast	
Flare on himself, bam, instant 9999 damage. Do that twice and have	
Steiner with MP Attack hit once for about 5000, the battle is over.	

-----o-----
This battle too can be won almost without	
hassle thanks to the sheer awesomeness of the	Garland - 40,000
Reflectx2 ability, in fact Reflect has a very	-----
useful purpose all around in this battle, and	DrkGear/NnjaGear/BtleBoots
not just for Vivi. You see, two of Garland's O=====O	
four primary attacks (and just our luck, the	
two strongest ones) can be reflected. Now if your entire party is	
reflecting then he won't even bother to cast them so I say the best bet	
is to have Auto-Reflect on three of your four party members. Garland's	
two worst attacks are Flare and Stop. Flare will reflect and deal a	
small amount of damage since it's weak, but at least it won't hit you.	
His other two attacks deal less than 1000 damage and only to one person	
so they shouldn't cause too much worry. First of all you should steal	
everything he has, that's always a given, second of all you should	

| have Vivi Auto-Reflecting, use Flare and Holy over and over again on him
| with Reflectx2 in effect and you're looking at between 7000-9000 damage
| each time, with only 40,000 HP he sure isn't going to last too long.

-----o-----
| The final boss on this trilogy is Kuja. |
| As usual there is a trick to this battle as | Kuja - 45,000
| well that will allow you to come out of it |-----
| with barely a scratch. The trick is that | Ethr/CaribiniMail/LghtRobe |
| Kuja's most super powerful attack is totally o=====0
| conditional. Meaning it only happens if you |
| do something, and that something is cast magic. With Steiner and Zidane |
| both equipped with MP Attack and some good Thunder protection to help |
| protect against his Thundaga attack you've pretty much got this battle |
| in the bag. Remeber do not cast magic on him. There's nothing wrong |
| with using it on yourself, if you need a Curaga feel free to use one |
| but rely on physical attacks to defeat the boss and end the fight. |

-----o-----
| There are many good ways to damage this boss, |
| everything from magic to physicals to special | Nova Dragon - 55,000
| awesome Trance abilities work well. If you |-----
| synthesized the Grand Armor in Black Mage | Rmedy/DrgnWrst/GrandArmor |
| Village obviously you won't really need to o=====0
| steal it here, but it sure saves a lot of Gil |
| if you do. The boss has a number of attacks, most of which hit the entire |
| party for over 1000 damage so if there's ever been a good time to use |
| Curaga on everyone then now is that time. I find that magic attacks work |
| better than physical attacks simply because the boss has a Counter |
| ability that gets annoying, also because Reflectx2 is as useful as ever. |

-----o-----
| This boss has some totally badass stuff to |
| steal, and here's how to get it. Equip your | Maliris - 60,000
| characters with the following. Armour that |-----
| reduces or eliminates Fire damage, also | Masmune/GenjiArm/UltimaSwd |
| equip the Body Temp ability to render the o=====0
| boss' Mustard Bomb attack useless. Now take |
| everyone but Zidane and put them in the back row. Now have each of them |
| Defend. As long as you don't choose any other command for the rest of |
| the fight and just cycle turns with Triangle they will remain defending |
| forever. With all this set in place no one in your party except Zidane |
| should be able to take more than 400-500 damage from any attack, you're |
| set to start stealing like crazy. Once you've got everything start |
| attacking the boss, by now you should have grown accustomed to its attacks |
| and you should be prepared to just hack and slash away. Since the boss |
| casts Reflect, physical attacks are the best way to go in this fight. |

-----o-----
| This random encounter boss is harder than |
| most in-your-face bosses. The most important | Tiamat - 60,000
| thing to do for this fight to guarantee your |-----
| safety is to well prepare. You'll still need | BloodSwd/FethrBoot/GrndHlrm |
| the Body Temp skill equipped from the last o=====0
| fight, but immunity to Fire should become |
| immunity to Wind. The boss' most powerful attack is the Twister which |
| can deal damage in the thousands and multi-thousands range. You NEED |
| Wind immunity. This is easy with Vivi and Eiko, equip the Octagon Rod |
| and Ribbon respectively. Zidane should equip a Coronet and Steiner |
| might have a bit of trouble. This of course only applies to my party, |
| use your best judgment. This will make the boss' most powerful attack |
| become Jet Fire, which is still dangerous, but at least it would be |
| inflicting Heat on your characters. For those who wish to steal, you're |
| going to have a hard time here, the boss uses special absorbing attacks. |

| Too bad you can't kill it and THEN steal, because by the time you've got
| everything you'll be as weak as an infant.

-----o-----
| Once again preparation is key for this fight, |
| you'll probably have to abandon some of your | Hades - 55,000
| more favoured abilities however to make way |-----
| for all the status protection abilities you | ???
| need to equip like Antibody, Clear Headed, O=====|
| Bright Eyes etc etc etc. For an optional |
| boss Hades HP total is really low so going on the offensive is the best |
| thing you can do. Steiner's Shock ability is like a license to deal |
| 9999 damage, as is a reflected Reflectx2 Flare spell. Have Eiko cast |
| Holy or Summon Madeen and Zidane's normal attack can lay waste. |

-----o-----
| Once again the Body Temp skill comes in |
| quite handy given that it completely | Kraken - 60,000
| negates Freeze, one of the boss' main |-----
| attacks. As you may have guessed you're | ???
| going to want to switch up your equipment O=====|
| for some water absorbing armour or other |
| similar pieces. For the first time in awhile the Reflectx2 ability |
| actually isn't that useful as the boss has two tentacles and they really |
| aren't worth your time to target, but Reflect will bounce it onto a |
| random target. Just use your magic normally on the main body. You may |
| want to equip the Bright Eyes ability to make the boss' ink spell |
| useless. Remember that water enemies really don't like Thunder magic |
| but Flare is way better than Thundaga anyway, even when they are weak. |

-----o-----
| Continuing the recurring theme of elemental |
| properties there are going to be a few things | Lich - 60,000
| to keep in mind for this fight. As many |-----
| Feather Boots and Gaia Gears as you can get | N/A
| to absorb Earth attacks. You'll also want O=====|
| the Antibody ability and under absolutely no |
| circumstance should you have any party members at a level that is |
| divisible by five lest you be slaughtered by his L5 Death spell. He is |
| ready to cast the devastating Stop spell at a moment's notice so you've |
| obviously got two options, either equip Locomotion on your characters |
| or be ready to use a Remedy whenever the need arises. For damage simply |
| bounce spells off Vivi or have your MP Attack characters... attack! |

-----o-----
| This boss has some nasty death attacks but |
| most of the time it just relies on | Deathguide - 55,000
| physical attacks. This is about as generic |-----
| as it gets, cast Curaga on everyone, be ready | N/A
| to attack with your best physical hits, O=====|
| cast Flare, Holy, summon Madeen etc etc, |
| you shouldn't have any trouble with this boss, save your trouble |
| for what's coming after this, it's only going to get harder. At least |
| you have a chance to access the menu and heal/switch after the battle. |

-----o-----
| This is the first legitimately hard boss |
| in awhile, he abuses the Flare Star spell | Trance Kuja - 55,000
| like mad which can really be brutal. I |-----
| recommend a serious brutal offensive here | N/A
| so you don't have to try and keep up with O=====|
| all the damage you're taking, hopefully |
| you can just eliminate him quickly. Keep attacking with your best |
| physicals and powerful magic spells like Flare. Don't be afraid to just |
| waste Elixirs like they're nothing, you're at the end of the game, what |

| are you keeping them for otherwise? Same applies ot all your items.

-----o-----

| Necron is a beast, he's got all sorts of | |

| different attacks ranging from the super | Necron - 55,000 |

| powerful to the super annoying. Let's |-----|

| start with his Grand Cross shall we, the | N/A |

| Super Nova of Final Fantasy IX inflicts a O=====

| random status ailment or ailments on your |

| whole party which is why having the protection abilities is so important. |

| One of these random ailments can include instant death and I don't have |

| a clue how to get around that, luck I guess. For each Grand Cross he |

| will follow with his most powerful attack, the Neutron Ring which does |

| basically thousands of damage to your party. To defeat this boss you |

| need to really pound on him while he uses his weaker attacks. One thing |

| you can try is to equip armour with protection from ice, at least you |

| could negate the damage from his Blizzaga spell. Casting Reflect on |

| your party however would not only have the same effect it would also |

| stop his Flare and Holy spells while dealing damage to him in the process. |

| Necron uses Protect and Shell on himself meaning this battle will take |

| longer than most battles against enemies with 55,000 HP, but still, it's |

| not un-manage-able. Combining Steiner's Minus Strike with the fact that |

| the boss uses Blue Shockwave to bring you down to one life can be useful, |

| but not reliable, so prepare well and give it your best shot. |

o-----o

O=====

| Shop List (000C0) |

O=====

o-- Alexandria ----- (000C1) --o o-- Evil Forest----- (000C2) --o

o- Item Shop -----o	o- Item Shop -----o
Potion.....50 Gil	Potion.....50 Gil
Phoenix Down.....150 Gil	Phoenix Down.....150 Gil
Antidote.....50 Gil	Antidote.....50 Gil
Eye Drops.....50 Gil	Eye Drops.....50 Gil
Tent.....800 Gil	Tent.....800 Gil
o-----o	o-----o

o-- Dali ----- (000C3) --o

o- Weapon Shop -----o	
Dagger.....320 Gil	
Mage Masher.....500 Gil	
Broadsword.....330 Gil	
Iron Sword.....660 Gil	
Rod.....260 Gil	
Mage Staff.....320 Gil	
	Wrist.....130 Gil
o-----o	Leather Wrist.....200 Gil
	Bronze Gloves.....480 Gil
o- Item Shop -----o	Leather Hat.....150 Gil
	Feather Hat.....200 Gil
Potion.....50 Gil	Rubber Helm.....250 Gil
Phoenix Down.....150 Gil	Bronze Helm.....330 Gil
Antidote.....50 Gil	Leather Shirt.....270 Gil

Eye Drops.....50 Gil	Silk Shirt.....400 Gil	
Tent.....800 Gil	Bronze Armor.....650 Gil	
o-----o	o-----o	o-----o

o-- Lindblum ----- (000C3) --o

o- Weapon Shop -----o

Dagger.....320 Gil	
Mage Masher.....500 Gil	
Mythril Dagger.....950 Gil	
Iron Sword.....660 Gil	
	Javelin.....880 Gil
o-----o	o-----o Rod.....260 Gil

	Fork.....1100 Gil
o- Item Shop -----o	Leather Wrist.....200 Gil

	Glass Armllet.....250 Gil
Potion.....50 Gil	Bronze Gloves.....480 Gil
Phoenix Down.....150 Gil	Silver Gloves.....720 Gil
Echo Screen.....50 Gil	Steepled Hat.....260 Gil
Soft.....100 Gil	Headgear.....330 Gil
Antidote.....50 Gil	Iron Helm.....450 Gil
Eye Drops.....50 Gil	Leather Plate.....530 Gil
Tent.....800 Gil	Linen Cuirass.....800 Gil
o-----o	o-----o

o- Synthesis Shop ----- Required Items -----o

Butterfly Sword.....300 Gil	Dagger.....Mage Masher.....
The Ogre.....700 Gil	Mage Masher.....Mage Masher.....
Cotton Robe.....1000 Gil	Wrist.....Steepled Hat.....
Desert Boots.....300 Gil	Leather Hat.....Leather Shirt.....
Yellow Scarf.....400 Gil	Feather Hat.....Steepled Hat.....
Glass Buckle.....500 Gil	Glass Armllet.....Leather Wrist.....
o-----o	o-----o

o-- Lindblum (Continued) -----o o-- South Gate ----- (000C4) --o

o- Serpent's Gate -----o o- Serpent's Gate -----o

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

o-- Burmecia ----- (000C5) --o

o- Atla's Mogshop -----o

Needle Fork.....3100 Gil	
Glass Armllet.....250 Gil	
Mythril Gloves.....980 Gil	


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| Glass Armlet.....250 Gil |
o-----o Bone Wrist.....330 Gil |
| Mythril Gloves.....980 Gil |
o- Item Shop -----o | Magus Hat.....400 Gil |
| Bandana.....500 Gil |
| Potion.....50 Gil | | Barbut.....600 Gil |
| Phoenix Down.....150 Gil | | Silk Shirt.....400 Gil |
| Echo Screen.....50 Gil | | Leather Plate.....530 Gil |
| Soft.....100 Gil | | Bronze Vest.....670 Gil |
| Antidote.....50 Gil | | Chain Plate.....810 Gil |
| Eye Drops.....50 Gil | | Linen Cuirass.....800 Gil |
| Tent.....800 Gil | | Chain Mail.....1200 Gil |
| | |
o-----o o-----o

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

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o-- Cleyra ----- (000C8) --o

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o- Weapon Shop -----o
|
| Partisan.....1600 Gil |
| Multina Racket.....750 Gil |
| Mythril Rod.....560 Gil |
| Flame Staff.....1100 Gil |
| Ice Staff.....980 Gil |
| Needle Fork.....3100 Gil |
o-----o Bone Wrist.....330 Gil |
| Mythril Armlet.....500 Gil |
o- Item Shop -----o | Mythril Gloves.....980 Gil |
| Thunder Gloves.....1200 Gil |
| Potion.....50 Gil | | Magus Hat.....400 Gil |
| Phoenix Down.....150 Gil | | Bandana.....500 Gil |
| Echo Screen.....50 Gil | | Mage's Hat.....600 Gil |
| Soft.....100 Gil | | Mythril Helm.....1000 Gil |
| Antidote.....50 Gil | | Chain Plate.....810 Gil |
| Eye Drops.....50 Gil | | Mythril Vest.....1180 Gil |
| Annoyment.....150 Gil | | Chain Mail.....1200 Gil |
| Tent.....800 Gil | | Mythril Armor.....1830 Gil |
| | |
o-----o o-----o

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o-- Lindblum ----- (000C9) --o

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o- Item Shop -----o
|
| Potion.....50 Gil |

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Phoenix Down.....150 Gil		
Echo Screen.....50 Gil	o-----o	
Soft.....100 Gil		
Antidote.....50 Gil	o- Weapon Shop -----o	
Eye Drops.....50 Gil		
Annoyntment.....150 Gil	Dagger.....320 Gil	
Tent.....800 Gil	Mage Masher.....500 Gil	
	Mythril Dagger.....950 Gil	
o-----o	Ice Brand.....3780 Gil	
	Partisan.....1600 Gil	
o- Serpent's Gate -----o	Multina Racket.....750 Gil	
	Stardust Rod.....760 Gil	
Ice Brand.....3780 Gil	Flame Staff.....1100 Gil	
Partisan.....1600 Gil	Ice Staff.....980 Gil	
Multina Racket.....750 Gil	Lightning Staff.....1200 Gil	
Stardust Rod.....760 Gil	Leather Wrist.....200 Gil	
Mythril Armlet.....500 Gil	Glass Armlet.....250 Gil	
Thunder Gloves.....1200 Gil	Bone Wrist.....330 Gil	
Bandana.....500 Gil	Mythril Armlet.....500 Gil	
Mage's Hat.....600 Gil	Mythril Gloves.....980 Gil	
Mythril Helm.....1000 Gil	Thunder Gloves.....1200 Gil	
Chain Plate.....810 Gil	Headgear.....330 Gil	
Mythril Vest.....1180 Gil	Magus Hat.....400 Gil	
Adaman Vest.....1600 Gil	Bandana.....500 Gil	
Mythril Armor.....1830 Gil	Mage's Hat.....600 Gil	
Potion.....50 Gil	Mythril Helm.....1000 Gil	
Phoenix Down.....150 Gil	Silk Shirt.....400 Gil	
Echo Screen.....50 Gil	Leather Plate.....530 Gil	
Soft.....100 Gil	Bronze Vest.....670 Gil	
Antidote.....50 Gil	Chain Plate.....810 Gil	
Eye Drops.....50 Gil	Mythril Vest.....1180 Gil	
Annoyntment.....150 Gil	Chain Mail.....1200 Gil	
Tent.....800 Gil	Mythril Armor.....1830 Gil	
o-----o	o-----o	o-----o

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

o-- Fossil Roo ----- (000CA) --o

o- Mogki's Mogshop -----o	o- Treasure Hunter -----o	

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

o-- Conde Petie ----- (000CB) --o

o- Weapon Shop -----o							
	Poison Knuckles.....	5000 Gil					
					Multina Racket.....	750 Gil	
o-----o			o-----o		Stardust Rod.....	760 Gil	
					Flame Staff.....	1100 Gil	
o- Item Shop -----o					Ice Staff.....	980 Gil	
					Lightning Staff.....	1200 Gil	
	Potion.....	50 Gil			Oak Staff.....	2400 Gil	
	Phoenix Down.....	150 Gil			Mythril Fork.....	4700 Gil	
	Echo Screen.....	50 Gil			Mythril Armlet.....	500 Gil	
	Soft.....	100 Gil			Magic Armlet.....	1000 Gil	
	Antidote.....	50 Gil			Lamia's Tiara.....	800 Gil	
	Eye Drops.....	50 Gil			Ritual Hat.....	1000 Gil	
	Annoyntment.....	150 Gil			Adaman Vest.....	1600 Gil	
	Tent.....	800 Gil			Magician Cloak.....	1850 Gil	
o-----o			o-----o				

o-- Black Mage Village ----- (000CC) --o

o- Weapon Shop -----o							
	Mage Masher.....	500 Gil					
	Mythril Dagger.....	950 Gil					
	Gladius.....	2300 Gil					
	Stardust Rod.....	760 Gil					
	Mage Staff.....	320 Gil					
	Flame Staff.....	1100 Gil					
	Ice Staff.....	980 Gil					
	Lightning Staff.....	1200 Gil					
	Oak Staff.....	2400 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
o-----o	Headgear.....	330 Gil
	Magus Hat.....	400 Gil
o- Item Shop -----o	Bandana.....	500 Gil
	Mage's Hat.....	600 Gil
Potion.....	50 Gil	
Hi-Potion.....	200 Gil	
Phoenix Down.....	150 Gil	
Echo Screen.....	50 Gil	
Soft.....	100 Gil	
Antidote.....	50 Gil	
Eye Drops.....	50 Gil	
Remedy.....	300 Gil	
Annoyntment.....	150 Gil	
Tent.....	800 Gil	
o-----o	o-----o	o-----o

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

o-- Madain Sari ----- (000CD) --o

o- Morrison's Mogshop -----o		
Dagger.....	320 Gil	
Mage Masher.....	500 Gil	
Mythril Dagger.....	950 Gil	
Gladius.....	2300 Gil	
Poison Knuckle.....	5000 Gil	
Multina Racket.....	750 Gil	
Golem's Flute.....	2700 Gil	

Pinsheel.....	200 Gil	
Magic Armlet.....	1000 Gil	
Lamia's Tiara.....	800 Gil	
Ritual Hat.....	1000 Gil	
Adaman Vest.....	1600 Gil	
Magician Cloak.....	1850 Gil	
Survival Vest.....	2900 Gil	
Potion.....	50 Gil	
Phoenix Down.....	150 Gil	
Echo Screen.....	50 Gil	
Soft.....	100 Gil	
Antidote.....	50 Gil	
Eye Drops.....	50 Gil	
Magic Tag.....	100 Gil	
Annoyntment.....	150 Gil	
Tent.....	800 Gil	

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o-- Alexandria ----- (000CE) --o

o- Weapon Shop -----o

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.....	3800 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	
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o-----o Lamia's Tiara.....800 Gil |

	Ritual Hat.....	1000 Gil	
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o- Item Shop -----o | Twist Headband.....1200 Gil |

	Barbut.....	600 Gil	
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Potion.....50 Gil	Mythril Helm.....	1000 Gil	
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Hi-Potion.....200 Gil	Gold Helm.....	1800 Gil	
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Phoenix Down.....150 Gil	Magician Cloak.....	1850 Gil	
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Soft.....100 Gil	Survival Vest.....	2900 Gil	
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Antidote.....50 Gil	Brigandine.....	4300 Gil	
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Eye Drops.....50 Gil	Mythril Armor.....	1830 Gil	
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Annoyntment.....150 Gil	Plate Mail.....	2320 Gil	
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o- Synthesis Shop ----- Required Items -----o

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

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o-- Treno ----- (000CF) --o

o- Weapon Shop -----o

Dagger.....320 Gil	
Mage Masher.....500 Gil	
Mythril Dagger.....950 Gil	
Gladius.....2300 Gil	
Ice Brand.....3780 Gil	
Coral Sword.....4000 Gil	
Partisan.....1600 Gil	
Ice Lance.....2430 Gil	
Cat's Claws.....4000 Gil	
Poison Knuckles.....5000 Gil	
Multina Racket.....750 Gil	
Stardust Rod.....760 Gil	
Healing Rod.....1770 Gil	
Lamia's Flute.....3800 Gil	
	Oak Staff.....2400 Gil

o-----o

	Magic Armlet.....1000 Gil
	Mythril Gloves.....980 Gil

o- Item Shop -----o

		Thunder Gloves.....1200 Gil
		Lamia's Tiara.....800 Gil
		Ritual Hat.....1000 Gil
Potion.....50 Gil		Twist Headband.....1200 Gil
Hi-Potion.....200 Gil		Mythril Helm.....1000 Gil
Phoenix Down.....150 Gil		Gold Helm.....1800 Gil
Echo Screen.....50 Gil		Magician Cloak.....1850 Gil
Soft.....100 Gil		Survival Vest.....2900 Gil
Antidote.....50 Gil		Brigandine.....4300 Gil
Eye Drops.....50 Gil		Linen Cuirass.....800 Gil
Remedy.....300 Gil		Mythril Armor.....1830 Gil
Annoyntment.....150 Gil		

| Tent.....800 Gil | | Plate Mail.....2320 Gil |
 | | | |
 o-----o o-----o

o- Synthesis Shop ----- Required Items -----o

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

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o-- Lindblum ----- (000CG) --o

o- Synthesis Shop ----- Required Items -----o

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

Feather Boots.....4000 Gil	Magician Shoes.....Phoenix Pinion.....
Black Belt.....4000 Gil	Twist Headband.....Survival Vest.....
Pearl Rouge.....5000 Gil	Moonstone.....Elixir.....

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o- Weapon Shop -----o

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.....3800 Gil	
Cypress Pile.....3200 Gil	
Mythril Fork.....4700 Gil	
Pinwheel.....200 Gil	
Chimera Armlet.....1200 Gil	
Thunder Gloves.....1200 Gil	
Twist Headband.....1200 Gil	

	Mantra Band.....1500 Gil
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o-----o Dark Hat.....1800 Gil

Gold Helm.....1800 Gil	
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o-- Desert Palace ----- (000CH) --o | Magician Cloak.....1850 Gil

Survival Vest.....2900 Gil	
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o- Item Shop -----o | Brigandine.....4300 Gil

Mythril Armor.....1830 Gil	
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Potion.....50 Gil	Plate Mail.....2320 Gil
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Hi-Potion.....200 Gil	Potion.....50 Gil
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Phoenix Down.....150 Gil	Hi-Potion.....200 Gil
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Echo Screen.....50 Gil	Phoenix Down.....150 Gil
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Soft.....100 Gil	Echo Screen.....50 Gil
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Antidote.....50 Gil	Soft.....100 Gil
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Eye Drops.....50 Gil	Antidote.....50 Gil
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Magic Tag.....100 Gil	Eye Drops.....50 Gil
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Vaccine.....100 Gil	Magic Tag.....100 Gil
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Remedy.....300 Gil	Vaccine.....100 Gil
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Annoyntment.....150 Gil	Remedy.....300 Gil
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Tent.....800 Gil	Annoyntment.....150 Gil
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	Tent.....800 Gil
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o-- Oeilvert ----- (000CI) --o o-- Desert Palace ----- (000CJ) --o

o- Mimoza's Mogshop -----o o- Mojito's Mogshop -----o

Diamond Sword.....4700 Gil	Diamond Sword.....4700 Gil
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Trident.....3580 Gil	Trident.....3580 Gil
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Mythril Claws.....6500 Gil	Mythril Claws.....6500 Gil
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Magic Racket.....1350 Gil	Magic Racket.....1350 Gil
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Healing Rod.....1770 Gil	Healing Rod.....1770 Gil
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Fairy Flute.....4500 Gil	Fairy Flute.....4500 Gil
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Cypress Pile.....3200 Gil	Cypress Pile.....3200 Gil
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Silver Fork.....7400 Gil	Silver Fork.....7400 Gil
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Pinwheel.....200 Gil	Pinwheel.....200 Gil
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Chimera Armlet.....1200 Gil	Rising Sun.....500 Gil
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Egoist's Armlet.....2000 Gil	Chimera Armlet.....1200 Gil
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Thunder Gloves.....1200 Gil	Egoist's Armlet.....2000 Gil
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Diamond Gloves.....2000 Gil	Thunder Gloves.....1200 Gil
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	Diamond Gloves.....2000 Gil
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Mantra Band.....1500 Gil	Mantra Band.....1500 Gil
Dark Hat.....1800 Gil	Dark Hat.....1800 Gil
Green Beret.....2180 Gil	Green Beret.....2180 Gil
Gold Helm.....1800 Gil	Cross Helm.....2200 Gil
Cross Helm.....2200 Gil	Brigandine.....4300 Gil
Brigandine.....4300 Gil	Judo Uniform.....5000 Gil
Judo Uniform.....5000 Gil	Gold Armor.....2950 Gil
Plate Mail.....2320 Gil	Potion.....100 Gil
Gold Armor.....2950 Gil	Hi-Potion.....200 Gil
Hi-Potion.....200 Gil	Phoenix Down.....150 Gil
Phoenix Down.....150 Gil	Echo Screen.....50 Gil
Echo Screen.....50 Gil	Soft.....100 Gil
Soft.....100 Gil	Antidote.....50 Gil
Antidote.....50 Gil	Eye Drops.....50 Gil
Eye Drops.....50 Gil	Magic Tag.....100 Gil
Magic Tag.....100 Gil	Remedy.....300 Gil
Remedy.....300 Gil	Annoyntment.....150 Gil
Annoyntment.....150 Gil	Tent.....800 Gil
Tent.....800 Gil	
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o-- Esto Gaza ----- (000CK) --o

o- Weapon Shop -----o

Zorlin Shape.....6000 Gil	Gladius.....2300 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 Hat.....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	Magic Tag.....100 Gil
Vaccine.....100 Gil	Remedy.....300 Gil
Annoyntment.....150 Gil	Tent.....800 Gil
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o-- Mount Gulug ----- (000CL) --o

o- Mogtaka's Mogshop -----o

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

o-- Daguerreo ----- (000CM) --o

o- Weapon Shop -----o

Mage Masher.....	500 Gil		
Mythril Dagger.....	950 Gil		
Gladius.....	2300 Gil		
Zorlin Shape.....	6000 Gil		
Rune Blade.....	8900 Gil		
Obelisk.....	6000 Gil		
Tiger Fangs.....	13,500 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	

o-----o	Chimera Armlet.....	1200 Gil	
	Egoist's Armlet.....	2000 Gil	
o- Item Shop -----o	N-Kai Armlet.....	3000 Gil	

	Jade Armlet.....	3400 Gil		
Potion.....	50 Gil	Venetia Shield.....	2800 Gil	
Hi-Potion.....	200 Gil	Defense Gloves.....	6000 Gil	
Phoenix Down.....	150 Gil	Lamia's Tiara.....	800 Gil	
Echo Screen.....	50 Gil	Twist Headband.....	1200 Gil	
Soft.....	100 Gil	Golden Hairpin.....	3700 Gil	
Antidote.....	50 Gil	Coronet.....	4400 Gil	
Eye Drops.....	50 Gil	Diamond Helm.....	3000 Gil	
Magic Tag.....	100 Gil	Gaia Gear.....	87000 Gil	
Remedy.....	300 Gil	Demon's Vest.....	10,250 Gil	
Annoyntment.....	150 Gil	Demon's Mail.....	59000 Gil	
Tent.....	800 Gil	Diamond Mail.....	88000 Gil	

o- Synthesis Shop ----- Required Items -----o

Angel Bless.....	9000 Gil	Mythril Dagger.....	Gladius.....	
Sargatanas.....	12,000 Gil	Gladius.....	Zorlin Shape.....	
Cotton Robe.....	1000 Gil	Wrist.....	Steepled Hat.....	
Silk Robe.....	2000 Gil	Silk Shirt.....	Bandana.....	
Magician Robe.....	3000 Gil	Mage Staff.....	Magician Cloak.....	
Glutton's Robe.....	6000 Gil	Mythril Fork.....	Cotton Robe.....	
White Robe.....	8000 Gil	Gaia Gear.....	Jade Armlet.....	
Black Robe.....	8000 Gil	Gaia Gear.....	N-Kai Armlet.....	
Cachusha.....	1000 Gil	Magus Hat.....	Rubber Helm.....	
Coral Ring.....	1200 Gil	Lightning Staff.....	Rod.....	
Magician Shoes.....	1500 Gil	Germinas Boots.....	Bone Wrist.....	
Barette.....	1800 Gil	Needle Fork.....	Barbut.....	
Power Belt.....	2000 Gil	Glass Buckle.....	Chain Mail.....	
Madain's Ring.....	3000 Gil	Bone Wrist.....	Stardust Rod.....	
Fairy Earrings.....	3200 Gil	Magic Armlet.....	Soft.....	
Extension.....	3500 Gil	Lamia's Tiara.....	Multina Racket.....	
Reflect Ring.....	7000 Gil	Anklet.....	Madain's Ring.....	
Anklet.....	4000 Gil	Gold Choker.....	Peridot.....	

Feather Boots.....4000 Gil	Magician Shoes.....Phoenix Pinion.....
Black Belt.....4000 Gil	Twist Headband.....Survival Vest.....
Pearl Rouge.....5000 Gil	Moonstone.....Elixir.....
Promist Ring.....6000 Gil	Chimera Armlet.....Ruby.....
Battle Boots.....6500 Gil	Feather Boots.....Wing Edge.....
Rebirth Ring.....7000 Gil	Diamond.....Anklet.....
Angel Earrings.....8000 Gil	Fairy Earrings.....Barette.....
Garnet.....350 Gil	Ore.....Remedy.....
Amethyst.....200 Gil	Ore.....Annoyntment.....
Peridot.....100 Gil	Ore.....Soft.....
Sapphire.....200 Gil	Ore.....Antidote.....
Opal.....100 Gil	Ore.....Potion.....
Topaz.....100 Gil	Ore.....Eye Drops.....
Thief Gloves.....50,000 Gil	Mythril Armlet.....Sargatanas.....

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o-- Bran Bal ----- (000CN) --o

o- Moorock's Mogshop -----o

Dagger.....320 Gil	Mage Masher.....500 Gil
Mythril Dagger.....950 Gil	Gladius.....2300 Gil
Zorlin Shape.....6000 Gil	Orichalcon.....17,000 Gil
Defender.....9340 Gil	Holy Lance.....11,000 Gil
Avenger.....16,000 Gil	Mythril Racket.....2250 Gil
Bistro Fork.....10,300 Gil	Rising Sun.....500 Gil
Dragon Wrist.....4800 Gil	Defense Gloves.....6000 Gil
Coronet.....4400 Gil	Flash Hat.....5200 Gil
Adaman Hat.....6100 Gil	Platinum Hat.....4600 Gil
Demon's Vest.....10,250 Gil	Minerva's Plate.....12,200 Gil
Platina Armor.....10,000 Gil	Hi-Potion.....200 Gil
Phoenix Down.....150 Gil	Echo Screen.....50 Gil
Soft.....100 Gil	Antidote.....50 Gil
Eye Drops.....50 Gil	Vaccine.....100 Gil
Remedy.....300 Gil	Annoyntment.....150 Gil
Tent.....800 Gil	

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o-- Black Mage Village ----- (000CO) --o

o- Item Shop -----o

Potion.....50 Gil	
Hi-Potion.....200 Gil	
Phoenix Down.....150 Gil	
	Echo Screen.....50 Gil

o-----o Soft.....100 Gil

Antidote.....50 Gil

o- Weapon Shop -----o

Wizard Rod.....3990 Gil	Magic Tag.....100 Gil
Siren's Flute.....7000 Gil	Vaccine.....100 Gil
High Mage Staff.....6000 Gil	Remedy.....300 Gil
Thief Hat.....7100 Gil	Annoyntment.....150 Gil
Holy Miter.....8300 Gil	Tent.....800 Gil
Dark Gear.....16,300 Gil	

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o- Synthesis Shop ----- Required Items -----o	
Butterfly Sword.....300 Gil	Dagger.....Mage Masher.....
The Ogre.....700 Gil	Mage Masher.....Mage Masher.....
Exploda.....1000 Gil	Mage Masher.....Mythril Dagger.....
Rune Tooth.....2000 Gil	Mythril Dagger.....Mythril Dagger.....
Angel Bless.....9000 Gil	Mythril Dagger.....Gladius.....
Sargatanas.....12,000 Gil	Gladius.....Zorlin Shape.....
Masamune.....16,000 Gil	Zorlin Shape.....Orichalcon.....
Duel Claws.....16,000 Gil	Dragon's Claws.....Tiger Fangs.....
Priest's Racket...11,000 Gil	Air Racket.....Cachusha.....
Bracer.....24,000 Gil	Battle Boots.....Venetia Shield.....
Gauntlets.....8000 Gil	Mythril Gloves.....Dragon Wrist.....
Golden Skullcap...15,000 Gil	Gold Helm.....Golden Hairpin.....
Circlet.....20,000 Gil	Coronet.....Rosetta Ring.....
Grand Helm.....20,000 Gil	Cross Helm.....Power Belt.....
Rubber Suit.....20,000 Gil	Minerva'sPlate.....Egoist's Armllet.....
Brave Suit.....20,000 Gil	Mythril Vest.....Mythril Rod.....
Light Robe.....20,000 Gil	Magician Robe.....Glass Armllet.....
Grand Armor.....45,000 Gil	Mythril Sword.....Mythril Armor.....
Desert Boots.....300 Gil	Leather Hat.....Leather Shirt.....
Yellow Scarf.....400 Gil	Feather Hat.....Steepled Hat.....
Glass Buckle.....500 Gil	Glass Armllet.....Leather Wrist.....
Germinas Boots.....900 Gil	Desert Boots.....Fork.....
Gold Choker.....1300 Gil	Linen Cuirass.....Soft.....
Running Shoes....12,000 Gil	Battle Boots.....Emerald.....
Rosetta Ring.....24,000 Gil	Madain'sRing.....Holy Lance.....
Garnet.....350 Gil	Ore.....Remedy.....
Amethyst.....200 Gil	Ore.....Annoyntment.....
Peridot.....100 Gil	Ore.....Soft.....
Sapphire.....200 Gil	Ore.....Antidote.....
Opal.....100 Gil	Ore.....Potion.....
Topaz.....100 Gil	Ore.....Eye Drops.....
Lapis Lazuli.....400 Gil	Ore.....Dead Pepper.....
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o-- Memoria ----- (000CP) --o

o- Synthesis Shop ----- Required Items -----o	
Robe of Lords.....30,000 Gil	White Robe.....Black Robe.....
Tin Armor.....50,000 Gil	Hammer.....Ore.....
Protect Ring.....40,000 Gil	Dark Matter.....Rebirth Ring.....
Pumice.....50,000 Gil	Pumice Piece.....Pumice Piece.....
Garnet.....350 Gil	Ore.....Remedy.....
Amethyst.....200 Gil	Ore.....Annoyntment.....
Peridot.....100 Gil	Ore.....Soft.....
Sapphire.....200 Gil	Ore.....Antidote.....
Opal.....100 Gil	Ore.....Potion.....
Topaz.....100 Gil	Ore.....Eye Drops.....
Lapis Lazuli.....400 Gil	Ore.....Dead Pepper.....
Pumice Piece.....25,000 Gil	Hammer.....Pumice.....
Save the Queen....50,000 Gil	Javelin.....Silver Gloves.....
Phoenix Pinion.....300 Gil	Phoenix Down.....Gysahl Greens.....
Ether.....500 Gil	Echo Screen.....Vaccine.....
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 | Skill/Spell List (000D0) |
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 | Zidane (000D1) | Effect | MP |
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Flee	Escape from battle with a high probability	0
Detect	See the enemy's items	0
What's That!?	Allows back attack	2
Soul Blade	Draws out the hidden power in thief swords	6
Annoy	Causes Trouble to the target	4
Sacrifice	Sacrifice yourself to restore HP&MP to others	32
Lucky Seven	Deals physical damage by luck	6
Thievery	Deals physical damage to target	8

=====O
 | Vivi (000D2) | Effect | MP |
 =====O

Fire	Causes Fire damage to single/multiple targets	6
Fira	Causes a lot of Fire damage to single/multiple	12
Firaga	Causes big-time Fire damage to single/multiple	24
Sleep	Puts single/multiple targets to sleep	10
Blizzard	Causes Ice damage to single/multiple targets	6
Blizzara	Causes a lot of Ice damage to single/multiple	12
Blizzaga	Causes big-time Ice damage to single/multiple	24
Slow	Slows down ATB gauge	6
Thunder	Causes Thunder damage to single/multiple	6
Thundara	Causes a lot of Thunder damage to single/multi	12
Thundaga	Causes big-time Thunder damage to single/multi	24
Stop	Stops target from taking any action	8
Poison	Causes Poison to single/multiple targets	8
Bio	Causes Non-elemental damage and Poison to s/m	18
Osmose	Absorbs MP from the target and transfers it	2
Drain	Drains HP from the target and transfers it	14
Demi	Amount of damage depends on the target's HP	18

Blind	Causes Darkness, which hinders accuracy	6
-----+-----+-----		
Float	Allows single/multiple targets to float in air	6
-----+-----+-----		
o=====o		o=====o
Steiner (000D4)	Effect	MP
-----+-----+-----		
Darkside	Reduces your HP to cause Shadow damage	0
-----+-----+-----		
Minus Strike	Damages with the difference between Max/Cur HP	8
-----+-----+-----		
Iai Strike	Knocks Out the target	16
-----+-----+-----		
Power Break	Reduces the enemy's Attack Pwr	8
-----+-----+-----		
Armor Break	Reduces the enemy's defense	4
-----+-----+-----		
Mental Break	Reduces the enemy's Magic Def	8
-----+-----+-----		
Magic Break	Reduces the enemy's Magic	4
-----+-----+-----		
Charge!	Makes all Near Death party members 'Attack'	10
-----+-----+-----		
Thunder Slash	Causes Thunder damage to the enemy	24
-----+-----+-----		
Stock Break	Causes Non-elemental damage to all enemies	26
-----+-----+-----		
Climhazzard	Causes Non-elemental damage to all enemies	32
-----+-----+-----		
Shock	Deals physical damage to the enemy	46
-----+-----+-----		
o=====o		o=====o
Freya (000D5)	Effect	MP
-----+-----+-----		
Lancer	Reduces the enemy's HP and MP	10
-----+-----+-----		
Reis's Wind	Casts Regen on all party members	12
-----+-----+-----		
Dragon Breath	Reduces HP of all enemies	78
-----+-----+-----		
White Draw	Restores MP of all party members	36
-----+-----+-----		
Luna	Causes Berserk to all targets	12
-----+-----+-----		
Six Dragons	See for yourself	28
-----+-----+-----		
Cherry Blossom	Causes Non-elemental damage to all enemies	46
-----+-----+-----		
Dragon's Crest	Deals physical damage to the enemy	16
-----+-----+-----		
o=====o		o=====o
Quina (000D6)	Effect	MP
-----+-----+-----		
Goblin Punch	Causes Non-elemental damage to the enemy	4
-----+-----+-----		
LV5 Death	Causes KO to enemies whose levels mult of 5	?
-----+-----+-----		
LV4 Holy	Causes Holy damage to level multiple of 4	22
-----+-----+-----		
LV3 Def-less	Reduces Defense of enemies levels mult of 3	12
-----+-----+-----		
Doom	Causes KO gradually	?
-----+-----+-----		

Roulette	Kills randomly chosen enemy/friend	?
Aqua Breath	Causes Water damage to all enemies	14
Mighty Guard	Casts Shell and Protect on all party members	64
Matra Magic	Reduces the target's HP to 1	8
Bad Breath	Causes Confuse, Darkness, Poison, Slow, Mini	16
Limit Glove	Causes Non-elemental damage when your HP is 1	10
1,000 Needles	Deals 1000 damage to enemy	?
Pumpkin Head	Damages difference between max HP and current	12
Night	Causes Sleep to all targets	14
Twister	Causes Wind damage to all enemies	22
Earth Shake	Causes Earth damage to all enemies	20
Angel's Snack	Uses Remedy on all party members	4
Frog Drop	Amount of damage depends on # of frogs caught	10
White Wind	Restores HP of all party members	14
Vanish	Makes a party member disappear	8
Frost	Causes Freeze to the enemy	?
Mustard Bomb	Causes Heat to the enemy	10
Magic Hammer	Reduces the enemy's MP	2
Auto-Life	Casts Life when KO'd	14
O=====O=====O=====O=====O=====		
Eiko (000D7)	Effect	MP
O=====O=====O=====O=====O=====		
Carbuncle	Casts Reflect on all party members	24
Fenrir	Causes Earth damage to all enemies	30
Phoenix	Causes Fire damage to enemies, cure KO party	32
Madeen	Causes Holy damage to all enemies	54
Cure	Restores HP of single/multiple targets	6
Cura	Restores a lot of HP of single/multiple target	10
Curaga	Restores big-time HP to single/multiple target	22
Regen	Gradually restores HP	14
Life	Recovers from KO	8
Full-Life	Recover from KO with full HP	24

Auto-Regen	Automatically casts Regen in battle	10
Auto-Life	Automatically casts Life in battle	12
HP+20%	Increases HP by 20%	8
Accuracy+	Raises physical attack accuracy	2
Distract	Lowers enemy's physical attack accuracy	5
Long Reach	Back attacks like front row	16
MP Attack	Uses own MP to raise Attack Pwr	5
Bird Killer	Deals lethal damage to flying enemies	3
Bug Killer	Deals lethal damage to insects	2
Stone Killer	Deals lethal damage to stone enemies	4
Undead Killer	Deals lethal damage to undead enemies	2
Devil Killer	Deals lethal damage to demons	2
Beast Killer	Deals lethal damage to beasts	4
Man Eater	Deals lethal damage to humans	2
Master Thief	Steal better items	5
Steal Gil	Steal Gil along with items	5
Add Status	Adds weapon's status effect (Add ST) when atk	3
Gamble Defense	Raises Defense occasionally	1
High Tide	Allows you to Trance faster	8
Counter	Counterattacks when physically attacked	8
Protect Girls	You take damage in place of a girl	4
Eye 4 Eye	Raise counter activation rate	5
Body Temp	Prevents Freeze and Heat	4
Alert	Prevents back attacks	4
Level Up	Characters level up faster	7
Ability Up	Characters learn abilities faster	3
Flee-Gil	Receive Gil even when running from battle	3
Insomniac	Prevents Sleep	5
Antibody	Prevents Poison and Venom	4
Bright Eyes	Prevents Darkness	4

Locomotion	Prevents Stop	4
Clear Headed	Prevents Confusion	5
=====		
Dagger (000E3)	Effect	MP
=====		
Auto-Reflect	Automatically casts Reflect in battle	15
Auto-Float	Automatically casts Float in battle	6
Auto-Haste	Automatically casts Haste in battle	12
Auto-Regen	Automatically casts Regen in battle	10
Auto-Life	Automatically casts Life in battle	12
MP+20%	Increases MP by 20%	8
Healer	Restores target's HP	2
Chemist	Doubles the potency of medicinal items	4
Reflect-Null	Nullifies Reflect and attacks	7
Concentrate	Raises the strength of spells	10
Half MP	Cuts MP use by half in battle	11
High Tide	Allows you to Trance faster	8
Body Temp	Prevents Freeze and Heat	4
Level Up	Characters level up faster	7
Ability Up	Characters learn abilities faster	3
Insomniac	Prevents Sleep	5
Antibody	Prevents Poison and Venom	4
Loudmouth	Prevents Silence	4
Jelly	Prevents Petrify and Gradual Petrify	4
Auto-Potion	Automatically uses Potion when damaged	3
Locomotion	Prevents Stop	4
Clear Headed	Prevents Confusion	5
Boost	Raises strength of eidolons	12
Odin's Sword	Attacks with eidolon Odin	5
=====		
Steiner (000E4)	Effect	MP
=====		
Auto-Reflect	Automatically casts Reflect in battle	15
Auto-Float	Automatically casts Float in battle	6

Auto-Haste	Automatically casts Haste in battle	12
Auto-Regen	Automatically casts Regen in battle	10
Auto-Life	Automatically casts Life in battle	12
HP+10%	Increases HP by 10%	4
HP+20%	Increases HP by 20%	8
Accuracy+	Raises physical attack accuracy	2
Distract	Lowers enemy's physical attack accuracy	5
Long Reach	Back attacks like front row	16
MP Attack	Uses own MP to raise Attack Pwr	5
Bird Killer	Deals lethal damage to flying enemies	3
Bug Killer	Deals lethal damage to insects	2
Stone Killer	Deals lethal damage to stone enemies	4
Undead Killer	Deals lethal damage to undead enemies	2
Devil Killer	Deals lethal damage to demons	2
Beast Killer	Deals lethal damage to beasts	4
Man Eater	Deals lethal damage to humans	2
Add Status	Adds weapon's status effect (Add ST) when atk	3
Chemist	Doubles the potency of medicinal items	4
High Tide	Allows you to Trance faster	8
Counter	Counterattacks when physically attacked	8
Cover	You take damage in place of an ally	6
Eye 4 Eye	Raise counter activation rate	5
Body Temp	Prevents Freeze and Heat	4
Alert	Prevents back attacks	4
Level Up	Characters level up faster	7
Ability Up	Characters learn abilities faster	3
Insomniac	Prevents Sleep	5
Antibody	Prevents Poison and Venom	4
Bright Eyes	Prevents Darkness	4
Restore HP	Restores HP automatically when Near Death	8

Ability Up	Characters learn abilities faster	3
Millionaire	Receive more Gil after battle	5
Insomniac	Prevents Sleep	5
Antibody	Prevents Poison and Venom	4
Loudmouth	Prevents Silence	4
Jelly	Prevents Petrify and Gradual Petrify	4
Absorb MP	Absorbs MP used by enemy	6
Auto-Potion	Automatically uses Potion when damaged	3
Locomotion	Prevents Stop	4
Clear Headed	Prevents Confusion	5
O=====O=====O=====O=====O=====		
Eiko (000E7)	Effect	MP
O=====O=====O=====O=====O=====		
Auto-Reflect	Automatically casts Reflect in battle	15
Auto-Float	Automatically casts Float in battle	6
Auto-Haste	Automatically casts Haste in battle	12
Auto-Regen	Automatically casts Regen in battle	10
Auto-Life	Automatically casts Life in battle	12
MP+10%	Increases MP by 10%	4
MP+20%	Increases MP by 20%	8
Healer	Restores target's HP	2
Reflect-Null	Nullifies Reflect and attacks	7
Concentrate	Raises the strength of spells	10
Half MP	Cuts MP use by half in battle	11
High Tide	Allows you to Trance faster	8
Body Temp	Prevents Freeze and Heat	4
Level Up	Characters level up faster	7
Ability Up	Characters learn abilities faster	3
Guardian Mog	Mog protects with unseen forces	3
Insomniac	Prevents Sleep	5
Antibody	Prevents Poison and Venom	4
Loudmouth	Prevents Silence	4

Cover	You take damage in place of an ally	6
Eye 4 Eye	Raise counter activation rate	5
Body Temp	Prevents Freeze and Heat	4
Alert	Prevents back attacks	4
Level Up	Characters level up faster	7
Ability Up	Characters learn abilities faster	3
Flee-Gil	Receive Gil even when running from battle	3
Insomniac	Prevents Sleep	5
Antibody	Prevents Poison and Venom	4
Bright Eyes	Prevents Darkness	4
Restore HP	Restores HP automatically when Near Death	8
Jelly	Prevents Petrify and Gradual Petrify	4
Return Magic	Returns magic used by enemy	9
Auto-Potion	Automatically uses Potion when damaged	3
Locomotion	Prevents Stop	4
Clear Headed	Prevents Confusion	5

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Item List (000J0)
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Name	Effect
Adaman Vest	Very durable vest. Elem-Def: Fire damage reduced by 50%
Air Racket	Long-range combat racket. Elem-Atk: Wind
Aloha T-Shirt	Provides a southern, tropical feel
Amethyst	Restores HP. It cannot be used in the field. Equip as an Add-on
Ancient Aroma	Item that radiates a mysterious light.
Angel Bless	Weapon with an angel's spirit dwelling inside
Angel Earrings	Holy earrings worn by women. Raises Holy Elem-Atk
Angel Flute	Legendary flute that is said to enchant anyone who hears its tune

Anklet	Anklet adorned with a four-leaf clover that raises Spirit
Annoyntment	Cures Trouble
Antidote	Cures Venom and Poison
Aquamarine	Restores HP. It cannot be used in the field. Equip as an Add-on
Asura's Rod	Holy rod
Avenger	Powerful claws that kill opponents with one hit
Bandana	Mysterious bandana that makes you light-footed
Barbut	Headgear that raises Spirit
Barette	Hair ornament enchanted with various powers, worn by women. Raises Ice Elem-Atk
Battle Boots	Combat boots
Bistro Fork	Popular fork among gourmands
Black Robe	Robe made for Black Mages. Raises Shadow Elem-Atk
Blood Sword	Sword varnished with blood
Bone Wrist	Wristlet made from bones. Raises Earth Elem-Atk
Brave Suit	Extremely durable suit. Raises Fire Elem-Atk
Brigandine	Clothes that raise Strength
Broadsword	An ordinary sword used in combat
Bronze Armor	Armor made of bronze Elem-Def: Wind damage reduced by 50%
Bronze Helm	Helm made of bronze Elem-Def: Water damage reduced by 50%
Bronze Gloves	Gloves made of bronze
Bronze Vest	Plate made of bronze
Butterfly Sword	Standard thief's sword. Add ST: Silence
Cachusha	Hair ornament enchanted with various power, worn by women. Raises Fire Elem-Atk
Caribini Mail	Armor protected by extraordinary powers
Cat's Claws	Ordinary claws used for combat
Chain Mail	Armor made with chains. Elem-Def: Earth damage reduced by 50%

Chain Plate	Plate that provides brimming strength
Coral Ring	Ring adorned by corals. Absorbs Thunder Elem-Atk
Coral Sword	Sword made of coral
Cypress Pile	Weapon that radiates a mysterious light
Dagger	Weapon used by thieves
Dark Gear	Gear that raises Spirit
Dark Matter	Deals damage to the target. Equip as an Add-on
Defender	Sword possessing a guardian angel
Demon's Mail	Armor made in the dark world. Absorbs Shadow Elem-Atk. Raises Shadow Elem-Atk
Demon's Vest	Supposedly, a vest that belonged to a demon. Elem-Def: Shadow damage reduced by 50%
Desert Boots	Boots with good traction. Elem-Def: Earth damage reduced by 50%
Diamond	Restores HP. It cannot be used in the field. Equip as an Add-on
Diamond Armor	Armor made of diamond
Diamond Sword	Sword made of diamond
Dragon's Claws	Weapon made from a dragon's claw
Dragon's Hair	Legendary spear made from a dragon king's hair
Dragon Mail	Armor made from a dragon's scales
Duel Claws	Weapon once used by a legendary hero
Echo Screen	Cures Silence
Emerald	Restores HP. It cannot be used in the field. Equip as an Add-on
Ether	Restores 150 MP. The effect decreases if used in the field
Excalibur	Light sword used by holy knights
Excalibur II	Holy sword used by legendary knights
Exploda	Sword made by processing trouble knife. Add ST: Trouble
Extension	Hair ornament enchanted with various powers, worn by women. Raises Thunder Elem-Atk
Eye Drops	Cures Darkness

Fairy Earrings	Earrings that raise Spirit. Raises Wind Elem-Atk
Fairy Flute	Flute with angel's power dwelling inside
Feather Boots	Boots that are light as a feather. Absorbs Earth Elem-Atk
Feather Hat	Hat that raises Spirit. Raises Wind Elem-Atk
Flame Saber	Weapon with a fire spirit dwelling inside
Flame Staff	Staff with a divine fire power dwelling inside Elem-Atk: Fire
Fork	Combat fork used by the Qu Clan
Gaia Gear	Robe blessed by the Earth god. Absorbs Earth Elem-Atk. Raise Earth Elem-Atk
Garnet	Restores HP. It cannot be used in the field. Equip as an Add-on
Gastro Fork	Legendary fork known for its ability to crush
Genji Armor	Very famous brand of armor
Germinas Boots	Boots that raise strength. Raises Earth Elem-Atk
Gladius	Light dagger that is easy to handle Add ST: Slow
Glass Armlet	Armlet made of glass. Elem-Def: Water damage reduced by 50%
Glass Buckle	Buckle protected by mysterious powers
Glutton's Robe	Robe worn by Qus
Gold Armor	Armor made of gold
Gold Choker	Magic choker. Elem-Def: Wind damage reduced by 50% Raises Shadow Elem-Atk
Golem's Flute	Flute with a golem's power dwelling inside
Grand Armor	The greatest armor. Elem-Def: Shadow reduced by 50%
Hamelin	Flute that holds magic powers
Headgear	Wearing it will make you popular. Elem-Def: Water damage reduced by 50%
Healing Rod	Weapon that can restore target's HP
Heavy Lance	Heavy weapon that can deal massive damage
Hi-Potion	Restores 450 HP. The effect decreases if used in the field

High Mage Staff	Staff that holds powerful magic
Ice Brand	Weapon with an ice spirit dwelling inside
Ice Lance	Spear made of ice
Ice Staff	Staff with a divine ice power dwelling inside. Elem-Atk: Ice
Iron Helm	Helm Made of iron
Iron Sword	Sword made of iron
Javelin	Spear used by dragon knights
Judo Uniform	Clothes from a foreign land
Kain's Lance	Spear made from the distant past
Kaiser Knuckles	Claws with a win spirit dwelling inside
Lamia's Flute	Flute with Lamia's power dwelling inside
Lapis Lazuli	Restores HP. It cannot be used in the field. Equip as an Add-on
Leather Hat	Not a suitable item to wear in combat
Leather Plate	Plate worn for combat. Elem-Def: Ice damage reduced by 50%
Leather Shirt	Clothes made of leather
Leather Wrist	Wristlet that raises Spirit when equipped
Light Robe	Robe possessed by the spirit of light. Raises Holy/Shadow Elem-Atk
Lightning Staff	Staff with divine thunder power swelling inside. Elem-Atk: Thunder
Linen Cuirass	Armor packed with magic
Mace of Zeus	Legendary staff that once belonged to a magician
Madain's Ring	Ring used as a charm since ancient times. Absorbs Ice Elem-Atk
Mage Masher	Weapon originally used for comating mages Adds ST: Silence.
Mage Staff	Staff used by black mages
Mage's Hat	Hat that holds magic powers. Raises Holy/Shadow Elem-Atk
Magic Racket	Long-range weapon that holds magic powers
Magician Cloak	Cloak that holds magic powers.

	Raises Ice Elem-Atk
Magician Robe	Robe made for mages
Magician Shoes	Shoes packed with magic
Magus Hat	Hat suited for mages. Raises Ice Elem-Atk
Maiden's Prayer	Item that has a nice fragrance
Masamune	Sword from a foreign land
Maximillian	Armor worn exclusively by knights
Minerva's Plate	Plate worn by women
Moonstone	Restores HP. It cannot be used in the field. Equip as an Add-on
Multina Racket	Long-range weapon that holds mysterious powers. Elem-Atk: Wind
Mythril Armlet	Armlet made of mythril
Mythril Armor	Armor made of mythril. Elem Def: Water damage reduced by 50%
Mythril Claws	Claws made of mythril
Mythril Dagger	Thief's dagger made of mythril
Mythril Fork	Fork made of mythril
Mythril Helm	Helm made of mythril. Raises Holy Elem-Atk
Mythril Racket	Long-range racket made of mythril
Mythril Rod	Rod made of mythril
Mythril Spear	Spear made of mythril
Mythril Sword	Sword made of mythril
Mythril Vest	Vest braided with mythril. Elem-Def: Water damage reduced by 50%
Needle Fork	Mysterious fork that causes the opposite effect of 'Soft.' Add ST: Petrify
Ninja Gear	Gear that makes you light footen. Absorbs Shadow Elem-Atk
Oak Staff	Staff made from a legendary tree. Add ST: Slow
Obelisk	Spear made from magic stone
Octagon	Staff with water god dwelling inside
Opal	Restores HP. It cannot be used in the field. Equip as an Add-on

Ore	Restores HP. It cannot be used in the field. It radiates a mysterious light
Orichalcon	The most powerful thief's dagger
Partisan	Spear adorned with brilliant gems, originally made as a decoration.
Pearl Rouge	Rouge used by women that enhances holy power. Elem-Def: Holy damage reduced by 50%. Raises Water
Peridot	Restores HP. It cannot be used in the field. Equip as an Add-on
Phoenix Down	Cures KO
Phoenix Pinion	Cures KO. It cannot be used in the field
Plate Mail	Armor that raises Spirit
Platina Armor	Armor made of platinum. Elem-Def: Ice damage reduced by 100%
Poison Knuckles	Combat knuckles
Potion	Restores 150 HP. The effect decreases if used in the field.
Power Belt	Belt that raises Strength
Power Vest	Raises Strength
Priest's Racket	Long-range holy racket
Promist Ring	Ring that raises Strength
Protect Ring	Protects you from various attacks. All elemental damage reduced by 50%
Pumice	Summon the beast from the dark
Pumice Piece	Put it together with the other piece Absorbs Shadow/Holy Elem-Atk
Ragnarok	Knight sword bearing divine inscriptions
Rebirth Ring	Ring with a phoenix's power dwelling inside. Raises Holy Elem-Atk
Reflect Ring	Ring enchanted with the spell 'Reflect'
Remedy	Cures various status abnormalities
Ribbon	Item that always keep Mog beside you. Absorbs Water/Wind, Elem-Def: F/I/T/H damage 50%
Robe of Lords	The greatest robe. Elem-Def: Wind damage reduced by 50%

Rod	Combat rod
Rosetta Ring	Ring with a fire god's spirit dwelling inside Absorbs Fire Elem-Atk
Rubber Helm	Helm worn by soldier trainees Elem-Def: Thunder damage reduced by 50%
Rubber Suit	Suit worn by women. Elem-Def: Thunder damage reduced by 100%
Ruby	Restores HP. It cannot be used in the field. Equip as an Add-on
Rune Blade	Weapon that has rune inscriptions
Rune Claws	Legendary combat claws that use the power of dark to unleash a destructive force beyond imagination
Rune Tooth	Also known as "The Viper"
Running Shoes	Shoes that allow you to run with light steps
Sandals	Provides a southern, tropical feel
Sapphire	Restores HP. It cannot be used in the field. Equip as an Add-on
Sargantus	Sword made by processing "Epitaph's Fragment"
Save the Queen	Long word used by holy knights Elem-Def: Fire damage reduced by 50%
Scissor Fangs	Weapon with deadly venom on the tip
Shield Armor	Armor that provdes excellent protection Elem-Def: Fire/Ice/Thunder damage reduced by 50%
Silk Robe	Robe made of silk
Silk Shirt	Silk burns easily Elem-Def: Thunder damage reduced by 50%
Silver Fork	Fork made of silver. Add ST: Slow
Siren's Flute	Flute with a siren's power dwelling inside
Stardust Rod	Rod adorned with beautiful stars. Elem-Def: Shadow damage reduced by 50%
Steepled Hat	Hats worn by mages
Survival Vest	Vest that raises Spirit
Tent	Restores HP and MP. If you ask a save moogle, he will restore everyone's HP and MP
The Ogre	Standard thief's sword. Add ST: Darkness
The Tower	Weapon that defines a great thief

Thunder Gloves	Gloves with a thunder god's power dwelling inside. Elem-Def: Thunder damage reduced by 50% Raises Thunder Elem-Atk
Tiger Fangs	Long, sharp claws
Tiger Racket	The most powerful long-range racket
Tin Armor	Tun armor that looks like a toy
Topaz	Restores HP. It cannot be used in the field. Equip as an Add-on
Trident	Also known as the "Spear of Enchantment"
Ultima Sword	Sword that can only be used by chosen knights
Ultima Weapon	Considered the most powerful weapon in the world
Whale Whisker	Legendary weapon that holds powerful magic
White Robe	Robe made for white mages. Raises Holy Elem-Atk
Wizard Rod	Rod used by mages
Wrist	Regular Wristlet
Yellow Scarf	Scarf that raises Strength
Zorlin Shape	Popular weapon among thieves

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Moogles List	(000Q0)
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Name	Location
Atla	Burmecea central square
Grimo	South Gate border station
Kupo	Alexandria steeple
Kuppo	Fossil Roo near the end
Mimoza	Oeilvert entrance
Mocchi	Iifa Tree
Mochos	Gargan Roo under Tot's house in Treno
Mogki	Lindblum castle bedroom later Fossil Roo
Mogmatt	Conde Petie
Mogmi	Gizamaluke's Grotto

Mogrich	Treno outside weapon shop
Mogrika	Esto Gaza
Mogryo	Black Mage Village
Mogsam	Desert Palace library
Mogtaka	Mount Gulug
Mois	Ice Cavern near the end
Mojito	Desert Palace
Monev	Cleyra trunk
Monty	Evil Forest in tree stump later Pinnacle Rocks
Mooel	Oeilvert inside.
Moolan	Mount Gulug
Moonte	Lindblum Dragon's Gate
Moorock	Bran Bal
Mopli	Cleyra settlement at the inn
Mosco	Evil Forest beside crashed ship
Mosh	Alexandria Castle change room later basement
Mozme	Pandemonium
Nazna	Summit Station rest area
Noggy	Daguerreo
Serino	The Red Rose
Suzuna	Mountain Path leading to Sanctuary

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Stellazio List (000V0)

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Name	Location
Aquarius	Ipsen's Castle chest on right side of front hall
Aries	Windmill house in the village of Dali
Cancer	Among debris on left side of Burmecia near entrance
Capricorn	Daguruerreo, on right side near entrance

Gemini	Treno fountain, throw money thirteen times
Leo	Alexandria castle left tower, left room
Libra	Madain Sari, examine fountain
Ophiuchus	Same as Scorpio, after delivering all other 12
Pisces	Invincible airship
Taurus	Treno on the ground behind the item shop
Sagittarius	Linblum business area after rebuild
Scorpio	Quan's Dwelling, where Vivi lived, cave near Treno
Virgo	Black Mage Village inn

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Equipment Abilities	(000M0)
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Name	Type	Abilities
Adaman Hat	Head	Gamble Defense, HP+20%
Adaman Vest	Body	Stone Killer, Bird Killer
Aegis Glove	Head	Charge!
Air Racket	Weapon	Scan, Panacea
Aloha T-Shirt	Body	N/A
Amethyst	Accessory	Atomos, Demi
Ancient Aroma	Accessory	Odin's Sword
Angel Bless	Weapon	Thievery
Angel Earrings	Accessory	Auto-Regen, MP+20%, Reis's Wind
Angel's Flute	Weapon	Curana, Esuna, Holy
Anklet	Accessory	Counter, Healer, Locomotion
Aquamarine	Accessory	Leviathan, HP+10%
Asura's Rod	Weapon	Confuse, Mini, Silence
Avenger	Weapon	Demi Shock, Counter
Bandana	Head	Man Eater, Insomniac
Barbut	Head	Alert, Dragon Killer
Barette	Accessory	Chemist, Gamble Defense, Cura

Battle Boots	Accessory	Initiative, MP Attack, HP+20%
Bistro Fork	Weapon	High Tide
Black Belt	Accessory	Beast Killer, Demi, HP+20%
Black Hood	Head	Accuracy+, Death, Locomotion
Black Robe	Body	Flare, MP+20%, Reflectx2
Blood Sword	Weapon	Darkside
Bone Wrist	Arm	Add Status
Bracer	Head	Add Status, Power Throw
Brave Suit	Body	Auto-Regen, Restore HP
Brigandine	Body	Ability Up, Return Magic
Broadsword	Weapon	Beast Killer
Bronze Armor	Body	Bird Killer
Bronze Gloves	Arm	Antibody
Bronze Helm	Head	Bug Killer
Bronze Vest	Body	Jelly
Butterfly Sword	Weapon	What's That!?, Protect Girls
Cachusha	Accessory	Bright Eyes, Ability Up, Life
Caribini Mail	Body	Auto-Regen
Cat's Claws	Weapon	Chakra, Counter
Chain Mail	Body	HP+10%, Bird Killer
Chain Plate	Body	Devil Killer
Chimera Armlet	Arm	Add Status, Mug
Circlet	Head	Clear Headed, Jelly
Coral Ring	Accessory	Insomniac, Man Eater, Lancer
Coral Sword	Weapon	Charge!
Coronet	Head	Man Eater, Return Magic
Cross Helm	Head	Devil Killer, MP Attack
Cypress Pile	Weapon	Break, Comet, Demi
Dagger	Weapon	Flee
Dark Gear	Body	Clear Headed, Jelly

Dark Hat	Head	High Tide, Jelly
Dark Matter	Accessory	Odin
Defence Gloves	Arm	HP+20%
Defender	Weapon	Thunder Slash
Demon's Mail	Body	High Tide
Demon's Vest	Body	Auto-Potion, DevilKiller, Locomotion
Desert Boots	Accessory	Flee-Gil, Protect, Scan
Diamond	Accessory	Body Temp. Distract
Diamond Armor	Body	Ability Up
Diamond Gloves	Arm	Ability Up, Jelly
Diamond Helm	Head	Accuracy+, Insomniac
Diamond Sword	Weapon	Power Break
Dragon Mail	Body	High Jump
Dragon Wrist	Head	Jelly, Lancer
Dragon's Claws	Weapon	No Mercy, Counter
Dragon's Hair	Weapon	Dragon's Breath
Duel Claws	Weapon	Aura, No Mercy, Counter
Egoist's Armlet	Arm	Beast Killer, Level Up
Emerald	Accessory	Haste, MP+10%, White Draw
Excalibur	Weapon	Climhazard
Excalibur II	Weapon	Minus Strike, Climhazard, StockBreak
Exploda	Weapon	Sacrifice, Lucky Seven
Extension	Accessory	Auto-Potion, Level Up, MP+10%
Fairy Earrings	Accessory	Body Temp, Level Up, Regen
Fairy Flutee	Weapon	Esuna, Haste, Regen
Feather Hat	Head	Bright Eyes, Add Status
Flame Saber	Weapon	Magic Break
Flame Staff	Weapon	Fira, Sleep
Flash Hat	Head	Beast Killer, Eye 4 Eye
Fork	Weapon	High Tide

Gaia Gear	Body	High Tide, Insomniac, Osmose
Garnet	Accessory	Bahamut, Healer
Gastro Fork	Weapon	High Tide
Gauntlets	Arm	Cover
Genji Armor	Body	Accuracy+, Body Temp
Genji Gloves	Arm	High Tide
Genji Helm	Head	HP+20%
Germinas Boots	Accessory	Alert, HP+10%, Flee
Gladius	Weapon	Annoy, Lucky Seven
Glass Armlet	Arm	Steal Gil, Antibody
Glass Buckle	Accessory	Antibody, Add Status, Thunder
Glutton's Robe	Body	Antibody, Auto-Regen, Body Temp
Gold Armor	Body	Stone Killer
Gold Choker	Accessory	Auto-Potion, Flee-Gil, Shell
Gold Helm	Head	ClearHeaded, MentalBreak, Reis'sWind
Golden Hairpin	Head	Auto-Regen, Loudmouth
Golden Skullcap	Head	Locomotion, Power Up
Golem's Flute	Weapon	Auto-Regern, Cura, Life
Grand Armor	Body	Chemist, Restore HP
Grand Helm	Head	High Tide
Green Beret	Head	Ability Up, Clear Headed
Hamelin	Weapon	Curaga, Jewel, Might
Headgear	Head	Undead Killer
Healing Rod	Weapon	Cura, Healer, Life
Heavy Lance	Weapon	Six Dragons
High Mage Staff	Weapon	Meteor, Osmose
Holy Lance	Weapon	Dragon's Crest, Reis's Wind
Holy Miter	Head	Body Temp, Insomniac
Ice Brand	Weapon	Mental Break
Ice Lance	Weapon	White Draw

Ice Staff	Weapon	Blizzara, Slow
Iron Helm	Head	Bright Eyes, Level Up
Iron Sword	Weapon	Minus Strike
Jade Armlet	Arm	Body Temp, High Tide
Javelin	Weapon	Dragon Killer
Judo Uniform	Body	Distract, HP+20%
Kain's Lance	Weapon	CherryBlossom, DragonCrest, WhiteDrw
Kaiser Helm	Head	Eye 4 Eye
Kaiser Knuckles	Weapon	Countdown, Curse, Counter
Lamia's Flute	Weapon	Float, Silence, Stona
Lamia's Tiara	Head	Clear Headed, Confuse, Float
Lapis Lazuli	Accessory	Ability Up, Accuracy+
Leather Hat	Head	Fire
Leather Plate	Body	Chakra
Leather Shirt	Body	Protect Girls
Leather Wrist	Arm	Beast Killer, Blizzard
Light Robe	Body	Auto-Regen, Full-Life, Half MP
Lightning Staff	Weapon	Thundara, Poison
Linen Cuirass	Body	Cover
Mace of Zeus	Weapon	Doomsday
Madain's Ring	Accessory	Body Temp, Chemist, Guardian Mog
Mage Masher	Weapon	Detect, Flee
Mage Staff	Weapon	Flee
Mage's Hat	Head	Loudmouth, Fira
Magic Armlet	Arm	Clear Headed, Silence
Magic Racket	Weapon	Berserk, Cure, Mini
Magician Cloak	Body	Insomniac, MP+10%
Magician Robe	Body	Auto-Potion, MP+10%
Magician Shoes	Accessory	MP+10%, Clear Headed, Blind
Magus Hat	Head	Slow

Maiden Prayer	Accessory	Auto-Regen
Mantra Band	Head	Antibody, HP+20%
Masamune	Weapon	Sacrifice
Maximillian	Body	HP+20%
Minerva's Plate	Body	High Tide, Restore HP
Moonstone	Accessory	Beast Killer, Shell
Multina Racket	Weapon	Blind, Stona, Shell
Mythril Armlet	Arm	Bug Killer
Mythril Claws	Weapon	Curse, Counter
Mythril Dagger	Weapon	Bandit
Mythril Fork	Weapon	High Tide
Mythril Gloves	Arm	Man Eater, Bug Killer
Mythril Helm	Head	Insomniac, Antibody
Mythril Rod	Weapon	Life, Silence, Shell
Mythril Spear	Weapon	Reis's Wind
Mythril Sword	Weapon	Armor Break
Mythril Vest	Body	Auto-Potion
N-Kai Armlet	Arm	Bandit, Undead Killer, Water
Needle Fork	Weapon	High Tide
Ninja Gear	Body	Alert, Eye 4 Eye, Locomotion
Oak Staff	Weapon	Stop, Bio, Drain
Obelisk	Weapon	Cherry Blossom, Initiative
Octagon Rod	Weapon	Firaga, Blizzaga, Thundaga
Opal	Accessory	Blizzara, Shiva
Orichalcon	Weapon	Detect
Partisan	Weapon	Lancer, High Tide
Pearl Armlet	Arm	N/A
Pearl Rouge	Accessory	Level Up, Loudmouth, Reflect-Null
Peridot	Accessory	Ramuh, Thundara
Phoenix Pinion	Accessory	Phoenix

Plate Mail	Body	Locomotion, Undead Killer
Platina Armor	Body	Beast Killer
Platinum Helm	Head	Restore HP, Stone Killer
Poison Knuckles	Weapon	Spare Change, Counter
Power Belt	Accessory	MP Attack, Counter, Fira
Power Wrist	Head	Accuracy+
Priest's Racket	Weapon	Might, Silence
Promist Ring	Accessory	Absorb MP, Mag Elem Null, Restore HP
Protect Ring	Accessory	Half MP, Long Reach, Mag Elem, Null
Pumice	Accessory	Ark
Pumice Piece	Accessory	Boost
Ragnarok	Weapon	Thunder Slash, Shock
Rebirth Ring	Accessory	Auto-Life, Revive, Life
Reflect Ring	Accessory	Auto-Reflect, Distract, Reflect
Red Hat	Head	Cover, MP Attack
Ribbon	Accessory	Ability Up, Guardian Mog, Madeen
Ritual Hat	Head	Bright Eyes, Counter, Undead Killer
Robe of Lords	Body	Concentrate, Reflect-Null
Rod	Weapon	Cure, Panacea, Protect
Rosetta Ring	Accessory	Concentrate, Level Up, Reflectx2
Rubber Helm	Head	Minus Strike
Rubber Suit	Body	Esuna, Eye 4 Eye
Ruby	Accessory	Carbuncle, Reflect
Rune Blade	Weapon	Iai Strike
Rune Claws	Weapon	Demi Shock, Spare CHange, Revive
Rune Tooth	Weapon	Lucky Seven
Running Shoes	Accessory	Auto-Haste, Auto-Potion, Haste
Sandals	Accessory	N/A
Sapphire	Accessory	Fenrir, High Tide
Sargatanas	Weapon	Annoy

Scissor Fangs	Weapon	Aura, Counter
Shield Armor	Body	Distract
Silk Robe	Body	Ability Up, Loudmouth
Silk Shirt	Body	Cure, Thunder
Silver Fork	Weapon	High Tide
Silver Gloves	Arm	Undead Killer
Siren's Flute	Weapon	Dispel, Esuna, Full-Life
Stardust Rod	Weapon	Ability Up, Reflect, Float
Steepled Hat	Head	Protect
Straw Hat	Head	N/A
Survival Vest	Body	Locomotion, Antibody, Mug
The Ogre	Weapon	Soul Blade
The Tower	Weapon	Lucky Seven, Thievery
Thief Gloves	Arm	Master Thief
Thief Hat	Head	Long Reach, Lucky Seven, Mug
Thunder Gloves	Arm	Devil Killer, Add Status
Tiger Fangs	Weapon	Revive, Counter
Tiger Racket	Weapon	Dispel
Tin Armor	Body	N/A
Topaz	Accessory	Fira, Ifrit
Trident	Weapon	Luna
Twist Headband	Head	Add Status, Gamble Defense
Partisan	Weapon	High Tide, Lancer
Ultima Sword	Weapon	Stock Break
Ultima Weapon	Weapon	Flee
Venetia Shield	Arm	Auto-Float, Counter
Whale Whisker	Weapon	Curaga, Life, Break
White Robe	Body	Auto-Potion, Loudmouth, Holy
Wizard Rod	Weapon	Curaga, Protect, Shell
Wrist	Arm	Flee-Gil

Yellow Scarf	Accessory	Bird Killer, Millionaire, Steal Gil
Zorlin Shape	Weapon	Flee

Equipment List (000L0)

Weapon (000L1)	Spd	Str	Mag	Spr	Atk	Def	Eva	Mdf	MEv
Air Racket	0	0	0	0	13	0	0	0	0
Angel Bless	0	0	0	0	44	0	0	0	0
Angel Flute	0	0	0	0	33	0	0	0	0
Asura's Rod	0	0	0	0	27	0	0	0	0
Avenger	0	0	0	0	70	0	0	0	0
Bistro Fork	0	0	0	0	68	0	0	0	0
Blood Sword	0	0	0	0	24	0	0	0	0
Broadsword	0	0	0	0	12	0	0	0	0
Butterfly Sword	0	0	0	0	21	0	0	0	0
Cat's Claws	0	0	0	0	23	0	0	0	0
Coral Sword	0	0	0	0	38	0	0	0	0
Cypress Pile	0	0	0	0	27	0	0	0	0
Dagger	0	0	0	0	12	0	0	0	0
Defender	0	0	0	0	65	0	0	0	0
Diamond Sword	0	0	0	0	42	0	0	0	0
Dragon's Claws	0	0	0	0	53	0	0	0	0
Dragon's Hair	0	0	0	0	77	0	0	0	0
Excalibur	0	0	0	0	77	0	0	0	0
Excalibur II	0	0	0	0	108	0	0	0	0
Exploda	0	0	0	0	31	0	0	0	0
Fairy Flute	0	0	0	0	25	0	0	0	0
Flame Saber	0	0	0	0	46	0	0	0	0
Flame Staff	0	0	0	0	16	0	0	0	0

Fork	0	0	0	0	21	0	0	0	0
Gastro Fork	0	0	0	0	77	0	0	0	0
Gladius	0	0	0	0	30	0	0	0	0
Golem's Flute	0	0	0	0	21	0	0	0	0
Hamelin	0	0	0	0	27	0	0	0	0
Healing Rod	0	0	0	0	23	0	0	0	0
Heavy Lance	0	0	0	0	42	0	0	0	0
High Mage Staff	0	0	0	0	32	0	0	0	0
Holy Lance	0	0	0	0	62	0	0	0	0
Ice Brand	0	0	0	0	35	0	0	0	0
Ice Lance	0	0	0	0	31	0	0	0	0
Ice Staff	0	0	0	0	16	0	0	0	0
Iron Sword	0	0	0	0	16	0	0	0	0
Javelin	0	0	0	0	18	0	0	0	0
Kain's Lance	0	0	0	0	71	0	0	0	0
Kaiser Knuckles	0	0	0	0	75	0	0	0	0
Lamia's Flute	0	0	0	0	21	0	0	0	0
Lightning Staff	0	0	0	0	16	0	0	0	0
Mace of Zeus	0	0	0	0	35	0	0	0	0
Mage Masher	0	0	0	0	14	0	0	0	0
Mage Staff	0	0	0	0	12	0	0	0	0
Magic Racket	0	0	0	0	23	0	0	0	0
Masamune	0	0	0	0	62	0	0	0	0
Multina Racket	0	0	0	0	17	0	0	0	0
Mythril Claws	0	0	0	0	59	0	0	0	0
Mythril Dagger	0	0	0	0	18	0	0	0	0
Mythril Fork	0	0	0	0	42	0	0	0	0
Mythril Racket	0	0	0	0	27	0	0	0	0
Mythril Rod	0	0	0	0	14	0	0	0	0
Mythril Spear	0	0	0	0	20	0	0	0	0

Red Hat	0	0	0	0	0	1	0	26	0	
Ritual Hat	0	0	1	0	0	1	0	16	0	
Rubber Helm	0	0	0	0	0	0	0	5	0	
Steepled Hat	0	1	0	0	0	0	0	9	0	
Straw Hat	0	0	0	0	0	0	0	0	0	
Thief Hat	2	0	0	0	0	0	3	38	0	
Twist Headband	0	0	1	0	0	0	0	17	0	
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Arm (000L3)	Spd	Str	Mag	Spr	Atk	Def	Eva	MDf	MEv	
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Aegis Gloves	0	0	0	0	0	1	30	0	10	
Bone Wrist	0	1	0	0	0	0	13	0	9	
Bracer	0	1	0	0	0	0	35	18	0	
Bronze Gloves	0	0	0	1	0	0	8	0	2	
Chimera Armlet	0	0	0	0	0	0	22	0	14	
Defense Gloves	0	0	0	0	0	1	25	1	20	
Diamond Gloves	0	0	0	0	0	0	19	0	13	
Dragon Wrist	0	0	0	1	0	0	28	1	12	
Egoist's Armlet	0	0	0	0	0	0	20	0	20	
Gauntlets	1	0	0	0	0	0	36	0	7	
Genji Gloves	0	0	2	0	0	0	27	0	17	
Glass Armlet	0	0	0	0	0	0	10	0	7	
Jade Armlet	0	0	0	0	0	0	0	2	27	
Leather Wrist	0	0	0	1	0	0	7	0	5	
Magic Armlet	0	0	2	0	0	0	16	1	16	
Mythril Armlet	0	0	0	1	0	0	17	0	11	
Mythril Gloves	0	0	0	1	0	0	13	0	7	
N-Kai Armlet	0	0	0	2	0	2	27	0	0	
Pearl Armlet	0	0	0	0	0	0	0	0	0	
Power Wrist	0	2	0	0	0	0	30	0	10	
Silver Gloves	0	0	0	0	0	0	10	0	5	
Thief Gloves	1	0	0	0	0	0	26	0	13	

Magician Robe	0	0	2	0	0	21	0	3	0
Maximillian	0	0	0	3	0	54	0	0	0
Minerva's Plate	0	0	2	0	0	34	0	1	0
Mythril Armor	0	0	0	0	0	15	0	0	0
Mythril Vest	0	0	0	0	0	14	0	2	0
Ninja Gear	1	0	0	0	0	35	0	0	0
Plate Mail	0	0	0	1	0	17	0	1	0
Platina Armor	0	0	0	0	0	36	0	0	0
Power Vest	0	2	0	0	0	27	0	0	0
Robe of Lords	0	0	1	1	0	46	0	5	0
Rubber Suit	0	0	0	0	0	39	2	1	0
Shield Armor	0	0	0	0	0	23	0	5	0
Silk Robe	0	1	1	0	0	16	0	2	0
Silk Shirt	0	0	0	0	0	7	0	0	0
Survival Vest	0	0	0	2	0	17	0	0	0
Tin Armor	0	0	0	0	0	62	32	17	0
White Robe	0	0	2	0	0	42	0	4	0
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Accessory (000L5)	Spd	Str	Mag	Spr	Atk	Def	Eva	Mdf	MEv
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Amethyst	0	0	0	0	0	0	0	0	0
Ancient Aroma	0	2	0	0	0	0	4	0	0
Angel Earrings	0	2	0	0	0	2	0	0	0
Anklet	0	0	3	1	0	0	5	0	0
Aquamarine	0	0	0	0	0	0	0	0	0
Barette	0	3	1	1	0	0	0	1	0
Battle Boots	0	2	0	0	0	2	0	1	0
Black Belt	0	2	0	2	0	1	0	0	0
Cachusha	1	0	2	1	0	0	0	1	0
Coral Ring	0	0	0	2	0	0	0	0	3
Dark Matter	0	3	2	0	0	0	0	0	0
Desert Boots	0	0	1	1	0	0	2	0	0

