

Final Fantasy IX FAQ/Walkthrough

by Haunter120

Updated to v1.6 on Dec 14, 2000

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FINAL FANTASY IX  
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Note- I'm sorry I haven't updated lately. My word program broke and we got it fixed a month later. Also I'm getting too much same mail. I will never finish this FAQ. Plus, this is a very small update.

++FAQ/WALKTHROUGH++

Written By Haunter120

Game: Final Fantasy IX

System: Playstation

Country: North America

Quick Note:

Okay, I need a little help. Remember on my e-mail disclaimer on the bottom of the FAQ when I said that you shouldn't e-mail me telling what I missed? I've missed a lot of things. So go ahead and e-mail me on things that you would like to add or something. I'll give you credit =).

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DISCLAIMER:

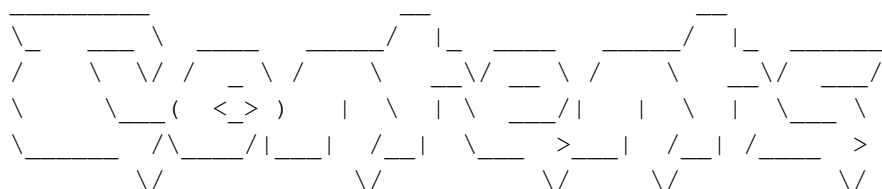
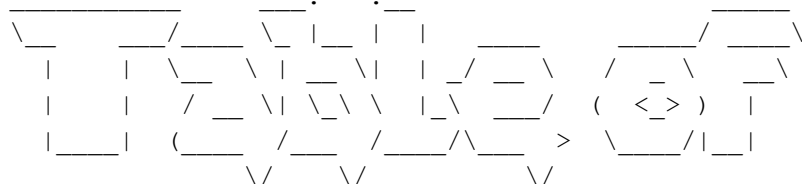
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this FAQ. Don't change anything! This FAQ is copyrighted 2000 by Haunter120, and if you modify it, then I'll see in court. That clear? Be a good boy/girl and DON'T TOUCH MY TEXT!

BTW, if you're a FAQ writer or something and you want to take just a little part of a section of this FAQ, e-mail me for permission. You can modify the part if you see a mistake. Otherwise, don't erase or add in something.

Last Update: 12/8/00
First Update: 12/4/00
FAQ Started: 11/24/00
Next Update: Don't know

And this FAQ will take a long time to make!



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 - II. FFIIX - Basic Tips/Tutorial
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 - Armor (coming soon!)
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I. VERSION HISTORY:

0.3:

Just started and did some sections, not fully done.

0.7:

Putted in the Weapons and Abilities. Didn't do anything to any other sections... Sorry. Next update.

0.9:

Added a little walkthrough and finished Disc 1 and 2 bosses. Put up character stats for Zidane, Vivi, and Dagger.

1.4:

Put up character stats for Steiner and Freya. Finished Disc 1 walkthrough. Other stuff added too.

1.5:

Started Bestiary, and added ASCII art in some places. Added Q & A.

1.6:

Moogles list finished. Appendix Started. Walkthrough updated a little.

F F I X : B A S I C T I P S

FFIX is a big game with lots of stuff to do. It includes many side quests and things you would not want to miss if you want to master this game. Here are some tips that you should know and will know throughout the game:

-You have 4 members in your party, unlike FFXVII and FFXVIII.

-Back Attacks and Pre-Emptive attacks return.

-You can buy weapons and armor two different ways: Regularly, or in a Synth Shop.

-Members not in your party won't gain Experience that your fighting group will.

-Battles are filled with strategy; not just dumb Guardian Force Summoning every battle to win.

-The game is set in the medieval times.

-I'll add more later.

THE FFIX TUTORIAL:

I'll show some stuff about FFX here and what the stuff does. Read below if you're having trouble learning how to play.

THE BATTLES:

-Battle Screen-

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| -Enemy Here- |
| |
| 3. |
| -Party Here- |
| 4. |
|----- Name HP MP ATB |
|Gizamaluke|2.Atk | Zidane 584 66 ----|
|1. |Steal | Freya 467 60 ----|
| |Skill | Vivi 298 89 ----|
| |Item | Quina 411 63 ----|
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1. Name of enemy(s). This can be turned on pressing the L (or R) buttons.
2. Commands. When someone's ATB Gauge is up, their commands go up. Choose what to do. When multiple person's ATB Gauge is up, you can press [Triangle] to switch to another person's commands.
3. Battlefield. Animation and backgrounds are shown here, as well as the party and the enemies.
4. Party Status. This shows the name of the party members and their HP, MP and ATB Gauge.

CHARACTERS

ZIDANE TRIBAL-

Zidane is a Tantalus crew member with a tail whose life is girls. Zidane feels something weird when he meets up with Garnet, and things after that get a little strange...

STEAL:

Steal is awesome. You can steal some really good high-level weapons or armor from enemies. This is extremely good in Discs 1 and 2. Be sure to steal from enemies when you're able to!

SKILL COMMAND ABILITIES:

ABILITY	DESCRIPTION	MP COST
Flee	Escape faster	0
Detect	See enemy's items	0
What's That!?	Allow back attack	2
Annoy	Causes Trouble	4

Soul Blade Causes Status Change 6

Sacrifice Sacrifice yourself
To Restore HP to all 32

Lucky Seven Does damage by luck 6

Thievery Does damage 8

TRANCE SKILLS:

DYNE SKILL	DESCRIPTION	MP COST
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Free Energy	Damage on enemy	10
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Tidal Flame	Damage all enemies	12
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Scoop Art	damage on enemy	14
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Shift Break	Damage all enemies	16
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Stellar Circle 5	Damage on enemy	24
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Neo Twister	Damage all enemies	32
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Solution 9	Damage on enemy	48
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Grand Lethal	Damage all enemies	60
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VIVI ORNITIER-

A little Black Mage that has no idea or remembrance where he came from. But he finds out something about him and other Black Mages nearly halfway through Disc 1.

BLACK MAGIC ABILITIES:

ABILITY	DESCRIPTION	MP COST
Fire	Causes Fire damage	6
Fira	Better fire damage	12
Firaga	Better fire damage	24
Sleep	Puts target to sleep	10
Blizzard	Causes Ice damage	6
Blizzara	Better Ice damage	12
Blizzaga	Better Ice damage	24
Slow	Slows down target	6
Thunder	Causes Thunder dmg.	6
Thundara	Better Thunder dmg.	12
Thundaga	Better Thunder dmg.	24
Stop	Target stops	8
Poison	Target is poisoned	8
Bio	Poison and damage	18

Cura	Restores + HP	10
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Curaga	Restores ++	22
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Life	Recovers KO + HP	8
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Scan	Shows enemy stats	4
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Panacea	Cures Poison/Venom	4
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Stona	Cures Petrify stats	8
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Shell	Increase Mag. Def.	6
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Protect	Increases Defense	6
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Silence	Blocks target's mag.	8
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Mini	Lowers Atk/Def.	8
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Reflect	Reflects Magic	6
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Confuse	Confuses Target	8
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Berserk	Causes Berserk	6
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Blind	Causes Darkness	6
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Float	Makes target float	6
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EIDOLONS

EIDOLON	DESCRIPTION	MP
Shiva	Cause Ice Damage	24
Ifrit	Cause Fire Damage	26
Ramuh	Cause Thunder Damage	22
Atomos	Reduce enemy HP	32
Odin	KO's enemies	28
Leviathan	Cause Water Damage	42
Bahamut	Non-Element Damage	56
Ark	Cause Shadow Damage	80

Dagger's Trance:

When Dagger goes into Trance, she is able to summon Eidolons for more power. When she does, that same Eidolon will attack every turn. This is very good with Eidolons that do so much damage, such as Ark and Bahamut.

ADELBERT STEINER:

Steiner's sworn duty is to protect Princess Garnet (Dagger). However, once he stumbles upon Zidane and gets stuck with him, he starts acting all crazy and blaming everything on Zidane. However, he still protects Garnet. And he also joins your party. Zidane likes to call him Rusty because of his old dirty armor.

SWORD ARTS

SWD ART	DESCRIPTION	MP
Dark Side	HP down self; damage	

To enemy 0

Minus Strike Damages with Min/Max
HP difference 8

Iai Strike KO's Target 16

Power Break Reduces enemy Atk. 8

Armor Break Reduces enemy Def. 4

Mental Break Reduces enemy MgDef. 8

Magic Break Reduces enemy Magic 4

Charge! Makes all Near Death
Party members Attack 10

Thunder Slash Causes Thunder Dmg. 24

Stock Break Causes Non-Elmnt Dmg 26

Climhazard Causes Non-Elmnt Dmg 32

Shock Causes damage 46

SWORD MAGIC

Note: This can only be used when Vivi is present in the party. Vivi has to be alive and can't be stopped, frozen, petrified, silenced, or sleeping.

SWD MAG DESCRIPTION MP

Fire Fire Sword 6

Fira Fira Sword(better) 12

Firaga Firaga Sword(best) 30

Blizzard Blizzard Sword 6

Blizzara Blizzara Swd(better) 12

Blizzaga Blizzaga Sword(best) 30

Thunder Thunder Sword 6

Thundara Thundara Swd(better) 12

Thundaga Thundaga Sword(best) 30

Bio Bio Sword (poison) 20

Water Water Sword 26

Flare Flare Sword 60

Doomsday Doomsday Sword 50

STEINER'S TRANCE:

Nothing really big happens when Steiner is in Trance. His attack power goes up really high, and that's it basically.

FREYA CRESCENT:

Freya is a Burmecian soldier with a rat face that is traveling the world looking for her lost love, Sir Fratley. She meets up with Zidane in the bar at Lindblum. These two haven't met each other for 5 years.

DRAGON KNIGHT ABILITIES]

ABILITY	DESCRIPTION	MP
Lancer	HP/MP down	10
Reis's Wind	Casts Regen on party	12
Dragon Breath	Attacks all enemies	78
White Draw	Cures MP of party	36
Luna	Causes Berserk/all	12
Six Dragons	Fully Restores HP, MP, or attacks, or Nothing happens	28
Cherry Blossom	Causes damage/all	46
Dragon's Crest	Does damage	16

III. Mogster - Status Changes

Of course this games has status changes, and lots of them. Here is a list of bad status changes, like Mogster in the game said.

Bad Status Changes

SLOW-

The character will become slow and his ATB gauge will fill up slower than usual.

STOP-

The character will stop movement and can't attack, use items, magic, etc. If all characters in battle are stopped, the game ends.

POISON-

Character will lose HP every turn.

SLEEP-

Character will sleep and will only wake up when attacked. When a character is sleeping he/she can't act.

CONFUSION-

Character gets confused and does anything, usually attacking the party. Character will not be confused once he/she gets attacked.

BERSERK-

You have no control of the character and that character will only attack the enemy. He/she will do more damage though.

MINI-

Character will turn into a miniature version of himself/herself. His/her status attributes are greatly reduced, making this character useless when they're small.

FREEZE-

Character will freeze and is unable to act. This will wear off in a while.

BURN-

Character will only have limited time to be alive. You don't know when he/she will die.

PETRIFY-

Character is petrified and can't do anything. If all character in the party are petrified, the game ends.

GRADUAL PETRIFY-

A "10" will appear above the character's head and will start counting down. If it reaches 0, then that character is petrified.

SILENCE-

Character cannot use spells.

DARKNESS-

Character's accuracy greatly decreases and he/she will often miss. This only applies to physical attacks.

VENOM-

Character is greatly poisoned and stopped. Will stay poisoned even after battle. So if you want to relieve this then use an item.

TROUBLE-

When the TROUBLE character is attacked, the attack also damages every other character in your party alive, but not as much as the TROUBLE character.

DEATH-

Character falls down and dies when HP reaches 0. Just heal this with a Phoenix Down. This is very common.

IV. WALKTHROUGH

Here it is, the hardest part for me to do in this FAQ. I've decided to divide each "part" in the game in chapters, which I named. Refer to them:

DISC 1

1. A Secret Thievery (Prima Vista)
2. Meet Vivi! (Alexandria 1)
3. I Want To Be Your Canary (Play)
4. Night Riot (Alexandria Castle, Escape From Alexandria)
5. The Not-Really-Evil Forest (Evil Forest)
6. Rescue The Princess! (Evil Forest Part 2)
7. Cold Cave (Ice Cavern)
8. Kid Village (Dali)
9. Black Mage's Secret (Dali Storage - Lindblum)
10. Lindblum (Lindblum Castle - Festival of The Hunt)
11. Festival Of The Hunt (Festival Of The Hunt)
12. Save The Rat Town! (Gizamaluke's Grotto - Burmecia)
13. Beatrix (Burmecia Part 2)

DISC 2

1. I-Exist-Only-To-Kill (Summit Station)
2. Crazy City Treno (Treno - Gargan Roo)
3. Rats live in Sandstorms? (Cleyra Trunk - Antlion)
4. Ambush Attack (Cleyra Ambush - Red Rose)
5. Rescue The Princess Part 2! (Alexandria Part 2)
6. Ramuh (Pinnacle Rocks)
7. To The Outer Continent (Lindblum - Fossil Roo)
8. Rally-Ho! (Conde Petie)
9. Black Mage Village (Black Mage Village, Mtn. Pass)
10. Ruins on The West Side (Madain Sari)
11. Undead Tree (Iifa Tree - Madain Sari 2)

12. Assault on The Undead Tree (Iifa Tree Part 2)

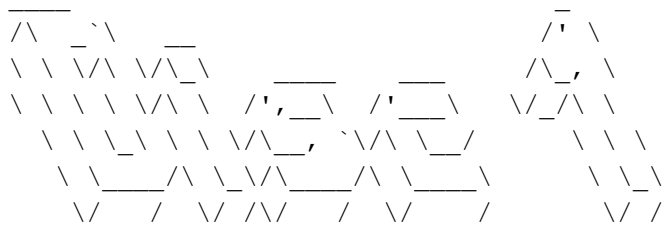
DISC 3

- 1. Drunk in Alexandria (Alexandria 3)
- 2. Card Game Tourney (Treno)
- 3. Kuja's Plan (Alexandria Destruction - Lindblum)
- 4. The Frog (Lindblum - Desert Palace)
- 5. Kuja's Mission (Desert Palace - Oeilvert)
- 6. Betrayal (Desert Palace Part 2)
- 7. Holy Volcano (Esto Gaza and Gulug Volcano)
- 8. Inverted House (Lindblum - Ipsen's Castle)
- 9. The Shrines (The Shrines)
- 10. Terra, Land of The Tailed People (Terra - Bran Bal)
- 11. Pandemonium (Pandemonium Fortress)

DISC 4

- 1. Pink Light (Memoria)
- 2. Crystallized World (Crystal World)

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BEGINNING:

There will be an FMV where Princess Garnet is washing up in a storm on a raft. Then Garnet wakes up in Alexandria and looks out the window. She sees the big city of Alexandria as well as a ship. This play ship is the Prima Vista, which will come by to Alexandria to perform a yearly play: I Want To Be Your Canary. The scene will go into the inside of the play ship, and a guy with a tail slides down into a small room in the ship.

PRIMA VISTA:

Once you get control of Zidane, search the room for some items, then light the candle in the middle of the room. Once you do, Blank, Cinna and Marcus will come into the room. These three are also on the mission. Blank will ask Zidane when the boss will be back. Then, a man with a Dragon's mask busts in the room and fights the four buddies. This is an easy fight, because it's the first one. Don't heal, and also try stealing with Blank or Zidane. Cinna is useless in this one. Once you finish the fight the Masked Man will reveal himself to be Baku, the boss. He was testing you. Baku will leave to the right room. Follow him there and Baku will tell you your mission: To Kidnap Princess Garnet. It appears that Queen Brahne has been acting strangely, and the crew wants to kidnap the Princess to squeeze some information out of her. You now get to choose out of two choices (you should know your mission) Choose the first one to act stupid. Choose the first one 67 times and Ruby will pop out. Baku tells you that while him, Marcus, and two others of the Prima Vista crew named Benero and Zenero will be acting in the play (along with Ruby). While Blank and Zidane sneak in the castle and kidnap Garnet. Everyone will have to perform a little in the play though, including you and Blank.

FMV - The ship is setting in Alexandria as a Black Mage looks up at it.

ALEXANDRIA TOWN:

You will get control of the Black Mage. A kid will bump into you and give you back your ticket. Get up and walk north, another kid will bump into you. He tells you to buzz off and runs off. Now you can explore the town freely. First head north and past the pub, go north past the shop into the square. Examine the ticket booth (A ! will appear over your head) and the ticket manager will ask for your ticket. Hand it over and the ticket master will find out it's fake. To make the Black Mage not feel depressed, the ticket master gives him a few cards and tells him that Alleyway Jack can tell more about the Card game Tetra Master. Go back down to where you started and go south. This is the Alexandria town entrance, inspect every nook and crannie of each building for a ! to appear over your head, when it does, press the action button and you will receive a card. Go back to the square and go left. You will meet three girls playing Jump rope. You can choose to play with them but it's REALLY hard and you shouldn't do it now. If you get 50 jumps, you'll get a Cactuar Card. 20 Jumps gets you a lame 10 Gil. You can also head back to the Item Shop near the square entrance and buy items if you want to. Once you're done exploring head left of the jump rope girls. You will a signmaker posting a sign then leaving back to his home. Go down and you will bump into the rat kid that you bumped into before. He will tell you that his ticket was fake too. He will ask you if you want to be his slave to sneak in the castle and watch the play. Say yes, then name yourself. Default is Vivi. After doing that, Puck, the rat kid, will ask you to move to the top side and watch for any people going by. Once you do, say "All clear" and Puck will steal the ladder the signmaker was using. Follow Puck and Alleyway Jack will come from the top. You can speak to him and ask him about cards and he'll take you to the pub and teach you. After that go follow Puck to the harbor and into the steeple. When Puck tries to climb the ladder a Moogle will fall out. The Moogle, Kupo, will tell you that he is a save point along with all other Moogles and is able to save your game, let you use a Tent, Mognet, or sometimes Mogshop. After Puck climbs up the ladder, talk to the Moogle and save, then select Mognet. Mognet is a moogle mailing system that the moogles give you letters to deliver to other moogles around the world. Kupo will ask you to deliver a mail to Monty, which you'll meet with later. Stiltzkin, a Moogle adventurer, will come by and you can talk to him. Follow Puck up the ladder and he will climb onto the rooftops. Follow him and you will almost fall while crossing a plank. After that, search the rooftops for treasures, then run after Puck to the top of the screen. Puck will use the ladder to climb up to the stage, and you'll go after him. The scene changes to the Prima Vista stage. Puck and Vivi are watching and Queen Brahne is there too. Princess Garnet is there and seems worried. Steiner, the Pluto Knights commander, is watching over the princess.

ALEXANDRIA, PART 1B:

The play starts: King Leo (Baku's part) wants his daughter (who will be played by Ruby) to marry the Prince (forgot name). However the princess wants Marcus, but King Leo wants Marcus killed. Marcus will come out and try to avenge his country's burning. Backstage, Zidane, Blank, and Cinna are ready to help their friend Marcus. They rush on the stage to help fight King Leo. This is an easy fight. Just attack King Leo's followers (played by Benero and Zenero) and kill them. Don't use SFX, as it's just to make the audience be happy but does 0 damage. Just keep attacking. After the battle, Marcus and Cinna run after King Leo to kill him. Zidane and Blank, in the play, were enemies in the play. Zidane wants to have revenge on Blank. A swordfight will come. To do this, simply tap the button that appears over Blank. If you don't mess up, 98-100 of the audience, including Queen Brahne will be impressed and throw lots of Gil at you which you get. You can keep

trying if you mess up a lot and the audience doesn't like it a lot, but don't try it too much. After the sword fight run after Blank into the castle. In the castle, Zidane and Blank are ready to kidnap Princess Garnet. They steal the guard uniforms. Once you're in your guard uniform, go left and to the hallway. Go up the stairs to the top path and a hooden girl will be running by. After Zidane greets her and says some strange stuff, the hooded girl runs away past Blank. Zidane tells Blank that was Princess Garnet and they chase after her. The scene switches to show 2 clowns, Thorn and Zorn, which are actually the Queen's guards. They don't find the princess and hurry to report to the queen. I hate these guys, mainly Thorn, because he talks like Yoda except more annoying. You will now get control of Steiner, or whatever you name him, in the Queen's guard. Watch as Beatrix, a superior Alexandria Knight commander, reports to Queen Brahne as Brahne the fat-ass elephant lady is still watching the play. Steiner feels jealous and decides to try to find the Princess before Beatrix does. He tells his Pluto Knights to help him. Explore Alexandria Castle if you want. You can meet Quina Quen in the Kitchen. Save at the Moogle in the room where Zidane and Blank stole the guard uniforms. Go to the main entrance hall (north of the hallway Zidane and Blank started in) and go down the stairs to the courtyard. Go left and enter the west tower. Head up the stairs to the top, and watch as Steiner finds Zidane chasing the Princess at the East Tower. The audience doesn't see it since they're watching the play. At Zidane, he chases Garnet in her cloak up to the ledge. Watch the cool FMV with Garnet jumping down but holding tight on the banner. Steiner gets scared and jumps on the other banner but Zidane goes after the Princess and Steiner crashes into the wall. Zidane will crash into the Prima Vista ship where the musicians are playing a song. Garnet will run toward the right and hit all the musicians down as she runs. Follow her to the right to meet Ruby, who doesn't know what's going on. After Garnet, runs downstairs, go there and Garnet will stop. She then tells you that she wants to be kidnapped, because she has also suspected her mother acting strangely and wants to get to Lindblum. Follow her to the room where you started your game. The south door will have Steiner and his guard(?) knocking on the door trying to get the princess. Cinna comes in from the left and tells Zidane and Garnet to follow him. After they leave Steiner and his guard(?) break in. In the right room, Cinna opens an escape hatch and goes along with you down there. Follow the path under. Back above Steiner finds the escape hatch open and his guard(?) tells him that he'll go first. As the guard(?) jumps in, he gets stuck (dude... I never knew someone as skinny as that can get stuck so easily). Steiner gets mad and goes to the left. The guard, who is actually Blank, laughs after Steiner leaves. Back in the engine, just follow the path until you take the lift up. Looks like Steiner's up there. Blank, in his guard uniform, rushes in and helps Cinna and Zidane fight Steiner. This is an easy fight. Be sure to steal. After the fight, Steiner will try to use a sword attack on Blank but instead it breaks his guard uniforms, revealing "oglops" which are little bugs you'll find throughout FFIIX. Steiner hates oglops, so he'll be distracted while you will take the lift up to the play, without knowing that. I sense a tragedy coming... As Marcus is still talking to King Leo and is about to fight him, YOU come out, along with Garnet and Steiner. Zidane whisper to everyone except Steiner to improvise. So Garnet will act as Ruby's part. Steiner doesn't know a thing. As the play continues, Marcus is about to stab King Leo (with a fake sword, of course) and Garnet runs in front of him as he stabs and he accidentally stabs Garnet through the heart (It isn't real). Steiner thinks it's real. Since Garnet is still hooded, no one knows it's her. Two of Steiner's Pluto Knights find Puck and Vivi and start chasing them. Vivi trips and runs up to the main stage but Puck runs away. The Pluto Knights run up to Steiner and Garnet takes off her hood. She tells Steiner not to protect her anymore but Steiner draws his sword. This second fight with Steiner is very easy. You can't steal, so use Garnet to heal if you need to, and Vivi's Black Magic. The two Pluto Knights will run

away for different matters. Now just attack Steiner. After beating him, the scene switches back to Baku and Cinna preparing to rise the ship. Queen Brahne gets furious as the Prima Vista rises and orders to fire harpoons. A big cannon comes out and the famous BOMB enemy of mostly every FF flies out to attack the ship. You will fight Steiner again, with the Bomb behind him. Steiner doesn't know it. You can't attack the Bomb, and it can't attack you. Just keep on attacking Steiner and the party members will keep telling Steiner to look behind him, but Steiner says that he "won't fall for such an old trick". As you attack Steiner the bomb grows, one it gets big enough (meaning you've dealt enough damage to Steiner) it drops on Steiner and explodes. A few seconds later, the Prima Vista is still flying! Queen Brahne breaks a stick and calls for Thorn and Zorn. Prima Vista crashes at the Evil Forest.

EVIL FOREST:

Zidane gets up and looks further to see the Prima Vista. At the crash site, Cinna will be talking to someone, then you will see the words Active Time Event (ATE) on the bottom-left. The moogles will explain what an ATE is: an event that's happening at the same time, usually in the same place, with different people. Watch the ATE. It shows Vivi escaping mumbling that some monster got Garnet. Back at Zidane, talk to the people around the Prima Vista and save at the moogles. Go southeast to enter the main forest. Just follow the path. You should run into a battle here. Fight at least 2 or 3 battles to gain at least a level. Go all the way right and you will appear at the place you saw Vivi escape in the ATE. Head forward to see a plant trapping Garnet in its cage. Vivi is stunned and Steiner is yelling stuff at the plant like "Give back the Princess!". Zidane runs forward to help free the princess. This fight is easy, you will see Zidane in Trance first thing here. Do not attack Garnet (press L1 or R1 to reveal the enemy list, and point to attack the Prison Cage, not Garnet). The plant can drain 24HP from Garnet. Use a Potion on Garnet if he drains from her twice. If Garnet dies, the game is over. Just use Zidane's Free Energy on the Plant and Steiner to attack and throw potions at Garnet if needed. After the fight the plant will take Garnet away and jump back down on Vivi, trapping him. You will have to fight again, this time Vivi is in the cage. Vivi will use Fire on the Prison Cage for about 80HP damage. Remember: if Vivi dies, then the game is over. Toss a Potion at Vivi when the plant drains from him twice. Since you're not in Trance, attack or steal. Vivi will do a lot of work too. After the fight Steiner will congratulate Vivi and call him Master Vivi from now on. He will be pissed at Zidane for the set-up back in Alexandria. But Zidane wonders if Garnet is alright. The Prison Cage gets up and uses sleep powder on the guys before it dies.

You will wake up in the Prima Vista. You will then talk to Baku. Zidane will ask him if he could quit the Tantalus, Baku decides to let him, but Zidane will have to be beaten by Baku in order to be able to quit. Go downstairs and right to Vivi's room. Talk to him and Zidane will tell him that his magic is great and all. Loot the room and go back to the upper hallway. Go left and talk to Marcus who tells you that Steiner is locked up in the room behind him. Go downstairs and an ATE will occur. Watch it to see Steiner trying to get out. Watch the other ATE to see what happened to Ruby (who was left behind in Alexandria). After this, go right to the main hallway and to the right room. Talk to Baku and he will tell you to go to the main room. Go there and you'll have to fight Baku. It's easy because when Baku tries to attack, he often trips, missing. Just heal with potions when needed and attack. After the fight Baku lets you go, and Zidane asks Baku if he can get Steiner and Vivi to help him find the princess. Go back upstairs and go to Steiner's room. Steiner will join you after some mad dialogue. Zidane will call Steiner "Rusty" now often. Go to Vivi's room and he will join you. Go back to the main room and south, you will meet up with Blank. Talk to him

and he will you medicine. Leave the ship and talk to Cinna to buy items. After this, save at the moogle and head out to the forest. You will gain less EXP this time since you have more party members. Don't try leveling up yet, but don't run away from battles either. Just go right and to the next screen where you fought the Prison Cage. Go north and down, keep going until you get to the part with a water spring. You can drink from it to regain HP/MP. Also, examine the trunk and the moogle Monty will come out. Save and select Mognet. If you received the letter from Kupo in Alexandria, you can give the letter to Monty and read it, completing your first Mognet delivery. Go right to the next screen. Just keep going to the next screen and this screen will change into an FMV and switch to a huge plant watching you. Before you go north, you can try leveling up. It's pretty easy since Steiner can do Sword Magic with Vivi. After this head north and you will be in the plant's room. Garnet will be knocked out and the plant will attack you.

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Boss: PLANT BRAIN
HP: 994
MP: 999
LEVEL: 7
WEAKNESS: Fire
STRENGTH: None
LOCATION: Evil Forest
DIFFICULTY: 4.0/10

The fight really isn't that hard. Have Steiner do Sword Magic Fire (powered by Vivi) and Zidane try to steal until he does. Vivi should use Fire and cure the party with potions. Steiner MUST be alive, if he dies, then quickly revive him ASAP. If Vivi doesn't have time to heal, have Zidane do it. Steiner should always attack. When you take about 500HP from the boss Blank will come and help you. Have him also act like a healer or steal. If the Plant Brain uses Pollen, then use Eyedrops on Zidane or Blank (not both, that will be wasting time). Vivi's magic doesn't miss. Steiner doesn't miss either with his sword.

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After the fight, Zidane will pick up Garnet and Blank will tell Zidane that Baku let him help you. Zidane feels something weird about this forest, then all of a sudden all these plant spider things come out! Zidane and the others start running. Just keep going, if you slow down you will have to fight 2 Plant Spiders, which are easy. Be sure to heal from the Plant Brain battle. Go to the next screen and jump down. You will have to fight 2 Plant Spiders here. After the fight go down one screen and the scene will switch to an FMV:

FMV - Zidane is running with Garnet, Steiner, and Vivi. Blank is behind. A bunch of Plant Spiders are chasing them about to catch and eat them. The whole forest starts petrifying and Blank trips. Blank hurriedly throws Zidane a map of the Mist Continent and gets petrified by the forest. Zidane picks the map up and keeps running since he is way behind. A bunch of vines block the back and Zidane gets out in time as the whole entire the forest is petrified. Then it shows Blank petrified back in the forest.

Zidane is mad at Blank afterwards for not trying to keep running. The party sets up camp. There will be a lot of arguing at this point. Steiner will tell Zidane that it's all his fault that he and the princess got into this mess. He says that Zidane is a petty thief that tried to kidnap the princess. After the princess awakes, she calms down Steiner. Then Monty - the moogle you met in the Evil Forest, runs over to you. He says that you are lucky getting out of the Evil Forest. He gives you the Moogle Flute.

With this, you can use it by pressing Square on the world map to make Moguo, the world map save moogles, come over and let you save your game or use a tent. Don't call him too much though. After this, an ATE will occur and the scene will switch to Mogster, the wise old moogles, talking to his brother Moggy in Qu's Marsh. You can learn a lot of things about Mogster. Select them all to get rid of the NEW sign. You will be doing more Mogster lessons throughout the game. The party decides to head to a height, from where they can probably get to Lindblum (or Alexandria, what Steiner said). To get to Nulrich Heights they need to go through the Ice Cavern, south of the Evil Forest. After Zidane leaves, Steiner will be confused who hit him, but Monty tells him that his friends already left (I don't know what the moogles is thinking. Steiner has friends?).

Once you're on the world map, it would be wise to call Moguo and save. When you're on the world map, you can press SELECT to show a huge screen of the Mist Continent, the place you're on (you will get a full map of the whole world later). If you are low on potions, you can go directly WEST of the Evil Forest until you reach the arch. This is North Gate, since it's closed off, you can't do anything here. Go to and examine the gate and a woman's voice will be heard from behind the gate (and Zidane will be excited). She sells potions, and ONLY potions. Buy as many as you need, and search around the gate for Eye Drops. Leave, and make sure to gain at least one level for each character. Don't let your characters die if you don't have any Phoenix Downs, because you can't get them anywhere else. Same goes for other items such as tents, hi-potions, and ethers. Anyways go to the Ice cavern, directly south of the Evil Forest.

ICE CAVERN:

At the entrance, the party splits up and Vivi tells the party that he heard stories about the cavern from his grandpa. When you enter, Garnet will love the place. NOTE - I'm doing this part from memory, so I'll let you e-mail me if I have something wrong here. Now go right, up, and left then jump down to get the treasure chest. Go back right, and up and jump up the ledges. If you touch any of the wind gusts, you'll have to fight Wyerds. These guys can be tough. In the Ice Cavern, every enemy is weak against Fire. Use Vivi's Fire on all enemies for a quick and easy win. Go up, then left. Now go past the winds to the next room. Go to the top of this room (not top right) and examine the wall. The party splits up and talks about the wall. Vivi will use Fire to blow it up. You can find an Elixir here. No go right and up. In this room, there is a wall to the top left. Blow it up with Vivi and follow the path down to get a Leather Wrist. Equip it on Vivi to learn Blizzard. Head back out and go north. There will be a fork here. Go left, to the part with no gust coming out. There's an ice block here. Vivi will unfreeze it to reveal a moogles, who will call you bastards for firing him up. This is one of the only mean moogles in the game (and he talks slang!). You will have another "Teach Me Mogster, Lesson 2" now. There's something new you can learn. After you're done, save and use a tent by talking to Mois the Moogles. If you have enough tents or phoenix Downs, go ahead and gain some levels here (mainly with Zidane). Also, use Zidane's Steal command to steal from the enemies. Not only will you get some extra supplies, but your steal command AP level will go up as you steal more! Once you've done enough, go back to the fork and go right, where all the wind is coming from. When you enter, Vivi will be behind. They will wait for him, but due to the Blizzard he gets knocked out. Rusty's armor freezes and he falls onto the ledge, also knocked out. When Zidane goes to check them, Garnet falls down knocked out too. This also happens to Zidane. After a little while, Zidane will wake up. You will only have Zidane now, and you can't run due to the blizzard than can knock you down again. Go right and enter the room. As soon as you do, a Black Mage will jump down and wonder why you didn't get knocked out fully. Zidane will ask it if it was creating the blizzard. The Black Waltz will nod

and begin to fight.

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Boss: BLACK WALTZ #1, SEALION
HP: Sealion - 472. Black Waltz #1 - 250
MP: Sealion - 9999. Black Waltz #1 - 9999
LEVELS: Sealion - ?. Black Waltz - 2
WEAKNESS: Sealion - Fire. Black Waltz - Fire, Ice
STRENGTH: Sealion - Earth, Water, Ice. Black Waltz - None
LOCATION: Ice Cavern
DIFFICULTY: 5.5/10

Since you're using only Zidane, and going against two bosses at the same time, the fight can be based on luck. Just attack the Black Waltz continuously and cure yourself with a Potion when your HP goes below 100. Watch out for the Sealion's Tsunami, it will hurt you for about 90HP. You should be able to kill Black Waltz in 4 or 5 hits. If you go into Trance, use one Dyne to finish off Black Waltz if you haven't already, and the other Dynes on Sealion. Don't try killing Sealion first, because the Black Waltz can cure it.

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After defeating the first Black Waltz, it will wonder how it lost. It will also warn Zidane that he only defeated the first Black Waltz, and the other two will catch him. Zidane rushes back to get Garnet and the others and the scene moves to the above platform and shows the other two Black Waltzes watching. Then they leave. After you get your party back, move back to the room where you encountered the Black Waltz. Climb the ledges all the way to the top (jump over the waterfall) and continue up to where you saw the two other Waltzes watching, and leave through the exit. Here, the party splits and looks around and sees a small village nearby. The party will try to go to that town to get some rest. Before moving on, Princess Garnet decides to change her name to Dagger, because people might overhear the words Princess or Garnet and try to capture her to return her to Alexandria (and Steiner's one of them). After some arguing with Steiner, Zidane will get pissed at him. Vivi and Dagger will calm both of them down and the party heads to the village. You can also rename Garnet to something else besides Dagger.

NOLRICH HEIGHTS!!!:

You may wonder why I put the three !s after the Nolrich Heights, it's because the world from here looks awesome. Go to a ledge and look down to see where you were before (The mist layer), and where you are right now doesn't have any mist. Continue on to the village (or you can take a detour to North Dali Gate, but it's closed off). Once you reach the village a small mountain will be nearby. Enter the village.

FRONTIER VILLAGE DALI:

DALI ITEM SHOP (Bar):

ITEM	GIL COST
Potion	50
Phoenix Down	150
Antidote	50
Eye Drops	50
Tent	800

DALI EQUIPMENT SHOP:

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

Well, finally here's a town. Vivi will look and find a windmill. Here's some kid humor acting:

Zidane: Let's go to the inn and rest.

Vivi: But I wanna go see the windmill!!

Anyways, once you enter the inn the two local kids will run by and the Dali Village music will start (very calming and soothing music). At the inn, the Innkeeper Hal seems strange, but he'll get you a room. Once you're in your room, rest. After that the party will split up and explore the village. When Zidane wakes up, he hears Garnet singing. There will be a series of ATEs now. Check your room to find a treasure, and some magazines that Zidane mocks. Exit to the reception room and save at the moogles. Watch the ATE with Princess Garnet trying to act like a normal girl. Go north and talk to Vivi, who is staring north. He says that kids run away from him when he goes toward them. Zidane calms him down and thinks that Vivi is thinking about girls. Zidane tells Vivi that if Vivi has anything to say about girls, he needs to go to him. Zidane says that he's popular with all the girls in Lindblum (HA! Yeah right!). Zidane also tells Vivi that the sound he keeps hearing is the Chocobo's 'Kweh' sound they make. But where is it coming from? After Zidane leaves, two men grab Vivi and take him away. What's going on? Watch all the ATEs (including the Cat's Eyes ones, even though they add nothing to the game) and watch the one with Garnet asking the shopkeeper how to fit in more. Then go to the weapon shop. Before talking to Garnet, buy the equipment for ZIDANE AND VIVI ONLY! Unless you may have some trouble with two boss fights (the last two fights with Steiner and Garnet in Disc 1) before reaching Lindblum. Also, if you're planning to sell something, DON'T SELL YOUR WRISTS. Oh, and one more thing: BUY TWO MAGE MASHERS! Once you buy the equipment go to the building to the right of the windmill (before talking to Garnet in the weapons shop) and buy the items there. Be sure to buy enough items. Once you do, go back to the weapons shop and talk to Garnet. Tell her that she's doing great in her normal girl acting. They will automatically go to the inn and Zidane will tell Garnet some stories. After a while Zidane will be concerned about Vivi (not Steiner, of course). Take Garnet and Zidane to the place where Vivi was standing looking for chocobo sounds. When Zidane explores it, he finds a little pipe. Examine it to hear Vivi crying below. Zidane tells him that they're coming to free him. Move to the windmill (equip Garnet with the stuff you bought her, IF YOU DID). Once at the windmill find the ARIES Stellazio, then examine the hatch near the entrance and you will find a secret path down into the Dali Storage Area, where apparently Vivi is being held.

DALI STORAGE AREA: QUEEN BRAHNE'S SECRET:

This is where you'll find something that will be troubling Vivi and the whole crew throughout the whole game. Get down and Garnet will suspect something about this place. Save at the moogles. Then head north into the next room. Zidane and Garnet stop and overhear two men talking about their cargo for today. They then leave, with Vivi with them. Zidane gets pissed and tries running toward them but Garnet holds him back and tells Zidane that the barrel near that storage was also located in Alexandria, and that this place may have some connection. Afterwards go back to the room that had the two men and explore the little cabin for a Potion and Eye Drops. Go through to find the Chocobo that's been making the 'Kweh' noise. Keep going forward and you'll find a huge storage with lots of boxes. Grab the treasures by climbing up on the boxes for an Iron Helm and Leather Wrist. Then keep going to the next room. You'll hear Vivi's voice in a crate. Zidane will free him and Vivi will tell you what happened. Two men took him to this storage and asked him what he was doing outside. Then they put him in the cargo. Zidane tell Vivi everything is going to be alright and Vivi joins in. Now equip Vivi with the stuff you bought back at the Dali weapon shop. Check this room for 95 Gil. It would be wise to go back and save at the moogles Kumop, just in case you might have trouble in the next fight (probably not). The door on the top of this room contains Mist. Opening it will make monsters appear everywhere. However, inside the Mist room has a Phoenix Down, Phoenix Pinion and Potion. That's not really worth it, since you probably have 4 or more Phoenix Pinions. Don't waste time fighting enemies. Make sure that Vivi has Blizzard (learned from Leather Wrist) and head to the right of the machine the party examines. It makes a bunch of eggs. The party gets suspicious of it and moves on to the next room. Just keep going and to the next room (you'll find out that a Chocobo is being used to power up the machine). In the next room you'll see some humans, but luckily hide. The party then sees what makes Vivi suspicious. The eggs hatch, and inside are... Black Mages! Dolls! Garnet thinks this is Queen Brahne's doing, making controllable Black Mage dolls. But Vivi asks you if he looks like them. Say no, and the party will accidentally be dropped onto the conveyor and put into the cargo. Meanwhile, Steiner, who is searching for a transport in the Dali peak (the small mountain you saw when you got to Dali) finds out that the Cargo Ship is coming to take away the next cargo, which is the Black Mage dolls. Move Steiner down the hill and wait for Morrid to get down there (just walk around). Once Morrid gets down to his hut, talk to him and after a lot of demanding, Morrid tells you that the ship is in Dali. Steiner will run towards it and look at a barrel coming out of the ground. When he runs there the two men get scared and run away. Steiner will examine the barrel. If you choose "Poke it with your sword", Zidane will get out of the barrel and the other party and Zidane will get mad at Steiner because he nearly poked Garnet. Choose the other one and it won't make much of a difference. Anyways, Steiner is planning to use this Cargo Ship to get to Alexandria and get the princess back and execute Zidane (of course, he doesn't tell anyone). He tells the party that the ship is going to Lindblum. After this, the Black Waltz #2 lands and tell the party that he wants to return the princess. Steiner tells the Waltz it's his job, but the Waltz apparently doesn't give a s**t and attacks the party.

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Boss: BLACK WALTZ #2

HP: 1040

MP: 9999

LEVEL: 6

WEAKNESS: Wind

STRENGTH: Earth

LOCATION: Dali

DIFFICULTY: 6.5/10

This is a tough fight so be ready. Dagger should cure most of the time (press R1 to cast the cure on all members) and when she's available and your characters are at good health, just wait till the other characters' ATB Gauges get up and press Triangle. You don't want to waste a turn attacking with Dagger for measly damage, do you? Don't use Vivi's magic, because the Black Waltz will counter with more powerful magic on your characters.

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After the fight, Black Waltz #2 dies. Steiner decides to go ask the person in the cargo ship if they can hitch a ride. When he does, Vivi feels strange. Then the cargo ship starts moving. The party hurryingly climbs aboard. Vivi climbs up first, then Dagger (I'll just use this instead of Garnet), then Zidane jumps on Dagger and grabs her you-know and feels good. The ship goes into the sky.

CARGO SHIP:

Zidane will apologize to Dagger for what he did when they went aboard the cargo ship. Vivi will go inside and then run out and tells everyone to look inside. A bunch of Active Black Mages are working there, they don't answer to you, like you're invisible to them. Zidane heads to the deck to find Steiner, piloting the ship to Alexandria. He reveals what he had in mind to Zidane, and keeps talking. Then, Zidane takes control of the ship and turns it around to Lindblum! Steiner gets in the bridge and whines and complains. The party members get up on the deck as there's something else on the deck besides the Black Mages. It's the third Black Waltz! He decides to attack you but all the Black Mages working on the ship protect the party, then a very sad FMV appears as the Black Mages are being destroyed and defeated, and falling off the ship, as the Black Waltz #3 kills them. Vivi gets mad, and looks around and tries to grab a Black Mage's hand, but doesn't reach. After the FMV, Zidane tells Dagger to pilot the cargo ship and goes back to Steiner and Vivi, who are ready to fight the Black Waltz #3.

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Boss: BLACK WALTZ #3

HP: 1200

MP: 9999

LEVEL: 7

WEAKNESS: Wind

STRENGTH: Earth

LOCATION: Cargo Ship

DIFFICULTY: 7.0/10

This can be tough since you don't have Dagger. Vivi starts out in Trance, so use Fire or Blizzard for his Double Black command. The Waltz will cast Thundara when it floats, so be ready to use healing. Like always, Steiner should use his Sword Magic and Zidane should steal and heal. If Steiner gets knocked out, wait till both Vivi's and Zidane's ATB Gauge is full, have one of them use Phoenix Down, and the other use Potion on Steiner. Make sure to do this AFTER Vivi's Trance runs out. Do the same if anyone else gets knocked out, but you shouldn't really waste time reviving Vivi if he gets KO'ed because he's not really great against the Waltz as the others.

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After the fight the Waltz escapes. You get no AP or Gil either. The party goes back to Dagger, and the scene switches to a part in the sky with Thorn and Zorn going after the princess. They see the Black Waltz coming their way and jump off their jet. The Waltz gets control of the jet and goes after the cargo ship. At the cargo ship the party notices the Black Waltz chasing them. Dagger tells you that if the ship is fast enough you can get through South Gate before it closes and close the Black Waltz inside. Although it's

very risky, it's the only safe way to get off the Waltz's tail.

FMV: Sky Jet Chase: The best FMV in the whole game! The cargo ship is steering fast as the Black Waltz's jet nears. The cargo ship enters the South Gate as it starts closing. The ship goes really fast through and makes it through the south exit of South Gate before it closes. However, it closes on the Black Waltz and the Waltz uses it's magic to try to get out, but instead damages South Gate really badly.

After the FMV, the cargo ship will be cruising the skies toward Lindblum (check out all the other airships around! Nice way of using graphics, too). Inside the ship, Zidane will be really happy that they made it through South Gate. The others aren't because of the great damages made to the gate. But the party reaches Lindblum and a cool FMV takes place. The cargo ship docks in the airship dock inside the castle.

LINDBLUM CASTLE:

When they get out of the damaged ship, the party looks around the big castle. Steiner is amazed because the castle is much bigger than Alexandria Castle, and that it has it's own airship dock. Three guards will come over to ask who you are (Zidane's never been inside the castle). Dagger will introduce herself as Princess Garnet, but the guards don't believe her. Dagger shows them her pendant, the Falcon Claw. The guards then go fetch Minister Artania, Regent Cid's right hand man. Zidane will then scoff Steiner saying that his armor is dirty and old, forcing the guards not to believe Dagger being with some old damaged armor knight. Minister Artania will come over and greet the party. Then he takes them to the elevator. He will now tell you about the elevator:

Bottom Floor - Dragon's Gate/Serpent's Gate: These two lead outside in the Mist surface.

Middle Floor - This leads to the main town of Lindblum. The exit also leads to Lindblum Plateau, where Pinnacle Rocks is located.

Top Floor - Cid's chambers and main castle chambers. Restricted for civilians.

So you're heading to the top floor right now, eh? Once there, the party enters Regent Cid Fabool's throne room. When they enter Minister Artania calls for Cid, who appears to come from his throne. The party will get all hysterical, because an oglop comes out. Steiner will get mad at Artania for greeting the party with an oglop, but the oglop appears to be Cid; talking. Zidane never saw this either. But Dagger calls him uncle, well, because Cid is her uncle. Regent Cid says that an intruder snuck into the castle and turned Cid into an oglop. Steiner thinks it's Zidane, but Cid says it's not because that intruder also stole Cid's airship invention, the Hilda Garde. Cid also says that the plan to kidnap Dagger worked, because he HIRED the Tantalus to kidnap the princess to ask her what happened to Queen Brahne. Afterwards, the party leaves to Lindblum City and Dagger stays the castle.

LINDBLUM CITY:

The scene will start with Zidane entering the bar. When he does he asks for a drink and a waitress tells him that he's standing in her way. Zidane asks her if she would go on an airship ride with him and the waitress gets all happy and cheers. A rat dragoon sitting next to Zidane tells him that he's bothering the customers. Zidane tells her to watch her mouth. Then the rat dragoon turns to face Zidane, and Zidane remembers her from 5 years ago. He tries to remember her name, but can't. You get to name her. Her default name is Freya, but you can name her something else. After this Zidane asks her if

she found her lost boyfriend yet, but Freya shakes her head. After this, Zidane wakes up at the inn. When he gets out he meets Vivi, who is about to explore Lindblum and leaves. You will have a Synth Shop lesson with Mogster now. Also the scene will switch back to the castle where Cid is telling Dagger who the intruder was: Cid's wife Hilda. Apparently she suspected Cid with another woman and turned Cid into an oglop, took his airship and flew away. He tells Dagger that he's having trouble building Hilda Garde 2 because his oglop mind isn't as great as when he had his regular human mind. Once you get control of Zidane move to the save moogles in the next room. Save your game and go downstairs and exit to find yourself in the Business District of Lindblum. There are 4 main districts in Lindblum, all connected by trolley lines: The Business District, chock full of shops and marketing. The Theater District, where there are great performances and Zidane's old hideout. The Residential District, where people live and the bar is there. And Lindblum Castle, which is self explanatory. Right now you need to visit the Theater District, but before going there watch all the ATEs while you're at the Business District. One will show Steiner buying Gysahl Pickles (which will help you out later) and eating them, then falling down. Another will show Vivi buying a Kupo Nut (another item which will help out later) and hearing about the Festival of The Hunt, a yearly tradition where beasts get let out all over Lindblum and whoever kills the most wins. Vivi gets excited too. Back to Zidane, head north from the inn to the screen where you saw Steiner buy Gysahl Pickles. Then go to the northeast part and up. At this part of town you can find your first Synth Shop. Go there before going to the other shops. It's on the northern part of the screen. Hopefully, if you bought two Mage Mashers at Dali, you can get The Ogre, Zidane's most powerful weapon in Disc 1. Also, buy 1 or 2 Cotton Robes. If you didn't sell your Wrists, then you can buy the Cotton Robes. Buy one for Vivi and one more for another character (not Dagger). Once you've done enough, go to weapon shop to buy the other regular stuff that you need. Then go to the item shop and re-supply. DON'T BUY ANYTHING FOR STEINER OR DAGGER. Once you've done your shopping here go back to the street with the inn and to the building right of the inn. Enter the trolley and go to the Theater District. Once you get here, you can see an ATE with Steiner asking an old man how the airships run without Mist. The old man tells him common sense. After the ATE head to the left of the trolley station and walk down the street to the building with the entrance, which is Zidane's old Tantalus hideout. When Zidane explores the abandoned hideout two kids who were hired by Genero, the third Nero brother who was left behind, come in and ask Zidane if he kidnapped the princess. Zidane nods and the kids ask him how the princess looks. After Zidane answers them watch the ATE. Here, Dagger tries to get out of the castle but the Elite Guard won't let her because it might be dangerous. After the ATE you will have to go to Lindblum Castle. Before going there loot the hideout, then go down the street past the old Tantalus hideout and talk to the ladies at the square and they will be talking about Lowell, who they all have a crush on. Lowell will appear and they will want his autograph. Then a man in a Moogles suit will run out. Follow him to the place with the trolley station and go directly south to the house of the self-proclaimed artist Michael's. Talk to Lowell there and the man in the moogles suit. After this take the trolley to the residential district. There's nothing to do here, but you can explore it a little. Head to the Lindblum Castle and enter. Go past the airship dock and to the next room. Go right to the next room, and enter the guest room on the above hallway. Talk to Steiner, who can't seem to find the princess. Loot the guest room, then head to the hallway and you will hear Dagger's voice singing from above. Go to the room with the fountain and talk to the guard on the bottom part. He won't let you through. Go back to the right hallway and downstairs and talk to the guard on the left. Zidane will trick him into going into the guest room and grab his uniform. Go back to the room with the fountain and go past the guard to the elevator. Go to the top floor and go left (if you try going

forward, Zidane will hide for the guards since he took off his uniform). Anyways go left and talk to the man, then go up the stairs onto the balcony. Follow the path to the telescope to find Dagger singing. She will stop and ask Zidane how he got here. Zidane tells her that he's used to it. Zidane will then use the telescope to look around. You can see all kinds of landmarks here. When the ? sign appears, press X to see the landmark. After seeing all the landmarks Dagger will look in the telescope. After this, Zidane will ask Dagger for an airship ride, but realizes that he messed up since he asked the same thing to the girl at the bar. Zidane decides to enter the Festival of the Hunt, taking place tomorrow, and if he wins, he gets to go out with Dagger (Geez, it's easier than you think. I did this many times). After this it will show Vivi running around, Freya watching the sunset on top of a building, and Steiner walking around. I think right now it should show the ATE with the other Tantalus guys, I'm not sure though. Now comes the fun part: The Festival of The Hunt.

FESTIVAL OF THE HUNT:

All of the party members will be in the guest room. Since the only three members entering are Freya, Zidane, and Vivi, then each gets their own prize if they win. Zidane decides to get money. Freya wants an add-on, and Vivi wants a card. There are also other people entering, but none of who will win (one of the party members will). After the party leaves, save at the moogles on the top and head to the trolley and take it to the Theater District, where you will start. It will show the staff letting out the monsters, and a special monster called Zagnol. Then Steiner and Dagger will go up to the crowd and cheer for Vivi. Here are the people who entered the Festival of The Hunt. There's actually more, but I've only seen these people:

Zidane: Of course, it's you. Starting Location is Theater District.

Freya: One of your party members. Starting location is Residential District.

Vivi: One of your party members. Starting location is Business District.

Genero: Tantalus member. Starting location is Business District.

Ivan: ????. Starting location is Residential District.

NOTE: Feel free to e-mail me and tell me more about the Festival of The Hunt. I'll accept anything.

You have 12 Minutes to get as much points as possible. The person with the most points wins. You will usually be lead by Freya, and Vivi may be a problem in the first 5 minutes. When you see the Fangs and Mus, kill them. They give out lots of points. Avoid Trick Sparrows, they usually don't give you crap. Once you get out of the station, defeat the Mu that's scaring the old man. If you have the Ogre or Butterfly Sword equipped, the enemies go down in one hit. If you don't, reset and buy yourself a decent sword. Go down to the street with your hideout and go through. There are many Trick Sparrows around this area, so avoid them. Go down to the place where you saw Lowell and the four ladies. Wait near the barrels till the Fang comes out and jumps at you. After this, head back to the trolley and go to the RESIDENTIAL DISTRICT. Help out the little dog by killing the Mu chasing it. Go north and to the end of the street, and kill the enemies there. Quickly go to the Business District and defeat the beasts in this street and head north. You will have to fight a Trick Sparrow, after killing it go north to the square and kill the Fang near the hot air balloon. Then go north (not northeast) and defeat the Fang and Mus there. Head back to the square at the Business District. You might see Vivi running away from a Fang here. If you kill the Fang, Vivi might win the festival and you'll get the card he asked

for. This card can be really cool if you're a card collector. After killing that Fang just do really bad and Vivi could win. If you don't kill the Fang chasing him then Vivi won't win. Anyways, go northeast to where the shops are. You will see Zagnol (only if you defeated the enemies in the Residential, Theater, and Business Districts). Freya will join you in this fight. It's pretty easy actually. Whoever gets the finishing blow wins the points (80 Points) and most likely will win the tournament. Have Freya win this because you will get a Coral Ring, which can come in handy later in Disc 1. Zidane will do more damage though, so if you want Freya to win just have Zidane act as a healer. After this 12 minutes should have passed. The winner will receive the prize. Zidane gets 5,000 Gil if he won, Freya gets a Coral Ring if she won, and Vivi gets a card if he won. Immediately after this a Burmecian Soldier crawls in the room and mumbles his last words telling Cid that Burmecia is under attack by Alexandria. Minister Artania tells Cid that the soldier can't see Cid being an oglop, but Cid replies that the soldier is blinded. Then, the soldier dies. Freya cannot believe what happened, because Burmecia is her home kingdom. After this Regent Cid and the party have a Festival of The Hunt Feast. Everyone except Dagger eat. Then, everyone falls asleep because the food was somehow poisoned. Dagger doesn't fall asleep since she didn't eat. Dagger then uses the medicine Blank gave her on Steiner to wake him. Steiner asks who poisoned this food and Dagger says it was her. She wanted Steiner to take her home and everything was a setup. Steiner finally agrees and they go off. When the party wakes up Freya tells Cid that she's going to Burmecia. Zidane wants to go with her and so does Vivi. Cid, who just also woke up, lets them, and opens Dragon's Gate for them, and tells them that they need to go through GIZAMALUKE'S GROTTO to reach Burmecia. Head back to Lindblum City and buy all the stuff you need. If you want more Tetra Master, go to the Residential District and play there. You won't be able to go back there later. Once you're done, go back to Lindblum Castle and take the elevator to the bottom floor. Take the trolley to the left to Dragon's gate and save at the moogles. You can buy items from the man here. Exit through the gate to the world map, in the mist.

EUNORUS PLAINS/QU'S MARSH:

Don't gain levels yet, instead head north until you reach a marsh (?) will appear over your head. Enter it and go north. Here you will meet Mogster, the tutorial Moogles, and his brother Moggy. You can ask Mogster for directions, but before you go north to Gizamaluke's grotto, take the path through the leaves to find a creature trying to catch frogs. Help it by getting the frog on the ground on the right, then give the frog to the creature. The creature will thank you and you get to name it. Default is Quina, and since it's an it, I'll just refer to it as SHE. It looks more like a she. Anyway, Quale takes you to his hut and tells Quina to come with you. She will join your party. Vivi will then ask Quale if he knows about his grandpa Quan. Quale denies it but seems to know something. Leave Qu'a Marsh afterwards.

You may notice that Quina has nothing equipped except for a weapon. If you bought a second Cotton Robe, equip it on her. If you don't have enough protection, head back to Lindblum and buy what you need.

You can also find the CHOCOBO FOREST around this area. Go east of Qu's Marsh and cross the bridge to the King Ed Plains. The forest looks different from all the other forests, and you should stop by and talk to Mene, the moogles. He will give you some Gysahl Greens. Go outside and use the Gysahl Greens in a spot with Chocobo Tracks to summon Choco, your Chocobo. You can ride this Chocobo around this area, and summon it in other areas with Chocobo tracks using Gysahl Greens. Chocobo riding prevents you from encountering levels also. Before going to Gizamaluke's Grotto, go to Lindblum and do whatever

you need, because you won't be able to return later. Outside on the world map, be sure to level up. Try to use Quina's EAT command when an enemy is weak to gain some new Blue Magic (eat a Serpion for Mighty Guard, then get Quina 64MP to be able to cast it). After doing a lot of level-upping, go north of Qu's Marsh to enter Gizamaluke's Grotto.

GIZAMALUKE'S GROTTA:

Walk north of Qu's Marsh and you should find some kind of door in the mountains. This is Gizamaluke's Grotto. Be aware of the next events that will happen before entering. Once you enter, you won't be able to return to Lindblum City or castle (the trolley will be blocked off, but you can still enter Dragon's Gate and buy items from the merchant). When you enter Freya will talk a little and so will the others. After this the party enters Gizamaluke's Grotto. You will notice a door in front of you which can only be opened using a Gizamaluke's Bell. Go right to the dying rat Burmecian soldier to receive a Gizamaluke's Bell. Go back to the door and open it. The Bell will also shatter, and you won't be able to use it again. Go forward to the next room where you'll confront Thorn and Zorn. They will throw Black Mages at you controlled by Queen Brahne. They're not that hard to beat. After the battle Thorn and Zorn will run away. Go north and defeat the Black Mage walking on the ground floor. You will receive another Gizamaluke's Bell from him, take it to the locked door north of him to open it using the Bell. Go through to the next room and examine the big Bell in the middle. A moogles will also be there, weeping because her husband is trapped inside the bell. The moogles will ask Vivi if she can borrow the Kupo Nut he has (bought in Lindblum). Vivi will give it to her and the husband will be freed. The couple will go to the room and the right. Examine the treasure chest in place of the bell to get another Gizamaluke's Bell. Take the bell to the door at the right and open it. There you'll meet the moogles again. You can save here. Do not climb the vine, it will take you to the world map, and you will die being attacked by the Grand Dragons. Once you talk to both the moogles try to leave the room and one of the moogles will rush up to you and give you the Holy Bell. Exit the room and go to the door on the left side of the big fallen bell. It will open if you have the Holy Bell. Once you're inside this room talk to the dying Burmecian soldier to find out something's wrong with Master Gizamaluke. Just then, something will fall out of the chasm into the water and will attack.

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Boss: GIZAMALUKE
HP: 2318
MP: 502
LEVEL: 16
WEAKNESS: Thunder, Wind
STRENGTH: Water, Earth
LOCATION: Gizamaluke's Grotto
DIFFICULTY: 7.0/10

Well, I thought that Gizamaluke would be some old man that owns the grotto (since they call him Master Gizamaluke) but whoa, a monster... The fight is pretty hard, because some of Gizamaluke's attacks will wipe out a party member instantly. Make sure you got Quina equipped and have her attack. Freya should jump so Gizamaluke wouldn't be able to attack her, Vivi should Fire Gizamaluke, and Zidane should cure or attack. Gizamaluke's attacks will do a lot of damage but he doesn't have ones that are very damaging. If you gained levels before setting foot into the grotto, and have Zidane equipped with The Ogre, then Gizamaluke shouldn't pose much of a threat.

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SOUTH GATE - GRAND CITADEL AND BOHDEN STATION:

After beating that bitch, the scene will switch to Steiner and Dagger, getting ready to go to Alexandria, but they have to go through Lindblum's South Gate - Grand Citadel. Steiner put Dagger in the bag and is taking the bag on the stick with him. When he gets to the guards, they'll let him through because they thing that the Gysahl Pickles that he bought at Lindblum are in the bag. In this part Steiner will need to let Dagger out, but there are two people in the way. First, go to the woman on the right near the alley, and hint her, making her go to the man on the left. Then, talk to the man that was below her and he'll tell you that the frog looking guy is in charge. Go to that guy on the left and talk to him. You can choose "Kill Him" or "Don't Kill Him". It doesn't matter because Steiner won't kill him anyways. After talking to this guy head back to the guy you talked before, and the path to the alley will be cleared. Just as soon as you enter the alley a Lindblum guard enters from where you did and tells you to come over to him. Steiner gets scared and comes to him. The guard drops the Gate Pass because he can't go close to Steiner since he smells of Gysahl Pickles (boy, these guards are dumb). Steiner is relieved and picks up the Gate Pass. When you get back to the alley, stop. Dagger will get out of the bag and both Steiner and Dagger are ready to head to Treno, where they can find a path to Alexandria. Go forward and look at the map in the next screen. You will have rest stop station before moving to Treno via cable car. At the shop, buy what you need (recommended to buy lots of Potions, Phoenix Downs, and Tents). After buying what you need enter the cable car and choose the seat on the bottom left (bottom right from your point of view). Mary, the woman Steiner helped at the Grand Citadel. Steiner and Dagger talk a while and the scene switches back to Zidane and Freya's party back at Gizamaluke's Grotto.

The party will talk and Burmecia will be just a little away. Head north and make sure your party is healed. Once you're back at the world map, keep going north until rain starts falling. Just keep going north and you'll end up in Burmecia, Kingdom of Eternal Rain.

BURMECIA, REALM OF ETERNAL RAIN:

When you get here you'll notice the whole place is in ruins. Freya still can't believe what happened, and Vivi looks puzzled on what has happened to the black mages and why they are attacking. Head north and you will be able to find a CANCER Stellazio here(it's near the cart). Keep going. Once you pass the two first scenes you will meet up with Thorn and Zorn yet again, and they still don't know who you are. They will drop a Black Mage on you, which can be easily defeated. After this Thorn and Zorn will escape. Go right and up the stairs. BEWARE! A lot of the treasures in Burmecia contain Mimics! These guys aren't hard to beat, but waste your time (you can get Ethers from them). So try to open the treasures that are more hidden, because obvious ones usually contain Mimics. You may see many dying soldiers in Burmecia. Sad. Anyway, go up the stairs in this building and head east. You will now be in the main gate of the castle, but you can't enter yet. Go west to enter the building there. Once you do you'll see a treasure chest on the west side. If you want it, then WALK across the plank. Don't RUN! The chest contains the Germinas Boots. You will, of course, have to have the plank fall. So run across it and Zidane will jump back to the ledge on the right. Go back to the place where you met Thorn and Zorn, then go left. Here, go up the stairs and take the fallen plank to the right. Follow the path and jump across the balconies to the next room. Talk to the dying soldier to learn that a bell is hidden underneath a bed. Search behind it to take the bell, also look in the bookcase for an Ether. Then, go all the way back to the place where you met Thorn and Zorn and go right. Go through the building to where the castle gate was. Enter the castle gate using the bell. Go up the staircase. When you enter some Burmecian Soldier will think Vivi is one of the evil Black Mages. Freya will tell them that it's not, and

tells them to flee. Go north and go left here to find Burmecian Soldier Kal and his wife. Zidane will save Kal and they will thank you and tell you to go to Lindblum later to see them. Exit the room and proceed north. Here, go to the left door and enter it. Freya will find a Mythril Spear here for her to use, so equip it. Exit the room and go to the right door to meet Atla the save moogles. You can pick up the Lightning Staff behind her and equip it on Vivi. Atla sells some good items and weapons, so buy them (Mogshop). Once you get the Lightning Staff the traveling moogles Stiltzkin will enter the room. Buy the supply pack from him and he'll continue on his journey. Exit the room and get ready! Equip the Lightning Staff on Vivi, the Mythril Spear on Freya, and what else you need. Then go north. Here the party will look above. Choose all choices and then Freya will jump to the top platform. Zidane and Vivi will slowly follow her and Quina even slower. Once Zidane gets up there, he and Freya will spy on Queen Brahne talking to Beatrix. Then, a mysterious man named Kuja enters and tells the queen that the fleeing rats have escaped to Cleyra, a treetop town protected by a sandstorm. Freya will then remember her talking to her lost love, Fratley. After this, a Burmecian soldier jumps up to the queen and tries to attack. Zidane and Freya jump down and protect the soldier, Vivi and Quina also come. Beatrix gets ready to fight you, making this the final fight of Disc 1.

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Boss: BEATRIX
HP: 2750
MP: 3467
LEVEL: 14
WEAKNESS: None
STRENGTH: None
LOCATION: Burmecia
DIFFICULTY: 7.5/10
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This can be tough. Beatrix's attacks are very damaging. She will use Thunder Slash and Shock mostly. Shock will probably instantly kill a party member and Thunder Slash will lower a target's HP down high. If everyone's health is OK, have Freya jump, otherwise she needs to heal. Zidane should steal and attack and heal. Quina should also heal (although she might die, and you probably won't have time to revive her) Vivi should use magic all the time. Don't let Vivi die! If he dies, revive him ASAP.

An easier way to beat this is to equip Coral Rings on everyone. You can buy them in Lindblum, but if you entered Gizamaluke's Grotto, then you won't be able to return to the Synth Shop there. Coral Rings absorb Thunder, so Beatrix will be healing you with her attacks instead of beating your ass. Now the fight will be easier and you won't have to worry as much.

NOTE - I'm not sure if you can buy Coral Rings in the Lindblum shop. If you can't, then you can have Freya win the Festival of the Hunt for one Coral Ring.

Beatrix will use Stock Break to reduce everyone's HP to 1, and escapes. Disc 1 ends.

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__GAME CHECK__

*Have at least 3 Stellazios

*Zidane's Level is 9 or above

*Freya has Reis's Wind or more Dragon Skills

*Vivi has Fire, Blizzard, Thunder, Thundara or others

*Quina is in the party

*The party is equipped with the current best weapons/armor

DISC 2

SUMMIT STATION:

First you will see the guards back at Grand Citadel talking to each other. After some Burmecia talk, the tall guard asks the short guard if Steiner looked suspicious. The short guard says no because he thinks people who eat pickles are nice people. The tall guard says that the short guard is weird. The scene will go to the cable car going to the Summit Station with Steiner and Dagger. Steiner looks at Dagger who is sleeping, then tells himself that the Queen Brahne would never start a war. The cable car finally reaches Summit Station and Steiner and Dagger get off. Steiner will lead Dagger to the watch area and they will see that they are almost at Alexandria. Dagger will tell Steiner that they will look for clues as they wait for the next cable car to arrive. Talk to the cable car enthusiast to learn more about the Berkmea Cable Cars (a Ragtime Mouse question). Then go right to the rest area and Steiner will go to the right and plan a route for the following journey. Explore and talk to everyone. Then go the guy behind the counter south of Steiner and you can buy some pretty nice stuff from him. Talk to Nazna the moogle to save and ask her for a Mognet letter. Once you're finished exploring, go talk to the guy behind the counter near the rest area entrance and the first cable car will leave, Dagger will hear a familiar voice. Look for a Phoenix Down in the chest and go left to the previous screen to see Marcus and Cinna! Cinna will brag about missing his ride and Marcus will tell him it's just because Cinna wanted to watch the scenery eating Bundt Cake. Marcus and Cinna go to the rest area. Follow them there to see Steiner trying to drive them off because he thinks they are up to something again. Talk to Marcus or Cinna, then to Steiner. You will learn that Marcus is heading to Treno, and the next cable car will arrive. Go to the first screen and enter the cable car. Cinna will see you off as the cable car moves away. Now talk to Marcus, who will tell you that he's heading to Treno to get the Supersoft, and item that will cure all kinds of petrification. He wants to get it so he can restore Blank. Dagger decides to help, then the cable car suddenly stops moving. The conductor gets out to see what's going on, and rushes back in because he sees a Black Mage! Steiner, Dagger, and Marcus exit the cable car to see Black Waltz #3 again, who is fucked up this time. Marcus won't understand what's going on and Dagger tries to talk to the Waltz, but the Black Waltz only has one thing on it's mind: Getting the Princess. Now it's time to fight!

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Boss: BLACK WALTZ #3
HP: 1431
MP: 344
LEVEL: 7
WEAKNESS: None
STRENGTH: None
LOCATION: Cable Car Railroad
DIFFICULTY: 2.5/10

This fight is pretty easy since you have Dagger with you. Dagger should heal

one or everyone. Steiner and Marcus should attack. As long as Dagger keeps everyone's HP up, you should have absolutely no problem beating this crazy Black Mage. Also, remember to steal. You might get the cool Flame Staff, although it might take a while to steal it. The Black Waltz will never attack Dagger, so don't worry about her.

+++++

After the fight the party gets back to the cable car and it starts moving again. Dagger will talk to Marcus a little bit more and the cable car finally reaches Treno/Dali gate. Exit and go north, or you can go right and talk to Mary to buy items. Go north and head right and past the bridge (I wonder how regular people manage to not be so scared when crossing this bridge). Show the guard the gate pass and he'll let you through to the world map.

BENTINI HEIGHTS:

Head north to Treno. As you are heading north, the sun will set. When it's dusk, you may encounter a friendly Ghost. Give it an Ore and it will give you 10AP, which is very good. Head north until the sun sets and it's night, and enter Treno.

DARK CITY TRENO:

As you enter, Steiner tells Marcus that it's people like him that turn the city into a slum. Treno is a slum AND noble city. As Steiner and Marcus argue, Dagger goes away, and Marcus tells Steiner that Dagger went off somewhere, and leaves. You now get control of Steiner. Go left or right and you should see an ATE (Treno Tradition or Ambition). Treno Tradition shows Dagger talking to some mean people, and Ambition shows two kids in a slum talking about how they will become rich in the future, and Marcus passes by. Explore the city, because it will become a key point later on. In the center is The Card Tournament Stadium. Go left from it and pass all the buildings (the left entrance of one building leads to a Synth Shop, where you can buy some Coral Rings). Go north to the next screen and enter the mansion. This is the home of Queen Stella, the person who will collect Stellazio from you and give you prizes. You should have a couple of Stellazio right now, so give them to Queen Stella for rewards. The weapon shop of Treno is in the slum area

V. STELLAZIO LOCATIONS

One side-quest is finding all the Stellazios. Queen Stella in Treno will offer you prizes for each Stellazio you give her. And some of those prizes can't be found anywhere else. Here are the locations of each of the 13 Stellazios:

AQUARIUS: The chest in Ipsen's Castle's entry hall has this one.

ARIES: Check in the windmill's first floor in Frontier Village Dali.

CANCER: The spilled crate in the Burmecia Town contains it.

CAPRICORN: In the water path in Daguerreo Library.

GEMINI: Toss 130 Gil in the fountain in Treno.

LEO: West Tower in Alexandria. Where the Neptune Statue is.

LIBRA: Near the fountain in Madain Sari.

PISCES: In the treasure chest in Invincible.

SAGITTARIUS: In the Lindblum Business Center when Lindbulm is being rebuilt.

SCORPIO: Quan's House, in the bottom level lying on the ground.

TAURUS: Next to the Item Shop in Treno (right side).

VIRGO: Black Mage Inn.

OPIUCHOUS: Give the 12 above Stellazios to Queen Stella in Treno, then go get this one in Quan's Dwelling.

VI. SUPPORT ABILITIES

1. Ability Up: Characters learn abilities faster.
Rating: **

2. Absorb MP: Absorbs MP used by enemy.
Rating: *

3. Accuracy +: Raises physical attack accuracy.
Rating: *

4. Add Status: Adds weapon's status effect when you attack.

Rating: ***

5. Alert: Prevents Back Attacks.

Rating: **

6. Antibody: Prevents Poison and Venom

Rating: *

7. Auto-Float: Automatically cast Float in battle.

Rating: **

8. Auto-Haste: Automatically casts Haste in battle.

Rating: ***

9. Auto-Life: Automatically casts Life once dies.

Rating: ***

10. Auto-Potion: Uses Potion, or Hi-Potion, when attacked.

Rating: ****

11. Auto-Reflect: Auto Reflect in Battle.

Rating: **

12. Auto-Regen: Auto Regen in battle.

Rating: ****

13. Bandit: Raises Success Rate of Steal.

Rating: **

14. Beast Killer: Deals lethal damage to beasts.

Rating: **

15. Bird Killer: Deals lethal damage to flying enemies.

Rating: ***

16. Body Temp: Prevents Freeze and Heat.

Rating: ***

17. Boost: Raises strength of Eidolons.

Rating: *

18. Bright Eyes: Prevents Darkness.

Rating: *

19. Bug Killer: Deals lethal damage to insects.

Rating: **

20. Chemist: Doubles the potency of medicinal items.

Rating: ****

21. Clear Headed: Prevents Confusion.

Rating: ***

22. Concentrate: Raises the strength of spells.

Rating: **

23. Counter: Counterattacks when physically attacked.

Rating: ****

24. Cover: You take damage in place of an ally.

Rating: *

25. Devil Killer: Deals lethal damage to demons.

Rating: **

26. Distract: Lowers enemy's physical attack accuracy.

Rating: *

27. Dragon Killer: Deals lethal damage to dragons.

Rating: **

28. Eye 4 Eye: Raises Counter activation rate.

Rating: ***

29. Flee-Gil: Receive Gil even when running from battle.

Rating: *

30. Gamble Defense: Raises Defense Occasionally.

Rating: **

31. Guardian Mog: Mog protects with unseen forces.

Rating: **

32. Half MP: Cuts MP Use by half in battle.

Rating: ****

33. Healer: Restores target's HP.

Rating: ***

34. High Jump: Jump higher to raise Jump attack power.

Rating: *

35. High Tide: Allows you to Trance faster.

Rating: **

36. HP +10%: Increases HP by 10%.

Rating: ****

37. HP +20%: Increases HP by 20%.

Rating: ****

38. Initiative: Raises chance of first strike.

Rating: **

39. Insomniac: Prevents sleep.

Rating: **

40. Jelly: Prevents Petrify and Gradual Petrify.

Rating: ***

41. Level Up: Character level up faster.

Rating: ****

42. Locomotion: Prevents Stop.

Rating: **

43. Long Reach: Back Row attacks like Front Row.

Rating: **

44. Loudmouth: Prevents Silence.

Rating: *

45. Magic Element Nullify: Nullifies magic element.

Rating: **

46. Man Eater: Deals lethal damage to humans.

Rating: **

47. Master Thief: Steal better items.

Rating: **

48. Millionaire: Receive more Gil after battle.

Rating: *

49. MP +10%: Increases MP by 10%.

Rating: ***

50. MP +20%: Increases MP by 20%.

Rating: ***

51. MP Attack: Uses own MP to raise Attack Power.

Rating: *

52. Mug: Damages enemy when you steal.

Rating: ***

53. Odin's Sword: Attacks with Eidolon Odin.

Rating: ***

54. Protect Girls: You take damage in place of a girl.

Rating: ** (It would be mean to give it a * =p)

55. Reflect x2: Doubles the strength of spells by using Reflect.

Rating: *

56. Reflect-Null: Nullifies Reflect and Attacks.

Rating: **

57. Restore HP: Restores HP automatically when near death.

Rating: ***

58. Return Magic: Returns magic used by enemy.

Rating: ***

59. Steal Gil: Steals Gil along with items.

Rating: *

60. Stone Killer: Deals lethal damage to stone enemies.

Rating: ***

61. Undead Killer: Deals lethal damage to undead enemies.

Rating: * (You can just use a Phoenix Down...)

VII. SUPPORTING CHARACTERS

Besides the main characters, some character will battle along with you.

Other NPCs I'll put up later. Be careful of spoilers!

BLANK:

Where He Supports You:

Disc 1 - Alexandria (1), Evil Forest

Description:

He is just the same as Zidane. With same HP, attack, and all that. He and Zidane seem to be rivals... Blank gets petrified in the Evil Forest during the escape, but Marcus uses the Super Soft to heal the forest along with Blank.

MARCUS:

Where He Supports You:

Disc 1 - Alexandria (1)

Disc 2 - Air Cab Rest Stop, Treno (1), Gargan Roo

Description:

Marcus, like Blank, is also in the Tantalus band. One of the most important of them. Marcus, Baku, and the other Tantalus crew get stuck in the Evil Forest (geez.. Zidane forgets about them once he escapes) but get out. In Disc 2, Garnet and Steiner meet Marcus heading for Alexandria. He decides to tag along with them. He's pretty good, not as good as Blank though.

CINNA:

Where He Supports You:

Disc 1 - Alexandria (1)

Description:

A Tantalus crew member also. He also gets stuck in the Prima Vista once the Evil Forest gets petrified. In battle, CINNA TOTALLY SUCKS. Thank god he's only in 3 battles with you. The only good thing is that his stealing luck is higher than the other's.

BEATRIX:

Where She Supports You:

Disc 2 - Alexandria (2)

Disc 3 - Alexandria (4)

Description:

Beatrix is a general of Queen Brahne's who starts chasing you around killing you at the beginning of Disc 2 and end of Disc 1. After she defeats you her third time (with Climhazard), Zidane asks her what her sworn duty is. She says that it's to protect the Princess and finds out that all the killing you was wrong. Then you will be able to control her only a few times. The last time you'll be able to is in Disc 3 near the beginning. In battle Beatrix totally kicks ass. She has all the powerful spells she used on you in the previous battles (Thunder Slash, Shock, Climhazard, Stock Break) plus a bunch of White Magic including Life!

NOTE: If you want to keep Beatrix permanently in your party (she's worth it), read Elranzer's Beatrix FAQ, and if you have a Gameshark, then you'll be able to have Beatrix in your party!

=====
NPCS

VIII. SHOPS

SYNTHESIS SHOPS:

Well, regular shops are scattered around the world, where you can buy weapons and armor. But there are also Synth Shops, where you get to make STRONGER weapons and armor. However, Synthesis Shops require 2 other items, and Gil, to make a certain weapon. For example:

THE OGRE (Best thing for Zidane in Disc 1)

Requires: 2 Mage Mashers

Gil: 700

If you have the requirements and Gil, visit the Synth Shop nearby and you'll be able to buy better equipment than in a regular shop. Here is a listing of the equipment that can be found in Synthesis Shops:

NOTE - Some equipment will be available later. For example, Exploda will be available to buy in Disc 2, and Butterfly Sword and The Ogre in Disc 1.

CREATE	ITEMS NEEDED	GIL NEEDED
--------	--------------	------------

Butterfly Sword	Dagger, Mage Masher	300
-----------------	---------------------	-----

The Ogre	Mage Masher, Mage Masher	700
----------	--------------------------	-----

Exploda	Mage Masher, Mythril Dagger	1000
---------	-----------------------------	------

Rune Tooth	Mythril Dagger x2	2000
------------	-------------------	------

Angel Bless	Mage Masher, Mage Masher	9000
-------------	--------------------------	------

Sargatanas	Gladius, Zorlin Shape	12000
------------	-----------------------	-------

Cotton Robe	Wrist, Steepled Hat	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 Gear, Jade Armlet 8000

Black Robe Gaia Gear, N-Kai Armlet 8000

Desert Boots Leather Hat, Leather Shirt 300

Yellow Scarf Feather Hat, Steepled Hat 400

Glass Buckle Glass Armlet, Leather Wrist 500

Germinas Boots Desert Boots, Fork 900

Cachusha Magus Hat, Rubber Helm 1000

Coral Ring Lightning Staff, Rod 1200

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

Madain's Ring Bone Wrist, Stardust Rod 3000

Fairy Earrings Magic Armlet, Soft 3200

Extension Lamia's Tiara, Multina Racket 3500

Extension Lamia's Tiara, Multina Racket 3500

Reflect Ring Anklet, Madain's Ring 7000

Anklet Gold Choker, Peridot 4000

Feather Boots Magician Shoes, Phoenix Pinion 4000

Black Belt Twist Headband, Survival Vest 4000

Pearl Rouge Moonstone, Elixir 5000

Promist Ring Chimera Armlet, Ruby 6000

Battle Boots Feather Boots, Wing Edge 6500

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, Eyedrops 100

Ruby Ore, Echo Screen 100

Thief Gloves Mythril Armlet, Sargatanas 50000

Robe Of Lords White Robe, Black Robe 30000

Tin Armor Hammer, Ore 50000

Protect Ring Dark Matter, Rebirth Ring 40000

Pumice Pumice Piece, Pumice Piece 50000

Lapis Lazuli Ore, Dead Pepper 400

Pumice Piece Hammer, Pumice 25000

Save The Queen Javelin, Silver Gloves 50000

Phoenix Pinion Phoenix Down, Gysahl Greens 300

Ether Echo Screen, Vaccine 500

REGULAR SHOPS:

Here is a list of the regular item/equipment shops in FFIIX:

FRONTIER VILLAGE DALI:

DALI ITEM SHOP (Bar):

ITEM	GIL COST
Potion	50
Phoenix Down	150
Antidote	50
Eye Drops	50
Tent	800

DALI EQUIPMENT SHOP:

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

LINDBLUM

LINDBLUM - WEAPON SHOP

ITEM	GIL COST
Dagger	320
Mage Masher	500
Mythril Dagger	950
Iron Sword	660
Javelin	880
Rod	260
Fork	1100
Leather Wrist	200
Glass Armlet	250
Bronze Gloves	480
Silver Gloves	720
Steepled Hat	260
Headgear	330
Iron Helm	450
Leather Plate	530
Linen Cuirass	800

LINDBLUM ITEM SHOP

ITEM	GIL COST
Potion	50
Phoenix Down	150
Echo Screen	50

Antidote	50
Eye Drops	50
Tent	800

LINDBLUM - SYNTH SHOP

ITEM	GIL COST
Butterfly Sword	300
The Ogre	700
Cotton Robe	1000
Desert Boots	300
Yellow Scarf	400
Glass Buckle	500

SOUTH GATE

ITEM SHOP

ITEM	GIL COST
Potion	50
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Tent	800

IX. CHOCOBOS: This section will be put up next update

X. WEAPONS AND ABILITIES

ZIDANE'S WEAPONS:

ITEM	ABILITIES
Dagger	Flee
Mage Masher	Detect, Flee
Mythril Dagger	Bandit
Gladius	Annoy, Lucky Seven

Zorlin Shape Flee

Orichalcon Detect

Butterfly Sword What's That?!, Protect Girls

The Ogre Soul Blade

Exploda Sacrifice, Lucky Seven

Rune Tooth Lucky Seven

Angel Bless Thievery

Sargatanas Annoy

Masamune Sacrifice

The Tower Lucky Seven, Thievery

Ultima Weapon Flee

STEINER'S WEAPONS:

ITEM ABILITIES

Broadsword Beast Killer

Iron Sword Minus Strike

Mythril Sword Armor Break

Blood Sword Darkside

Ice Brand Mental Break

Coral Sword Charge

Coral Sword Charge

Diamond Sword Power Break

Flame Saber Magic Break

Rune Blade Iai Strike

Defender Thunder Slash

Save The Queen None

Ultima Sword Stock Break

Excalibur Climhazard

Ragnarok Shock, Thunder Slash

Excalibur II Minus Strike, Climhazard, Stock Break

VIVI'S WEAPONS:

ITEM ABILITIES

Ashara's Rod Mini, Confuse, Silence

Wizard Rod Curaga, Protect, Shell

Air Racket Scan, Panacea

Multina Racket Blind, Stona, Shell

Magic Racket Berserk, Mini, Cure

Mythril Racket Reflect, Shell, Protect

Priest's Racket Silence, Might

Tiger Racket Dispel

Whale Whisker Curaga, Life

EIKO'S WEAPONS:

ITEM ABILITIES

Rod Cure, Panacea, Protect

Mythril Rod Life, Silence, Shell

Stardust Rod Ability Up, Reflect, Float

Healing Rod Healer, Cura, Life

Ashara's Rod Mini, Confuse, Silence

Wizard Rod Curaga, Protect, Shell

Air Racket Scan, Panacea

Multina Racket Blind, Stona, Shell

Magic Racket Berserk, Mini, Cure

Mythril Racket Reflect, Shell, Protect

Priest's Racket Silence, Might

Tiger Racket Dispel

Whale Whisker Curaga, Life

Golem's Flute Auto-Regen, Cura, Life

Lamia's Flute Float, Stona, Silence

Fairy Flute Esuna, Haste, Regen

Hamelin Curaga, Might, Jewel

Siren's Flute Full Life, Esuna, Dispel

Angel Flute Holy, Curaga, Esuna

FREYA'S WEAPONS:

ITEM

ABILITIES

Javelin

Dragon Killer

Mythril Spear

Reis's Wind

Partisan

Lancer, High Tide

Ice Lance

White Draw

Trident

Luna

Heavy Lance

Six Dragons

Obelisk

Cherry Blossom, Initiative

Holy Lance

Dragon's Crest, Reis's Wind

Kain's Lance

Dragon's Crest, Cherry Blossom, White Draw

Dragon's Hair

Dragon's Breath

QUINA'S WEAPONS:

ITEM

ABILITIES

Fork

High Tide

Needle Fork

High Tide

Mythril Fork

High Tide

Silver Fork High Tide

Bistro Fork High Tide

Gastro Fork High Tide

AMARANT'S WEAPONS:

ITEM ABILITIES

Cat's Claws Chakra, Counter

Poison Knuckles Spare Change, Counter

Mythril Claws Curse, Counter

Scissor Fang Aura, Counter

Dragon's Claw No Mercy, Counter

Tiger Fangs Revive, Counter

Avenger Demi Shock, Counter

Kaiser Knuckles Countdown, Curse, Counter

Duel Claws Aura, No Mercy, Counter

Rune Claws Spare Change, Demi Shock, Revive

ARMLETS:

ARMLET

ABILITIES

Wrist

Flee-Gil

Leather Wrist

Beast Killer, Blizzard

Glass Armlet

Steal Gil, Antibody

Bone Wrist

Add Status

Mythril Armlet

Bug Killer

Magic Armlet

Clear Headed, Silence

Chimera Armlet

Mug, Add Status

Egoist's Armlet

Beast Killer, Level Up

N-Kai Armlet

Bandit, Undead Killer, Water

Jade Armlet

Body Temp, High Tide

Thief Gloves

Master Thief

Dragon Wrist

Jelly, Lancer

Power Wrist

Accuracy +

Bracer

Add Status, Power Throw

GLOVES:

GLOVE

ABILITY

Bronze Gloves

Antibody

Silver Gloves

Undead Killer

Mythril Gloves

Man Eater, Bug Killer

Thunder Gloves

Devil Killer, Add Status

Diamond Gloves

Ability Up, Jelly

Venetia Shield

Auto-Float, Counter

Defense Gloves

HP +20%

Genji Gloves

High Tide

Aegis Gloves

Charge

Gauntlets

Cover

LIGHT ARMOR:

LIGHT ARMOR

ABILITY

Leather Shirt

Protect Girls

Silk Shirt

Cure, Thunder

Leather Plate Chakra

Bronze Vest Jelly

Chain Plate Devil Killer

Mythril Vest Auto-Potion

Adaman Vest Stone Killer, Bird Killer

Magician Cloak Insomniac, MP +10%

Survival Vest Locomotion, Antibody, Mug

Brigandine Ability Up, Return Magic

Judo Uniform Distract, HP +10%

Power Vest Stone Killer, Gamble Defense, Counter

Gaia Gear Insomniac, High Tide, Osmose

Demon's Vest Devil Killer, Auto-Potion, Locomotion

Minerva's Plate Restore HP, High Tide

Ninja Gear Alert, Eye 4 Eye, Locomotion

Dark Gear Clear Headed, Jelly

Rubber Suit Eye 4 Eye, Esuna

Brave Suit Restore HP, Auto-Regen

Cotton Robe Chemist, Shell

Silk Robe Ability Up, Loudmouth

Magician Robe Auto-Potion, MP +10%

Glutton's Robe Antibody, Body Temp, Auto-Regen

White Robe Loudmouth, Auto-Potion, Holy

Black Robe MP +20%, Flare, Reflect 2

Light Robe Half MP, Auto-Regen, Full Life

Robe of Lords Reflect Null, Concentrate

HEAVY ARMOR

HEAVY ARMOR ABILITIES

Bronze Armor Bird Killer

Linen Cuirass Cover

Chain Mail HP +10%, Bird Killer

Mythril Armor Jelly, Cover

Plate Mail Locomotion, Undead Killer

Gold Armor Stone Killer

Shield Armor Distract

Demon's Mail High Tide

Diamond Armor Ability Up

Platina Armor Beast Killer

Carabini Mail Auto-Regen

Dragon Mail High Jump

Genji Armor Body Temp, Accuracy +

Maximillian HP +20%

Grand Armor Chemist, Restore HP

Tin Armor None

HATS

HAT ABILITIES

Leather Hat Fire

Straw Hat None

Feather Hat Bright Eyes, Add Status

Steepled Hat Protect

Headgear Undead Killer

Magus Hat Slow

Bandana Man Eater, Insomniac

Mage's Hat Loudmouth, Fira

Lamia's Tiara Clear Headed, Confuse, Float

Ritual Hat Counter, Bright Eyes, Undead Killer

Twist Headband Gamble Defense, Add Status

Mantra Band HP +20%, Antibody

Dark Hat High Tide, Jelly

Green Beret Ability Up, Clear Headed

Black Hood Accuracy +, Locomotion, Death

Red Cap MP Attack, Cover

Golden Hairpin Auto-Regen, Loudmouth

Coronet Man Eater, Return Magic

Flash Hat Eye 4 Eye, Beast Killer

Adaman Hat HP +20%, Gamble Defense

Thief Hat Long Reach, Lucky Seven, Mug

Holy Miter Insomniac, Body Temp

Golden Skullcap Power Up, Locomotion

Circlet Jelly, Clear Headed

HELMETS

HELM ABILITIES

Bronze Helmet Bug Killer

Rubber Helm Minus Strike

Iron Helm Bright Eyes, Level Up

Barbut Alert, Dragon Killer

Mythril Helm Insomniac, Antibody

Gold Helm Mental Break, Reis's Wind, Clear Headed

Cross Helm MP Attack, Devil Killer

Diamond Helm Accuracy +, Insomniac

Platina Helm Restore HP, Stone Killer

Kaiser Helm Eye 4 Eye

Genji Helm HP +20%

Grand Helm High Tide

SHOES

SHOES ABILITIES

Desert Boots Flee-Gil, Protect, Scan

Magician Shoes MP +10%, Clear Headed, Blind

Germinas Boots Alert, HP +10%, Flee

Feather Boots Auto-Float, Float, Mini

Battle Boots MP Attack, Initiative, HP +20%

Running Shoes Auto-Haste, Auto-Potion, Haste

MINERALS

ITEM

ABILITIES

Garnet

Bahamut, Healer

Opal

Shiva, Blizzara

Peridot

Ramuh, Thundara

Sapphire

Fenrir, High Tide

Amethyst

Atomos, Demi

Moonstone

Shell, Beast Killer

Emerald

Haste, MP +10%, White Draw

Topaz

Ifrit, Fira

Aquamarine

Leviathan, HP +10%

Diamond

Body Temp, Distract

Ruby

Carbuncle, Reflect

Lapis Lazuli

Ability Up, Accuracy +

Phoenix Pinion

Phoenix

BELTS

BELT

ABILITIES

Gold Choker	Auto-Potion, Flee-Gil, Shell
Yellow Scarf	Bird Killer, Millionaire, Steal Gil
Fairy Earrings	Level Up, Body Temp, Regen
Angel Earrings	Auto-Regen, MP +20%, Reis's Wind
Pearl Rouge	Level Up, Reflect Null, Loudmouth
Pearl Armlet	None
Cachusha	Bright Eyes, Ability Up, Life
Barette	Chemist, Gamble Defense, Cura
Extension	Auto-Potion, MP +10%, Level Up
Ribbon	Madeen, Guardian Mog, Ability Up
Pumice Piece	Boost
Pumice	Ark
Dark Matter	Odin
Maiden Prayer	Auto-Regen
Ancient Aroma	Odin's Sword

XII. OTHER STUFF

Ruby Appearance: In the beginning, when Baku asks you who to kidnap, you get two choices:

1. That's when I kidnap Queen Brahne, right?
2. That's when I kidnap Princess Garnet, right?

Say "That's when I kidnap Queen Brahne, right?" three times to make Baku get a little mad. Say it about 70 more times and Ruby will go into the room and tell Zidane he's as stubborn as a mule. It doesn't really do anything special, but it's something a lot of people won't find. I'm not joking!!!

The Tent: Did you know you can use Tents in battle? That's right. Tent can heal you outside of battle at a save point or world map, and SOMETIMES heal you in battle. Now there's always a 50% chance it won't heal you in battle. Instead, a snake rises out and bites your whole party causing Silence, Darkness, and Poison. It's too risky to use it in battle, but there's another quick strategy: When fighting a boss that's not that hard, immediately use a Tent in the beginning of the battle on that boss. If it heals that boss, that's no problem since he's already at full HP. The tent can also snake-bite that boss. If that boss is vulnerable to Poison, Darkness, and/or Silence, then you will easily be able to beat that boss. Just don't use it on hard bosses.

Blackjack:

When you finish the game and after the credits it shows 'THE END', press these buttons in order:

R2, L1, R2, R2, Up, X, Right, Circle, Down, Triangle, L2, R1, R2, L1, Square, and Square.

And you will get to play Blackjack.

Moogles Locations: Here is list of moogles in order of the places they are, including their places and what they have to offer, plus Mognet mail.

=====

KUPO:

Location: Alexandria Steeple
Stuff: Save, Tent, Mognet
Mognet: Mail to Monty, Mail from Kuppo

=====

=====

MOSH:

Location: Alexandria Castle, later in Alexandria Chapel
Stuff: Save, Tent, Mognet
Mognet: ?

=====

=====

MOSCO:

Location: Evil Forest Crash Site
Stuff: Save, Tent, Mognet
Mognet: Zidane/Letter from Ruby

=====
=====
MONTY:

Location: Evil Forest/Spring, later in Pinnacle Rocks

Stuff: Save, Tent, Mognet

Mognet: Mail from Kupo
=====

=====
=====
MOIS:

Location: Ice Cavern/Crystal

Stuff: Save, Tent, Mognet

Mognet: Mail to Gumo
=====

=====
=====
GUMO:

Location: Dali/Inn

Stuff: Save, Tent, Mognet

Mognet: Mail from Mois
=====

=====
=====
KUMOP:

Location: Dali Storage

Stuff: Save, Tent, Mognet

Mognet: Mail to Mogki
=====

=====
=====
MOODON:

Location: Lindblum/Inn

Stuff: Save, Tent, Mognet

Mognet: -Zidane/Letter from Ruby

-Mail from Serino

-Mail from Mogki

-Mail to Moonte
=====

=====
=====
MOGKI:

Location: Lindblum/Guest Room

Stuff: Save, Tent, Mognet

Mognet: -Letter from Kumop

-Letter to Moodon

-Letter to Atla
=====

=====
=====
MOONTE:

Location: Lindblum/Dragon's Gate

Stuff: Save, Tent, Mognet

Mognet: Letter from Moodon
=====

=====
=====
MOGMI:

Location: Gizamaluke's Grotto

Stuff: Save, Tent, Mognet

Mognet: From Moodon

=====

GRIMO:

Location: Bohden Station
Stuff: Save, Tent, Mognet
Mognet: Letter to Nazna

=====

ATLA:

Location: Burmecia Room
Stuff: Save, Tent, Mognet, Mogshop
Mognet: Letter to Monev, Letter from Mogki

=====

NAZNA:

Location: Summit Station
Stuff: Save, Tent, Mognet
Mognet: Letter from Grimo, Letter to Mochos

=====

MOGRICH:

Location: Treno, near Weapon Store
Stuff: Save, Tent, Mognet
Mognet: Letter from Stiltzkin

=====

MONEV:

Location: Cleyra Trunk
Stuff: Save, Tent, Mognet
Mognet: Letter from Atla

=====

MOPLI:

Location: Cleyra
Stuff: Save, Tent, Mognet
Mognet: -Zidane/Letter from Ruby
 -Letter to Serino
 -Letter from Monev

=====

SERINO:

Location: Red Rose Airship
Stuff: Save, Tent, Mognet
Mognet: Letter from Mopli, Letter to Moodon

=====

KUPPO:

Location: Fossil Roo
Stuff: Save, Tent, Mognet, Mogshop
Mognet: Letter to Kupo

=====

=====
MOGMATT

Location: Conde Petie
Stuff: Save, Tent, Mognet
Mognet: Letter To Suzuna
=====

=====
MOGRYO

Location: Black Mage Village
Stuff: Save, Tent, Mgnet
Mognet: Letter to Mocchi
=====

=====
SUZUNA

Location: Conde Petie Mountain Pass
Stuff: Save, Tent, Mognet
Mognet: Letter from Mogmatt
=====

=====
MOCCHI

Location: Iifa Tree
Stuff: Save, Tent, Mognet
Mognet: Letter from Mogryo
=====

=====
MIMOZA

Location: Oeilvert, Entrance
Stuff: Save, Tent, Mognet, Mogshop
Mognet: Letter to Mooel
=====

=====
MOOEL

Location: Oeilvert, Star Display
Stuff: Save, Tent, Mognet
Mognet: Letter from Mimoza
=====

=====
MOJITO

Location: Desert Palace
Stuff: Save, Tent, Mognet
Mognet: ?
=====

=====
MOGSAM

Location: Desert Palace
Stuff: Save, Tent, Mognet
Mognet: ?
=====

=====
MOGRIKA

Location: Esto Gaza

Stuff: Save, Tent, Mognet
Mognet: Letter From Artemicion, Letter to Moolan

=====

MOGTAKA

Location: Mt. Gulug
Stuff: Save, Tent, Mognet, Mogshop
Mognet: Letter from Moolan

=====

MOOLAN

Location: Mt. Gulug
Stuff: Save, Tent, Mognet
Mognet: Letter to Mogtaka, Letter from Mogrika

=====

KUMOOL

Location: Ipsen's Castle
Stuff: Save, Tent, Mognet, Mogshop
Mognet: Letter to Mois, Letter from Atla, Letter from Mogki

=====

MOOROCK

Location: Bran Bal, later in Pandemonium
Stuff: Save, Tent, Mognet, Mogshop
Mognet: Letter To Mozme

=====

MOZME

Location: Pandemonium
Stuff: Save, Tent, Mognet, Switch Party Members
Mognet: Letter from Moorock

=====

NOGGY

Location: Daguerreo
Stuff: Save, Tent, Mognet
Mognet: Letter to Kupo

=====

MOGUO

Location: World Map, anywhere
Stuff: Save, Tent
Mognet: None

=====

OTHER MOOGLES:

=====

STILTZKIN

Who: A traveling moogle.
Where: Alexandria, Burmecia, Oeilvert, other locations...
Description: Stiltzkin travels around the world and stops by many moogle

locations, you will first meet him in Alexandria. When you see him, talk to him to buy some handy items. This will help him on his journey and you will be able to continue his quest. Here are the locations you will see him:

Disc 1:

Alexandria - He won't do anything but stand next to Kupo.

Burmecia - Sells an Hi-Potion, Soft, and Ether for 333 Gil. Next to Atla.

Cleyra Settlement - Sells an Ether, Hi-Potion, and Phoenix Pinion for 444 Gil. Next to Mopli.

Fossil Roo - Sells a Phoenix Pinion, Ether and Remedy for 555 Gil. Near Kuppo.

Mountain Path - Sells a Magic Tag, Tent, and Ether for 666 Gil. Near Suzuna.

Alexandria (Disc 3)- Sells a Hi-Potion, Phoenix Pinion and Elixir for 777 Gil. Near Kupo.

Oeilvert - Sells an Hi-Potion, Elixir, and Emerald for 888 Gil. Next to Mooel.

Bran Bal - Sells a Ether, Elixir, and Diamons for 2222 Gil. Near Moorock.

Alexandria (Disc 4) - Sells a Elixir, Ruby, and Moonstone for 5555 Gil. Stiltzkin's final location.

=====

MENE

Who: Choco's owner.

Where: Chocobo's Forest, Lagoon, and Air Garden.

Description: When you first meet Mene in the Chocobo forest, he will lend you Choco, your chocobo for the rest of the game. During the game you can play Chocobo Hot and Cold, and he keeps records of your stats of Chocobos. He also sells stuff in exchange for the points you earn. Refer to the Chocobo section for more.

=====

ARTEMICION

Who: Mognet Creator (?)

Where: Alexandria (or Treno... forgot where) in Disc 3.

Description: When you find him in Mognet Central (dig with Dead Peppers), he will send you on a Mognet Mission, which I will put up here later.

=====

EIKO'S MOOGLES

Where: Madain Sari

Description: Talk to these moogles. Also three of them will help Eiko cook dinner in Disc 2.

=====

ARTEMICION'S MOOGLES

Where: Mognet Central

Description: These are the mail receivers in Mognet Central. Mosh, a save moogle in Alexandria Castle, will also join them.

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TETRA MASTER

+++++

Remember Triple Triad in FFVIII? Well, there's a new card game in FFIIX, called Tetra Master. It's not a big factor in the game (except for the tournament in Treno at Disc 3). Triple Triad was much better.

Here is a simple card.

```
-----
| \      / \      // |   Yes, I know my ASCII Art is crappy.
|          |          |   Those // and \ are arrows.
|          |          |
|          |          |
|      [Picture]      |
|          |          |
|<          >|
|          |          |
|      Goblin        |
|          |          |
|      OP00          |
|          |          |
|//      \ /      \\ |
-----
```

This card has arrows pointing in every direction, so this card may be able to take any card that does not have an arrow pointing in one direction. Here is an example:

-BOARD-

```
-----
| | | | |   KEY: X=Opponent Card. P=Your Card.
| x | P | | |
|---|---|---|---|
| | | | |
| | | | |
| | | | |
-----
```

```
-----
| | | | |
| P | P | | |
|---|---|---|---|
| | | | |
| | | | |
| | | | |
-----
```

Now the card becomes yours because the opponent's card did not have an arrow pointing to the right.

All cards have arrows pointing in a random direction. So a Fang can have arrows pointing in all directions, while another Fang has arrows pointing into three directions. Some cards have arrows pointing NOWHERE, meaning that they are useless. This applies to the rarer cards.

I will update this section later. Below is the card list. You can also talk to Alleyway Jack or Mogster for the card battle rules.

CARD LIST:

(In order)

=====

-MONSTERS-	Where Obtained
1. Goblin	Treno Card Shop
2. Fang	Treno Card Shop
3. Skeleton	Treno Card Shop
4. Flan	Treno Card Shop
5. Zagnol	Various Monsters
6. Lizard Man	Various Monsters
7. Zombie	Various Monsters
8. Bomb	Various Monsters
9. Ironite	Various Monsters
10. Sahagin	Various Monsters
11. Yeti	Various Monsters
12. Mimic	Various Monsters
13. Wyerd	Various Monsters
14. Mandragora	Various Monsters
15. Crawler	Various Monsters
16. Sand Scorpion	Various Monsters
17. Nymph	Various Monsters
18. Sand Golem	Various Monsters
19. Zuu	Various Monsters
20. Dragonfly	Various Monsters
21. Carrion Worm	Various Monsters
22. Cerberus	Various Monsters
23. Antlion	Card Players
24. Cactuar	Alexandria, Jump Rope Game
25. Gimme Cat	Various Monsters
26. Ragtimer	Various Monsters
27. Hedgehog Pie	Various Monsters
28. Ralvuimago	Card Players
29. Ochu	Various Monsters
30. Troll	Various Monsters
31. Blazer Beetle	Various Monsters
32. Abomination	Various Monsters
33. Zemzelett	Various Monsters
34. Stroper	Various Monsters
35. Tantarion	Various Monsters
36. Grand Dragon	Various Monsters
37. Feather Circle	Various Monsters
38. Hecteyes	Various Monsters
39. Ogre	Various Monsters
40. Armstrong	Various Monsters
41. Ash	Various Monsters
42. Wraith	Various Monsters
43. Gargoyle	Various Monsters
44. Vepal	Various Monsters
45. Grimlock	Various Monsters
46. Tonberry	Various Monsters
47. Veteran	Various Monsters
48. Garuda	Various Monsters
49. Malboro	Various Monsters
50. Mover	Various Monsters
51. Abadon	Various Monsters
52. Behemoth	Various Monsters
53. Iron Man	Various Monsters
54. Nova Dragon	Various Monsters
55. Ozma	After Beating Ozma

56.Hades After Beating Hades

-MAGIC/SUMMONS-	Where Obtained
57.Holy	Treno Card Game Stadium - Magic Master Thalisa
58.Meteor	Daguerreo - Agree with the clerk 5 times
59.Flare	Daguerreo - Agree with the customer 5 times
60.Shiva	Monsters/Card Game Players
61.Ifrit	Card Game Stadium - Eidolon Master Leyra
62.Ramuh	Card Game Stadium - Eidolon Master Leyra
63.Atomos	Card Game Stadium - Eidolon Master Leyra
64.Odin	Card Game Stadium - Eidolon Master Leyra
65.Leviathan	Card Game Stadium - Eidolon Master Leyra
66.Bahamut	Card Game Stadium - Eidolon Master Leyra
67.Ark	Card Game Stadium - Eidolon Master Leyra
68.Fenrir	Card Game Stadium - Eidolon Master Leyra
69.Madeen	Card Game Stadium - Eidolon Master Leyra
70.Alexander	Dig Up The Treasure of The "Ocean" Chocograph

-WEAPONS/ITEMS-	Where Obtained
71.Excalibur II	Card Master
72.Ultima Weapon	Card Game Stadium - Weapon Master Hunt
73.Masamune	Card Game Stadium - Weapon Master Hunt
74.Elixir	Card Master
75.Dark Matter	Fairy Island Chocograph
76.Ribbon	Card Master
77.Tiger Racket	Card Master OR Chocograph
78.Save The Queen	Card Game Stadium - Weapon Master Hunt
79.Genji	Card Master
80.Mythril Sword	The 'Soldier' Enemies drop it

-TRANSPORTATION-	Where Obtained
81.Blue Narciss	?
82.Hilda Garde 3	Chocograph
83.Invincible	Use Dead Pepper EXACTLY where Shimmering Island used to be (Disc 4)
84.Cargo Ship	Play a Card game w/ Four Armed Man in Daguerreo
85.Hilda Garde 1	Dead Pepper Usage
86.Red Rose	Dead Pepper Usage at Quan's Dwelling
87.Theater Ship	Chocograph
88.Viltgance	Mene's Exchange Shop

-CHOCOBOS-	Where Obtained
89.Chocobo	From Fat Chocobo at Chocobo's Paradise
90.Fat Chocobo	Find all Chocographs/Dead Peppers, then challenge Fat Chocobo to a Card Game. He has it.

-CRITTERS-	Where Obtained
91.Moogle	Card Master
92.Frog	Gigan Toad/Card Game Players
93.Oglop	Win it from Erin at the Card Tourney in Disc 3.

```

=====
-CASTLES-           Where Obtained
94.Alexandria       Jump Rope - Jump 200 Times.
95.Lindblum         Near Card Freak Gon's House in Lindblum after
                    Lindblum gets destroyed but before it starts being
                    rebuilt.
=====

```

```

=====
-SPECIAL CARDS-    Where Obtained
96.Two Moons        Card Master
97.Gargant          The 'Dracozombie' Monsters drop it in Disc 4.
98.Namingway        Win it from Mario in the Card Game Tournament.
99.Boco             Card Master
100.Airship         Dead Pepper
=====

```

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+++++++
MOGNET CENTRAL
+++++++

```

To open up this side-quest, you need a Reef Chocobo and Dead Peppers, and it will not work in Disc 4, only in Disc 3. First, deliver mail to Mogrika in Mt. Gulug. She will then say that Mognet is going out of business because something that Artemicion the moogle did. Now, you need to deliver all the other mail before you can actually get the mail that is supposed to be delivered to Mogrika. There is an island northeast of Madain Sari, go there to Cazedil Plains and look for a crack in the mountains. Use a Dead Pepper when you are on Choco and an opening will be revealed, leading to Mognet Central. Talk to Artemicion, the purple moogle on the top floor, and you will learn that Mognet has been in trouble due to him using too much of a thing. Now leave Mognet Central and go to the Alexandria Ruins. Go to where the steeple is and you will see Kupo, the first save moogle, still there. He will give you a letter to Atla, starting the Mognet Central side-quest.

Kupo ---> Atla ---> Mogryu ---> Kumool ---> Mois --

```

-----
|
---> Noggy ---> Kupo

```

Kupo is located in Alexandria, he will give you a letter to Atla, who is located in Burmecia's Vault (in the castle right before Freya climbs the pillar). Mogryu is located in Black Mage Village. Kumool is located in Ipsen's castle (enter the castle, go into the right room, and you'll see him). Mois WAS located in the Ice Cavern, but moved to the first Qu's Marsh in Eunorus Plains (north of Lindblum, in the mist). You need to have Quina in your party before you can find Mois. Go east of Quale's house where Fossil Roo is and Mois will be standing there. Noggy is located in Daguerreo, enter Daguerreo and go right, take the lift up and you should see him on the right. Noggy knows who has the thing that Artemicion used, but his letter needs to be delivered to Kupo. Head back to the steeple in Alexandria and find Kupo. Now go to Ruby's theater and you will get the Superslick, take this item to Artemicion in Mognet Central and Mognet will be back in business. Artemecion will give you a Protect Ring for your troubles. That's all you get...

```

+++++++
COFFEE

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++++
In Disc 1, before you go to Dali, go to the big mountain the right of the village. Mr. Morrid, the man that lives In the house near the entrance, is a coffee collector. If you find three different types of coffee in the game, take them to Morrid to get a Mini-Prima Vista model.

Moccha Coffee - Visit the South Gate Arch north of the Chocobo Forest to find this one.

Kirman Coffee - In Eiko's Kitchen, go down the steps and you should find it.

Burman Coffee - This is VERY tricky to get. Anytime during the card tournament in Disc 3 in Treno, you will be controlling Zidane alone. Exit Treno and head south to South Gate. Go left and exit at South Dali Gate and head all the way to Dali. Enter Mayor Kapu's house (last time, he would not let you in) and he will not be home. The guy in the middle of the room is asleep, so if you run around, you will wake him, and you will be kicked out. Search the desk for a Mini-Brahne model. Search the desk two more times until you see the "Zzzzz" message. Check the stove for the Mayor's key. Now go to the windmill and open the locked door to see a treasure chest near the Chocobo pen. Open it for 30,000 Gil. Check it again for the Burman Coffee. Also, since the windmill has stopped running, you can go upstairs and get the Elixir and Cachusha in the treasure chests. Take all three Coffees to Morrid BEFORE Disc 4 and he will promise that he will give you a Mini-Prima Vista. When you have access to enter Lindblum, go to the Tanatalus hideout in the Theater District and look around the floor to find the Mini-Prima Vista model.

XVIII. BESTIARY

Here is a small list of monsters, followed by a big one:

LOCATIONS OF ENEMIES:

Masked Man: Prima Vista Theater Ship

King Leo: I Want To Be Your Canary Stage

Benero: I want to be your canary stage

Zenero: I want to be your canary stage

Steiner 1: Prima Vista

Steiner 2: Stage

Weimar: Stage

Haagen: Stage

Steiner 3: Prima Vista

Big Bomb: Prima Vista

Goblin: Evil Forest, Gunitas Basin

Fang: Evil Forest, Lindblum Festival

Prison Cage: Evil Forest

Baku: Evil Forest

Dendrobium: Evil Forest

Plant Brain: Evil Forest

Plant Spider: Evil Forest

Mu: Nolrich Heights, Gunitas Basin, Lindblum Festival

Python: Gunitas Basin, Nolrich Heights

Flan: Ice Cavern

Cave Imp: Ice Cavern

Wyerd: Ice Cavern

Black Waltz #1: Ice Cavern

Sealion: Ice Cavern

Carve Spider: Nolrich Heights, Bentini Heights, Lindblum Plateau

Ghost: Dali Storage Area

Vice: Dali Storage Area, Eunorus Plains

Black Waltz #2: Dali Field

Black Waltz #3: Cargo Ship

Trick Sparrow: Festival of the Hunt, Bentini Heights

Ladybug: Eunorus Plains/King Ed Plains

Hedgehog Pie: King Ed Plains/Eunorus Plains

Serpion: King Ed Plains/Eunorus Plains

Axe Beak: Lindblum Plateau

Bomb: Lindblum Plateau

Axolotl: Qu's Marsh (Eunorus Plains)

Gigan Toad: Qu's Marsh (Eunorus Plains)

Clipper: Qu's Marsh (Eunorus Plains)

Skeleton: Gizamaluke's Grotto

Type A: Gizamaluke's Grotto

Hornet: Gizamaluke's Grotto

Lamia: Gizamaluke's Grotto

Grand Dragon: Popos Heights

Garuda: Popos Heights

Gizamaluke: Gizamaluke's Grotto

Lizard Man: Daines Horse Basin

Yeti: Daines Horse Basin

Type B: Burmecia

Magic Vice: Burmecia

Basilisk: Burmecia

Ironite: Burmecia

Beatrix: Burmechia

Black Waltz #3: Cable Car Tracks

Crawler: Gargan Roo

Ralvurahva: Gargan Roo

Carrion Worm: Cleyra Trunk

Zuu: Cleyra Trunk

Sand Golem: Cleyra Trunk

Antlion: Cleyra Settlement

Soldier: Cleyra Trunk

Type B: Cleyra Settlement

Beatrix: Cleyra Settlement

Soldier(2): Alexandria Castle

Tantarian: Alexandria Castle

Thorn and Zorn: Alexandria Castle

Beatrix: Alexandria Castle

Bandersnatch: Alexandria Castle

Type C: Alexandria Castle

Ralvuimago: Gargan Roo

Zaghnol: Pinnacle Rocks

Sand Scorpion: Pinnacle Rocks

Seeker Bat: Pinnacle Rocks

Armodullahan: Fossil Roo

Lani: Fossil Roo

Abomination: Fossil Roo

Griffin: Fossil Roo

Feather Circle: Fossil Roo

Goblin Mage: Donna Plains

Sahagin: Qu's Marsh 2 (Donna Plains)

Zemzellet: Magdalene Forest

Myconid: Magdalene Forest

Gnoll: Mountain Path

Ochu: Mountain Path

Troll: Mountain Path

Hilgigars: Mountain Path

Blazer Beetle: Lucid/Pualei Plains

Stroper: Iifa Tree

Zombie: Iifa Tree

Dracozombie: Iifa Tree, Disc 4 Forests

Soulcage: Iifa Tree

Scarlet Hair: Madain Sari

Mistodon: Iifa Tree, Alexandria Trouble

Antlion(sandpits) Desert on Outer Continent

Land Worm: Kiera Desert

Grimlock: Desert Palace - Docks

Ogre: Desert Palace - Docks, Oeilvert

Jabberwock: Forgotten Continent

Armstrong: Forgotten Continent

Cactuar: Forgotten Continent

Catoblepas: Forgotten Continent

Adamantoise: Forgotten Continent/Beaches

Epitaph: Oeilvert

Garuda: Oeilvert, Esto Gaza

Ark: Oeilvert

Drakan: Desert Palace

Desert Palace -----Torama:

Valia Pira: Desert Palace

Vepal (green): Icefields

Vepal (red): Mt.Gulug

Grenade: Mt.Gulug

Worm Hydra: Mt.Gulug

Wraith: Mt.Gulug

Red Dragon: Mt.Gulug

Thorn: Mt.Gulug

Zorn: Mt.Gulug

Meltigemini: Mt.Gulug

Veteran: Ipsen's Castle

Agares: Ipsen's Castle

Gargoyle: Ipsen's Castle

Cerberus: Ipsen's Castle

Tonberry: Ipsen's Castle

Taharka: Ipsen's Castle

Ozma: Chocobo's Air Garden

Quale: Qu's Marsh (catch 99 frogs)

Anemone: Qu's Marsh (Forgotten Continent)

Whale Zombie: Salvage Archipelago

Gigan Octopus: Salvage Archipelago

Gimme Cat: Salvage Archipelago, Sacrobless Island

Earth Guardian: Shrine 4

Hecteyes: Terra

Mover: Terra

Ring Leader: Terra

Amdusias: Pandemonium

Abadon 1: Pandemonium

Shell Dragon 1: Pandemonium

Abadon 2: Pandemonium

Shell Dragon 2: Pandemonium

Malboro: Pandemonium, Disc 4 Various

Silver Dragon: Pandemonium

Garland: Pandemonium

Kuja: Pandemonium

Nova Dragon: Memoria

Ash: Memoria

Veteran (Roulette) Memoria

Iron Man: Memoria

Chimera: Memoria

Maliris: Memoria

Tiamat: Memoria

Stilva: Memoria

Hades: Memoria

Behemoth: Memoria

Kraken: Memoria

Lich: Memoria

Crystal Maliris: Crystal World

Crystal Tiamat: Crystal World

Crystal Kraken: Crystal World

Crystal Lich: Crystal World

Deathguise: Crystal World

Trance Kuja: Crystal World

Necron: Underneath Iifa


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Monster Name	HP	MP	LV	EXP	GIL	CARD
Abadon	13000	2500	58	32073	2604	Abadon
Abomination	879	482	15	913	388	Ironite
Adamantoise	3587	1043	31	5096	4433	Gargant
Agares	6775	1596	43	14275	1945	Ragtimer
Amdusias	6578	1568	42	-	-	-
Anemone	3586	1045	31	5080	1137	Dragonfly
Antlion	3938	3950	16	-	1616	Sahagin
Armodullahan	818	4598	13	809	474	-
Armstrong	4204	1165	33	7150	1456	Armstrong
Ark	20002	1374	38	-	5964	Atomos
Ash	21591	3014	66	40329	2748	Ash
Axe Beak	241	267	6	123	224	Bomb
Axolotl	211	266	6	106	236	Sahagin
Baku	202	1285	2	-	-	-
Bandersnatch	899	464	14	787	347	Wyerd
Basilisk	346	267	6	167	233	Lizard Man
Beatrice(Burmechia)	3630	3467	14	-	-	-
Beatrice(Cleyra)	4736	3964	17	-	-	-
Beatrice(Alxdria)	5709	4203	19	-	-	-
Behemoth	24123	3338	71	53168	2764	Ogre
Benero	28	149	1	-	-	-
Black Waltz #1	229	9999	2	-	134	Skeleton
Black Waltz #2	1030	3017	6	-	441	Zagnol
Black Waltz #3	1128	2080	7	-	-	-
Black Waltz #4	1292	344	9	-	864	-
Blazer Beetle	1468	603	19	1548	740	Crawler
Bomb	526	359	10	178	235	Bomb

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=====
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Might update soon.

```
=====
```

ABODON

Class: Regular Monster

Level: 58

HP: 13000
MP: 2500
Type: Bug/Flying
Blue Magic Learn: Twister
EXP: 32073
Gil: 2604
Steal: Vaccine, Garnet, Phoenix Pinion x2
Drop: Vaccine, Garnet
Card: Abodon
Location: Pandemonium

STR: 22
SPEED: 36
MAGIC: 22
SPIRIT: 38
ATK: 75
DEF: 10
EVD: 6
MGC DEF: 10
MGC EVD: 8

STRENGTH: Earth
WEAKNESS: Wind

Attacks:

Blade - Physical, one target
Thundaga - Magic, one target
High Wind - One target
Virus Fly - All, causes Virus

Comments: I don't think you can fight them again once you leave Pandemonium.
These guys can be annoying, but they will only attack as one. (Abodon is a
boss's name in FFVIII too!)

=====

ABOMINATION

Class: Regular Monster
Level: 15
HP: 879
MP: 482
Type: -
Blue Magic Learn: Night
EXP: 913
Gil: 388
Steal: Ore, Hi-Potion, Ether
Drop: Annoyntment, Phoenix Down
Card: Ironite
Location: Fossil Roo

SPEED: 22
STR: 11
MGC: 11
SPIRIT: 17
ATK: 24
DEF: 8
EVD: 3
MGC DEF: 10
MGC EVADE: 4

STRENGTH: None

WEAKNESS: None

Attacks:

Silent Slap - One target, physical, causes Silence.

Fira - One target/All. Magic. Fire damage.

Sleep - One target, causes Sleep.

Comments: They will attack in pairs or threes. Make sure you have something to protect Vivi from their Silent Slap.

ADAMANTOISE

Class: Regular Monster

Level: 31

HP: 3587

MP: 1043

Type: -

Blue Magic Learn: Earth Shake

EXP: 5096

Gil: 4433

Steal: Tent, Phoenix Down, Hi-Potion

Drop: Echo Screen, Ether, Potion, Hi-Potion

Card: Gargant

Location: Beaches on Forgotten Continent

Spd: 25

Str: 15

Mgc: 15

Sprt: 25

Atk: 43

Def: 17

Evd: 4

Mgc Def: 8

Mgc Evd: 5

Strength: Water

Weakness: Thunder

Attacks:

Thundara - Magic, Thunder one/all target(s)

Heave - One target physical

Earth Shake - Earth damage all

Limit Glove - Only occurs when Adamontoise's HP is 1. Kills target.

Comments: Just watch out for their Limit Glove, which is pretty rare. Fight them for a pretty rare Gargant Card.

AGARES

Class: Regular Monster

Level: 43

HP: 6775

MP: 1596

Type: Demon

Blue Magic Learn: -

Exp: 14279

Gil: 1945

Steal: Ore, Tent, Soft
Drop: Amethyst, Phoenix Down, Ether
Card: Ragtime Mouse
Location: Ipsen's Castle

Spd: 28
Str: 18
Mgc: 18
Sprt: 31
Atk: 57
Def: 7
Evd: 5
Mgc Def: 21
Mgc Evd: 6

Strength: None
Weakness: None

Attacks:

Rise - Awakens Gargoyle, usually uses when weak
Bio - One target, causes poison
Blizzara - One/all targets, Ice magic
Thundara - One/all targets, Thunder Magic
Fira - One/all targets, Fire magic
Osmose - One target, drains MP
Freeze - Freezes one target
Paper Storm - All targets, Physical attack

Comments: Agares always comes with a frozen Gargoyle. Attacking the Gargoyle does just a little damage, so attack Agares. When Agares is weaker he will cast Rise on the Gargoyle, which lowers the Gargoyle's defense greatly so you can attack.

=====

AMDUSIAS

Class: Regular Monster
Level: 42
HP: 6578
MP: 1568
Type: Demon/Flying
Blue Magic Learn: LV4 Holy
Exp: None
Gil: None
Steal: Ether, Hi-Potion, Antidote, Phoenix Pinion
Drop: None
Card: None
Location: ?

Spd: 27
Str: 18
Mgc: 18
Sprt: 30
Atk: 56
Def: 10
Evd: 5
Mgc Def: 10
Mgc Evd: 6

Strength: Earth

Weakness: Wind

Attacks:

- Horn - One target, physical
- LV4 Holy - All targets, Holy damage
- Bio - Poison damage, one target
- Thundara - One/all target(s) Thunder damage

Comments: Never seen these guys... E-mail me and tell me the location for credit.

ANEMONE

Class: Regular Monster
Level: 31
HP: 3586
MP: 1045
Type: -
Blue Magic Learn: Bad Breath
EXP: 5080
Gil: 1137
Steal: Tent, Ore
Drop: Ether, Hi-Potion, Eyedrops
Card: Dragonfly
Location: Beaches

Spd: 25
Str: 15
Mgc: 15
Sprt:25
Atk: 43
Def: 10
Evd: 4
M Df:10
M Ev: 5

Strength: Water
Weakness: Thunder

Attacks:

- Mucus - One target, adds Berserk status
- Blizzara - One/all targets, Ice magic
- Water - One/all targets, water magic

ANTLION

Class: Boss, Cleyra Settlement
Level: 16
HP: 3650
MP: 3950
Type: -
Blue Magic Learn: -
Exp: 0
Gil: 1616
Steal: Mythril Vest, Gold Helm, Annoyntment
Drop: Ether x3, Annoyntment
Card: Sahagin
Location: Cleyra

Spd: 22
Str: 11
Mgc: 11
Sprt: 17
Atk: 25
Def: 10
Evd: 3
M Def: 10
M Evd: 4

Strength: Water
Weakness: Ice

Attacks:

Fire - One/all targets, Fire magic
Counter Horn - One target, physical damage
Trouble Mucus - One target, causes trouble
Sandstorm - All targets, adds Darkness status

ARMODULLAHAN

Class: Sub-Boss
Level: 13
HP: 818
MP: 4598
Type: -
Blue Magic Learn: -
Exp: 809
Gil: 474
Steal: HiPotion, Ore, Ether
Drop: None
Card: None
Location: Fossil Roo

Spd: 21
Str: 11
Mgc: 11
Sprt: 16
Atk: 22
Def: 15
Evd: 3
M Def: 8
M Evd: 4

Strength: Shadow
Weakness: Thunder, Holy

Attacks:

LV 5 Death - All targets, kills anyone on a level multiple of 5
Death - One target, kills target
Thundara - One/all targets, Thunder damage
Spear - One target, physical

More Bestiary monsters to come! (I'm a slow ass)

XIV. BOSS GUIDE

Here are the guides for bosses in the game. The listings aren't exact, so don't e-mail me telling me to fix something.

+++++
Boss: PLANT BRAIN
HP: 994
MP: 999
LEVEL: 7
WEAKNESS: Fire
STRENGTH: None
LOCATION: Evil Forest
DIFFICULTY: 4.0/10

The fight really isn't that hard. Have Steiner do Sword Magic Fire (powered by Vivi) and Zidane try to steal until he does. Vivi should use Fire and cure the party with potions. Steiner MUST be alive, if he dies, then quickly revive him ASAP. If Vivi doesn't have time to heal, have Zidane do it. Steiner should always attack. When you take about 500HP from the boss Blank will come and help you. Have him also act like a healer or steal. If the Plant Brain uses Pollen, then use Eyedrops on Zidane or Blank (not both, that will be wasting time). Vivi's magic doesn't miss. Steiner doesn't miss either with his sword.

+++++
Boss: BLACK WALTZ #1, SEALION
HP: Sealion - 472. Black Waltz #1 - 250
MP: Sealion - 9999. Black Waltz #1 - 9999
LEVELS: Sealion - ?. Black Waltz - 2
WEAKNESS: Sealion - Fire. Black Waltz - Fire, Ice
STRENGTH: Sealion - Earth, Water, Ice. Black Waltz - None
LOCATION: Ice Cavern
DIFFICULTY: 5.5/10

Since you're using only Zidane, and going against two bosses at the same time, the fight can be based on luck. Just attack the Black Waltz continuously and cure yourself with a Potion when your HP goes below 100. Watch out for the Sealion's Tsunami, it will hurt you for about 90HP. You should be able to kill Black Waltz in 4 or 5 hits. If you go into Trance, use one Dyne to finish off Black Waltz, and the other Dynes on Sealion. Don't try killing Sealion first, because the Black Waltz can cure it.

+++++
Boss: BLACK WALTZ #2
HP: 1040
MP: 9999
LEVEL: 6
WEAKNESS: Wind
STRENGTH: Earth
LOCATION: Dali
DIFFICULTY: 6.5/10

This is a tough fight so be ready. Dagger should cure most of the time (press L1 to cast the cure on all members) and when she's available and your characters are at good health, just wait till the other characters' ATB

Gauges get up and press Triangle. You don't want to waste a turn attacking with Dagger for measly damage, do you? Don't use Vivi's magic, because the Black Waltz will counter with more powerful magic on your characters.

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Boss: BLACK WALTZ #3
HP: 1200
MP: 9999
LEVEL: 7
WEAKNESS: Wind
STRENGTH: Earth
LOCATION: Cargo Ship
DIFFICULTY: 7.0/10

This can be tough since you don't have Dagger. Vivi starts out in Trance, so use Fire or Blizzard for his Double Black command. The Waltz will cast Thundara when it floats, so be ready to use healing. Like always, Steiner should use his Sword Magic and Zidane should steal and heal. If Steiner gets knocked out, wait till both Vivi's and Zidane's ATB Gauge is full, have one of them use Phoenix Down, and the other use Potion on Steiner. Make sure to do this AFTER Vivi's Trance runs out. Do the same if anyone else gets knocked out, but you shouldn't really waste time reviving Vivi if he gets KO'ed because he's not really great against the Waltz as the others.

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Boss: GIZAMALUKE
HP: 2318
MP: 502
LEVEL: 16
WEAKNESS: Thunder, Wind
STRENGTH: Water, Earth
LOCATION: Gizamaluke's Grotto
DIFFICULTY: 7.0/10

Well, I thought that Gizamaluke would be some old man that owns the grotto (since they call him Master Gizamaluke) but whoa, a monster... The fight is pretty hard, because some of Gizamaluke's attacks will wipe out a party member instantly. Make sure you got Quina equipped and have her attack. Freya should jump so Gizamaluke wouldn't be able to attack her, Vivi should Fire Gizamaluke, and Zidane should cure or attack. Gizamaluke's attacks will do a lot of damage but he doesn't have ones that are very damaging. If you gained levels before setting foot into the grotto, and have Zidane equipped with The Ogre, then Gizamaluke shouldn't pose much of a threat.

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Boss: BEATRIX
HP: 2750
MP: 3467
LEVEL: 14
WEAKNESS: None
STRENGTH: None
LOCATION: Burmecia
DIFFICULTY: 7.5/10

This can be tough. Beatrix's attacks are very damaging. She will use Thunder Slash and Shock mostly. Shock will probably instantly kill a party member and Thunder Slash will lower a target's HP down high. If everyone's health

is OK, have Freya jump, otherwise she needs to heal. Zidane should steal and attack and heal. Quina should also heal (although she might die, and you probably won't have time to revive her) Vivi should use magic all the time. Don't let Vivi die! If he dies, revive him ASAP.

An easier way to beat this is to equip Coral Rings on everyone. You can buy them in Lindblum, but if you entered Gizamaluke's Grotto, then you won't be able to return to the Synth Shop there. Coral Rings absorb Thunder, so Beatrix will be healing you with her attacks instead of beating your ass. Now the fight will be easier and you won't have to worry as much.

NOTE - I'm not sure if you can buy Coral Rings in the Lindblum shop. If you can't, then you can have Freya win the Festival of the Hunt for one Coral Ring.

Beatrix will use Stock Break to reduce everyone's HP to 1, and escapes. Disc 1 ends.

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Boss: BLACK WALTZ #3
HP: 1431
MP: 344
LEVEL: 7
WEAKNESS: None
STRENGTH: None
LOCATION: Cable Car Railroad
DIFFICULTY: 2.5/10

This fight is pretty easy since you have Dagger with you. Dagger should heal one or everyone. Steiner and Marcus should attack. As long as Dagger keeps everyone's HP up, you should have absolutely no problem beating this crazy Black Mage. Also, remember to steal. You might get the cool Flame Staff, although it might take a while to steal it. The Black Waltz will never attack Dagger, so don't worry about her.

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Boss: RALVURAHVA
HP: 2500
MP: 3649
LEVEL: 13
WEAKNESS: Ice
STRENGTH: None
LOCATION: Gargan Roo, Gargant's Path
DIFFICULTY: 3.0/10

Another easy fight. Just do the same as you did on Black Waltz. You should be able to beat the snake easily. If you have the Antibody support ability equipped, you've just made the battle even easier, but there's nothing really to worry about when you're poisoned.

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Boss: ANTLION
HP: 3650
MP: 3950
LEVEL: 16
WEAKNESS: Ice
STRENGTH: Water

LOCATION: Cleyra
DIFFICULTY: 8.5/10

The boss may seem pretty easy at first as it won't do much damage, but be prepared. Freya should ALWAYS Jump, this way, she will be able to avoid Antlion's attacks. The Sandstorm Antlion uses creates a world of hurt on your party, PLUS Darkness. When Freya comes back from her sky cruise, have her heal everybody. Then use Eyedrops. You may have to keep starting over this fight since it's very hard. Quina should do a lot of damage so have her attack. Vivi should Focus first, then use his magic (use Blizzard or Blizzara). Make sure to have some Annoyntments, because Antlion causes Trouble status. Also, don't physically attack too much, because the Antlion can counter.

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Boss: BEATRIX
HP: 4200
MP: 3964
LEVEL: 17
WEAKNESS: None
STRENGTH: None
LOCATION: Cleyra
DIFFICULTY: 7.5/10

Remember to have Coral Rings equipped! Beatrix is back, and she will use the same attacks she did before. This time, they will do way more damage. Do the same thing you did before. Vivi should use magic, Quina should attack, Freya should Jump, and Zidane should heal. If Zidane is stronger than Quina, then Quina should heal and Zidane should attack. Remember to keep all your characters alive because this will be tougher than before. Beatrix will finish you off with Stock Break as she did before.

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Boss: ZORN and THORN
HP: Thorn 2500, Zorn 4500
MP: ???
LEVELS: ???
WEAKNESS: ???
STRENGTH: ???
LOCATION: Alexandria Castle
DIFFICULTY: 4.5/10

A pretty easy fight that should be beaten quickly. Kill Thorn, since he has a way 2000 HP off Zorn. Thorn will power up Zorn, who will then use Flare, and after that Zorn will power up Thorn, who will then use Meteor. Since you only need to kill one of the clowns, go for Thorn.

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Boss: BEATRIX
HP: 5700
MP: 4500
LEVEL: 19
WEAKNESS: None
STRENGTH: None
LOCATION: Alexandria Castle
DIFFICULTY: 6.5/10

AGAIN?! Well, she doesn't have her music on this time. If you equipped the Ice Brand on Steiner, you can do over 700 damage to her with it. Even more with Steiner's Sword Magic. This shouldn't be too hard since you're now experienced fighting Beatrix. You should watch out for her Shock yet again and keep a Coral Ring on Steiner (he's probably the most important). Freya should jump as always and Vivi and Zidane should heal or use their attacks. Beatrix will use Climhazard this time to set your HP to 1.

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Boss: RALVUIMAGO
HP: 3400
MP: 584
LEVEL: 18
WEAKNESS: Ice
STRENGTH: Earth
LOCATION: Gargan Roo, Gargant Path
DIFFICULTY: 1.5/10

Once again this is easy. Keep Dagger healing and Vivi and Zidane doing damage. Once you do about 1500 damage the snake will start coiling up. Don't attack it when it's coiled, and when it uncoils use Zidane to attack it (since he does the most damage). After Zidane attacks, Ralvuimago will coil up again. Just wait till it uncoils and attack again. Repeat this until Ralvuimago dies. Since Ralvuimago can't do anything when it's coiled, then you should be able to beat this ridiculously easy battle without any special strategies or help.

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Boss: LANI
HP: 5456
MP: 4800
LEVEL: 19
WEAKNESS: None
STRENGTH: None
LOCATION: Fossil Roo
DIFFICULTY: 4.0/10

A pretty quick fight which doesn't involve too much strategy. Lani will only attack Dagger, so have Dagger heal herself and everyone else should attack. Later on Lani will harm everyone, this can be cured easily by Dagger. Also be sure to have the Man Eater support ability on someone for added damage. You'll be able to beat this fight like that, and I doubt that you will need help.

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Boss: HILGIGARS
HP: 8787
MP: 908
LEVEL: 28
WEAKNESS: None
STRENGTH: None
LOCATION: Conde Petie Mountain Pass
DIFFICULTY: 6.5/10

Keep Man Eater equipped, because this guy IS human. The giant has tons of HP, but should go down. He can be hard at times, and he will also cast Curaga on himself. With Eiko and Dagger, being the two healers, you should

have no problem keeping your defense up. Eiko can cast Cura, so have her act as the healer, and when she's unavailable, get Dagger to do it. Be careful of Hilgigars's Knockdown move, because it will hurt. If you have some Earth resistances, now's the time to equip them.

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Boss: SOULCAGE
HP: 9700
MP: 850
LEVEL: 26
WEAKNESS: Fire, Holy
STRENGTH: Shadow
LOCATION: Iifa Tree
DIFFICULTY: 8.0/10, or 0.5/10

Normal Way: This is a tough fight. Make sure to do some level gaining and make sure your level is NOT on a multiple of 5. Soulcage has a LV5 Death attack, which he does on all of your party. This will not work if your level is on a multiple of 5. If someone's level is on a multiple of 5, they will die. This makes the boss tough. Watch out for Mustard Bomb, because it will burn you. If you have Body Temp equipped, you will be immune to it. Leaf Swirl and Fira should be healed by Eiko's Cura. Make sure Dagger heals too and Vivi uses Fira.

How To Beat The Boss Damn Straight Easy: Don't read the strategy above. Use 3 Phoenix Downs on Soulcage and it dies.

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Boss: SCARLET HAIR
HP: 9000
MP: 6000
LEVEL: 22
WEAKNESS: None
STRENGTH: None
LOCATION: Madain Sari
DIFFICULTY: 6.0/10

Since you only have Zidane for this fight, keep up your HP with Hi-Potion. Chemist will also come in handy. If you have Counterattack, equip it. This is extremely useful in this fight. Don't forget to equip the Exploda Morrison gave to you. If you didn't have it equipped, then equip it now. It's the best weapon for Zidane up to this point. When Amarant (Scarlet Hair) bounces around, don't attack. When he gets back to his main position, then attack. If you have Eye 4 Eye also, equip it and Counterattack will activate more often. If you go into Trance, then you probably will win.

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Boss: ARK
HP: 20002
MP: ?
LEVEL: ?
STRENGTH: ?
LOCATION: Oeilvert
DIFFICULTY: 8.0/10

Whoo. This is tough. I wonder how an airship like this could fit in such a small room. Ark can definitely beat your ass. His Propeller Wind attack will

do lots of damage to all your characters, plus confuse them. If you have Clear Headed, equip it. Clear Headed prevents confusion, making the battle much easier. If your characters do get confused, just attack them weakly. The cannon attack he has reduces someone's HP to 1, so get ready for Cura. Twister can be very dangerous also. The one problem that I hate about this fight is that Dagger can't concentrate, and she usually won't heal!!! Get your Elixirs ready then.

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XV. APPENDIX

ADD-ONS:

\$Tip From Wiseone\$

Add-ons can be found or made in Synth Shops. Some of these sell for more Gil than they cost. You can easily get free money like this.

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Desert Boots

Cost: 300

Sell: 750

Stat Bonuses: Magic +1, Evade +2, Spirit +1

Description: Boots with good traction. Elem-Def: Earth damage reduced by 50%.

Abilities: Flee Gil, Protect, Scan

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Magician Shoes

Buy: 1500

Sell: 3750

Stat Bonuses: Magic +2, Magic Evd +6

Description: Shoes packed with magic.

Abilities: MP +10%, Blind, Clear Headed

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Germinas Boots

Buy: 900

Sell: 2000

Stat Bonuses: Strength +1, Magic Evd +6

Description: Boots that raise strength. Raises Earth Elem-Atk.

Abilities: Alert, HP +10%, Flee

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Feather Boots

Buy: 4000

Sell: 3000

Stat Bonuses: Evade +3

Description: Boots that are as light as a feather. Absorbs Earth Elem-Atk.

Abilities: MP Attack, Initiative, HP +20%

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Battle Boots

Buy: 6500

Sell: 10500

Status Bonuses: Strength +2, Defense +2, Magic Def +1

Description: Combat Boots

Abilities: MP Attack, Initiative, HP +20%

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Running Shoes

Buy: 12000

Sell: 16500

Stat Bonuses: Speed +2, Evade +4, Magic Evd +4

Description: Shoes that allow you to walk with light steps

Abilities: Auto-Haste, Auto-Potion, Haste

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Anklet

Buy: 4000

Sell: 1600

Stat Bonuses: Magic +3, Spirit +1, Evade +5

Description: Anklet adorned with a four leaf clover that raises spirit

Abilities: Locomotion, Healer, Counter

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Power Belt

Buy: 2000

Sell: 3500

Stats Bonuses: Defense +2, Strength +3

Description: Belt that raises strength

Abilities: MP Attack, Fira, Counter

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Black Belt

Buy: 4000

Sell: 5500

Stat Bonuses: Strength +2, Spirit +2, Defense +1

Description: Belt that raises strength. Raises Wind Elem-Atk

Abilities: HP +20%, Beast Killer, Demi

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Glass Buckle

Buy: 500

Sell: 800

Stat Bonuses: Magic Evd +5, Strength +1, Magic +1, Spirit +2

Description: Buckle protected by mysterious powers.

Abilities: Antibody, Add Status, Thunder

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Madain's Ring

Buy: 3000

Sell: 3750

Stat Bonuses: Spirit +2, Magic Def +2

Description: Ring used as a charm since Ancient times. Absorbs Ice Elem-Atk.

Abilities: Body Temp, Chemist, Guardian Mog

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Rosetta Ring

Buy: 24000

Sell: 18000

Stat Bonuses: Defense +1, Evade +2, Magic +1, Magic Def +3, Magic Evd +2

Description: Ring with a fire god's spirit dwelling inside. Absorbs Fire Elem-Atk.

Abilities: Level Up, Concentrate, Reflectx2

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Reflect Ring

Buy: 7000

Sell: 3500

Stat Bonuses: Spirit +1, Strength +1, Magic Def +1

Description: Ring enchanted with the spell 'Reflect'

Abilities: Auto-Reflect, Reflect, Distract

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Coral Ring

Buy: 1200

Sell: 2000

Stat Bonuses: Spirit +2, Magic Evd +3

Description: Ring adorned by corals. Absorbs Thunder Elem-Atk.

Abilities: Insomniac, Man Eater, Lancer

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Promist Ring

Buy: 6000

Sell: 4500

Stat Bonuses: Strength +2, Evade +3

Description: Ring that raises strength

Abilities: Restore HP, Absorb MP, Magic Element Null

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ReBirth Ring

Buy: 7000

Sell: 5000

Stat Bonuses: Spirit +4, Magic Def +2

Description: Ring with a phoenix's power dwelling inside. Raises Holy Elem-Atk.

Abilities: Auto-Life, Life, Revive

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Protect Ring

Buy: 40000

Sell: 20000

Stat Bonuses: Spirit +1, Defense +2, Magic Def +3, Evade +4, Magic Evd +6

Description: Protects you from various attacks. Elem-Def: All elemental damage reduced by 50%.

Abilities: Long Reach, Magic Elem Null, Half MP

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Yellow Scarf

Buy: 400

Sell: 900

Stat Bonuses: Strength +2, Magic Def +1

Description: Scarf that Raises Strength

Abilities: Bird Killer, Millionaire, Steal Gil

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Gold Choker

Buy: 1300

Sell: 2000

Stat Bonuses: Evade +2, Magic Atk +2, Magic Def +1

Description: Magic choker. Elem-Def: Wind damage reduced by 50%. Raises Shadow Elem-Atk.

Abilities: Level Up, Regen, Body Temp

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XVI. Q & A

Q. How come I'm not getting EXP from bosses?

A. Not int this game. Like in FF8, you can't gain EXP from bosses. You still do get Gil and AP.

Q. Hey! How come I'm not getting money for just walking around??!

A. ...This is not FF8, fool. This is actually a good FF.

Q. Which whirlpool do I go to when I'm trying to find the Desert Palace?

A. The northernmost one (northeast). Going in the wrong one makes you fight an Antlion, which can be tough.

Q. What's the rarest card?

A. I have no idea. My guess is the Invincible Card, which you can dig along with the Ultima Weapon in the Shimmering Island location.

Q. So, what's up?

A. Not much.

Q. I simply loved the music in this game. Can you tell me more?

A. Right. I liked the music too. The soundtrack names are below, and where you can find the actual song in the game:

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Soundtrack Disc One:

1. The Place I'll return to Someday - ???
2. Memories Erased in The Storm - Beginning
3. Battle Strategy Conference - Your planning (Prima Vista Room, after first battle).
4. The Skies of Alexandria - Second FMV
5. Vivi's Theme - Alexandria Town (1)
6. Feel My Blade - Fight with King Leo
7. Vamo' alla flamenco - Blank Swordfight, Chocobo Hot and Cold
8. Decisive Action ~ Search For The Princess ~ - Duh.
9. Jesters of The Moon - Thorn and Zorn's Theme
10. Steiner's Theme - Steiner in Alexandria Castle

11. Prima Vista Band - The orchestra in Prima Vista during the play
12. Stolen Eyes - Garnet in Prima Vista
13. Tonight - ???
14. Your Warmth - ???
15. Mistaken Love - ???
16. Queen of the Abyss - Queen Brahne's Theme/Lani's Theme/Dali Storage Area.
17. Awakened Forest - Evil Forest, Pinnacle Rocks
18. Battle 1 - Regular battle
19. Fanfare - Victory
20. Memories of That Day - Zidane remembering his meeting with Garnet (while in Prima Vista).
21. Battle 2 - Boss battle.
22. Game Over - Duh.
23. RUN! - Escape from Evil Forest/Looking for princess in Alexandria Castle in Disc 2/Bran Bal evacuation.
24. Goodnight - ???
25. Crossing those Hills - Overworld
26. Ice Cavern - Ice Cavern
27. Frontier Village Dali - Dali
28. Far Away in the Twilight - ???
29. Reckless Steiner - Steiner in Dali
30. Limited Time - Tragedy theme (Lindblum Destruction, Burmecia notice in Lindblum, Dali Storage Area discovery)
31. Zidane's Theme - Cargo Ship
32. Black Waltz - Theme of Black Waltz #2 and #3

SOUNDTRACK DISC TWO:

1. Cid's Theme - Lindblum Castle
2. One Danger Put Behind Us - Lindblum Bar
3. Lindblum - Lindblum City
4. Song of Memories - Dagger's singing
5. Hunter's Chance - Festival of the Hunt/Battle with Hades
6. Qu's Marsh - Qu's Marsh
7. Quina's Theme - Quina catching frog game
8. Aloha De Chocobo - Chocobo Forest
9. Ukule le Chocobo - Chocobo Riding
10. Mountain - Gizamaluke's Grotto
11. At the South Gate Border - South Gate
12. Fairy Battle - Battle with Friendly Monsters
13. Burmecian Kingdom - Burmecia
14. A Face Unforgotten - Freya's Memory in Burmecia
15. Kuja's Theme - Duh.
16. The Sword of Doubt - Beatrix's Theme
17. Sleepless City Treno - Treno
18. Theme of the Tantalus - Plays when Marcus, Cinna, Baku, or Blank is around/Alexandria Part 3
19. Immoral Melody - Kuja's Second Theme
20. Garnet's Theme - Self-Explanatory
21. Gargan Roo - Gargan Roo/Fossil Roo Mines
22. Cleyra's Trunk - Cleyra Trunk
23. Cleyra Settlement - Cleyra Town
24. Eternal Harvest - Rat Dance in Cleyra
25. Grieve for the Skies - Tragedy in Cleyra
26. Extraction - Garnet's Eidolon's being extracted.

SOUNDTRACK DISC 3:

1. Ambush Attack - Ambush on Cleyra/Ambush on Alexandria/Ambush on Iifa

Tree/Ambush on Alexandria again/more...

2. Loss of Me - Red Rose
3. Fossil Roo - Fossil Roo Path
4. Mountain Pass - Conde Petie - Conde Petie/Mountain Pass
5. Black Mage Village - Black Mage Village
6. Unfathomed Reminiscence - Black Mage Village Night
7. Ceremony For the Gods - Conde Petie Marriage
8. Eiko's Theme - Meeting with Eiko in Conde Petie Mtn. Pass
9. Ruins of Madain Sari - Madain Sari
10. Walls of the Sacred Beasts - Eidolon Wall
11. Iifa Tree - Iifa Tree
12. Amarant's Theme - Amarant's Theme
13. Footsteps of Desire - ???
14. We Are Thieves - Shorter Theme of The Tantalus
15. Slew of Love Letters - Love Letter in Alexandria
16. Mogri's Theme - Tetra Master Card Game
17. Protecting My Devotion - Steiner and Beatrix saving Alexandria
18. The Chosen Summoner - Alexander's Theme
19. Keeper of Time - Garland's Theme
20. Oeilvert - Oeilvert
21. The Great Northern Cave - Desert Palace?
22. A Transient Past - ???
23. The Sneaky Frog And The Scoundrel - Cid in the monster room in Desert Palace.
24. Esto Gaza - Esto Gaza
25. Gulug Volcano - Mt. Gulug
26. The Heart of Melting Magic - Hilda's Theme

SOUNDTRACK DISC 4:

1. The Airship, Hilda Garde 3 - On the Hilda Garde 3
2. Secret Library Daguerreo - Daguerreo
3. Ipsen's Heritage - Ipsen's Castle
4. The Four Medallions - The Shrines
5. Successive Battles - After the Shrines
6. Terra - Terra
7. Bran Bal - The Village Without Souls - Bran Bal
8. Pandemonium, The Castle Frozen in Time - Pandemonium
9. You're Not Alone - Zidane's Anger in Pandemonium
10. Passing Sorrow - After Pandemonium
11. The Evil Mist's Rebirth - World Map Theme on Disc 4
12. Assault of the White Dragons - Entering Memoria/FMV
13. Place of Memory - Memoria
14. Crystal World - Crystal World
15. Dark Messenger - Kuja's Boss Theme in Crystal World
16. Final Battle - Final Battle
17. Bittersweet Romance - ???
18. Hidden Lips - ???
19. I Want To Be Your Bird - ???
20. Two Hearts Not Captured - ???
21. Towards That Gate - ???
22. Melodies of Life ~ Final Fantasy - Garnet's Singing
23. Prelude - ...
24. Coca Cola Commercial 1
25. Coca Cola Commercial 2
26. Melodies of Life ~ The Layers of Harmony - Credits Theme

OTHER THEMES IN FF9

1. Black Mage Village Secret - FF6

2. Don't Be Afraid - FF8 Battle Theme

3. Moogle's Theme - Mognet Central (From FF6 Moogle Theme)

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Q. Hey! I'm having trouble finding the 13th Stellazio, can you h--

A. READ THE FAQ!!!!!!

Q. Where can I find more info on FF9. Your FAQ doesn't have enough!

A. I'm not finished with the FAQ. Great places you can find info is other FAQs, plus www.playonline.com has almost everything on FF9.

Q. I just got a card, and it says I have to discard one! Why?

A. You can only carry 100 card stock with you. Discard all of your weak level cards and leave the best one of them, if you have a good Goblin card, and all your other Goblin cards are bad, discard all the bad ones. Be sure to leave one of each card though!

Q. How do I summon Ark?

A. You need a Pumice. To get a Pumice, you need two Pumice Pieces. There are ONLY two Pumice Pieces in the whole game (actually, if you dupe, there's more). Maybe there is more, if so, e-mail me. Anyway, the first Pumice Piece can be found by digging somewhere using a Chocobo. The second one can be found by defeating Ozma, the secret boss and the hardest boss in the whole game. Take both pieces to Hades in Memoria and synthesize them to make Pumice.

Q. Where is Laguna?

A. Stick to FF9 Questions please.

Q. Excalibur II? Where is that?

A. Excalibur II is definitely the best sword in the whole game, but definitely NOT worth getting. Of course, you can get it to show off your friends. Well, you need to get through the game in 12 HOURS completing ALL the side-quests (including Mognet and Coffee, since some locations in Disc 4 are blocked off). Once you do this, the sword will be lying in Memoria somewhere halfway through.

Q. Any strategies for the Card Game Tourney?

A. I never had much trouble here, but I thought that the second guy was kind of tough. He did have Namingway however. Use your high number cards, not the cards with the most arrows.

Q. I just got a card and it has NO arrows at all, what's it good for?

A. Heh heh... My theater ship card is just like that. It's probably just good to stay there. Never use it in the card game, unless you're making the enemy think it's a decoy.

Q. Any secret bosses?

A. Tantarion, Hades, Quale, and Ozma are to name some. They're all very hard to beat, and Ozma is the hardest boss in the game.

Tantarion - Located in Alexandria Castle. Can only be fought in Disc 2 Alexandria Invasion or Disc 3 at the beginning when you have to search for the princess. In the library, examine the book on the shelf and you'll fight it. Beat it for Running Shoes.

Hades - Memoria. In the room where you saw Quina swim, check behind the coral on the right to fight Hades. Beat him to get him to synthesize items for you, including a Pumice.

Quale - Catch 99 Frogs in Qu's Marsh and Quale will fight your party. He has tons of HP, but he isn't that hard. Be sure to put on Clear Headed, as it protects you from Confusion, and Quale can use it on the whole party. Also be careful of Mini. You can steal the Robe of Lords from him, and beating him gets you the Gastro Fork, Quina's best weapon.

Ozma - In Chocobo's Air Garden, go to the left island and examine the eidolon cave. Mene will come there and tell you that he senses something otherworldly. You will then get to switch party members, open menu, or leave. Choose ready when you are and you will go into the boss battle. This "ball", that has it's top spinning clockwise and the bottom spinning counterclockwise, is the hardest boss in the game. Beat it to get a Pumice Piece.

Q. Do you have any strategies for the final boss Necron?

A. Yeah, of course. Necron may be a very hard boss, but there's always a good way to beat him. Your party should be Zidane, Steiner, and Dagger. Necron has a pattern of spells he used, and here it is:

1. Blue Shockwave - Reduces character's HP to 1. Does about 2-3 times.
Or Protect - Defensive Barrier is cast on Necron. Reduces physical damage.

Or Shell - Raises Necron's Magic Defense.

Or Curaga - Necron regenerates about 3000HP.

2. Grand Cross - Supernova lookin' spell that does damage and multiple status effects to the whole party.

3. Neutron Ring - Casts right after Grand Cross. Big damage to the whole party.

4. Back to #1.

Since Blue Shockwave doesn't kill you, just keep casting Curaga on ALL the party (not just the damaged person, because it's likely Necron will attack with Blue Shockwave before Curaga is cast). Have Zidane attack and if you have the Dark Matter Item, use it to inflict 9999HP to Necron. Since Necron has only 54100HP, that can count as big damage. When Necron casts Grand Cross, make sure to keep Dagger alive all the time, and she must ALWAYS cast Curaga. Immediately have someone else use a Remedy or Magic Tag or something like that to heal some negative status effects. Remember to have Dagger equipped with Body Temp! If Dagger dies, the battle can become very hard. Necron will then cast Neutron Ring, which might kill a party member or two. If it does, don't bother reviving everyone, since it's likely they'll die again. Keep 2 or 3 party members alive, and if you have the time, get another one up there. After Necron casts Neutron Ring, give yourself a breather, since Necron will be using Blue Shockwave from this point and it doesn't kill your characters. If Zidane goes into Trance, his Stellar Circle 5 or Grand Lethal can deal 9999HP damage to Necron. So basically, if you get Zidane to do over 30000HP damage when he's in Trance, plus Dark Matter which did 9999HP, you might easily win the battle. Keep trying, and remember this guy's pattern! Here are what the characters should do:

|Zidane: He should attack, because he probably has a good|
| weapon equipped. Otherwise, he will need to heal|
| the party with Elixirs. If he dies, revive him |
| when you have the time. It's a good idea to cast|
| Protect and Shell on him, too. If he goes into |
| Trance, use Stellar Circle 5, because it will do|

| 9999HP damage. Although Solution 9 and Grand |
| Lethal also do 9999HP damage, they cost more MP. |
| Zidane will probably be able to use Stellar Cir- |
| cle 5 four or five times on Necron. |

|Dagger: She should ALWAYS heal with Curaga on ALL of the |
| party EVERY TURN. Trust me, you never know when |
| Necron might pull a surprising fast move on your |
| party. If she dies, immediately revive her. She |
| will be your most useful character in this fight |

|Vivi: Don't revive Vivi if he dies. He just won't be |
| so useful. At the beginning, have him cast good |
| spells on Necron such as Meteor or Doomsday or |
| the -agas. If you still have him, use him for |
| Grand Cross healing with Remedies, Magic Tags, |
| and the like... |

|Steiner:Steiner should be like Zidane, attack and heal. |
| Have him use Sword Art Stock Break, Climhazzard, |
| or Shock. After all, you should have one of |
| those. If you have Vivi, use Steiner for Magic |
| Sword Blizzaga, Firaga, Thundaga, or Doomsday. |

Q. Is there a good place to get AP in Disc 1?

A. Yeah, but it can be very tricky to get to. If you have Lapis Lazuli, then it will work. Go to the two moogles in Gizamaluke's Grotto and climb the vine to the world map to Popos Heights (where the Grand Dragons are). Save, then go to the woods north. If you encounter a Grand Dragon, reset. Once you reach the woods to the north, save on a different file and make sure to put on abilities to learn only if they are like this ([Ability Name] - 2/40] or something like that. Un-equip all abilities that are almost learned. You will encounter a friendly Garuda in these woods (the battle music is different for Friendly Battles). It will ask for a Lapis Lazuli. Use it on the Garuda and you get 40AP! The friendly Garuda won't come back, so that's why I told you to unequip your almost learned abilities. Now safely get back to Gizamaluke's Grotto hoping not to encounter a Grand Dragons.

Q. Can I defeat the Grand Dragons in Disc 1 and 2?

A. You sure can. Go to ATadeo's FAQ because he has a strategy to it submitted by someone. You can also beat the Grand Dragon in Disc 2. When you get Dagger and Steiner to Treno, have Steiner go to the synth shop and buy 4 Coral Rings (3 if you won one at the Festival of the Hunt). Also an Ice Staff. When you get control of Zidane's party again, head back to Gizamaluke's Grotto and up the vine to Popos Heights. Equip the Coral Rings on your party and the Grand Dragon's Thundaga spell will heal your party instead of killing it. Have Vivi cast Blizzara multiple times, and everyone else should heal. Freya should Jump so she can avoid the physical attacks the Grand Dragon uses that will definitely kill a party member. Zidane should heal, heal, heal, and Quina should too. If Vivi dies, use a Phoenix Down on him and immediately cure him. If you have free time, attack with Quina or Zidane. Since the Grand Dragon uses Thundaga most of the time, you might have a chance of beating the dragon and getting tons of EXP/Gold and 3AP.

Q. How do I kill a Sand Golem?

A. Attack the core. Attacking the Sand Golem will just knock it unconscious, and it will get back to life after a while.

Q. I'm trying to encounter a friendly monster in the specific area where they are supposed to be at, but all I'm encountering is the Ragtime Mouse! What's the deal?

A. Yes, these damn Ragtime Mouses also occupy the places where Friendly monsters are, and they have a higher chance of being encountered by you. Remember, after you answer the mouse's question, get out of the woods and come back in. There's a low chance that you will have two consecutive friendly monster "battles".

Q. What is the toughest regular enemy you can encounter?

A. Yan. These little sheep are located in Vile Island, southwest of the Iifa Tree on an island. They will attack in pairs and sometimes even in threes. They are VERY TOUGH. Not to mention VERY FAST. Their Comet attack will either do little damage to you or heavy damn damage! Fortunately, it does that only on one person. Also, FLOAT IS NOT A GOOD STATUS EFFECT. In this battle (as well as some other battles), the Yans cast Float on you, and then use Snort to blow a party member permanently off the battle. Kinda like Chupon from FF6/3, except that you need to have Float on for them to Snort at you. Use Doomsday or Meteor on these guys, and don't worry if Meteor will miss, since it can do about 8000 damage and the Yans have about 20000HP. Remember that they counter every attack. You get a pretty good amount of EXP from them, but since the Yans can also cast Virus, you may not have the opportunity to share the Experience with all four of your party members.

Q. Where do I get Zidane's best weapon?

A. This question I WILL NOT ANSWER. I get 10 e-mails every day asking how to get it. IF YOU WANT TO KNOW THE ANSWER, GO READ ANOTHER FAQ.

Q. Where is Ozma?

A. Chocobo's Air Garden

Q. How do I get to Ozma? Is he hard?

A. You need a Gold Chocobo and examine the Eidolon Grave at the air garden. Ozma is hard, but easy if you're level 70+.

Q. Can I copy your FAQ on my computer? Can I print it?

A. Umm, yes. You can do whatever you want with it BUT DON'T CHANGE IT. You can print it but I guarantee you it's a waste of paper.

Q. Can I translate your FAQ into different languages?

A. Of course.

Q. Any strategies for Ozma?

A. I will not answer this question because I get this one a lot. I am too lazy to write the same response every single time. Copying/Pasting ain't gonna work because I'm too lazy to do that either. Go to GameFAQs, search for Final Fantasy 9, and find what you're looking for.

XVII. CREDITS

Thanks To:

ME: Making this.

PLAYONLINE.COM: A site with A LOT of FFIIX information brought to you by Squaresoft.

EXPERT GAMER MAGAZINE: The Synth Shop Item list.

CJAYC: Responsible for GameFAQs, a really good FAQ site and where I send my FAQs too.

AL AMALOO: Responsible for VGStrategies, a really good FAQ site where I allow my FAQs to be posted anytime.

Eko Raharjo <gesr10@hotmail.com>: Some tips with Vivi and Puck in Alexandria, the swordfight with Blank, and sending Pluto knights for patrol in Disc 3, Alexandria, before destruction. Below:

Hi there,

I have some points that I like to add on, you might not realize it, but here goes.

1. When Puck bumps Vivi, Vivi can refuse to be the lookout for Puck. Puck will get the ladder anyway. However, by refusing to be Puck's lookout, Vivi can get a good card early in the game. The location of the card is on the bell, where you met Stiltzkin for the first time.
2. After the the swordplay by Zidane and Blank, based on your performance, you will get items. You can get the item from Queen Brahne. Here's the trick, my roommate who played the game has about 70 points, and Steiner was given Silk Shirt by Queen Brahne. I think there is(are) better item(s) from Queen Brahne.
3. I haven't read your whole faqs also, but if you send the 'correct' four pairs of Knights of Pluto, you would get Angel's Earrings. If you got only 2 right, you will only get Elixir, pretty good trade-off. If you're interested in the right pairs, I will send you the info, since they are back in my home.
4. I think you need to include that every boss in the game has unique items on them, so Zidane must try to steal all the items before killing the boss. I think most of the items will be available for you when you're done with the boss, but hey you can save some money by stealing(I would suggest that the party dealing with the boss, must have 1 healer(Dagger/Eiko), 1 thief(Zidane/Marcus during battle with Waltz 3), and 2 other for throwing potions.)

Sincerely,

Eko Raharjo.

Adam Schindel <gailenstryker@hotmail.com>: More tips, below:

When Fighting Thorn and Zorn, always attack when the one that gets powered up. It dispels the magic and it doesn't get cast.

The Antlion can also be found in the quicksand outside of the Desert Palace.

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