

Final Fantasy IX FAQ/Walkthrough

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SeanKelson's Final Fantasy IX Walkthrough

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Section I: Introduction

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I will use the default names of the characters in this walkthrough.

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Section II: Play Control

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There's not much different here than in other Final Fantasy games. Basically you have control of your character in Towns, in the Field (Overworld), and in Airships most of the game.

Towns

Direction Pad- Moves character

X button- Talks to people, confirms

Square button- Offers to play cards, talks to people if they can't play cards.

Circle button- Cancels, hold down to run

Triangle button- Brings up status screen

L1 button- Rotates screen

R1 button- Rotates screen
L2 button- Locks position so screen won't rotate
R2 button- Switches between side view and overhead view

Town Notes- When you see a "!" appear above Zidane's head, press "X." You will find a treasure. This is a great feature, since it cuts down the time spent searching towns for items like in other FF games.

Field

Direction Pad- Moves character

X button- Enters location, get on a chocobo
Square button-
Circle button- Cancels selection, get off a chocobo
Triangle button- Brings up status screen, brings up chocobo menu

L1 button- Rotates screen
R1 button- Rotates screen
L2 button- Locks position so screen won't rotate
R2 button- Switches between side view and overhead view

Ship/Airships

Direction Pad- Orients ship

X button- Boards ship, moves ship forward
Square button- Moves ship backwards
Circle button- Land ship
Triangle button- Brings up ship's stern where you can change characters and access stat screen

L1 button- Rotates screen
R1 button- Rotates screen
L2 button- Locks position so screen won't rotate
R2 button- Switches between side view and overhead view

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Section III: Disc One

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This section contains instructions on how to get through disc one.

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Segment 1: The Introduction

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You start on a ship, where you find out about a plan to kidnap the princess of Alexandria. After a few movies and dialogue, you are no longer Zidane any more. You find yourself as a little black mage named Vivi.

Goals:

1. Show the ticket to the man at the ticket booth.
2. Find out how to play 'The Card Game.'
3. Go with the rat kid to see the concert.

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Segment 2: The Wreck/Evil Forest

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You find your ship, the Prima Vista, crashed in a forest. To make things worse,

Princess Garnet is missing. After watching some scenes, the true part of Final Fantasy IX begins.

Goals:

1. Find Princess Garnet.
2. Defeat the Prison Cage twice.
3. Talk to Vivi and see Zidane's flashback.
4. Get Baku's permission to look for Garnet.
5. Leave the ship after Steiner and Vivi join.
6. Defeat Plant Brain.
7. Escape the Evil Forest.

Start out by going towards the bottom of the screen and through part of the forest. After that, you will encounter the monster that has Garnet entrapped. Steiner is there, waiting to help you.

Boss: Prison Cage (1st time)

At the beginning of the battle, you go into a trance. Your power will be increased while you have the purple glow around you. Steiner and Zidane tell you a bit about trances.

When attacking the Prison Cage, be sure you attack the bottom of the creature, not the top. Attacking the bottom hurts the monster, while attacking the top hurts Garnet. You can't take your time defeating the Prison Cage, because he uses his spell 'Absorb' to take HP away from Garnet. When Garnet dies, you lose the fight. After the Prison Cage casts the first 'Absorb,' you are advised to heal Garnet. Using a potion on Garnet will be fine. If you've taken the time to get your character to level 3, this battle will be a breeze. Otherwise, you might have to use a few more potions on Garnet before the battle is over.

After the battle and some dialogue, the Prison Cage strikes again.

Boss: Prison Cage (2nd time)

This time it's Vivi that got trapped. At the beginning of the fight, he casts a spell on the Prison Cage.

Use about the same strategies as described in the battle for the first time beating the Prison Cage. This time it's easier since Vivi is casting spells at the Prison Cage.

After the battle, a scene occurs, then the screen appears on Vivi lying in a bed, with Blank watching over him. You'll also see Steiner's henchman pushing him around. Next, you'll see Zidane talking to his boss, who refuses to let anyone search for Garnet.

When you leave the room that the boss is in, you will be able to see three ATEs (Active Time Events). One shows what Steiner is doing in his room. Another shows Ruby left in the bar in Alexandria. The third can only occur after the one with Steiner. It shows Cinna frantically trying to find his Garnet doll.

Go down to the room where Vivi is sleeping. Talk to him. After the dialogue is finished, walk out of the room to see Zidane's flashback. Afterwards, choose to go find Garnet. Afterwards, Blank talks to Zidane and tells him to go talk to the boss. However, the boss isn't in the room he used to be in. He's in a room that is across the hall from the bottom of the stairway. Talk to him in his room, and he will grant you permission to go look for Garnet. First though, the boss, Baku, challenges you to a fight.

Boss: Baku

Steal a Hi-Potion from Baku at the beginning of the battle. It will be a treat to get a hi-potion this early in the game. Although Baku taunts you throughout the battle, he's more bark than he is bite. You should beat him easily.

After the battle, talk to Blank. He will say that he'll unlock the door to the storage room so you can get Steiner to come with you. Go to the room where Steiner is, and he will join you. Steiner also suggests that you go visit Vivi. Go talk to Vivi in his room. Vivi joins you, and you are ready to go look for Garnet. Before you leave the ship, Blank talks to you for a while. He also gives you a message from Baku about abilities. After asking Blank how to equip abilities, you leave the ship.

Make your way to where you found the Prison Cage. When you enter this area, there will be another ATE (Active Time Event) to see. In this ATE, Baku tells his orchestra that they are a good job, and that they will be leaving soon.

Continue beyond the area where you fought the Prison Cage. After another area, you'll see a moogles that hides in a tree stump when he sees you. After Zidane examines the spring, you automatically view an ATE (Active Time Event). In this ATE, you see a quick dialogue between Blank and Baku.

Despite the fact that it's in the tree stump, the moogles still is just like a normal moogles. Go past the spring to the next area. At the end of that area, you will see a quick scene. Proceed through the next area. Upon entering the next area, you'll run into a plant monster that is keeping Princess Garnet captive.

Boss: Plant Brain

Fire attacks, like Vivi's 'Fire' black magic or Steiner's 'Fire' sword magic, work very well on this boss. A while into the combat, Blank arrives to help. After Blank arrives, the Plant Brain might use it's devastating attack called 'Thunder.' Don't be surprised if this attack wipes out part of your party. Blank, the most likely to survive this attack, can deal big damage to the Plant Brain.

After some dialogue, more problems arise, as small plant monsters start chasing after Zidane and his group. Outrun the monsters as they try to chase you out. After a few leaps of faith, you'll become surrounded, and go into battle with four Plant Spiders. The Plant Spiders are weak, Blank or Steiner could knock them out in one blow. Proceed to the next area after you kill the Plant Spiders, where Zidane stops and converses with Blank. Then, watch a movie that explains what Zidane meant by "the entire forest is coming after us." Blank throws a letter as he is destroyed by a Plant Spider, and you witness the entire forest turn into stone.

Steiner accuses Zidane that it's all his fault at their camp just outside the forest, and Garnet comes into consciousness again. After some more dialogue, Vivi and Zidane take a rest. After that, Zidane states that sometime he might come back and be able to save Blank. Zidane then sets off for a cavern south of their camp. Before you leave though, Monty the moogles has to teach you some basics. And, he teaches them to you in the form of an ATE (Active Time Event). After the lesson, Monty gives you the Moogles' Flute. This allows you to call a Save Moogles on the world map.

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Segment 3: The Ice Cavern

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You now are on the world map. Proceed south to get to the cave you're supposed to go to. Slightly south on the mountain you will find the Ice Cavern.

Goals:

1. Destroy the strange wall.
2. Rescue the frozen moogles.
3. Defeat Black Waltz 1 and Sealion.
4. Get out of the cave.

As you enter the Ice Cavern, your party members will discuss myths and legends about the Ice Cavern. Go to the second area of the Ice Cavern, jumping

up ledges when you need to. GO to the right of the second area, and have Zidane examine the strange wall. Vivi will break down the wall with his magic.

Continue through the cave until you come to a fork in the road. Take a left. Step up to the strange frozen figure and press confirm. Vivi will melt the ice surrounding the Save Moogles, and you will go into another ATE (Active Time Event), where you learn more about the game.

Now go back to the fork and take the right path. All of your characters will, for some reason, fall asleep. Later, you Zidane waking up. Go to the upper-right of the screen and into the next area. This is where Zidane finds who is causing the blizzard...

Boss: Black Waltz 1 and Sealion

At the beginning of the battle, Black Waltz 1 calls the Sealion to help him. In this battle, you're going alone against these guys. As you attack the Sealion, Black Waltz 1 heals him with blizzard and taunts you. Keep attacking, using potions when necessary. If you need extra potions, just steal from enemies a little more often. Since Black Waltz 1 keeps healing Sealion, focus all of your attacks on Black Waltz 1 until he dies. As you attack the Sealion, keep yourself healed, because he can attack multiple times occasionally. Slowly, the Sealion's heart changes color. It goes to yellow, then to purple. When the Sealion's heart turns purple, it means that he is very close to death. But, it also means that he will probably cast 'Tsunami' as soon as possible. Survive 'Tsunami,' and you can beat the Sealion with about three more attacks.

After the battle, Zidane goes back to check on his group. They're just getting up as Zidane greets them. You probably go back to the Save Moogles and save right now. Go up the cliff where you fought Black Waltz 1. At the top, you finally leave the Mist.

Before you go down to the village, Garnet needs a new identity. You choose a name for her. Then you go down into the village. You then are back on the world map.

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Segment 4: Village of Dali

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Go southeast on the world map, to a village called Dali. Everyone goes into the inn and rests after a conversation, where Zidane promises to get Garnet, or Dagger, as she's called now, to Lindblum.

When you wake up, there are two ATEs (Active Time Events) you can see. One shows what Vivi is doing. The other shows what Dagger is doing. When you walk out of the inn, there's another ATE (Active Time Event) to see. This shows what is happening in the inn.

Goals:

1. Talk to Vivi.
2. Find Dagger in the equipment store.
3. Get Dagger to join you.
4. Find the underground passageway.
5. Hide in the machine.
6. Defeat Black Waltz 2.
7. Board the cargo ship.

Since this is the first town you are able to visit, you'll probably want to go in the shop right across the street and buy some new equipment. You'll also want to visit the other shop up the road and stock up on potions and other stuff.

After entering some buildings, another ATE (Active Time Event) will be available. This shows what Dagger is doing.

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Now you're on the cargo ship, flying through the air.

Goals:

1. Defeat Black Waltz 3.
2. Get to Lindblum.

As you walk through the corridor, you can look at several things along the way. Make your way to the ladder. Climb up it and you'll see Steiner lying on deck at the top. Go talk to Steiner. Don't worry about his threats. Walk into the room on the left. Watch a movie, and then see Zidane steering the cargo ship.

You now see Dagger and Vivi coming up onto the deck, but you see a figure fly onto the boat and stop Vivi. He's who you expected: Black Waltz 3. After a bit of dialogue, you'll watch another movie. Then, after some dialogue, you fight the third Black Waltz.

Boss: Black Waltz 3

At the beginning of the battle, Vivi automatically goes into a trance. In his trance, Vivi can cast two spells at a time. Use Vivi's magic at the beginning of the battle, when he's in his trance. Actually, use all magic at the beginning of the battle. By the time Vivi's trance wears off, Black Waltz 3 should be dead.

After the battle, you see a scene involving Zorn and Thorn. You then see some dialogue, watch a movie, listen to some more dialogue, and see yet another movie. You then arrive in Lindblum.

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Segment 6: Lindblum

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After the second movie ends, you arrive in Lindblum.

Goals:

1. Get to the elevator.
2. Meet with Regent Cid.
3. Get to Tantalus's hideout.
4. Find Dagger at the top of Lindblum Castle.
5. Participate in the festival.

After some dialogue, you can walk around freely. It's a big place, so feel free to explore.

To continue, go across the hallway from the room you arrived in. You'll be on an elevator. Minister Artania will be waiting for you. He will talk to you as you ride the elevator up. When you arrive at the top floor, you will find that Regent Cid has been transformed into an oglop. The minister will explain to you.

After that, you go have lunch at a local restaurant. You meet two old friends, Freya and Bobo, while you're there. You then rest at the inn.

The game shows Dagger's conversation with her Uncle Cid. It includes about why Tantalus kidnapped her and more on why he turned into an oglop.

You wake up in the inn as Zidane. Vivi greets you. After Vivi leaves, another ATE (Active Time Event) initiates. This ATE is another lesson from Mogster.

You now are free to move around the town. When you walk out of the inn, you'll be able to see an ATE (Active Time Event) about what Steiner is doing. If you walk in the building across the street, you'll see another ATE (Active Time Event) on how Vivi is doing. While you're in the town, you can find out

about the Festival of the Hunt, play a game or two of Tetra Master, or gain levels outside of town.

Eventually, you'll want to get take the air cab to the theatre division. When you leave the air cab station in the theatre division, you'll be able to see an ATE (Active Time Event) of how Steiner is doing. Go down the stairs to the left, and go into the first building you come to. This is Zidane's hideout.

In his hideout, Zidane wonders about how Dagger is doing. You then see an ATE (Active Time Event) of what Dagger is doing. When the ATE ends, two kids run into your hideout. They tell you that you should go see Dagger.

As you walk outside, you can view another ATE (Active Time Event). This shows how your boss Baku and his group are doing. Yes, the people you abandoned at the beginning of the game escaped from the Evil Forest.

Go back to the air cab station. Take the air cab to Lindblum Castle. Make your way to the guest room, where Dagger was. Instead, you'll find Steiner there, grouchy, as usual. Walk out of the guest room. Walk into the room to the left of the screen.

If you try to go to the elevator, you'll be stopped. Go to the room on the right and talk to the sleeping soldier on the couch on the level below. You'll wake him up, then steal his uniform. You now can get on the elevator.

You'll automatically go to the top floor. When you arrive on the top floor, you'll be Zidane again. Turn left around the corner and go up the stairs. Keep going up stairs until you get to the top of the castle, where you'll watch a movie. After the movie, you'll look through the telescope. Press X (confirm) whenever you see a question mark on the screen. Once Zidane gives you his thoughts on everything, Dagger will want a look.

After some dialogue, you'll see what old Steiner is up to. You'll also see how Vivi's doing. You'll also see what Freya is doing. Finally, you'll see what Cid's doing. Then the screen goes back to Dagger and Zidane.

You'll see some preparations for the Festival of the Hunt. Then you see Zidane getting ready for the festival. Go up to Mogki the moogles and save your game. Go to the air cab station and head over to the theatre district.

After Dagger and Steiner cheer and finish their talking, you'll arrive at the theatre district. Now you start the game, as was described to you in the rules you learned in the guest room at Lindblum Castle. Fight as many monsters as you can, remembering the 12 minute time limit. If you gained levels outside of the town, they'll pay off now. Go to the air cab station and fly to another district after you beat a few enemies in the theatre district. Whatever district you fly to will probably run out of monsters too, so you'll have to go to the last district.

If you're leading, eventually you just might run into that rare monster. Freya will offer her help.

Boss: Zagnol

Just have Freya heal you with potions and just have Zidane attack. It's more of a mini-boss than a boss.

Usually, you only win if you ran into Zagnol. No matter who wins, Regent Cid congratulates you. As everyone is about to leave, a Burmecian Soldier comes with urgent news.

You find out that Burmecia is being invaded by the golems that were being made in Dali. After the soldier dies, Regent Cid makes a desperate attempt to aid Burmecia, since most of the guards were injured in the festival.

Before you leave, you have a feast where you find out that Dagger put sleeping medicine in everyone but her and Steiner's dish. After a discussion, Dagger and Steiner leave.

As you wake up, Freya suggests that you go to Gizamaluke's Grotto. Cid thinks that you will still be able to catch up with Dagger.

The guard by the exit to the castle will tell you that the best way to Gizamaluke's Grotto is by following the roots popping out of the ground. Follow the brown mounds on the ground to make your way to the grotto.

Goals:

1. Obtain the Gizamaluke Bells.
2. Save the moogles in distress.
3. Obtain the Holy Bell.
4. Defeat Gizamaluke.

As you enter the grotto, you see two dead soldiers lying by the entrance. Go in, and take a right. A near-dead guard there gives you the Gizamaluke Bell. Ring the bell to get in the door to the left. As you enter the next room, you'll see Zorn and Thorn. The black mage golems will come after you.

After defeating the golems, proceed and defeat the next golem to get another Gizamaluke Bell. Use the bell to open the big door. Behind that door is a giant bell. In front of the bell: A poor moogle whose husband got trapped under the bell. Have Vivi give them his Kupo Nut to save the couple in distress. There's also a Gizamaluke Bell in a chest under the big bell.

Behind the bell are two rooms. In the right one are the two moogles. If you go into the room with the two moogles, you'll get the holy bell as you leave the room. This bell is the same as the Gizamaluke Bell, except it can open the door on the left side of the bell.

As you walk through the door on the left, a dying guard tells you that Master Gizamaluke has gone crazy. After that, you fight Gizamaluke.

Boss: Gizamaluke

This will be a hard battle. Early in the battle, steal an elixir from Gizamaluke. Heal frequently with potions that you should have stocked up on by now. Vivi's 'Slow' spell will work well against the beast. Use Freya's 'Jump' command frequently to do lots of damage to Gizamaluke. Have Zidane use normal attacks. Watch out for Gizamaluke's 'Crash' attack, it deals big damage.

Once you defeat Gizamaluke, you see a scene of Steiner going through the South Gate. Now you're controlling Steiner.

Goals:

1. Get rid of the short lady.
2. Get rid of the short man.
3. Get the Gate Pass.
4. Depart on the cable car.

Go talk to the short lady by the ally. Choose to console her. Now the short lady is no longer by the alley.

Now talk to the short man and answer him. After he's done talking, go talk to his worker. Now go talk to the short man again. The short man will go away from the alley now.

A short guard comes into town. Just when it looks like you've been caught, all he's doing is giving you a Gate Pass. Now just go back to the alley.

Now you have Dagger in your party. Go to the top of the stairway and get on the cable car.

You now see Zidane and friends back at Gizamaluke's Grotto. They depart the grotto, promising to protect Burmecia.

You now are wandering on the world map. Wander for a while, and you'll find a large, walled city by a mountain. This is where you want to go.

Goals:

1. Find Zorn and Thorn.
2. Collapse the catwalk.
3. Get the Protection Bell.
4. Open the locked door.
5. Help Kal get out of the castle.
6. Find Queen Brahne.

As you enter Burmecea, it is raining as the characters have a conversation. Once in the town, go to the third area (the first was where the conversation took place). You'll see Zorn and Thorn again. They send two black mages after you.

Walk to the right stairway. Go to the last area you can get to. Walk toward the treasure chest. Before you get there, the catwalk underneath you collapses.

Now go back to outside the house. Go in the left door. You now can walk across the area you previously were not able to. Now, go through the archway. Go out to the balcony, where you will jump across to the other balcony. Inside, a wounded soldier asks you to get the bell under his bed.

Go back outside, up the stairway, and through the door. Go up the stairway inside and through the archway. You are now in the area with the locked door. Ring the bell at the locked door. Go inside the locked door. The characters start automatically walking up a stairway, when they start a conversation.

When you can move around, go up the stairway and strait into the opening in the wall. Inside the room, you see Wei and Kal talking to each other. Zidane comes in and saves the day as the structure Kal is sitting under collapses.

Go up the left stairway and cross over to the left opening in the wall. You'll come to a room with two doors and a stairway. In the right door is a Save Moogle, in the left door Freya will get a Mythril Spear. Equip it on her. Now go up the stairway.

You'll jump up the statue. Then Freya will have a flashback. Queen Brahne and her company will have a conversation. Then, you go into battle with Beatrix.

Boss: Beatrix

Heal frequently. Use Freya's 'Jump' command as often as possible. Have Vivi cast slow, and have Zidane attack. Stay alive long enough, and you'll exit out of the battle.

After the battle, Queen Brahne and her group leaves, and you see one, last movie. Then, it's the end of disc one.

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Section IV: Disc Two

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This section contains instructions on how to get through disc two.

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Segment 1: Cable Car Station
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You start disc two seeing two guards talking to each other in front of South Gate. Then you see Steiner and Dagger on the cable car. As they step out of the cable car, they realize they are in Alexandria.

Goals:

1. Get to the rest area.
2. Talk to the guard at the counter.
3. Meet Cinna and Marcus.
4. Depart in the cable car.
5. Fight Black Waltz 3.

You can talk to the guard to see how the cable car works if you want to. Otherwise, just go up the path to the rest area, where Steiner says that you should gather information. Talk to the guard at the counter. The cable car to Lindblum will depart, and you'll hear a familiar voice yell that they missed their ride.

Go to where you heard the voice from, and you'll see none other than Cinna and Marcus from Tantalus. Go back into the rest area, and you'll see Cinna arguing with Steiner. Talk to Marcus and Cinna, then talk to Steiner. Then, the cable car to Alexandria will arrive. Before you leave, make sure you deliver any letters you have to Nanza the Save Moogles in the lower left corner of the rest area.

Go out to where Steiner and Marcus are. Talk to everyone, then go into the cable car. In the cable car, Marcus will announce that he's finding a cure for Blank's petrification. Talk to Marcus. The cable car comes to stop and the conductor goes to see what's wrong. Marcus, Steiner, and Dagger all run outside to see Black Waltz 3 stumbling around. He won't stop until he completes his mission, so he fights you to the death.

Boss: Black Waltz 3

Use Dagger to heal the group. Always wait for Dagger to select an action until the group needs healing. Have Steiner and Marcus attack. Since he's weak, he will die quickly.

After Black Waltz 3 dies, the characters talk a little bit. Then they go back on the cable car and talk for a while. The cable car arrives at the Alexandria station.

At the fork, take a right. Try walking ahead, and the guard stops you to see your Gate Pass. Walk ahead, and you'll be on the world map.

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Segment 2: Treno
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As you walk to the walled city of Treno (it's by a mountain), it slowly becomes nighttime. As Steiner, Dagger, and Marcus enter Treno, they talk about how they plan to get the Supersoft.

Goals:

1. Find Dagger.
2. Find Marcus.
3. Find Baku.
4. Go to Doctor Tot's tower.

As Dagger and Marcus walk away, you are now controlling Steiner. A series of ATEs (Active Time Events) can be seen now. They show what Dagger and Marcus are doing. You can only see an ATE when you go into an area you're supposed to go into. If you're bored, you can play a card game tournament in the stadium.

Eventually, you'll join back up with your group. You'll find Dagger in the auction house. You'll find Marcus in the inn. Once you get Dagger, go talk to Marcus. Then, go out to the docks, where you'll find Baku.

You view a scene that shows a conversation between the auctioneer and Kuja, one of the two who were with Brahne in Burmecia.

Then you see your group on the boat, sailing down a river. You hear a lot of what Steiner is thinking. You also hear Dagger's thoughts. Then, you arrive

in a house, where you are supposed to find Supersoft.

A person comes down the stairs, and you hide. Suddenly, Dagger leaps out, and starts a friendly conversation with her old tutor, Doctor Tot. Then, Baku talks to you as you are about to leave the inn.

Go to the tower that Doctor Tot told you about. At the top of the tower, Marcus takes the Supersoft. After he takes it and you can move Dagger around, talk to Doctor Tot. After you can move around, go up to the hatch that Doctor Tot opened.

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Segment 3: Gargan Roo
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When you go down the ladder, you find yourself in an underground tunnel built by ancient people.

Goals:

1. Pull the lever to move the spider.
2. Pull the lever to stop the spider.
3. Defeat the Ralvurahva.

The monsters in this tunnel are very hard, so you may want to take some time to gain levels. Go to the right path and then walk up. Doctor Tot will stop you and tell you to pull a lever. Pull it, and a spider starts circling the area.

Go to the lower left of the area where Doctor Tot is standing now. Press X (confirm) in front of the object on the wall. The spider will stop. Now you can get in the trolley.

After you get in the trolley, you see Doctor Tot go and pull one of the levers. Then, you see Dagger and her group on the trolley, when the trolley comes to a sudden stop. Dagger leaps out of the trolley and on to the ground to find a large monster blocking the path of the spider.

Boss: Ralvurahva

Hold Dagger's attacks until the party needs healing. Have Marcus and Steiner attack. If you gained levels when you entered the Gargan Roo, the Ralvurahva will be fairly easy to beat. Otherwise, phoenix downs and potions might be very useful in this battle.

Once you defeat Ralvurahva, you arrive at what the characters think is Alexandria. Dagger knows exactly where they are, but Steiner and Marcus insist they hurry. Sure enough, it's a trap as two gates go up around them. Then Zorn and Thorn come and take you to Queen Brahne.

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Segment 4: Cleyra
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You now see Zidane and his friends in Burmecia. They say that they should go to Cleyra. Wander on the world map until you see a big sandstorm. Walk up to the sandstorm and enter.

Goals:

1. Open the sealed door.
2. Fill the room with sand.
3. Make your way to the Cleyra Settlement.
4. Defeat the Antlion.
5. Help the townspeople.

You enter into the sandstorm as the characters have a short conversation.

Then, you now can move Zidane around. Move forward to the next area. Go to the top of all the stairs and pull the lever. The door below will open. Go through the opened door.

In the 4th area from the room with the door, you'll find a hole in the wall. Put your hand in the hole. In the area before the area with the hole, the entrance you came from before is gone. Climb the chains up to the opening in the big stone. Now go to the left and through the log in the area you just came into.

Go up the log into the next area. In this area, there's a fork. Go left for a Flame Staff. Going right brings you to another area. This area contains a bridge. Just go across it to get to the next area. In the next area, there's a fork. Take the right or center path and you'll come to a lever that you should pull. Now go back and take the left path. Since the sand isn't flowing, you can go wherever you want. You should wind up in a room with quicksand. Avoid the quicksand, pressing X rapidly if you fall in. Once you get across, you'll go to the next area. At the end of the third area, you'll go into the Cleyra Settlement.

As you come into the settlement, two people greet Freya. They will take Freya to where the king of Burmecia is residing. One of the people will offer to show Zidane and Vivi the town.

Whether you accept the person's offer or not, an ATE (Active Time Event) will be available soon. It shows what Vivi is doing.

Later more ATEs (Active Time Events) may become available to see as you wander through the village. They will just show what other people in your group are doing.

If you visit the cathedral, you find that Freya has left a message for you to wait at the inn. So, go to the inn. As you're about to enter the inn, you find out that an antlion is hurting a child from a panicked Burmecian soldier. Follow the soldier to the antlion, where your other party members will join you in fighting the antlion.

Boss: Antlion

This boss is very cruel. Always have at least one person stay ready to heal with whatever potions you have. Use Freya's 'Jump' command and Vivi's spells. Use Zidane to heal. If Freya has the Mythril Staff equipped, have her cast 'Reis's Wind' to make all characters be regenerating HP. If Vivi has the Fire Staff equipped, his 'Fira' spell will be your best bet since it does massive damage to the Antlion. The 'Sandstorm' attack that the Antlion uses will devastate your party, since it puts everyone down to less than 10 HP. But, if Freya is in the middle of her 'Jump' when 'Sandstorm' is used, she won't be affected by it since she will be in the air. When you do beat this monster, you'll probably be near dead.

After the battle, Freya talks with Prince Puck, the person who helped Vivi get into 'I Want To Be Your Canary' at the beginning of the game. Freya returns to the cathedral to talk to the king. After the conversation, a ceremony is performed to strengthen the sandstorm. Instead, the sandstorm dissolves and disappears.

After the sandstorm, people are afraid that someone is invading.

As the screen fades, leaving Cleyra with fear of being invaded, you now see how Dagger and friends are doing. Steiner and Marcus are in a cage hovering over two guards.

You see Dagger in her bedroom, thinking about her mother. Then, Zorn and Thorn come in and take Dagger to see Queen Brahne. Whether you believe Queen Brahne or not, Kuja comes in and puts Dagger under a spell.

Next you see Zorn and Thorn performing a ceremony. Then, you see Zidane and Freya again.

After some dialogue, you control Freya. Just go to the entrance of the

town. Now, make your way down the tree.

You'll meet Alexandrian soldiers as you make your way down. As you cross the bridge, Freya stops you and Puck comes to warn you that the village is under attack. As usual, there are those little golems there.

First, you battle an upgraded golem: Type B. Then you fight three Alexandrian soldiers. Then, two more Type B's come. Then you go throughout the town, hoping to save it from invasion, more importantly, the king and high priest from death.

Eventually, you run to the cathedral, hoping to be safe inside. But, Type B's surround you. Suddenly, you hear a voice. A figure leaps down from the cathedral, and wipes out the Type B's, giving you time to hide inside the cathedral.

Inside the cathedral, Freya is talking to her old friend, Sir Fratley. But, Fratley does not remember who Freya is. Fratley does not even remember the king of Burmechia. Puck comes into the cathedral, telling everyone that he found Fratley and brought in to Cleyra.

After some dialogue, the game remembers that there's an invasion going on. You find Beatrix, sitting by the harp, and the high priest on the ground. She takes the magic stone, then runs away.

Chase after Beatrix. Outside the cathedral, she will stop. Again, you'll fight a battle at a severe disadvantage.

Boss: Beatrix

Fight Beatrix similar to how you did the first time, except this time, expect much more of a challenge. Immediately use Vivi's 'Slow' spell and you should be fine.

After the battle, the characters teleport with the black mages to see who, or what, is behind all of this...

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Segment 5: On the Airship
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You'll see a scene with Queen Brahne in it. You'll also see a movie. After the movie, your characters arrive on Queen Brahne's airship. When you hear someone coming, you hide behind the stairs. An Alexandrian Soldier and Beatrix have a quick talk, then you are able to control your character.

Goals:

1. Try looking through the door on the deck.
2. Use the pods to get to Alexandria.

Walk up the stairs to the door on the deck. Zidane will try to look through it, but will have no luck. You then see Brahne talking to Beatrix. Brahne announces that she needs one more jewel. She also says that she will execute Dagger when she returns to Alexandria.

After a bit of discussion, Vivi tells everyone to follow him. Follow Vivi to where the large pots are. Try using the pods, and you're on your way to Alexandria.

After the characters teleport away, you see how Marcus and Steiner are doing in their cage. They have finally come up with a plan to get them out of the cage. Just do as Marcus tells you to do and you'll bust out of the cage.

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Segment 6: Rescue at Alexandria Castle/Gargan Roo (Visit 2)
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After you break out of the cage, you now must find Dagger.

Goals:

1. Get Zidane and his group to help you.
2. Defeat Zorn and Thorn.
3. Get Dagger.
4. Defeat Beatrix.
5. Have Beatrix and Freya distract Zorn and Thorn.
6. Fall for Zorn and Thorn's trap.
7. Defeat the Ralvuimago.

An Alexandrian guard comes storming at you. Expect more to be chasing after you. It's pretty easy to know where to go: The path has no forks that you can go to. Once you get on the stairway, Marcus decides that he's waited long enough. He goes away to save Blank. Right after he leaves, Vivi, Zidane, and Freya arrive to help Steiner. Then, a 30 minute timer pops up. You have to act fast, because what you can do is limited by time.

Move forward to go on to the next area once Marcus closes the gate on the Alexandrian guards. Follow the path in the ground to the next area after that. Then, follow the path to the top of the screen to get to the next area. Go in the castle and leave the guards in the next area confused.

Once in the castle, go up the main stairway and take a left. Go through the opening in the wall that's right above where you entered from. Go up the stairway to the left and through the door that Dagger came out of at the beginning of the game. Go up the stairway in the center and open the door at the top of it. Try moving the candle emitting purple light in the upper left corner of the room you just came into.

Go down the stairs in the room you arrive in, remembering that it might take some time. Ignore all the doors in the next area. Go down to the next area, where you'll see a door. Go through this door. You'll see Zorn and Thorn with Dagger lying in between them. You'll finally get a chance to beat up on those pests.

Boss: Zorn and Thorn

Focus your attacks on one of the two. I focused my attacks on Thorn. Having Freya cast 'Reis's Wind' is vital to your survival. Although Zorn and Thorn may not seem that tough, their 'Meteorite' spell hurts! Use items frequently, as usual. Have Steiner and Zidane beat up on whoever you are focusing your attacks on. Vivi's 'Slow' on either enemy will be useful. Use Freya's 'Jump' command right before you think they might cast 'Meteorite.' Once you hurt them enough, they'll give up and leave.

Run up to Dagger. As soon as you reach her, your time limit ends. Finishing in time shouldn't be a problem. (I ended my first try with 22 minutes left on the clock!)

After the characters discuss Dagger's condition, you'll automatically see an ATE (Active Time Event). The ATE just shows how Marcus is doing on his dash to Blank.

You're Zidane again, and you have to carry Dagger out of there! There's no time limit though, so it shouldn't be much of a problem. Be sure to stop by the Save Moogle that just moved into the room you're in!

Go back the same way you came in. Once you get to the room where the secret passage was, the characters pause and close the secret passage. Then, Zidane insists on staying there to let Dagger rest. After a while, Zorn and Thorn walk in, followed by Beatrix. Then, you have another fight with Beatrix.

Boss: Beatrix

Have Vivi start the battle by casting 'Slow' on Beatrix. Also, have Freya cast Reis's Wind. Heal frequently with what items you have left from the recent boss battles. Don't bother stealing from Beatrix since she only gives you a Phoenix Down. At the end of the battle, Beatrix decides that she is just wasting her time on you.

After Beatrix stops fighting, she assists in reviving Dagger. After Dagger is revived, Queen Brahne comes into the room. Freya and Beatrix offer to stay and distract Brahne while you escape. Zorn and Thorn send a monster to do the job instead. Just use a few of Beatrix's attacks and the monster will be dead.

You now are controlling Zidane. Get down the stairs as fast as you can, there's a monster chasing after you. Once you get to the second area of the stairs, those annoying black mages will be after you again. This time, there Type C's.

Hurry down the stairs, but the Bandersnatch will leap down and fight you eventually. You go into combat with two of them. They're pretty easy. Continue down to the next area, where the characters will automatically run. Then, Steiner decides to leave. After that, you go into combat with another Bandersnatch. Zidane, Dagger, and Vivi start running away as the screen fades.

Then, you see how Beatrix and Freya are doing. They're hopping down the stairs, trying to avoid Bandersnatches of their own. Then, they go into a battle with two Bandersnatches. Then, Steiner comes to help as two more Bandersnatches attack.

After that, you're Zidane again. Go down the stairway, past the room where you found Dagger. Then, you'll fall for the same cage trap you did before. But, Marcus will save the day. Blank will be there too.

Marcus and Blank say that they'll take care of covering you escape, while you get out from the Gargan Roo. Everyone will hop on the trolley. Then, you'll run into a boss similar to the one you ran into before in the Gargan Roo.

Boss: Ralvuimago

Whenever you use a physical attack, Ralvuimago will become compact. His defense will skyrocket, but he won't attack. Use the time when he's compact to heal the party. Using this strategy, the boss shouldn't be very hard.

After you defeat the Ralvuimago, you get back on the trolley. And, the Ralvuimago gets up and starts chasing the trolley. You fly past Treno, and crash a while down the tunnel.

You see what Queen Brahne is doing for a while. You also hear more about Vivi.

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Segment 7: Pinnacle Rocks

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You see Dagger lying down, thinking about her mother. She wakes up, seeing Vivi. After some discussion, they decide to go to Lindblum Castle to borrow an airship. Then, a person named Ramuh appears, floating in midair. After the characters talk with Ramuh, you must travel around the forest to find five items he will hide.

Goals:

1. Collect five pieces to the story. (Optional)
2. Watch the destruction of Lindblum.

There's a Save Moogles not too far from where you start controlling the characters. You probably want to go save. Search throughout the entire area to find the pieces to the story. Put them in the following order: Beginning, Cooperation, Silence, Hero. If you don't feel like finding all the pieces to the story, you can just proceed without being able to summon Ramuh.

You go to the cliff overlooking Lindblum. If you're done with business on the Pinnacle Rocks, jump off. After you jump off, you see Lindblum being destroyed by airships. It's also being invaded by those pesky black mages.

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Segment 8: Lindblum (Visit 2)

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You arrive in Lindblum, or at least, what's left of it. Zidane and his friends have a conversation. You tell Vivi to hide, and you are free to explore what remains of Lindblum.

Goals:

1. Find Minister Artania.
2. Talk to Regent Cid.
3. Leave Lindblum.

Go up the road in town, then take a left in the next area. You'll find Minister Artania. He offers to take you to see Regent Cid. You talk to Regent Cid for a while, then two guards come in with Vivi. They hand him over to you. Regent Cid has more to tell you about Brahne's plans. You also have plans of your own now.

Prepare for your departure. Stock up on items before you leave. Then, talk to the man by the fountain to get out of the town. After you tell him that you're ready to leave, you see an ATE (Active Time Event). After the ATE ends, you'll see a scene with Zidane and Dagger. Then, you'll get to the Base Level.

After you depart, you'll see another ATE (Active Time Event). This ATE shows the soldiers waiting for the trolley that Cid stopped. Before you leave through Dragon's Gate, buy some weapons from the merchant. Now, you can leave Lindblum.

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Segment 9: Qu's Marsh

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On the world map, go to the marsh you looked at through the telescope in disc one. This marsh is called Qu's Marsh.

Goals:

1. Meet Quina.
2. Talk to the Qu chief.
3. Find the entrance to the tunnel.

Explore the marsh until you find a place with a fat creature in an apron walking around. This is Quina. If you haven't met him before, catch a frog for him. Otherwise, just talk to him. Quina will join your group.

Go up from where you found Quina. You'll see a hut. Go in it, and you'll meet the Qu tribe's chief. He will give you a hint on how to get to the excavation site. When you leave the hut, go to the right.

You will be automatically moving now, following Quina. Quina will run right into the tunnel you're supposed to go into. After you can control Zidane again, go where Quina went, down into the Fossil Roo.

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Segment 10: Fossil Roo

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You are now in the underground tunnel: Fossil Roo.

Goals:

- 1) Escape Armodullahan.
- 2) Defeat Lani.
- 3) Ride the garnet.
- 4) Flip switch #1.

- 5) Flip switch #2.
- 6) Flip switch #1 again.
- 7) Flip switch #3.
- 8) Leave Fossil Roo.

Walk forward in the tunnel. As you step pass the sun symbol on the wall, the ground shakes. One gate closes and another opens. A giant object comes rolling out. Zidane tries running away from it. Keep running away when you control Zidane. He will probably eventually catch up to you.

Boss: Armodullahan

Armodullahan usually starts the battle with 'Level 5 Death.' This move will instantly kill anyone who's level is a multiple of five. Don't worry about whoever fell, this boss falls after small amounts of damage.

The Armodullahan will get up shortly. You must continue to outrun it. In the third area of the bridge, the Armodullahan will fall into a pit.

After you're done with Armodullahan, the bounty hunter Lani approaches and prepares to attack you. You also find out that Lani set Armodullahan loose. Lani gets frustrated, and attacks.

Boss: Lani

Have Quina heal, Zidane attack, Dagger use Ramuh, and Vivi cast spells, make sure he casts 'Slow.' Lani will focus his attacks on Dagger, so make Dagger the primary target of healing. When Lani asks why you aren't giving up, that means she's getting weak. She will start using more devastating attacks, which means you may want to devote Dagger to healing now.

Once Lani is defeated, she makes a quick escape. Now you can proceed into Fossil Roo. In the next area, you'll see a gargant walking around the ceiling. Walk over to the left and pick up a plant. Hold it in front of the tunnel, and the gargant will come to you. You'll hop on the gargant.

The gargant will take you across the river, where you can go on to the next area. You can get back across the river by grabbing a plant and giving it to the gargant. In the next area, talk to the treasure hunter. He will tell you how to get to the Outer Continent.

Take the upper path. Take a plant and give it to the gargant to hitch a ride. In the area beyond where the gargant takes you, you'll find switch #1. Choose to flip the switch.

Go back and hitch another ride on the gargant. Since switch #1 is flipped, you'll go to a different place this time. In the second area after the area the gargant takes you to, you'll find switch #2. Flip switch #2.

Take the gargant back to switch #1. Flip switch #1, then ride gargant back to the area where the treasure hunter was. Take the lower path this time and ride the gargant there.

The gargant will take you to an area with another treasure hunter. Go up the staircase. Go on to the next area. Don't flip the switch in this room. Go on to the next area and hitch a ride on the gargant.

The gargant takes you to a small area. Go on to the next area, that has plants on the wall. You'll have to climb the wall carefully. Rest above the platforms to avoid the sudden spurts of water that will force you down from the wall. At the top is switch #3. Flip this switch if you're ready to go outside of Fossil Roo.

Go to the right of the room (not the far right) and on to the next area, where you'll hitch a ride on a gargant that will take you out of Fossil Roo.

You arrive in an area that leads out of the tunnel. Go out to find yourself on the Outer Continent.

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Travel along the continent until you come a place called Conde Petie.

Goals:

1. View all of the ATEs (Active Time Events).
2. Find and chase the black mage in the store.

As you walk in, some creatures are yelling their sacred greeting. After you say their sacred greeting, you can pass. And, there are two ATEs (Active Time Events) available. One shows what Vivi is doing, the other shows what Quina is doing.

As you walk into the shop, another ATE (Active Time Event) becomes available for you to see. This one shows what Dagger is doing.

After you talk to Vivi on the bridge above the shop, another ATE (Active Time Event) becomes available. This ATE shows a hungry resident of Conde Petie.

After seeing all of the ATEs (Active Time Events), go back into the shop. You'll see a black mage there. Vivi comes in, and he and Zidane chase after him. Then, you meet up with Dagger. She also helps chase the black mage. After a conversation with the person at the front gate, you decide to go to the Southeast Forest to find the tribe of black mages.

Now you can leave, and go find the Southeast Forest.

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Segment 12: Southeast Forest/Black Mage Village

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Now you're back on the world map, and need to find the Southeast Forest. Follow the directions that the person in Conde Petie gave you to get to the Southeast Forest.

Goals:

1. Enter Black Mage Village.
2. Meet Vivi in the inn.

Once you enter, take the right fork, then the left fork, then right, then left, etc. Eventually, you'll see a black mage run out of one of the forks. Follow the mage. In the area the mage goes to, you'll see him open a portal, then close it. You'll follow him into it.

You are now in Black Mage Village. The black mages are panicked when they see humans. After Dagger, Vivi, and Quina run off, you can see some ATEs (Active Time Events). They all cover what your other characters are doing.

Wander around the village, meeting other characters and seeing more ATEs (Active Time Events). After seeing all the ATEs and meeting all of the characters, go meet Vivi in the inn. Choose to rest.

Dagger wakes up, telling Zidane that Vivi left. Dagger talks with Zidane for a while. Then, they go back to sleep.

In the morning, a black mage tells Dagger that he saw a silver dragon. There's also a bit more information about Kuja. They say to go to the Sanctuary beyond Conde Petie.

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Segment 13: Conde Petie (Visit 2)/Mountain Path

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Go back to the Conde Petie. As you enter, the characters have a short conversation.

Goals:

1. Talk to the dwarf by the exit.

2. Talk to Father David.
3. Talk to the twins.
4. Join Eiko.
5. Defeat Hilgigars.

Talk to the dwarf by the exit in the area that has the Kirkboat in it. He will tell you what you need to do to pass. Go down the staircase in the upper left of this area. The person walking around here is who you need to talk to.

When you talk to him, he says that he is Father David. The ceremony is similar to a marriage. Surprisingly, Dagger volunteers to perform the ceremony with Zidane.

Go talk to the dwarfs at the other gate. They will let you through. Vivi and Quina will follow. Go out of Conde Petie now.

You will now be on the Mountain Path, where you'll save Eiko from falling. Eiko joins when Quina runs after the moogle.

Go forward through the mountain pass. When you come to the two moogles, turn left. When you enter the next area, you'll see a giant tree. Go on to the next area, where you will be attacked by Hilgigars.

Boss: Hilgigars

Have Eiko and Dagger heal and use summons. Have Vivi use spells like 'Fira' and 'Thundara.' Also, have Vivi cast 'Slow' at the beginning of the battle. Have Zidane attack. You don't have to worry that much about phoenix downs because Eiko has a 'Life' spell.

After Hilgigars is defeated, Eiko suggests you go to the Iifa Tree, also known as the Sanctuary. Move forward to the Iifa Tree. In the next area, take the left branch.

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Segment 14: Madain Sari
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You wind up on the world map. Move forward, toward the coast, where you will find Madain Sari, Eiko's village.

Goals:

1. Find Quina.
2. Talk to Morrison.
3. Show Dagger the Eidolon Wall.
4. Eat at Eiko's home.

Mog flies in after a short conversation. Eiko tells you to follow her. She talks a while with Zidane, then Dagger gets involved in their conversation. After Eiko runs to cook a meal, an ATE (Active Time Event) is available. It shows what Vivi is doing.

When you walk out of the area, another ATE (Active Time Event) can be seen about how Dagger feels. If you go up the staircase in the first area and talk to the moogle, you'll meet Quina. S/he will jump into the river, trying to find food. Walk back to where Dagger was, and you'll automatically see an ATE of how Eiko is feeling. In the ATE, who you choose to do each job probably affects something, but I don't have any information on that yet.

Go to the lower left exit in the main area to meet Vivi. Try walking in the house to the left, and Morrison will offer to take you to the Eidolon Wall. When you go back to the main area, another ATE (Active Time Event) will be available. This shows how Eiko is doing in her kitchen. I'm guessing that how accurate you are on how many people you need to get water for (the correct number is 10) affects how good the meal is. Also, I'm guessing that whether you put the oglop in or not changes the outcome of the meal. All the options you see in ATEs involving Eiko probably change how good the meal is. I'll make a

chart later.

Go to the lower right from the main area now. Go talk to Dagger. Zidane offers to take her to Eidolon Wall. Now that Dagger's with you, take her to where you found Quina. The moogles will let you in to see Eidolon Wall.

When you walk away from Eidolon Wall, another ATE (Active Time Event) of Eiko will be available. In this event, Eiko mistakes Quina for Kuja, but causes no harm.

Now, go into Eiko's house to eat. After the meal, pick up the pot and take it to Eiko. While there, Zidane asks about the Iifa Tree. Talk to the moogles that are fishing, Dagger, and Eiko. Then, try to go outside. Momotose the moogles will stop you and ask you if you want to sleep before you leave. Choose to sleep. You'll walk out in the middle of the night and talk to Vivi.

The next day, Zidane leaves the village with Eiko, Dagger, and Vivi.

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Segment 15: Iifa Tree

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Go through the Conde Petie Mountain Pass. You'll be on the world map. Walk forward, to the Iifa Tree.

Goals:

1. Get to the bottom of the tree.
2. Defeat Soulcase.

As you walk in, the characters have a short conversation. Ask Eiko about the barrier you're running into. Eiko will take the seal down. Then, you can go over to the Iifa Tree.

Go down the paths to the Iifa Tree. Eventually, you'll come to a circular platform, where the characters will stop to have a short conversation. When Zidane stands on it, he finds out that it's an elevator. Once you get down, move forward to the Iifa Tree.

Eventually, you'll come to another area where the characters stop and have a conversation. Eiko finds a platform while the characters are talking. When all of the characters get on the platform, it moves. The characters talk as they ride the platform down. Some enemies fight them on their way down.

When you can move around, talk to Vivi. After a little bit of discussion, you go into another battle. Then, you arrive at the bottom. Talk to everyone when you are able to control Zidane. Check the edge of the root that Vivi and Eiko are standing on, too. Once you check the edge of the root, something attacks from above. Run up to where Dagger is. You go down with Dagger to where Vivi and Eiko are. The monster that comes tells you a bit about Mist.

Boss: Soulcase

Use your normal boss strategy with this boss. Make use of summons and spells. Do not have Vivi cast the normal 'Slow,' Soulcase will not be affected by it. If you're stocked up on potions, equip everyone with the 'Auto-Potion' ability (Mythril Vest has this ability). Every time a character is hurt, they will automatically drink a potion! Do not cast fire spells on Soulcase because he has a nasty counterattack. (You may have to cast a fire spell on Soulcase for him to die, but I'm not sure.)

After Soulcase is defeated, your characters run to escape the Iifa Tree. Then, you watch a movie that shows all of the Mist disappearing. Then, Eiko has to return back to her village. Your characters offer to go with her.

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Segment 15: Madain Sari (Visit 2)

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Make your way through the Conde Petie Mountain Pass to Madain Sari.

Goals:

1. Follow Eiko to the cave under her house.
2. Go to Eidolon Wall.
3. Defeat the red-headed man.
4. Find Dagger.
5. Get Amarant to join.

When you arrive at Conde Petie, Eiko's moogles come running to her. The moogles run off with her. Follow her when you can control Zidane. Go to Eiko's house. Go into the cave on the dock. A precious stone has been stolen.

Eiko leaves to pray, then Zidane and Dagger talk for a while. Vivi comes down, telling you what happened. Now, go to Eidolon Wall, where Vivi says Eiko was taken to. Talk to the moogle in front of Eidolon Wall for healing, then peek inside. Lani will be holding Eiko. Then, the moogles will give you a sword called 'Exploda.' They will also give you an elixir. Equip Exploda. Ask the moogle in front of the wall where Mog is. After you have a choice again, choose to save Eiko. As Vivi is about to hand over the pendant to Lani, a figure comes jumping in, saving the day. Zidane offers to duel the person.

Boss: Scarlet Hair

If you have the 'Auto-Potion' ability, it will help in this battle. Just use regular attacks. But, only attack him when he's in the middle of the screen (after he says 'Here I go!').

After you win the battle, the red-headed man insists that you kill him, but Zidane won't hurt him any more. After a while, the man leaves. Follow Eiko and Vivi back to the cave under Eiko's house. After some dialogue, Eiko has not made up her mind on whether she will go with you or not.

Dagger ran off now. Outside of Eiko's house, press X (confirm) when you see the exclamation point above Zidane. Zidane goes looking for her, and finds her in a small boat. In the middle of Zidane and Dagger's talk, Zidane tells a story about a person named Ipsen. After the story, the boat starts drifting off. After a while, you see a movie. There's a scene in it that you saw at the beginning of the game, and probably didn't understand.

You're back in Eiko's house, talking with everyone. Dagger finds out that Brahne adopted her, and that she was born in Madain Sari. There's a bit more dialogue, then Eiko decides that she will go with you. There's even more dialogue, then the red-headed man comes back. He joins, under the name Amarant. You decide what people to take with you now.

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Segment 16: Iifa Tree (Visit 2)

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You're back on the world map now. Make your way back to the Iifa Tree.

Goals:

1. Get to Kuja.
2. Return to Alexandria.

As you enter the area, the characters walk forward and talk for a while. Then, Kuja flies in on his silver dragon. You see Kuja on his dragon, ready to 'cast away his mask and reveal his true self...' You are given an option to change characters and go to the menu before you fight Kuja. Run forward on the Iifa Tree.

Eventually, the characters will automatically run, stopping where the trunk is. They devise a plan for getting up the trunk. Then, you see Kuja.

You are about to attack Kuja. You can make some last-minute preparations if

you want to. Your characters talk with Kuja for a while. Then, Queen Brahne approaches the Iifa Tree. She orders an all-out attack on Kuja. Then, Kuja sends a monster at you.

Boss: Mistodon

There are two Mistodons that attack you. The team I used was Vivi, Amarant, Zidane, and Dagger. Use strategies described in previous boss battles. The Mistodons are weak, they should dye quickly.

After the Mistodons are defeated, Amarant suggests you leave, since two of your enemies are fighting it out. You see Kuja flying away, then decide to run away. Dagger stops you though. She doesn't want her mother to die. You'll fight another Mistodon while Dagger releases the trapped eidolon. After the Mistodon, you go after Dagger. Run toward Dagger, fighting Mistodons along the way. Eventually, you see Dagger receive the eidolon's powers. But, she can't use it properly on Kuja. You then see how the Alexandrians are doing. Brahne summons Bahamut to help her.

After the movie of Bahamut, you see Zidane and everyone with Dagger. Then, you see Kuja. You see another movie.

Then you read a bit of Vivi's thoughts, then Brahne is able to talk. She talks to Dagger for a while, then she dies. You go back to Alexandria on Queen Brahne's escape pod.

You arrive in Alexandria, seeing Tot guide Dagger.. Steiner and Beatrix are following Dagger. You see a movie showing Dagger, then disc two ends.

Section V: Disc Three

This section contains instructions on how to get through disc three.

Segment 1: The Crowning of a Queen

You start disc three as Dagger, riding on a boat with Steiner, Tot, and Beatrix. They are about to prepare for making Dagger a queen.

You see Ruby, Marcus, Cinna, Blank, and Zidane in the restaurant now. Zidane seems frustrated. Ruby, Blank, Cinna, and Marcus leave to watch a play. They run out of the restaurant, running past Vivi. Blank greets Vivi and starts talking with him. Blank leaves Vivi. You now control Vivi.

Goals:

1. See Ruby's play. (As Vivi)
2. Have Baku deliver Eiko's letter to Zidane. (As Eiko)
3. Meet with Princess Garnet. (As Zidane)
4. Take the trolley in the Gargan Roo to Treno. (As Zidane)

Go to the left. An ATE (Active Time Event) will be available to see. It shows three guards talking. Go forward now. You can see two ATEs (Active Time Events). One shows Blank and Marcus talking. The other shows three moogles talking. Go to the left of the screen. You should now be in an alley. Try walking past Blank, and Blank will stop you. If you're done in the town, choose to see Ruby's play. Otherwise, you can walk around the town some more.

If you choose to see the play, go down the staircase. Ruby will greet you, thinking that you're Blank. Once you sit down, Marcus and Blank come down.

Then, you'll see Dagger in her room. She wants to see Zidane. Tot gives you three stones that contain the power of the eidolons that were taken from you.

Now, you see Eiko walking down the halls of the castle. Then, you see Tot talking to himself. Eiko seeks Tot's help writing Zidane a love letter. Tot

As soon as you can control Zidane, you can see an ATE (Active Time Event) of Eiko and Vivi's conversation. Tot suggests that before you enter the card game tournament, you play some people in Tetra Master. If you've forgotten how to challenge people, you use square (save/moogle button). As soon as you start going down the tower, another ATE (Active Time Event) shows Vivi meeting up with the friend that brought him to Alexandria before the start of disc one. In the ATE, you can decide if Vivi goes to his home near Treno or stays in Treno. Based on which option you choose, you'll see different ATEs (Active Time Events). Since the ATEs vary, I will no longer tell about them in this section.

When you feel like your ready, go register for the card game tournament in the booth by the stadium. After you register, you can walk into the stadium to start the tournament.

You have to at least challenge the champion. Afterwards, Regent Cid and the champion, a female pilot from Lindblum, tell you that they came to Treno on the airship that runs without Mist. Then, Eiko runs in and tells you that something horrible has happened.

You see Kuja in Alexandria, talking to himself. You see a movie of what Kuja does to Alexandria, then you see a group of people running away from Alexandria. Beatrix comes to help Garnet. Then, you see Steiner, getting his troops ready. You get to choose what orders you give to who. Based on how well you order the guards, Beatrix gives you an item.

The following is the information on ordering the guards (Thanks to Wulfson344@aol.com):

Items you get:

1 right: Ether

2 right: Elixir

All right: Angel Earrings

Commands to Give:

Blutzen & Kohel should gather information.

Weimar & Haagen should protect the citizens.

Breireicht & Lando should send for reinforcements.

Dojebon & Mullenkedheim should ready the cannons.

Then, Garnet asks her mother for help. Something happens, then you see a monster terrorizing Alexandria.

You now control Steiner and Beatrix. Kill the monster that was terrorizing Alexandrian citizens. Move to the bottom of this area to go into the next area. Run to the bottom of the area you are now in, and you will fight another monster.

Now move to the next area. Move forward a little, and two monsters will attack you. Move onward to the next area. You'll fight another monster. After that battle ends, another monster will attack you. After that battle, yet another monster attacks. After you win that battle, two monsters attack you.

After you finish that battle, you see Garnet (Dagger) in the castle. You now are moving Garnet/Dagger around. Have her go into the room through the door directly above the entrance, up the staircase, and through the door on the upper wall. Turn left and go up that stairway and through that door. Climb up the stairway. You'll see a movie now that shows a staircase magically appearing in front of Dagger/Garnet. Go up that staircase, and up the ones in the next areas. Once you enter an area, Dagger/Garnet will stop and wonder where the music is still coming from.

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Segment 3: Alexandria Saved/Lindblum

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You find yourself on the airship that doesn't use Mist to fly with your other party members. After some discussion, Eiko hears a cry from Dagger. She walks to the edge of the ship, and flies off. You see a movie showing Eiko and

Dagger.

Goals:

Alexandria:

1. Find Dagger.

Lindblum:

2. Find Dagger.
3. Meet with Regent Cid.
4. Find Dagger in the guest room.
5. Find the three potions.
6. Board the boat.

Dagger talks with Eiko for a while, then they summon a great holy eidolon to help them. You see a movie of the eidolon being summoned and stopping Bahamut from invading the town any more. Then, you see Kuja, using magic to trap Alexander, the holy element.

You see a man in a strange place saying that Kuja has gone too far. He talks a while longer, then Kuja realizes he has lost his power to enslave eidolons.

Then, you see Zidane and the others coming into the castle. You have to find Dagger. Run the course you took as Dagger. When Zidane gets to the hidden area of the castle, he tells the others to escape the castle in case something happens. Once your only Zidane, climb the secret stairway. About halfway up, the ground trembles and you see a movie. After the movie, Zidane, Dagger, and Eiko go out of the castle. Whoever was the mysterious figure you saw earlier appears again in the strange area. He talks to himself, then the screen goes back to showing Lindblum being reconstructed.

Blank and Baku go to check to see if Zidane's awake. Now you see Zidane. He wakes up in the Lindblum guest room. Try going out of the guest room, and Blank comes in. After asking him a question, you're outside the guest room.

You can now see an ATE (Active Time Event) of Quina. Go up to the telescope to find Dagger. After Zidane talks to her, Zidane leaves and can see another ATE (Active Time Event) of Blank. Walk down to where Blank is. He tells you to see Cid. Go to the royal chamber where you usually meet Cid. Talk to the guards, then go into the royal chamber. Minister Artania will take you to the conference room where your other party members are waiting.

Eiko goes to get Dagger, and then you see an ATE (Active Time Event) of Dagger. After the ATE, Regent Cid and your party members talk for a while. Then, you see another ATE (Active Time Event) of Kuja. After the ATE, the characters talk some more with Regent Cid. Doctor Tot comes in to join the conversation. Then, Eiko runs in, saying that Dagger might have lost her voice. Go to the guest room to check on Dagger.

Dagger has indeed lost her voice. You go to see Regent Cid about how to turn him back to a human. Doctor Tot says that you can turn Cid back into a human by mixing an Unusual Potion, Beautiful Potion, and Strange Potion at a 5:2:3 ratio. Zidane offers to go to look for the ingredients.

As you walk out of Cid's room, you can see an ATE (Active Time Event) of Marcus and Cinna. Go to the air cab station. Go to the theatre district. When you walk outside of the theatre district, if you helped Kal and Wei in Burmecia, they'll be outside. They will talk to you, then you'll see an ATE (Active Time Event) of Freya.

Go down the stairs and you'll find Cinna and Marcus. Zidane will talk to them for a while, then as for Cinna's Unusual Potion. Go up the stairs again. Across from the stairs, you'll see a building. Ask the artist inside about the potions. Go check out the corner of the room where you see all of the bottles, and you'll find the Strange Potion. Now, take the air cab to the business district. Walk up the road. At the fork in the next area, go right. Ask Alice, a woman dressed in white, about the potions. She will give you the Beautiful Potion.

Now you have all the potions. Take the air cab to Lindblum Castle and go to

Regent Cid in the royal chamber. The potion turns Regent Cid into a frog. Regent Cid orders a meeting in the conference room with your party members. Vivi suggests that you take a ship to Black Mage Village. As you walk out of the conference room, you can see an ATE (Active Time Event) of what Quina is doing.

Take the elevator to the base level of the castle. Ride the trolley on the right to Serpent's Gate. Get on the boat. You'll find Quina as well as your other party members on the boat. Blank is also there. You get to choose your party members, then control your boat on the way to the Outer Continent.

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Segment 4: Black Mage Village

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Land on the beach south of Black Mage Village and start making your way towards Black Mage Village.

Goals:

1. Go to the cemetery.
2. Go to the chocobo shack.

You'll arrive in Black Mage Village. Vivi doesn't think anyone's in the village. Vivi goes to look around. You can look around for a while too. You won't find anybody.

Go to the cemetery, where Vivi is with one black mage. Vivi talks with the black mage for a while, then Vivi runs to the chocobo shack. Follow Vivi to the chocobo shack. Go into the shack with Vivi. A new chocobo will be born. When you go outside the shack, you talk to the black mage. He tells you that Kuja's secret palace is buried under quicksand on the eastern side of the continent.

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Segment 5: Kuja's Palace

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Sail your boat to the eastern side of the continent. Land on the beach you sea. The quicksand is just north of that area. Try different quicksand pits. All but one of the pits will start a battle if you press X (confirm) at them.

Goals:

1. Stand between the two black mages.
2. Select who you will take with you to Oeilvert.

When you find the right quicksand pit, you find yourself in a room with Regent Cid. Kuja talks to you. You must accept his offer. Go outside of your room, and go across the bridge. Stand between the two black mages. You will be teleported to Kuja's room.

Walk up to Kuja. Kuja is going to send you to Oeilvert, south of the Seaways Canyon on the Forgotten Continent. He wants you to get the Gulug Stone for him. You can choose what party members you want to bring with you. You probably want to take Freya, Amarant, and Steiner with you. There's an anti-magic barrier around Oeilvert, which means you won't be able to use and magic there.

Once you select your team, Kuja brings the party members you chose to Zidane. Move forward on the path that Kuja teleports you to. You'll see the Hilda Garde 1. Get on the Hilda Garde 1. You will fly for a while, then you'll see Zidane talking to black mages on the Hilda Garde 1. Zorn and Thorn will walk up to you and talk to you for a while. You'll see the Hilda Garde 1 flying again. It flies to the Forgotten Continent.

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Segment 6: Oeilvert/Escape the Palace

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Go south, to Oeilvert.

Goals:

Oeilvert:

1. Touch the orb and view the writing on the globe.
2. Activate the projectors.
3. View the slideshow.
4. Talk to the faces on the wall.
5. Find the Gulug Stone and fight Ark.

Kuja's Palace:

1. Get the key.
2. Turn over the hourglass.
3. Collect bloodstones and light lamps.
4. Defeat Valia Pira.
5. Follow Kuja to the Lost Continent.

At the entrance of Oeilvert, there's a Save Moogle. You probably want to buy stuff from him as well as save. Walk up to the building you see. Walk up to the big door. The door will open for you. Walk inside of the building. Go up the stairway in front of you and touch the blue orb. It should become red now.

Go back down the staircase and go to the left. As you walk past the globe, writing appears on it, Zidane tries to decode it, then he gives up. Move down the staircase in that room. In the room you come into, go up the staircase. Inspect the object emitting yellow light that's on the left. Then check the one on the right. Check the right pillar, then the left pillar, on the bottom. Go to the staircase on the upper-left of this area. Move through the area you arrive in. Move through the next two areas. Now you're back in the room with the globe.

Exit through the right. In the room you arrive in, go to the right. Step on the symbol in the center of the room and press X (confirm). Go back to the room with the globe. Go through the orange door in the upper-left corner of this area. Go right in the area that you arrive in. On the center of the platform, press X (confirm). You will see a slideshow.

Go to the room with the globe, and go through the blue door in the upper-left corner. You stand before a wall of faces. One face tells you to step on the platform. Step on the platform, and it will elevate into the air. The faces talk to you for a while, then you leave the room.

Now, go back to the room with the globe. Go to the right of this room, and to the right of the next room. Walk to the symbol, and Zidane will stop along the way. A globe will appear above the symbol. Another globe will appear, then the two globes will merge into one.

Go up the staircase in the upper-right corner of the room. Investigate the green circle with X (confirm). The platform will go down. Walk forward to the large circular object and press X (confirm). The Gulug Stone will appear. Before you take, you have to fight a boss.

Boss: Ark

Since you can't use magic, use items to heal. Have Freya cast 'Reis's Wind' (which can be used) if she's with you. If you have Amarant, Steiner, or Zidane, have them all attack primarily, and use other abilities as well. Vivi, Eiko, Dagger, and Quina won't help much in this battle. You can also steel the Holy Lance, an excellent weapon for Freya, from Ark.

After Ark is defeated, you can grab the Gulug Stone. Then, you see a scene of your other party members. Kuja threatens to kill everyone if Zidane isn't back in ten minutes. Regent Cid decides that he will save the day. The black

mages also might help. You now control Regent Cid. Have him go across the bridge and to the right. Press the circle button when the caged monster has his back to you. Once you get the key, Cid gets ready to disable the hourglass. Put weights B, C, and D on the scale. (iron, clay, and stone) Then, climb onto the scales.

Everyone will come out of their cells and join together. Go to the left from where everyone was standing. Go left in the next area and up the stairway. Light the lamp in the area you arrive in, pick up the glowing bloodstone, then go up the staircase. Go to the left after examining the three statues and running to the right. Before you leave the area, a staircase appears. Go up that staircase. Light the lamp in the next area, then go back to the three statues. Now, go to the left. Light all the lamps except the one in the lower-right corner of the area you can move around in. An opening in the wall appears that will take you to the next area. Go to the next area from the area you arrive in. In the area you are now in, light the lamp on the lower-left side of the area you can move around in. Go back through the opening in the wall to the other opening.

When you arrive in that area, light the lamp in the lower-left corner of the area you can move around in. Now the statues disappear. Examine the statue in the center of the room. Light the two lamps by the staircase in the center of the area. The statues to your right disappear. Now, light the two lamps that are not lit in this area. Go down the staircase in the center of the area and light the lamp there. Now, go take the bloodstone from the statue in the center of this area. Now, go to the right of this area. The stained glass window will have disappeared. Go through it.

In the room you're in, you see three statues. Light the candle in front of the one that doesn't have a lit candle in front of him. Go take the bloodstone from the center statue now. Go on to the next area.

Light the lamp, and go on to the next area. Go through the opening in the wall. The area that you arrive in is a library. Light the candle in the upper-left corner. A staircase appears. Light the candle at the top of the staircase, and one of the bookshelves rises up, revealing a secret passage.

Beyond the secret passage is a bloodstone. Take it. Go back to the library. Climb the ladder to the middle bookshelf and light the lamp there. A secret passage will be revealed. Go up the staircase in the next area. Light the torch on your way up.

You'll find another lamp to light at the top of the staircase. Light this lamp, then go back to the library. Light the lamp to the right of the lower bookcase. This reveals another secret passage. Go through the secret passage to the next area. Light the lamp in the next area. Go back to the library.

The wall on the left side of the library will be gone now. Go on to the next area by going to the left.

In the next area, light both of the candles and collect the bloodstone. Go through the opening in the wall now. You'll be on a balcony. Go through the other opening in the wall on the balcony. Activate all three candles to get another bloodstone.

Now, extinguish the left candles under both statues. Now, a staircase will appear. Go up the staircase to get to the next area. Move forward in the next area. Light the last candle. Before you light the candle, you'll fight a boss.

Boss: Valia Pira

Based on what bloodstones you have equipped at the beginning of the battle, this boss will not activate certain defenses. Use what summons you have. The spell 'Reflect' will also be very helpful. If you do use 'Reflect,' remember that cure spells will be reflected as well as attack spells.

After you beat the boss, light the torch and step on the glowing platform. Press X (confirm).

Zidane finally makes it back after you leave through the pillar of light. Move back onto the circle that teleports you. Kuja wants you to see him alone.

Follow his commands. You'll see how your friends are doing. After a few scenes, your characters chase after Kuja. Go out of Kuja's room and step on the left platform. You'll be in the docking bay. Run for the Hilda Garde.

When you get to where the Hilda Garde would be, you'll find out that it is gone. Run beyond there. Pull the lever to activate the ladder, and run out of the palace. You'll follow the Hilda Garde 1 to the Lost Continent.

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Segment 7: Esto Gaza

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You are now on the world map. Go west from the shore, to Esto Gaza.

Goals:

1. Talk to the bishop.
2. Enter Mount Gulug.

Walk into the house that you see. A bishop will greet you. After the bishop talks with you for a while, you'll see a flashback of black mages marching through Esto Gaza. He tells you that the black mages went to Mount Gulug.

Walk up the stairs behind the bishop. You will see a Save Moogle in the next area. Go to the right. In the area that you arrive in, go into the building you see. You are now in Mount Gulug.

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Segment 8: Mount Gulug

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You are now inside Mount Gulug.

Goals:

1. Watch out for red dragons.
2. Pull the lever down three times.
3. Defeat Zorn and Thorn.
4. Defeat Meltigemini.
5. Go with Hilda to Lindblum.

Go to the right, into the cabin. Go through the cabin. On the other side, get on the rope and climb down and go to the right. Go into the next cabin. Inside is a Save Moogle. Go out of the cabin. Once out of the cabin, go on to the next area. Go up the staircase to look at the bulletin board to the right. Then, go back to the area with the rope. At this point, red dragons might attack you. Watch out for them whenever they come.

Mini-Boss: Red Dragons

You go into battle with two red dragons. Use all of your water spells on the dragons whenever you run into them.

Go to the right of the rope this time. You'll see a Save Moogle that will sell you items. Go back to the area with the rope now. Pull the lever to the left of the well down three times. The rope falls down more. Go down the rope. Walk around the area until you arrive in until a red dragons comes through the wall. After defeating the red dragons, go through the opening they made in the wall.

In this area you see Eiko. You'll see Zorn and Thorn extract the eidolons from her, or at least try. Zidane and his friends will run to save Eiko, while Mog does something to help Eiko. You now fight Zorn and Thorn as Eiko. Eiko automatically uses a summon you've never seen before, and she knocks Zorn and Thorn down. After the battle, Eiko talks with Zidane. It turns out that Mog

Amarant decides to go off by himself. He challenges you to see who finds the key to the seal first. After Amarant leaves, you can enter Ipsen's Castle.

Go through the archway in front of you. Go across the room to the pole and slide down it. Go up the ladder and on to the next area. Once in the next area, go to the next area, where you will see a ladder. Go down the ladder then go up the ladder at the other end of the catwalk you are on. Go to the top, where you'll automatically jump off. Go into the elevator.

The elevator takes you to a room where Amarant is. Amarant leaves, figuring he is out of his contract with you. You'll go look at the map on the wall. Take all of the mirrors off of the wall. Walk away from the map, and you'll talk to the other members of your group. Taharka will attack.

Boss: Taharka

Use a normal boss strategy on this monster: Powerful summons and attacks. As usual, 'Auto-Potion' will help out a lot. Poisoning Taharka will be a good strategy.

After you defeat Taharka, you can control Zidane again. Leave the castle. Amarant is missing. You'll go back inside to find him. Go back to the room with the pole. Go down the pole. You'll hear a groan. Go towards the bottom of the screen, where you'll find Amarant. Go outside of the castle with Amarant.

Once outside, your characters talk about the meaning of the mirrors. Then, you are back on the Hilda Garde 3. You are going to each of the locations at the same time. You are going two to a group. Eiko goes with Dagger to the shrine to the south: 'My power is protected underwater, surrounded by earth.'

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Segment 11: The Four Shrines/Shimmering Island
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You are now controlling the Hilda Garde 3.

Goals:

1. Find the Water Shrine.
2. Find the Fire Shrine.
3. Find the Wind Shrine.
4. Find the Earth Shrine.
5. Defeat the Earth Guardian.
6. Find the Shimmering Island.

You'll find the Water Shrine in the bay south of Ipsen's Castle. Press circle to enter the Water Shrine. You leave Dagger and Eiko there. Next, Amarant and Freya are going to another shrine: 'My power is protected high atop a fiery mountain.'

You'll find the Fire Shrine inside a volcano on the Lost Continent. Press circle to enter it. After that, you'll send Vivi and Steiner to the next shrine. 'My power is protected behind a tornado.' Look on the southern side of the Forgotten Continent. You'll find the Wind Shrine inside a small canyon. Enter it with circle.

Now, you and Quina are heading to the last location. 'My power is protected under the shaking ground.' You'll find the Earth Shrine just west of Kuja's Palace. You and Quina go to the Earth Shrine. Go down into the Earth Shrine.

Zidane will talk to Quina for a while, then the wall will close in front of you, and Zidane and Quina jump back. You now have to time your jumps so you don't get crushed. You'll see Dagger and Eiko now. They have problems of their own. They're busy avoiding chunks of ice flying at them. You'll see Zidane and Quina arrive at the center of the shrine. Go to put the mirror on the panel, then you'll see Amarant and Freya. Before anyone puts the mirrors on the panels, the guardians of Terra come forth to challenge you.

Boss: Earth Guardian

Use Quina to cure and Zidane to attack. Have Zidane use his most powerful Dyne skills when he goes into a Trance. If either character is equipped with Gaia Gear, the Earth Guardian's earth elemental attacks will cure him instead of hurt him. A few good Dyne attacks should knock the guardian down.

After you defeat the Earth Guardian, you'll get on the airship with the others. South of the Lost Continent, you'll find the Shimmering Island. Enter it with circle. As you enter the island, you may never be able to return to your world again. You'll watch a movie of you entering through the gate into Terra.

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Segment 12: Terra
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Once you arrive in Terra, you'll be greeted by the old man that you saw when Alexandria was being invaded. Then, Dagger will come up to you and tell you that everybody is waiting for Zidane.

Goals:

1. Follow the mysterious girl to Bran Bal.

As you enter the next area, you'll see a figure. Follow the figure to the next area. Once in the next area, you'll see the person again. Follow the person to the next area. Once in the next area, go on to the next area. Go down the first spider web, then down the spider web to the left. You'll meet up with the mysterious girl you've been following.

She tells you to follow her. Follow her across the bridge. In the area you arrive in, go up the staircases. You are now in Bran Bal.

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Segment 13: Bran Bal/Pandemonium
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After a movie and some events, you are controlling Zidane.

Goals:

1. Take Dagger to the inn.
2. Go to the underground laboratory.
3. Go to Pandemonium and talk to Garland.
4. Fight the Silver Dragon, Garland, and Kuja.

Go down the staircase to the left. Go into the inn to the in on the left of the area. Zidane will go get Dagger so she can rest. You'll see Eiko walking around town. Dagger will wake up back in the inn. Dagger remembers that it was not a storm that destroyed Madain Sari, but a large eye. The same eye that appeared when Alexandria was destroyed.

After some dialogue, Zidane goes outside. Go into the building in the upper area of down and down into the basement. Talk to the mysterious girl that you've been following. She tells you that the people that live in Bran Bal are called Genomes. Go upstairs after the girl finishes talking. She will talk to you there. You'll learn a lot from the mysterious girl. Then, you'll control Eiko. You'll see some ATEs (Active Time Events). Go to the mysterious green light you saw at the entrance of Bran Bal. Go through there to talk to the girl.

Now you see Zidane. You'll go to see Garland. I won't spoil any of the conversation, or what happens for a while afterwards. Just accept that eventually you'll wind up in Pandemonium, where you'll go into an end of disc

three showdown.

Boss: Silver Dragon

It's more important to make sure everyone stays healed in this battle then to go offensive. Use a normal boss strategy. Remember that the bigger challenge is coming after the dragon falls.

Boss: Garland

Give this battle all you've got. Throw good weapons with Amarant, summon Bahamut with Dagger, use gems (like Sapphire) to heal you, cast 'Meteor' with Vivi, use powerful summons with Eiko, have Quina use the finest of Blue Magic that he has, etc. Make sacrifices in this battle.

Boss: Kuja

No matter how you fight, Zidane will probably be the only person alive at the end of this battle. Make sure Zidane doesn't die. Use powerful Dyne techniques when he goes into a Trance. Have him equipped with the 'Auto-Potion' ability, and have him heal himself frequently. When he's taken enough damage, Kuja goes into a Trance and casts Ultima.

After Kuja defeats you, as Garland dies, he talks as he falls to his doom. He prophesies that Kuja will die soon. Kuja destroys most of Terra, and you take his ship, the Invincible, back to Gaia. However, Gaia is covered with Mist as you end disc three.

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Section VI: Disc Four

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With Gaia covered in Mist, there's only one place that all of this could lead up to: The Iifa Tree.

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Segment 1: Memoria

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You'll have to fly to the sphere on top of the Iifa Tree using the Invincible. As you enter, you'll see a movie where a flock of dragons will come flying at the Invincible. Regent Cid has a fleet of airships that will clear a path for you. You'll approach the purple sphere in another movie, then you'll see Beatrix on the Red Rose. Finally, the Invincible enters the purple sphere in a movie, but first you must fight a boss.

Goals:

1. Defeat Nova Dragon.
2. Defeat Maliris.
3. Defeat Kraken.
4. Defeat Lich.
5. Defeat Deathguise.
6. Defeat Trance Kuja.
7. Defeat Necron.

Boss: Nova Dragon

You'll want to have either Dagger or Eiko in this battle. Have them equipped with the Whale Whisker, a weapon that allows them to cast Curaga. You'll want to have the 'Auto-Life' and/or 'Auto-Regen' abilities during this combat. Have any person that casts spells have the 'Half MP' ability equipped if it is available. The 'Auto-Potion' ability probably won't do you much good this late in the game. You'll probably want to have two of any of the three in your party: Amarant, Dagger, Eiko. The reason is because each of them have a revive spell. Stock up on ethers before this battle: You'll need them to

recover MP that you'll use up on revive spells. Physical attacks are probably the best way to hurt the dragon. This boss will be a test to how you'll do on the set of bosses inside Memoria.

After the Nova Dragon is defeated, your characters beam down to Memoria from the Invincible. Garland speaks to Zidane, telling Zidane that Memoria is a place created by your eight party members' memories.

As you enter, you'll see a magical sphere that allows you to save, switch party members, or use a tent. Move forward to the next area. The next few areas are pretty straight-forward. Eventually, you'll run into a boss.

Boss: Maliris

Use generally the same strategy described in the battle with the Nova Dragon, except remember that attacks by this boss aren't as devastating as attacks by the Nova Dragon. Watch out, because this boss casts 'Reflect.' Make sure not to cast any magic (summons are OK) when Maliris has 'Reflect' up. When 'Reflect' is up, have Dagger or Eiko cast 'Cure' on it. 'Cure' will reflect and heal one of your characters, and the 'Reflect' spell will be down after two casts, since Maliris's 'Reflect' lasts for two casts. Since Maliris uses 'Mustard Bomb,' have all of your characters have the 'Body Temp' ability equipped. Make sure you have a lot of HP left at the end of the battle, because right before it dies, Maliris uses a devastating attack on all of your party members.

After you defeat Maliris, go to the next room. You'll watch a quick memory of Alexandria being destroyed. Go on to the next room and up the staircase. You'll go into an area, where it is raining. Move up the next staircase to the right, and Zidane will stop and look down from the bridge. There are two people ready to board a small boat. Dagger realizes that Zidane just saw her memory. Garland will tell you another verse to his story, then you'll be able to go to the next area.

In the next area, you'll see the same eye that was present when Dagger's birth mother was drowned. Garland tells Zidane that the memory seen in the previous area was Zidane's memory, not Dagger. He tells you that you will find out more later. Once you can control Zidane again, go further up the stairway. You'll run into a boss.

Boss: Tiamat

Fight this battle the way you have fought the other two boss battles in Memoria so far. Tiamat can absorb MP from your party members, so make sure that you have a lot of ethers. Tiamat will cast devastating spells like the Nova Dragon did. This boss will absorb things other than MP too, for example: Strength. As he gets weaker, this boss may counter your attacks with a dangerous ability called 'Snort.' This blows one character out of the battle. That character counts as if s/he weren't even in your party.

After Tiamat dies, proceed up the staircase. In the next area, you'll go further up the staircase. In the area you arrive in after climbing the staircase, you'll see an exclamation point appear over Zidane's head. If you press X, Zidane just shrugs. You have found the ghost of a card game master. Press square to challenge the ghost to a game of Tetra Master. Go on to the next area.

In the next area, you'll hear a bell ringing. Ignore the bell and go to the next area. In the next area, you'll see a picture of Terra assimilating Gaia. Garland will talk to you, telling you that he created the Iifa Tree to help Gaia. You've learned all you can from this area. Go on to the next area. The path turns sideways as you go back. Once you arrive in the next area, you'll see another orb that allows you to save, use a tent, or switch party members. After the two bosses you just beat, you'll probably want to save.

There is also a waterfall in this area. Follow the path you can walk on to

the next area. In this area, Quina thinks he is in an ocean and tries to swim. Go to the next area. In the area you arrive in, you find out from Garland that Gaia was originally a planet covered in water. Go up the stairs in this area now. Right before you go to the next area, you'll fight another boss.

Boss: Kraken

Before you enter this battle, you'll want to equip the 'Body Temp' ability since Kraken likes to use the 'Freeze' spell. You'll want to summon your most powerful eidolon, preferably Bahamut. Target Kraken's tentacles first. Once his two tentacles are weakened and cannot attack any more, you'll be receiving only one third of the attacks you did before. Don't have Vivi use a lot of black magic since black magic doesn't work well against Kraken.

After you defeat Kraken, go on to the next area. In the corner of this area, you'll be able to save, use a tent, or switch party members. You'll also find another card game master's ghost in this area. Once in the next area, you'll see a ladder. As you walk toward the ladder, you'll see the birth of your planet, Gaia. Go up the ladder to the next area, where you will find two more ladders to climb up. Once you arrive in the area after that, walk around the room until the room changes. You'll immediately go into battle with Lich.

Boss: Lich

Before you enter this battle, equip the 'Locomotion' ability on as many party members as possible. Lich tends to cast spells that give you the 'Stop' status effect a lot. Once in the battle, the only real threat Lich gives is his instant death attacks. 'Death' causes instant death, 'Doom' causes instant death after a ten second countdown, and 'Lvl. 5 Death' automatically causes instant death to all party members that have levels that are a multiple of five.

After you defeat Lich, go through the archway. This leads to a ledge. Zidane will step into space. Now that you're flying through space, move upwards to the green light. You'll talk to Garland. He tells you about the crystal (explain why a logo for this game is 'The crystal comes back.'). Garland will leave you on your own now.

You get to the Crystal World now. Move ahead through some areas now. Eventually, you'll arrive at an area where you'll see another orb. The orb allows you to save, use a tent, switch party members, or teleport back to the entrance of Memoria. However, once you teleport to the entrance, you'll have to walk all the way back to the Crystal World. Anyway, go to the next area. You'll see Kuja in this area. You'll also see the crystal. Before you fight Kuja, he sends a minion to fight you.

Boss: Deathguise

Have Dagger and/or Eiko healing 100% of the time. Use all the other strategies you've used in Memoria so far on this boss. Vivi's 'Meteor' spell does exceptional damage to Deathguise.

Now, walk up to Kuja. This may seem like the final showdown, but it isn't.

Boss: Trance Kuja

Note that this is not the last boss, so do not throw all your good items to throw and try to keep 'Remedy' consumption as low as possible. Use all the strategies you've used so far in Memoria on Kuja. Also note that Kuja casts 'Reflect.'

As he dies, Kuja casts Ultima on his party, as he dies. It's not over yet though. You are in a strange new place now. A voice talks to you, telling you about the zero world and why the crystal and all life should not exist. You get to choose your party of four. The party members that are not participating give their energy to heal the participating party members. Don't worry, they're

still alive. You get to visit the pause menu, where you should make your preparations.

Last Boss Preparations:

You'll want to equip every ability that protects from status effects, as well as give everyone their best equipment. Once you go out of the save menu, it's time to fight the last boss.

Last Boss: Necron

An easy strategy to defeating Necron (and Kuja) is auctioning for 6 Dark Matters per boss in Treno at the auction. Use the Dark Matters to defeat Kuja/Necron in record time. (Thanks to hbo_ffix@hotmail.com for this information.)

If you don't have Dark Matters, then this battle is a little harder. You'll want to heal all the time with Eiko/Dagger with Curaga. There's only one threat that Necron has: His spell called Grand Cross. This spell gives you all sorts of status effects. Cure any effects you get with a 'Remedy.' If one of your characters gets the 'Zombie' status effect, hurry and cure it. This status effect makes the character undead. All cure spells will damage him, and all life effects will miss. If your character dies with the 'Zombie' effect, there's only one way to revive him/her: An instant death spell. Stay healed and watch out for Grand Cross, and you should survive this battle.

* Spells cast by Necron *
* *
* Blue Shockwave: Reduce*
* one party member to 1 *
* hit point. *
* Shell: Increases magic*
* defense. *
* Protect: Increases *
* physical defense. *
* Firaga: Powerful fire *
* spell. *
* Blizaga: Powerful ice *
* spell. *
* Thundaga: Powerful *
* thunder spell. *
* Grand Cross: Powerful *
* spell. Causes a *
* variety of status *
* effects. *

Congratulations. You have now beaten Final Fantasy IX. I won't spoil the ending, I'll just tell you that there's a movie at the end of the ending that is so long that it shows why there was so little stuff to do on disc four.

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Section VII: Side Quests
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In addition to the main plot of Final Fantasy IX, there are many small mini-games and

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Segment 1: Jump Rope
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At the beginning of the game, there are some girls playing jump rope by the ticket booth. You can also play jump rope at different points in the game, so as long as you have Eiko or Vivi in your group. In Disc Three and Four, you can find the jump rope girls by the Mog tower. By getting a certain amount of jumps, you get different items:

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

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Segment 2: Mognet Central

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Once you have a Reef Chocobo (See Chocobo section), go to an island north of the Forbidden Continent to find a crack in a mountain on that island. Use a Dead Pepper to open the crack. Go inside and you'll be at Mognet Central. Talk to the moogles.

Now go down to Alexandria. Speak to the moogle at the bell tower. Now deliver his letter to the moogle at Burmecia. Then deliver his letter to the moogle at the Black Mage Village. Now take the letter from that moogle to Ipsen's Castle and give it to the moogle outside there. Now go to the entrance of Fossil Roo at Qu's Marsh (go with Quina). Give the letter to the moogle there. Now go to Daguerro and give the letter to the moogle there. Take the last letter back to the moogle in the bell tower at Alexandria.

Go to the mini-theater and get the Superslick from Ruby. Now go back to Mognet Central and give the Superslick to the moogles. Mognet Central is now fixed. You'll get a Protect Ring for your troubles.

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Segment 3: Stellazzio Coins

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There are several coins throughout the game called Stellazzio Coins. If you bring the coins to the bird lady in Treno, she will give you rewards for bringing her the coins. Here are the locations of each of the Stellazzio Coins:

Name	Location
Aries	Dali's windmill
Taurus	Behind Treno's item shop in the slums
Gemini	Throw 10 gil into the fountain at Treno's entrance 13 consecutive times
Cancer	Behind the overturned cart near the entrance of Burmecia
Leo	Near the statue of Neptune that transports the party to Alexandria Harbor
Virgo	In Black Mage Village's Inn
Libra	Right side of Madain Sari's fountain
Scorpio	Below the HP/MP restoring spring in Quan's Dwelling
Sagittarius	Left of the Gysahl Pickle cart in Lindblum (during reconstruction)
Capricorn	In the waters to the right of the entrance to Daguerro
Aquarius	Right hand chest at the entrance of Ipsen's Castle
Pisces	Chest inside the Invincible airship
Ophiuchus	Collect all 12, then search where Scorpio was found

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Segment 4: Quina and Quan's Dwelling

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After the Alexandria Saved/Lindblum section, go to Quan's Dwelling with Vivi and Quina in your party. After Quina dreams and the conversation occurs on the patio outside, you can search the patio and find the Running Shoes.

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Segment 5: Catching Frogs

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Quina can get items and skills from catching various frogs in Qu's Marsh.

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Segment 6: Racing Hippaul

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If you take Vivi to see Hippaul in the main street of Alexandria at the beginning of disc three, you'll be able to race Hippaul. If you beat Hippaul, you'll get quite a handsome reward.

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Segment 7: Mr. Morrid's Coffee

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Inside at the hut at the base of the Observatory Mountain by Dali, there is a man inside named Mr. Morrid who demands coffee. By collecting the three coffees and returning them to Mr. Morrid by the end of disc three, you can get a reward.

Coffee	Location
Moccha	At the South Gate entrance near the Chocobo Forest
Kirman	On Eiko's back porch at her home in Madain Sari
Burman	During the Card Tournament in Treno, head down to Dali and enter the mayor's house to search for a key. Move quietly, or you will awake the sleeping boy. Search the mayor's desk three times, then check the stove to get the key. Use the key to go in the locked door in the windmill. Find a chest on the right side of the chocobo pen to get some cash. Search it again for the coffee.

Drop off all the coffee at Mr. Morrid's house, and he'll deliver an item to Tantalus's hideout in Lindblum.

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Segment 8: Namingway Card

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You can win a Namingway Card from Mario during the card tournmanet at Treno. Take the card to a scholar in Daguerro and he will use it to create new names for your characters.

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Segment 9: Treasure Hunter "S"

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There is a four-armed man and a women in the Treno inn who give you rankings as a treasure hunter. Once you achieve the rank of "S," go to Daguerro and speak to the four-armed man there. Follow him as he runs and he will give you an item.

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Segment 10: Excalibur

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If you go to Daguerro in disc four and talk to a man in the library, he will ask you to find a Magic Fingertip. The item is on sale in the Treno auction and has a big price tag, so get lots of cash to buy it. Take the item back to the man in the library for the Excalibur.

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Segment 11: Excalibur 2

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This is probably the hardest part of Final Fantasy IX. If you reach the Memoria Terrace in under 12 hours, there will be a chest there in the right corner containing the Excalibur 2.

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Segment 12: Garnet's Name

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At the beginning of disc four, go to Eiko's house with Dagger and talk to Lani, who will run away. Reenter Madain Sari without Dagger or Amarant in your party. Talk to Lani twice.

Now go to the Eidolon Wall. Walk clockwise from the entrance until you hear a chime. Then turn around and walk around the wall counterclockwise until a chime is heard. Turn around and go clockwise again. Keep turning around each time you hear a chime. Eventually, all your HP, MP, and status conditions will be removed.

Now you can comprehend the pictures. Check each one, then check the picture of Ifrit again.

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Segment 13: Hades

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In Memoria, you will enter a room where Quina tries to swim. Check the coral on the right side of the room and you will find a hidden boss, Hades.

Boss: Hades

This is a very hard boss. Make sure you're on a nice high level before you fight Hades. Use Zidane, Dagger, Vivi, and Steiner. Cast Reflect on Dagger and have Vivi bounce Flare spells off of Dagger onto Hades. Using Steiner's Shock ability and Zidane's attacks, Hades should die as long as you heal everybody with Garnet. (Keep in mind that spells will bounce off of Garnet.)

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Segment 14: Friendly Monsters

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Throughout the game, there are battles you will encounter with monsters that will beg for items instead of attacking you. These monsters are in the following locations:

Name	Location	Demands	Battle Spoils
Brown Mu	Plains between the Ice Cavern and Dali	1 Ore	10 AP, Potion
White Ghost	Plains around Treno	1 Ore	10 AP, Hi-Potion
Color Ladybug	Forest around Black Mage Village	2 Ore	20 AP, Ether
Green Yeti	Bigger forest outside Madain Sari	2 Ore	20 AP, Elixir
Green Nymph	Forest near Iifa Tree	3 Ore	30 AP, Emerald
Purple Jabberwock	Forest directly east of Oeilvert	Emerald	40 AP, Moonstone
Green Feather	Circle Lost Continent	Moonstone	30 AP, Lapis Lazuli
Rainbow Garuda	East forest on plateau above Gizamaluke's Grotto	Lapis Lazuli	40 AP, Diamond
Friendly Yan	Forest on Vile Island	Diamond	50 AP, Rosetta Ring

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 Segment 15: Ragtime Mouse's Trivia
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Occasionally you'll run into a battle that will initially sound like you're fighting a friendly monster. But, instead you'll run into the Ragtime Mouse. Ragtime Mouse will ask you true/false questions about the game. Ragtime Mouse will rewards you based on how many questions you got right. The Ragtime Mouse is ocated in the same areas as the friendly monsters are.

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 Segment 16: Ozma
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Once you have fought all of the friendly monsters and can access the Chocobo Air Garden, go to the Air Garden and to the green stone in the wall on the left. Check the stone and you will fight an extraordinarily hard boss.

Boss: Ozma

Be sure to equip all characters with their best equipment and with Antibody and Clear-Headed before the battle. If you have anything that protects against shadow damage, be sure to equip that. Fight Ozma using your most powerful attacks. You should be able to beat it if you fight effectively.

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 Segment 17: Playing Blackjack
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Wait until "The End" appears at the end of the game. Then press R2, L1, R2, R2, Up, X, Right, Circle, Down, Triangle, L2, R1, R2, L1, Square, Square, Start. You'll be able to play a cool little game of Blackjack.

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Section VIII: Items & Abilities

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This section has lists of items and abilities. CronoLV99 (Crono LV99@aol.com) will be making most of this section. Please do not e-mail him with questions regarding other sections of this walkthrough.

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Segment 1: Weapons

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Here is a list of each weapon and its attributes.

Weapon Name	Attack	Elem. Attack/Add ST	Abilities Granted
Angel Bless	44	Confuse	Thievery
Air Racket	13	Wind	Scan, Panacea
Angel Flute	33	(None)	Holy, Esuna, Curaga
Asura's Rod	27	Holy	Mini, Confuse, Silence
Avenger	70	Death Blow	Demi Shock, Counter
Bistro Fork	68	Sleep	High Tide
Blood Sword	24	(None)	Darkside
Broad Sword	12	(None)	Beast Killer
Butterfly Sword	21	Silence	What's That!?, Protect Girls
Cat's Claw	23	(None)	Chakra
Coral Sword	38	Thunder	Charge!
Cypress Pile	27	Confuse	Demi, Break, Comet
Dagger	12	(None)	Flee
Defender	65	Reduces Ice/Thunder Damage	Thunder Slash
Diamond Sword	42	(None)	Power Break
Dragon's Claw	53	Water	Now Mercy, Counter
Dragon's Hair	77	(None)	Dragon's Breath
Duel Claws	75	Berserk	Aura, No Mercy, Counter
Excalibur	77	Holy	Climhazard
Excalibur 2	108	(None)	Minus Strike, Stock Break, Climhazard

Exploda	31	Trouble	Sacrifice, Lucky Seven	
Fairy Flute	24	(None)	Esuna, Haste, Regen	
Flame Saber	46	Heat	Magic Break	
Flame Staff	16	Fire	Fira	
Fork	21	(None)	High Tide	
Gastro Fork	77	Stop	High Tide	
Gladius	30	Slow	Annoy, Lucky Seven	
Golem's Flute	17	(None)	Auto Regen, Cura, Life	
Hamelin	27	(None)	Curaga, Might, Jewel	
Healing Rod	23	(None)	Healer, Cura, Life	
Heavy Lance	42	Stop	Six Dragons	
High Mage Staff	32	Silence	Meteor, Osmose	
Holy Lance	62	Holy	Dragon's Crest, Reis's	
			Wind	
Ice Brand	35	Freeze	Mental Break	
Iron Sword	16	(None)	Minus Strike	
Ice Lance	31	Freeze/Ice	White Draw	
Ice Staff	16	Ice	Blizzara, Slow	
Javelin	18	(None)	Dragon Killer	
Kain's Lance	71	Confuse	Dragon's Crest, Cherry	
			Blossom, White Draw	
Kaiser Knuckles	75	Wind, Trouble	Countdown, Curse,	
			Counter	
Lamia's Flute	21	(None)	Float, Sona, Silence	
Lightning Staff	16	Thunder	Thundara, Poison	
Mace of Zeus	35	Mini	Doomsday	
Mage Masher	14	Silence	Detect, Flee	
Mage Staff	12	(None)	Fire	
Magic Racket	23	Wind	Berserk, Mini, Cure	
Masamune	62	Doom	Sacrifice	
Multina Racket	17	Wind	Blind, Stona, Shell	
Mythril Claws	39	(None)	Curse, Counter	

Mythril Dagger	18	(None)	Bandit	
Mythril Fork	42	(None)	High Tide	
Mythril Racket	27	Wind	Reflect Shell, Protect	
Mythril Rod	14	(None)	Life, Silence, Shell	
Mythril Spear	20	(None)	Reis's Wind	
Mythril Sword	20	(None)	Armor Break	
Needle Fork	34	Petrify	High Tide	
Oak Staff	23	Slow	Stop, Bio, Drain	
Obelisk	52	Petrify	Cherry Blossom, Initiative	
Octagon Rod	29	Trouble; Absorbs Wind/Water Attacks	Firaga, Blizzaga, Thundaga	
Ogre, The	24	Darkness	Soul Blade	
Orichalcon	71	(None)	Detect	
Partisan	25	(None)	Lancer, High Tide	
Poison Knuckles	33	Poison	Spare Change, Counter	
Pinwheel	(N/A)	(None)	(None)	
Priest's Racket	35	Wind	Silence, Might	
Ragnarok	87	Slow	Shock, Thunder Slash	
Rising Sun	(N/A)	(None)	(None)	
Rod	11	(None)	Cure, Panacea, Protect	
Rune Blade	57	Darkness	lai Strike	
Rune Claws	83	Darkness	Spare Change, Demi Shock, Revive	
Rune Tooth	37	Poison	Lucky Seven	
Sargatanas	53	Petrify	Annoy	
Save the Queen	(N/A)	(None)	(None)	
Scissor Fang	45	Venom	Aura, Counter	
Silver Fork	53	Slow	High Tide	
Siren's Flute	30	(None)	Full-Life, Dispel, Esuna	
Stardust Rod	16	Increases Shadow defense	Ability Up, Reflect, Shell	

Tiger Fangs	62	(None)	Revive, Counter	
Tiger Racket	45	Wind	Dispel	
Tower, The	86	Mini	Lucky Seven, Thievery	
Trident	37	Darkness	Luna	
Ultima Sword	74	Sleep	Stock Break	
Ultima Weapon	100	Sleep	Flee	
Whale Whisker	36	(None)	Curaga, Life	
Wing Edge	(N/A)	(None)	(None)	
Wizard Rod	31	(None)	Curaga, Protect, Shell	
Zorlin Shape	42	(None)	Flee	

Segment 2: Helmets

Here is a list of each helmet and its attributes.

The following abbreviations are used for statistic bonuses:

- Att = Attack
- Def = Physical Defense
- Mag = Magic Strength
- MagDef = Magic Defense
- Spr = Spirit
- Spd = Speed
- Evd = Evade
- MagEvd = Magical Evade

Helmet Name	Statistic Bonuses	Abilities Granted
Bandana	Spd +1, Spr +1, Evd +2, MagDef +12	Man Eater, Insomniac
Barbut	Spr +1, MagDef +9	Alert, Dragon Killer
Black Hood	MagDef +27	Accuracy +, Locomotion, Death
Bronze Helm	MagDef +6	Bug Killer
Circlet	MagDef +51	Jelly, Clear Headed
Coronet	Def +1, MagDef +35	Man Eater, Return Magic
Cross Helm	Att +1, Mag +16	MP Attack, Devil Killer
Dark Hat	MagDef +21	High Tide, Jelly
Diamond Helm	Spr +1, MagDef +20	Accuracy +, Insomniac

Feather Hat	Spr +1, MagDef +7	Bright Eyes, Add Status	
Flash Hat	Spd +1, Evd +2, MagDef +37	Eye 4 Eye, Beast Killer	
Genji Helmet	Mag +2, Def +2, MagDef +29	HP + 20%	
Gold Helm	Mag +1, MagDef +13	Mental Break, Reis's	
		Wind, Clear Handed	
Golden Hairpin	Mag +1, MagDef +32, MagEvd +2	Auto Regen, Loudmouth	
Golden Skullcap	Def +2, MagDef +47	Power Up, Locomotion	
Grand Helm	Spd +1, MagDef +33	High Tide	
Green Beret	Spd +1, Att +1, MagDef +23	Ability Up, Clear Headed	
Headgear	(None)	Undead Killer	
Holy Miter	Mag +1, Spr +2, MagDef +39	Insomniac, Body Temp	
Iron Helm	Spr +1, MagDef +7	Bright Eyes, Level Up	
Kaiser Helm	Att +1, Mag +1, MagDef +26	Eye 4 Eye	
Lamia's Tiara	Mag +1, Spr +1, MagDef +17	Clear Headed, Confuse,	
		Floar	
Leather Hat	MagDef +1	Fire	
Mantra Band	Mag +1, Spr +1, Def +1,	HP + 20%, Antibody	
	MagDef +19		
Mage's Hat	Mag +1, MagDef +14	Loudmouth, Fira	
Magus Hat	MagDef +10	Slow	
Mythril Helm	Spr +1, MagDef +11	Insomniac, Antibody	
Platinum Helm	MagDef +23	Restore HP, Stone Killer	
Red Hat	Def +1, MagDef +26	MP Attack, Cover	
Ritual Hat	Att +1, Def +1, MagDef +16	Counter, Bright Eyes,	
		Undead Killer	
Rubber Helm	MagDef +5	Minus Strike	
Steepled Hat	Att +1, MagDef +9	Protect	
Straw Hat	(None)	(None)	
Thief Hat	Spd +2, Evd +3, MagDef +38	Long Reach, Lucky Seven,	
		Mug	
Twist Headband	Att +1, MagDef +17	Gamble Defense, Add	
		Status	

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 Segment 3: Arm Pieces
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Here is a list of the arm pieces and their attributes.

The following abbreviations are used for statistic bonuses:

- Att = Attack
- Def = Physical Defense
- Mag = Magic Strength
- MagDef = Magic Defense
- Spr = Spirit
- Spd = Speed
- Evd = Evade
- MagEvd = Magical Evade

Arm Piece Name	Statistic Bonuses	Abilities Granted
Aegis Gloves	Def +1, Evd +30, MagEvd +10	Charge!
Bone Wrist	Att +1, Evd +13, MagEva +11	Add Status
Bracer	Att +1, Evd +35, MagEvd +18	Add Statues, Power Throw
Bronze Gloves	Spr +1, Evd +8, MagEvd +2	Antibody
Chimera Armlet	Evd +22, MagEvd +14	Mug, Add Status
Defense Glove	Def +1, Evd +25, MagDef +1, MagEva +20	HP + 20%
Diamond Gloves	Evd +19, MagEvd +13	Ability Up, Jelly
Dragon Wrist	Spr +1, Evd +28, MagDef +1, MagEvd +12	Jelly, Lancer
Egoist's Armlet	Evd +20, MagEva +20	Beast Killer, Level Up
Gauntlets	Spd +1, Evd +36, MagEvd +7	Cover
Genji Gloves	Mag +2, Evd +27, MagEvd +17	High Tide
Glass Armlet	Evd +10, MagEvd +7	Steal Gil, Antibody
Jade Armlet	MagDef +2, MagEvd +27	Body Temp, High Tide
Leather Wrist	Spr +1, Evd +7, MagEvd +5	Beast Killer, Blizzard
Magic Armlet	Mag +2, Evd +16, MagDef +1, MagEvd +16	Clear Headed, Silence
Mythril Armlet	Spr +1, Evd +17, MagEvd +11	Bug Killer
Mythril Gloves	Spr +1, Evd +13, MagEvd +7	Man Eater, Bug Killer
N-Kai Armlet	Spr +2, Def +2, Evd +27	Bandit, Undead Killer, Water
Power Wrist	Att +2, Evd +30, MagEvd +10	Accuray +

Silver Gloves	Evd +10, MagEvd +5	Undead Killer	
Thief Gloves	Spd +1, Evd +26, MagEvd +13	Master Thief	
Thunder Gloves	Evd +16, MagEvd +10	Devil Killer, Add Status	
Venetia Shield	Att +1, Mag +1, Evd +17, MadDef +1, MagEva +26	Auto Float, Counter	
Wrist	Evd +5, MagEvd +3	Flee-Gil	

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 Segment 4: Armor
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Here is a list of each armor and the attributes of each piece of armor.

The following abbreviations are used for statistic bonuses:

- Att = Attack
- Def = Physical Defense
- Mag = Magic Strength
- MagDef = Magic Defense
- Spr = Spirit
- Spd = Speed
- Evd = Evade
- MagEvd = Magical Evade

Armor Name	Statistic Bonuses	Abilities Granted	
Adaman Vest	Def +14, MagDef +2	Stone Killer, Bird Killer	
Aloha T-Shirt	(None)	(None)	
Black Robe	Mag +2, Def +43, MagDef +4	MP + 20%, Flare, Reflect x2	
Brave Suit	Spr +1, Def +42	Restore HP, Auto Regen	
Brigandine	Att +1, Def +20	Ability Up, Return Magic	
Bronze Armor	Def +9	Bird Killer	
Bronze Vest	Spr +1, Def +9, MagDef +1	Jelly	
Carabini Mail	Spd +1, Spr +1, Def +39, MagDef +1	Auto Regen	
Chain Mail	Def +12	HP + 10%, Bird Killer	
Chain Plate	Att +1, Def +10	Devil Killer	
Cotton Robe	Att +1, Mag +1, Def +10, MagDef +2	Chemist, Shell	
Dark Gear	Spr +3, Def +37	Clear Headed, Jelly	
Demon's Mail	Def +27	High Tide	

Demon's Vest	Mag +1, Def +31	Devil Killer, Auto	
		Potion, Locomotion	
Diamond Armor	Att +1, Mag +1, Def +33,	Ability Up	
	MagDef +2		
Dragon Mail	Att +1, Mag +1, Def +42	High Jump	
Gaia Gear	Def +25, MadDef +2	Insomniac, High Tide,	
		Osmose	
Genji Armor	Mag +2, Def +45, MagDef +1	Body Temp, Accuracy +	
Glutton's Robe	Att +1, Mag +1, Def +41,	Antibody, Body Temp,	
	MagDef +4	Auto Regen	
Gold Armor	Mag +1, Def +19	Stone Killer	
Grand Armor	Att +1, Def +59	Chemist, Restore HP	
Judo Uniform	Att +1, Spr +1, Def +23	Distract, HP + 10%	
Leather Plate	Def +8	Chakra	
Leather Shirt	Def +6	Protect Girls	
Light Robe	Att +1, Mag +1, Spr +1,	Half MP, Auto Regen,	
	Def +41, MagDef +6	Full-Life	
Linen Curiass	Mag +1, Def +10	Cover	
Magician Cloak	Mag +1, Def +15, MagDef +2	Insomniac, MP + 10%	
Magician Robe	Mag +2, Def +21, MagDef +3	Auto Potion, MP + 10%	
Maximillian	Spr +3, Def +54	HP + 20%	
Minerva's Plate	Att +1, Mag +2, Def +34	Restore HP, High Tide	
	MagDef +1		
Mythril Armor	Def +15	Jelly, Cover	
Mythril Vest	Def +12	Auto Potion	
Ninja Gear	Spd +1, Def +35	Alert, Locomotion, Eye	
		4 Eye	
Plate Mail	Spr +1, Def +17, MagDef +1	Locomotion, Undead Killer	
Platina Armor	Def +36	Beast Killer	
Power Vest	Att +2, Def +27	Stone Killer, Gamble	
		Defense, Counter	
Robe of Lords	Spd +1, Att +1, Mag +1,	Reflect Null, Concentrate	
	Spr +1, Def +46, MagDef +5		
Rubber Suit	Def +39, Evd +2, MagEvd +3,	Eye 4 Eye, Esuna	
	Mag Def +1		

Shield Armor	Def +23, MagDef +5	Distract	
Silk Robe	Att +1, Mag +1, Def +16, MagDef +2	Ability Up, Loudmouth	
Silk Shirt	Def +7	Cure, Thunder	
Survival Vest	Spr +2, Def +17	Locomotion, Antibody, Mug	
Tin Armor	Def +62, Evd +32, MagDef +27, MagEvd +17	(None)	
White Robe	Mag +2, Def +42, MagDef +4	Loudmouth, Auto Potion, Holy	

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Segment 5: Accessories
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Here is a list of each accessory, their bonuses, and the abilities that can be learned from it.

The following abbreviations are used for statistic bonuses:

- Att = Attack
- Def = Physical Defense
- Mag = Magic Strength
- MagDef = Magic Defense
- Spr = Spirit
- Spd = Speed
- Evd = Evade
- MagEvd = Magical Evade

Armor Name	Statistic Bonuses	Abilities Granted	
Amethyst	(None)	Atomos, Demi	
Ancient Aroma	Att +2, Evd +4	Odin's Sword	
Angel Earrings	Att +2, Def +2	Auto Regen, MP + 20%, Reis's Wind	
Anklet	Mag +3, Spr +1, Evd +5	Locomotion, Healer, Counter	
Aquamarine	(None)	Leviathan, HP + 10%	
Barette	Att +3, Mag +1, Spr +1, MagDef +1	Chemist, Gamble Defense, Cura	
Battle Boots	Att +2, Def +2, MagDef +1	MP Attack, Initiative, HP + 20%	
Black Belt	Att +2, Spr +2, Def +1	HP + 20%, Beast Killer, Demi	
Cachusa	Spd +1, Mag +2, Spr +1, MagDef +1	Bright Eyes, Ability Up, Life	

Coral Ring	Spr +2, MagEvd +3	Insomniac, Man Eater,	
		Lancer	
Dark Matter	Att +3, Mag +2	Odin	
Desert Boots	Mag +1, Spr +1, Evd +2	Flee-Gil, Protect, Scan	
Diamond	(None)	Body Temp, Distract	
Emerald	(None)	Haste, MP + 10%, White	
		Draw	
Extension	Att +1, Spr +1, Def +1,	Auto Potion, MP + 10%,	
	Mag +2, MagDef +1	Level Up	
Fairy Earrings	Evd +4, MagEvd +2, Spr +2	Level Up, Body Temp,	
		Regen	
Feather Boots	Evd +3	Auto Float, Float, Mini	
Garnet	(None)	Bahamut, Healer	
Germinas Boots	Att +1, Evd +2	Alert, HP + 10%, Flee	
Glass Buckle	MagEvd +5, Att +1, Mag +1,	Antibody, Add Status,	
	Spr +2	Thunder	
Gold Choker	Evd +2, Mag +2, MagDef +1	Auto Potion, Flee-Gil,	
		Shell	
Lapis Lazuli	(None)	Ability Up, Accuracy +	
Madain's Ring	Spr +2, MagDef +2	Body Temp, Chemist,	
		Guardian Angel	
Magician Shoes	Mag +2, MagEvd +6	MP + 10%, Clear Headed,	
		Blind	
Maiden Prayer	Mag +1, Mag Def +1, MafEvd +3	Auto Regen	
Moonstone	(None)	Shell, Beast Killer	
Opal	(None)	Shiva, Blizzara	
Pearl Armlet	(None)	(None)	
Pearl Rouge	MagEvd +4, Spr +4, Mag +2	Level Up, Reflect-Null,	
		Loudmouth	
Peridot	(None)	Ramuh, Thundara	
Pheonix Pinion	(None)	Pheonix	
Power Belt	Def +2, Att +3	MP Attack, Counter, Fira	
Promist Ring	Att +2, Evd +3	Restore HP, Absorb MP,	
		Mag Elem Null	
Protect Ring	Spr +1, Def +2, Evd +4,	Long Reach, Mag Elem	

	MagDef +3, MagEvd +6	Null, Half MP
Pumice Piece	Evd +5, Mag +2, MagDef +1, Att +2	Boost
Pumice	Spd +1, Mag +1, Def +1, MagDef +2	Ark
Rebirth Ring	Spr +4, MagDef +2	Auto Life, Life, Revive
Reflect Ring	Spr +1, Att +1, MagDef +1	Auto Reflect, Distract, Reflect
Ribbon	Att +1, Spr +1, Def +1, Evd +5 Mag +3, MagDef +1, MagEvd +4	Madeen, Ability Up, Guardian Mog
Rosetta Ring	Def +1, Evd +2, Mag +1, MagDef +3, MagEvd +2	Level Up, Concentrate, Reflect x2
Ruby	(None)	Carbuncle, Reflect
Running Shoes	Spd +2, Evd +4, MagEvd +4	Auto Haste, Auto Potion, Haste
Sandals	(None)	(None)
Sapphire	(None)	Fenrir, High Tide
Topaz	(None)	Ifrit, Fira
Yellow Scarf	Att +2, MagDef +1	Bird Killer, Millionaire, Steal Gil

Segment 6: Ability Descriptions

Ability Up: Speeds up your ability to learn abilities
Absorb MP: Absorbs MP from enemies
Accuracy +: Increases accuracy for physical attacks
Add Status: Adds status of weapon to attack. (Ex: if weapon teaches Slow, you may Slow a creature simply by attacking in battle.)
Alert: Prevents Back Attacks
Antibody: Prevents Poison and Venom
Auto Float: Automatically casts Float at the beginning of battles
Auto Haste: Automatically casts Haste at the beginning of battles
Auto Life: Automatically casts Life once per battle
Auto Potion: Automatically use a potion after physical damage
Auto Reflect: Automatically casts Reflect at the beginning of battles
Auto Regen: Automatically casts Regen at the beginning of battles
Bandit: Increases success rate of stealing
Beast Killer: Increases damage to beasts
Bird Killer: Increases damage to flying enemies
Body Temp: Prevents Freeze and Heat conditions
Boost: Increases the strength of Eidolons
Bright Eyes: Prevents Darkness condition
Bug Killer: Increases damage to insects
Chemist: Doubles the effectiveness of potions

Clear headed: Prevents Confusion condition
 Concentrate: Raises the success rate of spells
 Counter: Counterattack after physical damage
 Cover: Character takes damage in place of another character
 Devil Killer: Increases damage to devils
 Distract: Lowers enemy's accuracy for physical attacks
 Dragon Killer: Increases damage to dragons
 Eye 4 Eye: Increases the chance of a counterattack
 Flee: Allows you to run away from battle
 Flee-Gil: Allows you to run away in battle and still receive Gil
 Gamble Defense: Sometimes increases defense
 Guardian Mog: Mog protects the character
 Half MP: Halves MP needed to use spells in battle
 Healer: Causes your damage from physical attacks to heal who it hits
 High Jump: Increases jump attack strength
 High Tide: Makes it easier to fall into Trance
 HP + 10%: Increases maximum HP by 10%
 HP + 20%: Increases maximum HP by 20%
 Initiative: Increases chances for a preemptive attack
 Insomniac: Prevents Sleep condition
 Jelly: Prevents Petrify and Gradual Petrify conditions
 Lancer:
 Level Up: Increases the experience gained only for person with this ability equipped
 Locomotion: Prevents Stop condition
 Long Reach: Back row attacks with same strength as front row
 Loudmouth: Prevents Silence condition
 Mag Elem Null: Nullifies a magical element
 Man Eater: Increases damage to human enemies
 Master Thief: Lets character steal better items first from enemies
 Millionaire: Increases Gil won after battle
 MP + 10%: Increases maximum MP by 10%
 MP + 20%: Increases maximum MP by 20%
 MP Attack: Character uses MP to increase physical attack strength
 Mug: Damage enemies when you steal
 Odin's Sword: Attacks with Odin eidolon
 Power Throw: Raises strength of throw attacks
 Power Up: Raises the strength of Chakra
 Protect Girls: As cover, but only defends female characters
 Reflect x2: Doubles effect of reflected spells
 Reflect-Null: Nullifies enemy's reflect ability when attacking with magic
 Restore HP: Cures automatically when low on HP
 Return Magic: Returns magic spells cast by enemies
 Steal Gil: Steal Gil in addition to items
 Stone Killer: Increases damage to Earth-based enemies
 Undead Killer: Increases damage to the undead

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 Segment 6: Character Abilities
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This section contains the abilities/spells of each character and a brief description.

Zidane

Normal Skills:

Flee: Escape from battles with a good chance of success.
Detect: View enemy's items.
What's That!?: Allows a back attack.
Soul Blade: Same effect as Add Status ability.
Annoy: Gives enemy Trouble condition.
Sacrifice: Sacrifice Zidane to increase HP and MP of the rest of the party.
Lucky Seven: Deals random physical damage to enemies.
Thievery: Deals physical damage to an enemy.

Trance Skills:

Free Energy: Deals physical damage to an enemy.
Tidal Flame: Deals physical damage to all enemies.
Scoop Art: Deals physical damage to an enemy.
Shift Break: Deals physical damage to all enemies.
Stellar Circle 5: Deals physical damage to an enemy.
Meo Twister: Deals physical damage to all enemies.
Solution 9: Deals physical damage to an enemy.
Grand Lethal: Deals physical damage to all enemies.

Dagger/Garnet

Summons:

Shiva: Deals ice damage to all enemies.
Ifrit: Deals fire damage to all enemies.
Ramuh: Deals thunder damage to all enemies.
Atomos: Reduces all enemies' HP by a percentage.
Odin: Attempts to instantly kill all enemies.
Leviathan: Deals water damage to all enemies.
Bahamut: Deals non-elemental damage to all enemies.
Ark: Deals shadow damage to all enemies.

White Magic:

Cure: Restores small amount of HP to target(s).
Cura: Restores moderate amount of HP to target(s).
Curaga: Restores high amount of HP to target(s).
Life: Brings characters back to life and restores some HP.
Scan: Tells you HP, MP, and weakness of enemy.
Panacea: Cures venom and poison conditions.
Stona: Cures petrify and gradual petrify conditions.
Shell: Increases defense against magical attacks.
Protect: Increases defense against physical attacks.
Silence: Prevents target(s) from casting spells.
Mini: Lowers attack power and defense of target.
Reflect: Reflects spells back onto the caster.
Confuse: Target(s) gain confused condition.
Berserk: Raises attack power and causes uncontrollable action of target.
Blind: Inflicts darkness condition.
Float: Causes levitation effect, preventing earth damage.

Steiner

Sword Arts:

Darkside: Use HP to cause shadow damage to a target.
Minus Strike: Damage to target equal to difference between max HP and current HP.
Lai Strike: Instant death attack on target.
Power Strike: Reduce's enemy's attack strength.
Armor Break: Reduces enemies physical defense.
Mental Break: Reduces enemies magical defense.
Magic Break: Reduce's enemy's magical strength.
Charge!: Makes all party members low on HP attack.
Thunder Slash: Causes thunder damage to target.
Stock Break: Deals non-elemental damage to all enemies.
Climhazzard: Deals non-elemental damage to all enemies.
Shock: Deals physical damage to a target.

Sword Magic:

Fire: Strike enemy for fire damage.
Fira: Strike enemy for fire damage.
Firaga: Strike enemy for fire damage.
Blizzard: Strike enemy for ice damage.
Blizzara: Strike enemy for ice damage.
Blizzaga: Strike enemy for ice damage.
Thunder: Strike enemy for thunder damage.
Thundara: Strike enemy for thunder damage.
Thundaga: Strike enemy for thunder damage.
Bio: Strike enemy for non-elemental damage.
Water: Strike enemy for water damage.
Flare: Strike enemy for non-elemental damage.
Doomsday: Strike enemy for shadow damage.

Vivi

Black Magic:

Fire: Deals small amount of fire damage to target(s).
Fira: Deals moderate amount of fire damage to target(s).
Firaga: Deals high amount of fire damage to target(s).
Sleep: Inflicts sleep condition on target(s).
Blizzard: Deals small amount of ice damage to target(s).
Blizzara: Deals moderate amount of ice damage to target(s).
Blizzaga: Deals high amount of ice damage to target(s).
Slow: Target takes longer to use attacks.
Thunder: Deals small amount of thunder damage to target(s).
Thundara: Deals moderate amount of thunder damage to target(s).
Thundaga: Deals high amount of thunder damage to target(s).
Stop: Prevents targets from taking actions.
Poison: Inflicts poison condition to target(s).
Bio: Causes non-elemental damage and inflicts poison condition to target(s).
Osmose: Drains MP from target and gives MP to spellcaster.
Drain: Drains HP from target and gives HP to spellcaster.
Demi: Deals non-elemental damage based on target's current HP.
Comet: Causes non-elemental damage to target.
Death: Has a chance of instantly killing the target.
Break: Petrifies the target.
Water: Deals water damage to target(s).
Meteor: Causes non-elemental damage to targets.
Flare: Deals non-elemental damage to target.
Doomsday: Deals shadow damage to targets.

Freya

Dragon Knight Skills:

Lancer: Lowers enemy's HP and MP.

Reis's Wind: Casts Regen on all of your party.

Dragon Breath: Deals non-elemental damage to all enemies.

White Draw: Restores MP of all of your party.

Luna: Casts Berserk on targets.

Six Dragons: Drains HP and MP from two targets and transfers them to two other targets.

Cherry Blossom: Deals non-elemental damage to targets.

Dragon Crest: Deals physical damage to target.

Quina

Blue Magic:

Goblin Punch: Deals non-elemental damage to target.

Lv5 Death: Instantly kills all targets whose levels are multiples of 5.

Lv4 Holy: Deals holy damage to all targets whose levels are multiples of 4.

Lv3 Def-less: Reduces defense of all targets whose levels are multiples of 3.

Doom: Target dies after a countdown beginning at 10.

Roulette: Instantly kills a random target.

Aqua Breath: Deals water damage to all enemies.

Mighty Guard: Casts Shell and Protect on all allies.

Matra Magic: Reduces target's HP to 1.

Bad Breath: Inflicts Confuse, Darkness, Poison, Slow, and Mini conditions to target.

Limit Glove: Deals non-elemental damage to target when your HP is 1.

1,000 Needles: Deals 1,000 damage to the target.

Pumpkin Head: Deals damage equal to the difference between your max HP and current HP.

Night: Inflicts Sleep condition to targets.

Twister: Deals wind damage to targets.

Earth Shake: Deals earth damage to all targets.

Angel's Snack: Casts Remedy on all allies.

Frog Drop: Deals damage variable on how many frogs you have caught.

White Wind: Restores HP of all party members.

Vanish: Makes a party member invisible.

Frost: Inflicts Freeze condition on target.

Mustard Bomb: Inflicts Heat condition on target.

Magic Hammer: Reduces target's MP.

Auto Life: Will cast Life on target when target falls.

Eiko

Summons:

Phoenix: Deals fire damage to enemies and all allies are revived.

Madeen: Deals holy damage to all enemies.

Special Summons:

Carbuncle: No Gem Equipped: Casts Reflect on allies.
Emerald Equipped: Casts Haste on allies.
Moonstone Equipped: Casts Protect on allies.
Diamond Equipped: Casts Vanish on allies.
Fenrir: No Gem Equipped: Deals earth damage to all targets.
Maiden Prayer Equipped: Deals wind damage to all targets.

White Magic:

Cure: Restores small amount of HP to target(s).
Cura: Restores moderate amount of HP to target(s).
Curaga: Restores high amount of HP to target(s).
Regen: Gradually recovers target's HP.
Life: Brings characters back to life and restores some HP.
Full Life: Brings character back to life and restores all HP.
Panacea: Cures venom and poison conditions.
Stona: Cures petrify and gradual petrify conditions.
Esuna: Removes some bad conditions from target.
Shell: Increases defense against magical attacks.
Protect: Increases defense against physical attacks.
Haste: Decreases time between target's attacks.
Silence: Prevents target(s) from casting spells.
Mini: Lowers attack power and defense of target.
Reflect: Reflects spells back onto the caster.
Float: Causes levitation effect, preventing earth damage
Dispel: Removes bad conditions on target caused by spells.
Might: Increases target's physical strength.
Jewel: Steals an Ore from target.
Holy: Deals holy damage to all targets.

Amarant

Flair:

Chakra: Restores HP and MP of target.
Spare Change: Deals non-elemental damage to target, but uses Gil.
No Mercy: Deals non-elemental damage to target.
Aura: Casts Auto Life and Regen on target.
Curse: Weakens target against random elemental property.
Revive: Brings target back to life and restores some HP.
Demi Shock: Deals non-elemental damage based on target's HP.
Countdown: Casts Doom on target.

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Section IX: Chocobos
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Like any Final Fantasy game, Final Fantasy IX features those loveable long-legged chickens: Chocobos!

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Segment 1: Getting a Chocobo
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To play 'Chocobo Hot & Cold,' you need a chocobo. You can get a chocobo

once you leave Lindblum for Gizamaluke's Grotto. Go to the Chocobo Forest, between Dragon's Gate and South Gate. Once you enter, a moogle will greet you. You'll get a chocobo name Choco. You can call him to your service by using Gyshal Greens (which you can buy from the moogle) on chocobo footprints on the world map (similar to those in Final Fantasy 7). Once you get Choco, go outside the forest and call him with Gyshal Greens. Go inside the forest with him.

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Segment 2: 'Chocobo Hot & Cold'

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'Chocobo Hot & Cold' can only be played if you have Chocographs. Chocographs are pieces of stone that tell you where to look for buried treasure. Where do you find these pieces? In places such as the Chocobo Forest.

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Segment 3: Finding Chocographs/Locations

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You'll start by looking in Chocobo Forest for Chocographs. To find Chocographs, you must talk to the moogle and pay him some money to dig in the area. You are given a time limit. You can look in the following places for Chocographs:

(sample)

Location: (name of area)
Where to Find: (general area where it can be found)
Required Abilities: (abilities Choco must have to get to this area)
Fee to Dig: (amount of Gil you pay the moogle to dig there)
Time Limit: (time limit you are given to dig)

(end sample)

Location: Chocobo Forest
Where to Find: Between Lindblum and South Gate
Required Abilities: None
Fee to Dig: 60 Gil
Time Limit: 1 minute

Location: Chocobo Lagoon
Where to find: On northern edge of island located south of the
Forgotten Continent
Required Abilities: Reef (walk on shallow water)
Fee to Dig: 30 Gil/60 Gil after Choco has 'Sea' ability
Time Limit: 30 seconds/1 minute after Choco has 'Sea' ability

Location: Chocobo Air Garden
Where to Find: When flying, find a circular shadow in one of the five
locations described on the Chocograph Pieces (center of all
continents, northeastern coast of Forgotten Continent, near
Alexandria, peninsula southwest of Kuja's Palace, island
northwest of Chocobo Lagoon). Use a Dead Pepper while flying
and you'll fly up to Chocobo Air Garden.
Required Abilities: Sky
Fee to Dig: 60 Gil
Time Limit: 1 minute

Location: Chocobo Paradise
Where to Find: Use a Dead Pepper on the crack in the mountain on the
island in the upper-left corner of the world map
Required Abilities: Sky

Fee to Dig: (cannot dig)

Time Limit: (cannot dig)

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Segment 4: How to Play Chocobo Hot & Cold
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Control Pad: Move Around

Square: Dig

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

- Choco's Cries -

'Kweh' means there's nothing.

'Kweh!?' means it's far away.

'Kwehhh!?' means you're close.

'K-KWEHHH!!!' means you've found something!

Rare treasures are buried deep. Once you find something, dig with square until 'Depth' reaches zero (0).

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Segment 5: Beak Levels & Abilities
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When you dig for Chocographs, you will usually get other items. No matter what you dig up, you get points. Points are used to level up Choco's beak. When Choco's beak levels up, you can dig up things quicker. The higher Choco's beak level, the quicker the depth of a buried item will decrease when you peck at it.

You can get special bonuses for points, as follows:

Item dug up is a piece of a Chocograph or a Chocograph: 5 bonus points

Item found in less than 5 seconds from the time the last item was found: 5 bonus points

Item was dug up after the 4th was dug up in a single time period:
Double Points

You need certain abilities to get to certain locations. These abilities can be gotten by finding buried treasure. When you open a treasure chest that gives you an ability, smoke will come out of it and you will feel sleepy. Choco will wake up in Chocobo's Dream World. In Chocobo's Dream World, the God of Chocobos (who is a little overweight) will give Choco his new ability.

List of Abilities:

Ability Name: Field

Received: Choco starts with it.

Allows: Walking and digging on land.

Ability Name: Reef

Received: Choco gets it after getting 3 treasures.

Allows: Walking and digging in shallow water. Choco can only go into shallow water from beaches.

Ability Name: Mt.

Received: Choco gets it after finding 3 treasures after getting 'Reef.'

Allows: Walking and digging on mountains.

Ability Name: Sea

Received: Choco gets it after finding 6 treasures after getting the 'Mt.' Ability.

Allows: Walking and digging in deep water.

Ability Name: Sky

Received: Choco gets it after finding 4 treasures after getting the 'Sea' ability.

Allows: Flying. Take off in forests (with X) and land in forests (with circle).

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Segment 6: Chocographs

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List of Chocographs:

(example)

Name: (name of Chocograph)

Location Found: (area where I dug up the Chocograph)

Where Treasure Chest is Found: (where to find the treasure)

Abilities Needed: (abilities you need to get the treasure chest)

(end example)

Name: Streamside

Location Found: Chocobo Forest

Where Treasure Chest is Found: Mouth of the river that is by Chocobo Forest

Abilities Needed: Field

Name: Between Mountains

Location Found: Chocobo Forest

Where Treasure Chest is Found: Just west of Lindblum Harbor

Abilities Needed: Field

Name: Uncultivated Land

Location Found: Chocobo Forest

Where Treasure Chest is Found: Just south of the Evil Forest

Abilities Needed: Field

Name: Healing Shore

Location Found: Chocobo Forest

Where Treasure Chest is Found: Beach by Cleyra

Abilities Needed: Field

Name: Abandoned Beach

Location Found: Chocobo Forest

Where Treasure Chest is Found: Beach near Black Mage Village

Abilities Needed: Field

Name: Cold Field

Location Found: Chocobo Forest

Where Treasure Chest is Found: East of Esto Gaza

Abilities Needed: Field

Name: Forgotten Lagoon

Location Found: Chocobo Lagoon

Where Treasure Chest is Found: In water by island north of the eastern coast of the Forgotten Continent. You'll have to pick up Choco on the Lost Continent.

Abilities Needed: Field, Reef

Name: Faraway Lagoon
Location Found: Chocobo Forest
Where Treasure Chest is Found: In the waters right between Oeilvert and Ipsen's Castle. You'll have to get Choco at the 2nd island south of the northern peninsula on the Forbidden Continent to get there.
Abilities Needed: Field, Reef

Name: Abandoned Lagoon
Location Found: Chocobo Lagoon
Where Treasure is Found: Peninsula south of Black Mage Village
Abilities Needed: Field, Reef

Name: Bird's-eye Lagoon
Location Found: Chocobo Forest
Where Treasure Chest is Found: By island west of Dragon's Gate.
Abilities Needed: Field, Reef

Name: Small Beach
Location Found: Chocobo Forest
Where Treasure Chest is Found: By an island south of Chocobo Forest
Abilities Needed: Field, Reef

Name: Dawn Lagoon
Location Found: Chocobo Lagoon
Where Treasure Chest is Found: Near Treno.
Abilities Needed: Field, Reef

Name: Forbidden Forest
Location Found: Chocobo Forest
Where Treasure Chest is Found: Forest in the middle of the mountains by Dali
Abilities Needed: Field, Reef, Mt.

Name: Green Plains
Location Found: Chocobo Forest
Where Treasure Chest is Found: Above the mountains north of the Evil Forest
Abilities Needed: Field, Reef, Mt.

Name: Dusk Plains
Location Found: Chocobo Lagoon
Where Treasure Chest is Found: West of Oeilvert
Abilities Needed: Field, Reef, Mt.

Name: Forgotten Plains
Location Found: Chocobo Forest
Where Treasure Chest is Found: Northern side of peninsula stretching south located on the northwestern side of the Forgotten Continent
Abilities Needed: Field, Reef, Mt.

Name: Sea at Dusk
Location Found: Chocobo Lagoon
Where Treasure Chest is Found: Northeast of Oeilvert
Abilities Needed: Field, Reef, Mt., Sea

Name: Ocean
Location Found: Chocobo Lagoon
Where Treasure Chest is Found: The ocean west of the northern part of the Forgotten Continent

Abilities Needed: Field, Reef, Mt., Sea

Name: Cold Lagoon

Location Found: Chocobo Forest

Where Treasure Chest is Found: In the ocean off the middle of the northern side of the Lost Continent.

Abilities Needed: Field, Reef, Mt., Sea

Name: Mist Ocean

Location Found: Chocobo Forest

Where Treasure Chest is Found: Off the northeastern edge of the Mist Continent

Abilities Needed: Field, Reef, Mt., Sea

Name: Outer Island

Location Found: Chocobo Air Garden

Where Treasure Chest is Found: Island northeast of Kuja's Palace

Abilities Needed: Field, Reef, Mt., Sea, Sky

Name: Outer Island 2

Location Found: Chocobo Lagoon

Where Treasure Chest is Found: On island north of Kuja's Palace

Abilities Needed: Field, Reef, Mt., Sea, Sky

Name: Fairy Island

Location Found: Chocobo Air Garden

Where Treasure Chest is Found: Island between Outer & Lost Continents

Abilities Needed: Field, Reef, Mt., Sea, Sky

Name: Forgotten Island

Location Found: Chocobo Air Garden

Where Treasure Chest is Found: Island north of Forgotten Continent

Abilities Needed: Field, Reef, Mt., Sea, Sky

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Segment 7: Dead Pepper Treasures

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After you find all of the Chocograph treasures, chocobos at Chocobo Paradise will start telling you locations of treasures you can find with Dead Peppers. Here are all of the Dead Pepper treasures:

(sample)

Number) Found...

(end sample)

1) Crack in a mountain surrounding a forest on the northeastern side of the Forgotten Continent

2) Crack in mountain on the northeastern side of the Lost Continent

3) East of Treno is a place called Quan's Dwelling. Go into Quan's Dwelling. Go to the ledge and use two Dead Peppers to dig up a treasure in the bottom of the ocean.

4) Bubbling water south of Kuja's Palace

5) Near the southern tip of the Forgotten Continent

6) At the top of the map; far north of the Iifa Tree

7) Search where the Shimmering Island used to be. You can only get this treasure in disc four.

8) Go west from Oeilvert to the coast. Then, go north until you get to a forest surrounded by mountains. From the center of the forest, go east to the mountains. You will see a very tiny crack in the mountain. This is where the treasure is.

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Section X: Tetra Master Card List

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The following is a list of all the Tetra Master Cards. (From top to bottom, left to right.)

Card Type: Mosters

Goblin
Fang
Skeleton
Flan
Zaghnol
Lizard Man
Zombie
Bomb
Ironite
Sahagin
Yeti
Mimic
Wyerd
Mandragora
Crawler
Sand Scorpion
Nymph
Sand Golem
Zuu
Dragonfly
Carrion Worm
Cerberus
Cactuar
Gimme Cat
Ragtimer
Hedgehog Pir
Ralvuimahgo
Ochu
Troll
Blazer Beetle
Abomination
Zemzelett
Stroper
Tantarian
Grand Dragon
Feather Circle
Hecteyes
Ogre
Armstrong
Ash
Wraith
Gargoyle

Vepal
Grimlock
Tonberry
Veteran
Garuda
Malboro
Mover
Abadon
Behemoth
Iron Man
Nova Dragon
Ozma
Hades

Card Type: Spells

Holy
Meteor
Flare
Shiva
Ifrit
Ramuh
Atomos
Odin
Leviathan
Bahamut
Ark
Fenrir
Maden
Alexander

Card Type: Items

Excalibur 2
Ultima Weapon
Masamune
Elixer
Dark Matter
Ribbon
Tiger Racket
Save the Queen
Genji
Mythril Sword

Card Type: Airships

Blue Narciss
Hilda Garde 3
Invincible
Cargo Ship
Hilda Garde 1
Red Rose
Theater Ship
Viltgance

Card Type: Chocobos

Chocobo
Fat Chocobo
Mog

Frog
Oglop

Card Type: Castles

Alexandria
Lindblum

Card Type: Special

Two Moons
Gargant
Namingway
Boco
Airship

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Section XI: Other Stuff

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A: Contact Information

__+__+__+__+__+__+__+__+__+__+__

My e-mail address is SeanKelson@aol.com. I am unavailable to provide help on game-related issues due to the amount of time that has passed since the writing of this walkthrough. However, I would appreciate hearing from you with comments and requests.

If you are interested in including this walkthrough on your site, please read the next section.

__+__+__+__+__+__+__+__+__+__+__

B: Licensing

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As of April 27, 2009, I have updated all of my walkthroughs to be licensed under a Creative Commons Attribution 3.0 Unported License (<http://creativecommons.org/licenses/by/3.0/>). This means you are free to redistribute or build upon my work, even for commercial purposes. The only thing I ask in return is that you give me credit for the content you use.

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C: Credits

__+__+__+__+__+__+__+__+__+__+__

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