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Notice:

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Thanks for your attention.

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Updates since version 1.0:

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Version 1.0 = Initial release,Walkthrough section Finished
Released = 11 NOVEMBER 2000 (97 KB)

Version 1.5 = Adding Zodiac Coins,Level Up Data,and Some Useful Techniques
Special Thanks to Rei (rei@tctvnet.ne.jp) for the information !
Website: <http://www.tctvnet.ne.jp/~rei/ff9/index.html>
Released = 14 NOVEMBER 2000 (104 KB)

Version 1.8 = Adding Eiko and Garnet Ability List
Adding Quiz Events Answers
Adding Mognet Mail List
Released = 16 NOVEMBER 2000 (124 KB)

Version 2.0 = Adding Quina,Steiner,Vivi and Zidane Ability List
Adding information about card game,status effect,trance mode,icons,ATB
and game controls.
Released = 18 NOVEMBER 2000 (141 KB)

Version 2.5 = Quina's Blue magic section updated.(Complete)
Adding Enemy list in each area/dungeon.
Released = 20 NOVEMBER 2000 (157 KB)

Version 2.51 = There's some correction in "Hunting Tournament" and "Pinnacle Rocks"
section.
Adding Story and Strategy section
Released = 21 NOVEMBER 2000 (159 KB)

Version 2.52 = Adding "How to to beat Kuja & Necron in 6 minutes only" info.
Location of the 3 magic potion (after alexandria under attack in disc 3)
updated.
Card Game section updated.
Released = ???

Version 2.55 = Adding info about how to beat "Hades" at Memoria (Final Dungeon)
Released = 5 DECEMBER 2000 (170 KB)

Version 3.0 = Huge update !
Game script section added (incomplete)
Shop List section added.
Elemental properties & Battle System added.
Released = 11 DECEMBER 2000 (252 KB)

Version 3.5 = Monsters List added.
Released = 16 DECEMBER 2000 (280 KB)

Version 3.6 = Gamescript Section updated to the Cargo Ship at Village of Dali
Maps Section Added.
Final Battle Section updated.
Daguerreo Section updated.
Released = 08 JANUARY 2001 (322 KB)

Version 3.7 = Full Ability List Added
Gamescript Section updated,up to Lindblum Grand Castle.
Released = 14 JANUARY 2001 (348 KB)

Version 3.8 = Gamescript section updated.
Secrets & Tips section updated.
Released = 27 JANUARY 2001 (354 KB)

Version 3.9 = Mognet Mail section updated.
Released = 04 FEBRUARY 2001 (355 KB)

Version 4.0 = Added info about playing the card game with the Phantom at memoria.
Adding blue magic info on the enemy list
More info on card game section.
Adding ff9 menu guide (for japanese players who need helps with the menu).
Side Quest section added.
Released = 08 APRIL 2001 (381 KB)

Version 4.1 = More Tips & Tricks Added.
Released = 14 APRIL 2001 (387 KB)

Version 4.2 = A little correction on the monster list
Item List added
Released = 17 APRIL 2001 (391 KB)

Version 4.3 = Adding tips to beat the boss at Desert Palace, submitted by mrxdc@hotmail.com
Adding release date & file size on the "update" section
Gamescript section updated.
Chocograps Section added.
Released = 20 April 2001 (410 KB)

Version 4.4 = Card List section updated! Thanks to leroygerrits@hotmail.com for the info
Released = 22 April 2001 (416 KB)

Version 4.5 = Website url changed, and updated the notice
Released = 29 December 2001 (417 KB)

Version 4.6 = Fixed the ASCII ARTS and the chocobo maps
Released = 06 June 2002 (417 KB)

The newest version of this FAQ can be found at <http://www.gamefaqs.com>

Story:

The story starts in "mist continent" in a world called Gaia. There are four nations in this continent, such as Alexandria, and Lindbulm. Alexandria, whose king has already been dead, is now ruled by Queen Brahne. On one occasion regent Cid of Lindbulm noticed Queen Brahne's strange change. He was deeply anxious of this neighbour nation and asked Tantalus, a group of bandit, to kidnap Princess Garnet of Alexandria. Tantalus, of which Zidane is one of the member, is officially a group of theatrical company, and makes it a rule to perform a play on a stage of a huge flying airship, Prima Vista, in Alexandria. Now the playday comes, and Zidane is going to kidnap the princess during the play. Strangely enough, the princess herself asks Zidane to kidnap her! The angry Queen attacks the airship and it falls to the Evil Forest with Vivi, who happened to plunge himself into the play, and Steiner, who is the bodyguard of Princess Garnet, on it.

FF9 Menu:

If you're playing the japanese version, and need help with the menu,

see the ascii art below ;)

```
+-----+-----+
| _____ | ITEM | | |
|| _____ | CHARACTER'S NAME | ABILITY |
|| _____ | HP/MP | EQUIP |
|| _____ | STATUS |
| _____ | ORDER |
|| _____ | CHARACTER'S NAME | CARD |
|| _____ | HP/MP | CONFIG |
|| _____ |
| _____ |
|| _____ | CHARACTER'S NAME |
|| _____ | HP/MP |
|| _____ | +-----+
| _____ | TIME |
|| _____ | CHARACTER'S NAME | GIL |
|| _____ | HP/MP | +-----+
|| _____ | LOCATION |
+-----+-----+
```

Card Game:
=====

The official name of Card game in FF9 is called "Tetra Master". Tetra master players never back down from a challenge. To challenge people, walk up to them, and press "Square" button. Okay, here are some basic rules.

Tetra Master rules :

1. Select 5 cards in your possession to play.
2. If the arrow on your card points to your opponent's card, you'll win his/her card.
3. If the arrow on your cards faces the arrow on your opponent's card, a card battle will begin.
4. If your card wins the battle, you win opponent's card, if your card loses the card battle, the opponent's wins your card.
5. If you have to battle 2 or more cards, you can choose opponent's card that you want to battle.
6. The game ends once all the cards are played, and the player with the most cards is the winner. The winner gets to take the loser's card(s).

CARD GAME FAQ

=====

You'll need at least 5 cards to play the card game. Approach someone and press square to play the game.

Q: How does the card game proceed ?

A: You take turns placing your cards on a 4x4 grid with your opponents.

Sometimes, your opponent's card flips. That's because of the yellow arrows on the corners and the sides of the cards. If your arrow is facing in the direction of your opponent's card, that card becomes yours. But if your opponent's card has an arrow facing yours, a card battle will begin.

Q: What's a card battle ?

A: When several arrows face each other, multiple card battles may occur.

You can choose where to begin the card battle when that happen.
Where you can choose to begin the battle affects how the rest of the battles play out. You can also use combos.

Q:What's a combos ?

A:You gotta be careful during a card game. If your card win against the opponent's card, all the cards facing that card's arrow are yours. That's called a combo. It's a double edged sword, because the same thing happens to you if your card loses against your opponent's card. Try to play a perfect game.

Q:What's a perfect game ?

A:You get one of your opponent's card when you win. If you flip over all of your opponent's card and play a perfect game, you can take them all. Reach for the highest collectors levels !

Q:What's a collector levels ?

Check your menu and go to the section entitled card. You can check your collection level there. You can level up as you collect more cards.

Q:How Tetra Master's Card Collector points are scored ?

A:- Having one unique card type: 15 points
- Having a unique card, but has the same arrow arrangement as another card in your collection: 10 points
- Having more than one of the same card type: 5 points per extra card
- Having a card with level X: 1 point added
- Having a card at level A: 1 point added on top of the point for X level

To get 1700 Card Collector points, you need all 100 types of cards in 100 unique arrow arrangements (15 x 100 = 1500 pts), and all at level A (2 pts added x 100 = 200 bonus points).

Before you card fanatics start despairing over having 100 arrow arrangements, you may wanna know that you could have:

- 56 arrangements of 5 arrows- 28 arrangements of 6 arrows
- 8 arrangements of 7 arrows- and of course, 1 card with all arrows

There's 93/100 unique arrangements for ya right there. So you don't have to worry so much about having lotsa cards that can't into many card battles cuz of few arrows. ^_^

Thanks to Ferdinand Pelayo <fpelayo@altavista.com> for "tetra master collector points are scored" info !

CARD LIST

=====

#1=goblin - buy it at the card stadium (disc3)
#2=fang - buy it at the card stadium (disc3)
#3=skeleton - buy it at the card stadium (disc3)
#4=flan - buy it at the card stadium (disc3)
#5=zaghnol - After fighting carve spider
#6=lizard man - After fighting lizard man#7=zombie - After fighting zombie
#8=bomb - Find Tom`s kitten (Alexandria, disc1) nad talk to Tom)
#9=ironite - Hippauls treasure, disc1 (ring the bell at Alexandria steeple)
#10=sahagin - After fighting Sahagin
#11=yet - After fighting Yeti
#12=mimic - Challenge a beginner
#13=wyerd - Challenge a beginner
#14=mandragora - After fighting mandragora
#15=crawler - After fighting crawler
#16=sand scorpion - After fighting sand scorpion

#17=nymph - After fighting nymph
#18=sand golem - Challenge an average player
#19=zuu - After fighting zuu
#20=dragonfly - After fighting dragonfly
#21=carrion worm - After fighting carrion worm
#22=cerberus - After fighting
#23=antlion - Challenge an average player
#24=cactuar - get 50 jumps with rope jump
#25=gimme cat - After fighting gimme cat
#26=ragtimer - Challenge an average player
#27=hedgehog pie - Challenge an average player
#28=ralvuimahgo - Challenge an average player
#29=ochu - After fighting ochu
#30=troll - After fighting troll
#31=blazer beetle - Challenge an average player
#32=abomination - Challenge an average player
#33=zemzelett - Challenge an average player
#34=stroper - Challenge an average player
#35=tantarian - Challenge an average player
#36=grand dragon - Challenge an average player
#37=feather circle - Challenge an average player
#38=hecteyes - After fighting hecteyes
#39=ogre - After fighting ogre
#40=armstrong - After fighting armstrong
#41=ash - After fighting ash
#42=wraith - Challenge a good card player
#43=gargoyle - Challenge a good card player
#44=vepal - After fighting vepal
#45=grimlock - Challenge straight shooter Shak (card stadium, disc4)
#46=tonberry - Challenge straight shooter Shak (card stadium, disc4)
#47=veteran - Challenge straight shooter Shak (card stadium, disc4)
#48=garuda - Challenge straight shooter Shak (card stadium, disc4)
#49=marlboro - Challenge marlboro master Joe (card stadium, disc4)
#50=mover - Challenge the card masters at Memoria
#51=abadon - Challenge beast master Gilbert (card stadium, disc4)
#52=behemoth - Challenge beast master Gilbert (card stadium, disc4)
#53=iron man - Challenge beast master Gilbert (card stadium, disc4)
#54=nova dragon - Challenge card masters at Memoria
#55=Ozma - After killing Ozma
#56=Hades - Challenge the card masters at Memoria
#57=holy - Challenge magic master Thalisa (card stadium, disc4)
#58=meteor - Challenge magic master Thalisa (card stadium, disc4)
#59=flare - Challenge magic master Thalisa (card stadium, disc4)
#60=Shiva - Challenge eidelon master Leyra (card stadium, disc4)
#61=Ifrit - Challenge eidelon master Leyra (card stadium, disc4)
#62=Ramuh - Challenge eidelon master Leyra (card stadium, disc4)
#63=Atomos - Challenge eidelon master Leyra (card stadium, disc4)
#64=Odin - Challenge eidelon master Leyra (card stadium, disc4)
#65=Leviathan - Challenge eidelon master Leyra (card stadium, disc4)
#66=Bahamut - Challenge eidelon master Leyra (card stadium, disc4)
#67=Ark - Challenge eidelon master Leyra (card stadium, disc4)
#68=Fenrir - Challenge eidelon master Leyra (card stadium, disc4)
#69=Madeen - Challenge eidelon master Leyra (card stadium, disc4)
#70=Alexander - Challenge eidelon master Leyra (card stadium, disc4)
#71=Excalibur - Challenge weapon master Hunt (card stadium, disc4)
#72=ultima weapon - Challenge weapon master Hunt (card stadium, disc4)
#73=masamune - Challenge weapon master Hunt (card stadium, disc4)
#74=elixir - Challenge weapon master Hunt (card stadium, disc4)
#75=dark matter - Challenge the card masters at Memoria
#76=ribbon - Challenge weapon master Hunt (card stadium, disc4)
#77=tiger racket - Challenge weapon master Hunt (card stadium, disc4)

- #78=Save the queen - Challenge weapon master Hunt (card stadium, disc4)
- #79=Genji - Challenge weapon master Hunt (card stadium, disc4)
- #80=mithril sword - Challenge weapon master Hunt (card stadium, disc4)
- #81=Blue Narcis - Challenge the four-armed man in Daguerro
- #82=Hilda garde 3 - Challenge the four-armed man in Daguerro
- #83=Invincible - Dig up the treasure (dead pepper) where shimmering island used to be (disc4)
- #84=Cargo ship - Challenge the four-armed man in Daguerro
- #85=Hilda garde 1 - Challenge the four-armed man in Daguerro
- #86=Red Rose - Challenge the four-armed man in Daguerro
- #87=Theater ship - Challenge the four-armed man in Daguerro
- #88=Viltgance - Buy it from Mene (the moogles which lets you play the digging game) with 1800 digging points.
- #89=Chocobo - Challenge fat chocobo
- #90=fat chocobo - received by fat chocobo after you dug up all chocobo treasures (also the dead pepper treasures)
- #91=Mog - Challenge the card masters at Memoria
- #92=Frog - Challenge the card master at Memoria
- #93=Oglop - Beat the champion (Erin) at the card game tournament (disc3)
- #94=Alexandria - talk to the girl running around on the market
- #95=Lindblum - search the pile of rubble on the market in Linblum (after queen Brahne`s attack, disc2) which blocks a path.
- #96=two moons - Challenge the card masters at Memoria
- #97=Gargant - After fighting dracozombie
- #98=Namingway - Search Kuja`s room in the desert palace
- #99=Boco - Challenge the card masters at Memoria
- #100=Airship- Use dead pepper on the crack on the lost continent.

Special thanks to Leroy (leroygerrits@hotmail.com) for the card list.

 Elemental Properties :

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

- Fire = Effective against Ice & Undead monsters.
- Ice = Effective against Insects, Large enemies, Fire, and Dragon-Type monsters.
- Thunder = Effective against monsters near water.
- Earth = Ineffective against Flying monsters.
- Water = Effective against Fire monsters.
- Wind = Effective against Flying monsters.
- Holy = Effective against Shadow monsters.
- Shadow = Effective against Holy monsters.

There is also a non-elemental property, which is not affected by any elemental properties. Did all that sink in ? It's easy once you get the hang of it.

 Status Effects:

Status effects refers to character condition. There are good status effects, and bad status effects, so pay attention ! We'll go over the bad status effects first. The following status effects go away when the battle is over.

Confuse = Lose control of your characters.

Berserk = Although strength increases, the character can only attack.
Stop = Character cannot move.
Poison = HP Gradually decreases.
Sleep = The character falls asleep, and cannot move
Slow = The ATB gauge fills up slowly
Heat = The terrible burns that cause K.O if you character takes any action
Freeze = The characters becomes frozen, and get K.O'd if physically attacked.
Mini = The character shrinks which reduces battle power & defense.

Now let's discuss about a very bad status effects that don't go away after the battle is over.

Petrify = The character becomes petrified and cannot move
Venom = The character can't gain EXP and AP, and character can't mov
Virus = The character can't gain EXP and AP after the battle because growth is stunted
Silence = The character can't use magic
Darkness = The character's vision is impaired, and physical attack accuracy is decreased.
Trouble = The damage one character's received transfers to others character.
Zombie = Healing items, and magic cause damage to the characters.
Vanish = The character vanished and cannot be hit by physical attack.
The characters reappears if hit by magic.

Enough talking about bad stuff, now let discuss about good status effects.

Auto Life = The character revivies from K.O automatically, once during the battle.
Regen = HP gradually increases.
Haste = ATB gauge fills up faster
Float = The characters float and does not receive any earth damage.
Shell = Damages from magic attacks decreased.
Protect = Damages from physical attacks decreased.
Reflect = Magic is reflected back to the caster.

Remember that if all your party members incur K.O, stop, petrify, or venom during the battle, it's GAMEOVER ! Also you won't received any EXP or AP if you're still under K.O, petrify, virus, or zombie status when the battle ends

=====
Trance Mode:
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When trance occurs the character will transform and your power will increased while you're under Trance. In addition to greater attack power, you'll receive a new battle command. Here are some facts about trance.

About Trance :

-
1. The trance gauge will increases as you take hits from the enemy.
 2. The trance gauge doesn't increase if you got hit from other party members.
 3. If you gout afflicted by Zombie, the trance gauge will goes down completely.
 4. When the trance gauge fills completely, it's party time !

Condition that stop/prevents trance:

-
1. End of battle. Trance gauge will goes down to zero.
 2. During the battle. Trance gauge decreases to zero as you take actions during the battle.

You could say that the origin of trance comes from hostility. The

hostile energy of enemy attack induces trance,that's why being attacked by your allies can't cause trance.By the way,the trance gauge appears both in battle,and in the status menu,which is under the main menu. Unfortunately,not everyone can archieve trance,i guess it's only for the chosen one.

Icons that appears over the head:

During your advanture,you'll run into lots of suspicious looking things. That's when a field icon might popup over you head : "?" or "!"
Press action button when you see the icon and something will happen.

Battle System :

Basic battle controls :

O	Confirm
X	Cancel
Triangle	Switch to next ready characters,when the ATB gauge is full
Square	Hold down to clear menu
L1 R1	Select single/multiple targets
L2	Turn the target window on/off
Start	Pause
Select	Turn on/off help menu

ATB:

ATB stands for ACTIVE TIME BATTLE.
Time during battle is managed by the ATB system.There are 2 ATB modes,active and wait.
You can select them in config menu.

ATB mode :
Active -> Always real time,time never stops during the battle
Wait -> Time stops while you selecting magic and items.

If you're a beginner i think you should choose "Wait".Active mode is more for advanced players.

Damage Point:

Numbers and details pop up during the battle whenever your HP and MP change.
Numbers appears in 2 different colors -> White and Green.Example :

9999	HP Change
	White numbers indicate damage
	Green numbers indicate HP recovery
9999 MP	MP Change
	White numbers indicate loss
	Green numbers indicate MP recovery
Miss	When attack misses
Critical	When you deal greater damage than usual
Death	When you get KO'd
Guard	When status attacks and elemental attacks have no effect

Order:

The order option involves not only the line up, but also the battle position.
There are 2 battle positions : Front and Back row.

Front Row : You can deal big damage with attack, but you can also receive big damage from attacks.

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

You can change this settings with the order option. You can also switch between the Front and Back row during the battle, by selecting "CHANGE". If you use magic or long-range weapons, you can deal just as much damage from the back row as you can from the front row. In tough battles, adjusting battle positions might save your character's life...

=====
Game Controls:
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In the world map :

Square = Call a moogle to save your game
Select = Toggle navigation map
O = Enter buildings
L1 R1 = Camera Control
L2 = Lock/Unlock camera position
R2 = Switch perspective

In the battle :

O = OK
X = Cancel.
Triangle = Change characters
Square = Hide windows.
L1/R2 = Select All Target
R1 + L1 = Run away.

In the airship :

O = Fly forwards
Square = Fly backwards
X = Get off from the airship
Triangle = Enter airship
L1 / R1 = Turn without moving

=====
Strategy:
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1. Level and AP

In FFX, if your level is up, the monsters don't get stronger. So if you feel monsters a little strong, just walk around, have some battles and level up your characters.

Experience is divided into all the characters at the battle. (So if only one character was alive and beat the monster, he/she will get four times as much experience as usual.)

As for AP, the AP give to each character is decided and never changes.

2. Game Over

Your game is over when all the characters' HP are 0, or all are petrified, or stopped. So, if your character got these status, you should recover them as soon as possible.

3. Ability

In this game, each character learns abilities by equipping weapons, armors or accessories. There are two kinds of abilities, Action ability and Support ability. You can use action abilities just after you equipped some weapons, but you NEED to set or equip support abilities.

4. About Boss monsters

In a battle against boss monsters, you will get no experience. Instead, each boss has some good and rare items. If you can fight on a safe side, let Zidane steal such items.

5. Useful elementary operation

You can reset the game by pushing R1+R2+L1+L2+start+select.

To change of ability window and equip window -- start button

To skip a character -- triangle button (This is very useful. You should skip a healer such as Garnet or Eiko, until some characters get damaged.)

You can use your magic to all enemies by pushing R1(or L1).

If you want to run away from the enemy, just keep pushing R1+L1. (Sometimes this requires much time. Using Zidane's skill will be much better.)

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Maps :

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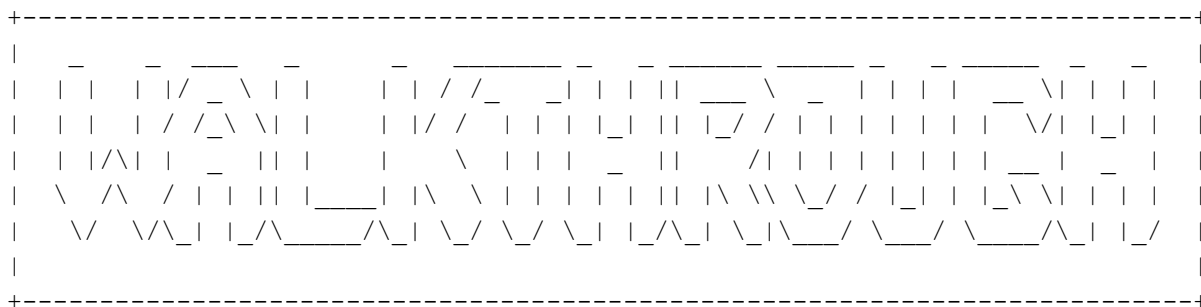
FF9 Worldmap : <http://www.rpgplanet.com/ff9/worldmap.html>

Chocobo Air Garden Location : <http://www.rpgplanet.com/ff9/airg.html>

Chocographs Maps & Info : <http://www.rpgplanet.com/ff9/chocobographs.html>

More information about ff9 can be found at my ff9 website :

<http://www.rpgplanet.com/ff9>



The Beggining....:

After the opening FMV, get 47 gil & a potion on the back of the room, then, light up the candle in the middle of the room. Now you can rename your character. His default name is Zidane. When you done, you will fight a big huge creature, which is Zidane boss, Baku. After the battle, Baku will called all of them to the meeting room to start the meeting. Once he finished to tells you your mission, he will ask you a question. Choose the second option, and another FMV will shows up.

Now you'll be controlling the black mage. From this starting point, go south to the next screen. There's a zombie card in the lower-left corner of the screen, a lizard man card behind the statue, and sabakin card near the statue. Head west and go back to the starting point. Pick up 2 potion on the left side of the street, then enter the house on the right. Get 9 gil under the bed in the 1st floor, fang card in the dresser

on the 2nd floor, and potion under the table in the 1st floor.
Leave this house and head north to the next screen. Get 33 gil on the lower right corner of the screen, and a Goblin card on the lower left corner of the screen, then enter the bar in the middle of the screen. Get a Purin card on the lower-left corner of the screen (near the barrel), 27 gil near the broken stairs, and potion on the lower-right corner of the screen. Exit the bar and head west to the next screen. There's an item shop on the upper right corner of the screen. Enter it and get 38 gil in the lower right corner of the screen, near the junk. Talk to the shopkeeper, and buy any items (if you want it), once you're done, head north to the Event Square.

Talk to the ticket man, and he will recognize that the black mage ticket is fake. But he will give you 3 cards in return, and he'll tell the black mage to find Alleyway Jack, to learn more about the card game. Head west and enter house on the right (Synthesis Shop) and get ether on the lower-right corner of the screen. Exit the house, get phoenix Pinnion, near the brigade to Alexandria castle.

There are 3 girls playing skipping game in the front of the inn, You can play with them if you want. Once you're done, head west to the next screen, and a Rat Kid will show up. Later, he'll ask the black mage to help him. Choose the 1st option three times, then follow the Rat Kid. Enter the bell tower on the left, and the Rat Kid will ask you to climb up the tower first. After that, a moogles (mognets) will fall down from the tower and it will hit the black mage. Once you'll be able to control your character, get Tent on the lower left corner of the screen, and a potion at the lower right corner of the screens. Talk to Kupo, and choose the first option to save your game here.

Climb up the bell tower, and get 29 gil on the lower left corner of the screen (near the bird nest). Head up and the Rat Kid will ask your name. After renaming your character (Vivi), follow the Rat Kid (His name is Puck) to the upper right corner of the screen, and you'll be able to control Zidane again.

After the FMV, Baku will now start the play. Later, you will encounter a battle. Defeat them, and don't use any SFX command, just attack them as normal. After that, you will play a "Button Pressing" mini game with Blank. Press the button quickly, and you'll be fine (Example: Blank asks you to press X button, so quickly press X button). Once you're done, choose the second option to finish the mini game.

Inside Alexandria Castle:

Now Zidane and Blank have successfully sneak into Alexandria castle, knock the guard off, and take their clothes :), then you will be able to control Zidane again. Head up to the stairs, and here you will meet up with Princess Garnet for the first time in the game...

Meanwhile, Zorn and Thorn will report to the Queen that Princess Garnet is missing. The Queen will tell the Pluto Captain, Steiner, and General Beatrix to search for the princess. After renaming your character (Steiner), head down from the stairs, and you will meet up with the soldier No.2 & No.3 who's were stripped by Blank & Zidane. After the following sequence, head back to the room where the guards get knocked down by Blank & Zidane, and get phoenix down in the lower left corner of the screen. You can save your game by talking to the mooglet over there. Once you're done, go back to the previous room and head north to the next screen. There you will find soldier No.05 running along the corridor. Talk to him, then head east to the next screen and find soldier No.09. Head back to the previous room, go down to the stairs, and enter the library on the lower left corner of the screen. Talk to soldier No.04, then head out from the castle, and talk to soldier No.08, near the fountain. Head west to the next screen, and talk to soldier No.07, then head

north and climb up the tower.

Inside the tower you will meet up with soldier No.06.Talk to him two times,and he will give you an Elixir (only if you found all the soldier members).Now continue to the top of the tower.Outside the tower you will see Zidane chasing princess Garnet running around the opposite tower.After that,another FMV will shows up,and you'll be able to control Zidane again.Head east to the next screen,then follow princess Garnet down to the stairs.Here,she'll reveal herself as Princess Garnet and ask Zidane to kidnap her.

After the following sequence,Cinna will shows up and he'll will open a secret passage into the Engige room.Even though Steiner and soldier No.? also found the secret passage, the soldier No.? (Blank) will jumps up and he'll plug the hole with his body,so Steiner can't pass through,and runs to the other way.Head to the next screen,where Steiner will meet up with the party once again,and you'll encounter a battle with him.After the battle,Steiner will break up the soldier's armor to revealing his true identity,Blank.Then,lots of oglops will pop up from Blank's body.Zidane and Garnet use this chance to ran away,and they will go up to the stage.

Meanwhile,Vivi and the Rat Kid will get chased by the soldier No.7 & No.8 and ends up in the stage too.Vivi will cast a fire spell to attack the guards,but the spell is burns the clothes that Garnet wearing.After that,you will encounter a battle with Steiner two times.Once the battle is over,another FMV shows up,and the airship will crash down into a forest.

The Evil Forest:

Monsters in this area :

=====
Name : Goblin
HP : 35
EXP : 21
AP : 1
Gil : 88
Steal : Potion

Name : Fang
HP : 70
EXP : 23
AP : 1
Gil : 90
Steal : Potion,Phoenix Down
=====

You can talk to the mognet and save your game here.Head right to the Evil forest. Here you will encounter a Random battle,which is a good time to gained some levels for Zidane.Why ? Because if you fight the enemies here when Vivi & Steiner joined the party,the EXP you'll get will be splitted for 3 party members (even for 4 party members, if Garnet joined the party).So this is a good time for zidane to gained some level,since each Goblin or Fang you kill,you will receive about 23 EXP points.After gained about 3 or 4 Levels (you can gained more if you want it),save your game,and head back to the evil forest and go to the upper-right corner of the screen.There you will meet up with Steiner,Vivi and Garnet,who's got trapped inside a monster cage.Now you will encounter a battle.

Zidane will start the battle with a Trance mode,so just use Zidane's "Free Energy" skill and you'll win the battle easily.Notice that the monster will sucks Garnet HP each 2 or 3 turns.So,don't forget to use potion to her.

After the battle, the monster will run away with Garnet, and another monster will show up and it will grab Vivi this time. Actually this battle is the same as before, the difference is Zidane will not start the battle with Trance mode, and Vivi will keep casting fire on the monster. After you defeated the monster, Vivi and Steiner will get poisoned, and all of them will be carried back to the ship.

After checking all of the ATE's, open the treasure chest on the right to receive Bronze Glove. Go downstairs, and open the chest on the left (Wrist), near the spiraling stairs. Head right to the next screen, and get Ether (next to the door), and 116 Gil on the top bed. Talk with Vivi, then get out where Zidane will have a flashback of his first meeting with Garnet, at Alexandria castle.

Now head west to the next screen, and get the ether. You can't enter Steiner's room right now, so go downstairs. Open the treasure chest in the upper left corner of the screen (Rubber Helm), then go through the right room, and talk to Baku. After Baku leaves the room, get a potion inside the treasure chest, and go back to the previous room. Talk to Baku and choose the first option, and you will encounter a battle with him. After the battle, head back to Steiner's and Vivi's room. They will join the party (don't forget to take the ether in the room where Steiner was locked in). Return to where you fought Baku earlier, and head down, Blank will show up and give Zidane Blank's Antidote. Head out from the ship, and save your game. Notice that you can also buy items from Cinna. Get Phoenix down in the upper left corner of the screen, and when you're ready to go, head east to the evil forest again.

Return to Evil Forest:

Head to the screen where you saw Garnet being taken away by those monsters, and head north. In the next screen, take the right path and go to the next screen. There you will reach a small spring, and a Mogret hiding inside the tree trunk. You can restore your HP/MP by drinking the water from the spring, and you can gain some levels for Steiner & Vivi, then go back here to heal your party. When you're done, save your game, and head east. Follow the path until you reach the cave. Inside the cave you will find Garnet, and you'll encounter a BOSS battle.

Boss: Plant Brain.

HP: 1850

Steal : Eye Drops, Iron Helm

Gil : 468

Strategy: This boss is weak against fire, so be sure to use Vivi's fire magic, and Steiner's Fire Magic Sword combination. After a few rounds of fighting, Blank will show up and help you.

Then continue the battle as usual and you should win easily.

On your way out from the forest, a horde of Plant Spiders will keep chasing the party. If you encounter those plant spiders, just use Vivi's fire magic on all the enemies (Press L1), and they'll die instantly. Head south to the next screen, and you will see another cool FMV. That night, all of them will camp on the outskirts of the forest, and Garnet will wake up. After some talking, they will sleep, and in the morning, a Mogret named Monty will show up. Once you're done, you will automatically head out from the evil forest to the world map for the first time in the game.....

** Note that you can actually save your game in the world map by calling

** a Mogret (press square button) and choose the top option two times.

Now head south from the evil forest and enter the Ice Cavern.

But if you run out of potions you can head east and enter a place called "North gate"

first and buy potion there.You can also found a treasure chest containing a potion and an eye drops there.

Ice Cavern:

Monsters in this area :

=====

Name : Weird
HP : 130
EXP : 44
AP : 1
Gil : 115
Steal : Phoenix Down,Tent,Potion

Name : Purin
HP : 75
EXP : 40
AP : 1
Gil : 110
Steal : Potion,Phoenix Down

Name : Cave Imp
HP : 75
EXP : 34
AP : 1
Gil : 118
Steal : Potion,Phoenix Down

=====

In the first screen of the cave,open the treasure chest to get a Tent, then head north to the next screen.Walk around the ledge,and open the chest to receive potion,then examine the wall on the right.Vivi will automatically cast Fire on the ice wall,and you will receive an Ether.Head up to the next screen.Get the Potion inside the treasure chest,then head down and let Vivi melt the pillar to fall,and get the Mage Masher.There's another meltable wall on the upper left corner of the screen.Examine it and get the Elixir.Now head to the next screen.Open the chest on the right and get the Phoenix Down.Examine and melt down the wall of the left side on the screen,and open the treasure chest,then head to the next screen.Here you will reach an intersection.First,choose the left path,and examine the frozen magnet.Vivi will automatically release him from the ice,and you'll be able to Save your game here.Now go back to the intersection,and this time,choose the right path.Here all of the party members will get frozen.After a few minutes,Zidane will wakes up,and hears a bell.Head to the next screen,and you will encounter a boss battle.

Boss:Black Waltz,Sea Lion.

HP:Black Waltz (400 HP),Sea Lion (500 HP).

First,kill the black mage or he'll be able to cast heal spell to aids the Sea Lion. After killing the black mage,keep attacking the Sea Lion until you win the battle. If Zidane is in trance mode,quickly use Zidane's "Tidal Flame" skill,it will cause 300 damage to the both of them

Once the battle is over,go back to the previous screen,and the others will wakes up. Go to the next screen (where you fight the boss)and climb up to the top of the cave,then exit the cave.Outside the cave you will be able to rename Garnet.After that,you will go back to the world map.Head to Village of the Dali.

Monsters in this area :

```
=====
Name       : Carve Spider
HP         : 125
EXP        : 40
AP         : 1
Gil        : 106
Steal      : Hi Potion,Potion
```

```
Name       : Muu
HP         : 88
EXP        : 23
AP         : 1
Gil        : 104
Steal      : Potion
=====
```

```
-----
Village of the Dali:
-----
```

Once the party arrives,all of them will automatically enter the inn on the right side of the screen. Inside the Inn,Zidane and Steiner will have some talk,until they hear Vivi snoring,and decided to go to sleep.In the next morning,get Antidote inside the treasure chest on the lower right of the screen,and potion inside the chest on the left side of the screen. There some ATE's to do here,so be sure to check them out.Head out from the inn,and talk to Vivi (Standing near the windmill).After talking to him,Vivi will get kidnapped, but Zidane doesn't know this yet,so keep on going.

Enter the house (weapon shop) on the left.There you will have some talk with Garnet,and choose whatever options you want.Once you'll be able to control of Zidane again,talk to the shopkeeper,and you'll be able to buy weapons/armors for the first time in the game.

Once you done,head out from the shop,and go north and.Enter the windmill in the left side of the screen,and get Aries coin behind the sawmills.There also a 2 treasure chest in the 2nd floor,but i have no ideahow to get them.Head out from the windmills,and head back to the inn,then talk to Garnet.After doing some talking with her,Steiner & Vivi hasn't come back yet,so they'll decided to find them.Head out from the inn,and go to the place where you find Vivi last time (near the windmill).After you hear Vivi's voice linking from the underground,enter the windmill on the left,and open the manhole over there,then go down to the basement.

Get the treasure chest in the first screen of the basement to receive 156 Gil, then head north to the next screen.After the following sequence,you'll be able to control your characters again.Get potion in the chest inside the little house,and along the path there is a chest with an eyedrop.Now head north to the next screen.In the next screen,there's a mognet hiding inside the barrell.Save your game if you want,then climb up the boxes,and open the chest to receive an Ether.You can also kick the handle of the pulley to receive a chest contain a potion.Head north to the next screen.Open the treasure chest in the middle of the screen to receive Leather Wrist,and climb up the boxes on the right,and open the chest to receive an Iron Helm.Head north to the next screen.There Garnet & Zidane will stop and hear Vivi's voice from the crates over there and Zidane will let him out.Open the treasure chest on top of the screen,to receive 95 Gil.You can also enter the door over there,but if you do this,from now on you will encounter a random battle in this area,so think about it.

```
Monsters in this area :
```

```
=====
Name       : Ghost
```

HP : 118
EXP : 48
AP : 1
Gil : 126
Steal : Hi Potion,Potion

Name : Vice
HP : 130
EXP : 47
AP : 1
Gil : ?
Steal : Potion,Echo Screen
=====

Enter the door (if you want it),and get the Phoenix down,Phoenix wing,and the potion from the treasure chests.Go back to the previous room,and head east to the next screen. There you'll find a poor chocobo riding the wheels and trying to get those gysahl greens...

Head north to the next screen.After the following sequence,you'll be able to control Steiner again.Head down the stairs,and get 135 Gil inside the treasure chest near the stairs,and a Hi-potion inside the chest blocked by a cart near the entrance,and head south to the next screen.There you will see a cargo ship in the open.Steiner will examine the barrell,and he'll released the entire party members from the barrell. After that,you will encounter a boss battle.

Boss:Black Waltz #2

HP :About 1250

Strategy :Don't use any Vivi's black magic,instead keep attacking him with your normal attack,and use Steiner Fire sword attack.Use Garnet to healing the party members,and keep attacking him until you win the battle.

Once the battle is over,choose the 1st option to rest in the inn,and save your game. Head back to the airship,and enter it.Once you regain control of Zidane,open the door in the front of you. Inside that room,your party will find out that the airship was actually controlled by a group of black mages.Now head up to the stairs,there you will find Steiner sprawled on the deck.After talking to him,enter the control room on the left.After the following sequence,you will encounter another boss battle,so be prepared.

Boss:Black Waltz #3

HP:1100

Strategy:This one is little tough,since you will fight him without Garnet on your party. So use Vivi to heal the other party members (using potion or hi-potion),and keep attacking him,until you win the battle.

Once the battle is over,he'll go off,and try to destroy the airship. After the following FMV's,the party will reach safely into Lindblum.

Lindblum Grand Castle:

Once you arrives in Lindblum,you'll be taken to meet the ruler of Lindblum, Regent Cid. Head south to the next screen,and enter the elevator.After some talking, finnaly you will meet up with Cid,and he was hiding behind the chair :). After some talking with Cid,Zidane will head to the bar in Lindblum town. There you will meet up with Freya Crescent,Zidane's old friend,and you'll be able to rename her.In the next morning,you will find yourself inside the inn on Lindblum town. Vivi will shows up,and have some talk with Zidane.Later he'll leaves you,and you'll be able to control Zidane again.Head to the next room,and talk to the mognet over there to save your game.

Head down the stairs to the first floor of the inn. Get 163 gil at the lower left corner of the screen. Head out from the inn, and there's an ATE to do here. After checking the ATE, head north to the next screen, and enter the house in the middle of the screen. Open the treasure chest over there to receive Hi-Potion, and Echo Screen. Exit the house, and head north to the next screen (the path on the left). Enter the church and climb up the ladder and open the treasure chest over there. When you're done, exit the church, and head south to the previous screen, and this time take the path on the right, it will lead you to the central square. Here you can find Items, weapons and Synthesis shop. Buy anything you like (I suggest you to buy butterfly sword, or ogre sword at Synthesis shop) and once you're done, head back to the inn and head south two times to go back to the world map.

The enemies here are very tough, but you'll receive about 150 EXP points, each time you defeat them. Once you've gained some level (or not), enter a "?" place near the forest (Pinnacle Rocks). There's nothing much to do here, just open 2 treasure chests on the lower right corner of the screen to receive Elixir and Phoenix Down, then head back to Lindblum. You can rest at the inn first before you move on. Now head east from the inn, and go to the next screen. After checking the ATE, enter the Air cab, and choose the first option.

Once you've arrived here, head out from the station, and enter the house on the lower-right corner of the screen, and open the treasure chest over there to receive Ore. Exit the house, and head North West to the next screen. Enter the house with a big clock in the top, and you will see another ATE. Once you'll be able to control Zidane, open all treasure chests in this room, to receive 68 gil, 97 gil, and 182 gil. Also, examine the top bed to receive Mini-Burmecia. Head out from the house, then head back to the station, and enter the Air cab again. This time, when you're given an option, choose the third one. Once you've arrived, head south to the next screen, and enter the castle. Go upstairs, head right then south to the next screen. From here (Main hall, with the fountain), head east to the next screen, then head north and enter the resting/guest room. Go left, and you will meet up with Steiner. Once he leaves, open all the treasure chests in this room, then talk to the Mog to save your game. Head out from the resting room, and go back to the main hall (near the fountain). There you'll hear a song, and guessing that was sung by Garnet. Talk to the soldier near the lift, then go back to the previous screen (one screen before the resting room) and talk to the guard in the lower left corner of the screen. Zidane will take off his uniform, and lock him inside the cabinet in the resting room :).

Go back to the main hall, and enter the lift in the south. Choose to go upstairs, and once you've arrived, take the path on the left that leads to the lift engine room. Go upstairs, and outside the viewing tower, head up and you'll meet up with Garnet again. After doing some talking with her, you can move the telescope by using your D-Pad buttons, and you must find all the "!" areas in the map.

Once you're done, Garnet will start to sing again, and there will be another event with Steiner, Vivi, Freya and Cid Lindblum. After that, the screen will go back to Garnet & Zidane again. In the next morning, save your game by talking to the Mog over there, then head out from the resting room, and go to the main hall. Head north, and in the next screen, go left, and go downstairs, then head right to the outside of the castle. Now enter the air cab in the left side of the screen, and you'll be taken to the Entertainment area, to start the hunting tournament. Also, you will see Garnet and Steiner at the top of the bridge, but both of them will cheer up for Vivi instead of Zidane :)

The Hunting Tournament:

Here's the list of the enemies that can be found in the streets of Lindblum town.

Theater Area:

1. Outside Air cab station 1x Trick Sparrow, and 1x Muu
2. Near the big clock 1x Trick Sparrow
3. In the screen south from the big clock 1x Fang

Bussines Area:

1. Outside the air cab station, near the inn 1x Trick Sparrow, 1x Muu
2. In the left side of the screen, at the shopping area. 1x Fang
3. Outside the Church 1x Fang, 1x Trick Sparrow
4. Boss : In the main square at the shopping area, near the fountain.

Industry Area :

1. Outside air cab station 1x Fang walking around the statue
2. Near the staircase 1x Muu
3. Outside the house on the next screen 1x Muu

Go outside the Air Cab station, and quickly kill all the enemies in this screen (1x Mu moving around the old man in the center of the screen, and 1x Trick Sparrow, in the upper left corner of the screen). Once you done, head north to the next screen with a big clock, and fight those trick sparrow again, then head south to the next screen. Here wait about 10 seconds until the fang shows up, and kill it. Now Head back to the air cab station, and go to the Commercial Area (1st Option). Once you arrived, go outside from the air cab station. Head to the center of the screen, near the inn, and a Trick sparrow should be appeared (If not, head south to the next screen, then quickly go back to the previous screen, and go to the center of the screen, the trick sparrow should be appeared now). Head north to the next screen, and fight those monster (Fang), standing in the left side of the screen, then head north again, to the next screen. Kill all the enemies in this area (1x Fang, and 1x Trick Sparrow outside the church), and once you done, head back to the previous screen. Now take the path on the right, and head to the main square (near the fountain). There you'll encounter a boss battle, but don't worry, you'll be fighting the boss alongside Freya.

Boss Battle : Zaghnol

HP: 1000

Tips: Use Freya jump skill (2nd option) in every turn. If you do this, the boss can't hurt Freya (while she's up in the air), so concentrate your healing to Zidane. I've win this battle alone, without Freya (she's dead) and i receive about 65 Hunting points. I don't know if you win the battle with Freya, you will get this points or not.

After the battle, you'll be taken to the Throne room with Cid Lindbulm. If you win the tournament, you'll receive 5000 Gil, and a Hunter's badge. Later, a wounded soldier from Burmecian kingdom appeared. Freya and Vivi will join the party with Zidane, but Garnet can't come since the party fears for her safety. So Garnet put a sleeping powder into the food that they'll eat, and DANG ! All of them fall asleep, off course except Garnet, and Steiner, who doesn't have a sleeping powder on their food :).

Later, both of them will leaves, and when the party's wakes up, Garnet & Steiner is already dissapeared. Once you'll be able to control your characters, head back to the resting room, and save your game by talking to the mogret over there.

Head out from the resting room, and go to the main hall. Enter the lift, then choose to go down to the basement. In the next screen, enter the vehicle on the right, and when you arrived in the next screen, open the treasure chest in the upper left corner of the screen, then enter the vehicle on the left and choose the 2nd option. Now you should be taken to a room with a mogret standing in the lower left corner of the screen. Save your game, if you want it, then talk to the guy in the pirate uniform to buy some items as you leave. (NOTE : I recommend you to stock up some healing items first, specially Potion, Phoenix Down, and Tent. You need them later to heal your party members, since you must beat the next dungeon without your main healer, Garnet.).

Monsters in this area :

=====

Name : Serpion (Quina Can learn Mighty Guard from this monster)
HP : 400
EXP : 139
AP : 1
Gil : 184
Steal : Antidote

Name : Vice (Quina can learn Vanish from this monster)
HP : 300
EXP : 212
AP : 2
Gil : 478
Steal : Ether,Echo Screen

Name : Lady Bug (Quina can learn Pumpkin Head from this monster)
HP : 245
EXP : 89
AP : 1
Gil : 193
Steal : Phoenix Wings,Hi potion,Tent,Eye Drops
=====

Now head north from here to reach a place called "Qu's Marsh". All you need to do here is catch a frog,then give it to a fat man/lady named (similiar like cait sith isn't it ?) "Quina",that is walking around the swamp.Later Quina will join the party.
After that,head out from Qu's Marsh to the world map.

Gizamaluke's Grotto:

From here,head east,cross the brigde,and enter the "Chocobo forest".
Once you enter the forest,the mognet inside the forest will give you a gysahl green, which is can be used to call a chocobo in the chocobo tracks outside the forest.So go back to the world map,and walk along the chocobo tracks over there and use the greens. TADA ! You've got your first chocobo in the game ! Note that the chocobos won't go away if you get off from them,so don't worry about it :).
Now that you have a chocobo,you can enter a place called "South gate",north from the chocobo forest.There,you can heal your HP/MP by drinking the spring water on the right. Also,examine for the "!" spot in this screen to get an "Ether" and "Mocha Coffee".

** BLUE MAGIC NOTE **

Now that you have Quina in your party,so you can learn blue magic for him first.Be sure to get all the blue magic that listed below before you go any further.

Vanish -> Learn from "Vice"
You can found it outside the Qu's Marsh
Pumpkin Head -> Learn from "Lady Bug" & "Hedgehod Pie"
You can found them outside the Qu's Marsh
Frog Drop -> Learn from "Gigan Toad"
You can found it inside Qu's Marsh
Aqua Breath -> Learn from "Axotolt"
You can found it inside Qu's Marsh
Mighty Guard -> Learn from "Serpion"
You can found it on the forest/shores outside linblum dragon's gate.

* OPTIONAL *

For the blue magic listed below,you can choose to get it or not, although,it's not necessary.Also,to find the enemy listed below,you

must go back to linblum,go to the bussines area,and head south from Linblum Inn to the world map.

Limit Glove -> Learn from "Axe Break"
You can found it outside Linblum
Level 3 Def Less -> Learn from "Carve SpideR"
You can found it outside Linblum
Mustard Bomb -> Learn it from "Bomb"
You can found it on the forest outside
Linblum/Pinnacle rocks go there to find it.

See ? Now you already learn 8 Blue magic in just a couple of minutes.
It takes a little time,but it's worth it ;) Also,if you need help to find the others blue magic for Quina,read my BLUE MAGIC FAQ,which can be found at
<http://www.gamefaqs.com>

Once you done,head west,cross the brigde again,then head north from Qu's Marsh and enter a place called "Gizamaluke's Grotto".

Monsters in this area :

=====

Name : Skeleton (Quina can learn Pumpkin Head from this monster)
HP : 400
EXP : 104
AP : 1
Gil : 209
Steal : Ether,Hi Potion

Name : Stingy
HP : ?
EXP : 88
AP : 1
Gil : 194
Steal : Hi Potion

Name : Lamia (Quina can learn Level 3 Def-Less from this monster)
HP : 995
EXP : 204
AP : 2
Gil : 494
Steal : Phoenix Down

Name : Black Mage type A
HP : ?
EXP : 114
AP : 1
Gil : 199
Steal : Tent,Phoenix Down

=====

Once you arrives,talk to the man on the right and you'll receive a bell from him.
Use the bell to open the door on the north,and enter it. In the next screen you'll meet up with Thorn & Zorn again,and they will call the black mages to kill you.After the battle,they will ran away,as usual.Now defeat the black mage that walking around in the north,and you'll receive another bell. Use it on the door on the top right.In the next screen,walk around the stairs and don't forget to get the Pointed hat under the brigde.

There will be a mognet examining a huge bell in the center of the screen.After talking to

them,open the treasure chest in the center of the screen,then use the bell to open the door in the right.Here,talk to the mognet in the upper right corner to save your game,then talk to the other mognet to receive a gold bell.Head back to previous screen,and use the gold bell to the door on the left,then enter it.Here you'll encounter a boss battle,watch out !!

Boss : Gizamaluke

HP : About 3000

This battle can be very tough,specially if you're in low level,so i suggest you to gain some level first,before you fight this boss.Use Freya jump skill as usual, and let Vivi and Quina heal the party with Potion.

South Gate:

After the battle,you'll be able to control Steiner again.

Talk to the guard in the north,and after some talking,they will let steiner pass through.Here talk to everyone, then head to the upper right corner of the screen.A guard will shows up and he will notice that you can't pass through the gate without a Gate pass. After he leaves the screen,get the Gate pass in the ground, then continue to the next screen (upper right). After some talking,you'll be able to control Garnet again.Get a potion inside a treasure chest near the mognet on the left,then save your game.There's an item shop to the right.Buy any items you want,then talk to the man in the north and pick the top option

2 times.After the train leaves,the screen will back to Zidane & the party again.Enter the door

on the north and you'll back to the world map.From here,just head north to Burmecian Kingdom.

Burmecian Kingdom:

Monsters in this area :

=====
Name : Ironette
HP : ?
EXP : 576
AP : 2
Gil : 269
Steal : Gold Needle,Hi Potion

Name : Basilisk
HP : 345
EXP : 164
AP : 1
Gil : 233
Steal : Hi Potion

Name : Mimic (looks like treasure chest)
HP : 345
EXP : 320
AP : 2
Gil : 777
Steal : Antidote,Potion

Name : Magic Vice (Quina can learn Magic Hammer from this monster)
HP : 300
EXP : 212

following sequences, the Train will stop, and the party will go outside. There you'll encounter a boss battle with Black Waltz #3 again.

Boss : Black Waltz #3

HP : 1400

Just attack him with your normal attack, and Heal if necessary.

After the battle you'll be back inside the train, and Garnet will have some talk with Marcus.

Once you arrived here, head north to the next screen (there's an item shop in the east). Take the path on the right, jump across the bridge, and head right to the next screen.

Take 1610 Gil in a chest to the south, then head right to the next screen. After the guard check your Gate Pass, head right and you'll be back on the world map.

Monsters in this area :

=====

Name : Trick Sparrow

HP : 191

EXP : 63

AP : 1

Gil : 198

Steal : Rude Stone

Name : Carve Spider (Quina can learn Level 3 Def Less from this monster)

HP : 123

EXP : 48

AP : 1

Gil : 124

Steal : Tent, Potion

Name : Ghost (Quina can learn Roulette from this monster)

HP : 118

EXP : 48

AP : 1

Gil : 126

Steal : Hi Potion, Potion

Name : Mandragora

HP : 662

EXP : 307

AP : 1

Gil : 595

Steal : Hi Potion, Tent, Echo Screen

=====

Dark City Treno:

Once you arrived here, the party will have some talk, then both Dagger & Marcus will leave Steiner alone. Once you be able to control Steiner, take the path on the right. Here, go right and open the treasure chest over there. There's an item shop in the north (near the treasure chest), and an Inn in the left. Once you done shopping, head north to the next screen. There's a magnet in the center of the screen, save your game, then head left to the next screen. Grab 2225 Gil in the upper left corner of the screen, then enter the auction house in the north. Here you'll meet up with Garnet again. After some talk, you'll be back outside the auction house, and this time you'll controlling Garnet

instead Steiner. Head back to the inn (near item shop) and rest. In the morning, go downstairs and talk to Marcus. Follow him to the next screen, and go downstairs. Talk to Zidane boss (Baku) and the screen will switch to Kuja then back to Garnet & the party again.

After the following sequences, you'll be back at the Inn. Go outside the inn, and head south to the next screen. Here take the path on the left, and in the next screen open the treasure chest on the left, and enter the door in the north-east. Go upstairs, and talk to the man over there (Tot). After the following sequences, you be able to control Garnet again. Climb up the ladder and enter a small hole in the upper right corner of the screen, then you'll arrived at Gargan Roo. Talk to the mognet in the bottom of the screen, and save your game here.

Gargan Roo:

Monsters in this area :

=====

Name : Crawler
HP : 625
EXP : 480
AP : 2
Gil : 323
Steal : Phoenix Down, Hi Potion, Antidote

Name : Dragon Fly (Quina can learn Matra Magic from this monster)
HP : 348
EXP : 249
AP : 1
Gil : 307
Steal : Tent, Eye Drop

=====

Now take the left path. Here, open the treasure chest on the right, then head left and press the switch over there. Open the treasure chest on the left, then go back to previous screen. Take the path on the right. In the next screen, head right and pull the lever over there, then go back to previous screen. Examine the switch on the left and a Giant Ant will appears. After the following sequences you'll fight a boss battle

Boss :

HP : About 2400

Strategy :

Attack it with your normal attack. Heal if necessary.

Once you arrived in the next screen, head left. There you'll meet up with Thorn & Zorn once again. After the following sequences the screen will switch back to Zidane & the party again.

Now you'll be back in the world map. Head west and enter a place called "Cleyra's Trunk"

Cleyra's Trunk:

Once you arrived at Cleyra's Trunk, head north to the next screen. Here press the switch on the right and the door on the north will opened. Enter it and open the treasure chest on the right, then head north. There's a treasure chest in the south. Open it and head east to the next screen. From here, head north to the next screen. Open the treasure chest on

the left, then head south and examine the small hole over there. Pick the 2nd option, then head back to previous screen. Climb up the vines to the next screen. Now head west, and here open the treasure chest on the right then head left to find a magnet. Save your game, then continue north to next screen. Open the treasure chest in the north, then head east to next screen. Continue east, and here open all the treasure chest in this screen then take the right path and go north to next screen.

Here open the treasure chest, then continue north to next screen. Push the lever over there, then go back to previous screen. Head south, and now take the left path. Open the treasure chest then continue north to next screen. Open the treasure chest, then go back to previous screen and head left. Here you will arrive to a room with three whirlpools. Head left to the next screen. Open the treasure chest on the left, then climb up the ladder. From here go right and you'll arrived in Clebra's Town

After the following sequences choose the 2nd option and head north to next screen. Here enter the inn on the north. You can rest here if you want, then go upstairs to find a magnet and save your game.

Examine the drawers near the bed in the 2nd floor of the inn to receive an item. Go back to the first floor, and get an item in the upper left corner of the screen (near the inn keeper). Once you done, head out from the inn. Here, examine the tree on the right to receive an item, then continue north to the next screen. Talk to the guard on the right, then continue going north. Enter the small castle in the north, and talk to the guard over there. Go back to the inn and when you reach outside the inn another guard will shows up. After the following sequences, he'll leaves, so follow him south to the next screen. From here, head right and you'll see the Rat Kid (Puck) you've met earlier in the game, and after Freya shows up, you'll encounter a boss battle.

Boss Battle : Ant Lion

HP : 4000

Strategy :

Be careful with the sandstorm attack, it will reduces your party's HP down to the single digits. Use Freya jump skill as usual, and let the others attack it with normal attack, except Vivi, just let him cast Blizzard 2 to the boss, it will do about 1200 damage.

After the battle the Rat Kid will leaves, and Vivi will follow him. Now the screen will switch back to Freya & Zidane inside the small castle. Here Freya will performing her dance skill (Well, it's funny to see Freya dancing like that ^_^), and after that, another FMV will shows up, then the screen will switch over to Marcus & Steiner inside the bird cage. After that, the screen will switch back to Garnet inside her room in Alexandria. Later, Thorn & Zorn will shows up and they will bring Garnet to the throne room. There Garnet and Brahne will have some talk, then Kuja will suddenly appears and he'll make Garnet falls to sleep.

You will now control Freya. Save your game at the inn, then continue going south to the next screen. There you'll meet up with Zidane & the others, and they'll head south to the next screen.

Here climb down the ladder, then head right to the next screen. Continue right to a screen with a sandwhirl you've found earlier (it will stopped by now), and you'll encounter a battle with 2 soldier. Defeat them, then open the 2 treasure chest in the north, and head right to the next screen. From here, keep going south until Zidane & Freya stopped at the brigde and have some talk. After that the Rat Kid

will shows up again,and you'll be taken to the village again.

From here,just keep going north until you've reach the Castle.There another dragoon will takes care of the black mages for you,and the party will ran inside the castle.

After some talk with Freya,Beatrix will suddenly appears and she'll stole the red jewel on the right,then she'll ran away.Head south to the next screen,and save your game here.Talk to the people in this screen to receive various items,then continue south to the next screen. Outside the small castle,you'll encounter a battle with her again.

Boss Battle : Beatrix

HP : About 3000

Strategy :

Use Freya jump skill as usual.If Vivi already learn Fire 2,use it to attack her,and let Zidane & Quina attack as normal.After you hit her about 3000 damage,she'll attack the party and reduce party's HP down to 1.

Once the battle is over,Beatrix will escape.And after the following sequences you'll see another FMV (YaY,It's ODIN !!)
Now the screen will switch back to Zidane and the party again.Go upstairs,then south to the next screen.After the following sequences, you'll be back at the previous screen.Go downstairs and a mognet will shows up upstairs,so follow it to the next screen.Save your game here, then go back to the previous screen,and go downstairs.From here,head south to the next screen.Talk to Vivi in the south and choose the 2nd option.After that,the screen will switch back to Steiner and Marcus again.

Return to Alexandria:

Here Marcus will tell you to press the controller left and right to escape from the cage.So do it,and once the cage start to swinging over and over,you'll need to move the cage to the right twice,then move the cage to the left twice and repeat it until you crash to the right wall.

Climb up the ladder on the left,and head to the next screen.

Here Steiner will meet up with Zidane & the party again,then you'll have 30 second to find and save garnet,so hurry up and avoid battle as much as you can ! From here head south to the next screen and you'll back outside the castle.Head left

to a screen with a fountain in the south,then go north and enter the castle again.Keep going north and go upstairs.In the 2nd floor,head south to the next screen.Here go left,then go upstairs,and enter the door in the north.Continue north until you've reach the Throne room.

Examine the candle in the upper left corner of the screen,and the fireplace will move and open up a secret passage.Here keep going down and when you've reach downstairs,enter the door in the north.

There you'll meet up with Thorn & Zorn once again,and you will encounter a battle with them

Boss : Thorn & Zorn

HP : ?? (About 3000)

Use Freya jump skill in every turn,use Steiner & Vivi cast their Magic sword attack,and let Zidane attack as normal.You don't need to kill both of them,once you defeat one of them,the battle will over,so just concentrate your attack to one them,and you'll win the battle.

Once the battle is over,both of them will leave.Now head north to find Garnet.After the following sequences,Zidane will carries Garnet, and you'll be able to control Zidane again.Head south and talk to the mognet over the to save your game here.

Head south to the next screen,and climb back upstairs to the throne room.(Don't forget to open 2 treasure chest on the top part of the screen with that moving platform).Here you'll meet up with Thorn & Zorn again,and you'll encounter a battle with Beatrix.

Boss : Beatrix

HP : About 4500

Use Freya jump skill,let Steiner use his magic sword combination with Vivi,and let zidane attack as normal.If you got injured,just let Vivi use potion or hi potion to heal the party.

Once the battle is over,Beatrix will cures Garnet,and she'll join the party (Surprise,surprise !).After that you'll another boss battle,but this time you will fight it with only Freya and Beatrix

Boss : Beast

HP : 950

Use Beatrix sword skill No.3 ("Climhazzard") and you'll win the battle in one turn.

Now you'll be controlling Zidane & the party again,head downstairs and you'll encounter a battle with 3x Black mages,and then 2x Beast.Keep going down.Downstairs,Steiner will go back to Beatrix & Freya,then you'll encounter another battle with another beast.Kill it,and the screen back to Freya & Beatrix.There you'll encounter a battle with 2x Beast.After the battle,Steiner will shows up,and you'll encounter another battle with those beast again.Once the battle is over,the screen will switch back to Zidane & the party again.Enter the door in the north and save your game here.You can use Tent if you want,once you done,head back to previous screen.From here,head south to the next screen,and there the party will got trapped inside those cell again.After that,Blank & Marcus will suddenly appears from behind and knock down Thorn & Zorn (Ha ha...),then the party will escape to the next screen.Here,the party will jump into the cart over there,and then you'll encounter a boss battle.

Boss :

HP : 3800

Don't hit it when the tail is coiled around itself,or it will do an earthquake attack that damages the entire party.Let Vivi use Fire,or Fire 2 in every turn,and let Zidane attack as normal.If you got injured,just let Garnet cast Cure to the entire party.

Once the battle is over,you'll see another FMV,and then the screen will switch over to Queen Brahne at Alexandria castle.After the following sequences,Garnet & the others will wakes up at Pinnacle Rocks.

Pinnacle Rocks:

When the party wakes up,they'll approached by an old man,called "Ramuh".After doing some talk with him,you'll arrived in the next screen. Head south to find a Mognet and save your game here.Go back to previous screen to find Ramuh,and he'll tell you to find him 4 more times.After that head back to a screen with a mognet,and talk to Ramuh on the left.

After that,open the treasure chest in the south,then head left and talk to Ramuh (still in this screen).Now head left to the next screen.Here talk to Ramuh in the north, and open the treasure chest behind him,then continue north to the next screen.Cross the brigde to the right,then jump to the south and open the treasure chest over there.Talk to Ramuh on the left,then head left to next screen.Head north to the next screen,then cross the brigde in the north again,and this time,head left.Talk to Ramuh again,and you'll given an option.Choose the right answers,and another FMV will shows up.

After the folowing sequences,the party will arrives at Lindbulm.Once you be able to control your characters,enter the inn on the left. Go upstairs to the 2nd floor,and save your game here.

Now leave the inn,and head north.In the next screen,head right, then north to the main square (with the fountain).Here you'll meet up with the uncle ??? (i forgot his name...) and he'll will lead you to King Cid. When you be able to control your characters again,enter the house on the right to buy new weapons/armors here.Once you done shopping, head out from the house and talk to the man near the fountain and choose the 1st option.After checking the ATE,Garnet and Zidane will sneak to the elevator.Downstairs you'll meet up with Cid again and he'll guide you out from Lindblum.In the next screen,just head north and you'll be back at the world map.

Head back to Qu's marsh in the north and go to the frog swamp again. Talk to Quina,and he'll join the party.Now head back south to previous screen,and head to the far right of the screen,and head north. After doing some talk with Quina,continue north to the next screen, then head east and you'll arrived at Fossil Roo

Fossil Roo:

Monsters in this area :

=====

Name : ???
HP : 879
EXP : 912
AP : 1
Gil : 388
Steal : Ether,Hi Potion

Name : Seeker Bat (Quina can learn Night from this monster)
HP : 594
EXP : 449
AP : 2
Gil : 366
Steal : Tent,Eye Drops,Hi Potion

Name : Griffon (Quina can learn White Wind from this monster)
HP : 1470
EXP : 1856

AP : 2
Gil : 602
Steal : ??

Name : Feather Circle (Quina can learn Level 4 Holy from this monster)
HP : 619
EXP : 628
AP : 1
Gil : 378
Steal : Hi Potion

=====

When you arrives here,just head east and a demon will shows up and it will keep chasing after the party.If you're not fast enough to ran away from the demon,you'll encounter a battle with it.

Boss :

HP : About 1200

Just let Vivi cast Fire2 two times to the demon,and you'll win the battle.

Just keep going east until you've reach over the hole on the bridge then the party will jump over the hole,and the demon will falls down to the bottom of the earth :).

In the next screen you'll encounter another boss battle.

Boss Battle : Lani

HP : 6250

Let Vivi cast Fire2 in every turn,and have Zidane and Quina attack as normal.If you got injured,just let Garnet cast Cure to the entire party.DON'T FORGET TO STEAL GLADIUS FROM HER !

After the battle,head north to the next screen.Here pick up the flowers on the left then go over the tunnel and use the flowers to the Giant Spider,and the party will jumps into it for a ride.Head north to the next screen.There's a mognet in the bottom of the screen,so save your game here if you want.You can also buy items from the moogle by choosing the 4th options.

Now head north to the next screen.Here pick up the flowers and use it to call the giant spider to the right.In the next screen,head right and push the lever over there,then go back to previous screen and call the giant spider again,and you'll arrive in the next screen.In the next screen climb up the stairs to the left,and go north to the next screen.Open the treasure chest over there,then go back to previous screen,and this time take the upper right path to the next screen. Here go left to the next screen,and push the lever over there,then go back to previous screen.

-----optional-----

Inside this place (Fossil Roo),be sure to eat the enemy called "Griffon" to learn a very useful blue magic for quina,"White Wind",if you haven't learned it earlier.

-----optional-----

Head south to the next screen,and call the giant spider again.Once you arrived in the next screen,go right and pull the lever over there,and go back to the previous screen to call the giant spider again.Now you'll be back at the screen with a mognet standing in the south,so save your game here,then continue south to the next screen.Call the giant spider again,and when you arrived in the next screen,you can

talk to the man in the left to buy new items & weapons for your party. Once you done shopping,continue north to the next screen.Push the lever to the north,then head right to the next screen,and call the giant spider again.In the next screen,head right to next screen,and open the treasure chest over there,then go back to previous screen,and call the giant spider again.Head left and push the lever again,then go back to previous screen.Call the giant spider again,and you'll arrived in the next screen.

Now head right to the next screen.Climb up the vines to the right,and you'll falls downstairs.Here,go north and climb up the vines again,to the upper left corner of the screen,and push the lever over there,then go back downstairs.Head right to the next screen,and call the giant spider again.Once you arrived in the next screen,head right,then go north and you'll be back at the world map....

The Outer Continent:

Monsters in this area :

=====

Name : Griffon
HP : 1470
EXP : 1856
AP : 2
Gil : 602
Steal : ??

Name : Goblin Mage (Quina can learn Goblin Punch from this monster)
HP : 983
EXP : 912
AP : 1
Gil : 1136
Steal : Potion

Name : Sabotendar/Cactuar
HP : 1940
EXP : 4206
AP : 2
Gil : 1021
Steal : Ether,Tent,Phoenix Down

Name : Zagnol (Quina can learn Matra Magic from this monster)
HP : 1189
EXP : 1260
AP : 2
Gil : 546
Steal : Ether,Tent

=====

You can encounter a battle with Cactuar (Sabotendar),and Goblin Mage in this area,so don't forget to eat them to learn a new blue magic for Quina.You'll also encounter a battle with Griffon in this area,so don't forget to eat it,if you haven't learn "White Wind" skill from it earlier.....

Now go North East and enter a place called "Conde Petie"

Conde Petie:

After checking all the ATE's here,head right to the next screen.Continue

right until you arrived in a screen with a mognet standing near the stairs. Save your game here then go upstairs, and talk to Vivi to the right. After Vivi runs off to chase after the black mage, you'll be able to control your character again. Now head south and go back to the world map.

In the word map, just head to a nearby forest to the south east and enter it. (Note: You must go around the cliff first !)

Forest Maze:

Monsters in this area :

=====
Name : Myconid (Quina can learn Mighty Guard from this monster)
HP : 1372
EXP : 1368
AP : 1
Gil : 726
Steal : Eye Drops, Tent

Name : Zemzelet (Quina can learn White Wind from this monster)
HP : 1571
EXP : 2092
AP : 2
Gil : 889
Steal : Ether, Hi Potion
=====

Here, the screen will repeats itself, so the only way to find your way out is to pay attention to the owls. Everytime you go into the correct side you will see an owl fly off. You'll get to the Black mage village when the last owl flies away. You'll also see one mage peek out from the opposite side you're in. Follow the Mage at this point, and you'll be in the Black mage Village. (Source : IGN.COM)

In my game, the correct path is "RIGHT, RIGHT, LEFT, then RIGHT". I don't think it was random everytime you play the game, because i've play the game three times, and it always the same...

Inside this forest, be sure to eat the enemy called "Myconid" (that looks like a mushroom) to learn a very useful blue magic for Quina, "Mighty Guard"

Black Mage village :

Once you arrived here, head left to the next screen, then enter the house in the center (Synthesis shop). Here you'll meet up with Garnet again. After doing some talk with her, she'll leaves. Head out from this house, go left, and follow Vivi right to the next screen. Continue right to the next screen, and you'll find a mognet here, so save your game, if you want it.

Head back to previous screen, then go north and talk to Vivi at the inn. After the following sequences, the party will decided to get some sleep, and in the next morning, you'll regain control of your characters again. Now leave black mage village, and go back to Conde Petie.

Here (at Conde Petie), talk to a dwarf that walking outside the inn. After that, go south to the next screen, and save your game here, then continue right to the next screen. Keep going right until you've reach to the Mountain Path.

Mountain Path:

Monsters in this area :

=====

Name : Nole
HP : 1375
EXP : 1368
AP : 1
Gil : 691
Steal : Ether,Hi Potion

Name : Ochu (Quina can learn level 4 def less from this monster)
HP : 3568
EXP : 2092
AP : 2
Gil : 845
Steal : Ether,Hi Potion

Name : Troll
HP : 1469
EXP : 2092
AP : 1
Gil : 854
Steal : Tent

=====

After the following sequences,name the little girl Eiko,and she'll join the party.Head right to the next screen,climb up the vines,and go left to the next screen.Open the treasure chest on the left,and go back to previous screen.Continue right to the next screen, then go north to find a magnet and save your game here.Climb up the ladder on the left,then head right to the next screen. You'll see another FMV here,and after that,continue right to the next screen.There you'll encounter a boss battle.

Boss Battle : Hill Gigas

HP : About 7000

Let Vivi cast Fire 2 in every turn,and let Zidane attack as normal. Let Eiko Summon Fenrir in every turn,and if you got injured,let Garnet or Eiko cast Cure to the entire party.

After the battle,head right to the screen.Here take the right path, and open the treasure chest over there,then go back to previous screen. Now keep going north and you'll be back at the world map. From here,just head north and enter a place called "Madain Sari"

Monsters in this area :

=====

Name : Braiser Beattle
HP : 1468
EXP : 1548
AP : 1
Gil : 740
Steal : Ether,Phoenix Wings,Hi Potion

Name : Troll
HP : 1469
EXP : 2092
AP : 1
Gil : 854
Steal : Tent

Name : Goblin Mage
HP : 983
EXP : 912
AP : 1
Gil : 1136
Steal : Potion

Madain Sari, Lost Summoners:

Once you be able to control your characters, open the treasure chest on the south, and talk to Garnet. There's an item behind the fountain, so get it, then head left to the next screen, and talk to Vivi. After that, try to enter the house on the left, and another ATE will show up. After checking the ATE, head back to previous screen, and go north to the next screen. Talk to the magnet/moogle on the right, and Quina will show up.

After s/he leaves, go back to previous screen, then head back to Eiko's house and talk to the magnet over there. It will leave but another magnet will show up and block the path again, so head back to previous screen. Head right and talk to the magnet there, then talk to Garnet in the south, and she'll join the party again. Head back to previous screen, then head right and talk to the magnet over there. After the following sequences, go back to the house on the left, and talk to the "Gold" magnet that blocking the path, and it will let you pass through this time. Inside the house, open the treasure chest on the right, then talk to Garnet on the top of the screen. Grab the pot on the table, and bring it to Eiko on the left. After that, talk to Quina in the south, then try to get out from this house, and a magnet will show up and it will offer you to rest for a night. Choose the first choice, and in the next morning, you'll be back at the world map. Now head back south to the Mountain path

Once you arrived here, keep going south until you've reach an intersection (the place you fought a boss earlier). Go north and you'll be back at the world map. From here, just head west and enter a place called "IIFA"

IIFA, The Ancient Tree Of Life:

Monsters in this area :

Name : Myconid
HP : 1372
EXP : 1368
AP : 1
Gil : 726
Steal : Eye Drops, Tent

Name : Zombie (Quina can learn Roulette from this monster)
HP : 973
EXP : 1444
AP : 1
Gil : 708
Steal : Ether, Tent, Talisman

Name : Strouper (Quina can learn Level5 Death from this monster)
HP : 1840
EXP : 2344
AP : 2
Gil : 2136
Steal : Golden Neddle,Phoenix Down

Name : Dragon Zombie (Quina can learn Level 5 Death from this monster)
HP : 2179
EXP : 3228
AP : 3
Gil : 941
Steal : Ether,Talisman

=====

Once you arrived here,choose the 3rd choice,and Eiko will take down the force field.Keep going north until you arrived in a screen with a mognet,and save your game here,then continue north to the next screen.After the following sequences,you'll arrive dowstairs. Head left to the next screen.Here open the treasure chest at the bottom of the screen,then continue right to the next screen.Go down and open 2 treasure chest on the left,then continue south to the next screen.Here,the party will ride the platform to the bottom,and you'll encounter few battles with a Zombie,then Dragon.Once you reach the bottom,talk to Garnet,then go downstairs and open the treasure chest on the right.Now talk to Vivi,then Eiko.Open the treasure chest behind the roots,then examine the wall on the lower left of the screen to encounter a boss battle.

Boss : IIFA

HP : 10.000

Strategy :

Just attack it with your best attack,but don't let Vivi use Fire spell to the boss or it will counterattack the party with a very powerful fire magic spell that can kill almost everyone in the party. So don't cast any fire elements in this battle,instead,just let Vivi Cast "Bolt 2" or "Bio" to the boss.If you use Elixir to the boss, it will die instantly.

After the battle,you'll be able to control your characters again,so head out from IIFA,and head back to Madain Sari.

Once you arrived at Madain Sari,head to Eiko's house,and go to Eiko's room.After the following sequences,she'll leaves,and you'll be able to control your characters again.Open 2 treasure chest in this room,then head out from the house,and head right to the next screen. Go north and talk to the mognet over there.Choose the 2nd option first to restore your HP/MP,then choose the 1st option three times, and you'll arrived at the next screen.After the following sequences, you'll encounter a battle with Amarant.

Boss : Amarant

HP : 10.000

Strategy : You'll fight Amarant with only Zidane alone,so this is a very tough battle.Just attack it with your normal attack,and keep your HP above 500.Also,don't attack it while he's at the back row,instead use this chance to heal Zidane with Hi Potion (i hope you have some..), or Tent.

After the battle Amarant will gives back the item he stole from Eiko before and he'll leave.Now go back to Eiko's room,and talk to her.

After you win the card game, check the ATE, then go back to previous screen, and see another ATE here. After that, go north to the next screen (outside auction house) and talk to Freya here, and she'll join the party again. Go back to previous screen, and head south to the next screen. Here, play the card game again, and after you win the card game, another ATE will show up, so check it, then head back to previous screen (with a magnet). After checking another ATE here, go back south and play the card game again, then Cid Lindblum will appear, and the screen will switch over to Kuja at Alexandria town.

Alexandria Under Attack !

After the following sequences, you'll be able to control Beatrix & Steiner again. Head south and kill the monster over there, then continue south to the next screen. Keep going south and kill all the monster here then screen switch back to Garnet at the castle. Once you be able to control Garnet again, go upstairs, and head south to the next screen. Here, climb up the stairs on the left, and continue north to the next screen. Head left to the next screen, and climb up the tower to the top. Climb up the stairs on the right, and keep going up until the screen switch back to Zidane & the party at the airship.

After that, you'll see several FMV's and then you'll be able to control Zidane again. Now go upstairs, and climb up the tower again. Keep going up and you'll see another FMV's.

Later, the screen will switch over to Baku & Blank at Lindblum town, then Zidane will wake up in the resting room at Lindblum Grand Castle. Open the treasure chest on the right, then open the treasure chest on the upper left corner of the screen (near the magnet), and save your game here.

Head back to the elevator, and pick the 1st choice. From here, just keep going north until you've reach the dining room. Talk to your party here, then go back south to the next screen. Head left, and enter the engine room. Go upstairs, and find Garnet near the telescope. After doing some talk to her, go to the room above the dining room and talk to Cid. Once you be able to control Zidane again, go back to the resting room to find Garnet & Eiko. Later Cid will tell you to find the 3 Magic potions for him, and then you'll be able to control Zidane again. Head back to the resting room, and save your game here.

Here's the location of the potions :

1. Beautiful Potion = Go to Bussines district and head to the main square (with the fountain). Talk to the white dressed lady (Alice) that standing under the ladder, and she'll give you the potion.
2. Strange Potion = Head to Theater district, and enter the painter's house, outside air cab station. Talk to the Self-Proclaimed Artist (Michael) and he'll tells you to find the potion inside this house, so examine the table in the upper left corner of the screen to receive the potion.
3. Unusual Potion = Talk to Cinna in Theater district, and he'll give you the potion.

After you've got all three potions head back to Lindblum castle, and talk to Cid again, and he'll turn into a frog. Once you be able to control your character again, head back to the elevator on the south, and pick the bottom choice. Here, enter the monocab on the right, then head south to the next screen. Outside, go to the docks, and climb up the ladder on the north to enter the ship. Once you be able to control your

ship (it looks like the destroyer ship from warcraft 2 right?)
go to the north continent, and head back to the Black Mage Village.

Note : If you find any chocobo tracks on the world map, just call your chocobo, and ride it, so you'll never encounter any battle again, in the world map.

Return to Black Mage Village:

After Vivi leave your party, follow him left to the next screen. Continue left to the next screen, and talk to Vivi there. After Vivi leave again, head back to the entrance of the black mage village, and head north east to the next screen. Here you'll find Vivi, and inside the house you'll see a baby chocobo. After the following sequences, you'll be able to control your character again, so leave black mage village, and return back to your ship.

Now head North East on the map to a bunch of sandwhirls, and save your game here.

Monsters in this area :

=====

Name : Land Worm
HP : 5296
EXP : 5112
AP : 3
Gil : 1316
Steal : Phoenix Down, Hi Potion

Name : Ogre (Quina can learn Matra Magic from this monster)
HP : 3300
EXP : 5112
AP : 2
Gil : 1281
Steal : Ether, Phoenix Down

Name : Ant Lion
HP : 4522
EXP : 339
AP : 1
Gil : -
Steal : Ether, Hi Potion

Name : Troll
HP : 1469
EXP : 2092
AP : 1
Gil : 854
Steal : Tent

Name : Griffon
HP : 1470
EXP : 1856
AP : 2
Gil : 602
Steal : ??

Name : Grim Rock (Quina can learn Night from this monster)
HP : 3292
EXP : 6610

AP : 1
Gil : 1363
Steal : Ether,Hi Potion
=====

Now enter one of the sandwhirl,and you'll be taken to a new area.If you enter the wrong sandwhirl,you'll have to fight the Ant lion again,So,i suggest you to reset the game, and try the another sandwhirl.

After doing some talk with Cid,you'll be able to control Zidane again, so head south and the two black mages will teleport Zidane to the next screen.Here you'll meet Kuja again,and after doing some talk with him, you'll be able to choose your party members.My party's are :

1st party : Zidane,Amarant,Freya,Quina
2nd party : Eiko,Garnet,Steiner,Vivi

Note :
It's no use to bring any magic users to Zidane's party,becasue in the next dungeon,you can't use any magic...

After the following sequences,go back to the teleporter.In the next screen,head left, and enter the airship to the north.Inside the airship you'll meet up with Thorn & Zorn again.After doing some talk with them,the airship will reach to the Forgotten Continent.

Forgotten Continent:

Monsters in this area :
=====

Name : Arm Strong (Quina can learn Matra Magic from this monster)
HP : 4204
EXP : 7148
AP : 2
Gil : 1456
Steal : Ether,Hi Potion

Name : Jabberwock (Quina can learn Limit Glove from this monster)
HP : 3442
EXP : 4674
AP : 1
Gil : 2312
Steal : Hi Potion

Name : Kat Prepass
HP : 3727
EXP : 6608
AP : 2
Gil : 1421
Steal : Ether,Phoenix Wings,Hi Potion,Golden Needle

Name : Adamantoise (Quina can learn Earth Shake from this monster)
HP : 3587
EXP : 5096
AP : 3
Gil : 4433
Steal : Phoenix Down,Tent,Hi Potion
=====

Notice that you can buy items from Thorn & Sorn.Once you done shopping, head north until you've reach a forest (it's another Qu's Marsh).From

here,keep going north until you find a chocobo tracks (near the forest), and call your chocobo here.Now ride your chocobo and go back to the airship.From here just head south and enter a place called "Oeilvert".

Oeilvert:

Monsters in this area :

=====
Name : Garuda (Quina can learn White Wind from this monster)
HP : 3521
EXP : 6933
AP : 2
Gil : 1279
Steal : Phoenix Wings,Ether,Hi Potion

Name : Ogre
HP : 3727
EXP : 5112
AP : 2
Gil : 1281
Steal : Ether,Phoenix Wings
=====

Here you can buy new weapon for your party for the mognet on the right. Once you done shopping continue north to the next screen.Now head to the giant door on the north to the next screen.

Inside this place you can't use any black or white magic,so becareful !

Open all treasure chest in this screen,then Go upstairs and head left to the next screen. Examine the blue orb over there and it will turn into red.Open the treasure chest on the left,then go back to previous screen.From here, go downstairs and head left to the next screen.Open all treasure chest in this screen,then enter the yellow door on the north to the next screen.

Now keep going right until you've reach a screen with the four projecters.Examine all the projecters,and open all the treasure chest in this screen,then enter the yellow door on the left to the next screen. Enter the yellow door in the north again.Here go to the center of the screen and check the the black orb over there.After that,go back to previous screen,and enter the blue door on the left.Inside you will see giant faces on the giant stone wall.After the following sequences, go back to previous screen,and keep going right until you've reach a screen with a mognet.Save your game here,and then open the treasure chest in the north.

Head right to the next screen,and examine the blue platform on the right,and it will move.In the next screen you'll encounter a boss battle.

Boss Battle : Ark

HP: 20.000

Strategy :

This battle is VERY TOUGH,believe me.It can make the entire party to confuse,or reduces party's HP to 1.Also you can't use magic or summon on this battle,so be sure to heal your party using Hi-potion or tent.Keep your HP above 800,and let your party's attack as normal. If you have Amarant in your party,try to use his "Throw" command.

I've throw one of the strongest weapon for steiner, and it do about 5000 of Damage !! Also, if Zidane is in trance mode, try to use his trance skill that cost 48 MP (i forgot its name), it will do about 4000 of damage !! If you still lose often from this boss, then you should go out and try to gain some levels.

After the battle, Zidane will pick up the triangle, and the screen will switch over to Cid, and your other party members that you not choose. Now you'll be able to control Cid (Damn, he's so slow !!). Head right to the next screen. Here you'll play a mini game. You have to press "Circle" button to move Cid while the monster in the cage is not looking at you. If

you press "Circle" button while the monster in the cage is stare at you, you need to repeat it from the beggining. After you've got the key, you'll given an option. Choose the 1st choice, then the 3rd choice and then the 4rd choice. After that, Cid will release the other party members, and you'll be able to control Steiner again. Now head left to the next screen, then head north to the "Desert Palace".

Desert Palace:

Head north to the next screen. When you see the statue of an angel surrounded by two demons, run to the right, then to the left, and a staircase will appear. Go upstairs and head south to the next screen. Light up the candle over there, then go back to previous screen, and head left to the next screen.

Here, you'll need to light up the all the candle in order to solve the maze. See the ascii map below for details.

```

=====
+-----+ Here's how to light up all the candles:
|           | 1> Light up candle A,B,C.
|           | 2> Light up candle F.
|  _____| | _____| | ___/*|  | 3> Turn Off Candle A.B.
| /   A  s   X   s   G |  | 4> Light up candle D,E.
| |       s       s   |  | 5> Light up candle A,B,G,H
| |   B  C s  D   E s  F  H|  | 6> Light up candle I.
| |   _____s_____s_____|  |
| | |           \   /           |  | Note :
| | |           |   |           |  | A-I = Candle
| | |           |   |           |  | X  = After you light up all
| | |           /   \           |  | the candle, go here to
| | |           |   I   |       |  | receive an item.
| | |           \_____/         |  | *  = After receiving the item,
| | | \_____ Go back to previous screen |  | go here to the next screen
| | | \_____ | s = Statue
+-----+
=====

```

After you've light all the candle in this room, check the purple orb that's glowing (see the map -> X) to receive an item. Now head right to the next screen (see the map -> *)

Here, climb up the ladder on the left and go upstairs. In the next screen, light the candle on the left, then continue south to the library. Light up the candle on the far left to reveal a hidden stairs, so go upstairs. Here, light up the candle on the upper left corner of the screen

to reveal a hidden door,so enter it.Examine the purple orb over there to receive an item,then go back to previous screen.Light up the candle in the middle of the room (near the bookshelf) to reveal another hidden door.In the next screen,light up the candle on the right,then continue north to light another candle.After that,go back to previous screen. Light up the candle below the statue to reveal another hidden door (Why there is so many hidden door inside this place ????).Light up the candle over there,then go back to previous screen.Now you should hear a mognet sound,so head left to find a mognet and save your game here.

Head left to the next screen.Here,light the candle on the right,but don't light up the candle on the left,instead,just head left then north to the next screen.Continue to the next screen,and here,light up the candle on the left and right to reveal a hidden stairs.Go back to previous screen,and go upstairs.Now try to light the candle on the north, and you'll encounter a boss battle.

Boss

HP : 12.500

Have your stronger characters attack as normal,and let Garnet or Eiko cast Cure or Cure 2 to the entire party.

If you have Vivi and Steiner in your party,just let Vivi cast "Bio" to the boss,and let Steiner use his "Bio" magic sword combination to the boss.If you have Quina in your party,just let him cast "Mighty Guard" or "White Wind" to heal the entire party.

Here's a tip for beating the boss above,submitted by : Nathan McClain <mrxdc@hotmail.com>
"To easily beat him with Quina or Vivi in your group just keep using either the Magic Hammer with Quna or Osmose with Vivi, since this boss is totally magical as soon as its MP is Drained completly it will surrender. It helps to have Eiko use Carbulce to cast Reflect on your party so that you take virtualy no damage the entire fight".

After the battle,light up the candle to the north,then step into the teleporter in the middle of the room and the screen will switch back to Zidane & the others at the Airship.

Once you'll be able to control Zidane again,enter the teleporter on the right,then continue north until you find Kuja.After doing some talk with him,he'll leave.Go back to the screen where's Kuja airship was parked,and head north to the next screen.Here,push the lever,and climb down the ladder,then head left and you'll be back at the world map.

Lost Continent:

From here,head to the chocobo tracks on the north and call your chocobo here.Now ride your chocobo and head west to Esto Gaza.

Esto Gaza:

Once you arrived here,just head north to the next screen.After doing some talk with the man in the middle of the screen,head right to the next screen.You can buy new weapons for your party's here.Once you done shopping,go back to previous screen,and head north to the screen with

a magnet. Save your game here, then head right to the next screen. Now head north and you'll arrive at Mount. Gulug.

Mount. Gulug:

Monsters in this area :

=====

Name : Vepal
HP : 4363
EXP : 4634
AP : 1
Gil : 1270
Steal : Ether, Phoenix Wings, Hi Potion

Name : Garuda
HP : 3521
EXP : 6933
AP : 1
Gil : 1279
Steal : Hi Potion, Phoenix Down, Ether, Phoenix Wings

Name : Red Dragon
HP : 8000
EXP : 22377
AP : 1
Gil : 5156
Steal : Elixir, Ether, Tent

Name : Worm Hydra (Quina can learn BAD BREATH from this monster)
HP : 4846
EXP : 8008
AP : 3
Gil : 1345
Steal : Hi Potion, Antidote

Name : Reiss
HP : 4586
EXP : 5653
AP : 1
Gil : 1000
Steal : Topaz, Hi Potion

=====

Once you arrived here, head right to the next screen. Keep going right until you arrive in the screen with a rope. Climb down the rope, and head right to the next screen. There's a magnet here, so save your game here if you want it, then examine the lower right corner of the screen to receive an item. Head right to the next screen. Continue right to the next screen, and here, head north then left to the next screen. Pick up the items over there, and go back to previous screen. Here you'll encounter a battle with 2 red dragons.

Boss Battle : Red Dragon x2
HP : 9000 each
Strategy : Just let Zidane & Amarant attack as normal, and let Vivi cast "Bio" to the boss. Heal if necessary.

After the battle, go back to a screen with a magnet and save your game here. Head back to the rope on middle of the screen, then examine the wheel

to the left and choose the 2nd choice three times.

After that,climb down the rope,and downstairs you'll fight another 2 red dragons.After the battle,continue left to the next screen.Here you'll see Eiko on the altar,and Thorn and Zorn doing some kind of ceremony like they did to Garnet earlier in the game.After that,Eiko will encounter a battle with Thorn & Zorn.Once the battle is over,Kuja will shows up.After he leaves,Vivi will chase him,and you'll encounter a battle with Thorn & Zorn.

Boss Battle : Thorn & Zorn

HP : 23.000

Strategy : This battle is easy.Just attack as normal,and Heal if neccesary.

After the following sequences,Zidane will wakes up in the resting room at Lindblum Grand Castle.Head to the dining room.After Cid leaves the room,you'll see an ATE's.After that you'll see another FMV,showing Garnet cuts her hair with the sword she got earlier from Zidane.Later you'll be given to choose your party members (take a look on Garnet's potrait,it has changed since she got her haircut !!),and the airship will take off.Now you'll be back at the world map,and you'll be able to control your airship.

Now ride the airship and head to the castle in forgotten continent, north from oeilvert.

Ipsen's Castle:

After Amarant leaves,follow him to the next screen.Open the treasure chest on the left & on the right,then continue north to the next screen.Here you'll find a mognet.Save your game here,then head right,and go downstairs.Climb up the ladder in the upper right corner of the screen,then continue left to the next screen.Head north then right to the next screen.Here,climb up the ladder again and choose the 1st option.Open the treasure chest to the right,then go back to the ladder and this time,choose the 2nd choice.Open the treasure chest to the left,then go back to the ladder.Now climb down the ladder, then head right to another ladder.Climb up the ladder to the next screen.Here,open the treasure chest on the right,then climb up another ladder on the left,and continue left to the next screen.

Here check the door to the south and you'll given an options.Choose the 2nd choice,2nd choice,3rd choice,4th choice,5th choice,4th choice, 3th choice,6th choice,then 7th choice.After that,the door will be opened.In the next screen,open the treasure chest to the right,then go back to previous screen.Now enter the elevator to the north. Upstairs,you'll meet up with Amarant again.After he leaves,examine the wall on the north that looks like a world map,and pick up all the medals from the wall.After that,you'll encounter a boss battle.

Boss

HP: 25.000

Strategy : This boss is very easy.Just let Vivi cast "Bio" in every turn and you should win the battle easily.

Once the battle is over,head back to a screen with a mognet,and save your game here.Now go outside and Zidane will go back in by himself. Head back to a screen with a mognet and go downstairs.Here you'll meet up with Amarant again.After doing some talk with him,he'll

rejoin the party. Head outside and you'll be back at the airship.

Now you must find all the location of the shrine, and drop your character there. Here's the location of the shrine. (You need to do this in order)

1. Water Shrine -> South from Ipsen's Castle (it's a whirlpool)

2. Fire Shrine -> North East from Esto Gaza (Mount. Gulug)

3. Wind Shrine -> South from Oeilvert

Note: You do not have to land the airship to reach to the shrine. If you found it, just press X button, and you'll automatically enter it.

If you still have any trouble to find the location of the shrine, you can see it in FF9 World Map pics that can be found at my Final Fantasy 9 site : <http://www.rpgplanet.com/ff9/worldmapindex.html>

After you drop all your party's members to the shrine, just head south from Desert Palace to find an earthquake between the three rocks, and enter it.

Earth Shrine:

This place is very straight forward. Just keep going south to the next screen, and you'll encounter a boss battle.

Boss Battle : Earth Guardian

HP : 25.000

First, you should raise your trance meter near full, and use one of best Zidane's Trance skill (that cost 60 MP) to the boss, and it will do about 8000 damage. Let Quina cast "Mighty Guard" to the entire party, and heal (White Wind), if necessary.

Once the battle is over, the party will place the medal in the slot, and after the following sequences, you'll be back at the world map. Now head to the south part of the ice continent (South East from Esto Gaza) and you'll find a new area (that looks like an ice mountain). Enter it.

Terra:

Monsters in this area :

=====

Name	: Mover
------	---------

HP	: 3732
----	--------

EXP	: 10577
-----	---------

AP	: 1
----	-----

Gil	: 2300
-----	--------

Steal	: Opal, Tent, Vaccine
-------	-----------------------

Name	: Hectoeyes (Quina can learn Roulette from this monster)
------	--

HP	: 9567
----	--------

EXP	: 22792
-----	---------

AP	: 3
----	-----

Gil	: 2049
-----	--------

Steal	: Phoenix Wings, Vaccine, Hi Potion
-------	-------------------------------------

Name	: Abadon (Quina can learn Twister from this monster)
------	--

HP	: 9569
----	--------

EXP	: 18816
-----	---------

AP	: 1
----	-----

Gil : 3763
Steal : Ether

Name : Ring Commander (Quina can learn Magic Hammer from this monster)
HP : 9600
EXP : 18816
AP : 1
Gil : 3764
Steal : Vaccine,Echo Screen

=====

Once you arrived here you'll meet up with Garland.After he leaves,head right to the next screen.Here you'll see a girl,so follow her north to the next screen.Open the treasure chest on the left,then continue north to the next screen.From here,keep going right to the next screen,then go downstairs.In the next screen,open the treasure chest on the left,then talk to the girl over there.After that,continue north to the next screen.From here,keep going north until you've reach Bran Bal.

Bran Bal:

After the following FMV,you'll be able to control your characters again,so head left to the next screen.Here,enter the 1st house to the left.After the following sequences,you'll be able to control Zidane again.Head right to the next screen,then enter the house on the right.Inside the house,examine the pot to find a mognet.Save your game here,and feel free to buy any items/weapons for your other party members.Once you done shopping,head out and enter the house on the north.Go downstairs and talk to the girl in the lower left corner of the screen.After doing some talk with her,go back upstairs and you'll see an ATE's.After that,you'll be able to control Eiko,so head out from the house and check the ATE.Head right to the next screen. There's another ATE here,after checking it talk to Vivi on the right and he'll join you.Enter the house on the north,talk to Quina, and he'll rejoin the party's.Head out and go left to the next screen (lower left path).Talk to Amarant and he'll rejoin the party's. Now keep going north and talk to the girl you've met earlier,then the screen will switch back to Zidane again.Head right to the next screen and you'll find Garland here.After he leaves, follow him north to the next screen,and you'll arrive at Pandemonium.

Pandemonium:

Now keep talking to Garland.After the following sequences,Eiko will shows up and she'll wakes up Zidane.After that you'll encounter a couple of battles,so defeat it,and keep going left to the next screen. Here's the battle strategy :

Battle #1
HP : 18.000
Strategy : You'll start the battle with Zidane alone,but don't worry, Amarant & Freya will join you later.Just attack it as normal,and heal if necessary

Battle #2

HP : 10.000

Strategy : You'll start the battle with Quina & Steiner. Let Quina cast Mighty Guard or White Wind to heal the entire party, and let Steiner as normal. Later, Zidane will join you and the battle will become very easy after that.

Battle #3

HP : 10.000

Strategy : With Zidane alone you can't beat this monster, but later Garnet will join you and she'll restore Zidane HP back to full. After that, just keep attacking it and heal if necessary.

After you've defeated all the monsters here, Zidane will have some talk with Garnet, then Steiner & Quina will show up, and they'll rejoin the party's. Now head right and go back to your other party members and they'll rejoin the party's. Save your game here, then continue right to the next screen. Examine the chair over there to receive an item, then go back to the previous screen. Keep going left to a large room with a lot of shape rounded things. Examine the switch at the upper right corner of the screen, to turn on the lights on the floor. Now head left to the next screen, but don't go near the lights or you'll have to repeat it from the beginning. Keep going left and cross the bridge to the next screen. Here, head left and move the rock inside the cage to the right (No.4), then continue left to the next screen. Examine for the "!" spot on the left to call the elevator, then go around and enter it. Upstairs, keep following the path to another elevator, and enter it. In the next screen, enter the teleporter on the left, and you'll arrive in the next screen. Enter the teleporter on the north and it will lead to another teleporter, so enter it. There's a magnet here, be sure to save your game here before you move on. Head right to the next screen, and after doing some talk with Garland, you'll encounter a boss battle.

Boss Battle : Kuja's White Dragon

HP : 30.000

If you have Vivi in your party, let him cast "Bio" to the boss. Let the others attack as normal, except Garnet & Eiko, let them cast "Cure 2" to the entire party, if necessary.

Once the battle is over you'll encounter another boss battle.

Boss Battle : Garland

HP : 40.000

Just keep attacking it as normal, and heal if necessary.

Once the battle is over, you'll see an FMV showing Garland's airship sucking the energy out from him. After that, you'll encounter a battle with Kuja.

Boss Battle : Kuja

HP : 45.000

Strategy : Use the same strategy as above.

After the battle, Kuja will kick Garland (Yawn...), and you'll see a FMV that shows Kuja destroying the entire place. Once you're able to control Zidane again, go downstairs, then head right to the next screen. Here continue right to the next screen and you'll be teleported out of here. Now keep going south until you've reached Bran Bal. Here Zidane and Garnet will tell the residents to get out from here, quick. After that you'll see another FMV that shows the place is destroyed and collapsing. After the following sequences you'll be given an option to save your game here, so do it, then insert disc 4.

Monsters in this area :

=====

Name : Iron Giant
HP : 21217
EXP : 42996
AP : 4
Gil : 2796
Steal : Phoenix Down

Name : Ash (Quina can learn DOOM from this monster)
HP : 21591
EXP : 40328
AP : 4
Gil : 2748
Steal : Tent

Name : Chimera
HP : 21901
EXP : 42783
AP : 4
Gil : 2732
Steal : Vaccine

Name : Behemoth (Quina can learn Angel Snack from this monster)
HP : 24123
EXP : 53166
AP : 4
Gil : 2765
Steal : Phoenix Wing

Name : Stilvera (Quina can learn Auto Life from this monster)
HP : 21906
EXP : 42784
AP : 4
Gil : 2780
Steal : Ether

=====

After doing some talk with your party's, you'll be able to choose your party members. My party's are : Zidane, Amarant, Eiko, and Garnet. I choose Eiko & Garnet because they can cast White magic to aid the party, or summon. I also choose Amarant, because he's the 2nd strongest character in the game, after Zidane. That's my opinion, but you can choose other party members as well.

===== Optional =====

In a room called "Memoria/lost memories" there is a "!" sign and if Zidane tries to check it, it only moves his head but if you press square you will see that a phantom will talk to you and challenge you to a card game, he has very weird cards.

Submitted by ifrit55 <ifrit55@hotmail.com>

===== Optional =====

Once you decided your party members, head north to the next screen. That Rainbow sphere over there is a save point (replacing Mog's), so save your game here and continue north to the next screen. Head left to the next screen. Here, go upstairs, then head left to the next screen. Now head north and you'll encounter a boss

battle

Boss Battle : Marilis

HP : 60.000

Strategy : Just attack it as normal and heal if necessary. Before it died, it will cast a very powerful attack that do about 2000 damage to the entire party, so be sure your HP is full.

Once the battle is over, continue north to the next screen.

Here you'll see a small scenario with Quina, Eiko, Zidane, and Garnet.

After that, examine the back of the room to get "Angel's Flute", a weapon for Eiko. There's a hidden SAVE POINT just next to the "Angel's Flute".

There will be no '!' to highlight it so search around. Save your game here and continue right to the next screen.

Here, go upstairs, then head left to the next

screen. It's raining here. Head right and Zidane will have some talk with Garnet. After that you'll encounter another boss battle.

Boss Battle : Tiamat

HP : 60.000

Strategy : This boss is pretty tough, because it can absorb your all of your MP or it will knock off your party members and put them out of commission for the rest of the battle. Just keep attacking it as normal, and heal if necessary. Bolt 3 works well against this boss.

After the battle, examine the lower left corner of the screen to receive "Rune Claws", a weapon for Amarant, then continue north to the next screen.

Keep following the path until you've reach a screen with a bell. From here, keep going north until you've reach another screen with the rainbow sphere.

Save your game here, and head left to the next screen. Here you'll see a small events with Quina & Zidane. After that, you'll be able to control Zidane again.

===== Optional =====

There's a man hiding behind the pillar on the right.

There will be no '!' to highlight it so search around. After talking to him, you'll encounter a boss battle.

Boss Battle : Hades

HP : 55.000

MP : 9999

GIL : 9650

EXP : 65.530

Steal : Reflect Ring, Battle Boots, Running Shoes

Strategy : Be careful with its "Curse" and "Doomsday" attack, it will cause a random status effect to the entire party members. If this happens, let Eiko cast Esuna to the party, and let the others cure themselves with Remedy. To attack the boss, just cast Holy to Hades, it will do about 7500 damage to him. If you have Amarant in your party, let him Throw "Wing Edge" to Hades. It will do about 6000 or 7000 damage to him. Also, don't forget to steal "Running Shoes" from him.

After the battle, Hades will allow you to forge a few powerful armor and weapons.

You can also buy Ether from him, so be sure to buy lots of it. Once you done shopping, continue north to the next screen.

===== Optional =====

Now go upstairs and you'll encounter another boss battle.

Boss Battle : Kraken

HP : Kraken (50.000),Tentacles (10.000 each)

Strategy : There's a three target's here.Try to kill the tentacles first,and concentrate your attack to one target,before attacking the others.Keep attacking him as normal,and heal if neccesary.

Note : You can break frozen status by using Fire magic (cast it to your frozen party members).

After the battle,continue north to the next screen.

There's another hidden SAVE POINT here,in the upper right corner of the screen. Again,there will be no '!' to highlight it so search around.Save your game here and continue to the next screen.

Climb up the ladder,and continue north to the next screen.

Now you'll reach a screen with three doors.Here you'll encounter another boss battle.

Boss Battle : Linch

HP : 60.000

Strategy : Becareful with it Quake spell,it will do about 2000 damage (or more) to the entire party.Also,watch out for his Death and Stop spell.Phoenix summon is works well in this battle (to attack the boss, and off course,to revive your death party members),so besure to have Eiko in this battle.Keep attacking it as normal,and heal if neccesary.

After the battle,continue north to the next screen.Now you'll find yourself on an invincible platform (looks like the outer space).

Move yourself to the green lights over there,and you'll be teleported to the next screen.From here,keep following the path until you've reach a screen with the rainbow sphere,and save your game here.

Now head north to the next screen.

Here you'll find Kuja.After doing some talk with him,you'll encounter a boss battle.

Boss Battle : Deathguise

HP : 55.000

Strategy : This boss is pretty easy.Just attack it as normal & keep your HP at max and you'll be fine.

After the battle,head back to the previous screen,and save your game again.

Final Battle:

When you ready to fight Kuja,head north to the next screen.Talk to Kuja,and you'll encounter a battle with him.

Note :

Before you encounter the final battle with Kuja & Necron,i suggest you to equip all support abilities that can prevents you from status effect first.(like Antibody,Clear Headed,Jelly,etc).This really helps you against Necron's Grand Cross Attack.

Boss Battle : Kuja

HP : 55.555

MP : 9999

Steal : Ether,White Robe,Rebirth Ring

Party: Zidane,Eiko,Garnet,Amarant

Strategy:

Before the battle,first equip Auto-Haste & Auto-Regen abilities on your party,and be sure your party members is in high level. (Lv.55 or above).In the battle,Have Eiko and Garnet in your party and let them heal your party members,by using Curaga or Regen. Let the others attack him as normal,and if all of your party members got killed,except Eiko,just summon Phoenix (or Full-Life),to revives your fainted party member back to life.Also notice that Kuja can heal himself about 3300 HP.So,be quick and kill him !

After the battle,you will fight another boss...

Boss : Necron

HP: About 50.000

Party: Zidane,Eiko,Garnet,Amarant

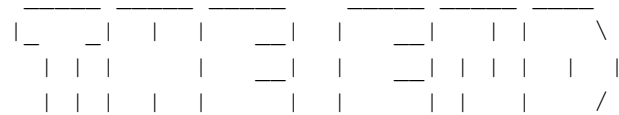
Strategy :

Wow,this boss is pretty tough !
He has a Grand Cross attack that will hit your party members with random status effect (Stone,sleep,zombie,even instant death!) to the entire party !
So like before,have Garnet & Eiko in this battle and use them to heal your party.If you character turn into zombie,then died,you can't use phoenix down or life magic to revives your party. Use "Magic Tag" to cures zombie first,then revives your party member with Eiko's Phoenix summon (or full life).
To attack this boss,just use Zidane's "Grand Lethal" Dyne skill.It will causes 9999 damage to him ! If you have any darkmatter,just use it to him,since this a final battle, and you won't fight another boss later.It's a good idea to heal your party members using elixir,though...(like i said before,this is a final battle,so don't worry to use your best items like Elixirs,Ether,Dark Matter,Wing Edge,etc...).Now keep attacking him with your best attack until you win the battle,and watch the ending !!

How to to beat Kuja & Necron in 6 minutes only :

- *Auction for 12 Dark Matters in Treno.
- *Use 6 of them when you Kuja.
- *You'll beat him 4 minutes time.
- *Now use another 6 Dark Matters when you fight Necron.
- *You have to be quick.If he cast the Grand Cross magic (Supernova), quickly heal all your character that been affected by any status effect.
- *If you follow my way you will not been hit by the Grand Cross magic.
- *You can beat him in 2 minutes.

Thanks to "hadith omar" <hbo_ffix@hotmail.com> for the info !
However,i haven't try this yet,because i can't buy more than 1 Dark Matter in Treno for now.....I think this only works with the Japanese Version.



Side Quest :

Source : PlayOnline.com

Ruby Intervenes:

This little secret takes place at the beginning of the game, while you're on the Prima Vista Airship. When Baku explains the kidnapping plans to Tantalus, choose the option "...to kidnap Queen Brahne." Not only is Baku's reaction hilarious, but if you choose this option 64 times, Ruby breaks into the conversation and you can witness an extra little scene with her. ^_^

Secret of the Eidolon Wall:

One of the big secrets of the game is that Princess Garnet's true name is engraved on the Eidolon Wall at Madain Sari. There is a very complicated way to reveal the truth at the beginning of Disc 4.

First, form a party with Dagger and visit Lani who is standing on Eiko's back porch. Upon arriving Lani will run away. Exit the village and return with anyone except Dagger or Amarant and talk to Lani twice. Read the message and go to the Eidolon Wall. Walk clockwise from the entrance (heading to the right) until you return to the entrance. Move just past the "!" until you hear a chime. Then walk counterclockwise back to the entrance, just past the "!" again. Repeat this 9 times, going back and forth. Make sure you hear a chime each time. On the ninth round, your HP/MP will be recovered and all status abnormalities removed.

Now read the paintings. You can read them in any order, as long as you read them all. A whole slew of extra messages appear this time.

At the end, return to the Ifrit drawing and look for an extra message, revealing Dagger's true name which is...

SPOILER

SARAH

Nero Brothers' Gambling:

If you go into the Weapon Shop with Zidane in Alexandria at the beginning of Disc 3, you will encounter the Nero Brothers (Benero, Genero, and Zenero). They will ask you to play a game similar to the shell game. You only receive Gil as a reward for playing, maxing out at 25,600 Gil. The best tip to provide for this mini-game is to use the Pause function. Recording the game with a VCR and then reviewing the playback in slow motion makes things vastly easier.

Jump Rope:

The first mini-game encountered during FINAL FANTASY IX is the jump

rope mini-game in Alexandria. To participate, have Vivi approach the little girls jumping rope to the left of the ticket booth. Once he has done so, the girls offer to let him join. This is a good opportunity to earn some Gil, get extremely rare cards, and obtain a Key Item very early in the game. After Vivi moves over the rope, press the Circle button to begin the game and press the X button again to jump each time a "!" appears over Vivi's head.

Jumping rope is fairly easy, but don't underestimate the game! The speed at which the rope moves increases at 20 jumps, increases again at 50 jumps, and then once again at 100 jumps. At 200 jumps, the speed subsides a bit, but the timing is different. After 300 jumps, the speed and timing of the jumps remain the same.

You can play the jump rope mini-game at the beginning of Disc 1. At the beginning of Disc 3, the jump rope girls move their game to the moogles' bell tower. You can only play during Disc 3 and 4 if you have Eiko or Vivi in your party.

You can only win each reward one time. You will not receive the same reward again if you start over and match the number of jumps you achieved previously.

Rewards :

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)

Feed The Moogle Family:

Each time you receive a Kupo Nut for delivering mail between the moogles, return to Gizamaluke's Grotto and feed it to the father of the moogle family. You'll receive a random item in return. During the Chocograph treasure hunt, one of the stashes contains a full set of Hawaiian gear, but only 7 Aloha T-shirts. That leaves one of your characters out of the luau! Return to Gizamaluke's Grotto with a Kupo Nut during Disc 4 and the moogle gives you the 8th Aloha T-Shirt.

Treno Weapon Shop Monsters:

Depending on when you visit the Weapons Shop in Treno, you can have one character duel with a monster that the owner has caught and caged under the floor. You can fight one monster during Disc 2, one of two different monsters during Disc 3, and only one monster on Disc 4.

Here are some fighting strategies for each of the monsters.

Griffin

Use Steiner and equip the following: Gold Choker, Auto-Potion ability, and Bird Killer ability. If you have five or more Hi-Potions, sell all of your Potions so that your Hi-Potions are used when Auto-Potion

kicks in. Make sure Steiner is at least level 7. Use a tent on the monster (see the Catoblepas strategy), and it will receive every status effect that it cannot Guard against.

Catoblepas

Equip the Jelly ability and Beast Killer ability, and use equipment that defends against Thunder and Earth or use the Auto-Float ability. Catoblepas remains in Treno until the end of Disc 3 or until you defeat the monster. Use a Tent on him until the beast bites him (this happens one-third of the time) and he will receive every status effect that he will not GUARD against. You can also use the Blue Magic Roulette if available. Since there is no consequence for losing the battle, use this ability until the happy little finger lands on Catoblepas.

Amdusias

Amdusias casts Lv4 Holy, so avoid levels that are multiples of four or equip equipment that defends against Holy. Equip the Antibody ability, and defend when it's in the air because it will only use physical attacks at this point. Equip Auto-Reflect if possible, because it only uses magic on the ground. Also, equip Auto-Regen or Auto-Potion and the Counter ability if possible. If you have Reflect, Amdusias will kill itself and you can just defend. At this point, use a Tent on the beast until the snake bites him (this happens one-third of the time) and he will receive every status effect that he will not GUARD against.

Behemoth

This monster is extremely difficult, even at high levels. It's best to use an attack that kills the Behemoth instantly. You can use the Blue Magic Roulette or Zidane's Soul Blade attack when he has the Sargatanas weapon equipped. This will instantly petrify him.

The Weapon Shop monsters don't reward you with any EXP or AP, but the store clerk will give you a prize for each monster you defeat.

Weapon Shop Monster Awards:

Griffin (Disc 2) = Tonberry Card
Catoblepas (Disc 3) = 15000 Gil
Amdusias (Disc 3) = Running Shoes
Behemoth (Disc 4) = Circlet

Mr. Morrid's Coffee:

After leaving the Ice Cavern, head to the Observatory Mountain before going into Dali. There's an elderly fellow named Morrid inside the hut, who's just dying for a good cup of java. Find the three coffees at different locations in the world and return to Observatory Mountain with them, before the end of Disc 3, and Mr. Morrid will reward you. Here are the locations of the three coffees:

Moccha Coffee = At the South Gate entrance near the Chocobo Forest
Kirman Coffee = On Eiko's back porch in Madain Sari
Burman Coffee = This one is a little harder to get, however,
so keep reading!

To get the Burman Coffee, Zidane must leave Treno during the card tournament and head through South Gate to Dali. The mayor is not at

home at this time, so search his house for his key. When you enter his house, Zidane spots the mayor's son napping on the sofa in the middle of the room. If Zidane moves too hastily, he'll awaken the boy and have to start the search over again.

Start by searching the mayor's desk. You will find the Mini-Brahne here. Search the desk two more times until the boy says "Zzzz." Move to the stove and search it to find the Mayor's Key and then leave. Go to the locked door in the windmill and use the key to open it. Move around the chocobo pen to the right side, where a hidden treasure chest contains 30,000 Gil. Check the same chest again to find the Burman Coffee. Now return to Observatory Mountain and give the three coffees to Morrid. He promises to send you the Mini-Prima Vista model ship. The next time you're in Lindblum, return to the Tantalus hideout to find it sitting on the floor near the bed. Again, you must get the Burman Coffee during the card tournament in Treno. Otherwise, it will be too late. You can visit Morrid to complete the side quest any time before visiting Terra.

Frog catching:

When you enter the frog pond area of any Qu's Marsh, Quina asks to spend some time catching frogs. Quina must be in your party for this to occur. If you agree to let him/her catch frogs, you can control Quina as s/he runs around the pond attempting to catch the frogs that leap onto the ground out of the water. There's no real strategy to this; you just need to be swift.

As Quina catches more and more frogs, Quale appears occasionally and congratulates Quina on his/her progress. The master Qu then bestows items upon Quina as rewards for catching frogs. If you can catch 99 frogs, Quale challenges your party to a battle.

The trick to this side quest is to always leave a male and a female frog in the pond. Otherwise, it will take an incredibly long time for the pond to repopulate with frogs. The spawning rate is also much faster if you leave the Golden Frog with a male and a female frog.

One strategy for chasing the frogs is to learn the differences in color. Female frogs are usually a much brighter color than males, while baby frogs are smaller and more olive-toned. You may want to change the Contrast on your television or monitor to distinguish more easily. Avoid chasing baby frogs, because they will grow up to become adults and will be much easier to catch then. Quina can learn Blue Magic abilities by eating various monsters in Qu's Marsh. You can learn the reliable Frog Drop ability by eating a Gigan Toad. Frog Drop has a 100% success rate and the strength of this ability is determined in part by how many frogs Quina has caught. The damage follows this formula:

Quina's Level x (amount of frogs) = HP Damage

For example: If Quina is at level 50 and s/he has caught 100 frogs, Frog Drop will cause 5000 HP damage.

Prize :

2 Frogs = Ore

5 Frogs = Ether

9 Frogs = Silk Robe

15 Frogs = Elixir

23 Frogs = Silver Fork

33 Frogs = Bistro Fork
45 Frogs = Battle Boots
99 Frogs = Gastro Fork

The Windmill Has Stopped! (disc4)

Since the windmill in Dali has stopped turning, this is also a good time to climb up top and get the Cachusha and Elixir in the chests.

Racing Hippaul:

You can only take part in this mini-game with Vivi at the beginning of Disc 3. Hippaul stands with his mother on the main street in Alexandria. When you speak to Hippaul's mother, Vivi and Hippaul will run a race.

Tap the Circle and Square buttons to run to the finish line. Hippaul's level increases the more you race him. For every 10 levels Hippaul gains, his mother gives you a card. You win new cards through level 70, plus a Key Item at level 80. You can actually level Hippaul up to level 100 (but you receive nothing for it).

Hippaul Racing Rewards :

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

Excalibur:

You can get a very powerful sword for Steiner by completing a short side quest. Return to Daguerreo on Disc 4. An old man near the Library's Inn asks you to look out for an item called the Magical Fingertip. Go to the Treno Auction and bid on this item. You may have to pay somewhere around 85,000 Gil in the bidding war, so make sure it's worth it to you.

If you don't see the Magical Fingertip at the Auction House, then you may need to sell all of the Key Items you purchased at the Auction previously, such as the Doga's Artifact, Rat Tail, Griffin's Heart, and Une's Mirror. This should make the Magical Fingertip available at the Auction House. In addition, you should be able to repurchase the items you had to sell.

Take the Magical Fingertip back to the old man in Daguerreo. When you give him the item, he tells you his life's story and then gives you Excalibur. This sword, which is not as powerful as the Ragnarok found during the "Chocobo Hot and Cold" game, enables Steiner to learn Climhazzard.

Final Fantasy Items and Music:

We've mentioned earlier that several items for sale at the Treno Auction House are from previous FINAL FANTASY titles. There is some purpose to this. After returning to Gaia from Terra, purchase Doga's Artifact and Une's Mirror from the auction and return to the Black Mage Village. Speak to the Black Mage standing in front of the phonograph inside the Inn. This causes the background music to change to a tune from FINAL FANTASY III's soundtrack. This special music continues until you leave the village.

Renaming Characters:

You can win the rare Namingway Card from Mario during the card tournament in Treno. You can also find the card inside Kuja's room during the sequence in the Desert Palace by searching behind the stacked books in the foreground. Take the card to Daguerreo and find the man roaming the library on the mid level. He asks to see the card, and then becomes inspired to create new names for your playable characters. You can now ask this person to rename any of your characters, including Zidane! To reach the mid level, examine the strange block next to the Medicine Shop. This releases an obstruction. Speak to the scholar near the bookshelves at the left of the room. After finding the book he's looking for (in the right of the room), speak to the scholar again. This causes him to move from his current location. You can now access a hidden ladder that takes you down to the middle level.

Ranking in Daguerreo:

The true identity of the four-armed bandit is revealed after you've collected enough treasures to gain a Treasure Hunting Rank of "S." You can view your rank at any time by speaking to the Four-armed Man or the woman at the Treno Inn. Once you reach Rank S, go speak to the Four-armed Man in Daguerreo. This is the same person who has all the rare airship cards, if you challenge him to a card game. When he finds out that you're a Rank S treasure hunter, he becomes intimidated and abruptly runs out. Follow him to the entrance, and he will tell you his true identity and hand you the Rank S Award Key Item. Treasure Hunter Ranking is determined by a point system:

- :: 1 point for every chest, searched Field icon, and item gained in event sequence, and every rare item purchased in the Treno Auction House (with the exception of Magical Fingertip and Pearl Rouge).
- :: 2 points for every chest found on the World Map while riding Choco. No points are awarded for items found while digging in the "Chocobo Hot and Cold" game or bought from Stiltzkin.

Excalibur II:

Here's a challenge for you true gamers: play FINAL FANTASY IX again and reach the Terrace in Memoria within 12 game hours. You can find the Excalibur II on the Terrace in a corner to the right. This is the most powerful weapon in the game!

Hades:

Extremely late in the game, you can encounter Hades, an optional Boss.

If you fight and defeat Hades, you can synthesize the best items in the game. In Memoria, you will enter a room in which Quina thinks that there is water and tries to swim. After the scene, search the hidden area amongst the coral on the right side of the screen. When an ominous voice begins to ward you off, persist in the conversation to fight Hades. You must continuously press the confirm button here, since a "!" icon will not appear.

This Boss is not easy. Your crew must be in tip-top shape, and have all the right abilities and weapons equipped to survive. However, if you can outlast the master blacksmith, he will allow you to forge extremely rare and extremely expensive items. One of them is the Save the Queen sword wielded by Beatrix. Also, you can forge the Robe of Lords, the Tin Armor, and the Pumice for the first time. Pumice lets Dagger summon the amazing Ark. You need the Hammer to forge more than one item on the list, so you must complete the Stellazzio side quest in order to get it.

Boss Fight HADES

HP: 56.000

AP: 30

Steal Items: Robe of Lords, Battle Boots, Running Shoes, Reflect Ring
Spoils: Elixir, Wing Edge

The only way to defeat Hades is to prepare extremely well beforehand. He's just a bit more difficult than the final Boss, but equipping the right weapons and abilities beforehand will take you a long way.

The best party for this fight is Zidane, Dagger, Steiner, and Vivi. Everyone needs to be at a high level, with plenty of stones to equip abilities. Equip everyone with the following abilities: Auto-Regen, Antibody, Clear Headed, and Body-Temp. Hades performs a Curse spell on everyone, which imposes several statuses at once (Darkness, Confusion, Poison, Slow, and Mini), which can be devastating. Equipping Zidane and Steiner with the Auto-Haste and High Tide abilities also proves strategic. Vivi and Dagger should have the Half-MP ability, and you should equip Dagger with Boost. Also, make sure that Vivi has learned the ReflectX2 ability. Vivi should be able to cast Flare, and Dagger should have the ability to cast Reflect. Equip Zidane with the Ultima Weapon and the Mug and Bandit abilities, and preferably Master Thief as well, and ensure that Steiner has the Ragnarok. You can get this by completing the "Chocobo Hot and Cold" side quest prior to engaging Hades, which lets you obtain it from the Outer Island.

You have several rounds to attack before Hades gets serious. Steiner will inflict 9,999 HP of damage each round with Shock, and Zidane should steal, attack, and steal as described so many times before. He should cause around 2,000 HP when mugging Hades.

During the first turn, have Dagger cast Reflect on herself and have Vivi cast Focus. Better yet, you should consider equipping the Auto-Reflect ability on Dagger for a consistent effect throughout the battle. In the next round and each round thereafter, Vivi should cast Flare on Dagger, which will be reflected at Hades, inflicting 9999 HP due to the doubling Reflect ability. Dagger's summons will cause some amount of damage, but she is better utilized by healing the party. If a character gets KOed, cast Life on them and let Auto-Regen do the healing.

Try to dispose of Hades in under eight rounds. Otherwise, he will charge up his sword and perform Doomsday. This awesome spell levels

everyone who isn't equipped with armor that protects against Shadow. Another good tactic is to fight a bunch of random battles in Memoria before this fight, and get everyone close to Trancing before taking on Hades. That way, Zidane should be able to cause a lot of HP damage to Hades with a few Grand Lethal Dyne attacks. Another good strategy is to replace Dagger with Eiko or Quina to counter Hades' Curse spell. Quina can use the Angel's Snack and Mighty Guard abilities, and Eiko has the Mini spell to counter the Mini effect caused by the Curse spell.

You receive 16,383 EXP for defeating Hades, as well as 9,638 Gil. He tells you to bring two Pumice Pieces for him to forge into the Pumice, which lets Dagger summon the Ark. You can find them by digging up a treasure on the World Map with your chocobo and after defeating Ark in Oeilvert. Summoning the Ark makes defeating Necron at the end of the game much easier.

Quan's Cave, East from Treno:

There is a strange writing on the wall of a room there, mentioning Vivi and has a writing style that resembles Quina's speech pattern. Bring Vivi and Quina in your party and visit that room for a big surprise! This event elaborates the background story of Quina and Vivi. After the event, check the Clock to get Running shoes.

Carbunkle new skills:

Carbunkle's normal defense skill, Ruby Light, is not the only attack it has! When equipped with the correct gemstones, new effects can be summoned. Fenrir also has an additional skill with this method.

Emerald+Carbunkle = Emerald Light (All Haste)
Diamond+Carbunkle = Dia Light (All Banish)
Moonstone+Carbunkle = Pearl Light (All Shield)
Virgin's Hope+ Fenrir = 1000 Year Gust

Friendly Monsters:

At various locations on the World Map, a random battle occurs but the music sounds sweet and melodic. The creatures that appear won't attack either; instead, they beg you to give them a specific jewel. If you give them the jewel, your party receives a ton of AP and sometimes a useful item.

What is the secret of these strange monsters? Well, if you encounter all eight of them, you get to interact with the Friendly Yan on Vile Island. When you give this cute little creature what it desires, you get to attack Ozma physically. This is the most difficult hidden monster to overcome in the game, and the characters won't be able to use physical attacks without feeding all of the friendly creatures. Being able to attack Ozma physically enables characters such as Zidane, Steiner, and Amarant to be more useful in the fight.

You may notice that some friendly monsters make reference to other friendly monsters, and even give you the appropriate stone to feed to them. This reinforces the fact that there is a certain order in which to encounter the friendly creatures, and the table at the end

of this section indicates the order.

The only catch is that you can only find some of the monsters in dangerous, out-of-the-way places. For example, you can only find the Purple Jabberwock in a forest on the west continent, which requires the Invincible airship or the red chocobo to reach. The Friendly Yan's more aggressive counterparts on Vile Island are, in fact, some of the toughest creatures in the game, and may wipe out your party during the effort.

If you get attacked by Yans while searching Vile island for the friendly Yan, summon Odin and cast Death on them every round. Also, try to perform the ReflectX2 trick with Vivi, and have everyone else perform their most powerful skill. If Quina can successfully eat one of these enemies, s/he can learn the Auto-Life ability. Yans have around 20,000 HP, making them tough to dispose of quickly. However, each set of three is worth 28,000 EXP and 3 AP, which makes leveling up and learning abilities much easier!

Friendly Creatures list :

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 Ores 20 AP, Ether

Green Yeti
Bigger forest outside Madain Sari
2 Ores 20 AP, Elixir

Green Nymph
Forest near Iifa Tree
3 Ores 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

Crime and Punishment:

You can only view this Active Time Event as Garnet during your

first visit to Treno. After going to Doctor Tot's tower to get the Supersoft, instead of climbing the ladder down, go outside and yeah! You can view the ATE now!

Ozma:

The most terrifying enemy in the game is not the final Boss, but the creature hidden at the Eidolon grave in Chocobo's Air Garden. When should you fight this creature? Well, I have a few tips to prepare you for this battle, but that's about it.

You must complete most other sidequests first. You must have the gold chocobo to access Chocobo's Air Garden. To find Ozma, go to the Garden and ride Choco to the back islet. When you examine the Eidolon grave, Mene warns you that something dangerous is there. You'll get a few chances to back out, so make sure you only fight it when you're ready. Your characters will also need the Ultima Weapon and at least the Ragnarok.

Blackjack:

After finishing the game, let the credits roll until the phrase "The End" appears. While it's on-screen, enter the following sequence of buttons on your controller to access the hidden card game "Blackjack": R2, L1, R2, R2, Up, X, Right, Circle, Down, Triangle, L2, R1, R2, L1, Square, Square, Start. The dealer deals out of two decks and stands on 17, and you begin the game with a bankroll of 1,000

Source : PlayOnline.com

Secrets & Tips:

Dead Pepper:

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Ok,i receive so many emails everyday asking about where to find the dead pepper,so here it is : You can get dead peppers during the chocobo hot & cold mini game once you already got the light blue chocobo or red chocobo.Please don't send my another question about Dead pepper since the answer already posted here.

Iron Man:

~~~~~

Limit Gloove is very effective against Iron Man (found inside Memoria) when he goes "helm devide" .

Submitted By : GRegualtor1@aol.com

Summoning phoenix even though you're dead...:

~~~~~

You can summon phoenix even if Eiko is dead.You must know the phoenix technique.When you fight someone Eiko has to die last.It automatically uses phoenix.It looks a little different but its cool.

Submitted By : Suzi Kang (Mew321123@yahoo.com)

Card Game at Memoria:

~~~~~


You can play cards in memoria against a guy who has pretty good cards. Just press the square button when a ? appears. You can do this at 4 different places in memoria.

9999 Damage:

~~~~~

If you equip Reflect ring, reflect, and reflect X2 (i dont know if you need this) on Vivi and use flare on yourself it deals your opponent 9999 damage

Submitted By : Hockey71387@aol.com

Other Floor at Daguerreo:

~~~~~

Once you get the lever working again for yhe weapon smith walk around abit on that floor you will see a scholar in a room walk him to were the books are then go back to the room he was in. Walk around in that room you will see a ! over zidane

Submitted By : Klee (klee_20@hotmail.com)

Angel Earrings:

~~~~~

In the Battle of Alexandria, Dagger has to give orders to the Knights of Pluto. If done corectly you can get "Angel Earings", so here's the order to give them in. Gather info "Blutzen and Kohel", Protect Town "Haagen and Weimar", Contact Lindblum for erinforcement "Laudo and Breireicht", Begin prepartion to fire the canons Dojebon and Mullenkedheim.

Submitted By : Patricia Mischuk (pmischuk@mindspring.com)

More places to dig in chocobos forest:

~~~~~

Once you get a red chocobo go to chocobos forest and you can climb the walls.

Level Up on Disc one:

~~~~~

On your way to burmecia through Gizamalukes Groto you can go climb the vine to enter the area where the grand dragons are. To beat them, have quina in your party and have her at lhp, you can do this by killing her than using a phoenix down and it may give you lhp or more, its random so keep trying. so what you do is get into a fight with a grand dragon and immediatly use Limit Glove which does 9999. after that do blizzara with vivi and the dragon should be gone, after every fight, save your game, and if quina dies, reset and try again, you can get to level 60 easily within a days worth of playing, (and youre on disc 1!!) and if youre too weak to start fighting the grand dragons, go in the forest and fight the birds until youre strong enough to fight the dragons, same process with the birds, save every time, it gets tedious, but its worth it.

Restore large HP :

~~~~~

Equip on your healers (Dagger or Eiko) the ability CONCENTRATE (learn from Robe of Lords). When you equip this ability it will raise the magic effect of cure, cura and curaga. This can be useful in battles.

Submitted by : Al (its_gonna_be_al@yahoo.com)

Chimera :

~~~~~

In disc 4, Memoria hosts some decent things to fight, make sure you have Vaccines. Have body

temp, antibody and level/ability up if ya want. Once you get in Memeria, run around the entrance by the save/tent ball. Fight Chimera, you can use Soul Blade with the Masamune and cast Death Sentence or if you are lucky use Steiner's Lai Strike and just kill him! While his life is whitiling away steal to get items such as tents and garnets.

Submitted By : Braver2K

Jewels...:

~~~~~

Various type of jewels/gems can make your Summon do more damage than before. For example, if you have 99 Garnets in your inventory, Bahamut Summon will deal about 8000 to 9999 damage to the enemies !!! Here's the list:

Garnet	= Bahamut
Amethyst	= Atomos
Topaz	= Ifrit
Sapphire	= Fenrir
Peridot	= Ramuh
Opal	= Shiva
Aquamarine	= Leviathan *

* Note that you can get 1 Aquamarine for every 5 Ores you place in the dragon statue, at Daguerreo.

Random Battles:

~~~~~

It works like 19/20 times and this is the thing if you dont want any more random battles just walk a lil then press Triangle then Circle then walk a lil more and do the same thing it carries you quite a distance without and random battles.

Submitted by : Vincent ko (mailto:Sammysosa1019754@aol.com)

Black Jack Mini-Game :

~~~~~

To access the mini-game, in the The End screen at the end of the game press : R2, L1, R2, R2, Up, Right, Circle, Down, Triangle, L2, R1, R2, L1, Square, Square and Start. After that, the Black Jack game should begin.

Gaining levels :

~~~~~

First equip Level Up abilities to the entire party, then fight the Grand Dragon outside the secret library Daguerreo, and you should gain about 12.000 EXP each time you kill it. If you want to get more EXP, you must kill all characters except the one you want to increase levels, then kill the dragon. In this way, all EXP point will go to that specific character.

Kill Grand Dragon easily :

~~~~~

Just use Quina's "Level 5 Death" blue magic, and it will die instantly (Grand dragon is level 60 !)

Unlimited health and magic:

~~~~~

You need Zidane and Freya in your team, Zidane needs to have learned auto-life and sacrifice already, and Freya needs to know white draw. Now, just have your other team fight and cast their most powerful spells. Then when you need a recharge, Zidane can just slap on Sacrifice and everyone else is good to go, immediately after Zidane does his Sac, Freya should cast white-draw so that Z boy is ready to go again if you need a quick health boost right away. Heal Zidane and get ready to rinse. Obviously after the first time he comes back to life you'll need to waste a spell or item to bring him back -- no big, just cast Phoenix :)

Submitted by : John <khaavren2@yahoo.com>

Level Up Faster:

~~~~~

Easily Defeat Grand Dragon With One Person(DISC 4)Equip Coral Ring. Equip antibody (ABILITY) Equip Level-UpEquip Restore Hp When you do this, the dragon will severely hurt you in a physical attack but cure you in THUNDAGA.You will recieve 35205 experience

Submitted by : Nick Harvey <rjseng@superaje.com>

Learn An Abilities Faster:

~~~~~

Just equip all the equipments that lets you learn the same ability to your character, and you'll receive more AP than before. Also, don't forget to equip "Ability UP" ability to that character. In this way, you will gain AP very fast and you will learn the ability to that character in just a few battles.

Desert Palace:

~~~~~

If you don't want to fight an Antlion again (At the four sinkholes) while searching for Kuja's palace, look closely at the four sinkholes. There's one sinkhole where no 'sandclouds' come from, that's the sinkhole to Kuja's palace.

Submitted by : Leroy <mml@home.nl>

Peridot:

~~~~~

The Peridot will strengthen the Ramuh summon. The more Peridots you have, the stronger the Ramuh summon is.

Another way to gain EXP:

~~~~~

Instead of killing the other characters off in the battle, just cast zombie on them, it is just the same as killing them off because Zombie makes them undead, so they won't receive any EXP or AP.

Submitted by : Viper <viviff9@email.com>

Better leveling tip:

~~~~~

Give characters Virus status ailment and it will have the same effect as having those characters be dead. (exp. will be divided between characters without virus!)

Submitted by : Vastet <Vastet1@yahoo.com>

Freya's Dragon Crest Skill:

~~~~~

Actually, Freya's dragon crest skill becomes more powerful as your party keep defeating dragons.

For example : Grand Dragon. You can find it outside daguerreo, and you can even kill it in a minute. Read this for more details. Notice that Freya's Dragon Crest skill can reach up to 9999

HP of damage.

Zidane's Thievery Skill:

~~~~~

Just like Freya's dragon crest skill, Zidane's Thievery skill can become more powerful as Zidane keeps stealing from the enemies. Also notice that Zidane's Thievery can reach up to 9999 HP of damage !!!

Defeating SoulCage at IIFA Tree:

~~~~~

Just Throw One Elixir on it, and it will die instantly.

Stronger magic with Carbuncle:

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Summon Carbuncle and then cast Firaga or something reflectable.

Usually Vivi's Fira will do about 1500 damage.

With everyone with reflect it will do 3000 and so on.

More Secrets, Tips And Side Quest can be found at my website:

<http://www.rpgplanet.com/ff9>

~~~~~

Level Up Data:

Lvl.	EXP	Lvl.	EXP	Lvl.	EXP	Lvl.	EXP
1.	0	26.	41194	51.	511919	76.	2373113
2.	16	27.	47291	52.	551285	77.	2496372
3.	47	28.	54041	53.	592878	78.	2624372
4.	101	29.	61488	54.	636782	79.	2757232
5.	186	30.	69680	55.	683080	80.	2895074
6.	314	31.	78664	56.	731858	81.	3038020
7.	496	32.	88490	57.	783202	82.	3186196
8.	746	33.	99208	58.	837202	83.	3339727
9.	1078	34.	110872	59.	893947	84.	3498741
10.	1510	35.	123535	60.	953529	85.	3663366

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| 11. 2059 | 36. 137233 | 61. 1016040 | 86. 3833734 |
| 12. 2745 | 37. 152082 | 62. 1081576 | 87. 4009976 |
| 13. 3588 | 38. 168082 | 63. 1150232 | 88. 4192226 |
| 14. 4612 | 39. 185312 | 64. 1222106 | 89. 4380618 |
| 15. 5840 | 40. 203834 | 65. 1297296 | 90. 4575290 |
| 16. 7298 | 41. 223710 | 66. 1375904 | 91. 4776379 |
| 17. 9012 | 42. 244006 | 67. 1458031 | 92. 4984025 |
| 18. 11012 | 43. 267787 | 68. 1543781 | 93. 5198368 |
| 19. 13327 | 44. 292121 | 69. 1633258 | 94. 5419552 |
| 20. 15989 | 45. 318076 | 70. 1726570 | 95. 5647720 |
| 21. 19030 | 46. 344724 | 71. 1823824 | 96. 5883018 |
| 22. 22486 | 47. 375136 | 72. 1925130 | 97. 6125592 |
| 23. 26392 | 48. 406386 | 73. 2030598 | 98. 6375592 |
| 24. 30786 | 49. 439548 | 74. 2140342 | 99. 6633167 |
| 25. 35706 | 50. 474700 | 75. 2254475 | --. 9999999 |
+-----+-----+-----+-----+

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12 Zodiac Coins :
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During the game you can find Zodiac Coins in many places. If you give them to Queen Stella in Treno, she'll give you some items in exchange. Adding to this, if you give her twelve Zodiac Coins, she'll tell you about the 13th Zodiac Coin

```

-----+-----+-----
Zodiac Coin | Location          | Details
-----+-----+-----
Aries       | Dali              | 1st floor of the windmill house
Taurus      | Treno            | Behind the items shop at treno
Gemini      | Treno            | Throw 13 coins into a spring at the entrance of Treno
Cancer      | Burmecia         | In the Entrance,check behind a wooden box
Leo         | Alexandria castle| Alexandria left tower.
Virgo       | Blackmage village| At the Inn
Libra       | Madain Sari      | Near a fountain
Scorpio     | Quan's cave      | Climb down the rope,and it's near the chest to the right.
Sagittarius| Lindbulm         | Near the old lady that selling gysahl pickles at the
            |                   | bussines district,on the far left corner of the screen.
Capricorn   | Daguerreo        | A water path to the right from the entrance
Aquarius    | Ipsen's Castle   | A treasure box in a hall
Pisces      | Invincible       | A treasure box at the center of this ship
Ophiuchus   | Quan's cave      | Where you found Scorpio
-----+-----+-----

```

The items you get according to the number of Zodiac Coins you give to the queen :
Coins/Items :

1. 1000 gil
2. Phoenix's Pinnion
3. 2000 gil
4. Blood sword
5. 5000 gil
6. Elixir
7. 10,000 gil
8. Black belt
9. 20,000 gil
10. Rosetta's ring
11. 30,000 gil
12. Robe of lord
13. Hammer

Some Useful Techniques:

1.How to cut FMV

You can do away with FMV.As soon as FMV begins, just open the cover of your playstation, and then close it. You can restart at the point where the FMV has just ended. If you are using playstation 2, just push the eject button to take the CD-rom out and then push the button again to put it in.

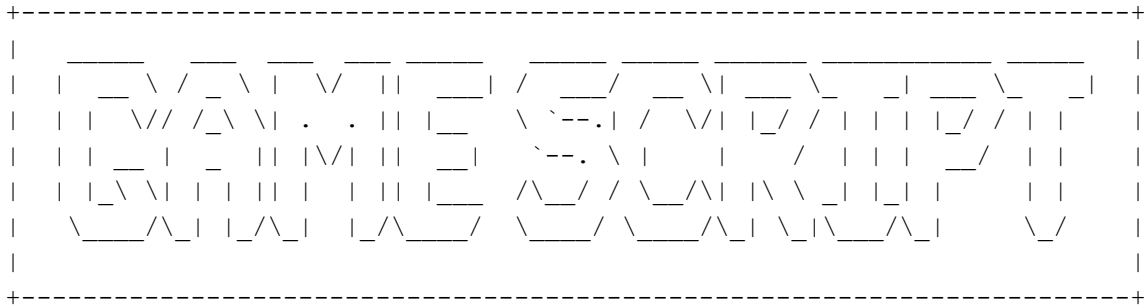
2.How to make money by combining weapons

Buy as many "wrist" as possible at the village of Dali, and buy as many "Steepled hat" as possible in the mog shop at Burmecia. Go to synthesis shop and make "cotton robe." If you sell cotton robes at the weapon shop,you can make 610 gil a cotton robe.

You can sell a cotton robe by 2000 gil, so you can make money 610 gil by making one cotton robe.If you make up 99 cotton robes, you can make money 60390 gil!

FOR ALL PLAGIARIZERS OUT THERE! READ THIS!

I have PURPOSELY put a few MINOR MISTAKES in the information in this FAQ (especially,the gamescript section) so I can know if anyone has been plagiarizing it. You may NOT use the information in this FAQ to write your own FAQ!



Progress : Disc 1 (Lindblum Grand Castle)

=====
The beggining :
=====

??? : Sure is dark...
??? : Guess nobody's here yet...
??? : Who's there ?

Enter your name : Zidane

Zidane : It's me,Zidane !
Blank : Hey Zidane,you sure are late !
Zidane : Sorry.So where's the boss ?
Cinna : Ain't here yet.

Suddenly,a mysterious masked man shows up and you'll encounter a battle with it

After the battle :

All : Whew...
Baku : Hey fools !
Baku : You're lookin' alot better !
Baku : Gwahahaha !
Baku : Alright,let's start the meeting already !
Baku : Here's the plan
Baku : Tantalus,the infamous band of daring thieves (that's us) is headin' to the kingdom of alexandria
Baku : Our mission is to kidnap the heir to the throne,Princess Garnet !
Cinna : I'll take it from here,so listen up !
Cinna : Our ship is about to dock at Alexandria...
Cinna : And when it does,we're gonna put on our costumes...
Cinna : And permorm 'i want to be your canary',the most popular play in alexandria !
Cinna : Break a leg Marcus ! Cause you're playing the lead !
Marcus : Leave the actin' to me ! Of course the real kidnappers'll be Blank and Zidane !
Blank : I'll distract the audience from backstage with these little buggers.
Blank : I can't stand oglops...
Blank : But i'll try to manage,so don't worry about me.
Blank : And that'll be your cue Zidane !
Zidane : Okay :
- That's when i kidnap Queen Brahne,right ?
- That's when i kidnap Princess Garnet,right ? (pick the 2nd choice)
Baku : You bet ! You're gonna kidnap the most babe-licious beauty in all of Alexandria,
Princess Garnet !

FMV

=====
Alexandria Town:
=====

Little girl : Are you awright ?
Little girl : Here ! You dwopped your ticket !
Rat Kid : Oww !
Rat Kid : Why you-get outta my way !

Head north to the next screen

Herald : Honorable nobles of Treno...castle of Alexandria is this way

Head to the event square and talk to the ticketmaster

Ticket Master : Can i help you son ?
Pointy Hat Boy : - Show Ticket (pick the 1st choice)
- What's Showing Today ?
- Tell Me About Alexandria.
- Leave
Ticket Master : What's this ? There's something odd about this ticket...
Ticket Master : Why,it's another fake ! I've seen so many today.
Pointy Hat Boy : Noooooooo.....
Ticket Master : Now,now.Don't cry.I know how you must feel.
Ticket Master : Here,i'll give you these.Do try to cheer up now,hmm?
Received Goblin Card,Fang Card,Skeleton Card !
Ticket Mater : Talk to "Alleyway Jack" to learn more about cars.Good luck lad !

In the next screen...

Dante the signmaker : Blast it !
Dante the signmaker : Hey ! You make me miss,you little klutz !!
Dante the signmaker : Whew,that should do it
Dante the signmaker : Well,it's been a long day.
Rat Kid : Hey,you,shrimp ! You're the one with the phony ticket ain't cha ?
Rat Kid : I saw the guy tell you that it was fake !
Pointy Hat Boy : - Y-yeah it's fake (Pick the 1st choice)
 - N-no,it's not fake
 - Are you alleyway jack ?
Rat Kid : I'll let you see the show if you become my slave !
Rat Kid : Well,whaddya say ?
Pointy Hat Boy : - Allright (Pick the 1st choice)
 - N-no,i don't want to
Rat Kid : Awesome ! Now for you first assignment !
Rat Kid : You go stand over there and see if anyone comin' !
Rat Kid : All clear ?
 - Yeah it's clear (Pick the 1st choice)
 - I think someone's coming
Rat Kid : Awesome ! Engage according to mission parameters !

Head south to the next screen,and enter the bell tower

Rat Kid : Over here !
Rat Kid : Don't fall behind
Rat Kid : Into the steeple !
Rat Kid : Now we're gonna climb up this tower !
Rat Kid : It's very dangerous,you go first !
Pointy Hat Boy : Ow !
Rat Kid : Ahahahaha ! What the heck was that ?
Moogles : Sorry about that,Kupo !
Rat Kid : That's Kupo.He's a moogles
Kupo : Kupo !
Rat Kid : And this is slave number one
Rat Kid : Try to get along,okay ?
Kupo : Kupo ! Pleased to meet you !
Kupo : I'm sorry ! I enter you in the moogles's diary !
Kupo : If you want to save game onto MEMORY CARD,just ask us moogles,kupo !
Kupo : You can regain health if you have a tent,kupo !
Kupo : You understand ?
Pointy Hat Boy : - I understand
 - Once more
Kupo : Glad i can help,Kupo !
Rat Kid : Allright,time for some upward mobility !
Rat Kid : Okay,come on up,slave !
Stilzkin : Kupo ? You here ?
Kupo : Stilzkin ! Why that getup ?
Kupo : You leaving,Kupo ?
Stilzkin : Yeah,and this time i might be away for a long time
Kupo : I'll miss you,Kupo !
Stilzkin : Now,don't you worry.I'll write
Kupo : Okay,Kupo !
Stilzkin : Well,i'm off ! Take care
Stilzkin : Oh,and say hi to mosh in the castle for me
Pointy Hat Boy : Was that friend of yours ?

Kupo : Yes, a very special one, Kupo !!
Rat Kid : Hey slave ! I thought i ordered you up here !!!!

Talk Kupo, and save your game. After that, climb up the ladder

Rat Kid : Alright, the play's gonna start if we don't hurry !
Rat Kid : Come on ! Get over here !
Rat Kid : Lemme Guess...you're afraid of heights aren't you ?
Rat Kid : It's okay ! Just pretend you're on the ground !
Rat Kid : Come on already ! We're running outta time !

Rat Kid : Not again...
Rat Kid : Don't worry ! It won't fall !

Rat Kid : Ha ha ha...i guess it fell...
Rat Kid : No point in worrying now, right ?

Rat Kid : Oh yeah, i almost forgot !
Rat Kid : I don't even know your name !

Enter name : Vivi

Rat Kid : So your name is Vivi, huh ?
Rat Kid : Kinda funny name...
Rat Kid : My name's Puck ! Pleased to meetcha !

Puck : Whew...we finally made it !
Puck : After this wall, we'll be inside the castle !
Puck : C'mon, let's go !

Meanwhile...

Baku : Ladies and gentlemen
Baku : Tonight's performance is take a story that takes place a long long time ago...
Baku : Our heroine, Princess Cornelia is torn from her lover Marcus.
Baku : She attempts to flee the castle, only to be captured by her father, King Leo
Baku : When our story begins, Marcus, having heard of this, crossed swords with the king.
Baku : And now, your royal majesty, Queen Brahne, your highness, Princess Garnet...
Baku : ... noble ladies and lords, and our rooftop viewers, Tantalus proudly presents
Baku : 'I want to be your canary' !

Blank : Bereft of father ! Bereft of mother !
Blank : Marcus ! Thou has lost even thy love !
Cinna : Fortune hath escap'd thee !
Cinna : For what end shalt thou live ?
Zidane : For the sake of our friend...
Zidane : Let us bury your steel in the heart of the wretched King Leo !
Blank : Aye !
Cinna : Aye !
Blank : We shall back thee, kinsman !
Marcus : Pray, sheathe thy swords ! This villain is mine alone !
Cinna : Nay kinsman !
Cinna : For i, too, have lost a brother to this fiend !
King Leo: What ho ? Out, vermin ! Away !
King Leo: Thou darrest bare thy sword before the king !?
King Leo: All who stand in my way will be crush'd !
Zidane : Treacherous Leo, my Kinsman's suffering shall not be in vain !
Zidane : For i shall instruct thee in his incomparable pain !

Battle

After the battle :

King Leo : Arrg...Grr....

King Leo : Thou hast not seen the last of me,Marcus !

Zidane : Come back !

Zidane : Out the way Blank !

Blank : Consider this Zidane ! If Prince Schneider were to marry Princess Cornelia,peace
Would be reign over both their kingdoms !

Zidane : Tis foolishness ! If all were so easy,why none would suffer in this word !

Zidane : Aha !

Zidane : Aha !

Zidane : Aha !

Button pressing mini-game

Zidane : Expect no quarter from me !

Blank : En Garde !

After the button pressing mini game,Zidane & Brank has succesfully sneak up inside the castle.

Blank : He he he...

Blank : Finished changing,Zidane ?

Zidane : Yeah,but this helmet...

Zidane : It kinda smells...

Blank : What are you talking about !? My helmet is totally reeks !

Blank : My armor's way to big...

Blank : And my back's real itchy...

Blank : The boots are wet...

Blank : My gloves are all slimy...

Blank : There's a cookie crumbs in my pocket...

Zidane : Okay,i get the picture...

Zidane : You still have the package right ?

Blank : Don't worry ! I won't screw up !

Zidane : Allright ! First i'll go pour some sleep potion into Princess Garnet's teacup !

Blank : And i've got a special something for the lovely queen !

Blank : He he he...they're sleeping so soundly !

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Alexandria Castle:

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Blank : According the recon...

Blank : ... the royal seats should be right above these stairs !

Zidane : Got it !

Blank : Uh-Oh ! The scene where Marcus sneaks into Cornelia's chamber is about to start !

Blank : Let's get this over before the finale,okay ?

Upstairs you'll meet up with a white hooded girl

Zidane : (Hmm ? She sure dressed funny...)

Hooded Girl : Um...would you please let me pass ?

Zidane : Hmmm....

- Let her pass (pick the 1st choice)

- Examine her face

Zidane : Wait ! Hold on a sec !

Zidane : Haven't we met before ?
Hooded Girl : No...i do not know you...
Zidane : Hmmm...
Zidane : Maybe you're right...i'd never let someone as pretty as you get away.
Zidane : Say,you wouldn't -
Blank : Hey,what's goin' on Zidane ?
Hooded Girl : I....
Hooded Girl : I must go !
Blank : Who the heck was that !?
Zidane : Get up Blank ! That was Princess Garnet !
Blank : Are you serious !?

Meanwhile...

Zorn : We are in trouble !
Thorn : Trouble are we in !
Zorn : This is terrible !
Thorn : Our leads,Queen Brahne will have !
Zorn : We must hurry !
Thorn : Hurry,we must !
Zorn : We are in trouble !
Thorn : Trouble are we in !
Thorn : The right way,that is not !
Zorn : I know it is not the right way !
Thorn : Really do you ?
Zorn : I really do !
Thorn : Wonder i sometimes do
Zorn : N-Now is not the time to wonder !
Thorn : Hurry to Queen Brahne must we !
Zorn : We must hurry to Queen Brahne !
Zorn : That is not the right way !
Thorn : N-not the right way i know !
Zorn : Do you really ?
Thorn : Know i really do !
Zorn : I really wonder sometimes
Thorn : Th-the time is wonder,now is not !
Thorn : Hurry to see her majesty we must !
Zorn : We must hurry to tell her majesty !
Zorn : Your majesty !
Thorn : See the Queen we must !

Captain of the knights of Pluto : Her majesty is busy ! Come back Later !

Beatrix : Is it an emergency ?
Thorn : An emergency it is !
Zorn : An emergency of terrible urgency !
Beatrix : Very well.I'll see what i can do
Thorn : Very grateful we'll be !
Sorn : We'll be very grateful !

Captain of the knights of Pluto : Grr ! Curse that Beatrix ! Always trying to one-up-me !

Beatrix : So what exactly the problem ?
Zorn : Her royal highness...
Thorn : Princess Garnet...

Thorn & Sorn : Is in danger !
Beatrix : I see.Wait right there.
Queen Brahne : No interruptions ! Can't you see i'm watching the show !?
Beatrix : Your majesty,im afraid Princess Garnet has-
Queen Brahne : Ah yes...she did leave her seat a while ago

Beatrix : Your majesty, it seems that Princess Garnet has run off with the royal pendant.

Queen Brahne : Well, of all the... what could she be thinking !?

Queen Brahne : General Beatrix !

Beatrix : Your Majesty !

Queen Brahne : And captain...uh...

Enter name : Steiner

Queen Brahne : Captain Steiner !

Steiner : Yes your majesty !

Brahne : Go find Garnet !

Steiner : Yes my queen

Beatrix : At once your majesty !

Steiner : Knights of Pluto !

Steiner : ASSEMBLE !!!

Steiner : Huh ?

Steiner : Where is everybody ?

Blutzen, Pluto knights II : Captain sir !

Kohel, Pluto knights III : All present and accounted for, sir !

Steiner : What are you talking about !? There's only two of you !

Steiner : Where's the other six ?

Steiner : Why, you useless good-for-nothings !

Steiner : I bring order from the Queen !

Steiner : Get dressed and go find Princess Garnet !!

Head right to a screen with a magnet. Talk to the soldier over there.

Blutzen : ... So i guess they really did.

Kohel : Whoa, really ? You always have the latest news !

Steiner : Hey ! I thought i told you to look for the princess !
What are you doing here !?

Blutzen : Oh, captain ! It looks like Weimar got together with
Barbara at the pub !

Steiner : Why do i have to hear this !?

Steiner : I told you nitwits to go search for the princess !

Blutzen : At once sir !

Kohel : Y-yes sir !

Head out and go north to the next screen. Here talk to a soldier
that walking around the corridor.

Dojebon : Yes, sir ! I'm looking, sir !

Head right and talk to the soldier over there.

Mullenkedheim : Awww.... I'm so hungry !

Steiner : Wimps like you are the reason nobody relies on men
in Alexandria ! Bite the bullet, you worthless grub !!

Mullenkedheim : Whatever captain, i'm so hungry.

Head back to previous screen, go downstairs and enter the library on
the left. Talk to the soldier in the lower left corner of the screen.

Laudo : You see, i never wanted to be in military. I just wanted to
write fantasy novels...

Laudo : Captain, please ! Let me quit the knights of pluto !
- You can leave (pick the 1st choice)

- You can't leave

Steiner : I really want to let you go.....but now's not the time !

Steiner : Go find princess Garnet !!!

Laudo : Wah !!!

Head out and talk to the soldier near the fountain

Haagen : Sitting here watching the water always bring peace to my soul.

Haage : Care to have a seat,captain ?

Steiner : Now is not the time ! By order of her majesty,we must go search
for princess Garnet !

Haagen : What !?!?!? This calls for immediate action !!!

Haagen : Fair princess,be not afraid !! Haagen id on the trail !

Haagen : Feel my fury !!

Head left and talk to the soldier over there.

Weimar : Hey,let's go to Treno.Just the two of us.

Alexandrian Soldier : Hmm...let me think about it.

Steiner : You there ! Stop that immediately !

Steiner : Go search for princess Garnet !

Weimar : Yes sir ! At once sir !

Now climb up the tower,and talk to soldier no VI

Breireicht : I'm so tired...

Breireicht : Oh !

Breireicht : Captain Steiner,do you climb this tower for exercise too ?

Steiner : No ! No ! No ! I'm searching for princes Garnet !

Steiner : Is the princess at the top of this tower or not ?

Breireicht : I want to reach the top,but at my age,i get so short breath...

Talk to him again

Breireicht : By the way captain,have we all received the order ?

Steiner : Of course ! All knights will obey !!!

Breireicht : Ah ! So you've given orders to double super-sleuths,
Blutzen and Kohel !

Breireicht : And also...

Breireicht : Ah ! So you've given orders to our most inspirational writer,
Laudo !

Breireicht : And also...

Breireicht : Ah ! So you've given orders to the most famous artillerist in
the realm,Dojebon

Breireicht : And also...

Breireicht : Ah ! So you've given orders to the only man who can name all the
girls in town,Weimar !

Breireicht : And also...

Breireicht : Ah ! So you've given orders to the knights with the knack of
navigating the neighborhood,Haagen !

Breireicht : And also...

Breireicht : Ah ! So you've given orders to the winner of last year's cannon
ball race,Mullenkedheim.

Breireicht : That's my captain !

Received Elixir !

Now climb up the tower until you've reach to the top.

Steiner : Whew...fatigue rears its ugly head.

Steiner : No ! I must persevere !

Steiner : The princess must be found !

Steiner : Wait ! Over there !
Steiner : It's princess Garnet !
Steiner : Being hounded by brigands ! Fear not,princess ! Your knight is coming !

FMV

Zidane : Huh ? Where'd the princess go ?
Hooded Girl : Woo !!!
Zidane : Owwww....

Head right to the next screen.

Ruby : Hold yer horses there !
Ruby : Whut kinda cattle you chasin' darlin' ?
Ruby : You should at least say yer sorry !
Hooded Girl : Please pardon me.I was in hurry,you see...
Ruby : And here i am,fixin' to get ready fer my big entrance !

Now you'll be controlling Zidane again,go talk to Ruby

Ruby : Hey Zidane ! Did you see the way she hit me ?
Ruby : This cowgirl's wilder than a buckin' bronco !
Zidane : Just let me talk to her,Ruby !
Ruby : Come again,pardner !?
Ruby : Did you hear what i'm talkin !?
Zidane : Ruby ! We'll talk later !

Go downstairs

Zidane : Whew...Well it looks like you've finnaly made up your mind.
Zidane : (Wow.We really had to improvise.But hey,we got her !)
Hooded Girl : Do you...do you work on this theater ship ?
Zidane : (Aww...so she figured it out,huh ?)
Hooded Girl : As you have no doubt suspected...
Hooded Girl : ... the truth is that...
Hooded Girl : I am actually...
Hooded Girl : Princess Garnet Til Alexandros,heir to the throne of Alexandria.
Garnet : I have a favor i wish to ask you...
Garnet : I wish to be kidnapped ... right away.
Zidane : H-huh !? I don't ... i mean ...

Steiner : Princess ! Where are you !?
Garnet : Please...they're coming for me !
Zidane : Aha...so that's what's going on...
Zidane : Alright ! Leave them to me !
Garnet : Thank you.You have my gratitude.
Zidane : Alright then your highness !
Zidane : I shall hereby do my best to kidnap you !

Cinna : What're you two doin' ? Come on,this way !
Garnet : Ahh !
Zidane : Don't worry princess,this is my friend,Cinna
Garnet : Oh,really ?
Garnet : I am sorry,you startled me.
Zidane : Well,with a face like his,i'd pretty shocked too !
Cinaa : Man,that hurts ! I wash up every morning,you know !
Steiner : Princess !?
Cinna : This way !
Zidane : Alright,we'll follow you !

Steiner : Princess !?
Steiner : Princess...
Steiner : Princess !
Steiner : Princess...?
Steiner : Princess !!!!?
Steiner : Princess ?

Suddenly,soldier no ?? shows up.

Steiner : Where have you been ?
Soldier : Sir ! I'm sorry sir !
Steiner : Princess !

Zidane : Hey,Cinna,this is a dead end !
Cinna : He he he...I thought this might be happen...
Cinna : Open !
Cinna : So i set up this escape hatch !
Steiner : Princess !
Cinna : Come on,jump inside !
Steiner : The princess must be down there !
Soldier : I-i'll go first,sir !
Steiner : Hey !!! What do you think you're doing !?
Soldier : Captain,sir ! I'm stuck,sir !
Steiner : Grrrr ! Blast it !!!
Soldier : He he he ... he bought it !

Meanwhile....

Zidane : Wow,you're really athletic,princess.I think i'm falling for you !
Garnet : This is nothing.I have been training to escape the castle,after all.
Zidane : What a waste.If only you weren't princess...
Garnet : We have no time for idle banter.Come,let us move on !

Head left to the next screen.

Steiner : Aha !
Steiner : Princess ! I,Steiner,have come to your rescue !
Soldier : You needn't worry,your highness.
Steiner : Good work ! This will be remembered as the pluto knight's finest hour !
Soldier : He he he !
Soldier : Just relax,princess.We'll get you outta here !
Steiner : What !!!!?
Steiner : You're not one of my knights !
Zidane : You can just...
Cinna : ... leave the princess ...
Cinna : ... to us !!
Blank : ... to us !!
Zidane : ... to us !!

Battle

Steiner : I'll never give up !

Steiner break Blank's armor.

Steiner : N-No !!!
Steiner : I hate oglops !!!

After the battle

Steiner : Oglops are the worst !

Cinna : Get these oglops offa me !
Zidane : Now's our chance ! Come on !

Meanwhile...

King Leo : Tonight,i shall finally see my daugther,Cornelia.Betroth'd to prince
Schneider !

King Leo : And then,prince Schneider and his kingdom will be mine !

King Leo : Gwahahahaha !

Benero : Your majesty !

Zenero : We've caught him !

King Leo : Why,my poor Marcus...

King Leo : Hark lad.No matter how much thou dost treasure Cornelia...

King Leo : ... No matter how deeply she might believe she doth love thee...

King Leo : ... Never shall i see her marry a peasant such as thee !

King Leo : When yon bell strikes three ...

King Leo : Under the axe thou shall be !

Garnet : What now ? We can't go any further !

Zidane : Hmm...

Cinna : Zidane ! Get on number two !

Zidane : Okay ! Princess Garnet,this way !

Steiner : Stop !

King Leo : Further more !

King Leo : !!

Suddenly Zidane,Garnet and Steiner appears on the stage.

Baku : (Princess Garnet !?)

Zidane : (Guys ! Just improvise !

Steiner : Ho ? What's all this ?

Marcus : Cornelia !

Garnet : (Um...)

Zidane : (Marcus is Cornelia's lover !)

Garnet : Oh Marcus !

Zidane : (Yeah,you're doing great !)

Garnet : (Ahaha...i have studied drama,you know)

Baku : (Okay,guys. Lets keep going.Brahne is still watchin' after all !)

Garnet : Oh Marcus ! I missed you so !

Garnet : I wish never to leave thy side.Prithee,lend me from this place !

Zidane : See King Leo ? Thou shouldst give them thy blessing !

King Leo : Never !

King Leo : Never leave his side,thou sayest ?

King Leo : Foolish banter ! I'll not allow it !

King Leo : Cornelia shall marry none other than this man - Prince Schneider !

King Leo : Is that so,Prince Schneider ?

Steiner : M-Marry princess ! Me !?

King Leo : Aye ! And this traitorous crew,i'll put to death !

Benero : Too many of them !

Zenero : Run Away !

King Leo : Pray,my sweet daugther,come home to the castle with me.

Garnet : Nay father ! I shalln't return !

King Leo : Cornelia,trouble me no more.

Marcus : Not if i can help it !!!

Marcus : Now is my moment of vengeance ! For my parents and for my love
Cornelia !

Marcus : I shall cut thee down !

Garnet : ngh !

Marcus : No...Cornelia !!!

Garnet : Mar...cus,forgive me.I still love my father...

King Leo : Cornelia !
Steiner : Princess !
Garnet : Please forgive my selfishness, father, and spare my sweet Marcus...
Marcus : What have i done !? Am i never to hear her loving voice again !?
Marcus : Am i cursed never again to feel her soft touch !?
Marcus : Oh cruel fate ! Thou hast robbed me of all i treasure !
Marcus : Ngah !!
Zidane : Marcus !!

Queen Brahne : Oh my !
Queen Brahne : This year's show is splendid !
Queen Brahne : Waaaaaaa !
Queen Brahne : Why did she have to die !? Why !?
Queen Brahne : (Now, where could Garnet be ?)
Queen Brahne : Bo-hoo-hoooooo!

Puck : Wow, What a show !
Vivi : Yeah, so sad...
Puck : I'm glad we climbed all the way over here, how bout you, huh ?
Puck : Uh, look out !

Pluto Knights No VIII : Stop you !
Pluto Knights No VII : Come back, trespassers !
Puck : Fool ! I'm outta here !

King Leo : Forgive me !!!
Steiner : Princess !
Vivi : Leave me alone !

Pluto Knights No VII : Stop !
Pluto Knights No VIII : Come back here !

Vivi : Don't come any closer !

Vivi cast fire spell to the pluto knights, but it burned Garnet's robe, and reveal her identify in the front of the crowd.

Garnet : Ow ! That's hot !!!
Baku : Zidane ! It's time !
Zidane : Princess Garnet, let's get outta here !
Steiner : What...what is going on !?
Garnet : Steiner ! Don't follow me anymore !
Haagen : Captain sir ! We await for your orders sir !
Steiner : Hmmm...Well...Um....Err...
Steiner : Princess ! I'm afraid i cannot comply !
Garnet : Stubborn as always aren't you ?
Zidane : Come on princess. Let's ditch sir rustalot and get outta here !
Steiner : Princess ! Wait !
Zidane : Hey kid...are you okay !?
Vivi : Y-yeah, i just tripped, that's all...
Steiner : Princess, i cannot allow you to go ! Seize them at once !

Battle

Haagen : My fury ends here...
Weimar : I'm gonna be late for my date !
Steiner : Bah ! Only a flesh of wounds !

After the battle...

Cinna : Stabilizers configured !

Baku : Good !
Blank : Engige room is good to go !
Baku : Allright !
Baku : We're movin' out !
Blank : It's about time...

FMV

Battle

After the battle,you'll see another FMV,and the ship will crash down into a forest.

Cinna : We're gonna crash !!

Meanwhile...

Queen Brahne : Garnet...

Queen Brahne : I never imagined you would do such a thing...perhaps you're not such
a helpless little girl anymore....

Queen Brahne : Zorn ! Thorn !

Queen Brahne : Is our little experiment ready ?

Zorn : Yes your majesty.It's combat ready.

Thorn : Easily terminate princess Garnet it can,your majesty.

Queen Brahne : I need her alive !

Queen Brahne : Bring her back at once !!

Later,Zidane will wakes up in the forest...

=====
The Evil Forest:

=====

Baku : Ow...my back's killin' me.

Baku : Are you alright ?

Cinna : Yeah,but the Prima Vista's wasted.

Baku : Just our luck to crush in this forest...It's gonna get interesting...

Cinna : What do you mean 'interesting' boss ? I hear no one's ever made it
outta here alive.

Blank : Boss ! There's a fire everywhere ! It's outta control !

Baku : Quit yer whinin' and get it under control !

Baku : And get the wounded outta here !

Blank : Alright !

Baku : Get our goods outta here too.Weapons,items,anything we can use !

Baku : There's no way we can survive if all our stuff is toast.

Cinna : I'm on it !

Cinna : Phew...I'm beat...

Cinna : Hurry up and put out the fire ! I can't carry 'em all by myself !

Cinna : What the hell are they doin' ?? The whole ship's gonna burn up !

Zenero : They're lookin' for Garnet...Can't find her anywhere.

Zenero : Maybe she fell off...got squashed under the ship.

Cinna : This is great.First we kidnap her,then we kill her.We'll hang
for sure.

Cinna : Zidane ! I'm surprised you made it !

Cinna : I can't believe you jumped off ! You're nuts you know that ?

Zidane : I didn't jump off.I got thrown out from the impact,so everyone okay ?

Cinna : Yeah,we've got all the devil's luck.

Cinna : But if we don't find the princess Garnet,we're all dead meat.

Press select to see an ATE (Active Time Events)

ATE : Forest Keepers

Vivi : Whoa !

Garnet : Are you alright ?

Garnet : I-is it still coming ?

Vivi : Watch out !

After checking the ATE,head right then north to the next screen.

Vivi : Sh-She's in trouble...

Zidane : ...What the hell is that ?

Steiner : Release the princess at once !

Steiner : Yeah,like it's gonna really listen to you.

Zidane : Come on !

Battle

Steiner : Wh-what is that light ?

Zidane : I don't know.Somewhat, it raises my power

Steiner : Could it really be Trance !?

Steiner : I've heard if it before !

Steiner : Trance is induced by a surge of emotion.

Zidane : Alright,let's take him !

After the battle,the monster will ran away with princess Garnet.

Steiner : Princess ? Princess !!!

Zidane : What the heckl ? Where did they go ?

Vivi : I was too scared to cast any spells...that's monster's probably gonna eat her...

Steiner : How could i let this happen !?

Zidane : Don't worry,she's not dead yet.

Zidane : That monster was only a minion.He's probably gonna take her to his master.

Steiner : That means the princess might still become ! We must go find her at once !

Another monsters will shows up,and it will captured Vivi this time...

Vivi : Whoa !!!

Steiner : !!!

Zidane : !!!

Battle

Vivi : Let me go ! Help Me !!

Vivi cast fire spell to the monster.

Vivi : Magic seems effective...

Vivi : Nice !

After the battle...

Vivi : Phew...th-thanks...

Zidane : Are you alright ?

Vivi : Y-yeah...i think so...

Vivi & Zidane : !!

Steiner : Ugh !!

Steiner : P-Prin....cess...

After that,all of them will be carried back to the ship.

Blank : You guys are lucky.If i weren't for Zidane,you'd both be dead.

Blank : Some of the monsters in this forest reproduce by planting seed in other animals

Blank : And when the seeds sprout,it's hasta la vista : you become beef jerky.

Vivi : Um...am i gonna die ?

Blank : No.you're gonna be fine.Here drink this.It'll remove all the seeds from your body.

Vivi : Ugh...eeyuck...

Meanwhile....

Steiner : Princess..i'm coming right now...

Steiner : ... stand aside !

Benero : Room behind you.Go

Steiner : The princess...is in grave danger !

Steiner : Do you intend to abandon her !?

Zenero : You're in no condition

Zenero : Don't worry about the princess.The boss'll think of something.

Steiner : Hey ! Stop !

Zenero : Get some rest.

Benero : Yeah,and take that medicine i gave you.

Steiner : Dammit...i can't just stand here...

Steiner : The princess life rest in my hands.

What can their boss possibly accomplish !?

Steiner : This medicine...it smells terrible.And the color...this obviously poison !

Steiner : (Huff-huff-heave-heave)

Steiner : Ugh...i can't take it anymore...

Steiner : God help me !

Steiner : Hey...not bad.

In other place....

Baku : Forget it

Baku : Monsters born out of mist are crawlin' everywhere.

Zidane : So what ? There's nothing out there we can't handle.

Baku : Yeah,but what are we gonna do about the wounded ?

Zidane : We can take 'em with us.

Baku : How are we gonna carry all of them ? Trust me,we go out now,and we'll all get wasted.

Baku : My boys come before the princess,you know.It's too bad...

Zidane : !!!!

Baku : We're gonna stay put 'til everyone recovers.

Baku : You better not set one foot outside this ship,you got that !?

Zidane : I can't believe you're abandoning her ! You're nothing but a big coward !

Head south to the next screen to see another ATE's

ATE : Time to escape

Girl who left behind

Cancel

ATE : Time to escape

Steiner : Hmm...

Steiner : This structure is in poor condition.

Steiner : Perhaps i can break out by ramming into the wall ?

Steiner :

Steiner : Fire ! Fire ! let me out !!

Steiner : Ugh !

Steiner : (Huff-Huff)

Steiner : I'm still not feeling well...

Steiner : What's this ?

Steiner : What an ugly doll....'Princess Garnet,age 15' !??

Steiner : How dare they write the princess's name on such a ragged doll !?

Steiner : Besides,the princess is not 15 ! She's 16 !

Steiner : ...Princess...

ATE : Girl who has left behind

Ruby : Where'd everybody go ?

Ruby : Abd whut am i supposed to do now ?

ATE : My little baby

Cinna : It should be here somewhere...

Cinna : Huh....?

Cinna : Damn !

Cinna : Where is it !?

Cinna : What happened to my Garnet doll !?

Cinna : Man,how am i supposed to sleep now ...?

Cinna : Geez....

Cinna : Poor little doll...the fire probably caught it...

After checking all the ATE go downstairs and talk to Blank

Blank : I gave the medicine to the black mage.He'll be alright.

Blank : Why don't you see him ? I think he wants to thank you.

Head right and talk to Vivi

Vivi : Oh...

Vivi : Th-thank you for helping me.

Zidane : Ah,don't mention it.

Zidane : Besides,it was your black magic that saved the day.

Zidane : You know,you've got some major power for such a little guy.

Vivi : ...

Zidane : What's wrong ? Are you peeved at me because i called you 'little' ?

Zidane : Hey,you're great mage with great power,alright ?

Zidane : To hell with looks,it what's inside that counts.

Vivi : I'm sorry.When that monsters caught her,i couldn't do anything...

Zidane : Hey,don't worry about the princess.I'll get her back.I promise.

Vivi : Thank you Mr.Zidane.

Zidane : Whoa...that's the first time anyone's called me 'MR'.Just called me Zidane,
Alright ?

Vivi : Okay....Zidane.

Now head out where Zidane will have a flashback about his first meeting with Garnet.

Zidane : Geez...he was pretty down.

Zidane : Maybe i shouldn't have made that promise.I don't even know if i'll be able
to find her.

- Flashback -

She was cute....

Then again,maybe i only thought so because she's a princess.

Hm....

No...she was definitely cute.

- Flashback -

Zidane : Man,i can't stop thinking about her...

Zidane : What am i gonna do ?

- Go look for her (Pick the 1st choice)

- Forget it

Zidane : Yeah ! What's there to think about !? She's cute...and she's in trouble.
That's all that matter.

Blank : ... there you are.

Blank : Why do you look ? Uh-oh...what are you up to this time ?

Zidane : I'm gonna take that knight and the black mage to find the princess

Blank : You're crazy ! Man,you don't even know what's out there.

Blank : Besides,there's no way the boss'll allow that.

Zidane : I know...

Blank : Sheez...why do you always gotta play hero ? The boss is gonna kill you.

Blank : Well,what are you waitnig for ? Go talk to the boss.

Now go back to Baku

Baku : Ah !

Baku : Aaachoo !!

Baku : Took you long enough...i fell asleep.Darn it.

Baku : So you're leaving,eh ?

Zidane : Yeah...I promise garnet i'd kidnap her.

Baku : Gwahahaha ! I didn't ask you why !

Baku : I can't blame you though.She's damn beautiful.

Baku : I guess that reason enough !

Baku : Well,i hope you're ready.

Baku : Cause I'm gonna bust you up for breaking the rules !

Zidane : ... alright.

Baku : Okay,get your butt over to the cargo room.We got more room there.

Go back to the previous room,and talk to Baku again.

Baku : You ready ?

- Anytime (Pick the 1st choice)

- Hold on

Battle

After the battle...

Baku : I'll be dammed...

Baku : Bravo !

Baku : Go find your princess !

Baku : Gwahahahaha !

Zidane : Damn that hurt ! He pulled his punches 'til that last one !

Talk to Blank

Blank : Way to go Zidane

Blank : I unlocked the door to the storage.So you're free to go talk to
that knight.

Go to storage room and talk to Steiner

Steiner :

Zidane : Come on.You're too old to be playing with a doll.

Steiner : Silence ! A scoundrel like you could never understand !

Steiner : I'm just overwhelmed with concern for the princess !

Steiner : If only you rogues hadn't kidnapped her...this is all your fault !

Steiner : If anything should happen to the princess,i'll have you head !

Zidane : Take it easy,geez....

Zidane : I'm gonna look for her now.

Zidane : I'll let you come with me if you promise to be good.

Zidane : What do you say,rusty ?

Steiner : R-R-..Rusty !!!! I am Adelbert Steiner,captain of the knights of pluto,
and i'll never work with you conniving thieves !

Zidane : Captain ! I figured you were a private,what with that cheap,rusty armor...

Zidane : Look,this has nothing to do with Tantalus.It's something i decided
to do on my own.

Zidane : I just wanna save Garnet.

Steiner : Hmph... ! You had better not be lying !

Steiner : Because if you are,i won't hesitate to kill you !

Zidane : Yeah,yeah.I'm counting on you,rusty.

Steiner : Make no mistake.I'm only going with you to rescue the princess ! I'll deal
with you personally when this is over !

Zidane : Whatever.....

Steiner : It may be difficult with just the two of us.We should seek master Vivi's
help as well

Zidane : Why are you calling him 'Master' ?

Steiner : You fool.That black mage has unimaginable powers...

Steiner : We need master Vivi's powers to rescue the princess.

Zidane : Alright,let's go talk to Vivi.

Now go talk to Vivi

Zidane : Well Vivi,we're ready to go look for the princess.

Vivi : Really ? That's great ! Be careful okay ?

Zidane : Actually,we want you to come with us too.

Vivi : Huh !?

Vivi : B-But i can't do anything.

Steiner : Hardly,master Vivi.Your magic power in greater esteem than i do to
this scoundrel's.

Vivi : B-but...i'm scared.I couldn't even move last time.

Steiner : Please,Master Vivi.

Steiner : For the sake of princess Garnet and all Alexandria, i humbly request
for your assistance !

Zidane : Come on ! You're a black mage for crying out loud !
Show us what you've got !

Zidane : Alright...let's get going.

Vivi : Okay...

Vivi : I'll try my best.

Steiner : Thank you master Vivi.

Steiner : Master Vivi....

Vivi : Yeah ?

Steiner : It's about your black magic.I wish to try an experiment.

Steiner : (I was wondering if)

Steiner : (Whisper,whisper ...)

Vivi : Magic sword ... ? Okay,i'll give it a try.

Head south from a screen you fight Baku earlier.

Blank : Sheez...you really dig her,huh ?

Zidane : I can't sit around knowing a girl's in trouble.Goes against my nature.

Blank : Whatever...you're full of crap.

Zidane : Oh....i get it...

Zidane : You're jealous that i'm gonna get me a sweetie pie.
Blank : Pshhh...she's not even my type.
Blank : I came down here to give you this.
Zidane : You're always thinking about me....but i won't need a love potion to reel this one in.
Blank : Why don't you get your mind off girls for a second ?
Blank : This is the medicine i gave to that black mage and the knight.
It's sort of a seed remover.
Zidane : Cool.This'll really come in handy.
Blank : Why am i always helping you....?
Received Blank's Medicine !
Blank : Oh yeah,here's a little tip from the boss :

Don't forget to set your abilities.

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

Good luck,Baku

Zidane : Hey Blank,how do you set abilities again ?
Blank : Man,how can you forget ? It's so basic.
Blank : Open the menu,select ability,select equip,and choose the abilities you wanna set.
Zidane : Thanks Blank.I'll see you when i see you.
Blank : How about never ?

=====
Return to Evil Forest:
=====

Now head back to a screen where Garnet is captured by those monster.
There you'll see another ATE.

ATE : Orchestra in the forest
Cancel

ATE : Orchestra in the forest

Conductor : Okay,let's really liven up this place !
Violinist : Yeah,let our music do fighting against those monsters !
Cymbalist : This oughta boost morale.
Drummer : This is great.
Trumpeter : Brrrum,Brrrrrrrum,Brrrrrrrrrum !
Baku : Hey,it's not bad.
Baku : I'm gonna go take a look around.
Baku : Stay on your toes.We'll be leaving soon.
All : Okay,boss !
Trumpeter : Brrrum,Brrrrrrrum,Brrrrrrrrrum !

Now head to a screen with a water spring and a mog hiding inside the tree trunk.

Zidane : Hmm...no sign if any monsters here.
Zidane : A spring....

ATE : Do as i say,not as i do

Blank : Are you sure about this ?
Baku : Yeah,don't worry.We'll be outta here soon,too.
Baku : Here,take this map.It's gonna be a long trip to Lindblum.

Blank : Alright.I'll see you later.

Baku : I'm counting on you !

After checking the ATE,head right,then north to enter a cave.

Vivi : There she is !

Zidane : So this is the master.

Steiner : Princess !

Steiner : You stay out of this !

Steiner : Alexandria name will be disgraced if a mere bandit should rescue
the princess

Zidane : You think you can handle him on your own ?

Steiner :

Zidane : Let's get him Vivi !

Boss Battle

Once you hit the boss about 1500 damage,Blank will shows up.

Blank : Whew...i made it just in time

Blank : Step aside,i'll take care of this.

After the battle...

Steiner : Princess !! Please get a hold of yourself !

Blank : Zidane,give her the stuff.

Garnet : (Hack-hack...)

Steiner : Princess,please to drink all of it.

Vivi : Is she gonna be okay ?

Blank : Oh man ! What now ?

Blank : Sheez ! We're gonna be surrounded !

Zidane : Let's get outta here !

Blank : Go !

Blank : What are you waitin' for !?

=====
Escape from Evil Forest:
=====

Blank : What are you doin' !?

Zidane : Something is wrong...

Blank : What ?

Zidane : The entire forest is coming after us.

Zidane : Blank...take care of everyone.

Blank : (What did he mean by that !?)

FMV

After the FMV,the forest will be petrified...

Zidane : Damn ! That idiot !

Zidane : Blank.....

Vivi : I hope she gets well soon...

Steiner : This is all his fault !

Steiner : Have you nothing to say,you filth !?

Garnet : ...oh...

Steiner : P-Princess !

Garnet :Steiner ?

Garnet : ... How did i survive ? You brought me here ?

Steiner : It's my sworn duty to protect you at any cost.
Zidane : What are you talking about ? It was Vivi's magic and my dagger that got you out of there,princess.
Garnet : I thank you both.
Steiner : That monkey deserves no praise !
Steiner : None of this would've happened if you and your band hadn't abducted the princess !
Steiner : And how dare you claim that you have rescued her ?
Steiner : When we get back to Alexandria,i will -
Garnet : Steiner...
Garnet : I left the castle with my own will.
Zidane : What a coincidence,eh ? We went to snatch her,and she wanted to be snatched.
Steiner : Impossible !
Garnet : It's true.
Zidane : So what do you say,Rusty ? Friends ? Come on,let's enjoy this camping trip while it last.
Steiner : Camping-you-imbecile ! Surely even you must know something about the mist.
Steiner : The vicious monsters it spawns ! The abnormalities it seeds in the mind and body !
Steiner : Princess,we must leave this dangerous place at once !
Zidane : You've gotta be kidding.
Zidane : She hasn't even fully recovered yet.
Steiner : Silence ! Who asked your opinion !?
Zidane : Alright,tell me...how do you plan to get out of here ?
Zidane : We're standing in a valley surrounded by a tall cliffs.
Zidane : And last i heard,north gate and south gate were sealed off.
Steiner : Grrr....
Zidane : The princess can barely walk right now.You went through this,you should know.
Zidane : I think we should rest here for now.
Steiner : I'll never follow your -
Zidane : Steiner !!!!
Zidane : State your sworn duty !
Steiner : What else ? To protect Princess Garnet Til Alexandros !
Steiner :very well.
Steiner : Until the princess recovers,i will guard this place with my life.
Zidane : Sounds good to me.
Zidan : Vivi,let's get some rest.

In the next morning...

Zidane : How're you feeling ?
Garnet : Good.Thanks gor the medicine you gave to me.
Garnet : Could it be ... ?
Zidane : Yeah,i was surprised too.After we beat that big-plant guy,the forest got completely petrified.
Garnet : Vivi told me that you're able to escape because of your friends.
Zidane : His name is Blank.
Garnet : We must go help him !
Zidane : We can't do anything for him right now....
Garnet : But...i can't-
Zidane : We'll come back for him.I'm sure there's a way to cure him.
Zidane : Let's get going.
Zidane : According to the map that Blank gave me,there's a cavern to the south of us.
Zidane : Maybe we can get above the mist through that cavern.
Zidane : Are you alright ?
Zidane : Everything's gonna be fine.Trust me.

Later...

Vivi : Look ! Someone's coming !
Monty : Wait ! Kupo !
Monty : I'm impressed,Kupo ! First time i've seen anyone escape from evil forest !
Monty : You must be all strong,kupo !
Monty : But don't get cocky,kupo ! Lots of stronger mosnters ahead.
Monty : Before you go out to the world,Mogster will teach you a few things !

ATE : Teach me Mogster ! Lesson 1

Moggy : Hey bro,what are you gonna teach me today ?
Mogster : Lots of neat stuff.
Mogster : You're gonna love this lecture.
Mogster : What you wanna go over ?
- Help Menu
- Battles
- Abilities
- Trance
- Icons that appears over the head
- Save Moogles
- Nothing (when you done,pick the 7th choice.)

Moggy : Gosh bro,you sure know alot
Mogster : Yeah,i know....

Monty : I have a gift for you,kupo ! Take this flute.
Received Moogles Flute !
Monty : With this flute,you can call us anywhere in the world map,kupo !
Monty : Press Square to play it.
Monty : Happy trails,kupo !
Garnet : Thank you
Monty : Kupopo !
Vivi : Bye

Steiner : !!!
Steiner : What the....
Steiner : Who goes there !??
Monty : Your friends already left,kupo.
Steiner : Princess,wait !

Now head west and enter a place called "North Gate".

=====
North Gate:
=====

Garnet : Where are we ?
Zidane : I think this is the North Gate.It's beneath the mist.It lies
between Alexandria & Burmecia.
Zidane : I think it's called....Melda Arch or something ?
Zidane : Fresh footprints....and there's a smoke rising.
Steiner : That flag...! That is Alexandria's war banner !
Steiner : How dare they commit crimes in the name of Alexandria !
Steiner : I show like to arrest and punish them if the circumstances
were different !
Garnet :

Zidane : Let's get outta here.

Before you leave,examine the gate on the north first.

Zidane :

- Listen Close (pick the 1st choice)
- Don't do anything

Zidane : (I can hear people....and something that sounds like metal grinding...)

Zidane : Maybe i can.....

- Call out to someone inside (pick the 1st choice)
- Leave

Zidane : Anybody there ?

Woman's Voice :Y-yes ?

Zidane : Th-That voice.....!

Zidane : (It's a chick !)

Zidane : (What a sexy,husky voice !)

Zidane : What are you doing in the place like this ?

Woman's Voice : i sell medicine.

Zidane : Wow...it must be tough.

Zidane : If you'd like,i can help.....

Zidane : (Wait a minute...I'm with Princess Garnet !!)

Zidane : (....That's too bad)

- Buy some medicine from her
- Don't do anything

After that,leave north gate,and head to Ice Cavern.

=====

Ice Cavern:

=====

Zidane : This must be the cavern.

Vivi : U-um...

Zidane : What's up Vivi ?

Vivi : Have you ever heard of the Ice Cavern ?

Zidane : Sure...is this the place ?

Vivi : I think so...it's supposed to be near the evil forest

Garnet : I've heard of it

Garnet : It's supposed to be a beautiful place,covered in ice.

Vivi : My Grandpa told me about this place.

Vivi : He said the cavern takes travelers to the top of the mist.

Steiner : Bravo ! Master Vivi's Grandfather must be quite a scholar !

Steiner : We must thank him upon escaping the mist !

Vivi : My Grandpa used to teach me lots of things,but he passed away...

Steiner : Oh...forgive for my indiscretion.

Vivi : Don't worry about it.

Zidane : Well....why don't we go inside ?

--- Ice Cavern --- 1st screen.

Garnet : Oh ! What a beautiful place !

Garnet : Seeing the actual caverns is so much better than reading about it !

Garnet : Oh,how pretty....i wonder what kind of flower this is ?

Steiner : Princess ! Please,don't touch anything !

Zidane : Can we get moving ? I'm freezin' here.

--- Ice Cavern --- 2nd screen.

Examine the wall on the far right of the screen.

Zidane : Huh ? What's this?
Zidane : What a strange wall....
Zidane : There's gotta be something behind it.
Zidane : Hey,Vivi.
Vivi : Y-yes ?
Zidane : Can you break this wall down with your magic ?
Vivi : I-i'm coming....

Vivi cast Fire to the wall ...

Zidane : Whoa !!
Zidane : I knew it !! See ?
Zidane : There might be other walls like this.
Zidane : I'm counting on you,Vivi !
Vivi : S-sure.

--- Ice Cavern --- Screen with a frozen moogle.

Zidane : Huh ? what's this....?

Vivi cast fire to the frozen Moogle.

Zidane : Whoa !!
Moogle : Hot ! Hot ! Hot !
Moogle : You bast*rds !!!
Moogle : Oh,i can move again ! Thanks,Kupo !

ATE : Teach me Moogle ~ lesson 2

Moggy : Hey,bro.
Moggy : What are you gonna teach me today ?
Mogster : Lots of neat stuff
Mogster : I'm gonna give another interesting lecture today !
Mogster : What do you wanna go over ?
- Help Menu
- Battles
- Abilities
- Trance
- Icons that appears over the head
- Save Moogles
- Status Effect
- Elemental Properties
- Card Game
- Nothing (Once you done,pick the 10th choice to finish the ATE)

Moggy : Gosh bro,you sure know a lot.
Mogster : Yeah,i know.....

After seeing the ATE,go back to previous screen and take the rigth path this time.

Zidane : Vivi,hurry up or you'll be left behind !
Vivi : I....I'm coming.
Garnet : Oh,No !
Steiner : Master Vivi,are you okay ?
Zidane : Yo rusty ! You're.....not alright,are you ?
Zidane : What happen to you guys ?

Zidane : Hey,Rusty ! Move it or lose it !

Zidane kicks steiner's armor

Zidane : Get up !

Zidane kicks steiner's armor (again).This time it's little harder than before ^_^

Zidane :

Zidane : It's no use

Zidane : Oh no ! Garnet,not you too ?

Zidane : Garnet ! She's out cold.....

Zidane : Shoot....I'm falling asleep.....

(First Vivi passes out,then Steiner,and then Garnet & Zidane)

After a few minutes,Zidane will hear a bell ringing from the next screen,so head to the next screen.

??? : Why didn't you fall asleep ?

Black Waltz No.1 : You should be dead by now...

Zidane : Are you the one that causing this blizzards ?

Black Waltz No.1 : Hee-Hee-Hee....that's right

-Boss Battle-

After the battle....

??? : You defeat No.1.But No.2 and No.3 will reclaim the princess !

Zidane : Wh-Who's there ?

Zidane : Oh,whatever...

Zidane : I gotta go back to check on them !

Garnet : Zidane !

Zidane : Hey there.Everybody okay ?

Steiner : You ! What just happened ?

Zidane : It was no big deal.

Steiner : You're hiding something !

Zidane : Hey,nothing happened,you heard me.

Steiner : You...didn't touch the princess,do you ?

Zidane : Just what are you accusing me of ?

Garnet : Steiner,he said nothing happened.Why are you being so rude ?

Steiner : My apologies,princess.

Garnet : Well,i'm glad everyone is safe.Shall we move on ?

Garnet : Zidane ? Is something bothering you ?

Zidane : No,it's nothing.

Now climb up to the top of the cave,and head out.

Garnet : We made it through the mist !

Garnet : Oh,the sun feels great !

Zidane : Look.There's a village.

Zidane : I think i've been there before.

Garnet : It sounds like you've been everywhere,Zidane.

Garnet : The only other world i've visited are in books.

Garnet : You may have been to that village,let's go visit.

Zidane : Wait ! Hold it.

Zidane : You're are a princess ! You can't just go rushing in there !

Zidane : People are looking for you.You need a new identify

Steiner : Insolent fool ! The princess need not speaking around !

Steiner : Besides,we're heading back to the castle.You leave her alone.
Steiner : And you will address her as "Princess" from now on,you
 silly peasant !
Zidane : Dammit Rusty ! Why don't you just shut up ?
Zidane : Who do you think you are ?
Zidane : I don't take orders from a stuck-up jerk like you !
Vivi : You guys !
Garnet : Stop it,you two !
Garnet : ...Steiner,i do not intend to return to the castle.
Garnet : And i do see Zidane's point.I need a new name.

Garnet looking at the dagger...

Garnet : Zidane,what is this called ?
Zidane : That ? That's a Dagger.
Zidane : All knives of that length are called daggers.
Zidane : Short sword are a bit longer.The big sword you hold with your
 both hands is called Broad sword,and....
Garnet : Oh,okay.....
Garnet : So this is called a "Dagger".
Steiner : Princess ! It's a weapon ! Please becareful.
Garnet : I've decided ! From now on my name is

Enter name "Garnet"

(it's your choice you want to rename her as "Dagger" or not.)

Garnet : I will be called "Garnet" from now on.What do you think,Zidane?
Zidane : Is that okay with you ?
 - Yes (Pick the 1st choice)
 - No
Zidane : Great Garnet.Now let's work on your speech....
Zidane : Try to sound casual.Like me.
Garnet : I shall try.
Zidane : No,No,No....
Zidane : (What would Vivi say.....?)
Vivi : ?
Zidane : Just say...."Alrighty".
Garnet : A-Alrighty !
Zidane : You're getting the hang of it !
Zidane : Well,let's go.

Now head east and enter the Village of Dali

=====
Village of Dali :
=====

Vivi : Geez....a windmill !
Zidane : Vivi,the inn is this way !
Vivi : Ah,do we have to ?
Vivi :But i wanna go see the windmill.
Zidane : I know...but let's get some rest first.
Zidane : We also need to decide what to do next.

All of them enter the inn on the right

Little kid : Did you see that ?
Little kid #2 : Sure i did !

Inside the inn.....

Zidane : Sleeping on the job ?
Innkeeper Hal : Oh,i'm sorr...y.
Innkeeper Hal :
Zidane : Hey,i know she's cute,but it's rude of you to stare.
Innkeeper Hal : Oh,i wasn't looking at the young lady.I was just.....
Innkeeper Hal : The room is over there.
Innkeeper Hal : Make yourselves at home
Garnet : Um....Zidane ?
Garnet : Where will i be staying ?
Zidane : In the same room.Where else ?
Garnet : But Zidane....i musn't
Zidane : I understand how you feel,but these country inns don't
have a private room.

Zidane opens the door

Zidane : Get inside everyone !

Inside the room.....

Zidane : Tell me one thing before we go to sleep.
Zidane : Why did you wanna leave the castle,Garnet ?
Garnet : If the theater ship hadn't crashed...
Zidane : It would've arrived at the neighboring regency of Lindblum.
Zidane : You were gonna leave Alexandria ?
Zidane : I see.If you hadn't been caught,you would've reached
Lindblum by now.
Zidane : But now....we'll have to cross south gate on foot
Zidane : Border crossing,huh ?
Garnet : Zidane,please listen....
Garnet : There's a reason i must leave this kingdom.
Garnet : I cannot tell you why....but...please....
Zidane : I understand....I'll get you to Lindblum somehow.
Steiner : I've heard enough
Steiner : Princess,you cannot trust the words of a thief !
Steiner : He may expose you to even more danger,like he did in
Evil forest !
Zidane : But there's no doubt in my mind now.I'll protect Garnet with
my life.
Steiner : Don't be ridiculous
Steiner : It's i who protect the princess,now and forever !
Zidane : Then tell me...how do you intend to take her back to the
castle ?
Steiner : I'll think of a way.
Vivi : ZZZzzzz.....
Vivi : ZZZzzzz.....
Steiner : Master Vivi.....
Zidane : He was tired.
Zidane : But you had to go on a tirade
Steiner : What !?
Zidane : Let's go to sleep.

In the next morning.....

Zidane : What a beautiful voice.....
Zidane : Who's singing ?
Zidane : I've never heard a song like that before....
Zidane : Was that Garnet singing ?
Zidane : Oh,everyone's up already.
Zidane : I wonder where they went ?

ATE : Vivi confused

Snot-nosed-Gudo : Ouch...! What's going on ?

Snot-nosed-Gudo : Hey you're.....!

Vivi :

Vivi : (Are they avoiding me ?)

Vivi come closer to the little kids.

Vivi :

After seeing the ATE,check the books on the far right corner of the screen (Optional)

```
|-----|
|         |
|   Dali Inn Library   |
| * For your reading pleasure * |
| - How to save one million gil |
| - Earn money the easy way    |
| - Makin' crazy money ! Vol.2 |
|         |
|-----|
```

Zidane : These books suck.

Now search for the "?" spot in the far left corner of the screen.

Zidane : Hey,this must be 'Color Fortunes' !

Zidane : It was a big fad in Lindblum a few years back.

Color Fortunes / 10 Gil per divination

- Try (Pick the 1st choice)

- Don't Try

Zidane : 10 Gil,huh ?

Result : (This is random every time you play the game)

You can pay another 10 gil to see the others result too...

```
|-----|
|   Very Good Omen   |
|   -----         |
| An auspicious day for you to |
| go out and have fun !      |
|         *          |
| You'll find lost money and  |
| lost items.You'll also eat  |
| lots of yummy food and meet |
| interesting people.        |
|         *          |
| Go out and share your luck  |
| with the ones you love !    |
|-----|
```

Your lucky color for today is "Blue"

(Again,it's random everytime you play the game)

```
|-----|
|         |
| Want to buy a gem with your lucky colors ? |
|         We have all the colors !          |
|         * * * *                          |
|         |
|-----|
```

```
| Come visit us in Linblum's theater district! |
| We're located near the air cab station. Look |
| for the big clock ! |
```

Zidane : Have i heard of this store before..... ?

Now head south to the next screen, and you'll see another ATE

ATE : Garnet tries

```
-----
```

Garnet : I wonder...

Garnet : I wonder if the castle is okay ? That was quite a ruckus....

Garnet : Mother went to far. She didn't have to fire at the ship,
even if she did it to rescue me....

Garnet : I wonder how many people got hurt ? I hope the damage wasn't
too severe.

Garnet : Some people could've died.....like in evil forest.

Old Lady : You're in my way, kiddo.

Garnet : (Kiddo ?)

Garnet : Oh, my apologies...i mean, i'm sorry.

Old Lady : Kids these day !

Garnet : What are you doing ?

Old Lady : Can't you see what i'm doing ? I'm killing the bugs on the
crops.

Garnet : You....killing the bugs ?

Old Lady : Yeah, that's what i'm doing !

Old Lady : Bugs are like a monsters ! They destroy our crops if you
leave them be !

Garnet : (Crops ?)

Old Lady : There's one !

Garnet : Oh, an Ogllops ! Ogllops eat vegetables ?

Old Lady : You're strange one. Most girls hate oglops.

Garnet : Is that so ? It's just that i haven't seen so many of them...

Garnet : (Wait...Zidane told me to try and blend in)

Garnet : (Maybe i should act like i don't like oglops)

Garnet : (1,2,3.)

Garnet : Aaahhh !!!

Now head out from the inn to see another ATE.

ATE : Cat's Eye

```
-----
```

Innkeeper Hal : Oh, it's you....what should i do ?

Innkeeper Hal : I don't wanna give in to my brother, but everyone else
makin' money 'cept me.

Innkeeper Hal :

Innkeeper Hal : Hey, wasn't that customer traveling with....?

Innkeeper Hal : I won't have to give in if i tell him about them !

ATE : Garnet Tries Harder

```
-----
```

Garnet : (I must speak with this girl and learn how common folk
speak.)

Shopkeeper Eve : Welcome !

Garnet : Um, yes, can we talk for a bit ?

Shopkeeper Eve : Talk ?

Garnet : What should i say ?
- I'm from country
- Show me what you're selling

Garnet : Um....
Pasty Yacha : Eve !!!
Shopkeeper Eve : Yacha ! Can't you see i'm with customer ?
Pasty Yacha : But i just heard something awesome !
Garnet : (awesome ?)
Shopkeeper Eve : Can't you see i'm working ?
Garnet : Um,please...i mean,don't mind me.
Garnet : (Here's a chance to listen in some conversation.)
Pasty Yacha : Thanks lady !
Pasty Yacha : I was gonna say....

Suddenly,the screen fades black,and it will switch back to Zidane.
Now talk Vivi who's standing near the windmill.

Zidane : Hey,Vivi.What's up ?
Vivi : Zidane !
Vivi : N-nothing.I was just thinking...
Zidane : Ah,i see.
Vivi : ?
Zidane : You met a girl !
Vivi : No,no ! Nothing like that !
Zidane : What ? Don't tell me you don't like girls !
Vivi : I never really thought about stuff like.....that.
Zidane : I'm always thinking about girls.
Zidane : I'm popular with ALL the ladies in lindblum !
Zidane : Come to me if you have any girl trouble,okay ?
Vivi : S-sure,thanks.
Zidane : Okan then.We need to decided what to do.
Zidane : I'm gonna look for Garnet and rusty.Would you mind heading
back to the inn?
Vivi : Sure i'll head back.
Zidane : So,what were you staring at ?
Vivi : Nothing.But i keep hearing sound like 'Kweh'.
Zidane : That the sound chocobos make.....
Vivi :
Zidane :
Zidane : I'll see you back at the inn !
Vivi : Okay !
Vivi : What are chocobos.....?
???? : Kweh !!
Vivi : Chocobo !?!?

Suddenly,a man shows up and he'll kidnap Vivi.....

Vivi : Aaah !!

Zidane : Huh ?
Zidane : Forget Steiner.I wonder where Garnet is.

ATE : Cat's Eye 2

Innkeeper Hal : Hee Hee Hee....!
Innkeeper Hal : Oh,the look on his face !
Innkeeper Hal : He sent someone to pick it up right away !
Innkeeper Hal : All i need to do is keep quiet until the guests leave.
Innkeeper Hal : Gotta pretend i'm asleep !
Innkeeper Hal : Hee Hee Hee....!

Now enter the weapon shop on the left

Zidane : Garnet....

Zidane : (What's she looking at ?)

Garnet : Zidane ?

Zidane : You got a fever or something ? Your face is all red.

Garnet : I-It's nothing.I'm fine.

Zidane : You're acting strange....

Garnet : What ?

Zidane : I get it !!!!

Zidane : You changed the way you talk !

- You're doing great ! (Pick the 1st choice)

- You still sound funny,though

Garnet : Thanks !

Garnet : I did fine in the play,didn't i ?

Zidane : Oh yeah,i thought.....

- You were Ruby !

- You sure know how to fake it ! (Pick the 2nd choice ^_^)

Garnet : FAKE !? How insensitive !

Garnet : I love lord Avon's plays.I've seen all of them.

Garnet : 'I want to be your canary' is one of my favorites.

I even have all the lines memorized !

Garnet : I shall....I'll learn soon enough.

Zidane : Geez,you don't have to get mad.

Zidane : I'm sorry.

Zidane : We need to decide what to do from here.Will you go back to the inn ?

Garnet : What about you ?

Zidane : I'll head back soon.

Garnet : Alrighty.I'll catch you later.

Zidane : (Great ! You sound just a regular village girl !)

Zidane : (Crossing the border might not be so tough after all...)

Garnet : Thanks ! I had fun !

Shopkeeper Eve : She was a strange one...

Head out from the weapon shop.

Zidane : I'll just let Steiner be and go back to the inn.

Now take a peek on the window near the inn.

Zidane : I think i can see inside....

- Look inside (Pick the 1st choice)

- Don't do anything

Inside you'll see Garnet talking to herself.

Garnet : And instead of "I apologise" it's just "Im sorry".

Garnet : I appreciate...no,i should say "Thanks".

After that,go inside the inn and talk to Garnet.

Zidane : Did you wait long ?

Zidaen : I asked Vivi to head back.He should be back soon.

Zidane : How do you like this village ?

Zidane : Pretty different from the castle,i bet.

Garnet : Yes.The kids are very energetic,and there's so many things to see

Garnet : I've never walked around so freely before in my life !

Garnet : But...

Garnet : Where are all the adults ?
Zidane : Yeah....
Zidane : I used to see them at the farm,next to the village.
Garnet : Yeah,but that farm is tiny....
Zidane : Yeah...
Zidane : There's something wrong going on...
Zidane : Anyway,we'll leave once Vivi gets back.
Garnet : But...what about steiner ?
Zidane : I have a good plan for crossing south gate.
Zidane : It's gonna be easy ! They're not looking for the rest of us,
so we'll just hide you !
Zidane : Forget about rusty.Leave everything to me !

ATE : Queen Brahne's Steiner

Steiner : Firewood stacking duties are complete !
Steiner : I await your commad !
Dutyful Daugther Slai : It's my job to clean the bar.Why are you doing
all this ?
Steiner : S-sorry.
Steiner : Well,now that you have a time,would you
introduce me to some adults,like your father ?
Dutyful Daugther Slai : My father won't be back until nightfall.
Dutyful Daugther Slai : All other men also working.They don't come
here during day.
Steiner : Pubs are supposed to be a prime source of
information.
Steiner : Ahem ! I need not ask an adult,so let me ask
you a question !
Steiner : I need to know about what transportation method
people use in this village.
Steiner : I cannot tell you the reason,but there's some-
one i must escort to the castle.
Dutyful Daugther Slai : Are you from Alexandria caslte ?
Steiner : Indeed !
Steiner : I command the Queen's knight of pluto !
Steiner : I am Adelbert Steiner,captain of the knights
of pluto.
Dutyful Daugther Slai : Knights of pluto....?
Dutyful Daugther Slai : Oh.
Dutyful Daugther Slai : Well,if you're from the castle,i guess it's
okay to tell you.
Dutyful Daugther Slai : Please go to the observatory on top of a
mountain on the outskirts of the village.
Dutyful Daugther Slai : An old man named Morrid lives there
Dutyful Daugther Slai : He takes care of the cargo ship.
Steiner : Cargo ship ?
Steiner : So,that piece of junk flies to this village ?
Steiner : Thank you !
Dutyful Daugther Slai : Wait !
Steiner : Yes ?
Dutyful Daugther Slai : Thank you for cleaning.
Steiner : Nay,it is i who should thank you for your
assistance.
Steiner : I must make haste !

Meanwhile...

Zidane : ...as it turned out,it didn't matter what we stuck into
their mansion

Zidane : But the kings were hiding somewhere in their mansion.
Zidane : What's wrong ? Am i boring you ?
Garnet : Oh no.Your story is very interesting.
Garnet : But i'm concerned about Vivi.Why isn't he back yet ?
Zidane : You're right.He is late.
Zidane : I'm not worried about Steiner,but Vivi,i'm not sure about.
Zidane : Let's go look for him.

Head out from the inn

Zidane : Wait a minute...
Zidane : Last time i saw Vivi,he was standing right over there...
??? : Kweh...!
Zidane : Did i hear a chocobo ?
Zidane : Vivi said he heard a chocobo here.
Vivi : (Sniff....sniff....)
Zidane : Is someone crying.....?
Vivi : (Sniff....sniff....)
Zidane : It's coming from that hole...
Zidane : Vivi.....?
Vivi : ...Zidane ?
Zidane : Vivi ! Where are you ?
Zidane : Are you on the underground ? Can you move ?
Vivi : They told me to stay here....
Zidane : Are you hurt ?
Vivi : No
Zidane : Don't worry,we'll get you out.
Zidane : We'll hurry,so stay where you are,okay ?
Vivi :okay.

Zidane : What's going on in this village ?
Zidane : There's gotta be a way into the underground.Let's look
for one.
Garnet : Okay !
Zidane : It seems like such a quiet village...

Now enter the windmill on the left,and open the man hole over there.

Zidane : Heh,isn't this obvious ?
Zidane : There's a cool breeze....
- Go down (Pick the 1st option)
- Don't go down

=====
Village of Dali Underground:
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Zidane : This isn't....
Zidane :just a regular underground storage facility...
Garner : What's going on ?
Zidane : (Shhhh!)

Man : Why is it moving?
Man : Is it true that the mayor's brother found it ?
(I think the inn keeper who's found it ^_~)
Young man : I guess they reconciled.His brother's one of us now.
Man : ... Wasn't he on the old lady's side before ?
Young man : Oh,about abandoning the farm ? He probably only said that
because he was fighting with the mayor.
Young man : Who cares ? We need more workers anyway.Hey,let's put this
in box.

Man : I guess the guys at the castle will take care of it.
Garnet : (The castle....!?)
Young man : Yup.We're only in charge of production.
Garnet : !
Man : Gotcha
Garnet : (The pattern in this barrel....)
Man : Come along,now.
Young man : Hurry up !
Zidane : (Vivi !)
Zidane : That Bast*rds !
Garnet : (Zidane ! Wait !)
Zidane : (Geez ! Hey !)
Vivi :

Zidane : What is it ?
Garnet : Did you see the large barrel next to the shed ?
Garnet : I've seen the exact same pattern on some of the barrels at
the castle.
Garnet : This place must have a some kind of connection with
Alexandria Castle.
Garnet : I must know what is it !
Garnet : So please....i beg of you,don't cause any trouble just yet.
Zidane :alright.
Zidane : But i'll start trouble if Vivi is in danger.
Zidane : Agreed ?
Garnet : Sure
Zidane : Alright,let's go.They went further inside.

Now keep on going until you arrived in the mist generator room.

Zidane : What the heck is that ?
Garnet : Zidane !
Zidane : What is it ?
Garnet : Someone's crying....
Vivi : (Sniff...sniff....)
Zidane :

Zidane : Vivi ?
Vivi : Zidane !?
Zidane : IT is you !
Zidane : I'll get you out.

Zidane : Why would they stuff you in a box ?
Garnet : How could they....?
Vivi : U-um...
Zidane : We'll talk later ! Hold on !.....It's open !

Zidane : What happened ?
Vivi : After you left,some men kidnapped me and brought me here.
Vivi : They told me to stay put.I was so scared....
I don't know what to do.
Vivi : They asked me "Why were you outside ?" and then they said
"The cargo ship isn't even here yet".
Vivi : I didn't know what they were talking about,so i didn't say
anything,and then they said "Let's put it in today's
shipment".
Garnet : And they put you in that box ?
Vivi :yeah.
Zidane : Well,i'm glad you're safe.
Zidane : Listen Vivi,you gotta do something next time.
Zidane : You should try screaming back or whatever.
Vivi : Screaming.....?

Zidane : Yeah,like...
Zidane : Get off me,you scum*ag !
Garnet : (Scum*ag...?)
Zidane : Like that ! It surprised your attacker and empowers you !
Vivi : Huh...i see
Zidane : I need you to ask a favor,Vivi.
Zidane : We want to check out what's ahead.
Zidane : I know you might not be thrilled with the idea,but....
Vivi : ...Zidane,i wanna know more too.
Vivi : Look...what is that thing ?
Zidane : Alright,we'll all go together !

Keep on going until you arrive in a screen with a chocobo

Zidane : !!!
Zidane : I can almost see inside....
Zidane : ... But i can't see anything.I just hear some noise.
Zidane : Are the eggs.....hatching ?

Continue to the next screen

Vivi : Ah....what is this...?
Zidane : They're....
Zidane : Some parts are different,but.....
Zidane : (.....they looks like Vivi)
Vivi : Wh-what is this....?
Vivi : Are they dolls ?
Zidane : !!!
Zidane : (Someone's coming !!)
Zidane : Vivi ! Garnet !
Garnet : Why...? Is my mother behind this....?
Zidane : This is the only way !

Garnet : Ahhhhh! What are you doing !
Vivi : Wh-Whoaa !
Zidane : Sorry ! But stay quiet !

Young Man : Hey ! Did you say something ?
Worker : Nope.Not me
Young Man : Okay.Never mind.
Young Man : It's almost time.Hurry up,will ya ?
Worker : I hear ya !

Zidane : Whoa !
Garnet : Zidane !?
Vivi : Ahhhhh!
Garnet : Vivi !

Meanwhile.....

Steiner : Pardon me !
Steiner : I must escort a person of high rank to the castle.
Steiner : When the cargo ship will arrive ?
Morrid : Hm...Looks good.
Morrid : You're in my way.

Now go down and enter the house on the left.
Here wait until Mr.Morrid arrive.

Morrid : The smell of coffee relaxes me.
Morrid : How about a cup ?

Steiner : Oh,thank you.
Steiner :
Steiner : I'm not here to drink coffee !
Steiner : Tell me when the cargo ship will arrive,or else the
Alexandrian royal family will appropriate this property !
Morrid : And then what ?
Steiner : I order you to tell me when the cargo ship will arrive !
Steiner : Tell Meeeeeeee !!!
Morrid : You're not a very creative interrogator.
Steiner : I am just trying to do what is right !!
Morrid : Who decides right or wrong ? You ?
Steiner : Anyone can tell right from wrong.
Morrid : Ha ha ha...still as green as a pickle.
Steiner : When will the cargo ship arrive !?
Morrid : It's already here.They should be loading it by now.
Steiner : Why couldn't you tell me sooner !?
Steiner : Thank you !

Head out from the house and go to the open field with a cargo ship.

Steiner : Ah !
Steiner : It is indeed the cargo ship !
Steiner : Now i can take the princess back to the castle !
Steiner : Now i must think of a way to get her on the ship....
Steiner : Wha !?
Steiner : There's something coming out from the ground !

Man : I wonder what they're gonna use them for ?
Man : We've been making lots of 'em since they set up the machine
six months ago.
Young man : Who cares ? This is piece of cake compared to farming.
Better money too.
Man :
Man : H-hey ! Is that scary guy in armor running toward us !?
Young Man :
Young Man : Let's get outta here !

Steiner : This barrel...what could it be inside ?
Steiner : What could they possibly be shipping out from this village ?

Suddenly,the barrel is shaking.

Steiner : What the-
Steiner : Did i just see that barrel move ?
Steiner : Let see....
- Poke it with a sword (Pick the 1st choice ^_~)
- Observe it some more

Steiner : HYAH !!
Zidane : Ow.
Zidane : OWWWWWWWWWWWWWWWWWWWWWW !
Zidane : What did you do that for ?
Steiner : You !!!!
Zidane : You almost stabbed Garnet!
Steiner : The princess !?

Zidane jumps to Steiner's head.

Steiner : Ouch !!

Steiner : Princess,what in the world is going on !?

Steiner : You scoundel ! Is this your doing !?
Garnet : Steiner,please !
Garnet : Zidane,i don't know what to say to Vivi.I never know anything suspicious was going on at the castle.
Garnet : We still don't know for sure,so let's stay by Vivi's side.
Steiner : (This is not the time to panic....)
Steiner : (I must get the princess on board the cargo ship somehow...)
Steiner : (Then we can head back to Alexandria castle)
Zidane : Yo,rusty.Do you know where this airship's going ?
Steiner :
Steiner : ... L-Lindblum.Yes,to Lindblum.
Zidane : That's convenient ! Did you ask someone ?
Steiner : Th-the old man in the shack told me ! So it must be true !
Zidane : You're acting strange.....
Steiner : Something is heading this way.

Black Waltz No 2 : Princess Garnet,the Queen is waiting for you at the castle.
Zidane : You were all sent by the castle ?
Steiner : What ? What are you talking about ?
Zidane : You were all unconscious from the blizzard.
He said he was a black waltz !
Black Waltz No 2 : Are you defeated No 1 ? I am Black Waltz No 2 !
Black Waltz No 2 : My power,magic and speed make me far superior than No.1 ! Resistance is futile !
Black Waltz No 2 : Come princess,the queens awaits !
Garnet : No ! I'll not return to the castle !
Black Waltz No 2 : Come with me or you'll regret it !
Steiner : Wait ! I,Steiner shall escort the princess back to the castle !
Black Waltz No 2 : Kee hee hee ! You think i care ?
Black Waltz No 2 : I won't let you stand in the way of my mission.

Boss Battle

After the battle...

Garnet : Black Waltz No.2
Garnet : Did my mother really send him to capture me ?
Steiner : It can't be ! There's no reason to trust the words of some bandit !
Steiner : He just another criminal scheming to use the princess for some evil deed.
Garnet : Have i not been careful enough ?
Steiner : Your noble can't be disguised so easily.
Zidane : That's not true at all.You haven't been watching Garnet is trying really hard.
Zidane : You're the one with the problem ! Walking around yelling "Princess" everywhere !
Zidane : About the border crossing....
Garnet : Yes ?
Zidane : Why don't we hitch a ride on this airship ?
Garnet : Sure.Lindblum should not be terribly far by airship !
Garnet : I mean...won't be too far...
Garnet : But why don't we get some rest before we go ?
- Rest at the inn (Pick the 1st choice)
- Depart now
Zidane : Let's get back to the village
Zidane : Vivi,you'll be save with me.

At the inn....

Zidane : He's cold out... (talking to the innkeeper)
Innkeeper Hal : I'm sorry
Innkeeper Hal : (Hmmm?)
Innkeeper Hal : (I thought they'd captured it already)
Zidane : Hey,i know she's cute,but it's rude of you to stare.
Innkeeper Hal : Oh,i wasn't looking at the young lady.I was just.....
Innkeeper Hal : The room is over there.
Innkeeper Hal : (Stay calm !)
Zidane : ?

After resting at the inn,head back to the cargo ship.

Zidane : Wait here while i ask the people inside if we can hitch a ride
Steiner : I-i shall go ask them !
Zidane : Oh,really.How come ?
Steiner : I-it is not for your benefit ! I am only doing this for the princess !
Garnet : Steiner....He was so adamant about going back to the castle before...
Garnet :
Garnet : An airship full of barrels like this one i saw at the castleSteiner was against going....
Garnet : Zidane,is this ship really headed to Linblum ?
Zidane : No,it'll probably take us straight to Alexandria castle.
Garnet : But why....? Didn't you just say we should get on the ship ?
Zidane : Yeah,i know.Trust me !
Vivi : ...Zidane
Zidane : What is it,Vivi ?
Vivi : Those dolls they were making underground....
Vivi : Do you think they look like me ?
Zidane : - Yes (pick the 1st choice)
- No
Zidane : Maybe a little....but they're just dolls vivi.
Zidane : It's moving.
Zidane : What the heck is Steiner up to ?
Zidane : Alright,we have to get on,Garnet !
Garnet : On a ship that's not going to Linblum !?
Zidane : I don't have time to explain.
Zidane : This way !
Zidane : Hurry Up !
Zidane : You've nothing to worry about.Hurry,before she takes off !
Garnet : But....
Zidane : I'll take you to Linblum,i promise.
Garnet : Fine,i'll get on.
Zidane : It's taking off !
Zidane : Ooooo,soft.....
Garnet : Aaaaah !

FMV

=====
Cargo Ship :
=====

Zidane : C'mon,it's not like i did it on purpose.
Garnet : Please,enough.
Zidane : There's that royal tone in your voice again.
Zidane : Are you okay Vivi ?
Vivi : Feels like i'm going get sucked into the sky.....

Garnet : Let's go inside,Vivi.
Garnet : I trust you Zidane.
Zidane : I get the feeling she doesn't quite trust me yet....
Zidane : Maybe she'll reward me with kiss or two if i try hard enough.
Zidane : (Wow,already...?)
Garnet : Zidane....!
Zidane : What is it ? Something wrong ?
Garnet : It's vivi.....
Zidane : Vivi ?
Zidane :!
Zidane : Wow,they're alive and they're moving around !
Vivi : U-um.....
Zidane : So,the mages built in the village bring back the new ones ?
Garnet : Oh,Vivi.....
Zidane : Vivi !
Vivi : U-um.....
Zidane : Vivi !!!
Zidane : Were you able to talk to any of them ?
Vivi : No....
Vivi : It's like me....
Vivi : They don't even.....
Vivi : ...See me at all.....
Vivi : I tried
Vivi : ... Again and again....
Vivi : ...but....
Vivi : ...they won't even turn around....
Zidane : Vivi.....
Zidane : I need to go upstairs for a little bit.
Zidane : I gonna turn the ships around before it reaches the castle.
Garnet :
Zidane : Keep an eye on Vivi,okay ?

Now go upstairs and you'll meet up with Steiner.

Zidane :
Steiner : How could this happen...??
Steiner : What am i to do....? I never expected things to go so badly...
Steiner : I can't believe the ship took off without the princess !
Steiner : What will i say to Queen Brahne...?
Zidane : What the heck were you doing ?
Zidane : You almost took off without us !
Steiner : That's because.....This ship's crew.....
Steiner : !!
Steiner : Why,you....! Where's the princess !?
Zidane : In the engige room.
Steiner : She is on the ship !?
Steiner : All is well now.This ships is returning to the castle.
Steiner : You'll be hanged for the kidnapping of a member of the royal family ! Enjoy your freedom while you can.

Now go to the control room.

Steiner : At last ! Queen Brahne is sure to be pleased.
Steiner : However...the princess would've been left behing without the thief's aid.
Steiner : I shall petition for a life sentence on it's behalf.Yes, that would be the honorable thing !
Steiner : But that was because the crew wouldn't listen ! I must run a background check on them.
Steiner : Yes,it's my duty as knight !
Steiner : -W-w-what the-

FMV

Black Mage :
Black Mage :
Steiner : Y-y-y-y-y
Zidane : What's wrong ? There's something stuck in your throat ?
Steiner : Y-You insolent fool !!!!
Black Mage :
Steiner : Turn the ship around !
Steiner : Graaaaagh !!
Steiner : I will have your head for that !
Zidane : Hey,i think we upset them.
Steiner : But they didn't respond to anything until now...
Steiner : You are the one who started this trouble !
Steiner : I apologise ! (talking to the black mages)
Steiner : Please wait while i take this fool into custody and turn
the ship around.
Steiner : Wh-what's wrong !?

Meanwhile....

Vivi : No....!
Garnet : Vivi!
Garnet : Are you okay ?
Black Waltz No 3 (B.W.No 3) : So,no 2 was defeated by a small child !

B.W.No 3 : You are no match against my power !
B.W.No 3 : Kwa ha ha ha ha ! Princess,stay there while i eliminate
this child !

Suddenly a several of black mages shows up.

B.W.No 3 : Are you protecting him ?
B.W.No 3 :nonsense
B.W.No 3 : You're not different from mindless dolls.
B.W.No 3 : What can you do ?
B.W.No 3 : Get out of my way ! How dare you to fight a black waltz ?
B.W.No 3 : I said,get out of my way !

FMV

Steiner : Wh-what cruelly !
Vivi :aaaaaah !
Steiner : Master Vivi,i shall assist you !
Zidane : Hey,you guys !
Zidane : Garnet !
Garnet : Y-yes ?
Zidane : We'll take care of the black waltz.You steer the ship.
Zidane : Things are gonna even more dangerous from here on.It's
not too late to turn back.
Zidane : You can go back to the castle or cross south gate into
Lindblum.It's your choice !
Zidane : I'll be with you either way ! But try not to crash the
ship !
Garnet : Becareful,Zidane !
Zidane : I'll be fine !

Vivi : Why ? Why would you do such a thing !?
Vivi : Weren't they your friends !?
B.W.No 3 : You fool.Do i look like some lowly black mage soldier ?

Steiner : Even if they weren't your allies, what you did was reprehensible !
B.W.No 3 : Kwa ha ha ! Worry not about them. Many more are being produced by now !
Zidane : What are you ?
B.W.No 3 : Ah, the princess's bodyguards have gathered ! How very convenient !
Zidane : Answer me!
B.W.No 3 : It wouldn't do you any good if I answered, since you're all going to die !
B.W.No 3 : Kwa ha ha ha ha !
B.W.No 3 : I'll eliminate any who stand in my way !

Boss Battle

After the battle

B.W.No 3 : You....you scum.....!
B.W.No 3 : I exist only to kill !
Steiner : Just how many black waltzes do we have to fight !?
Steiner : This is becoming ridiculous !
Zidane : I think that was the last one.
Steiner : How do you know !? Are you....!?
Zidane : He said 'Waltz' right ? Don't you think No.3 would be the last one ?
Steiner : ?
Zidane : (I can see south gate...She's gonna go for it !)

Meanwhile.....

Thorn : That, I did see
Zorn : Did you see that ?
Thorn : Our black mage enhancements
Zorn : Our enhanced black mages !
Zorn : All defeated !
Thorn : Betrayed us, Steiner did ! It is all his fault !

Zorn : Huh ?
Thorn : Unstable, the ship becomes ! Don't let go of the steering wheel!
Zorn : No 3 is coming back !
Thorn : True is it !? Huray !
Zorn : But something is wrong....
Zorn : It's broken !!!
Thorn : Made its magic too powerful, we did !
Zorn : There's nothing we can do now !
Thorn : Depart shall we !
Zorn : We shall depart !

Thorn & Zorn : Run Away !
both of them jumps out from the ship

B.W.No 3 : I EXIST ONLY TO KILL !
B.W.No 3 : I EXIST ONLY TO KILL !
B.W.No 3 : I EXIST ONLY TO KILL !
B.W.No 3 : I EXIST ONLY TO KILL !

FMV

Zidane : Do you see south gate ?
Garnet : Yes !

Zidane : South gate is a huge gate built exclusively for airships,but...
Zidane : ... Maneuvering through it could be tricky.
Zidane : Do you want me to do it,Garnet ?
Garnet : I want to do it on my own...
Zidane : Alright
Zidane : We don't have clearance.They might close the gate on us.
Zidane : It should be okay,though.
Zidane : Security was totally lax when i came through here on the
theater ship.
Zidane : It'll be fine,captain Garnet !
Garnet : Roger !
Zidane : ... it's old,but the engine's got power....
Steiner : We must turn back !!!
Steiner : Princess ! Please turn the ship around !!
Steiner : The black waltz is heading toward us on an airship !
Steiner : He might crash into us !
Zidane : Garnet,rusty's right ! It's headed straight for us !
Zidane : Punch it ! Go through the south gate !
Steiner : Don't be ridiculous !
Steiner : What if the gate closes on us ?
Zidane : There's no way we can maneuver him in this cargo ship !
Zidane : We'll slide in before the gate closes and shut him out !
Zidane : That's our only chance !
Zidane : Rusty,turn up the power to max over there !
Zidane : Garnet,stay on course no matter what !
Garnet : Okay !
Zidane : I know we can make it !

FMV

Zidane : I think we pushed it a little too hard.
Zidane : Why so silent people ?
Zidane : We made it ! Come on,cheer up !
Garnet : South gate was badly damaged...
Garnet : It was my fault wasn't it ?
Zidane : Don't worry about it ! They'll fix it up in no time !
Steiner : You idiot !
Steiner : The cargo ship was wrecked,we lost all the cargo,and south
gate was destroyed !
Steiner : I can't believe i played a part in this debacle !
Garnet : Steiner
Steiner : Yes,princess
Garnet : I didn't mean to got you involved.
Garnet : But you saved us.....
Garnet : I thank you.
Steiner : Such kind words ! I am not worthy !
Steiner : Well,now i've made up my mind !
Steiner : I vow to protect you princess,until we return to the castle !
Zidane : How do you feel about that Garnet ?
Zidane : He'll follow you to the end of the world.
Garnet : It's okay,Zidane.
Garnet : Hey,i can see the main gate of Lindblum !
Steiner : That's Linblum castle !? How gigantic....
Garnet : The city of Linblums is inside the castle.
Zidane : (I guess Garnet and i will go our separate ways once we
reach Linblum....)
Steiner : I see...(talking to Garnet,not Zidane)
Zidane : (Just when we were beginning to get close....)
Vivi : ... Zidane
Vivi : Those black mages and i

Vivi : Are we....the same....?
Zidane :
Garnet :
Steiner : I don't understand, master Vivi.
Steiner : Just what seems to be the problem ?
Vivi : ... i don't know
Steiner : Master Vivi, why would you those mages be the same as you ?
Steiner : And why would it matter if they were ?
Zidane : Rusty's Right !
Steiner : ??
Zidane : You are individual, no matter what happens, Vivi !
Vivi : R-right !
Zidane : Let's go to the deck, Vivi !
Vivi : What ?
Zidane : You've gotta see Lindblum from above ! It's the best !
Zidane : Look, the falcon's gate is right in front of us !

FMV

=====
Lindblum Grand Castle :
=====

Vivi : Wow ! This castle is huge ! It's even bigger than Alexandria castle !
Zidane : Yeah. They don't call it Lindblum grand castle for nothing.
Steiner : An indoor airship docks ! This is truly amazing !
Steiner : Even her majesty's redrose would easily fit here !
Zidane : ...Garnet, you don't look too impressed. Have you been here before ?
Garnet : Yes, i came here a few times when i was little....
Garnet : I haven't been here since my father passed away....
Zidane : Here comes the welcoming committee.

Elite Guard : That's really old airship.
Garnet : Greetings. I am princess Garnet Til Alexandros.
Garnet : I humbly request an audience with Regent Cid.
Elite Guard : You must be kidding !
Elite Guard : No member of the royal family, let alone a princess, would even ride in such a shabby airship !
Elite Guard : And look at the company you're keeping.
Steiner : How dare you accuse the princess of lying !? The princess was forced to come here under extreme circumstances !
Elite Guard : Then show me the proof of your royal heritage.
Garnet : Very well.....
Elite Guard : This pendant....is it a falcon claw !?
Elite Guard : ... No. The shape is a little different.
Elite Guard : Call Minister Artania !
Steiner : If you weren't such a filthy-looking oaf, they would be not be so suspicious of us !
Zidane : Hey, i'm not the idiot with the loud voice, and the dirty, rusty armor !
Steiner : What !!!!!?

Minister Artania : What is going on ?
Elite Guard : Sir, we have unknown visitors who wish to see the regent
Elite Guard : And one of them is carrying a pendant that looks like a Falcon's Claw
Minister Artania : !

Minister Artania : You are dismissed.I'll take of this.
Elite Guard : Yes,sir !
Garnet : Uncle Artania !
Minister Artania : It's good to see you,princess.
Minister Artania : Please follow me.The regent is waiting.
Garnet : ?

Now enter the lift on the south

Minister Artania : Linblum castle has three levels,all connected
by this lift.
Minister Artania : From base level,which lies below the mist,you can
take trolley to the harbor and to the back gate.
Minister Artania : Ships hardly arrive at the harbor anymore since
travel by air has become so popular.
Minister Artania : The mist poses great danger,so we've sealed off
everything.
Minister Artania : Just above the base level is mid level
Minister Artania : You can ride the air cab from the mid level to go
down
Minister Artania : The upper level contains the royal chamber and
conference room.
Minister Artania : Access to that level is restricted because the
regent himself resides there

Zidane : Hey Garnet,what's regend Cid like ?
Zidane : I lived in Lindblum for a while but i've never met him
Garnet : Regent Cid is very wise.He always think ahead.
Garnet : He may seem a bit odd at times but he is very dependable.
Garnet : He and my father were best friends...
Garnet : ... I wonder if he will even listen to what i have to say...
Zidane : Don't worry,we're not leaving until he does.
Artania : We will arrive at the upper level shortly.

Artania : Sire,Princess Garnet of Alexandria wishes to see you.
Steiner : Princess,is something wrong ?
Garnet : The regent isn't here,and i don't know who....
Garnet : Take a look on the throne.
Steiner : ???
Steiner : What in the world....!?
?? : <Gwok - Gwok>
?? : <Gwok - Gwok>
?? : Greetings !
Steiner : !!
Steiner : Og...!!!
Steiner : OGLOP !!!!

Steiner punch the oglop ^_^

Artania : Sire !
?? : What ?
Steiner : !?
Garnet : Wh...!?
Zidane : Garnet,what's wrong ? Why aren't you talking to -
Zidane : Geez ! That's an oglop !
Vivi : Wow...even the oglops are big in Lindblum.
Steiner : What is the meaning of this !?
Steiner : How dare you greet the princess like this !?
Steiner : Get that repulsive bug off the throne immediately,and call
the regent !

Artania : Please settle down ! You ARE before the regent !
Steiner : What !? Enough of your nonsense !!
Garnet : Steiner,stand down.
Garnet : I remember that moustache.Is that really you Uncle Cid ?
Cid : Yes.Greetings all <Gwok>.I am Cid Fabool,regent of Lindblum.
Cid : I knew it was you - I recognized your pendant's description.
Cid : It's so much like my 'Falcon Claw'
Cid : I delighted to see you again,Garnet.You have truly <Gwok>
become a fine lady.On the other hand...
Artania : Allow me to explain.
Artania : About 6 month ago,someone sneak into the castle and attacked
the regent in his sleep.
Artania : Unfortunately,we were to late...
Artania : Regent had been transformed into an Oglop,and his wife,lady
Hildamwas abducted.
Garnet : My godness....
Zidane : Whoever pulled this off had to be highly skilled like me.
Steiner : Hmph ! I'll bet it was you !
Cid : That's not possible.
Zidane : How can you be so sure ? Do you know who we are ?
Cid : Of course.I may be a bug,but i am still the ruler of
lindblum.
Garnet : Uncle Cid,i appreciate you seeing me on such short notice.
Garnet : I desperately need to speak to you about my mother.
Cid : That's what i figured.
Cid : But i'm sure it can wait 'til tommorow.
Cid : Why don't you all get some rest for today ?
Garnet : Thank you !
Artania : It is time for lunch.Please follow me.

Later,at Linblum town.....

Zidane : I can't stand the food at the castle,it's way too high-class
for my tastes.
Zidane : How can anyone get full on that stuff ?
Zidane : The cheap food here is a lot better.
Zidane : Today's special is.....soup du silence.....not bad.

Inside the bar

Zidane : Yo,pops.I'll have the stupid special.
Bobo : Who said that !?
Bobo : Zidane....i figured it was you.
Zidane : How've you been ?
Bobo : Alright,i guess....
Bobo : Have a seat.Your soup will be ready in a minute.

Lilian : Do you mind ? You're standing in everyone's way.
Zidane :
Zidane : Hey
Lilian : Yeah ? Do you want a drink ?
Zidane : How about you and me go for a cruise on an airship ?
Lilian : really ? An airship !?
Zidane : Sounds like you've never been on one you know,Linblum is
quite a sight from high above.

Woman at the counter : Hey,monkey-tail,you're disturbing the other
customers.
Zidane : What the - you've got a tail too,rat-face !
Woman at the counter : Rat-Face....after i finish my drink,i'm gonna

kick your butt off.

Bobo : Hey,Zidane,take it outside.
Zidane : !!!!
Woman at the counter : Long time,Zidane
Zidane : Hey,what's up ?
Zidane : Wait a minute....
Woman at the counter : You forgot my name ?
Zidane : No,i remember
Zidane : You're Helga right ?
Woman at the counter : wrong
Zidane :Christine ?
Woman at the counter : No !
Zidane : Oh yeah !
Zidane : You used to live next door to me.How's it going
.....Ratchel ?
Zidane : Man,you've really gotten....big
Woman at the counter : You nasty little -
Zidane : C'mon.I'm just kiddin'.You know i never forget
a pretty girl's name.

Enter name : Freya

Zidane : So,how've you been,Freya ?
Freya :same old Zidane.
Zidane : How long has it been ?
Freya : About 3 years/
Zidane : Hey,did you ever find out anything about your boyfriend ?
Freya : No....
Zidane : So.....what brings you to Lindblum ?
Freya : The festival of the hunt.What else ? It's a good opportunity
to test my skills.
Zidane : Oh,well...i'm sure you'll find him someday.
Freya : Aren't you participating ?
Zidane : Nah.....i think i'll pass.
Freya : Lazy bum.
Zidane : Are you ever gonna go back ?
Freya : I have no reason to return to Burmechia.
Freya : There's nothing there for me anymore.....

In the other place.....

Cid : So,how is the queen ? Is she still as vibrant as ever ?
Garnet : Yes,but....
Garnet : Since father died,mother has been acting very strange...
Cid : I'm not surprised (gwok - gwok).They loved each other so much
Garnet : We haven't spoken so much lately.
Garnet : Also,a suspicious man has been prowling around the castle.
Garnet : I don't know what's going on anymore...
Garnet : I fear that she might be planning something terrible.
Garnet : I've brought this matter to everybody's attention,but no one
has taken my seriously.
Garnet : They all think i'm distraught over losing my father....
Cid : I understand why you're so eager.I'm happy that you came to
me for help.
Garnet : At this point,i think you're the only person mother will
listen to...
Garnet : When i heard that Linblum's theater ship was coming to
Alexandria,i decided to sneak on board and come here no
matter what.
Garnet : I just never expected the crew to kidnap me....
Cid : It was me...i was the one who ordered Tantalus to kidnap you.

Garnet : !?
Cid : I Once promised your father (gwok) that should anything happen,i would protect you.

Cid : We've known about the disturbances in Alexandria for some time

Cid : But had we acted directly,it would've started a war.
Cid : So,i asked Baku for help,he and i go way back.
Cid : The play was perfect cover to enter Alexandria and get you out - no one would suspect Lindblum was behind it.
Cid : We were (gwok) forced to take action,because we know Alexandria would never seek our help.
Cid : I'm relieved we were able to get you here.

Garnet : At village of dali,we saw numerous blackmages,the looked like golems,controlled by some powerful magic.
Garnet : On top of that,they were being created under Alexandria's supervision.
Garnet : I don't know if they're related to Vivi,but if mother is planning to use them for war...
Cid : I won't let that happen !
Cid : Even if she were to command an army of blackmages,she won't make a move as long as we have our airship fleet.
Cid : Don't worry (gwok-gwok) everything will be fine.
Garnet : I'm so sorry,uncle.
Cid : Now,now,come on.Dont be so formal.
Cid : I'm helping you because i am your uncle Cid,not because i'm the regent of Lindblum.
Garnet : Thank you so much.

Garnet : What is this place ?
Cid : The heart and soul of Linblum : our airship dock.
Cid : This dock no.1 where we conduct our research (Gwok).
Garnet : But....where are the airships ?
Cid : Lonely,isn't it.....?
Cid : We had a new airship modeling in here about 6 months ago.
Cid : It was our latest creation.It didn't require mist to fly.
Garnet : The man who attacked you,was he the one who ran off with it ?
Cid : Good guess,but no...actually...i met a lovely lady at the pub
Garnet :um ?
Cid : When Hilda found out bout my little affair,she used her magic and turned me into an Oglop.
Cid : Then she stormed off in the new airship,which i named Hilda Garde.Pretty Ironic,eh ?
Cid :
Cid : She hasn't been back since (gwok).
Cid : I've been working on Hilda Garde 2 but it hasn't been going to well.My mind just isn't the same as oglop.
Cid : I'm hopeless...
Cid : But that doesn't mean i can't help you.I'll do my best for Alexandria.

Garnet : Thank you....but with South Gate badly damaged,i don't know how we can get on Alexandria.
Cid : Don't worry,south gate is being repaired as we speak.
Cid : Once the repairs are finished,we'll go to Alexandria.
Garnet : Yes,i'm sure mother will finnaly open her eyes to the truth.
Cid : ...
Garnet : Uncle,is something wrong ?
Cid : Huh ? No,i was just thinking...about how the theater ship crashen.Baku sure has good men working under him...

In the next morning,at Lindblum Inn...

Vivi : Good Morning
Zidane : You're up so early.
Vivi : Lindblum is really a busy place.
Vivi : I've never seen this many people before.
Vivi : I wonder where people go if they wanna be alone...
Zidane : Lindblum has always like this.People come here from all over
the world.Some of them come here to become airship engineers,
actors,or sculptors.
Vivi : Wow....
Zidane : I don't remeber why i came here my first time...
Zidane : Before i knew it,i was living here with my Tantalus brothers.
Vivi : Do they still live here ?
Zidane : Yeah,our hideout is in the theather district.
Zidane : I'm gonna go there right now.Do you wanna come along ?
Vivi : Um...that's okay.I'm gonna go look around the town.
Zidane : Okay,then i'll give you a little tour.
Vivi : ...no,that's okay.I can go by myself.
Zidane : Ohhh...okay.... go find yourself a cute girl,alright ?

ATE : Teach me Mogster ! (My first synthesis lesson)

=====

Moggy : Hey,bro.What are you gonna teach me today ?
Mogster : Lots of neat stuff.
Mogster : Today,i'm gonna talk about the synthesis shop.
Mogster : What do you wanna go over ?

- Help Menu
- Battles
- Ability
- Trance
- Icons that appears over the head
- Save moogles
- Status effects
- Elemental Properties
- Card Game
- Synthesis shops
- Nothing (X)

** Choose the (X) option.

Moggy : Gosh bro,you sure know alot.
Mogster : Yeah,i know....

Now seach for the "!" spot near the innkeeper.

```
| = Lindblum Inn's Comments/Suggestion = |
| |
| The room was terrible. |
| Also,that thing crying "Kupo-kupo" |
| kept me up all night. |
| Throw him out ASAP or i'll never coming back. |
| |
| Lani |
| |
```

After that,head outside the Inn to see an ATE

ATE : Small town knight in big city

=====

Steiner : What a huge town ! I'm completely lost .
Steiner : Pardon me....
Female Red Mage : Geez...you're dressed awful funny.
Steiner : ...I am captain Steiner of Alexandria,and i humbly
request your assistance to get back to the castle.
Female Red Mage : Ha ha ha ! That's a new one !
Female Red Mage : Nice try,but i don't date bums.
Female Red Mage : You should really scrape that rust off.It's
disgusting.
Steiner : Wha?
Steiner : Huh ?
Grandma Pickle : Do you always strike out that badly ?
Grandma pickle : I think you need a new line.A little hine wouldn't
hurt either.
Steiner : What are these things ?
Grandma Pickle : They're called Gysahl pickles.
Grandma Pickle : They're one of Lindblum's Delicacies.
Grandma Pickle : Do you wanna try one ?
Steiner : It smells terrible !
Grandma Pickle : The worse they smell,the better they taste.
Steiner : i guess i'll try one.
Steiner : !!!!!!!
Steiner : UGHUA !! (shack - shack)
Grandma Pickle : Oh,my.Even the locals don't eat them in one bite.
Steiner : But you're right.They are good.

--

Enter the air cab station on the right,and there you'll see another
ATE.

ATE : Vivi's Shopping

=====

Vivi : Wow,this nut smells really good.
Vivi : I think i'll buy one...
Vivi : This place has a lot of unusual things.
Vivi : Is this food ? It looks good.
Vivi : It looks like the sesame buns that grandpa use to make.

```
| = Alice's item shop = |  
| |  
| Festival of hunt sale ends today |  
| |
```

Vivi : Wow,there's gonna be a festival !
Vivi : Hi,i wanna buy this.
Alice : Oh,are you friends with the moogles ?
Vivi : Huh ?
Alice : That item is called a kupo nut.Kupo nuts are moogle's
favorites food.
Vivi : Oh,i didn't know that.
Alice : I think that's the last one.
Alice : Go ahead,honey,it's on me.
Vivi : Really ? Thank you !

Received Kupo nuts.

Vivi : Um...what is this festival of hunt like ?

Alice : Well,we let a bunch of animals loose and...
 Vivi : (oh,there's gonna be a lot of animals)
 Vivi : It sounds like fun ! Thank you !
 Alice : What's so fun about fighting savage beast....? Wait a minute !
 Did i say 'animals' again !?

 To be continued.....
 ~~~~~

-----  
 Chocograph Map & Info  
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Chocographs Map



1.Streamside

Desciption : "Go check where the river meets the ocean. Kupo!"

Found : 2 Elixirs, 3 Hi-Potions, 4 Ethers, 2 Germinas Boots

## 2. Between Mountains

Description : "Go look near the mountains facing the ocean in the southwest side of the Mist Continent."

Found : Yellow 5 Potions, 5 Hi-Potions, 2 Tents, 2 Cotton Robes

## 3. Uncultivated Land

Description : "The treasure is buried near a river, kupo!"

Found : 10 Antidotes, 1 Jade Armlet, 3 Wing Edges, 1 Cargo Ship Card

## 4. Healing Shore

Description : "I've seen a beach that looks like this near a city with high winds, kupo."

Found : Chococobo's upgrade = LIGHT BLUE

## 5. Abandoned Beach

Description : "There's a beach near a huge dying forest. That might be it. Kupo!"

Found : 9 Phoenix Pinions, 5 Phoenix Downs, 12 Peridot Gems, 1 Diamond Gloves

## 6. Cold Field

Description : "Looks like a very cold place, kupo..."

Found : 5 Echo Screens, 7 Hi-Potions, 3 Tents, 1 Theater Ship Card

## 7. Forgotten Lagoon

Description : "Kupo! Why not go play in icy-cold water!"

Found : 8 Gysahl Greens, 5 Ethers, 7 Hi-Potions, 1 Dragon's Claws

## 8. Far Away Lagoon

Description : "I heard there is a long stretch of reef.. That might be it, kupo."

Found : 37 Potions, 6 Magic Tags, 1 Shield Armor, 1 Gaia Gear

## 9. Abandoned Lagoon

Description : "I hear there's a sunken treasure near a peninsula in the southern part of the Outer Continent, kupo."

Found : 6 Softs, 4 Ethers, 1 Feather Boots, 1 N-Kai Armlet

## 10. Bird's Eye Lagoon

Description : "There are so many small islands surrounding the Mist Continent, Kupo!"

Found : 8 Potions, 4 Phoenix Downs, 3 Ethers, 1 Magician Robe

## 11. Small Beach

Description : "It's a beach on a small island! A right place to vacation, kupo."

Found : 4 Remedies, 2 Elixir, 8 Rising Sun, 1 Oak Staff

## 12. Dawn Lagoon

Description : "It's near a city where the night never ends"

Found : Chocobo's Upgrade : RED

## 13. Dusk Plains

Description : "What a beautiful sunset, Kupo!"

Found : 12 Phoenix Downs, 14 Ores, 1 Kaiser Knuckles, 1 Iron Man Card

## 14. Forbidden Forest

Description : "The forest lies where many mountain ranges merge, Kupo !

Found : 7 Ethers, 2 Elixir, 10 Wing Edge, 1 High Mage Staff

## 15. Green Plains

Description : "There are treasures on the high plains too, Kupo!"

Found : Chocobo Upgrade : BLUE



16.Forgotten Plains

Description : "The long peninsula sort of points to the location of the treasures, Kupo!"  
Found : 17 Ores, 5 Ethers, 14 Opals, 1 Demon's Mail

17.Sea at Dusk

Description : "There must be more treasures deeper at the ocean."  
Found : 15 Phoenix Pinions, 1 White Robe, 1 Diamond, 1 Masamune Card

18.Ocean

Description : "Look carefully! There's a small reef, Kupo!"  
Found : 27 Ores, 1 Light Robe, 1 Whale Whisker, 1 Alexander Card

19.Cold Lagoon

Description : "What a complicated cove, the water looks very cold, Kupo!"  
Found : 11 Peridot Gems, 9 Opals, 15 Sapphires, 19 Topaz

20.Mist Ocean

Description : "Look around the small islands located in the northeastern shore of Mist Continent."  
Found : Chocobo Upgrade : GOLD

21.Outer island

Description : "Kupo. It isn't a very big island."  
Found : 21 Amethyst, 16 Garnet, 1 Genji Armor, 1 Ragnarok

22.Outer island II

Description : "I think there's a desert nearby, Kupo."  
Found : 11 Sapphires, 1 Circlet, 1 Pumice Piece, 1 Hilda Garde 3 Card

23.Fairy Island

Description : "There's a mountain in the middle of the island"  
Found : 33 Potions, 15 Annoyntments, 1 Holy Miter, 1 Dark Matter Card

24 Forgotten Island

Description : "What a strange place for an island, Kupo."  
Found : 1 Ribbon, 1 Rebirth Ring, 13 Amethyst, 1 Ark Card

For more details about chocographs (plus chocographs maps in .GIF format),  
go to : <http://www.rpgplanet.com/ff9/chocobographs.html>

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Shop List:  
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ALEXANDRIA  
=====

Items Shop:

| Items name   | Cost | Description                                               |
|--------------|------|-----------------------------------------------------------|
| Potion       | 50   | Recover 150 HP on the battle,Recover 100 HP on the field. |
| Phoenix Down | 150  | Revive a Fallen Ally                                      |
| Antidote     | 50   | Cures Poison                                              |
| Eyedrop      | 50   | Cures Dark                                                |
| Tent         | 800  | Restore HP/MP at Save point or World map                  |

Items shop: (Disc 3)

| Items name   | Cost | Description                                               |
|--------------|------|-----------------------------------------------------------|
| Potion       | 50   | Recover 150 HP on the battle,Recover 100 HP on the field. |
| Hi Potion    | 200  | Recover 450 HP on the battle,Recover 300 HP on the field. |
| Phoenix Down | 150  | Revive a Fallen Ally                                      |
| Antidote     | 50   | Cures Poison                                              |
| Eyedrop      | 50   | Cures Dark                                                |
| Echo Screen  | 50   | Cures Silence                                             |
| Soft         | 100  | Cures Petrify                                             |
| Annoyment    | 150  | Cures Trouble                                             |
| Remedy       | 300  | Cures various status effect                               |
| Tent         | 800  | Restore HP/MP at Save point or World map                  |

Synthesis Shop: (Disc 3)

| Name            | Required                      | Price |
|-----------------|-------------------------------|-------|
| Butterfly Sword | Dagger,Mage Masher            | 300   |
| The Ogre        | Mage Masher 2x                | 700   |
| Exploda         | Mage Masher,Mythril Dagger    | 1000  |
| Rune Tooth      | Mythril Dagger 2x             | 2000  |
| Angel Bless     | Mythril Dagger,Gladius        | 9000  |
| Cotton Robe     | Wrist,Steepled Had            | 1000  |
| Silk Robe       | Silk Shirt,Bandana            | 2000  |
| Magician's Robe | Mage Staff,Magician Cloak     | 3000  |
| Germinas Boots  | Desert Boots,Fork             | 900   |
| Cacusha         | Magus Hat,Rubber Helm         | 1000  |
| Coral Ring      | Lightning Staff Rod           | 1200  |
| Desert Boots    | Leather Hat,Leather Shirt     | 300   |
| Yellow Scarf    | Feather Hat,Steepled Had      | 400   |
| Glass Buckle    | Glass Armlet,Leather Wrist    | 500   |
| Gold Choker     | Linen Cuirass,Soft            | 1300  |
| Magician Shoes  | Germinas Boots,Bone Wrist     | 1500  |
| Barette         | Needle Fork,Barbut            | 1800  |
| Extension       | Lamia's Tiara,Multina Racket  | 3500  |
| Reflect Ring    | Anklet,Madain's Ring          | 7000  |
| Power Belt      | Glass Buckle,Chain Mail       | 2000  |
| Madain's Ring   | Bone Wrist,Stardust Rod       | 3000  |
| Fairy Earrings  | Magic Armlet,Soft             | 3200  |
| Anklet          | Gold Choker,Peridot           | 4000  |
| Black Belt      | Twist Headband,Survival Vest  | 4000  |
| Feather Boots   | Magician Shoes,Phoenix Pinion | 4000  |
| Pearl Rouge     | Moonstone,Elixir              | 5000  |

EVIL FOREST

=====

Cinna :

| Items name   | Cost | Description                                               |
|--------------|------|-----------------------------------------------------------|
| Potion       | 50   | Recover 150 HP on the battle,Recover 100 HP on the field. |
| Phoenix Down | 150  | Revive a Fallen Ally                                      |
| Antidote     | 50   | Cures Poison                                              |
| Eyedrop      | 50   | Cures Dark                                                |
| Tent         | 800  | Restore HP/MP at Save point or World map                  |

VILLAGE OF DALI

=====

Item Shop:

| Items name   | Cost | Description                                               |
|--------------|------|-----------------------------------------------------------|
| Potion       | 50   | Recover 150 HP on the battle,Recover 100 HP on the field. |
| Phoenix Down | 150  | Revive a Fallen Ally                                      |
| Antidote     | 50   | Cures Poison                                              |
| Eyedrop      | 50   | Cures Dark                                                |
| Tent         | 800  | Restore HP/MP at Save point or World map                  |

Weapon Shop:

| Name          | Cost |
|---------------|------|
| Dagger        | 320  |
| Mage Masher   | 500  |
| Broad Sword   | 330  |
| Iron Sword    | 660  |
| Rod           | 260  |
| Magic Wand    | 320  |
| Wrist         | 130  |
| Leather Wrist | 200  |
| Bronze Glove  | 480  |
| Leather Hat   | 150  |
| Feather Hat   | 200  |
| Rubber Helm   | 250  |
| Bronze Helm   | 330  |
| Leather Shirt | 270  |
| Silk Shirt    | 400  |
| Bronze Armor  | 660  |

LINBLUM TOWN

=====

Item Shop:

| Items name   | Cost | Description                                               |
|--------------|------|-----------------------------------------------------------|
| Potion       | 50   | Recover 150 HP on the battle,Recover 100 HP on the field. |
| Phoenix Down | 150  | Revive a Fallen Ally                                      |
| Echo Screen  | 50   | Cures Silence                                             |
| Soft         | 100  | Cures Stone                                               |
| Antidote     | 50   | Cures Poison                                              |
| Eyedrop      | 50   | Cures Dark                                                |
| Tent         | 800  | Restore HP/MP at Save point or World map                  |

Synthesis Shop :

| Name            | Price | Required                   |
|-----------------|-------|----------------------------|
| Butterfly Sword | 300   | Dagger,Mage Masher         |
| The Ogre        | 700   | Mage Masher (2X)           |
| Cotton Robe     | 1000  | Wrist,Steepled Hat         |
| Desert Boots    | 300   | Leather Hat,Leather Shirt  |
| Yellow Scarf    | 400   | Feather Hat,Steepled Hat   |
| Glass Buckle    | 500   | Glass Armlet,Leather Wrist |

Synthesis shop (Disc 3):

| Name            | Required                       | Price |
|-----------------|--------------------------------|-------|
| Butterfly Sword | Dagger, Mage Masher            | 300   |
| The Ogre        | Mage Masher 2x                 | 700   |
| Exploda         | Mage Masher, Mythril Dagger    | 1000  |
| Rune Tooth      | Mythril Dagger 2x              | 2000  |
| Angel Bless     | Mythril Dagger, Gladius        | 9000  |
| Cotton Robe     | Wrist, Steepled Hat            | 1000  |
| Silk Robe       | Silk Shirt, Bandana            | 2000  |
| Magician's Robe | Mage Staff, Magician Cloak     | 3000  |
| Germinas Boots  | Desert Boots, Fork             | 900   |
| Cacusha         | Magus Hat, Rubber Helm         | 1000  |
| Coral Ring      | Lightning Staff Rod            | 1200  |
| Desert Boots    | Leather Hat, Leather Shirt     | 300   |
| Yellow Scarf    | Feather Hat, Steepled Hat      | 400   |
| Glass Buckle    | Glass Armlet, Leather Wrist    | 500   |
| Gold Choker     | Linen Cuirass, Soft            | 1300  |
| Magician Shoes  | Germinas Boots, Bone Wrist     | 1500  |
| Barette         | Needle Fork, Barbut            | 1800  |
| Extension       | Lamia's Tiara, Multina Racket  | 3500  |
| Reflect Ring    | Anklet, Madain's Ring          | 7000  |
| Power Belt      | Glass Buckle, Chain Mail       | 2000  |
| Madain's Ring   | Bone Wrist, Stardust Rod       | 3000  |
| Fairy Earrings  | Magic Armlet, Soft             | 3200  |
| Anklet          | Gold Choker, Peridot           | 4000  |
| Black Belt      | Twist Headband, Survival Vest  | 4000  |
| Feather Boots   | Magician Shoes, Phoenix Pinion | 4000  |
| Pearl Rouge     | Moonstone, Elixir              | 5000  |

Weapon / Armor shop :

| Name           | Cost |
|----------------|------|
| Dagger         | 320  |
| Mage Masher    | 500  |
| Mithril Dagger | 950  |
| Iron Sword     | 660  |
| Javelin        | 880  |
| Rod            | 260  |
| Fork           | 1100 |
| Leather Wrist  | 200  |
| Glass Bracelet | 250  |
| Bronze Glove   | 480  |
| Steepled Hat   | 260  |
| Head Gear      | 330  |
| Iron Helm      | 450  |

Weapon / Armor shop (Disc 3)

| Name          | Cost |
|---------------|------|
| Coral Sword   | 4000 |
| Survival Vest | 2900 |
| Partisan      | 1600 |
| Brigandine    | 4300 |
| Ice Lance     | 2430 |
| Mythril Armor | 1830 |

|                 |      |
|-----------------|------|
| Poison Knuckles | 5000 |
| Plate Mail      | 2320 |
| Magic Racket    | 1350 |
| Healing Rod     | 1770 |
| Lamia's Flute   | 1800 |
| Cypress Pile    | 3200 |
| Mythril Fork    | 4700 |
| Pinwheel        | 200  |
| Chimera Armlet  | 1200 |
| Thunder Gloves  | 1200 |
| Twist Headband  | 1200 |
| Manra Band      | 1500 |
| Dark Hat        | 1800 |
| Gold Helm       | 1800 |
| Magician Cloak  | 1850 |

LINDBLUM DRAGON'S GATE

=====

Man with pirates uniform :

| Items name   | Cost | Description                                               |
|--------------|------|-----------------------------------------------------------|
| -----        |      |                                                           |
| Potion       | 50   | Recover 150 HP on the battle,Recover 100 HP on the field. |
| Phoenix Down | 150  | Revive a Fallen Ally                                      |
| Echo Screen  | 50   | Cures Silence                                             |
| Soft         | 100  | Cures Stone                                               |
| Antidote     | 50   | Cures Poison                                              |
| Eyedrop      | 50   | Cures Dark                                                |
| Tent         | 800  | Restore HP/MP at Save point or World map                  |

Man in pirates uniform : (Disc 3,After Alexandria under attack)

| Name           | Cost | Description                                               |
|----------------|------|-----------------------------------------------------------|
| -----          |      |                                                           |
| Ice Brand      | 3780 | -                                                         |
| Partisan       | 1600 | -                                                         |
| Multina Racket | 750  | -                                                         |
| Stardust Rod   | 760  | -                                                         |
| Mythril Armlet | 500  | -                                                         |
| Thunder Gloves | 1200 | -                                                         |
| Bandana        | 500  | -                                                         |
| Mage's Hat     | 600  | -                                                         |
| Mythril Helm   | 1000 | -                                                         |
| Chain Plate    | 810  | -                                                         |
| Mythril Vest   | 1180 | -                                                         |
| Adaman Vest    | 1600 | -                                                         |
| Mythril Armor  | 1830 | -                                                         |
| Potion         | 50   | Recover 150 HP on the battle,Recover 100 HP on the field. |
| Phoenix Down   | 150  | Revive a Fallen Ally                                      |
| Antidote       | 50   | Cures Poison                                              |
| Eyedrop        | 50   | Cures Dark                                                |
| Echo Screen    | 50   | Cures Silence                                             |
| Soft           | 100  | Cures Petrify                                             |
| Annoyment      | 150  | Cures Trouble                                             |
| Tent           | 800  | Restore HP/MP at Save point or World map                  |

SOUTH GATE

=====

| Items name   | Cost | Description                                               |
|--------------|------|-----------------------------------------------------------|
| Potion       | 50   | Recover 150 HP on the battle,Recover 100 HP on the field. |
| Phoenix Down | 150  | Revive a Fallen Ally                                      |
| Echo Screen  | 50   | Cures Silence                                             |
| Soft         | 100  | Cures Stone                                               |
| Antidote     | 50   | Cures Poison                                              |
| Eyedrop      | 50   | Cures Dark                                                |
| Tent         | 800  | Restore HP/MP at Save point or World map                  |

BURMECIAN KINGDOM

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Mog Shop:

| Name          | Cost | Description                                               |
|---------------|------|-----------------------------------------------------------|
| Needle Fork   | 3100 | -                                                         |
| Glass Armlet  | 250  | -                                                         |
| Mithril Glove | 980  | -                                                         |
| Steeplet Hat  | 260  | -                                                         |
| Head Gear     | 330  | -                                                         |
| Magus Hat     | 400  | -                                                         |
| Barbut        | 600  | -                                                         |
| Bronze Vest   | 670  | -                                                         |
| Linen Cuirass | 800  | -                                                         |
| Potion        | 50   | Recover 150 HP on the battle,Recover 100 HP on the field. |
| Phoenix Down  | 150  | Revive a Fallen Ally                                      |
| Echo Screen   | 50   | Cures Silence                                             |
| Soft          | 100  | Cures Stone                                               |
| Antidote      | 50   | Cures Poison                                              |
| Eyedrop       | 50   | Cures Dark                                                |
| Tent          | 800  | Restore HP/MP at Save point or World map                  |

DARK CITY TRENO

=====

Item Shop:

| Items name   | Cost | Description                                               |
|--------------|------|-----------------------------------------------------------|
| Potion       | 50   | Recover 150 HP on the battle,Recover 100 HP on the field. |
| Phoenix Down | 150  | Revive a Fallen Ally                                      |
| Echo Screen  | 50   | Cures Silence                                             |
| Soft         | 100  | Cures Stone                                               |
| Antidote     | 50   | Cures Poison                                              |
| Eyedrop      | 50   | Cures Dark                                                |
| Tent         | 800  | Restore HP/MP at Save point or World map                  |

Synthesis Shop :

| Name            | Price | Required                  |
|-----------------|-------|---------------------------|
| Butterfly Sword | 300   | Dagger,Mage Masher        |
| The Ogre        | 700   | Mage Masher (2X)          |
| Cotton Robe     | 1000  | Wrist,Steepled Hat        |
| Desert Boots    | 300   | Leather Hat,Leather Shirt |

|                |      |                             |
|----------------|------|-----------------------------|
| Yellow Scarf   | 400  | Feather Hat, Steeplet Hat   |
| Glass Buckle   | 500  | Glass Armlet, Leather Wrist |
| Germinus Shoes | 900  | Desert boots, Fork          |
| Kachussha      | 1000 | Magus Hat, Rubber Helm      |
| Coral Ring     | 1200 | Lighting staff, Rod         |
| Golden Choker  | 1300 | Linen Cuirass, Soft         |

Synthesis shop (Disc 3):

| Name            | Required                       | Price |
|-----------------|--------------------------------|-------|
| Butterfly Sword | Dagger, Mage Masher            | 300   |
| The Ogre        | Mage Masher 2x                 | 700   |
| Exploda         | Mage Masher, Mythril Dagger    | 1000  |
| Rune Tooth      | Mythril Dagger 2x              | 2000  |
| Angel Bless     | Mythril Dagger, Gladius        | 9000  |
| Cotton Robe     | Wrist, Steepled Hat            | 1000  |
| Silk Robe       | Silk Shirt, Bandana            | 2000  |
| Magician's Robe | Mage Staff, Magician Cloak     | 3000  |
| Germinas Boots  | Desert Boots, Fork             | 900   |
| Cachussha       | Magus Hat, Rubber Helm         | 1000  |
| Coral Ring      | Lightning Staff Rod            | 1200  |
| Desert Boots    | Leather Hat, Leather Shirt     | 300   |
| Yellow Scarf    | Feather Hat, Steepled Hat      | 400   |
| Glass Buckle    | Glass Armlet, Leather Wrist    | 500   |
| Gold Choker     | Linen Cuirass, Soft            | 1300  |
| Magician Shoes  | Germinas Boots, Bone Wrist     | 1500  |
| Barette         | Needle Fork, Barbut            | 1800  |
| Extension       | Lamia's Tiara, Multina Racket  | 3500  |
| Reflect Ring    | Anklet, Madain's Ring          | 7000  |
| Power Belt      | Glass Buckle, Chain Mail       | 2000  |
| Madain's Ring   | Bone Wrist, Stardust Rod       | 3000  |
| Fairy Earrings  | Magic Armlet, Soft             | 3200  |
| Anklet          | Gold Choker, Peridot           | 4000  |
| Black Belt      | Twist Headband, Survival Vest  | 4000  |
| Feather Boots   | Magician Shoes, Phoenix Pinion | 4000  |
| Pearl Rouge     | Moonstone, Elixir              | 5000  |

Weapon Shop :

| Name            | Cost |
|-----------------|------|
| Dagger          | 320  |
| Mage Masher     | 500  |
| Mythril Dagger  | 950  |
| Mythril Sword   | 1300 |
| Mythril Spear   | 1100 |
| Air Racket      | 400  |
| Mythril Rod     | 560  |
| Flame Staff     | 1100 |
| Ice Staff       | 980  |
| Lightning Staff | 1200 |
| Fork            | 1100 |
| Needle Fork     | 3100 |
| Leather Wrist   | 200  |
| Glass Armlet    | 250  |
| Bone Wrist      | 330  |
| Mythril Gloves  | 980  |
| Magus Hat       | 400  |
| Bandana         | 500  |

|               |      |
|---------------|------|
| Barbut        | 600  |
| Silk shirt    | 400  |
| Leather Plate | 530  |
| Bronze Vest   | 670  |
| Chain Plate   | 810  |
| Linen Cuirass | 800  |
| Chain Mail    | 1200 |

Weapon Shop (Disc 3) :

| Name            | Cost |
|-----------------|------|
| -----           |      |
| Mythril Dagger  | 950  |
| Gladius         | 2300 |
| Ice Brand       | 3780 |
| Partisan        | 1600 |
| Ice Lance       | 2450 |
| Cat's Claws     | 4000 |
| Poison Knuckles | 5000 |
| Stardust Rod    | 760  |
| Healing Rod     | 1770 |
| Lamia's Flute   | 3800 |
| Flame Staff     | 1100 |
| Ice Staff       | 980  |
| Lightning Staff | 1200 |
| Oak Staff       | 2400 |
| Pinwheel        | 200  |
| Glass Armlet    | 250  |
| Bone Wrist      | 330  |
| Mythril Armlet  | 500  |
| Magic Armlet    | 1000 |
| Mythril Gloves  | 980  |
| Thunder Gloves  | 1200 |
| Lamia's Tiara   | 800  |
| Ritual Hat      | 1000 |
| Twist Headband  | 1200 |
| Barbut          | 600  |
| Mythril Helm    | 1000 |
| Gold Helm       | 1800 |
| Magician Cloak  | 1850 |
| Survival Vest   | 2900 |
| Brigandine      | 4380 |
| Mythril Armor   | 1830 |
| Plate Mail      | 2320 |

Item Shop (Disc 3) :

| Items name   | Cost | Description                                                |
|--------------|------|------------------------------------------------------------|
| -----        |      |                                                            |
| Potion       | 50   | Recover 150 HP on the battle, Recover 100 HP on the field. |
| Hi Potion    | 200  | Recover 450 HP on the battle, Recover 300 HP on the field. |
| Phoenix Down | 150  | Revive a Fallen Ally                                       |
| Antidote     | 50   | Cures Poison                                               |
| Eyedrop      | 50   | Cures Dark                                                 |
| Echo Screen  | 50   | Cures Silence                                              |
| Soft         | 100  | Cures Petrify                                              |
| Annoyment    | 150  | Cures Trouble                                              |
| Remedy       | 300  | Cures various status effect                                |
| Tent         | 800  | Restore HP/MP at Save point or World map                   |



CLEYRA TOWN

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Weapon Shop

| Name           | Cost |
|----------------|------|
| Partisan       | 1600 |
| Multina Racket | 700  |
| Mythril Rod    | 560  |
| Flame Staff    | 1100 |
| Ice Staff      | 980  |
| Needle Fork    | 3100 |
| Bone Wrist     | 330  |
| Mythril Armlet | 500  |
| Mythril Gloves | 980  |
| Thunder Gloves | 1200 |
| Magus Hat      | 400  |
| Bandana        | 500  |
| Mage's Hat     | 600  |
| Mythril Helm   | 1000 |
| Chain Plate    | 810  |
| Mythril Vest   | 1180 |
| Chain Mail     | 1200 |
| Mythril Armor  | 1830 |

Item Shop

| Items name   | Cost | Description                                               |
|--------------|------|-----------------------------------------------------------|
| Potion       | 50   | Recover 150 HP on the battle,Recover 100 HP on the field. |
| Phoenix Down | 150  | Revive a Fallen Ally                                      |
| Antidote     | 50   | Cures Poison                                              |
| Eyedrop      | 50   | Cures Dark                                                |
| Echo Screen  | 50   | Cures Silence                                             |
| Soft         | 100  | Cures Petrify                                             |
| Annoyment    | 150  | Cures Trouble                                             |
| Tent         | 800  | Restore HP/MP at Save point or World map                  |

LINBLUM (After Alexandria under attack)

=====

Item Shop :

| Items name   | Cost | Description                                               |
|--------------|------|-----------------------------------------------------------|
| Potion       | 50   | Recover 150 HP on the battle,Recover 100 HP on the field. |
| Phoenix Down | 150  | Revive a Fallen Ally                                      |
| Antidote     | 50   | Cures Poison                                              |
| Eyedrop      | 50   | Cures Dark                                                |
| Echo Screen  | 50   | Cures Silence                                             |
| Soft         | 100  | Cures Petrify                                             |
| Annoyment    | 150  | Cures Trouble                                             |
| Tent         | 800  | Restore HP/MP at Save point or World map                  |

Weapon Shop :

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

Synthesis shop :

| Name            | Required                   | Price |
|-----------------|----------------------------|-------|
| -----           |                            |       |
| Butterfly Sword | Dagger,Mage Masher         | 300   |
| The Ogre        | Mage Masher 2x             | 700   |
| Exploda         | Mage Masher,Mythril Dagger | 1000  |
| Cotton Robe     | Wrist,Steepled Had         | 1000  |
| Germinas Boots  | Desert Boots,Fork          | 900   |
| Cacusha         | Magus Hat,Rubber Helm      | 1000  |
| Coral Ring      | Lightning Staff,Rod        | 1200  |
| Desert Boots    | Leather Hat,Leather Shirt  | 300   |
| Yellow Scarf    | Feather Hat,Steepled Had   | 400   |
| Glass Buckle    | Glass Armlet,Leather Wrist | 500   |
| Gold Choker     | Linen Cuirass,Soft         | 1300  |
| Magician Shoes  | Germinas Boots,Bone Wrist  | 1500  |
| Barette         | Needle Fork,Barbut         | 1800  |
| Power Belt      | Glass Buckle,Chain Mail    | 2000  |

FOSSIL ROO

=====

Worker inside Fossil Roo :

| Name           | Cost | Description |
|----------------|------|-------------|
| -----          |      |             |
| Ice Brand      | 3780 | -           |
| Partisan       | 1600 | -           |
| Multina Racket | 750  | -           |

|                |      |                                                           |
|----------------|------|-----------------------------------------------------------|
| Stardust Rod   | 760  | -                                                         |
| Mythril Armlet | 500  | -                                                         |
| Thunder Gloves | 1200 | -                                                         |
| Bandana        | 500  | -                                                         |
| Mage's Hat     | 600  | -                                                         |
| Mythril Helm   | 1000 | -                                                         |
| Chain Plate    | 810  | -                                                         |
| Mythril Vest   | 1180 | -                                                         |
| Adaman Vest    | 1600 | -                                                         |
| Mythril Armor  | 1830 | -                                                         |
| Potion         | 50   | Recover 150 HP on the battle,Recover 100 HP on the field. |
| Phoenix Down   | 150  | Revive a Fallen Ally                                      |
| Antidote       | 50   | Cures Poison                                              |
| Eyedrop        | 50   | Cures Dark                                                |
| Echo Screen    | 50   | Cures Silence                                             |
| Soft           | 100  | Cures Petrify                                             |
| Annoyment      | 150  | Cures Trouble                                             |
| Tent           | 800  | Restore HP/MP at Save point or World map                  |

CONDE PETIE

=====

Item Shop

| Name         | Cost | Description                                               |
|--------------|------|-----------------------------------------------------------|
| -----        |      |                                                           |
| Potion       | 50   | Recover 150 HP on the battle,Recover 100 HP on the field. |
| Phoenix Down | 150  | Revive a Fallen Ally                                      |
| Antidote     | 50   | Cures Poison                                              |
| Eyedrop      | 50   | Cures Dark                                                |
| Echo Screen  | 50   | Cures Silence                                             |
| Soft         | 100  | Cures Petrify                                             |
| Annoyment    | 150  | Cures Trouble                                             |
| Tent         | 800  | Restore HP/MP at Save point or World map                  |

Weapon Shop :

| Name            | Cost |
|-----------------|------|
| -----           |      |
| Poison Knuckles | 5000 |
| Multina Racket  | 750  |
| Stardust Rod    | 760  |
| Flame Staff     | 1100 |
| Ice Staff       | 980  |
| Lightning Staff | 1200 |
| Oak Staff       | 2400 |
| Mythril Fork    | 4700 |
| Magic Armlet    | 1000 |
| Lamia's Tiara   | 800  |
| Ritual Hat      | 1000 |
| Adaman Vest     | 1600 |
| Magician Cloak  | 2000 |

BLACK MAGE VILLAGE

=====

Weapon Shop :

| Name            | Cost |
|-----------------|------|
| -----           |      |
| Gladius         | 2300 |
| Mage Masher     | 400  |
| Mythril Dagger  | 950  |
| Ice Brand       | 3780 |
| Stardust Rod    | 760  |
| Flame Staff     | 1100 |
| Ice Staff       | 980  |
| Mage's Hat      | 600  |
| Lamia's Tiara   | 800  |
| Ritual Hat      | 1000 |
| Silk Shirt      | 400  |
| Leather Plate   | 530  |
| Bronze Vest     | 670  |
| Chain Plate     | 810  |
| Mythril Vest    | 1180 |
| Adaman Vest     | 1600 |
| Magician Cloak  | 1850 |
| Survival Vest   | 2900 |
| Lightning Staff | 1200 |
| Oak Staff       | 2400 |
| Mithril Fork    | 4700 |
| Leather Wrist   | 200  |
| Glass Armlet    | 250  |
| Bone Wrist      | 330  |
| Mythril Armlet  | 500  |
| Magic Armlet    | 980  |
| Leather Hat     | 150  |
| Steepled Head   | 260  |
| Head Gear       | 330  |
| Magus Hat       | 400  |
| Bandana         | 500  |

Item Shop :

| Name         | Cost | Description                                               |
|--------------|------|-----------------------------------------------------------|
| -----        |      |                                                           |
| Potion       | 50   | Recover 150 HP on the battle,Recover 100 HP on the field. |
| Hi Potion    | 200  | Recover 450 HP on the battle,Recover 300 HP on the field. |
| Phoenix Down | 150  | Revive a Fallen Ally                                      |
| Antidote     | 50   | Cures Poison                                              |
| Eyedrop      | 50   | Cures Dark                                                |
| Echo Screen  | 50   | Cures Silence                                             |
| Soft         | 100  | Cures Petrify                                             |
| Annoyment    | 150  | Cures Trouble                                             |
| Remedy       | 300  | Cures various status effect                               |
| Tent         | 800  | Restore HP/MP at Save point or World map                  |

Synthesis shop :

| Name            | Required                   | Price |
|-----------------|----------------------------|-------|
| -----           |                            |       |
| Butterfly Sword | Dagger,Mage Masher         | 300   |
| The Ogre        | Mage Masher 2x             | 700   |
| Exploda         | Mage Masher,Mythril Dagger | 1000  |
| Rune Tooth      | Mythril Dagger 2x          | 2000  |
| Cotton Robe     | Wrist,Steepled Had         | 1000  |

|                |                              |      |
|----------------|------------------------------|------|
| Silk Robe      | Silk Shirt,Bandana           | 2000 |
| Germinas Boots | Desert Boots,Fork            | 900  |
| Cacusha        | Magus Hat,Rubber Helm        | 1000 |
| Coral Ring     | Lightning Staff,Rod          | 1200 |
| Desert Boots   | Leather Hat,Leather Shirt    | 300  |
| Yellow Scarf   | Feather Hat,Steepled Had     | 400  |
| Glass Buckle   | Glass Armllet,Leather Wrist  | 500  |
| Gold Choker    | Linen Cuirass,Soft           | 1300 |
| Magician Shoes | Germinas Boots,Bone Wrist    | 1500 |
| Barette        | Needle Fork,Barbut           | 1800 |
| Extension      | Lamia's Tiara,Multina Racket | 3500 |
| Reflect Ring   | Anklet,Madain's Ring         | 7000 |
| Power Belt     | Glass Buckle,Chain Mail      | 2000 |
| Madain's Ring  | Bone Wrist,Stardust Rod      | 3000 |
| Fairy Earrings | Magic Armllet,Soft           | 3200 |

Item Shop (Disc 4) :

| Name         | Cost | Description                                               |
|--------------|------|-----------------------------------------------------------|
| Potion       | 50   | Recover 150 HP on the battle,Recover 100 HP on the field. |
| Hi Potion    | 200  | Recover 450 HP on the battle,Recover 300 HP on the field. |
| Phoenix Down | 150  | Revive a Fallen Ally                                      |
| Antidote     | 50   | Cures Poison                                              |
| Eyedrop      | 50   | Cures Dark                                                |
| Echo Screen  | 50   | Cures Silence                                             |
| Soft         | 100  | Cures Petrify                                             |
| Annoyment    | 150  | Cures Trouble                                             |
| Remedy       | 300  | Cures various status effect                               |
| Vaccine      | 100  | Cures Virus                                               |
| Magic Tag    | 150  | Cures Zombie                                              |
| Tent         | 800  | Restore HP/MP at Save point or World map                  |

Weapon Shop (Disc 4) :

| Name            | Cost  |
|-----------------|-------|
| Wizard Rod      | 3900  |
| Siren's Flute   | 7000  |
| High Mage Staff | 6000  |
| Thief Hat       | 7100  |
| Holy Miter      | 8300  |
| Dark Gear       | 16300 |

Synthesis shop (Disc 4):

| Name            | Required                    | Price |
|-----------------|-----------------------------|-------|
| Butterfly Sword | Dagger,Mage Masher          | 300   |
| The Ogre        | Mage Masher 2x              | 700   |
| Exploda         | Mage Masher,Mythril Dagger  | 1000  |
| Rune Tooth      | Mythril Dagger 2x           | 2000  |
| Angel Bless     | Mythril Dagger,Gladius      | 9000  |
| Sargatanas      | Gladius,Zorlin Shape        | 12000 |
| Masamune        | Zorlin Shape, Orichalcon    | 16000 |
| Duel Claws      | Dragon's Claws, Tiger Fangs | 16000 |

|                 |                                 |       |
|-----------------|---------------------------------|-------|
| Priest's Racket | Air Racket, Cachusha            | 11000 |
| Bracer          | Battle Boots, Venetia Shield    | 24000 |
| Gauntlets       | Mythril Gloves, Dragon Wrist    | 8000  |
| Golden Skullcap | Gold Helm, Golden Hairpin       | 15000 |
| Circlet         | Coronet, Rosetta Ring           | 20000 |
| Grand Helm      | Cross Helm, Power Belt          | 20000 |
| Rubber Suit     | Minerva's Plate,Egoist's Armlet | 20000 |
| Brave Suit      | Mythril Vest, Mythril Rod       | 26000 |
| Light Robe      | Magician's Robe, Glass Armlet   | 20000 |
| Grand Armet     | Mythril Sword, Mythril Armlet   | 45000 |
| Desert Boots    | Leather Hat, Leather Shirt      | 300   |
| Yellow Scarf    | Feather Hat,Steepled Had        | 400   |
| Glass Buckle    | Glass Armlet,Leather Wrist      | 500   |
| Gold Choker     | Linen Cuirass,Soft              | 1300  |
| Germinas Boots  | Desert Boots, Fork              | 900   |
| Running Shoes   | Battle Boots, Emerald           | 12000 |
| Rosetta's Ring  | Madain's Ring, Holy Lance       | 24000 |
| Garnet          | Ore,Remedy                      | 350   |
| Amethyst        | Ore,Annoyntment                 | 200   |
| Peridot         | Ore,Soft                        | 100   |
| Sapphire        | Ore,Antidote                    | 200   |
| Opal            | Ore,Potion                      | 100   |
| Topaz           | Ore,Eye Drops                   | 100   |
| Lapiz Lazuri    | Ore,Dead Pepper                 | 400   |

THE FORGOTTEN CONTINENT

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Zorn & Sorn item shop (in the airship)

Under construction !

OEILVERT

=====

Mogshop :

| Name            | Cost | Description                             |
|-----------------|------|-----------------------------------------|
| -----           |      |                                         |
| Fairy Flute     | 4500 | -                                       |
| Cypress Pile    | 3200 | -                                       |
| Silver Fork     | 7400 | -                                       |
| Pinwheel        | 200  | Use this with Amarant's "Throw" command |
| Chimera Armlet  | 1200 | -                                       |
| Diamond Sword   | 4700 | -                                       |
| Trident         | 3580 | -                                       |
| Mythril Claws   | 6500 | -                                       |
| Magic Racket    | 1350 | -                                       |
| Healing Rod     | 1770 | -                                       |
| Cross Helm      | 2200 | -                                       |
| Brigandine      | 4300 | -                                       |
| Judo Uniform    | 5000 | -                                       |
| Plate Mail      | 2320 | -                                       |
| Gold Armor      | 2950 | -                                       |
| Egoist's Armlet | 2000 | -                                       |
| Thunder Gloves  | 1200 | -                                       |
| Diamond Gloves  | 2000 | -                                       |
| Mantra Band     | 1500 | -                                       |
| Dark Hat        | 1800 | -                                       |
| Green Beret     | 2180 | -                                       |

|              |      |                                                           |
|--------------|------|-----------------------------------------------------------|
| Gold Helm    | 1800 | -                                                         |
| Potion       | 50   | Recover 150 HP on the battle,Recover 100 HP on the field. |
| Hi Potion    | 200  | Recover 450 HP on the battle,Recover 300 HP on the field. |
| Phoenix Down | 150  | Revive a Fallen Ally                                      |
| Antidote     | 50   | Cures Poison                                              |
| Eyedrop      | 50   | Cures Dark                                                |
| Echo Screen  | 50   | Cures Silence                                             |
| Soft         | 100  | Cures Petrify                                             |
| Annoyment    | 150  | Cures Trouble                                             |
| Remedy       | 300  | Cures various status effect                               |
| Magic Tag    | 150  | Cures Zombie                                              |
| Tent         | 800  | Restore HP/MP at Save point or World map                  |

DESERT PALACE

=====

Mogshop

| Name            | Cost | Description                                               |
|-----------------|------|-----------------------------------------------------------|
| -----           |      |                                                           |
| Diamond Sword   | 4700 | -                                                         |
| Trident         | 3580 | -                                                         |
| Healing Rod     | 1770 | -                                                         |
| Fairy Flute     | 4500 | -                                                         |
| Cypress Pile    | 3200 | -                                                         |
| Silver Fork     | 7400 | -                                                         |
| Mythril Claws   | 6500 | -                                                         |
| Magic Racket    | 1350 | -                                                         |
| Dark Hat        | 1800 | -                                                         |
| Green Beret     | 2180 | -                                                         |
| Cross Helm      | 2200 | -                                                         |
| Brigandine      | 4300 | -                                                         |
| Judo Uniform    | 5000 | -                                                         |
| Gold Armor      | 2950 | -                                                         |
| Rising Sun      | 500  | -                                                         |
| Chimera Armlet  | 1200 | -                                                         |
| Egoist's Armlet | 2000 | -                                                         |
| Thunder Gloves  | 1200 | -                                                         |
| Diamond Gloves  | 2000 | -                                                         |
| Mantra Band     | 1500 | -                                                         |
| Potion          | 50   | Recover 150 HP on the battle,Recover 100 HP on the field. |
| Hi Potion       | 200  | Recover 450 HP on the battle,Recover 300 HP on the field. |
| Phoenix Down    | 150  | Revive a Fallen Ally                                      |
| Antidote        | 50   | Cures Poison                                              |
| Eyedrop         | 50   | Cures Dark                                                |
| Echo Screen     | 50   | Cures Silence                                             |
| Soft            | 100  | Cures Petrify                                             |
| Annoyment       | 150  | Cures Trouble                                             |
| Remedy          | 300  | Cures various status effect                               |
| Magic Tag       | 150  | Cures Zombie                                              |
| Tent            | 800  | Restore HP/MP at Save point or World map                  |

ESTO GAZA

=====

Equipment Shop:

| Name    | Cost | Description |
|---------|------|-------------|
| -----   |      |             |
| Gladius | 2300 | -           |

|                 |      |                                                           |
|-----------------|------|-----------------------------------------------------------|
| Zorlin Shape    | 6000 | -                                                         |
| Diamond Sword   | 4750 | -                                                         |
| Flame Saber     | 5190 | -                                                         |
| Heavy Lance     | 4700 | -                                                         |
| Scissor Fangs   | 8000 | -                                                         |
| Magic Racket    | 1350 | -                                                         |
| Asura's Rod     | 3180 | -                                                         |
| Hamelin         | 5700 | -                                                         |
| Cypress Pile    | 3200 | -                                                         |
| Octagon Rod     | 4500 | -                                                         |
| Silver Fork     | 7400 | -                                                         |
| Rising Sun      | 500  | Use this with Amarant's "Throw" command                   |
| Egoist's Armlet | 2000 | -                                                         |
| N-Kai Armlet    | 3000 | -                                                         |
| Jade Armlet     | 3400 | -                                                         |
| Diamond Gloves  | 2000 | -                                                         |
| Venetia Shield  | 2800 | -                                                         |
| Black Hood      | 2550 | -                                                         |
| Red Hat         | 3000 | -                                                         |
| Cross Helm      | 2200 | -                                                         |
| Judo Uniform    | 5000 | -                                                         |
| Power Vest      | 7200 | -                                                         |
| Gold Armor      | 2950 | -                                                         |
| Shield Armor    | 4300 | -                                                         |
| Hi Potion       | 200  | Recover 450 HP on the battle,Recover 300 HP on the field. |
| Annoyment       | 150  | Cures Trouble                                             |
| Remedy          | 300  | Cures various status effect                               |
| Vaccine         | 100  | Cures Virus                                               |
| Magic Tag       | 150  | Cures Zombie                                              |
| Tent            | 800  | Restore HP/MP at Save point or World map                  |

MOUNT GULUG

=====

Mog Shop :

| Name         | Cost | Description                                               |
|--------------|------|-----------------------------------------------------------|
| -----        |      |                                                           |
| Potion       | 50   | Recover 150 HP on the battle,Recover 100 HP on the field. |
| Hi Potion    | 200  | Recover 450 HP on the battle,Recover 300 HP on the field. |
| Phoenix Down | 150  | Revive a Fallen Ally                                      |
| Antidote     | 50   | Cures Poison                                              |
| Eyedrop      | 50   | Cures Dark                                                |
| Echo Screen  | 50   | Cures Silence                                             |
| Soft         | 100  | Cures Petrify                                             |
| Annoyment    | 150  | Cures Trouble                                             |
| Remedy       | 300  | Cures various status effect                               |
| Vaccine      | 100  | Cures Virus                                               |
| Magic Tag    | 150  | Cures Zombie                                              |
| Tent         | 800  | Restore HP/MP at Save point or World map                  |

IPSEN'S CASTLE

=====

Mog Shop:

| Name        | Cost | Description |
|-------------|------|-------------|
| -----       |      |             |
| Mage Masher | 300  | -           |



|                 |      |                                                           |
|-----------------|------|-----------------------------------------------------------|
| Iron Sword      | 660  | -                                                         |
| Mythril Spear   | 1100 | -                                                         |
| Poison Knuckles | 5000 | -                                                         |
| Multina Racket  | 750  | -                                                         |
| Mythril Rod     | 560  | -                                                         |
| Lamia's Flute   | 3800 | -                                                         |
| Oak Staff       | 2400 | -                                                         |
| Needle Fork     | 3100 | -                                                         |
| Rising Sun      | 500  | -                                                         |
| N-Kai Armlet    | 3000 | -                                                         |
| Jade Armlet     | 3400 | -                                                         |
| Venetia Shield  | 2800 | -                                                         |
| Red Hat         | 3000 | -                                                         |
| Golden Hairpin  | 3700 | -                                                         |
| Cross Helm      | 2200 | -                                                         |
| Diamond Helm    | 3000 | -                                                         |
| Power Vest      | 7200 | -                                                         |
| Gaia Gear       | 8700 | -                                                         |
| Potion          | 50   | Recover 150 HP on the battle,Recover 100 HP on the field. |
| Hi Potion       | 200  | Recover 450 HP on the battle,Recover 300 HP on the field. |
| Phoenix Down    | 150  | Revive a Fallen Ally                                      |
| Antidote        | 50   | Cures Poison                                              |
| Eyedrop         | 50   | Cures Dark                                                |
| Echo Screen     | 50   | Cures Silence                                             |
| Soft            | 100  | Cures Petrify                                             |
| Annoyment       | 150  | Cures Trouble                                             |
| Remedy          | 300  | Cures various status effect                               |
| Vaccine         | 100  | Cures Virus                                               |
| Magic Tag       | 150  | Cures Zombie                                              |
| Tent            | 800  | Restore HP/MP at Save point or World map                  |

BRAN BAL

=====

Mog Shop:

| Name            | Cost  | Description                                               |
|-----------------|-------|-----------------------------------------------------------|
| -----           |       |                                                           |
| Dagger          | 320   | -                                                         |
| Mage Masher     | 500   | -                                                         |
| Mythril Dagger  | 950   | -                                                         |
| Gladius         | 2300  | -                                                         |
| Zorlin Shape    | 6000  | -                                                         |
| Orichalcon      | 17000 | -                                                         |
| Defender        | 9340  | -                                                         |
| Holy Lance      | 11000 | -                                                         |
| Avenger         | 16000 | -                                                         |
| Mythril Racket  | 2250  | -                                                         |
| Bistro Fork     | 10300 | -                                                         |
| Rising Sun      | 500   | Use this with Amarant's throw command                     |
| Dragon Wrist    | 4800  | -                                                         |
| Defense Gloves  | 6000  | -                                                         |
| Coronet         | 4400  | -                                                         |
| Flash Hat       | 5220  | -                                                         |
| Adaman Hat      | 6200  | -                                                         |
| Platinum Helm   | 4600  | -                                                         |
| Demon's Vest    | 10250 | -                                                         |
| Minerva's Plate | 12200 | -                                                         |
| Platina Armor   | 10500 | -                                                         |
| Hi Potion       | 200   | Recover 450 HP on the battle,Recover 300 HP on the field. |

|              |     |                                          |
|--------------|-----|------------------------------------------|
| Phoenix Down | 150 | Revive a Fallen Ally                     |
| Antidote     | 50  | Cures Poison                             |
| Eyedrop      | 50  | Cures Dark                               |
| Echo Screen  | 50  | Cures Silence                            |
| Soft         | 100 | Cures Petrify                            |
| Annoyment    | 150 | Cures Trouble                            |
| Remedy       | 300 | Cures various status effect              |
| Vaccine      | 100 | Cures Virus                              |
| Magic Tag    | 150 | Cures Zombie                             |
| Tent         | 800 | Restore HP/MP at Save point or World map |

PANDEMONIUM

=====

Mog Shop:

| Name            | Cost  | Description                                               |
|-----------------|-------|-----------------------------------------------------------|
| -----           |       |                                                           |
| Dagger          | 320   | -                                                         |
| Mage Masher     | 500   | -                                                         |
| Mythril Dagger  | 950   | -                                                         |
| Gladius         | 2300  | -                                                         |
| Zorlin Shape    | 6000  | -                                                         |
| Orichalcon      | 17000 | -                                                         |
| Defender        | 9340  | -                                                         |
| Holy Lance      | 11000 | -                                                         |
| Avenger         | 16000 | -                                                         |
| Mythril Racket  | 2250  | -                                                         |
| Bistro Fork     | 10300 | -                                                         |
| Rising Sun      | 500   | Use this with Amarant's throw command                     |
| Dragon Wrist    | 4800  | -                                                         |
| Defense Gloves  | 6000  | -                                                         |
| Coronet         | 4400  | -                                                         |
| Flash Hat       | 5220  | -                                                         |
| Adaman Hat      | 6200  | -                                                         |
| Platinum Helm   | 4600  | -                                                         |
| Demon's Vest    | 10250 | -                                                         |
| Minerva's Plate | 12200 | -                                                         |
| Platina Armor   | 10500 | -                                                         |
| Hi Potion       | 200   | Recover 450 HP on the battle,Recover 300 HP on the field. |
| Phoenix Down    | 150   | Revive a Fallen Ally                                      |
| Antidote        | 50    | Cures Poison                                              |
| Eyedrop         | 50    | Cures Dark                                                |
| Echo Screen     | 50    | Cures Silence                                             |
| Soft            | 100   | Cures Petrify                                             |
| Annoyment       | 150   | Cures Trouble                                             |
| Remedy          | 300   | Cures various status effect                               |
| Vaccine         | 100   | Cures Virus                                               |
| Magic Tag       | 150   | Cures Zombie                                              |
| Tent            | 800   | Restore HP/MP at Save point or World map                  |

DAGUERRERO

=====

Synthesis shop :

| Name        | Required               | Price |
|-------------|------------------------|-------|
| -----       |                        |       |
| Angel Bless | Mythril Dagger,Gladius | 9000  |

|                  |                               |       |
|------------------|-------------------------------|-------|
| Sargatanas       | Gladius,Zorlin Shape          | 12000 |
| Cotton Robe      | Wrist,Steepled Had            | 1000  |
| Silk Robe        | Silk Shirt,Bandana            | 2000  |
| Magician Robe    | Mage Staff,Magician Cloak     | 3000  |
| Glutton's Robe   | Mythril Fork,Cotton Robe      | 6000  |
| White Robe       | Gaia's Gear,Jade Armlet       | 8000  |
| Black Robe       | Gaia's Gear,N-Kai Armlet      | 8000  |
| Cachussha        | Magus Hat,Rubber Helm         | 1000  |
| Coral Ring       | Lightning Staff Rod           | 1200  |
| Yellow Scarf     | Feather Hat,Steepled Had      | 400   |
| Glass Buckle     | Glass Armlet,Leather Wrist    | 500   |
| Gold Choker      | Linen Cuirass,Soft            | 1300  |
| Magician Shoes   | Germinas Boots,Bone Wrist     | 1500  |
| Barette          | Needle Fork,Barbut            | 1800  |
| Extension        | Lamia's Tiara,Multina Racket  | 3500  |
| Power Belt       | Glass Buckle,Chain Mail       | 2000  |
| Madain's Ring    | Bone Wrist,Stardust Rod       | 3000  |
| Anklet           | Gold Choker,Peridot           | 4000  |
| Black Belt       | Twist Headband,Survival Vest  | 4000  |
| Feather Boots    | Magician Shoes,Phoenix Pinion | 4000  |
| Pearl Rouge      | Moonstone,Elixir              | 5000  |
| Promist Ring     | Chimera Armlet,Ruby           | 6000  |
| Battle Boots     | Feather Boots,Wing Edge       | 6500  |
| Magician's Shoes | Germinas Boots,Bone Wrist     | 1500  |
| Rebirth Ring     | Diamond,Anklet                | 7000  |
| Angel Earrings   | Fairy Earrings,Barette        | 8000  |
| Garnet           | Ore,Remedy                    | 350   |
| Amethyst         | Ore,Annoyntment               | 200   |
| Peridot          | Ore,Soft                      | 100   |
| Sapphire         | Ore,Antidote                  | 200   |
| Opal             | Ore,Potion                    | 100   |
| Topaz            | Ore,Eye Drops                 | 100   |
| Thief Gloves     | Mythril Armlet Sargatanas     | 50000 |

MEMORIA (Hades,Disc 4)

=====

| Name             | Required                   | Price |
|------------------|----------------------------|-------|
| Robe of Lords    | White Robe,Black Robe      | 30000 |
| Tin Armor        | Hammer,Ore                 | 50000 |
| Protect Ring     | Dark Matter,Rebirth Ring   | 40000 |
| Pumice           | Pumice Piece 2x            | 50000 |
| Garnet           | Ore,Remedy                 | 350   |
| Amethyst         | Ore,Annoyntment            | 200   |
| Peridot          | Ore,Soft                   | 100   |
| Sapphire         | Ore,Antidote               | 200   |
| Opal             | Ore,Potion                 | 100   |
| Topaz            | Ore,Eye Drops              | 100   |
| Lapiz Lazuri     | Ore,Dead Pepper            | 400   |
| Pumice Piece     | Hammer,Pumice              | 25000 |
| Save the Queen * | Javelin,Silver Gloves      | 50000 |
| Phoenix Pinnion  | Phoenix Down,Gysahl Greens | 300   |
| Ether            | Echo Screen,Vaccine        | 500   |

\* = Weapon for Beatrix ?????

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Ability List:

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 -----  
 Eiko's Ability List:  
 -----

Summon                    MP   AP   Learn From Accessories:  
 -----

|           |    |     |                 |
|-----------|----|-----|-----------------|
| Carbunkle | 24 | 35  | Ruby            |
| Fenrir    | 30 | 55  | Sapphire        |
| Phoenix   | 32 | 40  | Phoenix Pinnion |
| Madeen    | 54 | 120 | Ribbon          |

White Magic            MP   AP   Learn From Accessories:  
 -----

|           |    |     |                                   |
|-----------|----|-----|-----------------------------------|
| Cure 1    | 6  | 20  | Silk Clothes                      |
| Cure 2    | 10 | 40  | Golem's Flute                     |
| Cure 3    | 22 | 80  | Angel's Flute                     |
| Regen     | 14 | 25  | Fairy Pearce                      |
| Life      | 8  | 35  | Golem's Flute                     |
| Full Life | 24 | 90  | Siren's Flute,Light Robe          |
| Panacea   | 4  | 15  | Air Racket                        |
| Stona     | 8  | 25  | Lamia's Flute                     |
| Esuna     | 20 | 80  | Fairy's/Siren's/Angel's Flute     |
| Shell     | 6  | 20  | Golden Choker,Cotton Robe         |
| Protect   | 6  | 20  | Steepled Hat,Desert Boots         |
| Haste     | 8  | 30  | Emerald,Hermes's shoes            |
| Silence   | 8  | 25  | Lamia's Flute,Magical Bracelet    |
| Minimum   | 8  | 35  | Feather Boots                     |
| Reflect   | 6  | 25  | Reflect Ring,Ruby                 |
| Float     | 6  | 25  | Feather Boots,Lamia's Flute/Tiara |
| Dispell   | 16 | 25  | Siren's Flute                     |
| Might     | 14 | 25  | Priest Racket                     |
| Jewel     | 4  | 50  | Hamelin                           |
| Holy      | 36 | 110 | Angel's Flute                     |

Support Ability MP   AP   Learn From Accessories:  
 -----

|               |    |     |                             |
|---------------|----|-----|-----------------------------|
| Auto Haste    | 9  | 65  | Hermes's Shoes              |
| Auto Regen    | 10 | 35  | Light Robe,Golem's Flute    |
| Auto Float    | ?  | ??  | Feather Boots               |
| Auto Life     | ?  | ??  | Rebirth Ring                |
| Auto Reflect  | ?  | ??  | Reflect Ring                |
| MP 10% Up     | 4  | 15  | Wizard's Robe/Clothes/Shoes |
| MP 20% Up     | 8  | 50  | Angel's Earring             |
| Healer        | 2  | 20  | Anklet                      |
| Reflect Null  | 7  | 55  | Robe of Lord,Pearl Rouge    |
| Concentrate   | 10 | 90  | Rosetta's Ring              |
| Half MP       | 11 | 120 | Light Robe,Protect Ring     |
| High Tide     | 8  | 30  | Jade Bracelet,Sapphire      |
| Body Temp     | 4  | 20  | Diamond,Jade Bracelet       |
| Level Up      | 7  | 65  | Rosseta's Ring,Pearl Rouge  |
| Ability Up    | 3  | 60  | Green Beret,Silk Robe       |
| Mog's Protect | 3  | 30  | Ribbon                      |
| Insomniac     | 5  | 25  | Bandana,Coral Ring          |
| Antibody      | 4  | 20  | Glass Bracelet/Buckle       |
| Loud Mouth    | 4  | 15  | Silk/White Robe             |
| Jelly         | 4  | 35  | Circlet,Dragon Wrist        |

|              |    |     |                                 |
|--------------|----|-----|---------------------------------|
| Auto Potion  | 3  | 30  | Wizard/White Robe,Golden Choker |
| Locomotion   | 4  | 15  | Anklet,Survival Vest            |
| Clear Headed | 5  | 15  | Magic Bracelet                  |
| Boost        | 12 | 150 | ???                             |

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Garnet Ability List :  
-----

Summon                   MP   AP    Learn From Accessories:  
-----

|           |    |     |            |
|-----------|----|-----|------------|
| Shiva     | 24 | 20  | Opal       |
| Ifrit     | 26 | 35  | Topaz      |
| Ramuh     | 22 | 30  | Peridot    |
| Atomos    | 32 | 30  | Amethyst   |
| Odin      | 28 | 20  | Darkmatter |
| Leviathan | 42 | 40  | Aquamarine |
| Bahamut   | 56 | 80  | -          |
| Ark       | 80 | 100 | Pumice     |

White Magic            MP   AP    Learn From Accessories:  
-----

|         |    |     |                                      |
|---------|----|-----|--------------------------------------|
| Cure 1  | 6  | 30  | Silk Clothes                         |
| Cure 2  | 10 | 50  | Healer Rod,Barette                   |
| Cure 3  | 22 | 155 | Wizard's Rod,Whale Bone              |
| Life    | 8  | 35  | Healer Rod,Whale Bone                |
| Scan    | 4  | 25  | Desert Boots                         |
| Panacea | 4  | 15  | Rod                                  |
| Stona   | 8  | 25  | ??                                   |
| Shell   | 6  | 35  | Cotton Robe,Golden Choker,Moon Stone |
| Protect | 6  | 30  | Desert Boots,Tricorn,Rod             |
| Silence | 8  | 30  | Magic Bracelet,Mythril Rod           |
| Minimum | 8  | 40  | Rod,Feather Boots                    |
| Reflect | 6  | 20  | Reflect Ring,Ruby                    |
| Confuse | 6  | 35  | Lamia's Tiara                        |
| Berserk | 6  | 30  | Magic Racket                         |
| Blind   | 6  | 40  | Wizard's Shoes                       |
| Float   | 6  | 20  | Feather's Boots,Lamia's Tiara        |

Support Ability MP   AP    Learn From Accessories:  
-----

|              |    |     |                                |
|--------------|----|-----|--------------------------------|
| Auto Reflect | 15 | 75  | Reflect Ring                   |
| Auto Float   | 6  | 20  | Feather Boots                  |
| Auto Regen   | 10 | 35  | Light Robe,Angel's Earring     |
| Auto Life    | 12 | 105 | Rebirth Ring                   |
| MP 20% Up    | 8  | 45  | Angel's Earring                |
| Healer       | 2  | 30  | Anklet                         |
| Chemist      | 4  | 15  | Cotton Robe,Barrete            |
| Reflect      | 7  | 45  | Pearl Rouge                    |
| Concentate   | 10 | 80  | Rosseta's Ring                 |
| Half MP      | 11 | 125 | Light Robe,Protective Ring     |
| High Tide    | 8  | 30  | Sapphire,Jade Bracelet         |
| Body Temp    | 4  | 25  | Jade Bracelet,Diamond          |
| Level Up     | 7  | 50  | Pearl Rouge                    |
| Ability Up   | 3  | 60  | Star Dust Rod,Ribbon,Silk Robe |
| Insomniac    | 5  | 25  | Bandana,Coral Ring             |
| Antibody     | 4  | 20  | Glass Bracelet/Buckle          |
| Loud Mouth   | 4  | 15  | Silk/White Robe                |

|              |    |     |                                   |
|--------------|----|-----|-----------------------------------|
| Jelly        | 4  | 35  | Circlet,Dragon Wrist              |
| Auto Potion  | 3  | 20  | Wizard's/White Robe,Golden Choker |
| Locomotion   | 4  | 15  | Anklet,Survival Vest              |
| Clear Headed | 5  | 15  | Magic Bracelet                    |
| Boost        | 12 | 150 | Pumice Piece                      |
| Odin's Sword | 5  | 50  | Ancient Aroma                     |

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Quina's Ability List:  
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Support Ability MP AP Learn From Accessories:  
-----

|                |    |     |                                       |
|----------------|----|-----|---------------------------------------|
| Auto Reflect   | 15 | 75  | Reflect Ring                          |
| Auto Float     | 6  | 40  | Feather Boots                         |
| Auto Haste     | 9  | 70  | Hermes's Shoes                        |
| Auto Regen     | 10 | 30  | Light Robe                            |
| Auto Life      | 12 | 165 | Rebirth Ring                          |
| MP 10% Up      | 4  | 50  | Wizard Clothes/Shoes/Robe,Emerald     |
| Healer         | 2  | 60  | ??                                    |
| Add Status     | 3  | 35  | Bone Wrist,Glass Buckle,Head Band     |
| Gamble Defence | 1  | 40  | Head Band                             |
| Half MP        | 11 | 90  | Light Robe,Protect Ring               |
| High Tide      | 9  | 250 | Fork,Sapphire,Jade Bracelet           |
| Counter        | 8  | 55  | Power Belt                            |
| Body Temp      | 4  | 20  | Jade Bracelet,Gourmet's Robe          |
| Level Up       | 7  | 60  | Rosetta's Ring                        |
| Ability Up     | 3  | 40  | Green Beret,Silk Robe,Ribbon          |
| Gil Up         | 5  | 100 | Yellow Scarf                          |
| Insomniac      | 5  | 40  | Bandana,Coral Ring                    |
| Antibody       | 4  | 20  | Glass Bracelet/Buckle                 |
| Loud Mouth     | 4  | 30  | Silk/White Robe                       |
| Jelly          | 4  | 35  | Circlet,Dragon Wrist                  |
| Absorb MP      | 6  | 80  | Promised Ring                         |
| Auto Potion    | 3  | 30  | Golden Choker,Wizard's Robe           |
| Clear Headed   | 5  | 25  | Magic Bracelet,Circlet,Wizard's Shoes |

For Quina's Blue magic List,click <a href="bluemagic.txt">here</a>.

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Steiner Ability List:  
-----

Sword Skill MP AP Learn From Accessories:  
-----

|               |    |    |                           |
|---------------|----|----|---------------------------|
| Dark Side     | ?? | 30 | Blood Sword               |
| Minus Strike  | 8  | 35 | Iron Sword,Excalibur II   |
| Iai Strike    | 16 | 40 | Rune Blade                |
| Power Strike  | 8  | 40 | Dia Sword                 |
| Armor Break   | 3  | 30 | Mithril Sword             |
| Mental Break  | 4  | 30 | Gold Helm                 |
| Magic Break   | 4  | 25 | Flame Toungue             |
| Charge !      | 10 | 30 | Coral Sword               |
| Thunder Slash | 24 | 30 | Ragnarok                  |
| Stock Break   | 26 | 35 | Ultima Sword,Excalibur II |
| Climhazzard   | 32 | 70 | Excalibur,Excalibur II    |
| Shock         | 46 | 60 | Ragnarok                  |

Support Ability MP AP Learn From Accessories:

|               |    |     |                           |
|---------------|----|-----|---------------------------|
| Auto Reflect  | 15 | 95  | Reflect Ring              |
| Auto Float    | 6  | 20  | Feather Boots             |
| Auto Haste    | 9  | 65  | Hermes's Shoes            |
| Auto Regen    | 10 | 75  | Brave Suit                |
| Auto Life     | 12 | 155 | Rebirth Ring              |
| HP 10% Up     | 4  | 20  | Chain Mail                |
| HP 20% Up     | 8  | 60  | Protect Glove,Black Beltt |
| Insomniac     | 2  | 40  | Dia Helm                  |
| Distract      | 5  | 30  | Reflect Ring,Diamond      |
| MP Attack     | 5  | 50  | Cross Helm,Power Belt     |
| Bird Killer   | 3  | 25  | Bronze Armor,Chain Mail   |
| Insect Killer | 2  | 50  | Mithril Glove,Bronze Helm |
| Stone Killer  | 4  | 20  | Platinum Helm,Gold Armor  |
| Long Reach    | ?  | ??  | Protect Ring              |
| Undead Killer | 2  | 30  | Plate Mail                |
| Devil Killer  | 2  | 30  | Cross Helm                |
| Beast Killer  | 4  | 55  | Broad Sword,Black Belt    |
| Man Eater     | 2  | 20  | Mithril Glove,Coral Ring  |
| Add Status    | 3  | 50  | Glass Buckle              |
| Chemist       | 4  | 20  | Grand Armor,Madain's Ring |
| High Tide     | 8  | 35  | Grand Hel,Sapphire        |
| Counter       | 8  | 100 | Power Belt                |
| Protect       | 6  | 20  | Gauntlet,Mithril Armor    |
| Eye to Eye    | 5  | 35  | Kaiser's Helm             |
| Body Temp     | 4  | 35  | Diamond                   |
| Alert         | 4  | 60  | Germinus Boots            |
| Level Up      | 7  | 25  | Iron Helm,Rosetta's Ring  |
| Ability Up    | 3  | 70  | Dia Glove/Armor           |

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Vivi Ability List:  
-----

| Black Magic | MP | AP | Learn From Accessories:     |
|-------------|----|----|-----------------------------|
| Fire        | 6  | 25 | Mage's Staff,Leather Hat    |
| Fire 2      | 12 | 50 | Fire Staff,Power Belt,Topaz |
| Fire 3      | 24 | 75 | Ogctagonal Stick            |
| Sleep       | 10 | 20 | Fire Staff                  |
| Ice         | 6  | 25 | Leather Wrist               |
| Ice 2       | 12 | 50 | Ice Staff,Opal              |
| Ice 3       | 24 | 85 | Ogtagonal Stick             |
| Slow        | 6  | 20 | Ice Staff,Tricorn           |
| Bolt        | 6  | 25 | Silk Clothes,Glass Buckle   |
| Bolt 2      | 12 | 50 | Thunder Staff               |
| Bolt 3      | 24 | 80 | Octagonal Stick             |
| Stop        | 8  | 25 | Oak Staff                   |
| Poison      | 8  | 35 | Thunder Staff               |
| Bio         | 18 | 40 | Oak Staff                   |
| Osmose      | 2  | 70 | Wizard's Staff              |
| Drain       | 14 | 60 | Oak Staff                   |
| Demi        | 18 | 30 | Black Belt,Amethyst         |
| Comet       | 16 | 55 | Cypress Pile                |
| Death       | 20 | 45 | Black Hood                  |
| Break       | 18 | 30 | Cypress Pile                |
| Water       | 22 | 55 | ??                          |
| Meteor      | 42 | 95 | Wizard's Staff              |
| Flare       | 40 | 95 | Black Robe                  |

Dooms day 72 150 Mace Of Zeus

Support Ability MP AP Learn From Accessories:

-----  
Auto Reflect 15 75 Reflect Ring  
Auto Float 6 40 Feather Boots  
Auto Haste 9 70 Hermes's Shoes  
Auto Regen 10 30 Light Robe  
Auto Life 12 165 Rebirth Ring  
MP 20% Up 8 30 Black Robe  
Healer 2 20 ??  
Add Status 3 25 Bone Wrist,Bracer,Glass Buckle  
Reflect Null 7 30 Robe of Lord  
Reflect 2X 17 110 Black Robe,Rosetta's Ring  
Magic Elem. Null 13 115 Promised Ring,Protect Ring  
Half MP 11 140 Light Robe,Protect Ring  
High Tide 8 25 Jade Bracelet,Sapphire  
Body Temp 4 15 Jade Bracelet  
Level Up 7 30 Rosetta's Ring  
Ability Up 3 55 Green Beret,Silk Robe  
Insomniac 5 40 Bandana,Coral Ring  
Antibody 4 20 Glass Bracelet/Buckle  
Loud Mouth 4 30 Silk Robe  
Jelly 4 35 Circlet,Dragon Wrist  
Return Magic 9 90 Hypno Crown  
Auto Potion 3 10 Golden Choker,Mythril Vest,Wizard's Robe  
Locomotion 4 35 Survival Vest  
Clear Headed 5 15 Magic Bracelet,Circlet

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Zidane Ability List :  
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Thief Skill MP AP Learn From Accessories:

-----  
Flee - 40 Dagger,Mage Masher,Ultima Weapon  
Detect - 40 Mage Masher  
What's That 2 30 Butterfly Sword  
Soul Blade 6 35 Organics  
Annoy 4 50 Gradus  
Sacrifice 32 55 Masamune  
Lucky Seven 6 85 Thief's Hat,Gradus  
Thievery 8 100 Angel Bless

Trance Skill MP AP Learn From Accessories:

-----  
Free Energy 10 - When Zidane Learned "Flee"  
Tidal Flame 12 - When Zidane Learned "Detect"  
Scope Out 14 - When Zidane Learned "What's That"  
Shift Break 16 - When Zidane Learned "Soul Blade"  
Solar Circle 24 - When Zidane Learned "Annoy"  
Meal Twister 32 - When Zidane Learned "Sacrifice"  
Solution 9 48 - When Zidane Learned "Lucky Seven"  
Grand Lethal 60 - When Zidane Learned "Thievery"

Support Ability MP AP Learn From Accessories:

-----  
Auto Reflect 15 95 Reflect Ring  
Auto Float 6 20 Feather Boots



|                |    |     |                                    |
|----------------|----|-----|------------------------------------|
| Auto Haste     | 9  | 55  | Hermes's Shoes                     |
| Auto Regen     | 10 | 25  | Brave Suit                         |
| Auto Life      | 12 | 130 | Rebirth Ring                       |
| HP 20% Up      | 8  | 40  | Black Belt                         |
| Accuracy +     | 2  | 30  | Power Wrist                        |
| Distract       | 5  | 30  | Reflect Ring                       |
| Long Reach     | 16 | 170 | Thief's Hat,Protect Ring           |
| MP Attack      | 5  | 45  | Red Cap,Battle Boots,Power Belt    |
| Bird Killer    | 3  | 20  | Adaman Vest,Yellow Scarf           |
| Bug Killer     | 2  | 35  | Mythril Bracelet                   |
| Stone Killer   | 4  | 30  | Adaman Vest                        |
| Undead Killer  | 2  | 45  | Head Gear                          |
| Devil Killer   | 2  | 25  | Chain Plate                        |
| Beast Killer   | 4  | 30  | Leather Wrist,Black Belt,Moonstone |
| Man Eater      | 2  | 25  | Bandana,Hypno Crown,Coral Ring     |
| Master Thief   | 5  | 50  | Bandit's Glove                     |
| Steal Gil      | 5  | 40  | Glass Bracelet,Yellow Scarf        |
| Add Status     | 3  | 35  | Bone Wristm,Bracer,Glass Buckle    |
| Gamble Defence | 1  | 20  | Adaman Hat                         |
| High Tide      | 8  | 35  | Jade Bracelet,Sapphire             |
| Counter        | 8  | 70  | Power Belt                         |
| Protect Girls  | 4  | 35  | Leather Clothes,Butterfly Sword    |
| Eye to Eye     | 5  | 60  | Sneaking Clothes                   |
| Body Temp      | 4  | 25  | Jade Bracelet,Diamond              |
| Alert          | 4  | 40  | Sneaking Clothes                   |
| Level Up       | 7  | 75  | Rosetta's Ring                     |
| Ability Up     | 3  | 95  | Green Beret,Ribbon                 |
| Flee Gil       | 3  | 45  | Wrist,Golden Choker                |
| Insomniac      | 5  | 30  | Coral Bracelet                     |
| Antibody       | 4  | 20  | Glass Bracelet/Buckle              |
| Bright Eyes    | 4  | 35  | Feather Hat                        |
| Restore HP     | 8  | 85  | Brave Suit,Promised Ring           |
| Jelly          | 4  | 35  | Dragon Wrist,Circlet               |
| Auto Potion    | 3  | 30  | Golden Choker,Mythril Vest         |
| Locomotion     | 4  | 30  | Survival Vest                      |
| Clear Headed   | 5  | 25  | Circlet,Wizard Shoes               |
| Mug            | 3  | 65  | Chimera's Bracelet,Survival Vest   |
| Bandit         | 5  | 40  | Bracelet,Mythril Dagger            |

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Freya Ability List:  
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| Dragon Skill    | MP | AP  | Learn From Accessories:            |
|-----------------|----|-----|------------------------------------|
| Lancer          | 10 | 20  | Dragon Wrist,Coral Ring            |
| Reis Wind       | 12 | 40  | Mithril Spear,Holy Lance,Gold Helm |
| Dragon Breath   | 78 | 205 | ??                                 |
| White Draw      | 36 | 90  | Ice Lance,Emerald                  |
| Luna            | 12 | 30  | Trident                            |
| Six Dragons     | 28 | 25  | Heavy Lance                        |
| Cherry Blossoms | 46 | 40  | Lance of Chain                     |
| Dragon Crest    | 16 | 45  | Holy Lance                         |

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Support Ability MP AP Learn From Accessories:  
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|              |    |    |                |
|--------------|----|----|----------------|
| Auto Reflect | 15 | 95 | Reflect Ring   |
| Auto Float   | 6  | 20 | Feather Boots  |
| Auto Haste   | 9  | 55 | Hermes's Shoes |

|                |    |     |                                      |
|----------------|----|-----|--------------------------------------|
| Auto Regen     | 10 | 25  | Brave Suit                           |
| Auto Life      | 12 | 125 | ?                                    |
| HP 10% Up      | 4  | 30  | Chain Mail                           |
| HP 20% Up      | 8  | 75  | Black Belt,Protect Glove             |
| MP 10% Up      | 4  | 35  | Emerald                              |
| Accuracy +     | 2  | 30  | Dia Helm,Lapis Lazli                 |
| Distract       | 5  | 25  | Reflect Ring,Diamond                 |
| Long Reach     | 16 | 210 | Protect Ring                         |
| MP Attack      | 5  | 20  | Cross Helm,Power Belt                |
| Bird Killer    | 3  | 30  | Bronze Armor,Chain Mail,Yellow scarf |
| Insect Killer  | 2  | 25  | Mithril Glove,Bronze Helm            |
| Stone Killer   | 4  | 20  | Platinum Helm                        |
| Undead Killer  | 2  | 20  | Plate Mail                           |
| Dragon Killer  | 3  | 70  | Javelin                              |
| Devil Killer   | 2  | 30  | Cross Helm                           |
| Beast Killer   | 4  | 25  | Platinum Armor,Moonstone             |
| Man Eater      | 2  | 20  | Mithril Glove,Coral Ring             |
| High Jump      | 4  | 75  | Dragon Mail                          |
| Add Status     | 3  | 25  | Glass Buckle                         |
| Gamble Defence | 1  | 20  | Barette                              |
| Chemist        | 4  | 35  | Grand Armor,Barette                  |
| High Tide      | 8  | 20  | Grand Helm,Sapphire,Partizan         |
| Counter        | 8  | 25  | Anklet,Power Belt                    |
| Protect        | 6  | 30  | Gauntlet,Mithril Armor               |
| Eye To Eye     | 5  | 35  | Kaiser Helm                          |
| Body Temp      | 4  | 20  | Fairy Pearce,Diamond                 |
| Initiative     | 5  | 95  | Battle Boots                         |
| Level Up       | 7  | 40  | Iron Helm,Rosetta's Ring             |
| Ability Up     | 3  | 65  | Dia Glove/Armor,Ribbon               |
| Insomniac      | 5  | 30  | Coral Ring,Mithril Helm              |
| Antibody       | 4  | 15  | Bronze Glove,Glass Buckle            |
| Bright Eyes    | 4  | 20  | Iron Helm                            |
| HP Recover     | 8  | 85  | Platinum Helm,Grand Armor            |
| Jelly          | ?  | 30  | Dragon Wrist,Dia Glove               |
| Auto Potion    | 3  | 30  | Golden Choker                        |
| Locomotion     | 4  | 25  | Plate Mail,Anklet                    |
| Clear Headed   | 5  | 35  | Lamia's Tiara,Wizard's Shoes         |

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Amarant :  
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| Flair          | MP | AP | Learn From Accessories:               |
|----------------|----|----|---------------------------------------|
| -----          |    |    |                                       |
| Aura           | 12 | 25 | Duel Claws, Scissor Fangs             |
| Chakra         | 4  | 30 | Cat's Claws, Leather Plate            |
| Countdown      | 16 | 40 | Kaiser Knuckles                       |
| Curse          | 12 | 20 | Kaiser Knuckles, Mythril Claws        |
| Demi Shock     | 20 | 50 | Avenger, Rune Claws                   |
| No Mercy       | 12 | 25 | Dragon's Claws, Duel Claws            |
| Revive         | 20 | 35 | Rebirth Ring, Rune Claws, Tiger Fangs |
| Spare Change ? |    | 90 | Poison Knuckles, Rune Claws           |

| Support Ability | MP | AP | Learn From Accessories:                          |
|-----------------|----|----|--------------------------------------------------|
| -----           |    |    |                                                  |
| Ability Up      | 3  | 80 | Brigandine, Lapis Lazuli                         |
| Accuracy +      | 2  | 30 | Lapis Lazuli                                     |
| Add Status      | 3  | 20 | Bracer, Bone Wrist, Chimera Armlet, Glass Buckle |
| Alert           | 4  | 30 | Germinas Boots, Ninja Gear                       |

|                |    |     |                                                          |
|----------------|----|-----|----------------------------------------------------------|
| Antibody       | 4  | 25  | Glass Armet, Glass Buckle, Survival Vest                 |
| Auto-Float     | 6  | 35  | Feather Boots                                            |
| Auto-Haste     | 9  | 70  | Running Shoes                                            |
| Auto-Life      | 12 | 140 | Rebirth Ring                                             |
| Auto-Potion    | 3  | 30  | Demon's Vest, Gold Choker, Running Shoes                 |
| Auto-Reflect   | 15 | 85  | Reflect Ring                                             |
| Auto-Regen     | 10 | 35  | Brave Suit                                               |
| Beast Killer   | 4  | 10  | Leather Wrist                                            |
| Bird Killer    | 3  | 10  | Adaman Vest, Yellow Scarf, Power Vest                    |
| Body Temp      | 4  | 30  | Diamond, Fairy Earrings, Jade Armet, Madain's Ring       |
| Bug Killer     | 2  | 10  | Mythril Armet                                            |
| Clear Headed   | 5  | 30  | Circlet, Green Beret, Magician Shoes                     |
| Counter        | 8  | 240 | Avenger, Anklet, Cat's Claws, Dragon's Claws, Duel Claws |
| Cover          | 6  | 90  | Red Hat                                                  |
| Devil Killer   | 2  | 10  | Chain Plate,                                             |
| Eye 4 Eye      | 5  | 50  | Flash Hat, Ninja Gear                                    |
| Flee-Gil       | 3  | 30  | Desert Boots, Gold Choker, Wrist                         |
| Gamble Defense | 1  | 35  | Adaman Hat, Twist Headband,                              |
| Healer         | 2  | 40  | Anklet, Garnet                                           |
| High Tide      | 8  | 60  | Dark Hat, Jade Armet, Sapphire                           |
| HP + 10%       | 4  | 10  | Aquamarine, Germinas Boots                               |
| HP + 20%       | 8  | 50  | Adaman Hat, Black Belt, Mantra Band                      |
| Insomniac      | 5  | 20  | Bandana, Holy Miter, Magician Cloak, Coral Ring          |
| Jelly          | 4  | 15  | Bronze Vest, Circlet, Dragon Wrist, Dark Gear            |
| Level Up       | 7  | 50  | Fairy Earrings, Rosetta Ring                             |
| Locomotion     | 4  | 20  | Anklet, Demon's Vest, Golden Skullcap                    |
| Long Reach     | 16 | 210 | Protect Ring                                             |
| Man Eater      | 2  | 10  | Bandana, Coronet                                         |
| MP Attack      | 5  | 60  | Power Belt, Red Hat                                      |
| Power Throw    | 19 | 125 | Bracer                                                   |
| Power Up       | 3  | 30  | Golden Skullcap                                          |
| Return Magic   | 9  | 170 | Brigandine                                               |
| Stone Killer   | 4  | 10  | Adaman Vest                                              |
| Undead Killer  | 2  | 10  | Headgear, N-Kai Armet, Ritual Hat                        |

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Full Ability Listing :  
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| Item Name      | Ability        | Ability #2    | Ability #3     |
|----------------|----------------|---------------|----------------|
| Adaman Hat     | Gamble Defense | HP+20%        | -              |
| Adaman Vest    | Bird Killer    | Stone Killer  | -              |
| Aegis Gloves   | Charge!        | -             | -              |
| Air Rocket     | Panacea        | Scan          | -              |
| Aloha T-Shirt  | ???            | ???           | -              |
| Amethyst       | Atomos         | Demi Shock    | -              |
| Ancient Aroma  | Odin's Sword   | -             | -              |
| Angel Bless    | Thievery       | -             | -              |
| Angel Earrings | Auto-Regen     | MP+20%        | Reis's Wind    |
| Angel Flute    | Curaga         | Esuna         | Holy           |
| Anklet         | Counter        | Healer        | Locomotion     |
| Aquamarine     | HP+10%         | Leviathan     | -              |
| Asura's Rod    | Confuse        | Mini          | Silence        |
| Avenger        | Counter        | Demi Shock    | -              |
| Bandana        | Insomniac      | Man Eater     | -              |
| Barbut         | Alert          | Dragon Killer | -              |
| Barette        | Chemist        | Curaga        | Gamble Defense |
| Battle Boots   | Initiative     | HP+20%        | MP Attack      |

|                 |                 |               |             |
|-----------------|-----------------|---------------|-------------|
| Bistro Fork     | High Tide       | -             | -           |
| Black Belt      | Beast Killer    | Demi          | HP+20%      |
| Black Hood      | Accuracy+       | Death         | Locomotion  |
| Black Robe      | Flare           | MP+20%        | Reflect x2  |
| Blood Sword     | Darkside        | -             | -           |
| Bone Wrist      | Add Status      | -             | -           |
| Bracer          | Add Status      | Power Throw   | -           |
| Brave Suit      | Auto-Regen      | Restore HP    | -           |
| Brigandine      | Ability Up      | Return Magic  | -           |
| Broadsword      | Beast Killer    | -             | -           |
| Bronce Gloves   | Antibody        | -             | -           |
| Bronze Armor    | Bird Killer     | -             | -           |
| Bronze Helm     | Bug Killer      | -             | -           |
| Bronze Vest     | Jelly           | -             | -           |
| Butterfly Sword | Protect Girls   | What's That!? | -           |
| Cachusha        | Ability Up      | Bright Eyes   | Life        |
| Coral Ring      | Insomniac       | Lancer        | Man Eater   |
| Carabini Mail   | Auto-Regen      | -             | -           |
| Cat's Claws     | Chakra          | Counter       | -           |
| Chain Mail      | Bird Killer     | HP+10%        | -           |
| Chain Plate     | Devil Killer    | -             | -           |
| Chimera Armlet  | Add Status      | Mug           | -           |
| Circlet         | Clear Headed    | Jelly         | -           |
| Coral Sword     | Charge!         | -             | -           |
| Coronet         | Man Eater       | Return Magic  | -           |
| Cotton Robe     | Chemist         | Shell         | -           |
| Cross Helm      | Devil Killer    | MP Attack     | -           |
| Cypress Pile    | Break           | Comet         | Demi Shock  |
| Dagger          | Flee            | -             | -           |
| Dark Gear       | Clear Headed    | Jelly         | -           |
| Dark Hat        | High Tide       | Jelly         | -           |
| Dark Matter     | Odin            | -             | -           |
| Defender        | Thunder         | -             | -           |
| Defense Glove   | HP+20%          | -             | -           |
| Demon's Mail    | High Tide       | -             | -           |
| Demon's Vest    | Auto-Potion     | Devil Killer  | Locomotion  |
| Desert Boots    | Flee-Gil        | Protect       | Scan        |
| Diamond         | Body Temp       | Distract      | -           |
| Diamond Armor   | Ability Up      | -             | -           |
| Diamond Gloves  | Ability Up      | Jelly         | -           |
| Diamond Helm    | Accuracy+       | Insomniac     | -           |
| Diamond Sword   | Power Break     | -             | -           |
| Dragon Mail     | High Jump       | -             | -           |
| Dragon Wrist    | Jelly Lancer    | -             | -           |
| Dragon's Claw   | Counter         | No Mercy      | -           |
| Dragon's Hair   | Dragon's Breath | -             | -           |
| Duel Claws      | Aura            | Counter       | No Mercy    |
| Egoist's Armlet | Beast Killer    | Level Up      | -           |
| Emerald         | Haste           | MP+10%        | White Draw  |
| Excalibur       | Climhazard      | -             | -           |
| Excalibur 2     | Climhazard      | Minus Strike  | Stock Break |
| Exploda         | Sacrifice       | Lucky Seven   | -           |
| Extension       | Auto-Potion     | Level Up      | MP+10%      |
| Fairy Earrings  | Body Temp       | Level Up      | Regen       |
| Fairy Flute     | Esuna           | Haste         | Regen       |
| Feather Boots   | Auto-Float      | Float         | Mini        |
| Feather Hat     | Add Status      | Bright Eyes   | -           |
| Flame Zaber     | Magic Break     | -             | -           |
| Flame Staff     | Fira            | Sleep         | -           |
| Flash Hat       | Beast Killer    | Eye 4 Eye     | -           |
| Fork            | High Tide       | -             | -           |

|                 |                |                |              |
|-----------------|----------------|----------------|--------------|
| Gaia Gear       | High Tide      | Insomniac      | Osmose       |
| Garnet          | Bahamut        | Healer         | -            |
| Gastro Fork     | High Tide      | -              | -            |
| Gauntlets       | Cover          | -              | -            |
| Genji's Armor   | Accuracy+      | Body Temp      | -            |
| Genji's Gloves  | High Tide      | -              | -            |
| Genji's Helmet  | HP+20%         | -              | -            |
| Germinas Boots  | Alert          | Flee           | HP+10%       |
| Gladius         | Annoy          | Lucky Seven    | -            |
| Glass Armlet    | Antibody       | Steal Gil      | -            |
| Glass Buckle    | Add Status     | Antibody       | Thunder      |
| Glutton's Robe  | Antibody       | Auto-Regen     | Body Temp    |
| Gold Armor      | Stone Killer   | -              | -            |
| Gold Choker     | Auto-Potion    | Flee-Gil       | Shell        |
| Gold Helm       | Clear Headed   | Mental Break   | Reis's Wind  |
| Golden Hairpin  | Auto-Regen     | Loudmouth      | -            |
| Golden Skullcap | Locomotion     | Power Up       | -            |
| Golem's Flute   | Auto-Regen     | Cura           | Life         |
| Grand Armor     | Chemist        | Restore HP     | -            |
| Grand Helm      | High Tide      | -              | -            |
| Green Beret     | Ability Up     | Clear Headed   | -            |
| Hamelin         | Curaga         | Jewel          | Might        |
| Headgear        | Undead Killer  | -              | -            |
| Healing Rod     | Cura           | Healer         | Life         |
| Heavy Lance     | Six Dragons    | -              | -            |
| High Mage Staff | Meteor         | Osmose         | -            |
| Holy Lance      | Six Dragons    | Dragon's Crest | Reis's Wind  |
| Holy Miter      | Body Temp      | Insomniac      | -            |
| Ice Brand       | Mental Break   | -              | -            |
| Ice Lance       | White Draw     | -              | -            |
| Ice Staff       | Blizzara       | Slow           | -            |
| Iron Helm       | Bright Eyes    | Level Up       | -            |
| Iron Sword      | Minus Strike   | -              | -            |
| Jade Armlet     | Body Temp      | High Tide      | -            |
| Javelin         | Dragon Killer  | -              | -            |
| Judo Uniform    | Distract       | HP+10%         | -            |
| Kain's Lance    | Cherry Blossom | Dragon's Crest | White Draw   |
| Kaiser Helm     | Eye 4 Eye      | -              | -            |
| Kaiser Knuckle  | Countdown      | Counter        | Curse        |
| Lamia's Flute   | Float          | Silence        | Stona        |
| Lamia's Tiara   | Clear Headed   | Confuse        | Float        |
| Lapis Lazuli    | Ability Up     | Accuracy+      | -            |
| Leather Hat     | Fire           | -              | -            |
| Leather Plate   | Chakra         | -              | -            |
| Leather Shirt   | Protect Girls  | -              | -            |
| Leather Wrist   | Beast Killer   | Blizzard       | -            |
| Light Robe      | Auto-Regen     | Full-Life      | Half MP      |
| Lightning Staff | Poison         | Thundara       | -            |
| Linen Cuirass   | Cover          | -              | -            |
| Mace of Zeus    | Doomsday       | -              | -            |
| Madain's Ring   | Body Temp      | Chemist        | Guardian Mog |
| Mage Masher     | Detect         | Flee           | -            |
| Mage Staff      | Fire           | -              | -            |
| Mage's Hat      | Loudmouth      | Fira           | -            |
| Magic Armlet    | Clear Headed   | Silence        | -            |
| Magic Racket    | Berserk        | Cure           | Mini         |
| Magician Cloak  | Insomniac      | MP+10%         | -            |
| Magician Robe   | Auto-Potion    | MP+10%         | -            |
| Magician Shoes  | Blind          | Clear Headed   | MP+10%       |
| Magus Hat       | Slow           | -              | -            |
| Maiden Prayer   | Auto-Regen     | -              | -            |

|                 |                |                      |                    |
|-----------------|----------------|----------------------|--------------------|
| Mantra Band     | Antibody       | HP+20%               | -                  |
| Masamune        | Sacrifice      | -                    | -                  |
| Maximillian     | HP+20%         | -                    | -                  |
| Minerva's Plate | High Tide      | Restore HP           | -                  |
| Moonstone       | Beast Killer   | Shell                | -                  |
| Multina Racket  | Blind          | Shell                | Stona              |
| Mythril Armlet  | Bug Killer     | -                    | -                  |
| Mythril Armor   | Cover          | Jelly                | -                  |
| Mythril Claws   | Counter        | Curse                | -                  |
| Mythril Dagger  | Bandit         | -                    | -                  |
| Mythril Fork    | High Tide      | -                    | -                  |
| Mythril Gloves  | Bug Killer     | Man Eater            | -                  |
| Mythril Helm    | Antibody       | Insomniac            | -                  |
| Mythril Racket  | Protect        | Reflect              | Shell              |
| Mythril Rod     | Life           | Shell                | Silence            |
| Mythril Spear   | Reis's Wind    | -                    | -                  |
| Mythril Sword   | Armor Break    | -                    | -                  |
| Mythril Vest    | Auto-Potion    | -                    | -                  |
| Needle Fork     | High Tide      | -                    | -                  |
| Ninja Gear      | Alert          | Eye 4 Eye            | Locomotion         |
| N-Kai Armlet    | Bandit         | Undead Killer        | Water              |
| Oak Staff       | Bio            | Stop                 | -                  |
| Obelisk         | Cherry Blossom | Initiative           | -                  |
| Octagon Rod     | Blizzaga       | Firaga               | Thundaga           |
| Opal            | Blizzara       | Shiva                | -                  |
| Orichalcon      | Detect         | -                    | -                  |
| Partisan        | High Tide      | Lancer               | -                  |
| Pearl Armlet    | N/A            | -                    | -                  |
| Pearl Rouge     | Level Up       | Loudmouth            | Reflect-Null       |
| Peridot         | Ramuh          | Thundara             | -                  |
| Phoenix Pinion  | Phoenix        | -                    | -                  |
| Plate Mail      | Locomotion     | Undead Killer        | -                  |
| Platinum Helm   | Restore HP     | Stone Killer         | -                  |
| Poison Knuckles | Counter        | Spare Charge         | -                  |
| Power Belt      | Counter        | Fira                 | MP Attack          |
| Power Vest      | Counter        | Gamble Defense       | Stone Killer       |
| Power Wrist     | Accuracy+      | -                    | -                  |
| Priest's Racket | Might          | Silence              | -                  |
| Promist Ring    | Absorb MP      | Magic Elemental Null | Restore HP         |
| Protect Ring    | Half MP        | Long Reach           | Mag Elemental Null |
| Pumice Piece    | Boost          | -                    | -                  |
| Pumice          | Ark            | -                    | -                  |
| Ragnarok        | Shock          | Thunder              | Slash              |
| Rebirth Ring    | Auto-Life      | Revive               | Life               |
| Red Hat         | Cover          | MP Attack            | -                  |
| Reflect Ring    | Auto-Reflect   | Distract Reflect     | -                  |
| Ribbon          | Ability Up     | Guardian Mog         | Madeen             |
| Ritual Hat      | Bright Eyes    | Counter              | Undead Killer      |
| Robe of Lords   | Concentrate    | Reflect Null         | -                  |
| Rod             | Cure           | Panacea              | Protect            |
| Rosetta Ring    | Concentrate    | Level Up             | Reflect x2         |
| Rubber Helm     | Minus Strike   | -                    | -                  |
| Rubber Suit     | Esuna          | Eye 4 Eye            | -                  |
| Ruby            | Carbuncle      | Reflect              | -                  |
| Rune Blade      | ???            | -                    | -                  |
| Rune Claws      | Demi Shock     | Revive               | Spare Charge       |
| Rune Tooth      | Lucky Seven    | -                    | -                  |
| Running Shoes   | Auto-Haste     | Auto-Potion          | Haste              |
| Sapphire        | Fenrir         | High Tide            | -                  |
| Sargatanas      | Annoy          | -                    | -                  |
| Save the Queen  | ???            | -                    | -                  |

|                |               |                |           |
|----------------|---------------|----------------|-----------|
| Scissor Fang   | Aura          | Counter        | -         |
| Shield Armor   | Distract      | -              | -         |
| Silk Robe      | Ability Up    | Loudmouth      | -         |
| Silk Shirt     | Cure          | Thunder Slash  | -         |
| Silver Fork    | High Tide     | -              | -         |
| Silver Gloves  | Undead Killer | -              | -         |
| Siren's Flute  | Dispel        | Esuna          | Full-Life |
| Stardust Rod   | Ability Up    | Float          | Reflect   |
| Steepled Hat   | Protect       | -              | -         |
| Survival Vest  | Antibody      | Locomotion     | Mug       |
| The Ogre       | Soul Blade    | -              | -         |
| The Tower      | Lucky Seven   | Thievery       | -         |
| Thief Gloves   | Master Thief  | -              | -         |
| Thief Hat      | Long Reach    | Lucky Seven    | -         |
| Thunder Gloves | Add Status    | Devil Killer   | -         |
| Tiger Fangs    | Counter       | Revive         | -         |
| Tiger Racket   | Dispel        | -              | -         |
| Topaz          | Fira          | Ifrit          | -         |
| Trident        | Luhna         | -              | -         |
| Twist Headband | Add Status    | Gamble Defense | -         |
| Ultima Sword   | Stock Break   | -              | -         |
| Ultima Weapon  | Flee          | -              | -         |
| Venetia Shield | Auto Float    | Counter        | -         |
| Whale Whisker  | Curaga        | Life           | -         |
| White Robe     | Auto-Potion   | Holy           | Loudmouth |
| Wizard Rod     | Curaga        | Protect Girls  | Shell     |
| Wrist          | Flee-Gill     | -              | -         |
| Yellow Scarf   | Bird Killer   | Millionaire    | Steal Gil |
| Zorlin Shape   | Flee          | -              | -         |

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Monsters List:  
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" A "  
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Monster: Abadon  
Level: 58  
HP: 12,650  
MP: 2480  
Gil: 2600  
EXP: 32,075  
Steal: ??  
Type: Bug/Flying

Monster: Adamantoise  
Level: 31  
HP: 3590  
MP: 1045  
Gil: 4435  
EXP: 5095  
Steal: Tent,Phoenix Down,HiPotion,  
Type: NA

Monster: Agales  
Level: 43  
HP: 6775  
MP: 1595

Gil: 1945  
EXP: 14,280  
Steal: Tent,Ore  
Type: Demon

Monster: Amdusias  
Level: 42  
HP: 6590  
MP: 1570  
Gil: 0  
EXP: 0  
Steal: HiPotion,Antidote,Phoenix Pinion  
Type: Demon/Flying

Monster: Amdusias (Pandemonium)  
Level: 52  
HP: 10,925  
MP: 9285  
Gil: 2315  
EXP: 26,375  
Steal: Tent,Ether  
Type: Demon/Flying

Monster: Anemone  
Level: 31  
HP: 3585  
MP: 1045  
Gil: 1140  
EXP: 5080  
Steal: Ore,Tent  
Type: NA

Monster: Antlion  
Level: 16  
HP: 3980  
MP: 3950  
Gil: 1615  
EXP: 0  
Steal: Annoyntment,Mythril Vest  
Type: NA

Monster: Armordurahan  
Level: 13  
HP: 810  
MP: 4600  
Gil: 474  
EXP: 809  
Steal: Ore,HiPotion,Ether  
Type: NA

Monster: Armstrong  
Level: 33  
HP: 4205  
MP: 1165  
Gil: 1455  
EXP: 7150  
Steal: Ore,Ether  
Type: NA

Monster: Ark  
Level: 38



HP: 20,000  
MP: 1375  
Gil: 5965  
EXP: 0  
Steal: Elixir,Holy Lance  
Type: Flying

Monster: Ash  
Level: 66  
HP: 25,590  
MP: 3015  
Gil: 2750  
EXP: 40,330  
Steal: Tent  
Type: Demon/Flying

Monster: Axe Break  
Level: 6  
HP: 240  
MP: 265  
Gil: 225  
EXP: 125  
Steal: Ore,HiPotion,Ether  
Type: Beast

Monster: Axolotl  
Level: 6  
HP: 210  
MP: 265  
Gil: 235  
EXP: 105  
Steal: HiPotion,Phoenix Pinion  
Type: NA

=====  
" B "  
=====

Monster: Baku  
Level: ?  
HP: Around 200  
MP: 1285  
Gil: 0  
EXP: 0  
Steal: Iron Sword  
Type: Human

Monster: Bandersnatch  
Level: 14  
HP: 900  
MP: 465  
Gil: 345  
EXP: 785  
Steal: Potion,Tent  
Type: Beast

Monster: Basilisk  
Level: 6  
HP: 345  
MP: 245

Gil: 235  
EXP: 165  
Steal: Soft,HiPotion  
Type: Bug

Monster: Beatrix (1st)  
Level: 14  
HP: 3630  
MP: 3470  
Gil: 0  
EXP: 0  
Steal: Phoenix Down,Chain Plate  
Type: Human

Monster: Beatrix (2nd)  
Level: 17  
HP: 4735  
MP: 3965  
Gil: 0  
EXP: 0  
Steal: Thunder Gloves,Ice Brand  
Type: Human

Monster: Beatrix(3rd)  
Level: 19  
HP: 5700  
MP: 4205  
Gil: 0  
EXP: 0  
Steal: Ice Brand,Survival Vest  
Type: Human

Monster: Behemoth(Memoria)  
Level: 71  
HP: 24,125  
MP: 3333  
Gil: 2765  
EXP: 53,160  
Steal: Phoenix Pinion  
Type: Beast

Monster: Benero  
Level: 1  
HP: 28  
MP: 150  
Gil: 0  
EXP: 0  
Steal: NA  
Type: Human

Monster: Black Waltz No. 1  
Level: 2  
HP: 230  
MP: 9999  
Gil: 135  
EXP: 0  
Steal: Steepled Hat,Lighting Staff,Flame Staff  
Type: Human

Monster: Black Waltz No. 2  
Level: 6

HP: 1030  
MP: 3015  
Gil: 445  
EXP: 0  
Steal: Steepled Hat,Leather Plate  
Type: Human

Monster: Black Waltz No. 3  
Level: 7  
HP: 1125  
MP: 2080  
Gil: 0  
EXP: 0  
Steal: Linen Cuirass,Silver Gloves  
Type: Human

Monster: Black Waltz No. 3 (2nd)  
Level: 9  
HP: 1275  
MP: 345  
Gil: 860  
EXP: 0  
Steal: Lightning Staff,Flame Staff  
Type: Human

Monster: Blazer Beetle  
Level: 19  
HP: 1470  
MP: 600  
Gil: 740  
EXP: 1550  
Steal: HiPotion,Ether  
Type: Bug

Monster: Bomb  
Level: 10  
HP: 525  
MP: 370  
Gil: 235  
EXP: 180  
Steal: Ore,HiPotion,Ether  
Type: Flying

=====  
" C "  
=====

Monster: Cactuar  
Level: 30  
HP: 2000  
MP: 1000  
Gil: 1020  
EXP: 4200  
Steal: Tent,Ether  
Type: NA

Monster: Carrion Worm  
Level: 9  
HP: 260  
MP: 345

Gil: 320  
EXP: 330  
Steal: Annoyntment, Tent  
Type: Bug

Monster: Carve Spider  
Level: 3  
HP: 125  
MP: 200  
Gil: 125  
EXP: 48  
Steal: Potion, Tent, Ore  
Type: Bug

Monster: Catoblepas  
Level: 32  
HP: 3729  
MP: 1070  
Gil: 1425  
EXP: 6610  
Steal: Soft, HiPotion, Phoenix Pinion, Ether  
Type: Beast

Monster: Cave Imp  
Level: 2  
HP: 75  
MP: 185  
Gil: 118  
EXP: 35  
Steal: Potion, Phoenix Down  
Type: NA

Monster: Cerberus  
Level: 44  
HP: 6975  
MP: 1630  
Gil: 1984  
EXP: 15,180  
Steal: Ore, Tent, Ether  
Type: Beast

Monster: Chimera  
Level: 67  
HP: 21,900  
MP: 3,050  
Gil: 2730  
EXP: 42,785  
Steal: Vaccine, Garnet, Remedy  
Type: Demon

Monster: Clipper  
Level: 7  
HP: 294  
MP: 278  
Gil: 190  
EXP: 80  
Steal: Ore, HiPotion  
Type: NA

Monster: Crawler  
Level: 10

HP: 625  
MP: 360  
Gil: 325  
EXP: 480  
Steal: Antidote, Phoenix Down, HiPotion, Phoenix Pinion  
Type: Bug

=====

" D "

=====

Monster: Deathguise  
Level: 74  
HP: 55,535  
MP: 9999  
Gil: 8915  
EXP: 0  
Steal: Elixir, Black Belt, Duel Claws  
Type: Demon/Bug/Flying

Monster: Dendrium  
Level: 2  
HP: 175  
MP: 185  
Gil: 100  
EXP: 40  
Steal: Eye Drops, Tent, Ore  
Type: Flying

Monster: Dracozombie  
Level: 24  
HP: 2180  
MP: 760  
Gil: 940  
EXP: 3230  
Steal: Magic Tag, HiPotion, Ether  
Type: Dragon/Undead

Monster: Draken  
Level: 30  
HP: 3290  
MP: 1015  
Gil: 1110  
EXP: 5675  
Steal: Antidote  
Type: Demon/Flying

Monster: Dragonfly  
Level: 8  
HP: 350  
MP: 295  
Gil: 305  
EXP: 250  
Steal: Eye Drops, Tent  
Type: Bug/Flying

=====

" E "

=====

Monster: Earth Guardian  
Level: 54  
HP: 20,755  
MP: 2235  
Gil: 4515  
EXP: 0  
Steal: Avenger,Rubber Suit  
Type: Demon

Monster: Epitaph  
Level: 32  
HP: 3735  
MP: 300  
Gil: 0  
EXP: 0  
Steal: Phoenix Down  
Type: Stone

=====  
" F "  
=====

Monster: False  
Level: 11  
HP: 595  
MP: 375  
Gil: 0  
EXP: 23,850  
Steal: ??  
Type: Flying

Monster: Fang (Evil Forest)  
Level: 1  
HP: 68  
MP: 170  
Gil: 90  
EXP: 23  
Steal: Phoenix down,HiPotion,Phoenix Pinion  
Type: Beast

Monster: Fang (Hunting Festival)  
Level: 5  
HP: 215  
MP: 250  
Gil: 0  
EXP: 0  
Steal: ??  
Type: Beast

Monster: Feather Circle  
Level: 13  
HP: 620  
MP: 450  
Gil: 380  
EXP: 630  
Steal: Ore,Annoyntment,HiPotion,Ether  
Type: Flying

Monster: Feather Circle  
Level: 29  
HP: 3298

MP: 994  
Gil: 0  
EXP: 0  
Steal: NA  
Type: Flying/Friendly

Monster: Flan  
Level: 2  
HP: 75  
MP: 185  
Gil: 110  
EXP: 40  
Steal: Potion,Ore  
Type: NA

=====  
" G "  
=====

Monster: Gargoyle  
Level: 44  
HP: 6980  
MP: 1630  
Gil: 1960  
EXP: 15,180  
Steal: HiPotion,Tent,Phoenix Down,Ether  
Type: Stone/Flying

Monster: Garland  
Level: 62  
HP: 40,725  
MP: 9999  
Gil: 0  
EXP: 0  
Steal: Battle Boots,Ninja's Gear  
Type: Human

Monster: Garuda  
Level: 35  
HP: 3520  
MP: 1215  
Gil: 1280  
EXP: 6935  
Steal: Ore,HiPotion,Ether,Phoenix down  
Type: Flying

Monster: Garuda  
Level: 42  
HP: 6585  
MP: 1570  
Gil: 0  
EXP: 0  
Steal: NA  
Type: Flying/Friendly

Monster: Ghost  
Level: 4  
HP: 120  
MP: 9999  
Gil: 125  
EXP: 48

Steal: Potion, Ore, HiPotion, Phoenix Down  
Type: Undead/Flying

Monster: Ghost  
Level: 8  
HP: 345  
MP: 295  
Gil: 0  
EXP: 0  
Steal: NA  
Type: Flying/Friendly

Monster: Gigan Octopus  
Level: 31  
HP: 3585  
MP: 1045  
Gil: 1840  
EXP: 6095  
Steal: Eye Drops, Phoenix Down, Ether  
Type: Flying

Monster: Gigan Toad  
Level: 7  
HP: 300  
MP: 280  
Gil: 290  
EXP: 180  
Steal: NA  
Type: NA

Monster: Gimme Cat  
Level: 36  
HP: 4685  
MP: 1240  
Gil: 5000  
EXP: 4  
Steal: Tent, Ether  
Type: NA

Monster: Gizamaluke  
Level: 16  
HP: 3175  
MP: 500  
Gil: 800  
EXP: 0  
Steal: Elixir, Magus Hat, Ice Staff  
Type: Flying

Monster: Gnoll  
Level: 18  
HP: 1375  
MP: 585  
Gil: 690  
EXP: 1370  
Steal: HiPotion, Phoenix Pinion, Ether  
Type: ??

Monster: Goblin  
Level: 5  
HP: 33  
MP: 175



Gil: 90  
EXP: 23  
Steal: Potion  
Type: NA

Monster: Goblin Mage  
Level: 15  
HP: 990  
MP: 485  
Gil: 550  
EXP: 910  
Steal: Potion,Ore  
Type: NA

Monster: Grand Dragon  
Level: 60  
HP: 13,200  
MP: 2250  
Gil: 2604  
EXP: 35,209  
Steal: Tent,Ether  
Type: Dragon

Monster: Grenade  
Level: 36  
HP: 4685  
MP: 1240  
Gil: 1335  
EXP: 7470  
Steal: Ore,Ether  
Type: Flying

Monster: Griffin  
Level: 16  
HP: 1470  
MP: 600  
Gil: 600  
EXP: 1855  
Steal: Ore  
Type: Flying

Monster: Grimlock(Blue)  
Level: 30  
HP: 3295  
MP: 1020  
Gil: 1365  
EXP: 6610  
Steal: HiPotion,Ether  
Type: ??

Monster: Grimlock (Pink)  
Level: 30  
HP: 3295  
MP: 1020  
Gil: 1365  
EXP: 6610  
Steal: Ore,Tent,Ether

Type: ??

=====

" H "

=====

Monster: Hades  
Level: 92  
HP: 55,535  
MP: 9999  
Gil: 9638  
EXP: 65,535  
Steal: Reflect Ring,Running Shoes,Battle Boots,Robe of Lords  
Type: Demon/Flying

Monster: Haagen  
Level: 1  
HP: 33  
MP: 675  
Gil: 75  
EXP: 0  
Steal: NA  
Type: Human

Monster: Hecto eyes  
Level: 51  
HP: 9570  
MP: 2035  
Gil: 2050  
EXP: 17,090  
Steal: HiPotion,Vaccine,  
Type: Demon/Undead

Monster: Hedgehog Pie  
Level: 7  
HP: 295  
MP: 280  
Gil: 185  
EXP: 120  
Steal: HiPotion,Phoenix Down  
Type: NA

Monster: Hill Gigas  
Level: 28  
HP: 8100  
MP: 900  
Gil: 2130  
EXP: 0  
Steal: Phoenix Down,Mythril Fork,Fairy Flute  
Type: Human

Monster: Hornet  
Level: 7  
HP: 290  
MP: 280  
Gil: 195  
EXP: 90  
Steal: Potion  
Type: Bug/Flying

=====

" I "

=====

Monster: Ironite  
Level: 11  
HP: 890  
MP: 375  
Gil: 270  
EXP: 578  
Steal: HiPotion  
Type: Dragon/Flying

Monster: Iron Giant  
Level: 68  
HP: 21,215  
MP: 3090  
Gil: 2795  
EXP: 43,000  
Steal: Phoenix down  
Type: ??

=====

" J "

=====

Monster: Jaberwock  
Level: 30  
HP: 3445  
MP: 1030  
Gil: 1160  
EXP: 4675  
Steal: HiPotion,Ore  
Type: NA

Monster: Jabberwock  
Level: 31  
HP: 3580  
MP: 1040  
Gil: 0  
EXP: 0  
Steal: ??  
Type: Friendly

=====

" K "

=====

Monster: King Leo  
Level: 1  
HP: 186  
MP: 373  
Gil: 0  
EXP: 0  
Steal: ??  
Type: Human

Monster: Kraken  
Level: 72  
HP: 59,500

MP: 3380  
Gil: 8628  
EXP: 0  
Steal: Genjii Helmet,Wizard's Robe,Glutton's Robe  
Type: Demon

Monster: Kraken  
Level: 72  
HP: 23,355  
MP: 3380  
Gil: 4348  
EXP: 0  
Steal: Annoyntment  
Type: ??

Monster: Kraken -> Right Tentacle  
Level: 71  
HP: 18,165  
MP: 3333  
Gil: 4365  
EXP: 0  
Steal: Wing Edge  
Type: Demon

Monster: Kraken -> Left Tentacle  
Level: 71  
HP: 18,165  
MP: 3333  
Gil: 4365  
EXP: 0  
Steal: Elixir  
Type: Demon

Monster: Kuja  
Level: 64  
HP: 42,380  
MP: 9999  
Gil: 0  
EXP: 0  
Steal: Ether,Light Robe  
Type: Human

=====  
" L "  
=====

Monster: Ladybug  
Level: 6  
HP: 245  
MP: 265  
Gil: 195  
EXP: 90  
Steal: Eye Drops,Phoenix Pinion,Tent,HiPotion,  
Type: Bug/Flying

Monster: Ladybug  
Level: 6  
HP: 248  
MP: 268  
Gil: 0  
EXP: 0

Steal: ??  
Type: Bug/Flying/Friendly

Monster: Lamia  
Level: 10  
HP: 995  
MP: 365  
Gil: 495  
EXP: 206  
Steal: Phoenix Down  
Type: NA

Monster: Land Worm  
Level: 29  
HP: 5295  
MP: 1000  
Gil: 1350  
EXP: 5150  
Steal: HiPotion,Ore  
Type: Bug

Monster: Lani  
Level: 19  
HP: 5700  
MP: 4800  
Gil: 0  
EXP: 0  
Steal: Gladius,Coral Sword,Ether  
Type: Human

Monster: Lich  
Level: 71  
HP: 58,545  
MP: 9999  
Gil: 8430  
EXP: 0  
Steal: Genji Gloves,Siren's Flute  
Type: Demon

Monster: Lich  
Level: 68  
HP: 22,215  
MP: 3000  
Gil: 2830  
EXP: 0  
Steal: Ore  
Type: ??

Monster: Lizard Man  
Level: 10  
HP: 560  
MP: 360  
Gil: 210  
EXP: 175  
Steal: Tent  
Type: NA

=====  
" M "  
=====

Monster: Magic Vice  
Level: 7  
HP: 297  
MP: 278  
Gil: 239  
EXP: 215  
Steal: Ether  
Type: NA

Monster: Malboro  
Level: 57  
HP: 11,675  
MP: 2335  
Gil: 2575  
EXP: 30,580  
Steal: Vaccine,Ore  
Type: NA

Monster: Maliris  
Level: 72  
HP: 59,500  
MP: 3385  
Gil: 8535  
EXP: 0  
Steal: Ultima Sword,Masamune  
Type: Demon

Monster: Malaris (Soul)  
Level: 69  
HP: 22,535  
MP: 3125  
Gil: 2860  
EXP: 0  
Steal: Phoenix Down  
Type: Demon

Monster: Manddragora  
Level: 9  
HP: 660  
MP: 340  
Gil: 595  
EXP: 300  
Steal: Echo Screen,Tent,Phoenix Pinion  
Type: NA

Monster: Masked Man  
Level: 1  
HP: 190  
MP: 225  
Gil: 805  
EXP: 0  
Steal: Potion,Wrist,Mage Masher  
Type: Human

Monster: Melti Gemini  
Level: 42  
HP: 24,368  
MP: 1570  
Gil: 6425  
EXP: 0  
Steal: Golden Hairpin,Demon's Vest,Vaccine

Type: Demon  
Monster: Mimic  
Level: 8  
HP: 345  
MP: 295  
Gil: 775  
EXP: 320  
Steal: HiPotion, Antidote  
Type: NA

Monster: Mistodon  
Level: 19  
HP: 1475  
MP: 600  
Gil: 750  
EXP: 2550  
Steal: HiPotion  
Type: Undead

Monster: Mover  
Level: 52  
HP: 7530  
MP: 2065  
Gil: 2300  
EXP: 23,800  
Steal: Vaccine, Tent, Opal  
Type: Flying

Monster: Mu  
Level: 2  
HP: 75  
MP: 185  
Gil: 104  
EXP: 34  
Steal: Potion  
Type: NA

Monster: Mu (Hunting Festival)  
Level: 5  
HP: 200  
MP: 255  
Gil: 0  
EXP: 0  
Steal: ??  
Type: ??

Monster: Mu  
Level: 2  
HP: 80  
MP: 185  
Gil: 0  
EXP: 0  
Steal: ??  
Type: Friendly

Monster: Myconid  
Level: 20  
HP: 1375

MP: 585  
Gil: 725  
EXP: 1370  
Steal: Tent, Eye Drops  
Type: Flying

=====  
" N "  
=====

Monster: Necron  
Level: 69  
HP: 54,100  
MP: 9999  
Gil: 0  
EXP: 0  
Steal: Elixir  
Type: Flying

Monster: Nova Dragon  
Level: 67  
HP: 54,950  
MP: 9999  
Gil: 9500  
EXP: 0  
Steal: Remedy, Dragon Wrist, Grand Armor  
Type: Dragon/Flying

Monster: Nymph  
Level: 9  
HP: 460  
MP: 350  
Gil: 300  
EXP: 330  
Steal: Echo Screen, HiPotion, Phoenix Down  
Type: NA

Monster: Nymph  
Level: 9  
HP: 465  
MP: 345  
Gil: 0  
EXP: 0  
Steal: ??  
Type: Friendly

=====  
" O "  
=====

Monster: Ochu  
Level: 16  
HP: 3570  
MP: 625  
Gil: 845  
EXP: 2095  
Steal: Potion, Phoenix Pinion, Ether  
Type: NA

Monster: Ogre



Level: 32  
HP: 3725  
MP: 1070  
Gil: 1200  
EXP: 5500  
Steal: Annoyntment, Ether, Phoenix Pinion  
Type: ??

Monster: Ozma  
Level: 99  
HP: 55,535  
MP: 9999  
Gil: 18,315  
EXP: 65,535  
Steal: Elixir, Robe of Lords, Dark Matter, Pumice Piece  
Type: Flying

=====  
" P "  
=====

Monster: Plant Brain  
Level: 7  
HP: 915  
MP: 1430  
Gil: 465  
EXP: 0  
Steal: Eye Drops, Iron Helm  
Type: NA

Monster: Plant Spider  
Level: 1  
HP: 33  
MP: 175  
Gil: 90  
EXP: 22  
Steal: Potion, Ore, HiPotion  
Type: Bug

Monster: Prison Cage  
Level: 2  
HP: 535  
MP: 1185  
Gil: 0  
EXP: 0  
Steal: Broad Sword, Leather Wrist  
Type: NA

Monster: Python  
Level: 2  
HP: 75  
MP: 185  
Gil: 105  
EXP: 40  
Steal: Potion, HiPotion, Phoenix Pinion  
Type: NA

=====  
" Q "  
=====

Monster: Quale  
Level: 76  
HP: 65,535  
MP: 3680  
Gil: 10,800  
EXP: 65,535  
Steal: Glutton's Robe,Elixir,Ninja Gear,Robe of Lords  
Type: Human

=====  
" R "  
=====

Monster: Rag Time Mouse  
Level: 31  
HP: 3585  
MP: 1045  
Gil: ??  
EXP: ??  
Steal: NA  
Type: NA

Monster: RalvuRahva  
Level: 13  
HP: 2300  
MP: 3650  
Gil: 0  
EXP: 0  
Steal: Mythril Fork,Bone Wrist,  
Type: Dragon

Monster: Red Dragon  
Level: 36  
HP: 8000  
MP: 1500  
Gil: 5155  
EXP: 22,380  
Steal: Ether,Elixir,Tent  
Type: Dragon/Flying

Monster: Ring Leader  
Level: 51  
HP: 9575  
MP: 2030  
Gil: 1865  
EXP: 18,815  
Steal: Vaccine  
Type: Flying

=====  
" S "  
=====

Monster: Sahagin  
Level: 18  
HP: 1375  
MP: 585  
Gil: 685  
EXP: 1365  
Steal: HiPotion,Ether

Type: NA  
Monster: Sand Golem  
Level: 11  
HP: 345  
MP: 375  
Gil: 590  
EXP: 675  
Steal: Eye Drops, Eyedrops  
Type: NA

Monster: Sand Golem (Red Core)  
Level: 11  
HP: 1090  
MP: 375  
Gil: 0  
EXP: 0  
Steal: HiPotion  
Type: NA

Monster: Sand Scorpion  
Level: 10  
HP: 525  
MP: 360  
Gil: 315  
EXP: 400  
Steal: Ore, Ether  
Type: NA

Monster: Scarlet/Red Haired Man (Amarant)  
Level: 22  
HP: 8985  
MP: 5865  
Gil: 4790  
EXP: 0  
Steal: Poison Knuckles  
Type: Human

Monster: Sealion  
Level: 3  
HP: 475  
MP: 9999  
Gil: 205  
EXP: 0  
Steal: Ether, Mythril Daggar  
Type: Flying

Monster: Seeker Bat  
Level: 12  
HP: 595  
MP: 380  
Gil: 365  
EXP: 450  
Steal: Eye Drops, Tent  
Type: Flying

Monster: Serpion  
Level: 8  
HP: 400  
MP: 295  
Gil: 185

EXP: 141  
Steal: ??  
Type: Dragoon

Monster: Shell Dragon  
Level: 58  
HP: 12,660  
MP: 2490  
Gil: 2560  
EXP: 32,076  
Steal: HiPotion,Tent,Phoenix Pinion  
Type: Dragon

Monster: Shell Dragon (Found at Pandemonium)  
Level: 54  
HP: 10,920  
MP: 9335  
Gil: 2330  
EXP: 26,375  
Steal: Elixir  
Type: Dragon

Monster: Silver Dragon  
Level: 58  
HP: 24,055  
MP: 9999  
Gil: 5240  
EXP: 0  
Steal: Elixir,Dragon Mail,Kaiser Knuckles  
Type: Dragon/Flying

Monster: Skeleton  
Level: 8  
HP: 400  
MP: 395  
Gil: 200  
EXP: 100  
Steal: HiPotion,Ether  
Type: Undead

Monster: Soldier (Cleyra)  
Level: 10  
HP: 525  
MP: 370  
Gil: 315  
EXP: 400  
Steal: Potion,Phoneix Down,Phoenix Pinion  
Type: Human

Monster: Soldier (Alexandria Castle)  
Level: 9  
HP: 460  
MP: 345  
Gil: 295  
EXP: 360  
Steal: Phoenix Down,HiPotion,Phoenix Pinion  
Type: Human

Monster: Soul Cage (IIFA)  
Level: 26  
HP: 9765

MP: 865  
Gil: 3800  
EXP: 0  
Steal: Magician Cloak, Brigandine, Oak Staff  
Type: Undead

Monster: Steiner (1st battle)  
Level: 1  
HP: 169  
MP: 523  
Gil: 0  
EXP: 0  
Steal: Silk Shirt, Leather Hat  
Type: Human

Monster: Steiner (2nd battle)  
Level: 1  
HP: 169  
MP: 523  
Gil: 355  
EXP: 0  
Steal: ??  
Type: Human

Monster: Steiner (3rd battle)  
Level: 1  
HP: 162  
MP: 770  
Gil: 0  
EXP: 0  
Steal: ??  
Type: Human

Monster: Stilva  
Level: 67  
HP: 21,900  
MP: 3050  
Gil: 2780  
EXP: 42,785  
Steal: Ether  
Type: Demon

Monster: Stroper  
Level: 21  
HP: 1840  
MP: 700  
Gil: 915  
EXP: 2345  
Steal: Peridot, Phoenix Down, Phoenix Pinion  
Type: Stone

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Monster: Taharka  
Level: 46  
HP: 29,185  
MP: 1775  
Gil: 8090  
EXP: 0

Steal: Elixir,Myhtril Claws,Orichalcon  
Type: Flying

Monster: Tantarion  
Level: 41  
HP: 21,997  
MP: 1456  
Gil: 4472  
EXP: 12,585  
Steal: Ether,Elixir,Silver Fork,Demon's Mail  
Type: Demon

Monster: Thorn  
Level: 16  
HP: 2985  
MP: 9999  
Gil: 0  
EXP: 0  
Steal: Mythril Armor,Mythril Armlet  
Type: Human

Monster: Tiamat  
Level: 72  
HP: 59,495  
MP: 3380  
Gil: 8820  
EXP: 0  
Steal: Blood Sword,Feather Boots,Grand Helmet  
Type: Dragon

Monster: Tiamat (Soul)  
Level: 71  
HP: 24,130  
MP: 3335  
Gil: 2955  
EXP: 0  
Steal: Ether,Wing Edge  
Type: Dragon

Monster: Tonberry  
Level: 46  
HP: 7885  
MP: 1770  
Gil: 1515  
EXP: 13,240  
Steal: Hi Potion,Phoenix Down,Ether  
Type: NA

Monster: Torama  
Level: 30  
HP: 3290  
MP: 1010  
Gil: 1110  
EXP: 5675  
Steal: Antidote,Phoenix Pinion  
Type: Beast/Demon

Monster: Trance Kuja  
Level: 76  
HP: 55,535  
MP: 9999

Gil: 0  
EXP: 0  
Steal: Ether, Rebirth Ring, White Robe  
Type: Human/Flying

Monster: Trick Sparrow  
Level: 5  
HP: 190  
MP: 250  
Gil: 195  
EXP: 65  
Steal: Ore  
Type: Flying

Monster: Troll  
Level: 20  
HP: 1470  
MP: 625  
Gil: 855  
EXP: 2095  
Steal: Ore, Tent  
Type: NA

Monster: True  
Level: 11  
HP: 590  
MP: 375  
Gil: 0  
EXP: 0  
Steal: ??  
Type: Flying

Monster: Type A (Black Mage)  
Level: 8  
HP: 400  
MP: 295  
Gil: 200  
EXP: 115  
Steal: Phoenix Down, Tent  
Type: Human

Monster: Type B (Black Mage)  
Level: 10  
HP: 525  
MP: 360  
Gil: 320  
EXP: 375  
Steal: HiPotion, Ether  
Type: Human

Monster: Type C (Black Mage)  
Level: 13  
HP: 623  
MP: 447  
Gil: 336  
EXP: 629  
Steal: Potion, Tent  
Type: Human

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Monster: Varia Pira  
Level: 36  
HP: 12,120  
MP: 9999  
Gil: 4000  
EXP: 0  
Steal: ??  
Type: Flying

Monster: Vepal (Green)  
Level: 34  
HP: 4365  
MP: 1190  
Gil: 1270  
EXP: 6435  
Steal: HiPotion,Ether  
Type: Flying

Monster: Vepal (Red)  
Level: 35  
HP: 4025  
MP: 1215  
Gil: 1320  
EXP: 6930  
Steal: HiPotion,Phoenix Pinion,Ether  
Type: Flying

Monster: Veteran  
Level: 44  
HP: 6975  
MP: 1620  
Gil: 1970  
EXP: 15,180  
Steal: Ether,HiPotion,Phoenix Pinion  
Type: Demon/Flying

Monster: Vice  
Level: 4  
HP: 130  
MP: 210  
Gil: 128  
EXP: 48  
Steal: Echo Screen,Potion  
Type: NA

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Monster: Weimar  
Level: 1  
HP: 38  
MP: 720  
Gil: 75  
EXP: 0  
Steal: NA  
Type: Human

Monster: Whale Zombie



Level: 32  
HP: 3730  
MP: 1065  
Gil: 1528  
EXP: 6609  
Steal: Magic Tag  
Type: Undead/Flying

Monster: Worm Hydra  
Level: 37  
HP: 4845  
MP: 1260  
Gil: 1345  
EXP: 8010  
Steal: HiPotion, Antidote  
Type: Dragon

Monster: Wraith (Blue)  
Level: 36  
HP: 4685  
MP: 1250  
Gil: 1650  
EXP: 8950  
Steal: HiPotion  
Type: Undead/Flying

Monster: Wraith (Red)  
Level: 37  
HP: 4685  
MP: 1270  
Gil: 1345  
EXP: 8010  
Steal: Topaz  
Type: Flying/Undead

Monster: Wyerd  
Level: 2  
HP: 130  
MP: 200  
Gil: 114  
EXP: 45  
Steal: Tent, Phoenix Down  
Type: Beast

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Monster: Yan  
Level: 72  
HP: 19,465  
MP: 3400  
Gil: 2218  
EXP: 42,675  
Steal: Elixir, Ore  
Type: ?? (Sheep ? ^\_^)

Monster: Yan  
Level: 61  
HP: 13,485

MP: 2600  
Gil: 0  
EXP: 0  
Steal: NA  
Type: Friendly

Monster: Yeti  
Level: 9  
HP: 465  
MP: 345  
Gil: 220  
EXP: 135  
Steal: Eye Drops,HiPotion  
Type: Flying

Monster: Yeti  
Level: 6  
HP: 245  
MP: 265  
Gil: 0  
EXP: 0  
Steal: NA  
Type: Flying/Friendly

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Monster: Zagnol (Hunting Festival)  
Level: 9  
HP: 1575  
MP: 2345  
Gil: 0  
EXP: 0  
Steal: Needle Fork,Mythril gloves  
Type: Beast

Monster: Zagnol  
Level: 16  
HP: 1190  
MP: 500  
Gil: 545  
EXP: 1260  
Steal: Ore,Ether,Tent  
Type: Beast

Monster: Zemzelett  
Level: 20  
HP: 1570  
MP: 625  
Gil: 890  
EXP: 2095  
Steal: HiPotion,Ether,Ore  
Type: Flying

Monster: Zenero  
Level: 1  
HP: 35  
MP: 150

Gil: 0  
EXP: 0  
Steal: ??  
Type: Human

Monster: Zombie  
Level: 19  
HP: 975  
MP: 600  
Gil: 705  
EXP: 1445  
Steal: Ether, Magic Tag, Tent  
Type: Undead

Monster: Zorn  
Level: 16  
HP: 4895  
MP: 9999  
Gil: 0  
EXP: 0  
Steal: Partisan, Stardust Rod  
Type: Human

Monster: Zuu  
Level: 8  
HP: 1150  
MP: 295  
Gil: 385  
EXP: 320  
Steal: Potion, HiPotion, Phoenix Pinion  
Type: Flying

-----  
Item List :  
-----

| Name          | Description                                                  |
|---------------|--------------------------------------------------------------|
| Potion        | Recover 150 HP on the battle<br>Recover 100 HP on the field. |
| Hi-Potion     | Recover 450 HP on the battle<br>Recover 300 HP on the field. |
| Phoenix Down  | Revive a Fallen Ally                                         |
| Remedy        | Cures various status effect.                                 |
| Tent          | Restores HP and MP                                           |
| Elixir        | Fully restores HP and MP.                                    |
| Eye Drops     | Cures Darkness.                                              |
| Echo Screen   | Cures Silence.                                               |
| Antidote      | Cures Venom and Poison.                                      |
| Vaccine       | Cures Virus.                                                 |
| Soft          | Cures Petrify and Gradual Petrify.                           |
| Magic Tag     | Cures Zombie.                                                |
| Annoyntment   | Cures Trouble.                                               |
| Ether         | Restores 150 MP *                                            |
| PhoenixPinion | Revive a Fallen Ally *                                       |

\*= Synthesize from Hades in Memoria

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Quiz Events:

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When you are walking in the world map, sometimes you may encounter a strange monster with another music. It gives you a quiz. Let's call this monster "Rag time Mouse".  
If you answer correctly, it will give you some Gil, but wrongly, it will disappear.  
Let me show you all the answers for the questions.

Note :

-----

O = Right  
X = Wrong  
Q = Question  
E = Explanation  
A = Answer

Answers :

-----

Q:The 15th war of Lindbulm broke out in 1600.  
E:It began in 1601. See the statues of three men of Plutes in Alexandria square.  
A:X

Q:Chocobo's forest is located between Lindbulm and the South gate.  
E:-  
A:O

Q:"I want to be your bird" was written by Sir Afon.  
E:It was written by Sir Avon.  
A:X

Q:The theatrical airship Prima Vista was built in Orberta dockyard.  
E:It was built in Zebolt dockyard. Read the explanation of Prima Vista at the opening of the game, where Zidane appears in a dark room with a candle.  
A:X

Q:Fossil roo joins on Treno and Alexandria.  
E: What joins on Treno and Alexandria is Galgan roo.  
A:X

Q:The air cab in Lindbulm runs 24 hours a day.  
E:-  
A:O

Q:The iron carriage Belkmare was initiated 87 years ago.  
E:Ask a man at the station, and he'll explain  
A:O

Q:The open cafe of Treno is for members only.  
E:-  
A:O

Q:Lindbulm castle is bigger than Alexandria castle.  
E:Alexandria is a castle town, while Lindbulm is a bastide  
A:O

Q:Some Moo are friendly and do not attack.  
E:It's a moo so called a "give-me-monster."  
A:O

Q:The theatrical airship Prima Vista flies by mist.

E:-

A:O

Q:Conde Patie is a home for goblins.

E:It's a home for dwarves.

A:X

Q:There is only one desert in the world.

E:There are Vub desert, where Cleyra is located, and Kierra desert, where Desert Palace is located.

A:O

Q:Bobo-dori is famous for being a bird which gives you wealth

E:It is said to be a bird which gives you happiness

A:X

Q:Prima Vista has a meaning of "love at first sight"

E:-

A:X

Q:You can beat me, Ragtime mouse.

E:Yes. Attack its O sign

A:O

How much Gil you can get when you answered correctly.

- 1 = 1000 gil
- 2 = 1000 gil
- 3 = 1000 gil
- 4 = 2000 gil
- 5 = 2000 gil
- 6 = 3000 gil
- 7 = 3000 gil
- 8 = 4000 gil
- 9 = 4000 gil
- 10 = 5000 gil
- 11 = 5000 gil
- 12 = 6000 gil
- 13 = 6000 gil
- 14 = 7000 gil
- 15 = 7000 gil
- 16 = 10.000 gil

-----  
Mognet Mail :  
-----

| Mognet | Location/Details              | Mail to hand/receive                           |
|--------|-------------------------------|------------------------------------------------|
| Kupo   | Alexandria/ bell tower forest | A mail to Mosh and to Monty at the Evil forest |
| Mosh   | Alexandria castle/ guard tent | A mail from Kupo to Mosh                       |

|         |                                       |                                             |
|---------|---------------------------------------|---------------------------------------------|
| --      |                                       |                                             |
| Mosko   | Evil Forest/ outside the ship         | A mail from Ruby to Zidane                  |
| -----+  | -----+                                | -----+                                      |
| --      |                                       |                                             |
| Monty   | Evil Forest/ spring                   | A mail from Kupo & Stiltskin                |
| -----+  | -----+                                | -----+                                      |
| --      |                                       |                                             |
| Mois    | Ice cavern/ icy flower's room         | A mail to Gumo                              |
| -----+  | -----+                                | -----+                                      |
| --      |                                       |                                             |
| Gumo    | Village of Dali/ inn                  | A mail from Mois                            |
| -----+  | -----+                                | -----+                                      |
| --      |                                       |                                             |
| Kmop    | Underground of Dali/ warehouse        | A mail to Mock                              |
| -----+  | -----+                                | -----+                                      |
| --      |                                       |                                             |
| Mock    | Lindbulm Castle/ guest room           | A mail from Kmop/A mail to Atra             |
| -----+  | -----+                                | -----+                                      |
| --      |                                       |                                             |
| Mordon  | Lindbulm/ inn                         | A mail from Ruby to Zidane                  |
| -----+  | -----+                                | -----+                                      |
| --      |                                       |                                             |
| Monte   | Lindbulm castle/ earth dragon's gate  | A mail from Stiltskin                       |
| -----+  | -----+                                | -----+                                      |
| --      |                                       |                                             |
| Mogmi   | Gizamaluke's glotto/ cave             | A mail from Mordon to Mogmi                 |
| -----+  | -----+                                | -----+                                      |
| --      |                                       |                                             |
| Grimo   | South gate/ Borden station            | A mail to Nazna                             |
| -----+  | -----+                                | -----+                                      |
| --      |                                       |                                             |
| Atra    | Burmecia/ treasure house              | A mail from Mock to Atra/A mail from Atra   |
| to      |                                       | Moana                                       |
| -----+  | -----+                                | -----+                                      |
| --      |                                       |                                             |
| Nazna   | South gate/ rest room                 | A mail from Grimo to Nazna/A mail from      |
| Nazna   |                                       | to Mochos                                   |
| -----+  | -----+                                | -----+                                      |
| --      |                                       |                                             |
| Mogrich | Treno/ in front of the house of Night | A mail from Stiltskin to Mogrich            |
| -----+  | -----+                                | -----+                                      |
| --      |                                       |                                             |
| Mochos  | Galgan roo/ hatch way                 | A mail from Nazna to Mochos                 |
| -----+  | -----+                                | -----+                                      |
| --      |                                       |                                             |
| Moana   | Cleyra/ Inside                        | A mail from Moana to Mopri                  |
|         |                                       | A mail from Atra to Moana                   |
| -----+  | -----+                                | -----+                                      |
| --      |                                       |                                             |
| Mopri   | Cleyra's town/ inn, cathedral         | A mail from Moana to Mopri/ A mail from     |
| Ruby    |                                       | To Zidan/ Receive a mail from Mopri to      |
| Serino  |                                       |                                             |
| -----+  | -----+                                | -----+                                      |
| --      |                                       |                                             |
| Serino  | Redrose (Beatrix's Airship)/ cabin    | Give a mail from Mopri to Serino/ receive a |
|         |                                       | mail from Serino to Mordon                  |
| -----+  | -----+                                | -----+                                      |
| --      |                                       |                                             |

|        |                                     |                                             |
|--------|-------------------------------------|---------------------------------------------|
| Mosh   | Alexandria castle/chapel            | Give a mail from Kupo to Mosh/              |
|        |                                     | Receive a mail from Mosh to Monty           |
| -----+ |                                     |                                             |
| --     |                                     |                                             |
| Monty  | Pinnacle rocks/ path                | Give a mail from Mosh to Monty/ A mail from |
|        |                                     | Stiltzkin to Monty                          |
| -----+ |                                     |                                             |
| --     |                                     |                                             |
| Mordon | Lindbulm/ inn                       | Receive a mail from Ruby to Zidane/ Give a  |
|        |                                     | mail from Serino to Mordon/ Receive a mail  |
|        |                                     | from Mordon to Monte                        |
| -----+ |                                     |                                             |
| --     |                                     |                                             |
| Monte  | Lindbulm/ earthdragon's gate        | Give a mail from Mosh to Monte              |
| -----+ |                                     |                                             |
| --     |                                     |                                             |
| Mock   | Fossil roo/ cave                    | Give a mail from Kупpo to Mock              |
| -----+ |                                     |                                             |
| --     |                                     |                                             |
| Kuppo  | Fossil roo/ digging                 | Receive a mail from Kупpo to Kupo           |
| -----+ |                                     |                                             |
| --     |                                     |                                             |
| Mogno  | Conde Patie/ item shop receive      | A mail from Mognoshin to Suzuna             |
| -----+ |                                     |                                             |
| --     |                                     |                                             |
| Momo   | Black mage village/ water mill      | Receive a mail from Momoto Mocki/ A mail    |
| from   |                                     | Stiltzkin to Momo                           |
| -----+ |                                     |                                             |
| --     |                                     |                                             |
| Suzuna | Iifa tree/ root                     | Give a mail from Mognoshin to Suzuna        |
| -----+ |                                     |                                             |
| --     |                                     |                                             |
| Mocki  | Iifa tree / at a stem inside a root | Give a mail from Momo to Mocki/ A mail from |
|        |                                     | Stiltzkin to Mocki                          |
| -----+ |                                     |                                             |
| --     |                                     |                                             |
| Kupo   | Alexandria/ bell tower              | Give a mail from Kупpo to Kupo/ A mail from |
|        |                                     | Morisia to Kupo/A mail from Stiltzkin to    |
| Kupo   |                                     |                                             |
| -----+ |                                     |                                             |
| --     |                                     |                                             |
| Mogiri | Treno/ in front of house of night   | A mail from Kupo to Mogrigh                 |
| -----+ |                                     |                                             |
| --     |                                     |                                             |
| Mock   | Lindbulm castle/ guest room         | Receive a mail from Mock to Mordon          |
| -----+ |                                     |                                             |
| --     |                                     |                                             |
| Mordon | Lindbulm / inn                      | Give a mail from Mock to Mordon             |
| -----+ |                                     |                                             |
| --     |                                     |                                             |
| Mimoza | Oeilvert/ entrance                  | Receive a mail to Moel                      |
| -----+ |                                     |                                             |
| --     |                                     |                                             |
| Moel   | Oeilvert / room of stars            | Give a mail from Mimoza to Moel             |
| -----+ |                                     |                                             |
| --     |                                     |                                             |
| Mozit  | Dessert empress/ prison house       | Receive a mail from Mozit to Mongul         |
| -----+ |                                     |                                             |
| --     |                                     |                                             |
| Mongul | Dessert empress/ book storeroom     | Give a mail from Mozit to Mongul            |

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-----+-----+-----
--
Morisia| Esto Gaza /belvedere           | A mail from Altemision to Morisia/ receive
a
      |                               | mail from Morisia to Moran
-----+-----+-----
--
Moran  | Mount. Gulug/ inside a room      | Give a mail from Morisia to Moran/receive a
      |                               | mail from Moran to Mond
-----+-----+-----
--
Mond   | Mount. Gulug/ passage            | Give a mail from Moran to Mond
-----+-----+-----
--
Mock   | Lindbulm castle/ guest room      | Receive a mail from Mock to Kumore
-----+-----+-----
--
Kumore | Ipsen's Castle / small room      | Give a mail from Mock to Kumore
-----+-----+-----
--
Morlock| Bran Bal / warehouse            | Receive a mail from Morlock to Mozme
-----+-----+-----
--
Mozme  | Pandemonium/ maze               | Give a mail from Morlock to Mozme
-----+-----+-----
--
Kupo  | Alexandria / bell tower          | Receive a mail from Kupo to Atra
-----+-----+-----
--
Atra   | Burmecia / treasure warehouse    | Give a mail from Kupo to Atra/ Receive a
mail
      |                               | from Atra to Momo
-----+-----+-----
--
Momo   | Black mage village / water mill   | Give a mail from Atra to Momo/ Receive a
mail
      |                               | from Momo to Kumore
-----+-----+-----
--
Kumore | Ipsen's Castle / small room      | Give a mail from Momo to Kumore/ Receive a
      |                               | mail from Kumore to Mois
-----+-----+-----
--
Mois   | Qu's marsh / bush                | Give a mail from Kumore to Mois/ Receive a
      | (the entrance of fossil roo.    | mail from Mois to Mogereo
      | You need Quina with you)       |
-----+-----+-----
--
Mogreo | Daguerreo / the hall on the right | Give a mail from Mois to Mogreo/ Receive a
      |                               | mail from Mogreo to Kupo
-----+-----+-----
--
Kupo  | Alexandria / bell tower          | Give a mail from Mogreo to Kupo
-----+-----+-----
--

```

After you Give a mail to Kupo,go to the mini-theater at Alexandria,and talk to Ruby!

=====  
Credits:  
=====



-> GAMEFAQS (<http://www.gamefaqs.com>)  
Thanks for posting this walkthrough.

-> Hadith Omar ([hbo\\_ffix@hotmail.com](mailto:hbo_ffix@hotmail.com))  
Thanks for the info about beating the final boss in 6 minutes only !

-> Ferdinand Pelayo ([fpelayo@altavista.com](mailto:fpelayo@altavista.com))  
Thanks for info about the Tetra Master's Card Collector points !

-> Leroy ([leroygerrits@hotmail.com](mailto:leroygerrits@hotmail.com))  
Thanks for the card list !

-> Rei ([rei@tctvnet.ne.jp](mailto:rei@tctvnet.ne.jp))  
Thanks for lots information & data about FF9!  
Website: <http://www.tctvnet.ne.jp/~rei/ff9/index.html>

-> <http://ff-11.com/9ff/9ff.html>  
Another good FF9 site (Japanese)

=====  
Website :

-----  
Unofficial Final Fantasy IX Site:  
-> <http://www.rpgplanet.com/ff9>

Message board Forums :  
-> <http://www.ff9.spydar.com>

=====  
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-----  
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\* Note that i'm a very busy person,I've got 3 website to manage,so don't get mad if i don't reply your email.Also i haven't use my ICQ & AIM lately...

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