



- Started and completed weapons list
- updated the boss guide

Version 1.5 (29/11/00)

- Updated the walkthrough for Disc one
- Updated the Boss guide for Disc one
- started and completed the rest of the equipment guide.

Version 1.6 (30/11/00)

- Completed the walkthrough for Discs one
- Completed the boss guide for Disc one
- Started on side quest section
- Corrected the spelling for Bumecia.

Version 1.7 (1/12/00)

- Started on walkthrough for Disc two
- Started on Boss guide for Disc two
- Started on character section
- Updated Side quests section
- Corrected the spelling of Alexandria

Version 1.8 (9/12/00)

- Updated the walkthrough for Disc two
- Updated the boss guide for Disc two
- Updated the Character section
- Updated the Side quest section
- Make some small changes here and there
- Added new section Shops

Version 1.9 (18/12/00)

- Updated the Walkthrough for Disc two
- Updated the Boss Guide for Disc Two
- Updated the character's section
- Updated the help me section

#####

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#####

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#####

-----[ Introduction ]-----

Hello there,this is my first time writing a FAQ!!! I don't know whether its good or not so Email me if you have any comments:) i will accept them gladly.Also my English isn't very good so be prepared to find lots of english grammer and spelling mistake:)currently i am still trying to add all the stuff about the bosses so the real walkthru wouldn't come out so fast but i will try to finish the boss guide faster:)HMMMMMMMM after so much rubbish i still have not introduce my self:)

i'm a 15+ year old guy living in Singapore and a Chinese :p.In this FAQ , all my Levels are very high so i don't think you are like me who likes to get trapped in a duegon and train my characters like mad:)So it is better for you to train your character's so that their Lv are at least 3 more then the normal rate(you never know when you might encounter a strong foe)

#####

-----[ Thank You List ]-----

- |                     |  |
|---------------------|--|
| +--{Squaresoft}--+  | -For making and producing such a fantastic game.<br>   |
| +--{My sister}--+   | -For not bothering me when i am typing this<br>  walkthrough.<br>  |
| +--{me}--+          | -For typing this walkthrough out:)<br>   |
| +--{Brady games}--+ | -Their Bestiary,weapons and armor guide was a great<br>  help to me.THX<br>  |
| +--{MogtheMogri}--+ | -He pointed out some stupid mistake i made.<br>  1st, on the "i want to be your canary" play,where<br>  you have to fight with blank...i made a small<br>  mistake there.<br>  -Also told me the name of the attack Beatrix uses |

```

| when
| you fought with her for the third time.
| -Told me that it is highly advisabe to get quina
| into your party in discs one and to play the
| Chocobo H & C game
| -Items you should steal from Baku during your first
| battle
|
+---{MAG}---+
| -Told me how to get the moogle suit on disc one
| -also reminded me of stealing from the Zagnol in
| the festival hunt on disc one.THXZZZ MANZZZ

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#####

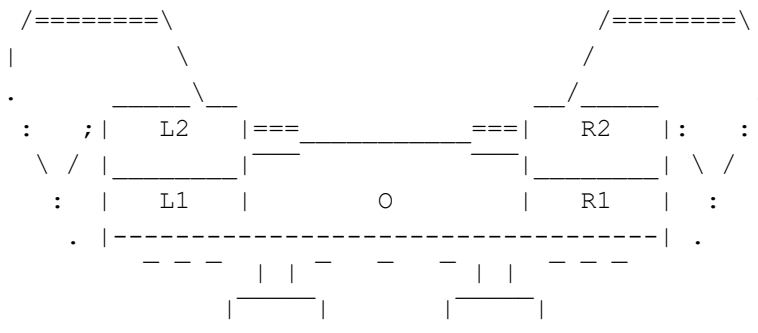
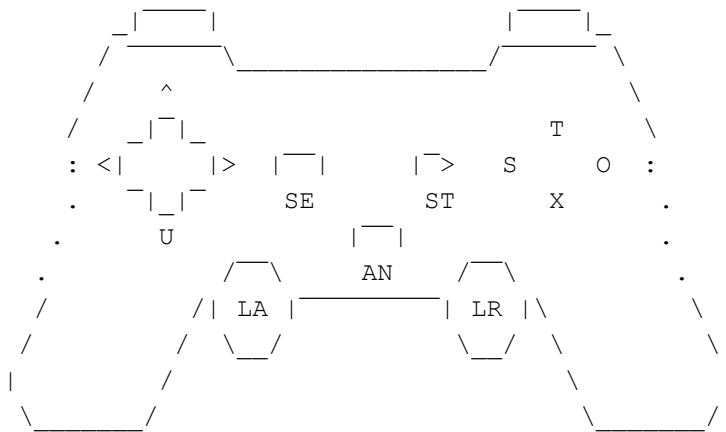
-----[ Game Information ]-----

NOTE: this place is only for those that are still stuck with the controls.  
all those who have mastered the begining elements of the game please  
proceed to the next few topics.:)

=====

-----[ The Controls ]-----

this is not very perfect picture of a analog controller but it makes you  
understand more about what i am talking about:)



Non Battle

Direction-pad: Use to move your character around(walking,running)

Move cursor in menu

T(green triangle): Go to menu

O(red circle): Cancel

X(purple Cross/X): Talk/confirm

S(pink Square): Talk/play card game/call moogle(world map only)

LA(left analog): Same function as Direction pad

RA(right analog): No function

SE(select): display "where you are finger"/moogles come and explain to you

what this is(in menu screen only)

ST(start): Pause the game  
AN(analog):on/off the analog control  
L1: screen rotate left(world map only)  
R1: Screen rotate right(world map only)  
R2: Change perspective

In Battle

Direction-pad: Select command  
T(green triangle): change to another party member  
O(red circle): Cancel  
X(purple cross/X): Confirm  
S(pink square): change select target mode to a popup style.press again  
                  to change back to normal style.  
LA(left analog): same function as direction-pad.  
LR(right analog): no function  
SE(select):Help frame popups come out to explain to you what this is.  
Start: pause the game.  
AN(analog): on/off the analog control  
L1,R1: push this 2 buttons together to escape from battle.

=====  
-----[ The Menu ]-----

Heres something similar to the menu in FF9.:

Character 1	Items
Character 2	Abilities
Character 3	Equip
Character 4	Statues
	Order
	Card
	Config
	Time
	\$ Gil
	Location

In every character bar,they will show you something like this.

	LV	
Photo	Name	# of magic stone left/
Of	HP	Total # of magic stone
Character	MP	

On the right,is the sub menu where you do the other stuff like using an item or equipping a weapon and blah,blah,blah.....i will go into details about the sub menus later.Below the sub menus are the time and gil where you can see your playtime and the gil you have now.Further below,is the location of where you are currently.

=====  
-----[ The Sub-Menus ]-----  
=====  
[ ITEMS ]

A brief picture for you to see.:)  
Every item you see below are just an example.....

Use	Arrange	Key	Items
Elixir	3	Potion	10
Dagger	1	Remedy	8
Rod	1		

This three commands are easy right?

Use-->>use the selected item on a character.

Arrange-->>Arrange the items automatically or manually for quick and easier reference later.

Key-->>Important items that will have its uses someday.they are not usable in battle or menu and are definately not disposiable.

Press X on the key item of a description of the item.

=====

[ Abilities ]

Use	Equip	Abilities
^	O	Level up
v	O	Bandit

Here you can use (A) type magic(usable in battle) to cure.you can also equip abilities to your character.how to equip the abilities and stuff like that will be taught to you as you go along the game.

=====

[ Equip ]

Equip	Optimize	Off	Equip
Char's LV,HP,MP	Weapon		
	Helm		
Speed	Wrist band		
Strength	Armor		
Magic	Accessory		
Spirit			
Attack	N1		
Defense			
Evade			
Magic Def	A1		
Magic Evade			

Equip-->>to equip a weapon,armor.....select Equip and choose the thing you want to change.

Optimize-->>Chooses the best defensive armor,helm,accessory,wrist band and most powerful weapon for the character.

Off-->>Disarm the selected weapon,armor,helm.....

N1-->>Name of weapon,armor,helm,wrist band or accessory.

A1-->>The abilities you can learn from the weapon adn how much AP the skill or ability requires.

=====

[ Statues ]

-----			
Photo	Name	No. of	
of	HP	Magic	-----
Char.	MP	Stone	Battle
----- Commands			
Speed	Trance		
Strength	Total EXP	-----	
Magic	Next Lv		
Spirit	-----		
Attack	Weapon		
Defense	Helm		
Evade	Wrist band		
Magic Def	Armor		
Magic Evade	Accessory		
----- -----			

You can view everything about the character's statues from here.....

=====

[ Cards ]

You can see all your cards by accessing this sub menu.

-----		-----
		I1
		-----
		I2
C1		-----
		I3
-----		-----

C1-->>your collection od cards are all here.you can select the cards you want to see from here.Also shows quality of selected card and its type (NOTE:you can only carry a a maximum of 100 cards at a time.if you have extras,you just have to throw it away)

I1-->>Shows infomation on rank of card,and your rank.they also tells you card game points and your current Lv.

I2-->>Shows you how many wins,loses and draws youw have.

I3-->>shows information on selected cards.(Name,arrows....)

=====

[ Config ]

Sound	Stereo	Mono	
Control	Normal	Custom	
Cursor	Initial	Memory	
ATB	Active	Wait	
Battle Camera	Auto	Fixed	
Battle Control	Normal	Custom	
Movement	Walk	Run	
Battle Speed	S =====	F	
Field Message	S =====	F	
Here Icon	On	Off	

Window Color	Normal	Classic	
Target Window	Auto	Always	
Vibration	On	Off	

Sound-->>Stereo for surround sound and mono for tv's with one speaker.

Control-->>Choose from default buttons or customize your own buttons.  
(non-battle)

Cursor-->>Initial-->cursor always starts at attack command.

Memory-->game memorizes your moves and uses it for next battle.

ATB-->>Active-->game continues even if you are choosing your item of magic.  
meaning that the enemy will not wait for you to execute a  
move.

Wait-->enemy will wait for you when you are choosing your item or  
magic to use.

Battle Camera-->>Auto-->The battle screen will move around and change  
direction throughout the whole battle.

Fixed-->The battle screen will stay at the same angle  
throughout the whole battle.

Battle Control-->>Normal-->defaulted buttons

Custom-->choose your own buttons for the commands.

Movement-->>Walk-->need to press O to run.

Run-->need not use O to run.

Battle speed-->>Choose whether the speed of the battle to be fast of slow  
(S:slow F:fast)

Field message-->>choose how fast you want the messages to appear and  
disappear

Here icon-->>Show or hide the hand pointing at your character.

Window Colour-->>Choose the colour you want for your windows.

Target window-->>Auto of always show the target window.

Vibration-->>on or off the vibration of the analog controller.

=====  
=====  
-----[ The Basics ]-----

--Moving around--

Its the same for all RPGs that you need to move around the place.Of course  
you need to use the directional pad or th left analog stick to move around  
(then what else do you expect...use your finger and guide the character  
around:).you can also config your controls so that you can run without  
pressing the O button.

--Field Icons--

Thaey are Speech bubbles with a ! or a ? inside.When you see one over your  
head,press the confirm/execute button to examine objects,open treasure chests  
open doors,do something else,take to yourself about something and lots of  
other stuff.

--Here icon--

Trapped in a very dark room????.....Fear not cause here comes the HERE ICON.  
so...the uses of the here icon is very simple.it shows you where you are  
now.A white hand will appear above your character's head pointing at him.  
press select to show if hide the icon but sometimes'it will just disappear  
by itself.

--Naviagating through the World of Final Fantasy 9--

Basically,there are 4 types of transportation you can use in FF9.The first  
is so simple that if you don't know ,you can just knock your head against  
a durian:).So~~~ you know the answer...yesss~~~ and it's walking.....:)  
Walking in the world map will cause random battle.some towns also have  
random battles like Bermecia.



The second way is to ride a chocobo....So you must be wondering how do i get one.but never mind that cause details will be given in the side quests guide:)Also the chocobo can evole into different spieces.(details will be given in side quests)

Buttons for riding Chocobo.  
Directional-pad-->move the chocobo  
O(red circle)-->get off chocobo.  
X(purple cross)-->ride chocobo  
square-->look for treasure.  
triangle-->look at chocograph  
L1-->rotate screen left  
R1-->Rotate screen right

The third way is to ride the ship Blue Narciss.now you are able to ride through deep sea but you can only get off on beaches so its very troublesome.this wat of travelling is only for a short while cause you are gonna ride in the Airship(kewl)...

Buttons for riding the Blue Narciss  
Directional-pad-->rotate the ships direction  
O-->get off the ship(only on beaches)  
X-->Move forward  
Square-->Move backwards  
Triangle-->go inside the deck  
L1-->rotate the screen left  
R1-->Rotate the screen right

The last way is but the air ship Hilda Garde 1 and 3 and the ship Invincible.Airships can go to and place without restraints but they can only land on ground level(on clear ground).The controls are all similar to the Blue Narciss.The only difference is that when you press O,the ship will land.

=====  
-----[ Moogle ]-----

Every game you played always have its own form of saving the game.And this time Sqauresoft have gone so creative that they are using a live object as a save point(or is it they have run out if ideas) (Kupo~!! Kupo~!!)When you meet a moogle ,there are somethings that you can do..like saving the game, resting in the tent and use the mognet where you help the cute little moogles deliver their letters to their friends and in the pocess you can also readwhat they have written:)In some special cases,in some super long quests and no shop to repenish your supplies of items this little moogles will sell items to you.As you go along the game,you will meet a moogle carrying a tiger skin bag in some of the duegons with a normal moogle. talk to that moogle with the bag to buy a set of items from him.Usually, they are very good items adn contains some rare ones like Elixir.

=====  
-----[ Battle System ]-----

Below are some brief explanation on all the things that have to do with battles.

HP: stands for hit points.this are like ones health and when all of them are gone, you're gone ...Also this increases as you level up or equip abilities like HP up 20%.If all you party member's HP are all gone, its game over for you dude.The maximum HP you can get is 9999

Below is the format of how they show your HP  
HP left/your current max HP  
E.g 3203/4598

MP: Stands for magic points. This one are use for casting magic and summon like cure and Odin. MP are very important in battle so try to save them for the last battle in a quest. The only items that can replenish MP are ether and elixir which are very very rare. The maximum MP you can get is 999.

Below is the format of how they show your MP  
MP left/Your current max MP  
E.g 395/435

Attack: Very common in most RPG game. most basic of all and very simple and it does what its name pronuces...it attacks its enemies.:)

Defend: Also one of the most common commans. It reduces an enemy's physical attack. to use this command, select the attack command and press left once.

Change: Change your position to the back or to the front. just like the defend command, press right instead of left to use this command.

Steal: Steals and item from the enemy.

Skill: use the skill of a thief.

Dyne: Zidane's trance command.

Items: Uses usable items in a battle.

White magic (Wht Mag): Uses curative magic

Summon: Uses a summon in battle.

Eidolon: Dagger's Trance command.

Black magic (blk mag): Uses attack magic

Dbl Blk (double black magic): Vivi's trance command.

Focus: Increases power of black magic

Eat: Devour enemy

Blu mag (blue magic): Uses magic given to you after eating an enemy.

Jump: jump up to the air for one turn and jump down to damage opponent on next turn.

Drg Mag (dragon magic): Uses dragon type magic

Charake: restores some HP and MP

Throw: Throws a weapon at a enemy (gone permanetly after throwing.)

Swd Skl (Sword Skill): Uses sword skill

Swd Mag (sword magic): Uses magic combined with sword attack)

=====  
Game Over

There are quite a number of ways that can kill you(gamover).first one is that all your party member(in battle) have been killed.second is that all your party member have been petrified or stopped.lastly is that you failed understand the battle for example in Evil forest when you are fighting the prisoncage with Garnet inside and your stupidity led to Garnet's death and then you will die.....

#### ATB

Stands for active ttime battle.You can either use active mode or wait mode.Wait means that the enemy will wait for you to choose your items or magic (perfect for beginners)Active means that the enemy will NOT wait for you so you better hurry(suitable for experts..like me:)

#### Critical

This are hits that deal damage twice that of normal.This is very useful in boss battle but it all depends on your luck(not the character's luck so get this clear) so .....too bad....

#### Types of attack

There are 2 main groups of attacks.one Physical two Magical.Physical attacks deal damage according to your Str(strength) an Magical attack deals damage according to your Mag(magic).So if your strength of magic is high,you do a big damage.

#### Trance

Most of you will probably wonder..what is this for.If you are smart,you will be able to figure it out after a couple of minute of gameplay and if you are thinking of it as something like FF7's limit...you are absolutely correct.Trance are like limit breaks from FF7 but the only differnce is that the characters each have their own personal skills like casting a double magic and attack power increases like hell's care and blah blah blah.More on Trance skills and their commands will be given in the character's guide.

#### Abilities

There are basically two types of abilities.Attack(A) and Support(S). Attack abilities are like magic and they can be use in battles.and also, not all the characters can learn the Attack abilities. Support abilities are like equipment with additional effect but of course your statues will not increase or decrease since it is not a piece of equipment.For e.g Locomotion means that stop haste and slow will have no effect against you.so once you equip this ability,you are invurable to motion effects.Abilities can only be equip if you equip the piece of equipment with the abilities.if you remove the piece of equipment you will not be able to equip the ability.To avoid this ,you can learn the ability by fighting enemies and gaining AP(ability points).Every ability has a certain amount of AP that need to be gain in order to learn it.After you have finish learing the ability you can now equip the ability without having to equip the piece of equipment....

=====  
--Statues--

Speed-->>determines how fast your time guage fills up  
Strength-->>Determines how powerful your physical attack is  
Magic-->>determines how powerful your magic attack or healing magic is  
Attack-->>determines the Hit% of your character.  
Defense-->>the higher your defense is,the less physical damage you recieve.  
Evade-->>The probability of the enemy's physical attacking you to miss  
Magic defense-->>the higher your magic defense is,the less damage you take  
from magic attack.  
Magic evade-->>The probability of a statues effect magic to miss hitting  
you.

-----  
=====

#####

-----[ Statues effect ]-----

In all normal RPG ,you will always find that there are some stuff that suddenly make you stronger or weaker. For example your attack power increases or your character's HP suddenly keep dropping.This is what we call Statues Effect.Basically there are two types, positive statues effect and negative statues effect.Statues effect items or spells can help you alot in winning a battle but remember it can also kill you if you are hit by a one and you can't or you don't have the spell or item to heal it.Below i'll list the name,effect,symtoms and cure for all the statues effect.

-----[ Negative Statues Effect ]-----

+++++

=====  
|Name: Berserk |  
|Effect: Attack power increases by alot but you lose |  
| control of the affected character. |  
|Symtoms: The character turns red and fumes |  
|Cure: Gyashl Greens, after battle |

=====  
|Name: Confuse |  
|Effects: You lose control of the character.He/She may attack anyone |  
| taking part in the battle. |  
|Symtoms: The character spins round and round on the spot. |  
|Cure: Esuna, getting hit by a physical attack, after a battle |

=====  
|Name: Darkness |  
|Effect: Character's accuracy is decreased which means hitting the enemy |  
| physically would be more difficult. |  
|Symtoms: A black cloud is in front of the characters face. |  
|Cure: Eye drop, Esuna |

=====  
|Name: Freeze |  
|Effect: The character tops moving.He/She would not be able |  
| to do anything.Any single hit, physical of magic will cause the |  
| character to KO immediately. |  
|Symtoms: Character turns blue and stops moving. |  
|Cure: Esuna, wait for the effect to wear off, after the battle |

=====  
|Name: Heat |  
|Effect: If the character moves(e.g attacking and defending) he/she will |  
| KO immediately. |  
|Symtoms: Turns red and body is on fire. |

|Cure: Esuna, Wait for the effect to wear off, after the battle. |

=====  
|Name: Mini |  
|Effect: Character becomes smaller.Attack and defense power |  
| also drops. |  
|Symtoms: Character shrinks. |  
|Cure: Mini, remedy, Esuna, Quina's Angel's Snack |

=====  
|Name: Petrify |  
|Effect: Character cannot move(if the whole party is petrify, |  
| you lose the game.) |  
|Symtoms: Character stops moving and becomes grey like a stone. |  
| ( actually it is stone:) ) |  
|Cure: Soft, Sona, Remedy. |

=====  
|Name: Poison |  
|Effect: Character's HP keeps decreasing |  
|Symtoms: Purple cloud appears above character's head |  
|Cure: Antidote, Esuna, Pancea, Remedy, Quina's Angel's snack, |  
| wait for it to wear off. |

=====  
|Name: Silence |  
|Effect: All magic and summon are disabled. |  
|Symtoms: A small speech bubble with ... appears |  
| above character's head |  
|Cure: Echo screen, Remedy, Esuna, Quina's Angel's snack |

=====  
|Name: Sleep |  
|Effect: The character falls asleep and is unable to do anything. |  
|Symtoms: ZzZzZz appears above the character's head. |  
|Cure: Physical hit from anyone, wait for it to wear |  
| off, after the battle. |

=====  
|Name: Slow |  
|Effect: Character's ATB guage fills up slower. |  
|Symtoms: Character's ATB guage turns grey and fills up slower. |  
|Cure: Remedy, Haste, wait for effect to wear off, after the battle. |

=====  
|Name: Stop |  
|Effect: The character is unable to do anything(same as petrify) |  
| (If all party members are stopped, you lose the game) |  
|Symtoms: Character's ATB guage isfull and turns grey.character will |  
| stop moving. |  
|Cure: Remedy, Dispel, After the battle. |

=====  
|Name: Trouble |  
|Effect: The rest of the part member will recieve around the same damage |  
| as the effected character if damage is inflicted on the |  
| effected character |  
|Symtoms: A small face with a tear dripping down the face appears over |  
| the character's face. |  
|Cure: Annoyntment |

=====  
|Name: Venom |  
|Effect: Character is unable to move.HP and MP is drained gradually. |  
|Symtoms: The character bends down and a purple and green cloud appear |  
| above his/her head. |  
|Cure: Antidote, remedy, pancea, esuna, Quina's Angel's Snack |

=====  
|Name: Virus |

```
|Effect: Character can't gain AP and EXP after battle |
|Symtoms: Character's menu box is dimmed on after battle screen. |
|Cure: Vaccine |
=====
```

```
|Name: Zombie |
|Effect: Healing items or magic will damage or KO character. |
|Symtoms: Character turns brown. |
|Cure: Magic tab |
=====
```

```
+++++[ Positive Statues Effect ]+++++
=====
```

```
|Name: Auto-Life |
|Effect: Character revives automactically if KOed(once during a battle) |
=====
```

```
|Name: Float |
|Effect: Character floats on air.Earth damage deals no damage to |
| character but wind attacks deals more damage to character. |
=====
```

```
|Name: Haste |
|Effect: ATB guage fills up faster. |
=====
```

```
|Name: Might |
|Effect: Increase your attack power. |
=====
```

```
|Name: Protect |
|Effect: Physical damage from enemy or anyone hitting the character |
| is decreased. |
=====
```

```
|Name: Reflect |
|Effect: Magic is reflected back to the caster(some magic can't be |
| reflected) |
=====
```

```
|Name: Regen |
|Effect: HP is recovers alittle gradually(the opposite of poison) |
=====
```

```
|Name: Shell |
|Effect: Damage from magic and summon attacks is reduced |
=====
```

```
|Name: Vanish |
|Effect: Character becomes invisable,physical attack can't hit the |
| character but character will reappear after being hit by |
| magic. |
=====
```

```
#####
-----[ The Elements ]-----
=====
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The Elements	The weakness	The Strength
Fire	Water,Ice	Ice and undead
Water	lightening	Fire
Ice	Fire	Fire,Dragon,large bug,insect

Wind	-NIL-	Flying enemies	
=====			
Earth	No effect against flying	-NIL-	
	enemies		
=====			
Lightning	-NIL-	Water	
=====			
Holy	Shadow	Shadow	
=====			
Shadow	Holy	Holy	
=====			

#####

-----[ The Bosses ]-----

=====  
Note

- 1) All the bosses are defeated a quite a high level....at least 5 more level higher then normal:) so there are quite easy to me but i don't you guys (maybe you should try and level up alot like me: )
- 2) If anyone would be so kind to give me the missing information, i would gladly give them a big thank you and credit for the things they did:)
- 3) I think i made some mistake about most of the boss so if you find out the mistake pls Email me.Thx
- 4) Boss battles don't give you EXP so i won't be adding them to the guide
- 5) I will also try to add in the attacks bosses have. (They might have attacks which i don't know or attacks i didn't add in:)
- 6) (M)-->magical attack (P)-->Physical attack

DISC ONE BOSSES	DISC TWO BOSSES	DISC THREE BOSSES	DISC FOUR BOSSES
1)Prison cage 1	1)Black Waltz #3	1)Antlion	1)Nova Dragon
2)Prison cage 2	2)Ralvurahva	2)Ark	2)Malaris
3)Plant Brain	3)Antlion	3)Vulia Pira	3)Tiamat
4)Black Watz #1 & Sealion	4)Beatrix	4)5x Red Dragon	4)Kraken
5)Black Waltz #2	5)Thorn & Zorn	5)Meltigemini	5)Lich
6)Black Waltz #3	6)Beatrix	6)Vilia Pira	6)Deathguise
7)Zaghnol	7)Ralvuimago	7)Earth Guardian	7)Trance Kuja
8)Gizamaluke	8)Lani	8)????	8)Necron
9)Beatrix	9)Hilgigars	9)Abadon	
	10)Soulcage	10)Shelter Dragon	
	11)Aramant(??)	11)Silver Dragon	
		12)Garland	
		13)Kuja	

=====  
|Optional Boss|

- 1)Hades
- 2)Ozma
- 3)Quale

-----[ DISC ONE BOSSES ]-----

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+++++

Boss: Prison cage(2) with Garnet  
Hp,Mp: 533,1186  
Steal: Broad Sword, Leather wrist  
Location: Evil Forest  
AP: -NIL-  
Gil: -NIL-  
My party: Zidane(2),Steiner(1)

Remember FF8 when Rinoa is trapped in Adel's body...this boss is just like that. Every one or two turns, the prison cage will use absorb on Garnet's. If you don't heal Garnet with a potion after the second absorb, she will die, so heal her every now and then. You begin the battle with Zidane in Trance mode, which makes things go faster. During trance mode, keep using Zidane's Dyne, Free Energy while Steiner keeps attacking. When the princess is in danger of dying, use Steiner to heal her. After Trance mode, attack as per normal but watch out of you HP cause this guy can take you out quite fast but still...it is a piece of cake:) Normally, you can take out his guy with 2 of Zidane's free energy attack.

Attacks: Absorb--moderate damage on garnet.(P)  
left arm--small damage on steiner(if he is on the left)(P)  
right arm --moderate damage on Zidane(if he is on the right)(P)

+++++

Boss: Prison cage(2) with Vivi  
Hp,MP: 533,1186  
Steal: Broad sword, Leather wrist  
Location: Evil Forest  
AP: -NIL-  
Gil: -NIL-  
My Party: Zidane(2),Steiner(1),Vivi(1)

Same Strategy as the one above. The only difference is that Vivi keeps using fire in the cage. The Fire magic somewhat acts like Zidane's Trance.

Attacks: Same as above

+++++

Boss: Plant Brain(7)  
HP,MP: 916,1431  
Steal: Eyedrop, Iron Helm  
Location: Evil Forest  
AP:  
GIL:468  
My Party: Zidane(5),Steiner(4),Vivi(4),Blank(?)

Just as easy as the two other bosses. Keep using Steiner's fire sword and Vivi's Fire. Zidane should be the healer in this battle. If he has the chance, he should help the others by attacking. In the middle of the battle, Blank will join the battle with you. Take the chance to steal an eyedrop and an iron helm for the vegetable. This evil vege also has some powerful attacks. Its most powerful attack is thunder which can kill a character outright if his HP or Lv is low. It can also blind a character, so use the eyedrop you stole from him to heal yourself. If Vivi or Steiner or both of them run out of MP (which is almost impossible) let them attack as per normal. After a



few hit from Vivi,Steiner,Blank and Zidane, the evil vegetable will turn into a pile of rotting cabbage:)

Attacks: Tentacle attack--moderate damage to one(P)  
Pollen grain--Blind all members(P)  
Thunder--big damage to one(M)

+++++

Boss: Black Waltz #1(2) & Sealion(3)  
HP,MP: (229,9999) , (472,9999)  
Steal: (Steepled hat,Lighening staff,Flame staff) , (Ether,Mythril dagger)  
Location: Ice Cavern  
AP:  
Gil: 134,205  
My Party: Zidane(6)

A little more challenging than the last boss fight but winning is not impossible right?! If you are near Trance then you are in luck. If you are not, the fight will only last about 5 more minutes or so:) First steal from the black waltz till you're happy and keep attacking him until he dies. If you attack the Sealion first, you are just wasting your time cause black waltz #1 will heal it by 200++ HP!!!! Finish with Black Waltz??? Then carry on to the next target... Also begin by stealing an ether and a mythril dagger. Then keep attacking him. Be careful when its heart turns yellow cause it will cause bizzara at you which deals a good amount of damage. When its heart turns red, your aim now will be keeping your HP high. It will randomly use a tsunami attack that deals big time damage if your Lvs are low. If you train regularly like me.... this battle is a piece of cake.:)

Attacks: Black Waltz #1  
Fire--Small damage(M)  
Bizzard--Small damage (slightly higher than Fire) (M)  
Bizzard--Heal sealion for 200++ HP(M)  
  
Sealion  
Wing--moderate damage(P)  
Bizzard--moderate damage(M)  
Bizzara--about 1.5 times more powerful than bizzard(M)  
Tsunami--big damage(M/P)

+++++

Boss: Black Waltz #2 (6)  
HP,MP: 1030,3017  
Steal: Steepled hat,Leather Vest  
Location: Dali  
AP:  
Gil: 441  
My Party: Zidane(7),Dagger(6),Vivi(7),Steiner(6)

This guy is a real loser. He keeps mocking you throughout the whole battle(Grrr). His magic attack always hits in a group and the thing is that he doesn't seem to attack dagger. Have Zidane equip the stolen mythril dagger and equip the bandit ability. Let Steiner use his magic sword and Vivi keep using his black magic(Bizzard would be a good idea). After Zidane has stolen the 2 items, just let him attack. Garnet should be casting healing spell every now and then (using group cure would be a faster way rather than healing one

by one).If everything goes well, you should be able to defeat this loser before Steiner runs out of MP.

NOTE: Have some phoenix down ready cause you are surely gonna need it.

Attacks:Fire--group(M)  
Bizzard--single(M)  
Teleport--single(P)  
Thunder(not sure)--single/group(M)

+++++

Boss: Black Waltz #3  
HP,MP: 1128,2080  
Steal: Steepled hat,lightening staff,flame staff  
Location: Cargo Ship  
AP:  
Gil: -NIL-  
My party: Zidane(7),Vivi(7),Steiner(6)

OK this is the last black waltz you have to beat(or is it?) so give it all you got to beat the crap out of him:) Have Zidane steal all of the items from him and then attack him.have Steiner keep using bizzard sword(deals about 250 damage).Since Vivi Starts at Trance mode(COOL~!) make full use of it.keep casting thunder and everything will be fine. This guy likes to use magic and they deal lots of damage so watch out and remember to heal!!!Zidane would be a good healer for this battle:) If this guy flies up have Vivi change from thunder to bizzard spell. Not very difficult right.....

Attacks:Hit--moderate damage on one character(P)  
Fira--Big fire damage on one character(M)  
There are other damage which this guy uses but i forgotten what they are:) so if you know them please tell me:)

+++++

Boss: Zagnol(9)  
HP,MP: 1574,2342  
Steal: Mythril gloves,needle fork  
Location: Lindbulm Kingdon-Business District  
AP: -NIL-  
Gil: -NIL-  
My party: Zidane(7),Freya(?)

Hahahahahaha...piece of cake.Just keep attacking with Zidane if you have the time to spare.if you don't use freya's jump 2 times(and i mean 2 times)and just keep attacking.this beast's best attack does only a misery 70+ damage.so just hit him hard and fast and you will win in no time.Remeber your aim here is to let zidane have the finishing blow so plan ahead and see how much damage your character your character can deal to the beast.

Attacks:Eletrocute--this guy charges its power to use thunder the next turn  
Thunder--moderate lightening damage on one or all

+++++

Boss: Gizamaluke(16)  
HP,MP: 3175,502

Steal: Ice Staff,Elixir,Magus hat  
Location: Gizamaluke's Grotto  
AP: 5  
Gil: 800  
My Party: Zidane(14),Vivi(14),Freya(16)

Not too easy nor too tough is what i will say about this boss.Have Zidane equip the bandit abilities.it is very important.you do want the delicious looking items right???ok place Vivi and Freya in the back row and Zidane in the front.Keep using Freya's jump and Zidane should steal until the boss is clear of items.Let Vivi be the primary healer and Freya the secondary.If nobody needs to be heal, let Vivi use Thunder on the fish guy.Zidane should attack after stealing.If Fish guy here starts to use water on all your characters, it mean that he is going to die soon but also you can dy faster than him if you are not careful.Now let Freya stop using jump and attack normally.Also stop healing so much and start using thunder on fish guy. In no time,Fish guy here will turn into someone's dinner:)

NOTE: If your Lv are low like Lv9 or 10, place everyone in the back row and don't use jump.just concentrate on healing adn you might want to skip stealing.

Attacks: Crash--small damage on people in back row.big moderate damage on people in front row.(P)  
Water(single)--Moderately big damage on son(M)  
Water(all)--Big damage on all(M)  
Silent voice--Silence on one(usually is Vivi) (M)

+++++

Boss: Beatrix(14)  
HP,MP: 3630,3467  
Steal: Phoenix Down,Chain Plate,Mythril Sword  
Location: Burmecia  
AP: -NIL-  
Gil: -NIL-  
My Party: Zidane(16),Vivi(16),Freya(18)

This battle is VERY difficult..G\*\*D\*\*MIT beatrix(when she is not on your side) S\*\*KS....this battle is unbelievable....one hit from her and you will be crying...and she can take you out in one hit with her shock attack..... okok this may sound difficult but with STRATEGY you can win brute force... Your aim here is to stay alive.Yes you just need to stay alive...no fighting required.Have Zidane steal all the delicious looking items from her before the battle ends.The rest of the party should just defend or else HEAL cause it is very important.you don't want your character to die right? Just before the battle ends,she will use a skill called shock break that will reduce all of your character's HP to 1..... THAT !@#\$\*@!#@!\*##\$\*%#@#\$\$@! GIT.

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-----[ End of Boss Guide For Disc One ]-----

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-----[ Disc Two Bosses ]-----

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Boss: Black Waltz #3(9)  
HP,MP: 1274,344  
Steal: Steepled Hat,Flame staff,Lightning staff  
Loaction: Cable Car/South Gate  
AP:  
Gil: 864  
My Party: Dagger(6),Steiner(6),Marcus(6)

Very Easy,....perhaps its too easy.Steiner should attack every turn and  
marcus do the stealing.Dagger should just defend or heal sometimes.After  
Marcus have finish stealing the items,let him attack.

Attacks: Hit--small damage on one(P)  
Freeze--Freezes one character(M)  
Fira--Moderate damage on one or all(M)  
Bizzara--Moderate damage on one or all(M)  
Thundara--Moderate damage on one or all(M)

+++++

Boss: Ralvurahva(13)  
HP.MP: 2296,3649  
Steal: Bone Wrist,Mythril Fork  
AP:  
Gil: -NIL-  
My Party: Dagger(10),Steiner(10),Marcus(10)

Hmmmmmm.....Just get some antidote and this battle will be fine.Let  
Steiner attack every turn.Marcus should steal and dagger heal.Cure should  
be used in groups,not single.This guy has a attack that causes poison at  
the same time and this is quite damaging.If anyone is poisoned,let Marcus  
use an antidote and dagger should use her cure magic.This guy also uses  
Lv 2 magic like thundara.although not devestating,watch out for your HP.  
When worm guy's is going to die,he will contract to make his defense super  
high.but ever mind.just keep attacking him and he will soon escape(you  
!@##\$#@\*%&@# COWARD!!)

Attack: String--Small damage on one + Slow(P)  
Devil's kiss--Moderate damage + Poison(P)  
Thundara--moderate damage on one(M)  
Contract--Raises defense by alot(P)  
Normal attack--Moderately small Damage to one(P)

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Boss: Antlion(16)  
HP,MP: 3983,3950  
Steal: Gold Helm,Mythril Vest,Annoyntment  
Location: Cleyra's Settlements  
AP:  
Gil: 1616  
My Party: Zidane(17),Vivi(17),Freya(19)

You will finally get to see your new statues effect,Trouble.Zidane  
should concentrate on stealing all the items and Freya cast the Reis's  
Wind spell.Vivi Should keep focusing until Zidane have stolen all the  
items.Before Zidane has stolen all the items,Freya should be the healer.  
After stealing all the items,lanch a full assult against it.Zidane  
should keep attacking and Vivi keep casting Bizzara(if you have it) if not

he should be the healer.Freya Should use her jump.After you have taken the boss's HP down to about 700,it will start to use Fira and sand storm which can deal big time damage to your party.so be careful.The boss's normal attack is call trouble mucas which deals trouble to one character. be sure to heal it immediately if you don't want to die fast.

Attacks: Trouble Mucus--moderate damage on one + Trouble(P)  
Fira--big damage on one(M)  
Sand storm--Lethal damage to all(brings all your HP down to single digit) (P)  
Normal--Attack--Moderate damage to one(P)

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Boss: Beatrix(17)  
HP,MP: 4736,3964  
Steal: Phoenix down,Ice brand,Thunder gloves  
Location: Cleyra's Settlements  
AP:  
Gil: -NIL-  
My Party: Zidane(18),Vivi(18),Freya(20)

damn....this battle is much much tougher then the last one but the strategy is still the same.Don't attack her.instead...defend.trust me Defending is better then attacking since you can't win her.have Zidane keep stealing from her and Freya should cast Reis's wind.If anyone dies, use a phoenix down immediately cause handling her with two people will be very difficult.After about 10 turns, the battle will end with her using Stock Break.

Attacks: Stock Break--Reduces party's HP down to 1(P)  
Shock--Deal big time damage to one(P)  
Thunder slash--Moderate damage to one(P)  
Normal attack--Moderate damage on one(P)

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Boss: Thorn(16) and Zorn(16)  
HP,MP: 2984,9999 4896,9999  
Steal: Mythril Armor,Mythril Armlet Partisan,Stardust Rod  
Location: Alexandria Castle  
AP:  
Gil: -NIL-  
My Party: Zidane(18),Vivi(18),Steiner(14),Freya(20)

Very Very Easy if you follow the strategy...:)There will be two main attacking Characters Which is Freya and Steiner.Vivi and Zidane will be the supporting characters.Have Zidane keep stealing every turn and Vivi should Heal or skip his turn by pressing the triangle button.Do NOT use up his turn.When the clowns start to jump together,they will pass each other magic spells like "Zorn Gave Thorn the meteor spell" IF this happens,use Steiner to hit thorn with a Bizzara sword.The rest should just skip their thurn by pressing the triangle button.There are also times when "thorn gave zorn the flare spell." Just hit them hard and the spell will be gone.IF...IF Steiner ATB guage is not full yet and they are going to cast a spell,Have Freya use Lancer on them.Easy right??But if you make a small mistake and they manage to cast the spell,...pray hard that they don't kill your characters in one hit.Also remember to equip the Ice brand:) To put all this words simple,Attack the one thats gonna cast the bloody spell on you.....and one thing ..hit thorn with ice magic and

zorn with fire magic.

Attacks: Give meteor magic--zorn gives thorn the magic,meteor(??)  
Give Flare magic--Thorn gives Zorn the magic,Flare(??)  
Flare--Big-time damage to all(M) (possible to kill all)  
Meteor--Big time damage to all(M) (possible to kill all)

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Boss: Beatrix(19)  
HP,MP: 5709,4203  
Steal: Phoenix Down,Ice Brand,Survival Vest  
Location: Alexandria Castle  
AP: -NIL-  
GIL: -NIL-  
My Party: Zidane(18),Vivi(18),Steiner(14),Freya(20)

Ok...this is the last battle you will have with her so give it all you got.....or should i say don't give it all you got cause you will die faster...:)OK same strategy as the last battle with her.just defend.Have Zidane steal from her too.If one of your character dies.you can afford to leave it as it is.If two of them die....revive IMMEDIATELY...no questions ask.....I think that she has an attack that causes massive damage to all its called Climhazzard .After about tens turns or so she will use stock break and reduce all your HP to one and the game will end.....

Attacks: Thunder slash--moderate lightning damage on one(P)  
Slash--moderate damage on one.(P)  
Climhazzard--Big time damage on all(P)  
Shock--big time damage on one(P)  
Stock Break--Big time damage on all(P)

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Boss: Ralvuimago(18)  
HP,MP: 3352,584  
Steal: Phoenix Down,Adaman Vest,Oak Staff  
Location: Gargan Roo  
AP:  
Gil: 1404  
My party: Zidane(19),Vivi(19),Dagger(11)

Garnet should heal and zidane steal from it until it has no more items. Let Vivi Focus for 3 turns and then keep using bizzara.This should hurt it for about 1000HP of damage every hit:)This guy also uses statues changes abilities like Mini so you better cure quickly.....And remember to watch out for its thundara spell.

Attack: Thundara--moderate damage on one/all(M)  
Ultra Sound Wave--Causes Mini to one.(?)  
Stab--moderate damage to one(P)

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Boss: Lani(19)  
HP,MP: 5708,4802  
Steal: Ether,Gladius,Coral sword  
Location: Fossil Roo  
AP:  
Gil: -NIL-

My party: Zidane (19), Vivi (19), Dagger (14), Quina (17)

If you have the reflect ring, equip it on Dagger. Lani will constantly use powerful Lv2 magic on Dagger so be careful. All in all, it's not very difficult. Have Vivi Focus for two turns and cast all sorts of Lv 2 magic. Quina should be in the back row and attacking constantly. You should just skip dagger's turn. Zidane should steal from Lani until she doesn't have any more items. If you have auto-reflect equip, the battle will be faster cause all magic Lani cast on Dagger will be reflected back to her, causing a lot of damage. Be aware that sometimes, Lani will cast the water magic on all your members dealing quite a large amount of damage.

Attacks: Normal--moderate damage on one (P)  
Water--more than moderate damage to all (M)  
Bizzara--(moderate damage to one (M)  
Fira--moderate damage to one (M)  
Thundara (moderate damage to one (M)  
Scan--checks dagger's current status.

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Boss: Hilgigars (28)  
HP, MP: 8106, 908  
Steal: Fairy Flute, Mythril Fork, Phoenix down  
Location: Mountain Path  
AP:  
Gil: 2136  
My party: Zidane (26), Vivi (24), Dagger (22), Eiko (23)

His attacks are so pathetic that you can close your eyes and play :) I have even defeated him with four of Vivi's Thundara!!! Vivi should keep focusing until you feel that it is enough. Then keep using Thundara, if you are strong you will kill him in four hits which means that one hit must hit for 2000+ damage!! Eiko and dagger should be placed on standby for healing purposes. Zidane should steal as usual. Although this may take some time, the items you get is worth the trouble. If you manage to steal all his items in a few turns, keep attacking and the big fat A\$\$hole will go down even faster.

Attacks: Earthquake--moderate damage to all (P)  
Hiphop--moderate damage to one (P)  
Knockdown--less than moderate damage to one (P)  
Curaga--heals it self of moderate amount of HP.

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-----[ To Be Continued ]-----

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-----[ The Walkthrough ]-----

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Note: I added in two types of Lv. one is the Lv when the party enter a quest or town and the other one is after the quest of town visit. For example

Currently at: Evil Forest  
Party: Zidane (2/4), Steiner (1/3), Vivi (1/3)  
.....  
.....  
.....

Name of member(Lv before visit or quest/Lv after visit or quest)

NOTE 2:The guide for world map walking will be given in a later version.  
(if you are really trapped and desperate for help.just email me.)

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-----[ Disc One ]-----  
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Currently at: Theater Ship  
Party: Zidane(1/1)  
Key Item: -NIL-  
Items: -NIL-  
Cards: -NIL-  
Enemies: Baku

After a quick FMV, you all find yourself walking into a dark room.After Zidane lights up a small fire, walk straight up and light the candle.After some conversation with Zidane's three other friends Cinna,Blank and Marcus,Baku will come out and you will have to fight him(Remember to steal from him). After defeating this insanely easy "boss" the crew will review on the plan to kidnap the heir to Alexander's throne,Garnet Til Alexandros(something like that:) )Once the review of the plan is finished,the sence changes to Alexander where you are controlling a black mage call Vivi.

NOTE: when you fight Baku,have two person steal and the other two attack.  
If you don't steal from him,you are gonna waste all of his good items:)

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Currently at: Town of Alexandria  
Party: Vivi(1/1)  
Key Items: Ticket  
Items: Remedy,Tent,Eye drops,Potion(7),Phoenix Pinion,Ether  
Cards: Fang(3),Bomb,Ironite,Globin(3),Flan,Skeleton,Lizardman,Zombie,Sahagin

You begin at the entrance in the town of Alexander.Wander around town and collect all the items(all of them are mainly in houses).You can also buy some items at the shop in the second screen.At the third screen where the ticket booth is ,you can see 3 girls playing skipping.You can join in the fun and win some cool prizes!!

# of jumps		Prizes
20		10 Gil
50		Cactaur card
100		Genji card
200		Alexandria card
300		Tiger Racket Card
1000		King of the jump ropes

After you had all the fun you wanted and all the items, go to the ticket booth and show the man your ticket to the play and guess what....he will say the the ticket is a FAKE!!!(NOOOO~~~) and you will recieve 3 cards from him.Next go



left one screen and again some conversation will happen and you will meet Puck. Agree to become his slave so that you can watch the play and follow him to continue.

NOTE: If you don't agree to be Puck's slave, you can acquire three cards but going south one screen and go to the chapel like house. Climb the ladder and ring the bell to take the cards.

NOTE: After you have agreed to become Puck's slave, a guy with four arms will walk down the alley. He is the Alleyway Jack (something like that). Instead of following Puck, talk to him to learn more about how to play cards.

In the Chapel like house, Puck will tell you to climb the ladders. As you grasp the ladder, a moogle will fall from above and crash with you~~BOOM~~(sorry Kupo~!) Here the moogle will teach you how to save. After MORE conversation, you will arrive at the play and the scene changes back to Zidane and his party.

As the scene changes back to Zidane's party, the play has already started. In the play, there will be 2 battles. You can't steal but you can use the stage magic (fun to watch but it isn't of any use:) Later you will be in the spot light performing several acts and you can gain awesome prizes depending on how much nobles you impress:)

# of nobles impressed | Prizes

1-49	Ether
50-79	Elixir
80-99	Silk Shirt
100	Moonstone

NOTE: to get these items, go talk to Queen Branhe when she tells you to find Princess Garnet.

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Currently at: Alexander Castle

Party: Zidane(1/2) , Steiner(1/1)

Key Items: -NIL-

Items: Phoenix down(2), Phoenix Pinion, Elixir

Card: -NIL-

Enemies: Steiner

Zidane: In the castle, you and Blank will knock out the 2 Pluto knights and Zidane

will complain of how the helm reeks~~~. Go out of the room and up the stairs. On the second floor Princess Garnet will run out of the room and run away. And you have to follow and her catching up with her (it is no walk to the park ok!!!)

Now the scene changes to Steiner where you, Beatrix, Queen Branhe, Thorn and Zorn will have a conversation and the queen will order you and Beatrix to search for the missing princess. Go out of the castle and go left to the tower and run up. Here a funny FMV will occur:) and scene changes back to Zidane and here comes more chasing after the princess.

In the end, the princess will finally give up. Instead you now have to run away from Steiner (ohhh man~~) and he will have to fight him. He isn't that difficult to defeat but he isn't that easy to defeat too and REMEMBER TO STEAL FROM HIM. A funny scene will occur (hahahaha) and you take the chance to escape from rusty:)

Things just gets worser and worser doesn't it....now you appear in the stage!!!!

Here, Zidane will whisper to tell princess Garnet to improvise:).At this time, Vivi and Puck are caught by the pluto knights adn they keep running circles:) After so many rounds(actually they only ran 2 rounds),Puck ran away but Vivi ran up the stage.....

Vivi tried to cast a fire spell to ward off the knight but failed and it hit the the princess.....(oooo~~ N000~~~) and no need for me to say, you should know what happens next.....CHAOS~~~!!! and follow by a FMV.A few battle will follow up.

The first few battle are no big deal but you will have to be careful of the last battle with th bomb.It can be pretty nasty for your lower HP character.But if you follow my strategy you will surely win.My strategy is very simple.....use your best attack on Steiner and the battle will end soon(Don't attack the bomb casue you are just wasting your time)....After the battle will be a FMV.

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Currently at: Wrecked Theater ship

Party: Zidane(2/2),Steiner(1/1),Vivi(1/1)

Key Items: Blank's medicine

Items: Ether(2),Rubber helm,wrist,potion,Phoenix down,leather hat

Cards: -NIL-

Enemies: Baku,Goblin,Fang,Prisoncage,Dendrobium

you begin with a sence of the wrecked ship and all your party member are scattered around the forest.Go throught he hallow trunk and follow the path. you will find Garnet trapped in a big plant cage and you will have to fight it.Read the boss guide to know more about this guy.First, go meet the boss on the secong floor.after some dispute and arguement,go down the stairs and talk with Vivi.then goup the bed to take some money and back down to open a chest. Next go to the room on the left and open a chest near the entrance for a ether. Go down the stairs and open another 2 chests.Go to the room on the right and talk to Baku to trigger a fight(remember to steal from him-->he has some great stuff with him) After you win the fight you will get a real hilarious sence(i'm not gonna tell u:P After the sence,go back up the stairs and into the room where marcus was guarding previously and talk to Steiner.He will insist that they take "Master Vivi" with them in search of princess Garnet. before leaving for Vivi's room open a chest for an Ether.

After you have gathered your party members,go back to the room where you fought with Baku and head south for the exit.Blank will be waiting for you near the exit.He will hand you "blank's medicine" and now you are free to roam the whole place for any treasure you mised out earlier.Once you go out,an ATE will appear and the moogle will explain to you what it is.You now have 3 options. First,buy some items from Cinna.Second,Save game by talking to the moogle near the tree.Third, go into the evil forest by proceeding through the hallow tree trunk on the southeast of the screen.

NOTE: In the area outside Vivi's room there is a chest located on the left of the stairs.(i forgot to put it in:)

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Currently at: Evil Forest

Party: Zidane (2/5), Steiner (1/4), Vivi (1/4)

Key Items: Map of Mist Continent

Items: -NIL-

Cards: -NIL-

Enemies: Plant Brain, Plant spider

Nothing too difficult here. Just follow the path and you will soon find yourself in the lair of the plant brain. After you defeated this rotten Cabbage (it does look like one right?), RUN FOR YOUR LIVES. While running, you need to at least fight one plant spider group. Near the exit, a FMV will take over the scene and follow by more conversation with the party. Now, the only way to go back out of the mist is to go through the cavern on the south. Next stop, Ice Cavern.

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Currently at: Ice Cavern

Party: Zidane (5/6), Garnet (3/5), Vivi (4/6), Steiner (4/6)

Key Items: -NIL-

Items: Tent, Ether, Potion (2), Phoenix Down, Elixir, Leather wrist,

Cards: -NIL-

Enemies: Black Waltz #1, Sealion, Flan, Fang, Cave Imp, Wyerd

Enemies here are a little (and I mean a little) challenging. Just watch out for your HP and the path to success will be smooth:) When you enter the ice cavern, Garnet will say how beautiful it is here and how the other world she visited are in books (poor thing)... On the room where the entrance is, Garnet will go and touch the iced flower and Steiner will interrupt her from touching the so-called maybe poisonous flower (It's Garnet's life and not Steiner's life why must he always bother her with such small things, AGREE?)... OK now back to business. On the first room after the conversation, open the chest for a Tent and jump up the few stairs to the next room. Take the right path to find a hidden room and Zidane will suggest that maybe there are other secret rooms like this (In a matter of fact there are some more of such rooms). Pick up the Ether inside and go around the small cliff for a potion. Proceed to the next room for more treasure. To the right is a chest with a phoenix down.

NOTICE TO ALL: I haven't been able to get the chest below the phoenix down!!!! Can anyone help me.?

OK... back to the walkthrough. Go north using the left most path to reach another hidden room. Take the path to reach an elixir (COOL!!) Continue to the next room. Keep going straight for another phoenix down. Head west for a secret path and a leather wrist. Finished with the treasures??? then proceed to the next room.

You are now in a three way junction. Take the left path to unthaw a moogles and save. Go back and take the right path. Here, an event will take place (I won't tell you cause I don't want to spoil the fun for you:) After the event, prepare yourself for a moderate difficult boss and proceed to the next room. Read the boss section to learn more. Have you defeated the boss??? If so, proceed to the next village... The Village of Dali.....

NOTE: When you leave the exit of the ice cavern, you will have a small conversation

and argument.. blah blah blah. here, Zidane will decide to change a new name for Garnet.

+++++

Currently at: Village of Dali

Party: Zidane (6/7), Dagger (5/6), Vivi (6/7), Steiner (6/6)

Key Items: Aries, Sellazzio

Items: Phoenix Pinion, Phoenix Down, Iron Helmet, Eye

Drops, Antidote, Ether, Potion (4)

Cards: -NIL-

Enemies: Black Waltz #2, Vice, Ghost

Your First VILLAGE!!!!!! (lets celebrate---nah, no time for that:).....  
when you enter the village, Vivi will get excited about the windmill and he  
wanna go and see it, but Zidane suggests that they all rest first. When you wake  
up, check the Inn room for two chests. Go out, save and do whatever you want (buy  
the weapons and items--very important) When you go out of the inn there will  
several ATE. next go and talk to Vivi about his problem. (when you leave, he gets  
kidnapped.--damn those guys) Now go to the weapon shop to meet dagger. and  
return back to the inn. Then there will be a long long conversation sence.  
The sence changes to Steiner where he is helping the pub girl stacking some  
wood and asking questions on how the villagers travel. The sence changes back to  
when he is telling Dagger his story. Dagger begins to worry about Vivi and the  
two of them decided to look for him. Go to where Vivi was standing before.  
The pair will hear Vivi's crying and ask him wherther he is hurt. Now go to the  
windmill house and chech the circular thingy near the entrance and go down.

In the next room, Dagger and Zidane will hide behind the big barrel and  
eavesdrop  
the conversation between the few man. all of a sudden, Zidane get heated up and  
rushed in to save Vivi but was stopped by Dagger. Now follow the path while  
collecting treasure till you get to a room with a big iron door. Check the  
coffin  
like box and you will find Vivi stuffed inside (how cruel). continue through the  
iron door for two chest. Go back out side and go east from the wooden walkway.  
Here a sence about the black mages will take over you.....

NOTE: once you open the big iron door, you will start encountering enemies from  
any  
where in the under storage facility.

The screen changes to Steiner trying to get an answer out of the old man's  
mouth.  
just follow the old man into the house and talk to him and you will know the  
answer. when you are outside of the house, goto the cart near the entrance to  
open a chest. On the same area, go straight up where the "A" shape mountain peak  
is to find some GIL. After you finished the business here, go back outside.  
>From now on wards the game will take over the moving of you. And after that you  
will have to fight a boss (Black Waltz #2--Read the boss guide to find out  
more.)

+++++

Currently at: Cargo Ship

Party: Zidane (7/7), Dagger (6/6), Vivi (7/7), Steiner (6/6)

Key Items: -NIL-

Items: -NIL-

Cards: -NIL-

Enemies: Black Waltz #3

When you have finish dealing with Black Waltz #2, rest at the inn and REMEMBER  
to save cause there will be a boss fight later. Go back to the cargo ship and  
board it. Before you board the ship, there will be a little talk going on where  
Steiner volunteered to ask when the ship is leaving (i'm not sure what Steiner  
asked.) Dagger gets a little suspisous od steiner and Zidane said they would

properly fly back to Alexander. At this time, the ship's engine started and Zidane hurried them onboard. Vivi went up first but Dagger isn't so sure of what there are doing so Zidane had to push her up the ladder. Half way while climbing the ladder, Zidane's head bum onto Dagger's buttom (WoOoO) And here's the script. (hahaha..you should see it for yourself)

Zidane: "ooo...soft!!"

Dagger: "Ahhh"

OKOK...enough of this stuff. When you reach the engine room, you will see Vivi talking to the black mages but they won't respond... now go up the ladder and into the control room. A argument between Zidane and Steiner will follow by and here comes the black Waltzzzzzz. And of course of sure you will have to fight it..... After the black waltz will be a short FMV on how they cross the south gate, and then finally arriving at Lindbulm.....

+++++

Currently at: Lindbulm Kingdom

Party: Zidane (7/7), Dagger (6/6), Vivi (7/7), Steiner (6/6)

Key Items: Autograph, Mini-Burmechia, Kupo-nut, Moogle suit

Items: Hi-potion, echo screen, bronze vest, Steepled hat, ore, glass armulet, ether  
68 gil, 97 gil, 282 gil

Cards: Mimic card

Enemies: Mu, Fang, Zaghnol, Bird (i forgot the name)

Ooooo man~~ this place is damn big for goodness sake. I'm sure you will have an enjoyable time finding all the items:) okokok i know all of you will moan so i will be kind once and give you the location of the items. (say thank you:)

Business district-->(BD) Theater district-->(TD) Industry district-->(ID)  
Lindbulm Castle-->(LC)

(BD) card freck's house-->>hi-option, echo screen

(BD) Item shop-->>Kupo-nut (see walkthru on how to get it)

(ID) Ludruff house-->>mimic card, Steepled hat

(ID) Wall beside the man with blue head outside of the resturant-->>Bronze vest

(TD) inside artist's house-->>ore

(TD) Inside artist's house-->>autograph

(TD) Tantalus Hideout-->>282 gil, 97 gil, 68 gil, Mini-Burmechia

(LC) Guestroom-->>Glass armulet, Ether

NOTE: The treasure chest in card freck's house and in LC's guestroom will refill themselves after you leave the castle. you can only take the new treasure after you return back here on a mission (if you don't understand what i'm talking, you will later...:)

You begin in the business district inn. go down and out to collect all the items in this district. buy some weapons and items if you want. during a time (i forgot when) there will be a forced ATE.-->>Vivi will be in the item shop and he wanted to buy a nice smelling kupo nut. when he walks to the counter he saw a poster about Lindbulm's festival and asked the shopkeeper about it. The keeper told him that they are going to releasing a lot of animals..... and Vivi gets very excited and left the shop. when Vivi left, the keeper will talk to herself about whats so fun about releasing and killing a bunch of savage beasts (OPPS:).

After you have finish your business here in the business district go to

industry

district ,collect all the items and then proceed to the theater district.Go to Tantalus hideout FIRST and two kids will talk to you about Dagger and tell you to go and find her.Zidane thought that it would probably be a good idea.now collect the gils in this room.go up the ladder and at the end ,collect the mini burmecia.now go out and head south down the stairs to the theater.There will be 4 gals there shouting that they want to see the super star Loweel.Go speak to any of them and they say that none of them knows Zidane(Hmmmmmm How can they not know a great man like him).Loweel will then come out and theh gals will keep screaming(boy are they noisy).after loweel has gone back,a super ultra large moogle will come out and walk blindly banging on the wall(guess who he is:) and run away.Now go to the artist's house and you will see LOWEEL.ya he is actually the super ultra large moogle(kupo~!kupo~!)talk to him for an autograph of his and check the back of a ore.

NOTE: Check the barrels and boxes on the right hand side for a moogle suit it doesn't do anything but its kinda neat:)

Now go to Lindbulm Castle.Go to the fountain and head to your right and up the stairs to the guest room.Here,Steiner will start accusing you of abducting the princess and you two will argue AGAIN~~~:) Go up the stairs and collect the two items and head back to the fountain area.you will hear Dagger singing here and youdecide to go to the third floor to find her but eh only problem is that it restricted.....(hehehe you thinking what i'm thinking:)Now headright back to the library area and talk to the knight on the lower floor.Zidane will trick him into the guest room and.....besh...besh....besh...that was easy...:) and now you are the knight!!!(hahaha)Go to the elevator now and up to the third floor. go left to the machinary room adn up th estairs.once aout of the stairs fo left and up for a FMV about Dagger singing with the birds.....then a conversation will start.Zidane will suddenly ask Dagger "how about a cruise with me after all this" which shocked himself.....(after some more conversation)Zidane will make a deal with Dagger that if he wins the hunting festival,he and dagger will go out on a date:) and now prepare yourself for the big hunt.

Just equip your best equipment here and you will have nothing to be afraid of.

TIPS: arrange your items so that potion is the first.if you need to heal,just press the menu button and keep pressing the X button to heal.i know its a waste of so much potion but hey we are racing against time so there are other choice:)

Another tips is DO NOT USE ANY OTHER SKILL OR TRY TO STEAL cause you are just wasting your time and there aren't any items to steal.when you begin the battle,just keep pressing attack which means pressing the X button repeatedly.Heal only after the battle.

you begin the hunt at the theater district.There are only 2 or 3 enemies here it won't take up too much of your time.after you have finish your business here take the air cab to the industry district.take out the enemies here and head to the business district for the final showdown.....take out all the enemies in the first screen then continue.on the next screen,there are two ways for you to go.go left for more enemies and right for a real big guy.after the hunt is finish.you will be in the royal chamber recieving the prizes.If you win,you will get lots of gil depending on how many points you won.If Freya won,you will get a accessory.If Vivi won you get yourself a card.after you recieved your prize, a injured Bermecia soldiers crawled in and explain that Bermecia is under attack by some sort of mages with pointy hats(hmmmmmm)and ask for reinforcements and later

passed away(sob~).Freya would then say that she wants to go back to help.Zidane and Vivi would then join in....

Note: Prepare yourself for a very tough boss and try to Lv up as much as you can like Lv 14:)Its good to Lv up now cause later in the game the bosses will be BIGGER, BADDER and TOUGHER so watch out.

Prepare yourself and buy the best weapon and 99 potion.trust me.you will need it.now ride the elevator in the castle to the base and ride the left car to the dragon's gate and exit. head north for Gizamaluke's Grotto.

NOTE: When you exit the gate,you can go to Qu's marshes to recruit Quina. Many people keep e-mailing me why i didn't put this down and that he is very important at this stage of the game...its because that if you recruit him this early in the game,the EXP you gain will lesser. Anyway,whrether you want to recruit s/he is up to you.

NOTE: Also you can go to the east and play the mini game "chocobo hot and cold. you can dig up some pretty good treasures but the game nedds money.If you are lwo on cash,i would advice you not to play it cause you will need the money later.

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Currently at: Gizamaluke's Grotto  
Party: Zidane(14/14),Vivi(14/14),Freya(15/16)  
Key Items: -NIL-  
Items: Magus hat, Mythril Gloves  
Cards: -NIL-  
Enemies: Lamia,Skeleton,Black mage,Hornet

One thing to take note before you enter....make sure your character's level is at least more then 11 cause if you don't,you can die very easily even in random battle!!!!

When you enter,you see ywo died Burmecia Soldiers on the floor.Freya then gets very mad and worried.Now proceed to the next room.Go right and talk to the dying Bermecia soldier.He will give you a Gizamaluke bell.Go back north and open the door using the bell.Here you see the two clowns zorn and thorn.running towards you.Then the two stupid clowns will talk some rubbish about not seeing you before and then commanding the black mage to kill you.just kill the two mages and proceed forward and kill the next mage to get a more gizamaluke's bell.Go and open the top right door.from here,you just need to walk round the circular. Along the stairs are two equipment so be sure to collect them.

NOTE: there is another route that you can take to the destination.When you defeated the third mage and recieved the third bell, go up the stairs and open the left door.Talk to the soldier at the end to recieve another bell.Now go back to the stairs and open the middle door.just proceed to reach your destination.

Also from here onwards,you will meet a very powerful enemy call Lamia.her moves are totally unbelievable if your Lv are low....fight her and you will know it.

now when you reach the end,you will see a moogle trying to help his husband out of the giant bell.your party will ask what happened and she will say that they just had their wedding here and then some wierd looking pointy hat man came in

and caused a mess. Then the moogles will notice that Vivi had a kupo nut with him and ask for it. Give it to her and her husband will smell it and lift the super heavy bell (woww). The 2 crazy couple will then run around and out of view. When you gain back control of Zidane, take the Gizamaluke's bell from the chest in the front. Next go to the top left door and open it. Go inside and talk to the female moogles to tent and save.

NOTE: DO NOT GO UP the vines in the north of the room. Go only if you want to commit suicide. Out there roams the all powerful Grand Dragon (not powerful any more when you reach Lv99:). One single attack from the dragon is enough to wipe out the whole party. SO DO NOT GO OUT THERE.

When you are about to go out, the male moogles will chase after you and give you the holy bell. With this bell you can open the final door. Go inside to find an injured soldier. He will tell you that Master Gizamaluke has gone mad and at this moment, a blue thingy fell from the pipe and you will have to fight it..... (it's actually a fish with boney hands.. and I thought that it is gonna be something like a two leg general or something like that... DAMN)

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Currently at: Southern Gate  
Party: Steiner (6/6), Dagger (6/6)  
Key Items: Gate Pass  
Items: Multina Racket, potion  
Cards: -NIL-  
Enemies: -NIL-

After the boss, you will find yourself controlling Steiner. You are now in the southern gate. Go up the stairs and talk to the guards. One of the guards will ask him why is he here..... and Steiner answers that he is here to work because he heard that they are short of people. (tell me one thing.. would anyone work for free?!?!?) The other guard would ask to check his bag and ask a few questions. After that you will be permitted to enter. Now you will need to find a safe place to let the princess out. You think that the back alley would be a good place but there are 2 people there. Now take the Multina Racket from the chest behind the barrel and talk to the blue elephant guy. Next go and talk to the man in white on right side. One down one more to go:) Go and talk to the girl above and console her. Finally the coast is clear. Head for the back alley now. But before you even step into the back alley, the guards called you back to give you a gate pass.

In the back alley, Steiner will put down the bad to let Dagger come out. Steiner will keep watch while Dagger changes (she was naked in the first place.. Wowww). If you want to be naughty, choose to watch the other side too:) and Steiner will walk to the other side and.....:) Now that Dagger has finished changing, you will be in the next area. Go open the chest, save, buy some items and head to the cable car. Inside Dagger will have some conversation with Steiner and you find yourself back in Gizamaluke Grotto with Zidane and friends. Next, you will be in the world map..



Head north to your next destination...Burmechia the Realm of Eternal Rain.

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Currently at: Burmechia The Realm Of Eternal Rain

Party: Zidane(14/16),Vivi(14/16),Freya(16/18)

Key Items: Protection Bell

Items: Soft(2),EtherPotion,Tent,Phoenix Down,Mythril Spear,Lighning Staff

Card: -NIL-

Enemies: Ironite,Basilisk,Magic Vice,Mimic,Beatrix

When you enter Burmechia,Freya will get upset about how she dreamt about home everyday when after she left Burmechia and now she must return to protect it. Go up two screens to see the two stupid clowns clowning around...and sending two black mage to attack you.Kill the two mages adn proceed to the right,up the stairs to the next area.In this room,head up but don't go up the stairs.By the wall just behind the stair is a very hard to see chest.Open it for a soft.Now head up the stairs and you will see a other chest...but actually it isn't a chest .it's just a monster called mimic.To fight it or not is up to you.

NOTE: There a some more mimic in this place .I wil tell you where they are as we

go along.In the begining of the battle it will call a magic vice out to help

it.Defeat the magic vice first then the mimic.it would be much easier. also after thte battle it will give you an ether so its worth it.

Proceed to the next room on the left.walk to the walkway on the left and it will begin to shake and drop to the second level.Now go back to the place where you met thorn and zorn.Once there,go right and into the large grey door.To your right is a potion and to your left is a soft.Up the stairs you go and there will be another mimic.head right to proceed.Just follow the path given to you to reach the other room.talk to the soldier adn check the back of the bed to recieve the protection bell.Walk left to the chest behind the cupboard to take a ether.(the chest can't be seen)Go back to the area with the large iron door.Open the door with the bell and enter.Inside ,Freya is scared that the palace might be already in ruins.Procees furthur.Go inside the big hole to see something inside.Here,a soldier is trapped and his wife is trying to help him.The soldier keep telsing his wife to run away but to no availd.While talking,The statues is about to collaspe in here comes Zidane to the rescue and he pulls the soldier away.Onc eout side,go up the stairs and to the left room.Take the tent and phoenix down on and go fight the mimic on the other side. Go throught the door and go inside the left room to recieve a mythril spear.Now go to thr room on the right for a moogle and a lightning staff at the end of the room.

NOTE: When you have taken the lightning staff another moogle with tiger skin

coat

will come in. Talk to it to buy a set of items.

Go out and up the stairs to the palace. Freya will get pretty upset about the ruin palace. Just leave her alone. Freya will then suddenly jump up the super high pillar and say that there is someone inside. Follow her up into the palace.

You will sneak behind the row of statue and you see Queen Brahne and Beatrix. Here you can see Kuja later walking out from nowhere and talking to the queen.

ok Something about Kuja.... When I first saw his face in the FMV, I thought that he was a cute babe and I thought "wow first time having a babe for a villain" but when I saw clearly his name.... D\*NIT.. he's just a sissy boy in super tight

women's wear.... But don't underestimate this girly boy cause his attack packs a punch..

I will now let the game take over cause it's all just conversations.... and a long one.... after the conversation, a Burmecia soldier rushed in and somewhat attacked the trio (not your party of course) but was shocked when Beatrix introduced herself. You will jump out of your hiding place and attack her..... and guess what.... it's the end of disc one after the FMV on Kuja....

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-----[ End of Disc One ]-----

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-----[ Disc Two ]-----

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Currently at: South Gate

Party: Dagger (6/6), Steiner (6/6), Marcus (??)

Key Items: -NIL-

Items: Phoenix Down

Cards: -NIL-

Enemies: Black Waltz #3

At the start of Disc 2, you see the south gate and a short conversation between the two guards. Then you will be back inside the cable car with Dagger and Steiner.

After you have reached the summit, go out and head north. Then go right into the rest area. You can now control Dagger alone. Go buy whatever things you need and then talk to the man behind the counter (not the chef or the items seller of course...:) He will tell you that the cable car is able to arrive but then you heard two familiar voices from outside saying that they have missed the car to Lindblum. Now go to the lower left part to get a Phoenix Down. Head left to exit.

Outside, you see Marcus and Cinna on the other side of the walkway!! After they have

finished talking, Cinna would want some more Bunt Bun and they will head inside. Go back in to the rest area and you see Steiner shouting and accusing them of coming back to kidnap the princess again..

Now talk to Cinna and Marcus but Steiner will always interrupt you. Talk to Steiner

now. Dagger will then scold him for not letting her speak to his friend. (how

embarrassing:) You will soon hear the sound of the incoming car. Go out of the rest room and board the cable car. Once everyone is on board, the cable car will leave. Inside, you will find out that Marcus is going to find a item call supersoft to save Blank. But halfway down to the other side, the car suddenly stopped and the conductor will go out and check. (guess what happen next?) The conductor came back shouting that there is a demon with pointy hat outside. The trio will go out and check and find out that the pointy hat demon is actually Black Waltz #3 Now you will have to fight that A\$\$H0Le:)

When you finished the battle, you will continue the journey down the hill to South Gate. After you have reached south gate, head north to buy something and continue north to exit. You will reach a Y junction. Walk right to proceed. keep walking past the wooden bridge but before you exit, go down the stairs for 1610 Gil. Now go back up and right to exit to the gate itself. Now walk through the Gate and the guard will tell you to watch him the gate pass. Now exit to the world map and head left to Dark City Treno.....

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Currently at: Dark City Treno  
Party: Dagger(6/6), Steiner(6/6), Marcus(???)  
Key items: Gemini  
Items: Power Belt, Ether  
Cards: -NIL-  
Enemies: -NIL-

When you arrive at Treno, all of you will be seperated to find the supersoft. Go left to the fountain and throw in coins for 11 times. In the 11th throw, you will get the Gemini Stellazzio. From now on, there will be lots of ATE but they are not complusory though its kinda funny to watch:) No go left to the next area and head down the stairs. Keep going left until you reach Stella's house (big circular structure with lots of birds). Go inside to exchange all your Stellazzios for some goodies. If you find anymore Stellazzios in the future, you are welcome back here to exchange for more goodies. Now go back out and check Left of stell's house for an ether.

Go back one screen and into the house on the left. Keep walking down the lane and you will meet up with a four eye man. If you have watch the ATE on dagger before, you will know that he stolen 1000 gil from Dagger. (see why the game is so generous when they give you 1610 gil in the cable car station:) Steiner will ask him wherther he had seen a pretty girl around. That four hand A\$\$H0le will panic and say he haven't seen a girl with long hair (this guy is really dumb) Four hand guy will panic somemore and confest that he had stolen from Dagger, but he spent all the money buying a power belt. he will then hand over the power belt and run off (!@#\$\$%^ COWARD) Continue along the path to reach teh synthesis shop. Once you finish buying your stuff, exit the mansion.

Go right one screen to the card stadium. Here you can Play some cards or buy cards form the man by the counter. They are sold for 100 gil per card and they are all super lousy. I also recommand you NOT to play the card game in the stadium cause your cards are all rather weak at this point. Go left to the next screen. Go up the tower and you a moogle will fly out of there. Do whatever you want

with the moogle and continue left.Go inside this big Auction house to find Dagger.

If you have enough Gil,lets say 20000 Gil, you will be able to buy at the most 2 ITEMS!!!!I tell you this...those people in the auction house are insane... They can use 20000 gil to buy a useless key items...can you believe it.. so if you want to buy something,you better save lots of money.After you have completed your business here, go back right and up the tower and continue south.

You will reach the place where the poorer people lives..Enter the inn(the left buliding) and you will see Marcus.Talk to him and he will tell you that he has found out which Noble has the super soft.Now get prepared to leave.After you have finished preparing,talk to Marcus again to leave.Head down the walkway and talk to Baku to board the boat.You'll now see a sence of kuja and the auctioner talking about somethings.After the sence,you will see Dagger and Steiner on the boat.Steiner will be thinking about what he is doing and that he is helping the Tantalus to commit a crime Which is the opposite of what he is suppose to do.He wil also think that Queen Brahne will never do such a thing like attacking Burmecia and that he's only duty is to protect the princess's safety.At the same time,Dagger is also thinking about somethings.About she haven't meet Zidane,things wouldn't have come to this. After a while you will reach a house which is the synthesis shop.The three of you begin to search the place for the supersoft and you will hear someone coming down from the stairs.Marcus suggested taking him out, but as Dager looked closer she recognized him as Doctor Tot,her tutor when she was little.Doc. Tot will also be surprise that he were to find the princess here.they will talk for sometime before they heard footsteps.Doc. Tot will tell them to go to his house(which is the locked tower) and he will give him the super soft there. After leaving,you will be back in the inn.Now go back to the town entrance and head directly left,and keep going left until you reach the tower.

When you reach the tower,go up the steps and open the chest to the left for a Mythril Dagger.Enter the room to the right.Just walk up the spiral stairs and at the end you will see Doc.Tot. Talk to him and he will tell you that the super soft is in the box by the corner.Marcus will then just take the supersoft and Steiner will start his complaining again that Marcus doesn't have any manners and blah blah blah When you gain back control of Dagger,talk to Doc. Tot again and she will ask him about the big globe in the room.Doc. Tot will have a flashback of himself and Dagger when she was young.After the sence,he will tell you that you can go to Alexandria from here but through a secret passage.Next,he will climb up the ladders and open a small hatch at the end.Follow him up adn climb down the hatch and you will be in Gargan Roo.....

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Currently at: Gargan Roo  
Party: Dagger (6/9), Steiner (6/10), Marcus (?/9)  
Key Items: -NIL-  
Items: Chain plate, Phoenix down  
Cards: -NIL-  
Enemies: Dragonfly, Crawler, Ralvurahva

Here, Doc. Tot will tell you more about this ancient transportation method. But in order to make this thing work, you must activate a sequence trigger. Save if you want to and head left. Take the phoenix down by the wall. Continue further north to flip the switch. Also, don't forget to take the chest beside it. Now, go back to the main area and head right. Continue right again and Doc. Tot will come running in and saying that this is the first switch. Pull it to release a Gargan... but it won't stop moving round and round. Now you must find a way to make it stop. Head left two screens to flip another switch. A basket will be lowered to feed the gargan. Take the chance to get onboard it. Before you leave, Doc. Tot will lecture Steiner that everyone has to make decisions themselves and he will only endanger Dagger's life if he doesn't. When the gargan finishes eating, it will leave and Doc. Tot will go back to pull the switch again to let them out. Half way through the trip, the gargan begins to slow down and then reverse its direction. Dagger will jump down to check what is going on and the rest will follow up. It's actually a Ralvurahva (something like a cross between a snake and a ugly worm.) and you'll have to fight it. After you have chased it away, you will resume your journey back to Alexandria.

When you reached the castle, Steiner will insist that they hurry up... but before they got up the first flight of stairs, they got trapped between two large and high gates by Thorn and Zorn. Steiner will then shout out that he had bring princess Garnet back but the two clowns will say that all of them are under criminal arrest (.....) Dagger request to speak with Queen Fat Pig (Brahne:) The clowns are going to take her to the queen anyway so it's still the same. After that, the scene changes back to Zidane and friends.

+++++

Currently at: Cleyra's Trunk  
Party: Zidane (16/17), Vivi (16/17), Freya (18/19)  
Key items: -NIL-

Items: Phoenix down, Ice staff, Magicians shoes, Ether, Needle fork, Tent, Flame staff

Remedy, Desert boots, Mythril vest, Mythril gloves, potion, Elixir, Hi potion  
900 Gil, Gysahi greens

Cards: -NIL-

Enemies: Dragonfly, Sand Golem, Core, Zuu, Carrion Worm

When you are out on the world map, go west for Cleyra's trunk. Upon entering, you will be presented with a FMV of the sandy tree house. From where you are standing, keep going north until you reach a "eye" like door. Go up the stairs to flip the switch and the door will open. Proceed. Inside the room, take the phoenix down and continue. In the next room, go to the sand fall area, hidden behind the leaves is a chest with a Ice staff in it. Also at the southern part of the area is a chest with a magicians shoes (its hidden under the roots). Proceed by following the path.

On the second screen from the sand fall, there is a chest with a Ether.

Continue along the path to a death end. Examine the small hole and choose the 2nd

option. Now go back one screen and climb up the vines to another area. Continue left

through the small hole to exit. In this screen, to the west is a needle fork and to the north is a tent. From the chest with the tent, go left to a moogles. Continue

up to the next screen. You will now be in a maze like area. Go behind the first pillar

which is closest to you for a desert boots. Go right to a chest containing a remedy.

Go back to the first pillar and go a little left into the hole. Take the Mythril Vest inside. Go directly north and exit. Take the Mythril Gloves and continue up. Flip the switch and back to the maze room. Now go directly left to the next area.

Take the potion in the chest and northeast to the next area. Take the Elixir inside

and go back. Continue north.

Here there are three quicksand. To take the two chests would not be so easy because you need to jump around. If you get trapped in the quicksand and can't get out...

its game over baby (hehehe... just kidding:). If you do get trapped, press the X button

repeatedly to get out. If you can't get out, you will need to fight an enemy. After you

have finished your business here, go left to continue. Follow the path until you reach

ladder. Now go to the edge to take a Gysahi greens. Climb the ladder and follow the

path to reach Cleyra's Settlements.....

+++++

Currently at: Cleyra's Settlements

Party: Zidane (17/17), Vivi (17/17), Freya (19/19)

Key Items: -NIL-

Items: 970 gil, Phoenix Pinion (2), Thunder gloves, Ore, Echo screen, 1250 Gil, Ether, Gysahi greens, Yellow Scarf

Cards: -NIL-

Enemies: Antlion

When you enter the settlement, there will be two oracles waiting upon your arrival.  
One of them will take Freya to the king while the other will want to take you around town. Choose the second option to avoid this and to save some time. Go right to this big quick sand area, walk a little bit right for 970 gil. Go back one screen and up one flight of stairs. To your right is a Phoenix Pinion. Take it and continue to your left. In front of the well like structure is a thunder glove. Now head right. Go to the very right where the red flowers are for an ore. Go up the stairs and you will meet someone familiar... and it is Dan. Talk to him to buy some nice equipments. Go inside the inn behind him. Check under where the moogle is standing for an echo screen. Go right beside the big chest for 1250 Gil. On the second level, in the drawer is an Ether. Go back outside and cross the bridge to the left. Talk to the woman to buy items. Go near the mushrooms for a phoenix pinion. Go up the stairs to the Cathedral area. Along the grasses on the right side is a gysahi green. Go inside the Cathedral and check the left pillar for a yellow scarf.

Go talk to one of the oracles and he will pass you a message by Freya. It says that this is going to take some time so she asks you to wait in the inn. Now go back to the inn. When you reach the inn, a Burmecia soldier will burst in and report that an antlion has held a child captive!! The oracle will go report it to the high priest. Follow the soldier to the entrance and go left. Freya will jump in from nowhere and recognize the child as Prince Puck. The antlion will throw Prince Puck away and fight you. After the battle, Puck will greet Vivi and run away. You will be back inside the cathedral with Freya and the king of Burmecia.

The high priest will then come in and inform the king that the sacred dance is about to be performed and asks Freya to join in. The girls then begin to dance with the music (you call that a dance?? it sure looks weird). After the ceremony, the strings of the harp will snap which means a bad omen!! All of a sudden, the sand storm around Clerya will disappear and the king senses that someone is trying to invade Clerya. After the sense where the sand storm disappears, you will be in Alexandria where Steiner and Marcus are in prison.

+++++

Currently at: Alexandria Castle

Party: -NIL-

Key items: -NIL-

Items: -NIL-

Cards: -NIL-

Enemies: -NIL-

You will see a little conversation with Steiner and Marcus. You will next be inside

Dagger's room. She is there thinking about her mother and why she invaded Burmecia.

Zorn and Thorn will then burst in to the room and summon Dagger to go out. She resisted

until the two clowns said that she had been summoned by the queen.

You will automatically be in the queen's room. Dagger will ask the queen why she attacked Burmecia. She then lies that she only attacked because the rats have been eyeing Alexandria for some time. You will then be prompted with two options. Choose anyone you like and then Kuja will come in. He will say something about canary

and put Dagger into deep sleep.

Zorn and Thorn will take Dagger into an unknown room and start the "extract the Eidoons" ceremony.

+++++

Currently at: Cleyra's Settlement

Party: Zidane (17/18), Vivi (17/18), Freya (19/20)

Key items: -NIL-

Items: Ether, Phoenix Pinion, Phoenix Down, Remedy

Cards: Zuu Card, Nymph card

Enemies: Type B, Alexandria soldiers, Beatrix

The sence will now change back to Zidane and company at the observatory. Freya will

ask you a question. Choose any answer. She will then suggest that they check the truck. Zidane will go find Vivi and you will be conreolling Freya. Go the inn and talk to Stilzkin to buy a set of items. Now go to the entrance to meet up with Zidane and Vivi.

Go down to the bridge area. Along the way, you will meet Alexandria soldiers. When you reach the bridge area, Freya will become suspiscous that isn't the force too little to count as a attacking force. Puck will come running in and tell Freya that Cleyra is under heavy attack!! Meanwhile, you will see beatrix heading left. So it was actually just a trap to lure Zidane and the rest out of the settlements so that they can attack in full force.

Now, hurry back to the settlement. Back in the settlement, the black mages are attacking the town and they killed all those who opposed them including Dan. When you reach

the town, you'll have to fight Alexandria soldiers and black mages (type B). After fighting, go left to a moogle and Sklitzkin. Go back to the entrance and up the stairs. You 'll now have to lead people to safely. Talk to the oracle and lead them to the right. In the next screen, go up the stairs and tell Dan's family to go to the left. You'll have to fight a black mage. When you reach the next screen,

Choose to go to the right and up the bridge. You will now fight Aleandria soldiers.

After fighting with them, follow the oracles and Burmecian to the next screen. In the next area, tell the Burmecia kids that it is still not safe. Up in the next screen, you will see two Cleyrians. Now, lead everyone up to the cathedral.

Just outside the cathedral, you'll will be surrounded by black mages!! But here comes

Sir Fratley (just in the nick of time). He'll slash all the black mages and you will

be saved. GO inside the cathedral. Freya will talk to Fratley. Somethings is wrong with.

Sir Fratley doesn't seen to know who she is. Zidan will come in follow by the king

of Burmecia. When the king ask Fratley who he is, Fratley can't even recognized who

he is! Puck will then come in to tell the rest that, he found Fratley during one of

journey around the world. After that, Fratley will leave and Beatrix will come in and



steal the magic stone.Now chase after her.In the next screen,talk to all the people  
to recieve items and cards.Exit to fight Beatrix.

After the battle,she will escape by teleporting with one of the black mages.Follow her.

+++++

Currently at: Red Rose  
Party: Zidane (18/18),Vivi (18/18),Freya (20/20)  
Key items: -NIL-  
Items: -NIL-  
Cards: -NIL-  
Enemies: -NIL-

You will see Queen Brahne on board the red rose.And she is waiting for beatrix return so she could use the Eidolon.You will be greeted with a great FMV of Odin coming out from the sky and with one throw of his mighty spear,the whole of cleyra exploded and disappeared into thin air!!!

After the FMV,you will be in the Red Rose.Freya will be very sad as Cleyra was totally destroyed.Zidane will hear someone coming and they will hide behind the stairs.It's actually Beatrix coming.She seem to be very reluctant that the queen chose the black mages over her and her soldiers and thst she didn't train so hard over the years for nothing.She'll then remember Steiener's word and go away.Now go up the stairs.and follow the path.

When you reach the end,you will hear someone talking and eavedrop on them. Next you will have a sence with Beatrix and the Queen.Beatrix doesn't fell any better cause why she handed over the Magic gem,then queen didn't even say a word of gratitude and instead command her to find the last gem.Beatrix will ask the Queen how Dagger is doing and she will tell her that Dagger will be exacuted when they reach the palace.Beatrix will be very shocked and tried to opject against the idea but failed.

Zidane will also be shocked at what Brahne sayed.They had to reach Alexandria before the queen does in order to rescue Dagger.Vivi will then tell the rest of you to follow him.Go back down to the first floor.When you go down the stairs, you will see a moogle running towards you and back to the last screen.Follow him to save.Go back to the teleport area and jump inside.You will be automatically teleported to Alexandria.

+++++

Currently at: Alexandria Castle  
Party: Lots of diffent combination  
Key items: -NIL-  
Items: Ice brand  
Cards: -NIL-  
Enemies: Thorn,Zorn,Beatrix,Bandersnatch,Type C,Alexandria soldiers

The scene change back to Alexandria Castle where Steiner and Marcus will be thinking about some way to escape the cage. Now, you have to move your D-pad to move the cage left and right until you crash on the second floor. When you regain control of your character, run to the most left and climb up the ladders. Along the way, some Alexandria will catch up with you and you'll have to fight them. Once you have climbed up the stairs, continue left to the next screen.

Here, Marcus will leave for the Evil forest to save Blank and the rest of your party member will be teleported in to the room. Zidane will tell the shocked Steiner to leave the room cause they only got 30 minutes before the queen comes back and behold Dagger. Once you have regroup your party, go out and meet Marcus. He'll close the gate and prevent the soldiers from coming in. Now go out and head inside the castle which is in the middle. Go to the area where you first saw Dagger and go inside the room to the north.

Inside, keep going north until you reach a room. Go check the purple light to unveil a secret room. Go through the spinning platform and down to the last area. Head north into another room. Here, you will see the two clowns and you will have to fight them. After the fight, go back up to the room with the purple light. Zidane will request that they let Dagger have a rest. All of a sudden, Beatrix will come in and you will have to fight her. After that, there will be a very long conversation where Zidane will ask Beatrix what is her duty. Beatrix will tell him to protect the princess and the kingdom at all costs. Zidane will point at Dagger and Beatrix will be shocked that the princess is still alive. She now realizes that what she did all along was very wrong. She will ask for forgiveness from the party but Freya tells her that it is too late for apologies and the only thing she can do now is to protect princess Garnet. Zorn and Thorn will come in but Beatrix doesn't care. She will go beside Dagger and break the spell.

Then Queen Brahn will come in. She orders Zorn and Thorn to throw Dagger back into prison but Beatrix objected. The two clowns will summon Bandersnatch to attack you. Freya will join Beatrix to fight the enemy while the rest escape through the secret passage way. Once you regain control of Zidane, keep going down the stairs. Along the way, you'll meet several black mages (type C) and Bandersnatch. When you reach the last second area, Steiner will go back up to help Beatrix and Freya. Now keep going down and then south.

When you reach the area, you will be trapped again. The two clowns will come out

and say something. Next, Marcus and Blank will burst in and save you. Continue south and you will reach Gargan Roo. Board the Gargan to go to Treno. Half way, the Gargan will start to hesitate. Dagger will jump down to check what it is. When all your members arrived, you'll have to fight the "something"

After you have fought the "something", you will board back the Gargan. But something is wrong again. This time, the Gargan seems to be going faster and faster. When your party looks back, you'll see the "something" chasing you. You will then see a FMV of the Tunnel spinning.

Meanwhile back in Alexandria, Zorn and Thorn will want to speak with the queen but was rejected because they let Dagger escape. The two will then pass the message that the guests have arrived. The guests will then come in. You will then see a woman and a strange red hair man coming in. Brahne will order them to take the pendant back from the princess and kill the black mage. When Lani (the woman) left, the strange red hair guy will ask about the boy with a tail. Brahne will then offer a reward if anyone take care of him too. After the two guests leave, one of the Alexandria soldiers will come in and tell the queen that the Red Rose is ready to leave. (guess where it is going:)

+++++

Currently at: Pinnacle Rocks  
Party: Zidane (19/19), Vivi (19/19), Dagger (11/14)  
Key Items: -NIL-  
Items: Mythril Armlet, Mythril Vest, Peridot  
Cards: -NIL-  
Enemies: Zagnol, Seeker bat, Sand Scorpion

When Dagger regains consciousness from the crash, Zidane will come jumping down followed by a little dialogue. All of a sudden, an old man will appear out of nowhere and is floating on air!! This old man will introduce himself as Ramuh. Dagger will find this name familiar and remembers seeing it in the book of summoning. Dagger will then ask him if he could help her. Ramuh will agree but only on one condition, which is to find all five of his manifestations he will send around the forest. Every manifestation will say a part of a story. Find all the manifestations, resort the story and tell Ramuh.

When you regain control of your character, go back to the last screen and find the first manifestation there. He will tell you the "Hero's" story.

After you have heard the story, go back one screen and head left. There will be another manifestation there. Talk to him to hear the "Beginning" story.

Now go south to the moogles and save. Continue south to take the chest. Go a little north to meet another manifestation. He will tell you the "Human" story.

Continue all the way up to the next screen. In this screen, there is a manifestation beside the treasure chest. Talk to him to hear the "Cooperation" story.

Continue all the way up. Don't go up the green slope yet. When you reach the next screen, go to the end and talk to the last manifestation. He will tell you about the "Silence" story.

After you have finished meeting all the manifestations, go back one screen and up the green slope. Follow the path north until you reach the "?" icon. Jump down to take another chest. Go back to where you jumped down and continue along the path to meet up with the real Ramuh. Talk to him and he will tell you to rearrange the story. Tell him the story in this order: Beginning, Cooperation, Silence, Hero. After you have finished, Ramuh will ask Dagger why she chose Hero for the ending. After some reasoning, Ramuh will become Dagger's Eidolon and you will receive Peridot.

Zidane will find it strange that you play such a silly game when you are going to be her Eidolon anyway. Ramuh's voice will then come out and say: "It's not what people say afterwards..... What's important is being true to one self." After these words, the party will leave for Lindblum.

Choose to jump off the cliff and Vivi will tell the others that there is something up in the sky. When Zidane looked up, he will see that they are actually fleets of airships and the red rose. Next you will see a FMV on the red rose attacking Lindblum. After that, Dagger will run towards the castle and another FMV where Brahne summons an eidolon which almost destroyed the whole Lindblum. After the two FMVs, your party will be in Lindblum.

+++++

Currently at: Lindblum  
Party: Zidane (19/19), Dagger (14/14)  
Key items: -NIL-  
Items: Ether, Phoenix Pinion  
Cards: Lindblum card  
Enemies: -NIL-

When you enter the kingdom, Zidane will tell Vivi to go into hiding as it would cause a commotion if the Alexandria soldiers saw him. After Vivi is gone, go up one screen and into the inn. Rest and save there. After that, go north two screens and check the pile of trash to the north for a Lindblum card. Go inside card Freck's

house to take an ether and a poenix pinion. Now go out and follow the path north and you will meet Minister Artania.

You 'll also hear that the industrail district is wiped out and the other ywo district are in ruins. Only the castle stands. After that, the minister will take you to Cid. In the castle, Zidane is glad that Cid surrendered or else they would have ended up like Cleyra. Halfway through the conversation, two soldiers caught a black mage but it is actually Vivi and Cid will free him. At this point, Cid will tell you that the one responsible for all the weapons (black mages) sent to Brahne is Kuja. Cid will then say that they saw him before, riding a silver dragon and coming from the north. The party will then assume that he came from the outer continent.

Now, in order to prevent more attacks is to stop the supplies of weapon from coming in and to do this they must destroy Kuja. Zidane will ask if they could use the fastest airship but it is already taken away by Brahne. Again, Zidane will ask if they could use the ship but again Brahne has taken over the habour: (. But there is nothing to fear. Cid would suggest that they go to the marshes north of the castle and find a way to the outer continent as he heard that there is supposedly a way there. After, that he will give you 3000 gil to prepare yourself.

Next you will be out side the place where you found the Minister. Now go and buy all the best weapons and armors. Trust me... you'll surly need it this time. Also, don't forget to buy Items. After you have done all this stuff, go talk to the man standing by the fountain and you will automatically be taken back to the castle where Cid is waiting at the base. When you reach the base level, you will see Vivi stading by the corner and then Cid will come out. He will give you the ancient map of the whole world. Now take the trolley to the dragon's gate. Talk to the moogle to save and the man to buy some equipments you have missed out earlier. After you have finished your stuff here, go out and head north towards Qu's Marshes.

+++++

Currently at: Qu's marashes  
Party: Zidane (19/19), Vivi (19/19), Dagger (14/14)  
Key items: -NIL-  
Items: -NIL-  
Cards: -NIL-  
Enemies: -NIL-

When you are in the marsh, go north two screens and you will se someone familliar.... its two moogle brothers, mogster and moggy!! Talk to mogster to learn about the basics of the game or you can ask for directions. If you talk to moggy, he will keep telling you "Gosh Bro.., you sure know

alot" :) After all this,go north into the tall grasses and into the next screen.Here,you'll see a big fat and clumsy thing running around saying "hungry.." Go catch a frog now and give it to the "thing" and s/he will tell you "its" name is Quina.Next,Quina's master.Quale, will come in and say how pathetic Quina is..can't even catch a frog for s/he self.

After that,you will be in the house of the two Qus.Quale will beginning lecture Quina and blah blah blah and all of a sudden,he will ask you to take Quina with you and show him the world.After that,you will be outside and Vivi will tell Zidane that Quale looks like his grandpa.Vivi will then go in to the houe with Zidane and ask Quale if he knows his grandpa,Quan. Quale will get angry and shout that even if they came from the same tribe, he don't knowwho is Quan.Vivi will leave the house disappointed.

Now when you are out of the house,go south to the frog pond and you can catch some frogs with Quina.(more details on catching frogs will be given in side quest section.)After you have catch the frogs,Go south east and continue right to a dead end.Go up tall grasses and Quina will go berserk when he smell frogs.Follow him and you will come to a big secret entrance. you have just found the underground footpath to the outer continent thanks to Quina:)

+++++

Currently at: Fossil Roo

Party: Zidane(19/20),Vivi(19/20),Dagger(1/15),Quina(17/18)

Key items: -NIL-

Items: Ether,Fairy Earrings,Survival vest,Lmia's Tiara

Cards: -NIL-

Enemies: Lani,Monster car,Griffin,Feather circle,Seeker bat

When you enter the ancient site,Go down the flight of stairs to the next area.Continue along the path to the next area but half way through,the entrance gate will shut and the other door beside it will open.A big car monster will burst out and chase after you. now RUN FOR YOUR LIFE!!!!!! Just keep running for for two screens and you will be safe(or is it:) If the monster manage to catch you,you will have to fight it.

If you are safe from the car monster,Lani will come out from the other side and confront you.She will ask you to hand over the pendant Dagger is wearing but you will resist her and you will have to fight her.After you defeated her,go to the next area and you will see a untamed gargan.Zidane will suggest that they can ride them to navigate around the area.

NOTE: if you want to ride a gargan,you must first pick up the flower near by and atand on a place where a "!" appear over you head.this is the plae where the gargan will come to you.

Go pick up the flower on the left and stand on the middle to hitch a ride on the gargan.When you have reached,exit to the north.Here,you can talk to the man on how to navigate throught the area.You can also talk to the moogle to do your stuff or continue.You can also talk to the tiger skin moogle to buy a set of items.Now go down and right to the next screen.Pick up the flower and ride the gargan to the next area for a Fairy Earrings.

Go back to the moogle area and head directly north to the next screen.Ride the gargan to the next screen and flip the switch.Ride the gargant one more time.When you have landed,go up the stairs and comtinue to the right for an ether.Go back and right again.Go past the next screen to the next. Flip the switch and go back to where you came from(the moogle area).Go down

and right to the next area.Pick up the flower and ride the gargan.

After that,go to the next screen and flip the switch.Proceed right to ride a gargan for a Lamia's Tiara.Go back and ride the gargan back.Flip the switch again and go ride the gargan again.When you have arrived at the next area, Climb the vines to the right.The first haead will make a water fall to make you fall to teh pond below but never mind that.Get out of the pond and go right to climb the vines again.climb up and that right and get off. Go to the exit on the right to the next screen.

Here you can talk to the man to play a mini digging game.If you are playing, go dig near the upper right corner.if you digged in the correct spot,you will hear a "KUPO" sound.After about three hits,the stones will breal and moogle will fly out.talk to it to save and stuff.after that,go talk to the man again to end the game.After that,exit through the lower right hand corner.Walk down and right to a dead end for a survival vest.

Go back to the vines area and climb again.Now climb to the upper left hand corner and you will see a star shape switch. flip it and head back down. Go directly right and ride the gargan.Now all you have to do is to say Adios to Fossil Roo...:)

+++++

Currently at: Conde Petie

Party: Zidane(21/21),Dagger(16/16),Vivi(21/21),Quina(18/18)

Key items: -NIL-

Items: 2700 Gil,1800 Gil,Phoenix Pinion

Cards: -NIL-

Enemies: -NIL-

When you enter the grounds of Conde Petie,Quina will run into the structure thinking that there are alot if good food inside.Zidane will say that all s/he thinks about is food.Dagger will be sarcastic and say that all he(zidane) thinks about are girls:) When all of your members are in side the structure, you will be greeted by three drawfs with a RALLY-HO!!All your members will be allowed to enter but not you cause you didn't greet them.After greeting them,you will be allowed inside.After that,there will be several ATE for you to see.From where you are standing,walk alittle north and then left for 2700 gil.

Go left all the way to the next area.enter the room beside you and head up to the bed area.Check the back of the bed on the bottom left for 1800 gil.After you have finished your stuff here,go back outside and up the stairs.In the next area,go south east and go down the stairs.When you reached the bottom, you will see a black mage by the counter of the item shop.Vivi will then come in from the other side.When you go up to him,the mage will panic and run away.the two of you will chase after him.When you are outside,Dagger will ask what happen and you will decide to check out the south eat forest where the black mage lives in.

When you regain control of your members,go back to where the item shop is and check the lower corner for a pheonix pinion.talk to the drawf behind the counter to buy items.When finished,go north to the weapons store and buy equipments for your party.When you haved finished,go out to the whole map and into the black mage forest.

+++++

Currently at: Black Mage Forest

Party: Zidane (21/22), Dagger (17/18), Vivi (21/22), Quina (19/20)

Key Items: -NIL-

Items: -NIL-

Cards: -NIL-

Enemies: Zemzelett, Myconid

>From the entrance, take the right path twice and continue. you will be back at the entrance again. Don't worry about that. Again, take the right path. but this time when you enter, a black mage will come out from there and then go back inside again. when you come out from the left path, follow the black mage and you will be lead to a clearing where you will see a lot of dead trees. The unwary mage will use its magic and enter the secret forest. the four of you will follow and you will be inside the Black Mage Village.

+++++

Currently at: Black Mage Village

Party: Zidane (22/22), Dagger (18/18), Vivi (22/22), Quina (20/20)

Key Items: Virgo

Items: Elixir, Gysahi Greens, Ether, 2000 gil, 843 gil

Cards: -NIL-

Enemies: -NIL-

When you enter the village, Vivi will get very excited about his kind but the mages don't think the same as him. All of them will run for their lives and Vivi will chase after them. Dagger will follow Vivi and Quina will go look for food as usual. Go left into the house to buy equipments. when you go out, check the right of the door for a elixir. Now, go all the way left to the chocobo house. Check the wall on the right of Quina for a gysahi greens.

After that, go out and back to the main area (entrance). From there, walk up right. Keep going right until you reach the inn. Go inside and into the bed room. Examine the box of spears of a Virgo Stellazio coin. Now go back out of the inn and into the item shop on the left. Talk to the mage behind the counter to buy items.

Exit through the left and go north in to the next room. Here, you will meet Dagger who is trying desperately to convince the black mages that they came here to help them fight evil. After that, she will go look for Vivi. You can talk to the mage on the floor to synth an equipment or climb the ladder. Before you climb the ladder, go check the floor where that mage is sitting on the high chair for 2000 gil. Then climb the ladder up to the top. >From where you are, walk down the plank and up to a dead end. check the area for 843 gil.

After you have finished your business here, go out and continue north. But all of a sudden, Vivi will rush pass you. continue to the next screen. Here, you'll see two black mages. Talk to them to find out more about them and how they came here. When you've finished, go back to the inn and you'll see Vivi. Afterwards, Quina and Dagger will come in. You will then be ask if you want to rest. At night, Vivi will leave. Dagger will then get worry about Vivi. Zidane will then tell Dagger that Vivi is just trying to find something. Something that he can call home.

He will continue by telling her a bedtime story. A story about a man who doesn't know where he was born, where he came from and who he was. He only clue was a blue light which he remembered in his dreams. One day, he begin to search for his hometown but in the end, he couldn't find it. When he got home, instead of a welcome home smile, he got a beating instead. But after the beating, there was a smile on his adoptive father's face. And then he



will remember that there is at least a place where e could call home.

After the story,you'll see Vivi back in the cemetery,talking to the black mage.He will ask about them again.Next day,Dagger found some information that the mages saw Kuja riding a silver dragon in the north-eastern part of the continent.After that,Vivi adn Quina will come and rejoin you.After you've regroup and done finished your preparation,proceed to Conde Peite.

+++++

Currently at: Conde Petie

Party: Zidane (24/24) ,Dagger (20/20) ,Vivi (23/23) ,Quina (21/21)

Key items: -NIL-

Items: -NIL-

Cards: -NIL-

Enemies: -NIL-

Your destination now is the to cross Conde Petie to the Sanatury.But all the exits are blocked off by the drawfs.Upon Entering,you party will have a short conversation.After that head into the household of the drawfs.>From the entrance head north and left to the next screen.then go norht and up the stairs.Keep going right and speak with the guard there.GHe will tell that inorder to go to the sanctuary,you must first go through the ceremony.Later,he will tell you to find the holiness.Now go back left and down the stairs and you will see the holiness.Talk to him and he will tell what the ceremony is all about.Its basically like a wedding.Then dagger will come in and join you.Zidane would then suggest that they pretend to get married but before he could finish his sentence,Dagger said "lets do it" Of course,Zidane would be very shocked to hear this..

Next you will be in the kirkboat while the holiness is performing the ceremony.After the ceremony,Zidane wants a kiss but falls when Dagger walked away quickly.Next,you will be talking to your other members about how to take the other two with you.You will be prompt with two option.Whichever option yuou choose,the later part will still be the same.After that,you will be in the weapons store talking to the two drawfs.They will then walk away after blessing you.Just when you are about to step out,the drawfs inside will shout thiefffff.A little girl and a moogle will rush past you follow by two drawfs chasing after them.Chase after them and in the next screen,you will meet up with you other two members.Follow along the path to the next area,Mountain Path.

+++++

Currently at: Mountain Path

Party: Zidane (24/27) ,Dagger (20/23) ,Vivi (23/25) ,Eiko (22/24)

Key items: Blue stone,red stone,yellow stone,green stone

Items:Remedy,Tent,Ether,Moonstone

Cards: -NIL-

Enemies: Gnoll,Ochu,Troll,Hilgigars

When you enter the Area,you will see the little girl trapped on a branch. When the moogle sees you,she will panic and fly away.The little girl will think that you are some kind of monster because you don't have a horn and starts to say things like "don't eat me","I'm not tasty".Upon hearing this, Quina decides that since this girl is not tasty,s/he will eath the moogle. S/he will jump off the cliff to the other side which causes a earth shake which in turn causes the girl to fall off the branch.Zidane will catch her and put her back to ground.The girl seems very shy when she says thank you. The little girl will introduce her self as Eiko and ask the resto introduce

themselves too. After the introducing part, Zidane will suggest that they take the girl home.

When you regain control of your members, go left and climb the vines. Walk a little left and collect the remedy in the chest. Next, go all the way right reach a statue. Check it to collect a blue stone. Go back to the vines and go down. Proceed to the next screen on the right. Somewhere in the middle of the screen is a vine which you can climb. Go up and continue left for a Tent. On the chest's right is a statue. Check it for a red stone. Go back down and Proceed to the right to the next screen. Here go along the path to catch a mountain ologp(sp?) In the next screen, there will be a moogles with Stiltzkin (the moogles with tiger skin bag) Talk to Stiltzkin to make him sell you a set of items. Talk to the moogles to do whatever you want to do. Now, walk along the left path to the ladder and climb it. Continue along the path. Here, you will see a very big tree. This is the place where the drawfs call it the sanctuary. Keep going right and you will have to fight a boss before you even see his face. After the battle, Zidane will praise Eiko on her fighting skill. Eiko will say that the way up is to the lifa tree while the way right is to her house. The party will get confuse about lifa tree and Eiko will tell them the drawfs calls it the sanctuary while the others calls it the Lifa tree.

Continue a little left and check the statue for a yellow stone. Continue left and go down the lower path. Check the statue for a green stone and take the ether in the chest. Now, go all the way back to the moogles area and take the right path. Check the statue there and put in all the coloured stones you found and you will be rewarded with a moonstone.

Go back all the way to the place where the route splits in to two. Now take the upper path and continue along the path and you will reach the World map. Continue north and you will reach Madain Sari, the place where Eiko lives.

+++++

-----[ To be Continued ]-----

#####

-----[ Bestiary ]-----

NOTE: A \* beside the name marks that enemy is boss

+++++

-----[ A ]-----

=====

Name:	Abadon	
Level:	58	
HP:	12,658	
MP:	2479	
Gil:	2604	
EXP:	32,073	
Steal:	Garnet, Vaccine, Pheonix Pinion	
Type:	Bug/Flying	

=====

Name:	Abomination	
Level:	15	
HP:	879	
MP:	482	
Gil:	388	
EXP:	913	

|Steal: | Ore, Hi-Potion, Ether |  
|Type: | -NIL- |

=====  
Name:	Adamantoise
Level:	31
HP:	3587
MP:	1043
Gil:	4433
EXP:	5096
Steal:	Tent, Hi-Potion, Phoenix Down
Type:	Turtle

=====  
Name:	Agares
Level:	43
HP:	6775
MP:	1596
Gil:	1945
EXP:	14,279
Steal:	Tent, Soft, Ore
Type:	Demon

=====  
Name:	Amdusias\*
Level:	42
HP:	6578
MP:	1568
Gil:	0
EXP:	0
Steal:	Hi-Potion, Antidote, Phoenix Pinion
Type:	Demon/Flying

=====  
Name:	Amdusias (Pandemonium)
Level:	52
HP:	10,926
MP:	9282
Gil:	2316
EXP:	26,376
Steal:	Tent, Ether
Type:	Demon/Flying

=====  
Name:	Anemone
Level:	31
HP:	3586
MP:	1045
Gil:	1137
EXP:	5080
Steal:	Ore Tent
Type:	-NIL-

=====  
Name:	Antlion
Level:	16
HP:	3983
MP:	3950
Gil:	1616
EXP:	0
Steal:	Annoyntment, Mythril Vest, Gold Helmet
Type:	Bug

=====  
Name:	Armodullahan
Level:	13
HP:	818

MP:	4598
Gil:	474
EXP:	809
Steal:	Ore, Hi-Potion, Ether
Type:	-NIL-

=====  
Name:	Armstrong
Level:	33
HP:	4204
MP:	1165
Gil:	1456
EXP:	7150
Steal:	Ore, Hi-Potion, Ether
Type:	House

=====  
Name:	Ark\*
Level:	38
HP:	20,002
MP:	1374
Gil:	5964
EXP:	0
Steal:	Elixir, Power Vest, Holy Lance
Type:	Flying

=====  
Name:	Ash
Level:	66
HP:	25,591
MP:	3014
Gil:	2748
EXP:	40,329
Steal:	Tent
Type:	Demon/Flying

=====  
Name:	Axe Beak
Level:	6
HP:	241
MP:	267
Gil:	224
EXP:	123
Steal:	Ore, Hi-Potion, Ether
Type:	Beast

=====  
Name:	Axolotl
Level:	6
HP:	211
MP:	266
Gil:	236
EXP:	106
Steal:	Potion, Hi-Potion, Phoenix Pinion
Type:	-NIL-

-----[ B ]-----

=====  
Name:	Baku\*
Level:	2
HP:	202
MP:	1285
Gil:	0

EXP:	0
Steal:	Hi-Potion, Iron Sword
Type:	Human

=====  
Name:	Bandersnatch
Level:	14
HP:	899
MP:	464
Gil:	347
EXP:	787
Steal:	Potion, Tent
Type:	Beast

=====  
Name:	Basilisk
Level:	6
HP:	346
MP:	247
Gil:	233
EXP:	167
Steal:	Soft, Hi-Potion
Type:	Bug

=====  
Name:	Beatrix(1st)\*
Level:	14
HP:	3630
MP:	3467
Gil:	0
EXP:	0
Steal:	Phoenix Down, Chain Plate, Mythril Sword
Type:	Human

=====  
Name:	Beatrix(2nd)\*
Level:	17
HP:	4736
MP:	3964
Gil:	0
EXP:	0
Steal:	Phoenix Down, Thunder Gloves, Ice Brand
Type:	Human

=====  
Name:	Beatrix(3rd)\*
Level:	19
HP:	5709
MP:	4203
Gil:	0
EXP:	0
Steal:	Phoenix Down, Ice Brand, Survival Vest
Type:	Human

=====  
Name:	Behemoth(Memoria)
Level:	71
HP:	24,123
MP:	3338
Gil:	2764
EXP:	53,168
Steal:	Phoenix Pinion
Type:	Beast

=====  
|Name: | Benero\* |  
|Level: | 1 |

HP:	28
MP:	149
Gil:	0
EXP:	0
Steal:	-NIL-
Type:	Human

=====  
Name:	Black Waltz No. 1\*
Level:	2
HP:	229
MP:	9999
Gil:	134
EXP:	0
Steal:	Steepled Hat, Lighting Staff, Flame Staff
Type:	Human

=====  
Name:	Black Waltz No. 2\*
Level:	6
HP:	1030
MP:	3017
Gil:	441
EXP:	0
Steal:	Steepled Hat, Leather Plate
Type:	Human/Flying

=====  
Name:	Black Waltz No. 3(Cargo Ship)\*
Level:	7
HP:	1128
MP:	2080
Gil:	0
EXP:	0
Steal:	Steepled Hat, Linen Cuirass, Silver Gloves
Type:	Human/Flying

=====  
Name:	Black Waltz No. 3(South Gate)\*
Level:	9
HP:	1274
MP:	344
Gil:	864
EXP:	0
Steal:	-NIL-
Type:	Human

=====  
Name:	Blazer Beetle
Level:	19
HP:	1468
MP:	603
Gil:	740
EXP:	1548
Steal:	Hi-Potion, Phoenix Pinion, Ether
Type:	Bug

=====  
Name:	Bomb
Level:	10
HP:	526
MP:	359
Gil:	235
EXP:	178
Steal:	Ore, Hi-Potion, Ether
Type:	Flying

-----[ C ]-----

```
=====
|Name:      | Cactaur          |
|Level:     | 30               |
|HP:        | 1939             |
|MP:        | 1018             |
|Gil:       | 1021             |
|EXP:       | 4208             |
|Steal:     | Phoenix Down,   |
|           | Tent, Ether     |
|Type:      | Plant           |
=====
```

```
=====
|Name:      | Carrion Worm     |
|Level:     | 9                |
|HP:        | 259              |
|MP:        | 345              |
|Gil:       | 319              |
|EXP:       | 329              |
|Steal:     | Annoyntment,   |
|           | Tent            |
|Type:      | Bug              |
=====
```

```
=====
|Name:      | Carve Spider     |
|Level:     | 3                |
|HP:        | 123              |
|MP:        | 199              |
|Gil:       | 124              |
|EXP:       | 48               |
|Steal:     | Potion, Tent,   |
|           | Ore              |
|Type:      | Bug              |
=====
```

```
=====
|Name:      | Catoblepas/Shoat|
|Level:     | 32               |
|HP:        | 3727             |
|MP:        | 1069             |
|Gil:       | 1421             |
|EXP:       | 6609             |
|Steal:     | Soft, Hi-Potion,|
|           | Phoenix Pinion, |
|           | Ether            |
|Type:      | Beast           |
=====
```

```
=====
|Name:      | Cave Imp         |
|Level:     | 2                |
|HP:        | 74               |
|MP:        | 186              |
|Gil:       | 118              |
|EXP:       | 35               |
|Steal:     | Potion, Phoenix |
|           | Down            |
|Type:      | -NIL-           |
=====
```

```
=====
|Name:      | Cerberus         |
|Level:     | 44               |
|HP:        | 6977             |
|MP:        | 1625             |
|Gil:       | 1984             |
|EXP:       | 15,181          |
|Steal:     | Ore, Tent, Ether|
|           |                 |
|Type:      | Beast           |
=====
```

```
=====
|Name:      | Chimera          |
=====
```

Level:	67
HP:	21,901
MP:	3,053
Gil:	2732
EXP:	42,785
Steal:	Vaccine, Garnet, Remedy
Type:	Demon

=====  
Name:	Clipper
Level:	7
HP:	294
MP:	278
Gil:	190
EXP:	80
Steal:	Ore, Hi-Potion
Type:	-NIL-

=====  
Name:	Crawler
Level:	10
HP:	625
MP:	358
Gil:	323
EXP:	480
Steal:	Antidote, Phoenix Down, Hi-Potion,
	Phoenix Pinion
Type:	Bug

-----[ D ]-----

=====  
Name:	Deathguise\*
Level:	74
HP:	55,535
MP:	9999
Gil:	8916
EXP:	0
Steal:	Elixir, Black Belt, Duel Claws
Type:	Demon/Bug/Flying

=====  
Name:	Dendrobium
Level:	2
HP:	174
MP:	186
Gil:	99
EXP:	39
Steal:	Eye Drops, Tent, Ore
Type:	Flying

=====  
Name:	Dracozombie
Level:	24
HP:	2179
MP:	760
Gil:	941
EXP:	3229
Steal:	Magic Tag, Hi-Potion, Ether
Type:	Dragon/Undead

=====  
|Name: | Drakan |  
|Level: | 30 |



HP:	3292	
MP:	1018	
Gil:	1118	
EXP:	5675	
Steal:	Antidote	
Type:	Demon/Flying	

---

Name:	Dragonfly	
Level:	8	
HP:	348	
MP:	295	
Gil:	307	
EXP:	249	
Steal:	Eye Drops, Tent	
Type:	Bug/Flying	

-----[ E ]-----

---

Name:	Earth Guardian*	
Level:	54	
HP:	20,756	
MP:	2234	
Gil:	4512	
EXP:	0	
Steal:	Avenger, Rubber Suit	
Type:	Demon	

---

Name:	Epitaph*	
Level:	32	
HP:	3732	
MP:	300	
Gil:	0	
EXP:	0	
Steal:	Phoenix Down, Soft	
Type:	Stone	

-----[ F ]-----

---

Name:	False	
Level:	11	
HP:	594	
MP:	376	
Gil:	0	
EXP:	23,852	
Steal:	-NIL-	
Type:	Flying	

---

Name:	Fang(Evil Forest)	
Level:	1	
HP:	68	
MP:	170	
Gil:	90	
EXP:	23	
Steal:	Potion, Phoenix down, Hi-Potion,	
	Phoenix Pinion	
Type:	Beast	

```
=====
|Name:      | Fang(Hunt)      |
|Level:     | 5                |
|HP:        | 216              |
|MP:        | 253              |
|Gil:       | 0                |
|EXP:       | 0                |
|Steal:     | -NIL-            |
|Type:      | Beast            |
=====
```

```
=====
|Name:      | Feather Circle  |
|Level:     | 13               |
|HP:        | 619              |
|MP:        | 448              |
|Gil:       | 378              |
|EXP:       | 629              |
|Steal:     | Ore, Annoyntment, Hi-Potion, Ether |
|Type:      | Flying           |
=====
```

```
=====
|Name:      | Feather Circle  |
|Level:     | 29               |
|HP:        | 3298             |
|MP:        | 994              |
|Gil:       | 0                |
|EXP:       | 0                |
|Steal:     | -NIL-            |
|Type:      | Flying/Friendly  |
=====
```

```
=====
|Name:      | Flan             |
|Level:     | 2                |
|HP:        | 75               |
|MP:        | 183              |
|Gil:       | 110              |
|EXP:       | 41               |
|Steal:     | Potion, Ore     |
|Type:      | -NIL-            |
=====
```

-----[ G ]-----

```
=====
|Name:      | Gargoyle        |
|Level:     | 44               |
|HP:        | 6977             |
|MP:        | 1628             |
|Gil:       | 1958             |
|EXP:       | 15,181           |
|Steal:     | Hi-Potion, Tent, Phoenix Down, Ether |
|Type:      | Stone/Flying    |
=====
```

```
=====
|Name:      | Garland*        |
|Level:     | 62               |
|HP:        | 40,728           |
|MP:        | 9999             |
|Gil:       | 0                |
|EXP:       | 0                |
|Steal:     | Battle Boots, Ninja Gear, Dark Gear |
|Type:      | Human            |
=====
```

```
=====
|Name:      | Garuda          |
=====
```

Level:	35
HP:	3521
MP:	1216
Gil:	1279
EXP:	6933
Steal:	Ore, Hi-Potion, Ether, Phoenix down
Type:	Flying

=====  
Name:	Garuda
Level:	42
HP:	6583
MP:	1570
Gil:	0
EXP:	0
Steal:	-NIL-
Type:	Flying/Friendly

=====  
Name:	Ghost
Level:	4
HP:	118
MP:	9999
Gil:	126
EXP:	48
Steal:	Potion, Ore, Hi-Potion, Phoenix Down
Type:	Undead/Flying

=====  
Name:	Ghost
Level:	8
HP:	347
MP:	293
Gil:	0
EXP:	0
Steal:	-NIL-
Type:	Flying/Friendly

=====  
Name:	Gogan Octopus
Level:	31
HP:	3584
MP:	1044
Gil:	1840
EXP:	6096
Steal:	Eye Drops, Phoenix Down, Ether
Type:	Flying

=====  
Name:	Gigan Toad
Level:	7
HP:	297
MP:	280
Gil:	288
EXP:	178
Steal:	Ore
Type:	-NIL-

=====  
Name:	Gimme Cat
Level:	36
HP:	4683
MP:	1240
Gil:	5000
EXP:	4
Steal:	Echo Screen, Tent, Ether

|Type: | -NIL- |

=====  
Name:	Gizamaluke\*
Level:	16
HP:	3175
MP:	502
Gil:	800
EXP:	0
Steal:	Elixir, Magus Hat, Ice Staff
Type:	Flying

=====  
Name:	Gnoll
Level:	18
HP:	1375
MP:	586
Gil:	691
EXP:	1368
Steal:	Hi-Potion, Phoenix Pinion, Ether
Type:	-NIL-

=====  
Name:	Goblin
Level:	5
HP:	33
MP:	172
Gil:	88
EXP:	23
Steal:	Potion
Type:	-NIL-

=====  
Name:	Goblin Mage
Level:	15
HP:	983
MP:	485
Gil:	568
EXP:	913
Steal:	Potion, Ore
Type:	-NIL-

=====  
Name:	Grand Dragon
Level:	60
HP:	13,206
MP:	2250
Gil:	2604
EXP:	35,208
Steal:	Tent, Ether, Rising Sun
Type:	Dragon

=====  
Name:	Grenade
Level:	36
HP:	4685
MP:	1240
Gil:	1336
EXP:	7459
Steal:	Ore, Tent, Ether
Type:	Flying

=====  
Name:	Griffin
Level:	16
HP:	1470
MP:	602

Gil:	602
EXP:	1858
Steal:	Ore
Type:	Flying

=====  
Name:	Grimlock(Pink Head)
Level:	30
HP:	3292
MP:	1018
Gil:	1363
EXP:	6610
Steal:	Ore, Tent, Ether
Type:	-NIL-

=====  
Name:	Grimlock(Blue Head)
Level:	30
HP:	3292
MP:	1018
Gil:	1363
EXP:	6610
Steal:	Hi-Potion, Ether
Type:	-NIL-

-----[ H ]-----

=====  
Name:	Hades\*
Level:	92
HP:	55,535
MP:	9999
Gil:	9638
EXP:	65,535
Steal:	Reflect Ring, Running Shoes, Battle Boots,
	Robe of The Lords
Type:	Demon/Flying

=====  
Name:	Hagen
Level:	1
HP:	33
MP:	673
Gil:	72
EXP:	0
Steal:	-NIL-
Type:	Human

=====  
Name:	Hecteyes
Level:	51
HP:	9567
MP:	2033
Gil:	2049
EXP:	17,096
Steal:	Hi-Potion, Vaccine, Phoenix Pinion
Type:	Demon/Undead

=====  
Name:	Hedgehog Pie
Level:	7
HP:	295
MP:	281
Gil:	187

EXP:	119
Steal:	Ore, Hi-Potion, Phoenix Down
Type:	-NIL-

=====  
Name:	Hilgigars\*
Level:	28
HP:	8106
MP:	908
Gil:	2136
EXP:	0
Steal:	Phoenix Down, Mythril Fork, Fairy Flute
Type:	Human

=====  
Name:	Hornet
Level:	7
HP:	293
MP:	281
Gil:	194
EXP:	89
Steal:	Potion
Type:	Bug/Flying

-----[ I ]-----

=====  
Name:	Ironite
Level:	11
HP:	889
MP:	374
Gil:	269
EXP:	577
Steal:	Hi-Potion, Soft
Type:	Dragon/Flying

=====  
Name:	Iron Man
Level:	68
HP:	21,217
MP:	3091
Gil:	2796
EXP:	42,996
Steal:	Phoenix down
Type:	Human/Demon

-----[ J ]-----

=====  
Name:	Jaberwock
Level:	30
HP:	3442
MP:	1019
Gil:	1156
EXP:	4675
Steal:	Ore, Hi-Potion
Type:	-NIL-

=====  
Name:	Jabberwock
Level:	31
HP:	3582

MP:	1042
Gil:	0
EXP:	0
Steal:	-NIL-
Type:	Friendly
=====

-----[ K ]-----

=====

Name:	King Leo\*
Level:	1
HP:	186
MP:	373
Gil:	0
EXP:	0
Steal:	-NIL-
Type:	Human
=====

Name:	Kraken\*
Level:	72
HP:	59,496
MP:	3380
Gil:	8628
EXP:	0
Steal:	Genji Helmet, Wizard Rob, Glutton's Robe
Type:	Demon
=====

Name:	Kraken
Level:	72
HP:	23,354
MP:	3381
Gil:	4338
EXP:	0
Steal:	Annoyntment, eye Drops
Type:	Memoria
=====

Name:	Kraken - Right Tentacle\*
Level:	71
HP:	18,168
MP:	3338
Gil:	4362
EXP:	0
Steal:	Wing Edge
Type:	Demon
=====

Name:	Kraken - Left Tentacle\*
Level:	71
HP:	18,169
MP:	3339
Gil:	4386
EXP:	0
Steal:	Elixir
Type:	Demon
=====

Name:	Kuja\*
Level:	64
HP:	42,382
MP:	9999
Gil:	0

EXP:	0
Steal:	Ether, Carabini Mail, Light Robe
Type:	Human

---

-----[ L ]-----

---

Name:	Ladybug
Level:	6
HP:	244
MP:	266
Gil:	193
EXP:	89
Steal:	Eye Drops, Tent, Hi-Potion, Phoenix Pinion
Type:	Bug/Flying

---

Name:	Ladybug
Level:	6
HP:	244
MP:	267
Gil:	0
EXP:	0
Steal:	-NIL-
Type:	Bug/Flying/Friendly

---

Name:	Lamia
Level:	10
HP:	994
MP:	358
Gil:	494
EXP:	204
Steal:	Ore, Phoenix Down
Type:	-NIL-

---

Name:	Land Worm
Level:	29
HP:	5296
MP:	997
Gil:	1316
EXP:	5151
Steal:	Ore, Hi-Potion
Type:	Bug

---

Name:	Lani\*
Level:	19
HP:	5708
MP:	4802
Gil:	0
EXP:	0
Steal:	Ether, Gladius, Coral Sword
Type:	Human

---

Name:	Lich\*
Level:	71
HP:	58,544
MP:	9999
Gil:	8436
EXP:	0
Steal:	Genji Gloves, Siren's Flute, Black Robe



|Type: | Demon |

=====  
|Name: | Lich |

|Level: | 68 |

|HP: | 22,218 |

|MP: | 3091 |

|Gil: | 2828 |

|EXP: | 0 |

|Steal: | Ore |

|Type: | Memoria |

=====  
|Name: | Lizard Man |

|Level: | 10 |

|HP: | 589 |

|MP: | 359 |

|Gil: | 218 |

|EXP: | 173 |

|Steal: | Ore, Tent |

|Type: | Dragon |

-----[ M ]-----

=====  
|Name: | Magic Vice |

|Level: | 7 |

|HP: | 297 |

|MP: | 278 |

|Gil: | 239 |

|EXP: | 213 |

|Steal: | Echo Screen, Ether |

|Type: | -NIL- |

=====  
|Name: | Malboro |

|Level: | 57 |

|HP: | 11,687 |

|MP: | 2334 |

|Gil: | 2572 |

|EXP: | 30,579 |

|Steal: | Ore, Vaccine |

|Type: | Plant |

=====  
|Name: | Malaris\* |

|Level: | 72 |

|HP: | 59,497 |

|MP: | 3381 |

|Gil: | 8532 |

|EXP: | 0 |

|Steal: | Genji Armor, Ultima Sword, Masamune |

|Type: | Demon |

=====  
|Name: | Malaris |

|Level: | 69 |

|HP: | 22,535 |

|MP: | 3127 |

|Gil: | 2860 |

|EXP: | 0 |

|Steal: | Phoenix Down |

|Type: | Memoria |

Name:	Manddragora
Level:	9
HP:	662
MP:	344
Gil:	595
EXP:	307
Steal:	Echo Screen, Tent, Hi-Potion,
	Phoenix Pinion
Type:	-NIL-

=====  
Name:	Masked Man\*
Level:	1
HP:	188
MP:	223
Gil:	805
EXP:	0
Steal:	Potion, Wrist, Mage Masher
Type:	Human

=====  
Name:	Meltigemini\*
Level:	42
HP:	24,348
MP:	1570
Gil:	6428
EXP:	0
Steal:	Vaccine, Golden Hairpin, Demon's Vest
Type:	Demon

=====  
Name:	Mimic
Level:	8
HP:	346
MP:	295
Gil:	777
EXP:	320
Steal:	Hi-Potion, Antidote
Type:	Box

=====  
Name:	Mistodon
Level:	19
HP:	1473
MP:	602
Gil:	747
EXP:	2548
Steal:	Ore, Hi-Potion
Type:	Undead

=====  
Name:	Mover
Level:	52
HP:	7532
MP:	2064
Gil:	2300
EXP:	23,801
Steal:	Opal, Vaccine, Tent
Type:	Flying

=====  
Name:	Mu(Evil Forest)
Level:	2
HP:	77
MP:	183
Gil:	104

EXP:	34
Steal:	Potion
Type:	-NIL-

=====  
Name:	Mu (Hunt)
Level:	5
HP:	201
MP:	253
Gil:	0
EXP:	0
Steal:	-NIL-
Type:	-NIL-

=====  
Name:	Mu
Level:	2
HP:	78
MP:	186
Gil:	0
EXP:	0
Steal:	-NIL-
Type:	Friendly

=====  
Name:	Myconid
Level:	20
HP:	1372
MP:	584
Gil:	726
EXP:	1368
Steal:	Eye Drops, Tent
Type:	Flying

-----[ N ]-----

=====  
Name:	Necron\*
Level:	69
HP:	54,100
MP:	9999
Gil:	0
EXP:	0
Steal:	Elixir
Type:	Flying

=====  
Name:	Nova Dragon\*
Level:	67
HP:	54,940
MP:	9999
Gil:	9506
EXP:	0
Steal:	Remedy, Dragon Wrist, Grand Armor
Type:	Dragon/Flying

=====  
Name:	Nymph
Level:	9
HP:	458
MP:	345
Gil:	303
EXP:	329
Steal:	Echo Screen, Ore, Hi-Potion, Phoenix Down

```
|Type:      | -NIL-      |
=====
|Name:      | Nymph      |
|Level:    | 9          |
|HP:       | 463       |
|MP:       | 344       |
|Gil:      | 0         |
|EXP:     | 0         |
|Steal:    | -NIL-     |
|Type:     | Friendly  |
=====
```

-----[ O ]-----

```
=====
|Name:      | Ochu       |
|Level:    | 16        |
|HP:       | 3568     |
|MP:       | 622      |
|Gil:      | 845      |
|EXP:     | 2093     |
|Steal:    | Hi-Potion, Phoenix Pinion, Ether |
|Type:     | Plant    |
=====
```

```
|Name:      | Ogre       |
|Level:    | 32        |
|HP:       | 3727     |
|MP:       | 1067     |
|Gil:      | 1204     |
|EXP:     | 5507     |
|Steal:    | Annoyntment, Phoenix Pinion, Ether |
|Type:     | -NIL-    |
=====
```

```
|Name:      | Ozma*     |
|Level:    | 99        |
|HP:       | 55,535   |
|MP:       | 9999     |
|Gil:      | 18,312   |
|EXP:     | 65,535   |
|Steal:    | Elixir, Robe of Lords, Dark Matter, |
|          | Pumice Piece |
|Type:     | Flying    |
=====
```

-----[ P ]-----

```
=====
|Name:      | Plant Brain |
|Level:    | 7         |
|HP:       | 916      |
|MP:       | 1431     |
|Gil:      | 468      |
|EXP:     | 0        |
|Steal:    | Eye Drops, Iron Helm |
|Type:     | Plant    |
=====
```

```
|Name:      | Plant Spider |
|Level:    | 1         |
|HP:       | 33       |
|MP:       | 173     |
```

Gil:	91
EXP:	22
Steal:	Potion, Ore, Hi-Potion
Type:	Bug

=====  
Name:	Prison Cage\*
Level:	2
HP:	533
MP:	1186
Gil:	0
EXP:	0
Steal:	Broad Sword, Leather Wrist
Type:	Plant

=====  
Name:	Python
Level:	2
HP:	75
MP:	184
Gil:	106
EXP:	40
Steal:	Potion, Ore, Hi-Potion, Phoenix Pinion
Type:	-NIL-

-----[ Q ]-----

=====  
Name:	Quale\*
Level:	76
HP:	65,535
MP:	3680
Gil:	10,800
EXP:	65,535
Steal:	Elixir, Ninja Gear, Glutton's Robe,
	Robe of Lords
Type:	Human

-----[ R ]-----

=====  
Name:	Ragtime Mouse
Level:	31
HP:	3584
MP:	1045
Gil:	59,630
EXP:	22,52
Steal:	-NIL-
Type:	-NIL-

=====  
Name:	Ralvuimago\*
Level:	18
HP:	3352
MP:	584
Gil:	1404
EXP:	0
Steal:	Phoenix Down, Adamn Vest, Oak Staff
Type:	-NIL-

=====  
|Name: | Ralvurahva\* |

```
|Level: | 13 |
|HP: | 2296 |
|MP: | 3649 |
|Gil: | 0 |
|EXP: | 0 |
|Steal: | Bone Wrist, Mythril Fork |
|Type: | Dragon |
```

```
=====
|Name: | Red Dragon* |
|Level: | 36 |
|HP: | 8000 |
|MP: | 1242 |
|Gil: | 5156 |
|EXP: | 22,377 |
|Steal: | Tent, Ether, Elixir |
|Type: | Dragon/Flying |
```

```
=====
|Name: | Ring Leader |
|Level: | 51 |
|HP: | 9569 |
|MP: | 2030 |
|Gil: | 1868 |
|EXP: | 18,816 |
|Steal: | Echo Screen, Vaccine |
|Type: | Demon/Flying |
```

```
-----[ S ]-----
```

```
=====
|Name: | Sahagin |
|Level: | 18 |
|HP: | 1375 |
|MP: | 585 |
|Gil: | 684 |
|EXP: | 1368 |
|Steal: | Hi-Potion, Ether |
|Type: | NA |
```

```
=====
|Name: | Sand Golem |
|Level: | 11 |
|HP: | 342 |
|MP: | 376 |
|Gil: | 589 |
|EXP: | 677 |
|Steal: | Hi-Potion, Eye Drops |
|Type: | -NIL- |
```

```
=====
|Name: | Sand Golem(Core) |
|Level: | 11 |
|HP: | 1091 |
|MP: | 377 |
|Gil: | 0 |
|EXP: | 0 |
|Steal: | Ore, Hi-Potion |
|Type: | NA |
```

```
=====
|Name: | Sand Scorpion |
|Level: | 10 |
|HP: | 526 |
```

MP:	360
Gil:	315
EXP:	400
Steal:	Ore, Antidote, Ether
Type:	NA

=====  
Name:	Scarlet Hair
Level:	22
HP:	8985
MP:	5865
Gil:	4790
EXP:	0
Steal:	Ether, Poison Knuckles
Type:	Human

=====  
Name:	Sealion\*
Level:	3
HP:	472
MP:	9999
Gil:	205
EXP:	0
Steal:	Ether, Mythril Daggar
Type:	Flying

=====  
Name:	Seeker Bat
Level:	12
HP:	594
MP:	377
Gil:	366
EXP:	449
Steal:	Eye Drops, Tent
Type:	Flying

=====  
Name:	Serpion
Level:	8
HP:	397
MP:	295
Gil:	184
EXP:	139
Steal:	Antidote
Type:	Dragon

=====  
Name:	Shell Dragon
Level:	58
HP:	12,661
MP:	2482
Gil:	2588
EXP:	32,073
Steal:	Hi-Potion, Vaccine, Tent, Phoenix Pinion
Type:	Dragon

=====  
Name:	Shell Dragon(Pandemonium)\*
Level:	54
HP:	10,921
MP:	9335
Gil:	2332
EXP:	26,376
Steal:	Phoenix Down, Elixir
Type:	Dragon

=====

Name:	Silver Dragon\*
Level:	58
HP:	24,055
MP:	9999
Gil:	5240
EXP:	0
Steal:	Elixir, Dragon Mail, Kaiser Knuckles
Type:	Dragon/Flying

=====  
Name:	Skeleton
Level:	8
HP:	400
MP:	293
Gil:	209
EXP:	104
Steal:	Ore, Hi-Potion, Ether
Type:	Undead

=====  
Name:	Soldier(Cleyra)
Level:	10
HP:	523
MP:	358
Gil:	311
EXP:	400
Steal:	Potion, Phoenix Down, Echo Screen,
	Phoenix Pinion
Type:	Human

=====  
Name:	Soldier(Alexandria Castle)
Level:	9
HP:	459
MP:	342
Gil:	292
EXP:	357
Steal:	Potion, Phoenix Down, Hi-Potion,
	Phoenix Pinion
Type:	Human

=====  
Name:	Soulcage\*
Level:	26
HP:	9765
MP:	862
Gil:	3800
EXP:	0
Steal:	Oak Staff, Magician Cloak, Brigandine
Type:	Undead

=====  
Name:	Steiner(1st battle)
Level:	1
HP:	169
MP:	523
Gil:	0
EXP:	0
Steal:	Leather Hat, Silk Shirt
Type:	Human

=====  
Name:	Steiner(2nd battle)
Level:	1
HP:	167
MP:	620



Gil:	355
EXP:	0
Steal:	NA
Type:	Human

=====  
Name:	Steiner(3rd battle)
Level:	1
HP:	162
MP:	770
Gil:	0
EXP:	0
Steal:	NA
Type:	Human

=====  
Name:	Stilver
Level:	67
HP:	21,906
MP:	3053
Gil:	2780
EXP:	42,785
Steal:	Ether
Type:	Demon

=====  
Name:	Stroper
Level:	21
HP:	1840
MP:	697
Gil:	915
EXP:	2346
Steal:	Soft, Peridot, Phoenix Down, Phoenix Pinion
Type:	Stone

-----[ T ]-----

=====  
Name:	Taharka\*
Level:	46
HP:	29,186
MP:	1776
Gil:	8092
EXP:	0
Steal:	Elixir, Myhtril Claws, Orichalcon
Type:	Flying

=====  
Name:	Tantarion
Level:	41
HP:	21,997
MP:	1456
Gil:	4472
EXP:	12,585
Steal:	Ether, Elixir, Silver Fork, Demon's Mail
Type:	Demon

=====  
Name:	Thorn\*
Level:	16
HP:	2984
MP:	9999
Gil:	0
EXP:	0

|Steal: | Mythril Armor, Mythril Armlet |  
|Type: | Human |

=====  
Name:	Tiamat\*
Level:	72
HP:	59,494
MP:	3381
Gil:	8820
EXP:	0
Steal:	Blood Sword, Feather Boots, Grand Helmet
Type:	Dragon

=====  
Name:	Tiamat (Memoria)
Level:	71
HP:	24,127
MP:	3338
Gil:	2956
EXP:	0
Steal:	Ether, Wing Edge
Type:	Dragon

=====  
Name:	Tonberry
Level:	46
HP:	7886
MP:	1779
Gil:	1513
EXP:	13,297
Steal:	Hi-Potion, Phoenix Down, Phoenix Pinion,
	Ether
Type:	-NIL-

=====  
Name:	Torama
Level:	30
HP:	3292
MP:	1018
Gil:	1118
EXP:	5675
Steal:	Antidote, Phoenix Pinion
Type:	Beast/Demon

=====  
Name:	Trance Kuja\*
Level:	76
HP:	55,535
MP:	9999
Gil:	0
EXP:	0
Steal:	Ether, White Robe, Rebirth Ring
Type:	Human/Flying

=====  
Name:	Trick Sparrow
Level:	5
HP:	191
MP:	250
Gil:	198
EXP:	65
Steal:	Ore
Type:	Flying

=====  
|Name: | Troll |  
|Level: | 20 |

HP:	1469
MP:	623
Gil:	854
EXP:	2093
Steal:	Ore, Tent
Type:	-NIL-

=====  
Name:	True
Level:	11
HP:	589
MP:	377
Gil:	0
EXP:	0
Steal:	NA
Type:	Flying

=====  
Name:	Type A
Level:	8
HP:	398
MP:	293
Gil:	199
EXP:	115
Steal:	Phoenix Down, Tent
Type:	Human

=====  
Name:	Type B
Level:	10
HP:	526
MP:	361
Gil:	321
EXP:	373
Steal:	Ore, Hi-Potion, Ether
Type:	Human

=====  
Name:	Type C
Level:	13
HP:	623
MP:	447
Gil:	336
EXP:	629
Steal:	Potion, Tent
Type:	Human

-----[ V ]-----

=====  
Name:	Vulia Pira\*
Level:	36
HP:	12,119
MP:	9999
Gil:	4089
EXP:	0
Steal:	NA
Type:	Flying

=====  
Name:	Verpal (Green)
Level:	34
HP:	4363
MP:	1188

Gil:	1270
EXP:	6434
Steal:	Hi-Potion, Phoenix Down, Ether
Type:	Flying

=====  
Name:	Verpal (Red)
Level:	35
HP:	4022
MP:	1214
Gil:	1326
EXP:	6933
Steal:	Hi-Potion, Phoenix Pinion, Ether
Type:	Flying

=====  
Name:	Veteran
Level:	44
HP:	6972
MP:	1627
Gil:	1971
EXP:	15,181
Steal:	Hi-Potion, Ether, Phoenix Pinion
Type:	Demon/Flying

=====  
Name:	Vice
Level:	4
HP:	129
MP:	209
Gil:	128
EXP:	48
Steal:	Echo Screen, Potion
Type:	-NIL-

-----[ W ]-----

=====  
Name:	Weimar
Level:	1
HP:	38
MP:	721
Gil:	73
EXP:	0
Steal:	NA
Type:	Human

=====  
Name:	Whale Zombie
Level:	32
HP:	3730
MP:	1066
Gil:	1528
EXP:	6609
Steal:	Antidote, Magic Tag
Type:	Undead/Flying

=====  
Name:	Worm Hydra
Level:	37
HP:	4846
MP:	1268
Gil:	1345
EXP:	8010

|Steal: | Hi-Potion, Antidote |  
|Type: | Dragon |

=====  
Name:	Wraith(Blue)
Level:	36
HP:	4686
MP:	1239
Gil:	1654
EXP:	8950
Steal:	Ore, Hi-Potion
Type:	Undead/Flying

=====  
Name:	Wraith(Red)
Level:	37
HP:	4686
MP:	1268
Gil:	1345
EXP:	8010
Steal:	Topaz, Hi-Potion, Phoenix Pinion
Type:	Flying/Undead

=====  
Name:	Wverd
Level:	2
HP:	129
MP:	183
Gil:	116
EXP:	45
Steal:	Potion, Tent, Phoenix Down
Type:	Beast

-----[ Y ]-----

=====  
Name:	Yan\*
Level:	72
HP:	19,465
MP:	3378
Gil:	2218
EXP:	42,673
Steal:	Ore, Elixir
Type:	-NIL-

=====  
Name:	Yan
Level:	61
HP:	13,486
MP:	2588
Gil:	0
EXP:	0
Steal:	NA
Type:	Friendly

=====  
Name:	Yeti
Level:	9
HP:	463
MP:	342
Gil:	221
EXP:	133
Steal:	Eye Drops, Ore, Hi-Potion
Type:	Flying

```
=====
|Name:      | Yeti                |
|Level:     | 6                  |
|HP:        | 246                |
|MP:        | 265                |
|Gil:       | 0                  |
|EXP:       | 0                  |
|Steal:     | NA                 |
|Type:      | Flying/Friendly   |
=====
```

-----[ Z ]-----

```
=====
|Name:      | Zagnol(Hunt)*     |
|Level:     | 9                  |
|HP:        | 1574               |
|MP:        | 2342               |
|Gil:       | 0                  |
|EXP:       | 0                  |
|Steal:     | Mythril gloves,  |
|            | Needle Fork       |
|Type:      | Beast              |
=====
```

```
=====
|Name:      | Zagnol(Pinnacle  |
|            | Rocks)             |
|Level:     | 16                 |
|HP:        | 1189               |
|MP:        | 499                |
|Gil:       | 546                |
|EXP:       | 1261               |
|Steal:     | Ore, Tent, Ether  |
|Type:      | Beast              |
=====
```

```
=====
|Name:      | Zemzelett          |
|Level:     | 20                 |
|HP:        | 1571               |
|MP:        | 625                |
|Gil:       | 889                |
|EXP:       | 2093               |
|Steal:     | Ore, Hi-Potion,  |
|            | Ether              |
|Type:      | Flying              |
=====
```

```
=====
|Name:      | Zenero             |
|Level:     | 1                  |
|HP:        | 32                 |
|MP:        | 149                |
|Gil:       | 0                  |
|EXP:       | 0                  |
|Steal:     | NA                 |
|Type:      | Human              |
=====
```

```
=====
|Name:      | Zombie             |
|Level:     | 19                 |
|HP:        | 973                |
|MP:        | 603                |
|Gil:       | 708                |
|EXP:       | 1445               |
|Steal:     | Magic Tab, Tent, |
|            | Ether              |
|Type:      | Undead             |
=====
```

```
=====
|Name:      | Zorn*              |
=====
```

```

|Level:      | 16          |
|HP:        | 4896       |
|MP:        | 9999       |
|Gil:       | 0          |
|EXP:       | 0          |
|Steal:     | Partisan, Stardust Rod |
|Type:     | Human      |

```

```

=====
|Name:      | Zuu        |
|Level:     | 8          |
|HP:       | 1149      |
|MP:       | 293       |
|Gil:      | 384       |
|EXP:      | 320       |
|Steal:    | Potion, Ore, Hi-Potion, Phoenix Pinion |
|Type:     | Flying     |

```

#####

-----[ Items List ]-----

Usable Items

```

=====
|Name      | Description                               | Sell/buy |
=====
|Potion    | Restores 150 HP in battle.Restores 450 HP on field | 50/25 |
|Hi-Potion | Restores 450 HP in battle.Restores 300 HP on field | 200/100 |
|Annoyment | Cures Trouble                               | 150/75 |
|Antidote  | Cures Venom and poison                     | 50/25 |
|Echo screen | Cures Silence                             | 50/25 |
|Elixir    | Restores all lost HP and MP                | NA/NA |
|Ether     | Restores 150 MP in battle.Restores 100 MP on field | NA/NA |
|Eye drops | Cures Darkness                             | 50/25 |
|Magic Tab | Cures Zombie                               | 100/50 |
|Phoenix Down| Revives fallen ally                       | 150/75 |
|Remedy    | Cures some stutes effect                   | 300/150 |
|Soft      | Cures petrify and gradual petrify         | 100/50 |
|Tent      | Restores half of max HP and MP to all     | 800/400 |
=====

```

Key Items

```

=====
|Name      | Description                               | Found where |
=====

```

-----[ To be Continued ]-----

#####

-----[ Side Quests ]-----

i)The Zodiac Coins

This Coins are found around the world.When you found them,take them back to Treno to teh woman who collects this coins and she will give you a reward for each coin.

```

=====
|Aries:      |Dali Windmill                               |
|Cancer:    |Burmecia, behind an overturned cart.       |
|Scorpio:   |Kuwon Cave spring                          |
|Gemini:    |Throw gil into the fountain at entrance of Treno 13 times. |
|Taurus:    |Behind item shop in Treno                  |
|Virgo:     |Black Mage Village Inn                     |
|Libra:     |Madain Sari fountain                       |
|Leo:       |Undestroyed Left Tower of Alexandria near Neptune Statue |
|Sagittarius: |Linblum Commercial Square, left side. 3rd screen upon entering|
|            |the commercial district.                   |
|Capricorn:  |Right path in Dargeleo Library.            |
|Aquarius:  |Ipsen Heritage entrance right hand pillar |
|Pisces:    |Treasure chest inside Invincible.          |
=====

```

To get the thirteen coins, you must find all twelve of the coins. Talk to Stella queen and she will ask you to find the thirteen coins and give you back all the twelve coins. Now, go to Quan's dwelling and check the area where you found the scorpio coin for the thirteen coin. Take the coins back to the stella queen and she will give you the hammer.

#### ii) Final Fantasy 9 second ending

To see the second ending, complete the zodiac coins side quest and keep Shina's hammer. Do not use it in Hades Synth shop.

#### iii) The collectors Level

To see your collector's level, go to Treno or Dargeleo library. If you are at Treno, go inside the inn and talk to the lady. If you are at Dargeleo library, walk left and go inside to talk to the four arm man.

#### iv) Changing your name

To change your name, you must first have the namingway card. To get it, search the desert palace's throne room. When you have gotten the card, go to Dargeleo's library. Go left and up the elevator. On the second floor, go right to the library area. Go right into the row of books and down. Go talk to the brown colour clothingman and let him see your namingway card and he will offer to change your name.

#### v) Garnet's real name

This can only be done in disc 4!! Put Eiko and Garnet in to your party and go visit Madain Sari. Go to the kitchen and talk to Lani. After she leaves, form a new party without Eiko or Garnet inside. Go back to Madain Sari and enter the Summon area. Go check for the "!" . After you found it, walk one round the area clockwise and another round anti clockwise. You 'll then hear a sound. Go check the ifrit's drawing to check Garnet's Real name.

#### vi) Quan's Dwelling

To get there, go to the area where Treno is and go left. When you see the "A" shape which is covered with forest, go north and you will see a cave. Take Vivi and Quina inside to trigger a event. After the event,



Check the spoilt clock to get a running shoes. There are also some ethers and a elixir some where here. Check the spring to fully restore your HP and MP.

#### vii) Dargeleo library

It is located south west of the forgotten continent. Check the largest island on the world map to find it.

#### viii) Pop Quiz

Go to savage island and walk around the forest. There will be some random battle with a creature call ragtime mouse (but he doesn't look like mouse). He will ask you some question and you'll have to attack whatever answer you think is correct. (There will also be enemies call true and false with him) If you answer one of his question correct, he will give you 1k gil. When you have answer all of his 13 question correct, he will give you a memory ring.

#### ix) Frog Catching

Once you have obtain a airship or a gold chocobo, you can go to all the Qu's marshes to catch frogs. After you have caught a certain amount of frogs, Quina's master will come out and give you a item.

2 frogs: ore

5 frogs: ether

9 frogs: silk robe

15 frogs: Elixir

23 frogs: silver fork

33 frogs: Bistro fork

100 frogs: you can now fight Quina's master. If you win, you will be awarded Quina's best weapon.

NOTE: Don't catch the golden frog in the first Qu's marshes. It helps make the frogs reproduce faster.

NOTE 2: Don't catch all the frogs in Qu's marshes at one time.

#### x) The friendly Monster

When you walk around the world map, you will randomly encounter some monster that wants some ore or other gems. If you give the monsters some gem, you will be awarded with lots of AP. When you have satisfied all of the nine monsters, the fight command will be available when you fight Ozma, making it a lot easier.

Mu (around dali): wants a ore

Ghost (around Treno): wants a ore

ladybug (around black mage village): wants 2 ore

Yeti (outside Burmecia): wants 2 ore

Nymph (area around life tree): wants 3 ore.

Jabberwork (forest east of Oeiveil): wants a emerald

Feathersuckle (On ice continent, chocobo track): wants a moonstone.

Galda (outside Gizamaluke's grotto after climbing vine): wants a lapis lazly

Yan (on vile island): wants a diamond

NOTE: then yan will keep running away unless you give all the other 8 monster the gems they want.

#####

-----[ Equipment ]-----

-----[ Weapons ]-----

-----[ Zidane - Daggers ]-----

```

=====
|Name:           | Dagger           |
|Attack power:  | 12              |
|Sell:          | 160             |
|Buy:           | 320             |
|Statues effect:| -NIL-          |
|Abilities:     | Flee(40A)       |
=====

```

```

=====
|Name:           | Mage Masher     |
|Attack power:  | 14              |
|Sell:          | 250             |
|Buy:           | 500             |
|Statues effect:| Silence         |
|Abilities:     | Flee(40A),Detect(40A)|
=====

```

```

=====
|Name:           | Mythril Dagger  |
|Attack power:  | 18              |
|Sell:          | 475             |
|Buy:           | 950             |
|Statues effect:| -NIL-          |
|Abilities:     | Bandit(40S)    |
=====

```

```

=====
|Name:           | Butterfly Sword  |
|Attack power:  | 21              |
|Sell:          | 300             |
|Buy:           | 850             |
|Statues effect:| Silence         |
|Abilities:     | What's That?(30A)|
|               | Protect Girls(35S)|
=====

```

```

=====
|Name:           | The Orge        |
|Attack power:  | 24              |
|Sell:          | 650             |
|Buy:           | 700             |
|Statues effect:| Darkness        |
|Abilities:     | Soul Blade(40A)|
=====

```

```

=====
|Name:           | Gladius         |
|Attack power:  | 30              |
|Sell:          | 1105            |
|Buy:           | 2300            |
|Statues effect:| Slow            |
|Abilities:     | Annoy(40A),Lucky 7(85A)|
=====

```

```

=====
|Name:           | Exploda         |
|Attack power:  | 31              |
|Sell:          | 1400            |
|Buy:           | 1000            |
|Statues effect:| Trouble         |
=====

```

```

|Abilities:      | Sacrifice(55A),Lucky 7(85A) |
=====
|Name:           | Rune Tooth                   |
|Attack power:  | 37                           |
|Sell:          | 1900                         |
|Buy:           | 2000                         |
|Statues effect:| Poison                       |
|Abilities:     | Lucky 7(85A)                 |
=====
|Name:           | Zorlin Shape                 |
|Attack power:  | 42                           |
|Sell:          | 3000                         |
|Buy:           | 6000                         |
|Statues effect:| -NIL-                        |
|Abilities:     | Flee(40A)                   |
=====
|Name:           | Angel Bless                  |
|Attack power:  | 44                           |
|Sell:          | 3500                         |
|Buy:           | 9000                         |
|Statues effect:| Confuse                      |
|Abilities:     | Thievery(100A)              |
=====
|Name:           | Sargatanas                   |
|Attack power:  | 53                           |
|Sell:          | 4750                         |
|Buy:           | 12000                       |
|Statues effect:| Petrify                     |
|Abilities:     | Annoy(40A)                  |
=====
|Name:           | Masamune                     |
|Attack power:  | 62                           |
|Sell:          | 16000                       |
|Buy:           | 6500                         |
|Statues effect:| Doom                        |
|Abilities:     | Sacrifice                    |
=====
|Name:           | Orichalcon                   |
|Attack power:  | 71                           |
|Sell:          | 8500                         |
|Buy:           | 17000                       |
|Statues effect:| -NIL-                        |
|Abilities:     | Detect(40A)                  |
=====
|Name:           | The Tower                    |
|Attack power:  | 86                           |
|Sell:          | 15000                       |
|Buy:           | -NIL-                        |
|Statues effect:| Mini                        |
|Abilities:     | lucky 7(85A),Thievery(100A) |
=====
|Name:           | Ultima Weapon                |
|Attack power:  | 100                          |
|Sell:          | 20000                       |
|Buy:           | -NIL-                        |
|Statues effect:| Sleep                       |
|Abilities:     | Flee(40A)                   |
=====

```

```
=====
|Name:           | Rod                               |
|Attack power:   | 11                               |
|Sell:           | 130                              |
|Buy:            | 260                              |
|Statues effect: | -NIL-                            |
|Abilities:      | Cure (55A) , Pancea (15A) ,     |
|                | Protect (40A)                   |
=====
```

```
=====
|Name:           | Air Racket                       |
|Attack power:   | 13                               |
|Sell:           | 200                              |
|Buy:            | 400                              |
|Statues effect: | Wind                             |
|Abilities:      | Scan (25A) , Pancea (15A)       |
=====
```

```
=====
|Name:           | Mythril Rod                      |
|Attack power:   | 14                               |
|Sell:           | 280                              |
|Buy:            | 760                              |
|Statues effect: | -NIL-                            |
|Abilities:      | Life (30A) , Silence (30A) ,    |
|                | Shell (35A)                     |
=====
```

```
=====
|Name:           | Stardust Rod                     |
|Attack power:   | 16                               |
|Sell:           | 380                              |
|Buy:            | 760                              |
|Statues effect: | Shadow damage reduced by 50%    |
|Abilities:      | Ability up (60S) , Reflect (20A)|
|                | Float (20A)                     |
=====
```

```
=====
|Name:           | Multina Racket                   |
|Attack power:   | 17                               |
|Sell:           | 375                              |
|Buy:            | 750                              |
|Statues effect: | Wind                             |
|Abilities:      | Blind (40A) , Stone (25A) ,     |
|                | Shell (35A)                     |
=====
```

```
=====
|Name:           | Healing Rod                      |
|Attack power:   | 23                               |
|Sell:           | 885                              |
|Buy:            | 1770                             |
|Statues effect: | -NIL-                            |
|Abilities:      | Healer (30S) , Cura (50A) ,     |
|                | Life (30A)                      |
=====
```

```
=====
|Name:           | Magic Racket                     |
|Attack power:   | 23                               |
|Sell:           | 675                              |
|Buy:            | 1350                             |
|Statues effect: | Wind , raises holy element atk  |
|Abilities:      | Berserk (30A) , Mini (40A) ,    |
|                | Cure (30A)                      |
=====
```

```
=====
|Name:           | Asura's Rod                     |
|Attack power:   | 27                               |
|Sell:           | 1590                             |
=====
```

Buy:	3180
Statues effect:	Holy
Abilities:	Mini (40A), Confuse (34A),
	Silence (30A)

=====  
Name:	Mythril Racket
Attack power:	27
Sell:	1125
Buy:	2250
Statues effect:	Wind
Abilities:	Reflect (20A), Shell (35A),
	Protect (30A)

=====  
Name:	Wizard's Rod
Attack power:	31
Sell:	1995
Buy:	4000
Statues effect:	-NIL-
Abilities:	Curaga (155A), Protect (30A),
	Shell (35A)

=====  
Name:	Priest's Racket
Attack power:	35
Sell:	4000
Buy:	11000
Statues effect:	Wind
Abilities:	Silence (30A), Might (25A)

=====  
Name:	Whale Whisker
Attack power:	36
Sell:	5140
Buy:	-NIL-
Statues effect:	-NIL-
Abilities:	Curaga (155A), Life (30A),
	Break (35A)

=====  
Name:	Tiger Racket
Attack power:	45
Sell:	2900
Buy:	-NIL-
Statues effect:	Wind
Abilities:	Dispel (25A)

-----[ Eiko - Flutes,Racket ]-----

=====  
Name:	Air Racket
Attack Power:	13
Sell:	200
Buy:	400
Statues effect:	Wind
Abilities:	Scan (25A), Pancea (15A)

=====  
Name:	Golem's Flute
Attack Power:	17
Sell:	1350
Buy:	2700
Statues effect:	-NIL-
Abilities:	Auto-Regan (35S), Cura (40A),

	Life (35A)	
=====		
Name:	Multina Racket	
Attack Power:	17	
Sell:	375	
Buy:	750	
Statuses effect:	Wind	
Abilities:	Stona (25A), Shell (35A),	
	Blind (40A)	
=====		
Name:	Lamia's Flute	
Attack Power:	21	
Sell:	1900	
Buy:	3800	
Statuses effect:	-NIL-	
Abilities:	Float (25A), Stona (25A),	
	Silence (25A)	
=====		
Name:	Magic Racket	
Attack Power:	23	
Sell:	675	
Buy:	1350	
Statuses effect:	Wind, Raises Holy Elem. ATK	
Abilities:	Berserk (30A), Mini (40A),	
	Cure (30A)	
=====		
Name:	Fairy Flute	
Attack Power:	24	
Sell:	2250	
Buy:	4500	
Statuses effect:	-NIL-	
Abilities:	Esuna (80A), Haste (30A),	
	Regen (30A)	
=====		
Name:	Hameline	
Attack Power:	27	
Sell:	2850	
Buy:	5700	
Statuses effect:	-NIL-	
Abilities:	Curaga (80A), Might (25A),	
	Jewel (50A)	
=====		
Name:	Mythril Racket	
Attack Power:	27	
Sell:	1125	
Buy:	2250	
Statuses effect:	Wind	
Abilities:	Reflec (20A), Shell (35A),	
	Protect (30A)	
=====		
Name:	Siren's Flute	
Attack Power:	30	
Sell:	3500	
Buy:	7000	
Statuses effect:	-NIL-	
Abilities:	Full-life (90A), Dispel (25A),	
	Esuna (80A)	
=====		
Name:	Angel Flute	
Attack Power:	33	

Sell:	4150	
Buy:	-NIL-	
Statues effect:	-NIL-	
Abilities:	Holy(110A),Esuan(80A),	
	Curaga(80A)	

```
=====
```

Name:	Priest's Racket	
Attack Power:	35	
Sell:	4000	
Buy:	11000	
Statues effect:	Wind	
Abilities:	Silence(30A), Might(25A)	

```
=====
```

Name:	Tiger Racket	
Attack Power:	45	
Sell:	2900	
Buy:	-NIL-	
Statues effect:	Wind	
Abilities:	Dispel(25A)	

-----[ Steiner - Swords ]-----

```
=====
```

Name:	Broad Sword	
Attack Power:	12	
Sell:	165	
Buy:	330	
Statues effect:	-NIL-	
Abilities:	Beast Killer(55S)	

```
=====
```

Name:	Iron Sword	
Attack Power:	16	
Sell:	330	
Buy:	660	
Statues effect:	-NIL-	
Abilities:	Minus Strike(35A)	

```
=====
```

Name:	Mythril Sword	
Attack Power:	20	
Sell:	650	
Buy:	1300	
Statues effect:	-NIL-	
Abilities:	Armor Break(30A)	

```
=====
```

Name:	Blood Sword	
Attack Power:	24	
Sell:	950	
Buy:	-NIL-	
Statues effect:	-NIL-	
Abilities:	Darkside(30A)	

```
=====
```

Name:	Ice Brand	
Attack Power:	35	
Sell:	1890	
Buy:	3780	
Statues effect:	Freeze,Ice Elem. ATK	
Abilities:	Mental Break(45A)	

```
=====
```

Name:	Coral Sword	
-------	-------------	--

Attack Power:	38	
Sell:	2000	
Buy:	4000	
Statues effect:	Thunder	
Abilities:	Charge! (30A)	
=====		
Name:	Diamond Sword	
Attack Power:	42	
Sell:	2350	
Buy:	4700	
Statues effect:	-NIL-	
Abilities:	Power Break(40A)	
=====		
Name:	Flame Sabre	
Attack Power:	46	
Sell:	2595	
Buy:	5190	
Statues effect:	Heat,Fire Elem. ATK	
Abilities:	Magic Break(25A)	
=====		
Name:	Rune Blade	
Attack Power:	57	
Sell:	4450	
Buy:	-NIL-	
Statues effect:	Darkness	
Abilities:	Lai Strike(40A)	
=====		
Name:	Defender	
Attack Power:	65	
Sell:	4670	
Buy:	9340	
Statues effect:	Thunder/ice Damage down 50%	
Abilities:	Thunder Slash(30A)	
=====		
Name:	Ultima Sword	
Attack Power:	74	
Sell:	7000	
Buy:	14000	
Statues effect:	Sleep	
Abilities:	Stock Break(35A)	
=====		
Name:	Excalibur	
Attack Power:	77	
Sell:	9500	
Buy:	-NIL-	
Statues effect:	Holy	
Abilities:	Climhazzard(70A)	
=====		
Name:	Ragnarok	
Attack Power:	87	
Sell:	14500	
Buy:	-NIL-	
Statues effect:	Slow	
Abilities:	Shock(30A),Thunder Slash(30A)	
=====		
Name:	Excalibur II	
Attack Power:	108	
Sell:	19500	
Buy:	-NIL-	
Statues effect:	-NIL-	



Abilities:	Minus Strike(35A),	
	Climhazard(80A),	
	Stock Break(35A)	

-----[ Vivi - Staffs ]-----

Name:	Mage Staff	
Attack Power:	12	
Sell:	160	
Buy:	320	
Statues effect:	-NIL-	
Abilities:	Fire(25A)	

Name:	Flame Staff	
Attack Power:	16	
Sell:	550	
Buy:	1100	
Statues effect:	Fire	
Abilities:	Fira(50A), Sleep(20A)	

Name:	Ice Staff	
Attack Power:	16	
Sell:	490	
Buy:	980	
Statues effect:	Ice	
Abilities:	Bizzara(50A), Slow(20A)	

Name:	Lightning Staff	
Attack Power:	16	
Sell:	600	
Buy:	1200	
Statues effect:	Thunder	
Abilities:	Thundara(50A), Poison(35A)	

Name:	Oak Staff	
Attack Power:	23	
Sell:	1200	
Buy:	2400	
Statues effect:	Slow	
Abilities:	Stop(25A), Bio(40A), Drain(60A)	

Name:	Cypress Pile	
Attack Power:	27	
Sell:	1600	
Buy:	3200	
Statues effect:	Confuse	
Abilities:	Demi(30A), Break(30A),	
	Comet(55A)	

Name:	Octagon Rod	
Attack Power:	29	
Sell:	2250	
Buy:	4500	
Statues effect:	Absorbs Wind/water Elem.Atk	
	Trouble,Raises water Elem	
	Atk.	
Abilities:	Firaga(75A), Bizzaga(85A),	
	Thundaga(80A)	

```
=====
|Name:           | High Mage Staff |
|Attack Power:  | 32              |
|Sell:          | 3000           |
|Buy:           | 6000           |
|Statues effect:| Silence         |
|Abilities:     | Meteor(95A),Os |
|               | mose(70A)      |
=====
```

```
=====
|Name:           | Mace of Zeus   |
|Attack Power:  | 35             |
|Sell:          | 5000           |
|Buy:           | -NIL-          |
|Statues effect:| Mini           |
|Abilities:     | Doomsday(150A) |
=====
```

-----[ Freya - Polearms ]-----

```
=====
|Name:           | Javelin        |
|Attack Power:  | 18             |
|Sell:          | 440            |
|Buy:           | 880            |
|Statues effect:| -NIL-          |
|Abilities:     | Dragon Killer( |
|               | 70S)           |
=====
```

```
=====
|Name:           | Mythril Spear  |
|Attack Power:  | 20             |
|Sell:          | 550            |
|Buy:           | 1100           |
|Statues effect:| -NIL-          |
|Abilities:     | Rei's Wind(40A |
|               | )              |
=====
```

```
=====
|Name:           | Partisan       |
|Attack Power:  | 25             |
|Sell:          | 800            |
|Buy:           | 1600           |
|Statues effect:| -NIL-          |
|Abilities:     | Lancer(20A),H |
|               | igh Tide(20S) |
|               | )              |
=====
```

```
=====
|Name:           | Ice Lance      |
|Attack Power:  | 31             |
|Sell:          | 1215           |
|Buy:           | 2430           |
|Statues effect:| Freeze,Ice Ele |
|               | m(ATK)         |
|Abilities:     | White Dew(90A) |
|               | )              |
=====
```

```
=====
|Name:           | Trident        |
|Attack Power:  | 37             |
|Sell:          | 1790           |
|Buy:           | 3580           |
|Statues effect:| Darkness       |
|Abilities:     | Luna(30A)     |
|               | )              |
=====
```

```
=====
|Name:           | Heavy Lance    |
|Attack Power:  | 42             |
|Sell:          | 2350           |
|Buy:           | 4700           |
|Statues effect:| Stop           |
|Abilities:     | Six Dragons(25 |
|               | A)             |
=====
```

```
=====
|Name:           | Obelisk           |
|Attack Power:  | 52                |
|Sell:          | 3000              |
|Buy:           | -NIL-             |
|Statues effect:| Petrify           |
|Abilities:     | Cherry blossom(40A),
|               | Initiative(95S)   |
=====
```

```
=====
|Name:           | Holy Lance        |
|Attack Power:  | 62                |
|Sell:          | 5500              |
|Buy:           | 11000             |
|Statues effect:| Holy Elem.ATK     |
|Abilities:     | Dragon's Crest(25A),
|               | Rei's Wind(40A)   |
=====
```

```
=====
|Name:           | Kain's Lance      |
|Attack Power:  | 71                |
|Sell:          | 7500              |
|Buy:           | -NIL-             |
|Statues effect:| Confuse           |
|Abilities:     | Dragon's Crest(45A),
|               | Cherry Blossom(40A),
|               | White Draw(90A)   |
=====
```

```
=====
|Name:           | Dragon's Hair     |
|Attack Power:  | 77                |
|Sell:          | 11750             |
|Buy:           | -NIL-             |
|Statues effect:| -NIL-             |
|Abilities:     | Dragon Breath(205A)
=====
```

-----[ Quina - Forks ]-----

```
=====
|Name:           | Fork              |
|Attack Power:  | 21                |
|Sell:          | 550               |
|Buy:           | 1100              |
|Statues effect:| -NIL-             |
|Abilities:     | High Tide(250S)   |
=====
```

```
=====
|Name:           | Needle Fork       |
|Attack Power:  | 34                |
|Sell:          | 1550              |
|Buy:           | 3100              |
|Statues effect:| Petrify           |
|Abilities:     | High Tide(250S)   |
=====
```

```
=====
|Name:           | Mythril Fork      |
|Attack Power:  | 42                |
|Sell:          | 2350              |
|Buy:           | 4700              |
|Statues effect:| -NIL-             |
|Abilities:     | High Tide(250S)   |
=====
```

```
=====
|Name:           | Silver Fork       |
|Attack Power:  | 53                |
=====
```

Sell:	3700	
Buy:	7400	
Statues effect:	Slow	
Abilities:	High Tide(250S)	

=====

Name:	Bistro Fork	
Attack Power:	68	
Sell:	5150	
Buy:	10300	
Statues effect:	Sleep	
Abilities:	High Tide(250S)	

=====

Name:	Gastro Fork	
Attack Power:	77	
Sell:	6650	
Buy:	-NIL-	
Statues effect:	Stop	
Abilities:	High Tide(250S)	

-----[ Amarant - Fists Weapon ]-----

=====

Name:	Cat's Claw	
Attack Power:	23	
Sell:	2000	
Buy:	4000	
Statues effect:	-NIL-	
Abilities:	Chakra(30A),Counter(240S)	

=====

Name:	Poison Knuckles	
Attack Power:	33	
Sell:	2500	
Buy:	5000	
Statues effect:	Poison	
Abilities:	Spare Change(90A),	
	Counter(240S)	

=====

Name:	Mythril Claws	
Attack Power:	39	
Sell:	3250	
Buy:	6500	
Statues effect:	-NIL-	
Abilities:	Curse(20A),Counter(240S)	

=====

Name:	Scissor Fangs	
Attack Power:	45	
Sell:	4000	
Buy:	8000	
Statues effect:	Vemon	
Abilities:	Aura(25A),Counter(240S)	

=====

Name:	Dragon's Claw	
Attack Power:	53	
Sell:	5180	
Buy:	-NIL-	
Statues effect:	Water	
Abilities:	No Mercy(25A),Counter(240S)	

=====

Name:	Tiger Fangs	
-------	-------------	--

Attack Power:	62	
Sell:	6750	
Buy:	13500	
Statues effect:	-NIL-	
Abilities:	Revive (35A) , Counter (240S)	

=====

Name:	Avenger	
Attack Power:	70	
Sell:	8000	
Buy:	16000	
Statues effect:	Death Blow	
Abilities:	Demi Shock (50A) , Counter (240S)	

=====

Name:	Duel Claws	
Attack Power:	75	
Sell:	9000	
Buy:	16000	
Statues effect:	Berserk	
Abilities:	Aura (25A) , No Mercy (25A) ,	
	Counter (240S)	

=====

Name:	Kaiser Knuckles	
Attack Power:	75	
Sell:	9000	
Buy:	18000	
Statues effect:	Wind Elem.ATK, Trouble	
Abilities:	Countdown (40A) , Curse (20A) ,	
	Counter (240S)	

=====

Name:	Rune Claws	
Attack Power:	83	
Sell:	14400	
Buy:	-NIL-	
Statues effect:	Darkness	
Abilities:	Spare Change (90A) ,	
	Demi Shock (50A) , Revive (35A)	

-----[ Helmets ]-----

=====

Name:	Adamant Hat	
Buy:	6100	
Sell:	3050	
Magic Defense:	+33	
Magic:	+0	
Spirit:	+0	
Evade:	+0	
Speed:	+0	
Defense:	+3	
Strength:	+0	
Effect:	Elemental defense: Thunder damage	
	reduced by 100%.	

=====

Name:	Bandana	
Buy:	500	
Sell:	250	
Magic Defense:	+12	
Magic:	+0	
Spirit:	+1	

Evade:	+2	
Speed:	+1	
Defense:	+0	
Strength:	+0	
Effect:	-NIL-	

---

Name:	Barbut	
Buy:	600	
Sell:	300	
Magic Defense:	+9	
Magic:	+0	
Spirit:	+1	
Evade:	+0	
Speed:	+0	
Defense:	+0	
Strength:	+0	
Effect:	-NIL-	

---

Name:	Black Hood	
Buy:	2550	
Sell:	1275	
Magic Defense:	+27	
Magic:	+0	
Spirit:	+0	
Evade:	+0	
Speed:	+0	
Defense:	+0	
Strength:	+0	
Effect:	Elemental defense: Water/Fire/   Thunder damage reduced by 50%.	

---

Name:	Bronze Helmet	
Buy:	330	
Sell:	165	
Magic Defense:	+0	
Magic:	+0	
Spirit:	+0	
Evade:	+0	
Speed:	+0	
Defense:	+0	
Strength:	+0	
Effect	Elemental defense: Water damage   reduced by 50%.	

---

Name	Circle	
Buy:	20000	
Sell:	6500	
Magic Defense:	+51	
Magic:	+0	
Spirit:	+0	
Evade:	+0	
Speed:	+0	
Defense:	+0	
Strength:	+0	
Effect:	Elemental defense: Earth damage   reduced by 100%.	

---

Name:	Coronet	
Buy:	4400	
Sell:	2200	

Magic Defense:	+35	
Magic:	+0	
Spirit:	+0	
Evade:	+0	
Speed:	+0	
Defense:	+1	
Strength:	+0	
Effect:	Elemental defense :	
	Wind damaged reduced by 100%.	

---

Name:	Cross Helmet	
Buy:	2200	
Sell:	1100	
Magic Defense:	+16	
Magic:	+0	
Spirit:	+0	
Evade:	+0	
Speed:	+0	
Defense:	+0	
Strength:	+1	
Effect:	-NIL-	

---

Name:	Dark Hat	
Buy:	1800	
Sell:	900	
Magic Defense:	+21	
Magic:	+0	
Spirit:	+0	
Evade:	+0	
Speed:	+0	
Defense:	+0	
Strength:	+0	
Effect:	Elemental Defense: Ice damage	
	reduced by 100%.	

---

Name:	Diamond	
Buy:	3000	
Sell:	1500	
Magic Defense:	+20	
Magic:	+0	
Spirit:	+1	
Evade:	+0	
Speed:	+0	
Defense:	+0	
Strength:	+0	
Effect:	-NIL-	

---

Name:	Feather Hat	
Buy:	200	
Sell:	100	
Magic Defense:	+7	
Magic:	+0	
Spirit:	+1	
Evade:	+0	
Speed:	+0	
Defense:	+0	
Strength:	+0	
Effect:	Raises Wind Elemental Attack.	

---

Name:	Flash Hat	
-------	-----------	--

Buy:	5200	
Sell:	2600	
Magic Defense:	+37	
Magic:	+0	
Spirit:	+0	
Evade:	+2	
Speed:	+1	
Defense:	+0	
Strength:	+0	
Effect:	Raises thunder/Holy elemental attack.	

---

Name:	Genji Helmet	
Buy:	NA	
Sell:	1	
Magic Defense:	+29	
Magic:	+2	
Spirit:	+0	
Evade:	+0	
Speed:	+0	
Defense:	+2	
Strength:	+0	
Effect:	-NIL-	

---

Name:	Golden Hairpin	
Buy:	3700	
Sell:	1850	
Magic Defense:	+32	
Magic:	+1	
Magic Evade:	+2	
Spirit:	+0	
Evade:	+0	
Speed:	+0	
Defense:	+0	
Strength:	+0	
Effect:	Raises water elemental attack.	

---

Name:	Golden Skullcap	
Buy:	15000	
Sell:	6000	
Magic Defense:	+47	
Magic:	+0	
Spirit:	+0	
Evade:	+0	
Speed:	+0	
Defense:	+2	
Strength:	+0	
Effect:	Elemental defense: Earth damage reduced	
	by 50%, Raises water elemental attack.	

---

Name:	Gold Helmet	
Buy:	1800	
Sell:	900	
Magic Defense:	+13	
Magic:	+1	
Spirit:	+0	
Evade:	+0	
Speed:	+0	
Defense:	+0	
Strength:	+0	
Effect:	-NIL-	



```
=====
|Name:           | Grand Helmet |
|Buy:            | 20000       |
|Sell:           | 7000        |
|Magic Defense: | +33         |
|Magic:          | +0          |
|Spirit:         | +0          |
|Evade:          | +0          |
|Speed:          | +1          |
|Defense:        | +0          |
|Strength:       | +0          |
|Effect:         | -NIL-       |
=====
```

```
=====
|Name:           | Green Beret  |
|Buy:            | 2180        |
|Sell:           | 1090        |
|Magic Defense: | +23         |
|Magic:          | +0          |
|Spirit:         | +0          |
|Evade:          | +0          |
|Speed:          | +1          |
|Defense:        | +0          |
|Strength:       | +1          |
|Effect:         | -NIL-       |
=====
```

```
=====
|Name:           | Headgear     |
|Buy:            | 330         |
|Sell:           | 165         |
|Magic Defense: | +0          |
|Magic:          | +0          |
|Spirit:         | +0          |
|Evade:          | +0          |
|Speed:          | +0          |
|Defense:        | +0          |
|Strength:       | +0          |
|Effect:         | Elemental defense: Water damage
|                | reduced by 50%.
=====
```

```
=====
|Name:           | Holy Miter   |
|Buy:            | 8300        |
|Sell:           | 4150        |
|Magic Defense: | +39         |
|Magic:          | +1          |
|Spirit:         | +2          |
|Evade:          | +0          |
|Speed:          | +0          |
|Defense:        | +0          |
|Strength:       | +0          |
|Effect:         | -NIL-       |
=====
```

```
=====
|Name:           | Iron Helmet  |
|Buy:            | 450         |
|Sell:           | 225         |
|Magic Defense: | +7          |
|Magic:          | +0          |
|Spirit:         | +1          |
|Evade:          | +0          |
|Speed:          | +0          |
|Defense:        | +0          |
|Strength:       | +0          |
=====
```

```
|Effect:          | -NIL-          |
=====
|Name:           | Kaiser Helmet  |
|Buy:            | 7120           |
|Sell:           | 3560           |
|Magic Defense:  | +26            |
|Magic:          | +1             |
|Spirit:         | +0             |
|Evade:          | +0             |
|Speed:          | +0             |
|Defense:        | +0             |
|Strength:       | +1             |
|Effect:         | -NIL-         |
```

```
=====
|Name:           | Lamia's Tiara  |
|Buy:            | 800            |
|Sell:           | 400            |
|Magic Defense:  | +17            |
|Magic:          | +1             |
|Spirit:         | +1             |
|Evade:          | +0             |
|Speed:          | +0             |
|Defense:        | +0             |
|Strength:       | +0             |
|Effect:         | Elemental Defense: Wind damage
|                | reduced by 50%.
|
```

```
=====
|Name:           | Leather Hat    |
|Buy:            | 150            |
|Sell:           | 75             |
|Magic Defense:  | +6             |
|Magic:          | +0             |
|Spirit:         | +0             |
|Evade:          | +0             |
|Speed:          | +0             |
|Defense:        | +0             |
|Strength:       | +0             |
|Effect:         | -NIL-         |
```

```
=====
|Name:           | Mage's Hat     |
|Buy:            | 600            |
|Sell:           | 300            |
|Magic Defense:  | +14            |
|Magic:          | +1             |
|Spirit:         | +0             |
|Evade:          | +0             |
|Speed:          | +0             |
|Defense:        | +0             |
|Strength:       | +0             |
|Effect:         | Raises Holy/Shadow Elem. attack.
|
```

```
=====
|Name:           | Magus Hat      |
|Buy:            | 400            |
|Sell:           | 200            |
|Magic Defense:  | +10            |
|Magic:          | +0             |
|Spirit:         | +0             |
|Evade:          | +0             |
|Speed:          | +0             |
|Defense:        | +0             |
```

Strength:	+0	
Effect:	Raises Ice Elemental Attack.	

---

Name:	Mantra Band	
Buy:	1500	
Sell:	750	
Magic Defense:	+19	
Magic:	+1	
Spirit:	+1	
Evade:	+0	
Speed:	+0	
Defense:	+1	
Strength:	+0	
Effect:	-NIL-	

---

Name:	Mythril Helmet	
Buy:	1000	
Sell:	500	
Magic Defense:	+11	
Magic:	+0	
Spirit:	+1	
Evade:	+0	
Speed:	+0	
Defense:	+0	
Strength:	+0	
Effect:	Raises holy-elemental attack.	

---

Name:	Platinum Helmet	
Buy:	4600	
Sell:	2300	
Magic Defense:	+23	
Magic:	+0	
Spirit:	+0	
Evade:	+0	
Speed:	+0	
Defense:	+0	
Strength:	+0	
Effect:	Elemental defense: Ice damage reduced	
	by 50%.	

---

Name:	Red Hat	
Buy:	3000	
Sell:	1500	
Magic Defense:	+33	
Magic:	+0	
Spirit:	+0	
Evade:	+0	
Speed:	+0	
Defense:	+1	
Strength:	+0	
Effect:	Raises fire elemental attack.	

---

Name:	Ritual Hat	
Buy:	1000	
Sell:	500	
Magic Defense:	+16	
Spirit:	+0	
Evade:	+0	
Speed:	+0	
Defense:	+1	

Strength:	+1	
Effect:	-NIL-	

=====

Name:	Rubber Helmet	
Buy:	250	
Sell:	125	
Magic Defense:	+5	
Magic:	+0	
Spirit:	+0	
Evade:	+0	
Speed:	+0	
Defense:	+0	
Strength:	+0	
Effect:	Elemental defense: Thunder damage reduced	
	by 50%.	

=====

Name:	Steepled Hat	
Buy:	260	
Sell:	130	
Magic Defense:	+9	
Magic:	+0	
Spirit:	+0	
Evade:	+0	
Speed:	+0	
Defense:	+0	
Strength:	+1	
Effect:	-NIL-	

=====

Name:	Straw Hat	
Buy:	NA	
Sell:	750	
Magic Defense:	+0	
Magic:	+0	
Spirit:	+0	
Evade:	+0	
Speed:	+0	
Defense:	+0	
Strength:	+0	
Effect:	-NIL-	

=====

Name:	Thief Hat	
Buy:	7100	
Sell:	3550	
Magic Defense:	+38	
Magic:	+0	
Spirit:	+0	
Evade:	+3	
Speed:	+2	
Defense:	+0	
Strength:	+0	
Effect:	-NIL-	

=====

Name:	Twist Headband	
Buy:	1200	
Sell:	600	
Magic Defense:	+17	
Magic:	+0	
Spirit:	+0	
Evade:	+0	
Speed:	+0	

Defense:	+0	
Strength:	+1	
Effect:	Raises Earth Elemental attack.	

---

-----[ Armors ]-----

---

Name:	Adaman Vest	
Buy:	1600	
Sell:	800	
Magic Defense:	+2	
Magic:	+0	
Magic Evade:	+0	
Spirit:	+0	
Evade:	+0	
Speed:	+0	
Defense:	+14	
Strength:	+0	
Moogles says:	Very durable vest. Elemental fire damage	
	reduced by 50%.	

---

Name:	Aloha T-Shirt	
Buy:	NA	
Sell:	9500	
Magic Defense:	+0	
Magic:	+0	
Magic Evade:	+0	
Spirit:	+0	
Evade:	+0	
Speed:	+0	
Strength:	+0	
Moogles says:	Provides a southern, tropical feel.	

---

Name:	Black Robe	
Buy:	8000	
Sell:	14500	
Magic Defense:	+4	
Magic:	+2	
Magic Evade:	+0	
Spirit:	+0	
Evade:	+0	
Speed:	+0	
Defense:	+43	
Strength:	+0	
Moogles says:	Robe made for black mages. Raises Shadow	
	Elemental attack.	

---

Name:	Brave Suit	
Buy:	26000	
Sell:	11250	
Magic Defense:	+0	
Magic:	+0	
Magic Evade:	+0	
Spirit:	+1	
Evade:	+0	
Speed:	+0	
Defense:	+42	
Strength:	+0	
Moogles says:	Extremely durable suit. Raises fire	

```
| elemental attack. |
=====
|Name: | Brigandine |
|Buy: | 4300 |
|Sell: | 2150 |
|Magic Defense: | +0 |
|Magic: | +0 |
|Magic Evade: | +0 |
|Spirit: | +0 |
|Evade: | +0 |
|Speed: | +0 |
|Defense: | +20 |
|Strength: | +1 |
|Moogles says: | Clothes that raises strength. |
```

```
=====
|Name: | Bronze Armor |
|Buy: | 650 |
|Sell: | 325 |
|Magic Defense: | +0 |
|Magic: | +0 |
|Magic Evade: | +0 |
|Spirit: | +0 |
|Evade: | +0 |
|Speed: | +0 |
|Defense: | +9 |
|Strength: | +0 |
|Moogles says: | Armor made of bronze. Elemental defense: |
| | Wind damage reduced by 50%. |
```

```
=====
|Name: | Bronze Vest |
|Buy: | 670 |
|Sell: | 335 |
|Magic Defense: | +1 |
|Magic: | +0 |
|Magic Evade: | +0 |
|Spirit: | +1 |
|Evade: | +0 |
|Speed: | +0 |
|Defense: | +9 |
|Strength: | +0 |
|Moogles says: | Plate made of bronze. |
```

```
=====
|Name: | Carabini Mail |
|Buy: | 12300 |
|Sell: | 6150 |
|Magic Defense: | +1 |
|Magic: | +0 |
|Magic Evade: | +0 |
|Spirit: | +1 |
|Evade: | +0 |
|Speed: | +1 |
|Defense: | +39 |
|Strength: | +0 |
|Moogles says: | Armor protected by extraordinary powers. |
```

```
=====
|Defense Item: | Chain Mail |
|Buy: | 1200 |
|Sell: | 600 |
|Magic Defense: | +0 |
|Magic: | +0 |
```

Magic Evade:	+0	
Spirit:	+0	
Evade:	+0	
Speed:	+0	
Defense:	+12	
Strength:	+0	
Moogles says:	Armor made with chains. Elemental	
	defense: Earth damage reduced by 50%.	

---

Name:	Chain Plate	
Buy:	810	
Sell:	405	
Magic Defense:	+0	
Magic:	+0	
Magic Evade:	+0	
Spirit:	+0	
Evade:	+0	
Speed:	+0	
Defense:	+10	
Strength:	+1	
Moogles says:	Plate that provides brimming strength.	

---

Name:	Cotton Robe	
Buy:	1000	
Sell:	2000	
Magic Defense:	+2	
Magic:	+1	
Magic Evade:	+0	
Spirit:	+0	
Evade:	+0	
Speed:	+0	
Defense:	+10	
Strength:	+1	
Moogles says:	Ordinary robe.	

---

Name:	Dark Gear	
Buy:	16300	
Sell:	8150	
Magic Defense:	+0	
Magic:	+0	
Magic Evade:	+0	
Spirit:	+3	
Evade:	+0	
Speed:	+0	
Defense:	+37	
Strength:	+0	
Moogles says:	Gear that raises spirit.	

---

Name:	Demon's Mail	
Buy:	5900	
Sell:	2950	
Magic Defense:	+0	
Magic:	+0	
Magic Evade:	+0	
Spirit:	+0	
Evade:	+0	
Speed:	+0	
Defense:	+27	
Strength:	+0	
Moogles says:	Armor made in the dark world. Absorbs	

| shadow elemental attack. Raises shadow |  
| elemental attack. |

=====  
Name:	Demon's Vest
Buy:	10250
Sell:	3600
Magic Defense:	+0
Magic:	+1
Magic Evade:	+0
Spirit:	+0
Evade:	+0
Speed:	+0
Defense:	+31
Strength:	+0
Moogles says:	Supposedly, a vest that belonged to a
demon. Elemental defense: Reduces shadow	
damage by 50%.	

=====  
Name:	Diamond Armor
Buy:	8800
Sell:	4400
Magic Defense:	+2
Magic:	+1
Magic Evade:	+0
Spirit:	+0
Evade:	+0
Speed:	+0
Defense:	+33
Strength:	+1
Moogles says:	Armor made of diamond.

=====  
Name:	Dragon Mail
Buy:	14000
Sell:	7000
Magic Defense:	+0
Magic:	+1
Magic Evade:	+0
Spirit:	+0
Evade:	+0
Speed:	+0
Defense:	+42
Strength:	+1
Moogles says:	Armor made from a dragon's scales.

=====  
Name:	Gaia Gear
Buy:	8700
Sell:	4350
Magic Defense:	+2
Magic:	+0
Magic Evade:	+0
Spirit:	+0
Evade:	+0
Speed:	+0
Defense:	+25
Strength:	+0
Moogles says:	Robe blessed by the earth god. Absorbs
Earth elemental attack. Raises Earth	
elemental attack.	

=====  
|Name: | Genji Armor |



Buy:	NA	
Sell:	1	
Magic Defense:	+1	
Magic:	+2	
Magic Evade:	+0	
Spirit:	+0	
Evade:	+0	
Speed:	+0	
Defense:	+45	
Strength:	+0	
Moogles says:	Very famous brand of armor.	

---

Name:	Glutton's Robe	
Buy:	6000	
Sell:	8000	
Magic Defense:	+4	
Magic:	+1	
Magic Evade:	+0	
Spirit:	+0	
Evade:	+0	
Speed:	+0	
Defense:	+41	
Strength:	+1	
Moogles says:	Robe worn by Qus.	

---

Name:	Gold Armor	
Buy:	2950	
Sell:	1475	
Magic Defense:	+0	
Magic:	+1	
Magic Evade:	+0	
Spirit:	+0	
Evade:	+0	
Speed:	+0	
Defense:	+19	
Strength:	+0	
Moogles says:	Armor made of gold.	

---

Name:	Judo Uniform	
Buy:	5000	
Sell:	2500	
Magic Defense:	+0	
Magic:	+0	
Magic Evade:	+0	
Spirit:	+1	
Evade:	+0	
Speed:	+0	
Defense:	+23	
Strength:	+1	
Moogles says:	Clothes from a foreign land.	

---

Name:	Leather Shirt	
Buy:	270	
Sell:	135	
Magic Defense:	+0	
Magic:	+0	
Magic Evade:	+0	
Spirit:	+0	
Evade:	+0	
Speed:	+0	

Defense:	+6	
Strength:	+0	
Moogles says:	Clothes made of leather.	

---

Defense Item:	Light Robe	
Buy:	20000	
Sell:	20000	
Magic Defense:	+6	
Magic:	+1	
Magic Evade:	+0	
Spirit:	+1	
Evade:	+0	
Speed:	+0	
Defense:	+41	
Strength:	+6	
Moogles says:	-NIL-	

---

Name:	Linen Cuirass	
Buy:	800	
Sell:	400	
Magic Defense:	+0	
Magic:	+1	
Magic Evade:	+0	
Spirit:	+0	
Evade:	+0	
Speed:	+0	
Defense:	+10	
Strength:	+0	
Moogles says:	Armor packed with magic.	

---

Name:	Magician Cloak	
Buy:	1850	
Sell:	925	
Magic Defense:	+2	
Magic:	+1	
Magic Evade:	+0	
Spirit:	+0	
Evade:	+0	
Speed:	+0	
Defense:	+15	
Strength:	+0	
Moogles says:	Cloak that holds magic powers. Raises Ice	
	Elemental attack.	

---

Name:	Magician Robe	
Buy:	3000	
Sell:	4000	
Magic Defense:	+3	
Magic:	+2	
Magic Evade:	+0	
Spirit:	+0	
Evade:	+0	
Speed:	+0	
Defense:	+21	
Strength:	+0	
Moogles says:	Robe made for mages.	

---

Name:	Minvera's Plate	
Buy:	12200	
Sell:	6100	

Magic Defense:	+1	
Magic:	+2	
Magic Evade:	+0	
Spirit:	+0	
Evade:	+0	
Speed:	+0	
Defense:	+34	
Strength:	+1	
Moogles says:	Plate worn by women.	

---

Name:	Mythril Armor	
Buy:	1830	
Sell:	915	
Magic Defense:	+0	
Magic:	+0	
Magic Evade:	+0	
Spirit:	+0	
Evade:	+0	
Speed:	+0	
Defense:	+15	
Strength:	+0	
Moogles says:	Armor made of mythril. Elemental defense:	
	Water damage reduced by 50%.	

---

Name:	Mythril Vest	
Buy:	1180	
Sell:	590	
Magic Defense:	+0	
Magic:	+0	
Magic Evade:	+0	
Spirit:	+0	
Evade:	+0	
Speed:	+0	
Defense:	+12	
Strength:	+0	
Moogles says:	Vest broided with mythril. Elemental	
	defense: Water damage reduced by 50%.	

---

Name:	Ninja Gear	
Buy:	14000	
Sell:	7000	
Magic Defense:	+0	
Magic:	+0	
Magic Evade:	+0	
Spirit:	+0	
Evade:	+0	
Speed:	+1	
Defense:	+35	
Strength:	+0	
Moogles says:	Gear that makes you light-footed. Absorbs	
	shadow elemental attack.	

---

Name:	Plate Mail	
Buy:	2320	
Sell:	1160	
Magic Defense:	+1	
Magic:	+0	
Magic Evade:	+0	
Spirit:	+1	
Evade:	+0	

Speed:	+0	
Defense:	+17	
Strength:	+0	
Moogles says:	Armor that raises spirit.	

---

Name:	Platina Armor	
Buy:	10500	
Sell:	5250	
Magic Defense:	+0	
Magic:	+0	
Magic Evade:	+0	
Spirit:	+0	
Evade:	+0	
Speed:	+0	
Defense:	+36	
Strength:	+0	
Moogles says:	Armor made of platinum. Elemental	
	defense: Ice damage reduced by 100%.	

---

Name:	Power Vest	
Buy:	7200	
Sell:	3600	
Magic Defense:	+0	
Magic:	+0	
Magic Evade:	+0	
Spirit:	+0	
Evade:	+0	
Speed:	+0	
Defense:	+27	
Strength:	+2	
Moogles says:	Raises strength.	

---

Name:	Robe of Lords	
Buy:	30000	
Sell:	26000	
Magic Defense:	+5	
Magic:	+1	
Magic Evade:	+0	
Spirit:	+1	
Evade:	+0	
Speed:	+1	
Defense:	+46	
Strength:	+1	
Moogles says:	The greatest robe. Elemental defense:	
	Wind damage reduced by 100%.	

---

Name:	Rubber Suit	
Buy:	20000	
Sell:	10000	
Magic Defense:	+1	
Magic:	+0	
Magic Evade:	+3	
Spirit:	+0	
Evade:	+2	
Speed:	+0	
Defense:	+39	
Strength:	+0	
Moogles says:	Suit worn by women. Elemental defense:	
	Thunder damage reduced by 100%.	

---

Name:	Shield Armor	
Buy:	4300	
Sell:	2150	
Magic Defense:	+5	
Magic:	+0	
Magic Evade:	+0	
Spirit:	+0	
Evade:	+0	
Speed:	+0	
Defense:	+23	
Strength:	+0	
Moogles says:	Armor that provides excellent protection.	
	Elemental defense: Earth damage reduced	
	by 50%.	

---

Name:	Silk Robe	
Buy:	2000	
Sell:	2900	
Magic Defense:	+2	
Magic:	+1	
Magic Evade:	+0	
Spirit:	+0	
Evade:	+0	
Speed:	+0	
Defense:	+16	
Strength:	+1	
Moogles says:	Robe made of silk.	

---

Name:	Silk Shirt	
Buy:	400	
Sell:	200	
Magic Defense:	+0	
Magic:	+0	
Magic Evade:	+0	
Spirit:	+0	
Evade:	+0	
Speed:	+0	
Defense:	+7	
Strength:	+0	
Moogles says:	Silk burns easily. Elemental defense:	
	Thunder damage reduced by 50%.	

---

Name:	Survival Vest	
Buy:	2900	
Sell:	1450	
Magic Defense:	+17	
Magic:	+0	
Magic Evade:	+0	
Spirit:	+2	
Evade:	+0	
Speed:	+0	
Defense:	+0	
Strength:	+0	
Moogles says:	Vest that raises spirit.	

---

Name:	Tin Armor	
Buy:	50000	
Sell:	10	
Magic Defense:	+27	
Magic:	+0	

```
|Magic Evade: | +17 |
|Spirit: | +0 |
|Evade: | +32 |
|Speed: | +0 |
|Defense: | +62 |
|Strength: | +0 |
|Moogles says: | Tin armor that looks like a toy. |
```

```
=====
|Name: | White Robe |
|Buy: | 8000 |
|Sell: | 14500 |
|Magic Defense: | +4 |
|Magic: | +2 |
|Magic Evade: | +0 |
|Spirit: | +0 |
|Evade: | +0 |
|Speed: | +0 |
|Defense: | +42 |
|Strength: | +0 |
|Moogles says: | Robe made for white mages. Raises holy |
| | elemental attack. |
```

----- [ Arm Gear ] -----

```
=====
|Name: | Aegis Gloves |
|Buy: | 7000 |
|Sell: | 3500 |
|Magic Defense: | +0 |
|Magic: | +0 |
|Magic Evade: | +10 |
|Spirit: | +0 |
|Evade: | +30 |
|Speed: | +0 |
|Defense: | +1 |
|Strength: | +0 |
|Comment: | Gloves worn exclusively by knights. Nulls fire damage. |
```

```
=====
|Name: | Bone Wrist |
|Buy: | 330 |
|Sell: | 165 |
|Magic Defense: | +0 |
|Magic: | +0 |
|Magic Evade: | +9 |
|Spirit: | +0 |
|Evade: | +13 |
|Speed: | +0 |
|Defense: | +0 |
|Strength: | +1 |
|Comment: | Wristlet made from bones. Raises Earth elemental attack. |
```

```
=====
|Name: | Bracer |
|Buy: | 24000 |
|Sell: | 4000 |
|Magic Defense: | +0 |
|Magic: | +0 |
|Magic Evade: | +18 |
|Spirit: | +0 |
|Evade: | +35 |
```

|Speed: | +0  
|Defense: | +0  
|Strength: | +1  
|Comment: | Bracer used my gamblers. Raises wind elemental attack.

---

|Name: | Bronze Gloves  
|Buy: | 480  
|Sell: | 240  
|Magic Defense: | +0  
|Magic: | +0  
|Magic Evade: | +2  
|Spirit: | +1  
|Evade: | +8  
|Speed: | +0  
|Defense: | +0  
|Strength: | +0  
|Comment: | Gloves made of bronze.

---

|Name: | Chimera Armlet  
|Buy: | 1200  
|Sell: | 600  
|Magic Defense: | +0  
|Magic: | +0  
|Magic Evade: | +14  
|Spirit: | +0  
|Evade: | +22  
|Speed: | +0  
|Defense: | +0  
|Strength: | +0  
|Comment: | Armlet adorned with Chimera wings. Elemental defense:  
| | Holy damage reduced by 100%.

---

|Name: | Defense Gloves  
|Buy: | 6000  
|Sell: | 3000  
|Magic Defense: | +1  
|Magic: | +0  
|Magic Evade: | +20  
|Spirit: | +0  
|Evade: | +25  
|Speed: | +0  
|Defense: | +1  
|Strength: | +0  
|Comment: | Protects you from various attacks. Elemental defense: Fire/  
| | Ice/Thunder damage reduced by 50%.

---

|Name: | Diamond Gloves  
|Buy: | 2000  
|Sell: | 1000  
|Magic Defense: | +0  
|Magic: | +0  
|Magic Evade: | +13  
|Spirit: | +0  
|Evade: | +19  
|Speed: | +0  
|Defense: | +0  
|Strength: | +0  
|Comment: | Gloves made of diamond. Elemental defense: Water damage  
| | reduced by 100%.

---

|Name: | Dragon Wrist  
|Buy: | 4800  
|Sell: | 2400  
|Magic Defense: | +1  
|Magic: | +0  
|Magic Evade: | +12  
|Spirit: | +1  
|Evade: | +0  
|Speed: | +28  
|Defense: | +0  
|Strength: | +0  
|Comment: | Wristlet made from dragon bones. Elemental defense: Reduces  
| | shadow damage by 50%.

=====  
|Name: | Egoist's Armlet  
|Buy: | 2000  
|Sell: | 1000  
|Magic Defense: | +0  
|Magic: | +0  
|Magic Evade: | +20  
|Spirit: | +0  
|Evade: | +20  
|Speed: | +0  
|Defense: | +0  
|Strength: | +0  
|Comment: | Armlet made in the dark world. Elemental defense: Shadow  
| | damage reduced by 100%.

=====  
|Name: | Genji Gloves  
|Buy: | NA  
|Sell: | 1  
|Magic Defense: | +0  
|Magic: | +2  
|Magic Evade: | +17  
|Spirit: | +0  
|Evade: | +27  
|Speed: | +0  
|Defense: | +0  
|Strength: | +0  
|Comment: | Very famous brand of gloves.

=====  
|Name: | Glass Armlet  
|Buy: | 250  
|Sell: | 125  
|Magic Defense: | +0  
|Magic: | +0  
|Magic Evade: | +7  
|Spirit: | +0  
|Evade: | +10  
|Speed: | +0  
|Defense: | +0  
|Strength: | +0  
|Comment: | Armlet made of glass. Elemental defense: Water damage  
| | reduced by 50%.

=====  
|Name: | Guantlets  
|Buy: | 8000  
|Sell: | 4400  
|Magic Defense: | +0  
|Magic: | +0



|Magic Evade: | +7  
|Spirit: | +0  
|Evade: | +27  
|Speed: | +1  
|Defense: | +0  
|Strength: | +0  
|Comment: | Gloves worn by swordsmen. Elemental defense: Fire/Earth/  
| | Water/Wind damage reduced by 50%.

---

|Name: | Jade Armlet  
|Buy: | 3400  
|Sell: | 1700  
|Magic Defense: | +2  
|Magic: | +0  
|Magic Evade: | +27  
|Spirit: | +0  
|Evade: | +0  
|Speed: | +0  
|Defense: | +0  
|Strength: | +0  
|Comment: | Armlet made of jade. Raises holy elemental attack.

---

|Name: | Leather Wrist  
|Buy: | 200  
|Sell: | 100  
|Magic Defense: | +0  
|Magic: | +0  
|Magic Evade: | +5  
|Spirit: | +1  
|Evade: | +7  
|Speed: | +0  
|Defense: | +0  
|Strength: | +0  
|Comment: | Wristlet that raises spirit when equipped.

---

|Name: | Magic Armlet  
|Buy: | 1000  
|Sell: | 500  
|Magic Defense: | +1  
|Magic: | +2  
|Magic Evade: | +16  
|Spirit: | +0  
|Evade: | +16  
|Speed: | +0  
|Defense: | +0  
|Strength: | +0  
|Comment: | Armlet packed with magic.

---

|Name: | Mythril Armlet  
|Buy: | 500  
|Sell: | 250  
|Magic Defense: | +0  
|Magic: | +0  
|Magic Evade: | +11  
|Spirit: | +1  
|Evade: | +17  
|Speed: | +0  
|Defense: | +0  
|Strength: | +0  
|Comment: | Armlet made of mythril.

```
=====
|Name:           | Mythril Gloves
|Buy:            | 980
|Sell:           | 490
|Magic Defense: | +0
|Magic:          | +0
|Magic Evade:   | +7
|Spirit:        | +1
|Evade:         | +13
|Speed:         | +0
|Defense:       | +0
|Strength:      | +0
|Comment:       | Gloves made of mythril.
=====
```

```
=====
|Name:           | N-Kai Armlet
|Buy:            | 3000
|Sell:           | 1500
|Magic Defense: | +0
|Magic:          | +0
|Magic Evade:   | +0
|Spirit:        | +2
|Evade:         | +27
|Speed:         | +0
|Defense:       | +2
|Strength:      | +0
|Comment:       | Armlet formerly worn by a ninja.
=====
```

```
=====
|Name:           | Pearl Armlet
|Buy:            | NA
|Sell:           | 490
|Magic Defense: | +0
|Magic:          | +0
|Magic Evade:   | +0
|Spirit:        | +0
|Evade:         | +0
|Speed:         | +0
|Defense:       | +0
|Strength:      | +0
|Comment:       | Provides a southern, tropical feel.
=====
```

```
=====
|Name:           | Power Wrist
|Buy:            | 5100
|Sell:           | 2550
|Magic Defense: | +0
|Magic:          | +0
|Magic Evade:   | +10
|Spirit:        | +0
|Evade:         | +30
|Speed:         | +0
|Defense:       | +0
|Strength:      | +2
|Comment:       | Wristlet guard that raises strength when equipped.
=====
```

```
=====
|Name:           | Silver Gloves
|Buy:            | 720
|Sell:           | 360
|Magic Defense: | +0
|Magic:          | +0
|Magic Evade:   | +5
|Spirit:        | +0
=====
```

|Evade: | +10  
|Speed: | +0  
|Defense: | +0  
|Strength: | +0  
|Comment: | Combat gloves. Elemental defense: Ice damage reduced by  
| | 50%.

---

|Name: | Thief Gloves  
|Buy: | 50000  
|Sell: | 25000  
|Magic Defense: | +0  
|Magic: | +0  
|Magic Evade: | +13  
|Spirit: | +0  
|Evade: | +26  
|Speed: | +1  
|Defense: | +0  
|Strength: | +0  
|Comment: | Gloves used by thieves.

---

|Name: | Thunder Gloves  
|Buy: | 1200  
|Sell: | 600  
|Magic Defense: | +0  
|Magic: | +0  
|Magic Evade: | +10  
|Spirit: | +0  
|Evade: | +16  
|Speed: | +0  
|Defense: | +0  
|Strength: | +0  
|Comment: | Gloves with a thunder god's power dwelling inside.  
| | Elemental damage reduced by 50%. Raises Thunder element  
| | attack.

---

|Name: | Venetia Shield  
|Buy: | 2800  
|Sell: | 1400  
|Magic Defense: | +1  
|Magic: | +1  
|Magic Evade: | +26  
|Spirit: | +0  
|Evade: | +17  
|Speed: | +0  
|Defense: | +0  
|Strength: | +1  
|Comment: | Popular shield among soldiers.

---

|Name: | Wrist  
|Buy: | 130  
|Sell: | 65  
|Magic Defense: | +0  
|Magic: | +0  
|Magic Evade: | +3  
|Spirit: | +0  
|Evade: | +5  
|Speed: | +0  
|Defense: | +0  
|Strength: | +0  
|Comment: | Regular wristlet.

----- [ Add-ons ] -----

=====  
|Name: | Amethyst  
|Buy: | 200  
|Sell: | 1  
|Magic Defense: | +0  
|Magic: | +0  
|Magic Evade: | +0  
|Spirit: | +0  
|Evade: | +0  
|Speed: | +0  
|Defense: | +0  
|Strength: | +0  
|What it does: | Resotes HP. It cannot be used in the field. Equip as an  
| | Add-On.  
=====

=====  
|Name: | Ancient Aroma  
|Buy: | NA  
|Sell: | 1  
|Magic Defense: | +0  
|Magic: | +0  
|Magic Evade: | +0  
|Spirit: | +0  
|Evade: | +4  
|Speed: | +0  
|Defense: | +0  
|Strength: | +1  
|What it does: | Item that radiates a mysterious light. Raises Shadow  
| | elemental attacks.  
=====

=====  
|Name: | Angel Earrings  
|Buy: | 8000  
|Sell: | 10000  
|Magic Defense: | +0  
|Magic: | +0  
|Magic Evade: | +0  
|Spirit: | +0  
|Evade: | +0  
|Speed: | +0  
|Defense: | +2  
|Strength: | +2  
|What it does: | Holy earrings worn by women. Raises holy elemental attacks.  
=====

=====  
|Name: | Anklet  
|Buy: | 4000  
|Sell: | 1600  
|Magic Defense: | +0  
|Magic: | +3  
|Magic Evade: | +0  
|Spirit: | +1  
|Evade: | +5  
|Speed: | +0  
|Defense: | +0  
|Strength: | +0  
|What it does: | Anklet adorned with a four-leaf clover that raises spirit.  
=====

=====  
|Name: | Aquamarine  
=====

Buy:	NA
Sell:	1
Magic Defense:	+0
Magic:	+0
Magic Evade:	+0
Spirit:	+0
Evade:	+0
Speed:	+0
Defense:	+0
Strength:	+0
What it does:	Restores HP. It cannot be used in the field. Equip as an
	Add-On.

---

Name:	Barette
Buy:	1800
Sell:	3500
Magic Defense:	+1
Magic:	+1
Magic Evade:	+0
Spirit:	+1
Evade:	+0
Speed:	+0
Defense:	+0
Strength:	+3
What it does:	Hair ornament enchanced with various powers, worn by women.
	Raises Ice elemental attacks.

---

Name:	Battle Boots
Buy:	6500
Sell:	10500
Magic Defense:	+1
Magic:	+0
Magic Evade:	+0
Spirit:	+0
Evade:	+0
Speed:	+0
Defense:	+2
Strength:	+2
What it does:	Combat boots.

---

Name:	Black Belt
Buy:	4000
Sell:	5500
Magic Defense:	+0
Magic:	+0
Magic Evade:	+0
Spirit:	+2
Evade:	+0
Speed:	+0
Defense:	+1
Strength:	+2
What it does:	Belt that raises Strength. Raises wind elemental attack.

---

Name:	Cachusha
Buy:	1000
Sell:	1500
Magic Defense:	+1
Magic:	+2
Magic Evade:	+0
Spirit:	+1

|Evade: | +0  
|Speed: | +1  
|Defense: | +0  
|Strength: | +0  
|What it does: | Hair ornament enchanted with various powers, worn by women.  
| | Raises fire elemental attacks.

---

|Name: | Coral Ring  
|Buy: | 1200  
|Sell: | 2000  
|Magic Defense: | +0  
|Magic: | +0  
|Magic Evade: | +3  
|Spirit: | +2  
|Evade: | +0  
|Speed: | +0  
|Defense: | +0  
|Strength: | +0  
|What it does: | Ring adorned by corals. Absorbs thunder elemental attacks.

---

|Name: | Dark Matter  
|Buy: | NA  
|Sell: | 1  
|Magic Defense: | +0  
|Magic: | +2  
|Magic Evade: | +0  
|Spirit: | +0  
|Evade: | +0  
|Speed: | +0  
|Defense: | +0  
|Strength: | +3  
|What it does: | Deals damage to the target. Equip as an Add-On.

---

|Name: | Desert Boots  
|Buy: | 300  
|Sell: | 750  
|Magic Defense: | +0  
|Magic: | +1  
|Magic Evade: | +0  
|Spirit: | +1  
|Evade: | +2  
|Speed: | +0  
|Defense: | +0  
|Strength: | +0  
|What it does: | Boots with good traction.

---

|Name: | Diamond  
|Buy: | NA  
|Sell: | 1  
|Magic Defense: | +0  
|Magic: | +0  
|Magic Evade: | +0  
|Spirit: | +0  
|Evade: | +0  
|Speed: | +0  
|Defense: | +0  
|Strength: | +0  
|What it does: | Restores HP. It cannot be used in the field. Equip as an  
| | Add-On.

---

|Name: | Emerald  
|Buy: | NA  
|Sell: | 1  
|Magic Defense: | +0  
|Magic: | +0  
|Magic Evade: | +0  
|Spirit: | +0  
|Evade: | +0  
|Speed: | +0  
|Defense: | +0  
|Strength: | +0  
|What it does: | Restores HP. It cannot be used in the field. Equip as an  
| | Add-On.

=====  
|Name: | Extension  
|Buy: | 3500  
|Sell: | 5000  
|Magic Defense: | +1  
|Magic: | +2  
|Magic Evade: | +0  
|Spirit: | +1  
|Evade: | +0  
|Speed: | +0  
|Defense: | +1  
|Strength: | +1  
|What it does: | Hair ornament enchanted with various powers, worn by women.  
| | Raises elemental thunder attacks.

=====  
|Name: | Fairy Earrings  
|Buy: | 3200  
|Sell: | 3000  
|Magic Defense: | +0  
|Magic: | +0  
|Magic Evade: | +2  
|Spirit: | +2  
|Evade: | +2  
|Speed: | +0  
|Defense: | +0  
|Strength: | +0  
|What it does: | Earrings that raise Spirit. Raises wind elemental attacks.

=====  
|Name: | Feather Boots  
|Buy: | 4000  
|Sell: | 3000  
|Magic Defense: | +0  
|Magic: | +0  
|Magic Evade: | +0  
|Spirit: | +0  
|Evade: | +3  
|Speed: | +0  
|Defense: | +0  
|Strength: | +0  
|What it does: | Boots that are light as a feather. Absorbs Earth elemental  
| | attack.

=====  
|Name: | Garnet  
|Buy: | 350  
|Sell: | 1  
|Magic Defense: | +0  
|Magic: | +0

| Magic Evade: | +0  
| Spirit: | +0  
| Evade: | +0  
| Speed: | +0  
| Defense: | +0  
| Strength: | +0  
| What it does: | Restores HP. It cannot be used in the field. Equip as an  
| | Add-On.

---

| Name: | Germinas Boots  
| Buy: | 900  
| Sell: | 2000  
| Magic Defense: | +0  
| Magic: | +0  
| Magic Evade: | +0  
| Spirit: | +0  
| Evade: | +2  
| Speed: | +0  
| Defense: | +0  
| Strength: | +1  
| What it does: | Boots that raise strength. Raises Earth elemental attack.

---

| Name: | Glass Buckle  
| Buy: | 500  
| Sell: | 800  
| Magic Defense: | +0  
| Magic: | +1  
| Magic Evade: | +5  
| Spirit: | +2  
| Evade: | +0  
| Speed: | +0  
| Defense: | +0  
| Strength: | +1  
| What it does: | Buckle protected by mysterious powers.

---

| Name: | Gold Choker  
| Buy: | 1300  
| Sell: | 2000  
| Magic Defense: | +1  
| Magic: | +2  
| Magic Evade: | +0  
| Spirit: | +0  
| Evade: | +2  
| Speed: | +0  
| Defense: | +0  
| Strength: | +0  
| What it does: | Magic choker. Elemental defense: Wind damage reduced by  
| | 50%. Raises shadow elemental attacks.

---

| Name: | Lapis Lazuli  
| Buy: | 400  
| Sell: | 1  
| Magic Defense: | +0  
| Magic: | +0  
| Magic Evade: | +0  
| Spirit: | +0  
| Evade: | +0  
| Speed: | +0  
| Defense: | +0  
| Strength: | +0



|What it does: | Restores HP. It cannot be used in the field. Equip as an  
| | Add-On.

=====  
|Name: | Madain's Ring

|Buy: | 3000

|Sell: | 3750

|Magic Defense: | +2

|Magic: | +0

|Magic Evade: | +0

|Spirit: | +2

|Evade: | +0

|Speed: | +0

|Defense: | +0

|Strength: | +0

|What it does: | Ring used as a charm since ancient times. Absorbs Ice  
| | elemental attacks.

=====  
|Name: | Magician Shoes

|Buy: | 1500

|Sell: | 3750

|Magic Defense: | +0

|Magic: | +2

|Magic Evade: | +6

|Spirit: | +0

|Evade: | +0

|Speed: | +0

|Defense: | +0

|Strength: | +0

|What it does: | Shoes packed with magic.

=====  
|Name: | Maiden Prayer

|Buy: | NA

|Sell: | 1

|Magic Defense: | +1

|Magic: | +1

|Magic Evade: | +3

|Spirit: | +0

|Evade: | +0

|Speed: | +0

|Defense: | +0

|Strength: | +0

|What it does: | Item that has a nice fragrance. Raises holy elemental  
| | attacks.

=====  
|Name: | Moonstone

|Buy: | NA

|Sell: | 1

|Magic Defense: | +0

|Magic: | +0

|Magic Evade: | +0

|Spirit: | +0

|Evade: | +0

|Speed: | +0

|Defense: | +0

|Strength: | +0

|What it does: | Restores HP. It cannot be used in the field. Equip as an  
| | Add-On.

=====  
|Name: | Opal

|Buy: | 100

|Sell: | 1  
|Magic Defense: | +0  
|Magic: | +0  
|Magic Evade: | +0  
|Spirit: | +0  
|Evade: | +0  
|Speed: | +0  
|Defense: | +0  
|Strength: | +0  
|What it does: | Restores HP. It cannot be used in the field. Equip as an  
| | Add-On.

=====  
|Name: | Pearl Rouge  
|Buy: | 5000  
|Sell: | 2000  
|Magic Defense: | 0  
|Magic: | +2  
|Magic Evade: | +4  
|Spirit: | +4  
|Evade: | +0  
|Speed: | +0  
|Defense: | +0  
|Strength: | +0  
|What it does: | Rouge used by women that draws out Holy power. Elemental  
| | Defense: Holy damage reduced by 50%. Raises water elemental  
| | attacks.

=====  
|Name: | Peridot  
|Buy: | 100  
|Sell: | 1  
|Magic Defense: | +0  
|Magic: | +0  
|Magic Evade: | +0  
|Spirit: | +0  
|Evade: | +0  
|Speed: | +0  
|Defense: | +0  
|Strength: | +0  
|What it does: | Restores HP. It cannot be used in the field. Equip as an  
| | Add-On.

=====  
|Name: | Phoenix Pinion  
|Buy: | 300  
|Sell: | 1000  
|Magic Defense: | +0  
|Magic: | +0  
|Magic Evade: | +0  
|Spirit: | +0  
|Evade: | +0  
|Speed: | +0  
|Defense: | +0  
|Strength: | +0  
|What it does: | Cures KO. It cannot be used in the field.

=====  
|Name: | Promist Ring  
|Buy: | 6000  
|Sell: | 4500  
|Magic Defense: | +0  
|Magic: | +0  
|Magic Evade: | +0

|Spirit: | +0  
|Evade: | +3  
|Speed: | +0  
|Defense: | +0  
|Strength: | +2  
|What it does: | Ring that raises strength.

---

|Name: | Protect Ring  
|Buy: | 40000  
|Sell: | 20000  
|Magic Defense: | +3  
|Magic: | +0  
|Magic Evade: | +6  
|Spirit: | +1  
|Evade: | +4  
|Speed: | +0  
|Defense: | +2  
|Strength: | +0  
|What it does: | Protects you from various attacks. Elemental defense:  
| | All elemental damage reduced by 50%.

---

|Name: | Pumice  
|Buy: | 50000  
|Sell: | 1  
|Magic Defense: | +2  
|Magic: | +1  
|Magic Evade: | +0  
|Spirit: | +0  
|Evade: | +0  
|Speed: | +1  
|Defense: | +1  
|Strength: | +0  
|What it does: | 'Summon the beast from the dark.'

---

|Name: | Pumice Piece  
|Buy: | 25000  
|Sell: | 1  
|Magic Defense: | +1  
|Magic: | +2  
|Magic Evade: | +0  
|Spirit: | +5  
|Evade: | +0  
|Speed: | +0  
|Defense: | +0  
|Strength: | +2  
|What it does: | 'Put it together with the other piece.' Absorbs Holy/Shadow  
| | elemental attacks.

---

|Name: | Rebirth Ring  
|Buy: | 7000  
|Sell: | 5000  
|Magic Defense: | +2  
|Magic: | +0  
|Magic Evade: | +0  
|Spirit: | +4  
|Evade: | +0  
|Speed: | +0  
|Defense: | +0  
|Strength: | +0  
|What it does: | Ring with a phoenix's power dwelling inside. Raises holy

| | elemental attacks.

=====  
|Name: | Reflect Ring  
|Buy: | 7000  
|Sell: | 3500  
|Magic Defense: | +1  
|Magic: | +0  
|Magic Evade: | +0  
|Spirit: | +1  
|Evade: | +0  
|Speed: | +0  
|Defense: | +0  
|Strength: | +1  
|What it does: | Ring enchanted with the spell 'Reflect.'

=====  
|Name: | Ribbon  
|Buy: | NA  
|Sell: | 1  
|Magic Defense: | +1  
|Magic: | +3  
|Magic Evade: | +4  
|Spirit: | +1  
|Evade: | +5  
|Speed: | +0  
|Defense: | +1  
|Strength: | +1  
|What it does: | Item that always keeps Mog beside you. Absorbs Water/Wind  
| | elemental attacks. Elemental defense: Fire/Ice/Thunder/Holy  
| | damage reduced by 50%.

=====  
|Name: | Rosetta Ring  
|Buy: | 24000  
|Sell: | 18000  
|Magic Defense: | +3  
|Magic: | +1  
|Magic Evade: | +2  
|Spirit: | +0  
|Evade: | +2  
|Speed: | +0  
|Defense: | +1  
|Strength: | +0  
|What it does: | Ring with a fire god's spirit dwelling inside. Absorbs fire  
| | elemental attack.

=====  
|Name: | Ruby  
|Buy: | NA  
|Sell: | 1  
|Magic Defense: | +0  
|Magic: | +0  
|Magic Evade: | +0  
|Spirit: | +0  
|Evade: | +0  
|Speed: | +0  
|Defense: | +0  
|Strength: | +0  
|What it does: | Restores HP. It cannot be used in the field. Equip as an  
| | Add-On.

=====  
|Name: | Running Shoes  
|Buy: | 12000

|Sell: | 16500  
|Magic Defense: | +0  
|Magic: | +0  
|Magic Evade: | +4  
|Spirit: | +0  
|Evade: | +4  
|Speed: | +2  
|Defense: | +0  
|Strength: | +0  
|What it does: | Shoes that enable you to walk with light steps.

=====  
|Name: | Power Belt  
|Buy: | 2000  
|Sell: | 3500  
|Magic Defense: | +0  
|Magic: | +0  
|Magic Evade: | +0  
|Spirit: | +0  
|Evade: | +0  
|Speed: | +0  
|Defense: | +2  
|Strength: | +3  
|What it does: | Belt that raises strength.

=====  
|Name: | Sandals  
|Buy: | NA  
|Sell: | 600  
|Magic Defense: | +0  
|Magic: | +0  
|Magic Evade: | +0  
|Spirit: | +0  
|Evade: | +0  
|Speed: | +0  
|Defense: | +0  
|Strength: | +0  
|What it does: | Provides a southern, tropical feel.

=====  
|Name: | Sapphire  
|Buy: | 200  
|Sell: | 1  
|Magic Defense: | +0  
|Magic: | +0  
|Magic Evade: | +0  
|Spirit: | +0  
|Evade: | +0  
|Speed: | +0  
|Defense: | +0  
|Strength: | +0  
|What it does: | Restores HP. It cannot be used in the field. Equip as an  
| | Add-On.

=====  
|Name: | Topaz  
|Buy: | 100  
|Sell: | 1  
|Magic Defense: | +0  
|Magic: | +0  
|Magic Evade: | +0  
|Spirit: | +0  
|Evade: | +0  
|Speed: | +0

```
|Defense:      | +0
|Strength:    | +0
|What it does: | Restores HP. It cannot be used in the field. Equip as an
|              | Add-On.
```

```
=====
|Name:        | Yellow Scarf
|Buy:         | 400
|Sell:        | 900
|Magic Defense: | +1
|Magic:       | +0
|Magic Evade: | +0
|Spirit:      | +0
|Evade:       | +0
|Speed:       | +0
|Defense:     | +0
|Strength:    | +2
|What it does: | Scarf that raises Strength.
```

```
#####
```

-----[ The Characters ]-----

```
=====
----[ Zidane ]-----
```

The main character of the game and always the hero of the day. Mind is always thinking about girls and can't stop thinking of them for even one second (i'm serious!!) Also he begins to have a crush on Garnet (the cute sweetie pie) along the journey.

Also he has the ability to steal from enemy and this is very important. you don't want all the goodies a boss carries to go to waste don't you :) Blow is his command box when not in trance:

```
|-----|
| Attack |
| Steal  |
| Skills |
| Items  |
|-----|
```

Now for his Trance abilities. His trance abilities is very different from the rest of his friends. First of all if you want to learn a new trance skill, you need to learn a new Ability from your weapon. For E.g If you want to use The Free energy skill, you must first learn the Flee ability. If you still, don't know what i'm talking about... Email me. And also his Trance command box looks like this:

```
|-----|
| Attack |
| Steal  |
| Dyne   |
| Items  |
|-----|
```

Trance command: Dyne

Name	Area of Effect	Abilities to learn	MP required
Free Energy	Single	Flee	10
Tidal Flame	All	Detect	12
Scoop Art	Single	What's That?!	14
Shift Break	All	Soul Blade	16
Stellar circle 5	Single	Annoy	24
Meo Twister	All	Sacriface	32
Solution 9	Single	Lucky Seven	48
Grand lethal	All	Thievery	60

#### Skills Zidane can learn

Name	Type	Description	Equipment
Annoy	A	Cast trouble on one	Gladius, Sargatanas
Detect	A	See what items enemy carries	Mage Masher, Orichaclon
Lucky Seven tooth	A	After using the seventh time, it deals big damage	Glaudius, Exploda, Rune The tower, Thief hat
Flee shape	A	Escape from battle	Dagger, Mage masher, Zorlin Ultima weapon, Germinas boots.
Soul Blade	A	Cast darkness to one	The Orge
Sacriface	A	Kills oneself to restore party's HP and MP fully	Exploda, Masamune
Thievery	A	Deals damage to one	Angel bless, The Tower
What's That?!	A	Causes back attack	Butterfly sword

#### Abilities Zidane can learn

Name	Type	Description	Equipment
Auto-Reflect	S	Reflect is cast in the start of the battle	Reflect ring

Auto-Float	S	Float is cast in the start of	Feather boots
		the battle	
Auto-Haste	S	Haste is cast in the start of	Running shoes
		the battle	
Auto-Regen	S	Regen is cast in the start of	Golden hairpin,Brave suit
		the battle	
Auto-Life	S	Life is cast automatically	Rebirth ring
		when user dies	
Accuracy+	S	Accuracy increase	Power wrist,Black
			hoods,Lapiz Lazuli
Add Statues	S	Add ststues effect to weapon	Bone wrist,Chimera Armllet
			Bracer,Twisted headband
			Glass buckle
Antibody	S	guards against Venom and	Glass Armllet,Mantra band
		poison	Glass buckle,Survival vest
Ability up	S	Gains more AP after a battle	Green beret,Ribbon
			Lapiz Lazuli,Brigandine
Alert	S	Prevents back attack	Ninja Gear,Gaminas boots
Auto potion	S	Uses potion or hi potion when	Mythril vest,Demon's Vest
		damaged	Running shoes,Gold choker
Bandit Armllet	S	increases chance of stealing	Mythril dagger,N-Kai
		from enemy	
Body Temp	S	Prevents Heat and Freeze	Jade Armllet,Madain's ring
			Diamond



Bug Killer	S	Deals lethal damage to bugs	Mythril Armlet
Bird Killer	S	Deals lethal damage to flying  enemies	Adaman vest, Yellow Scarf
Beast Killer Armlet	S	Deals lethal damage to Beasts	Lather wrist, Egoist's Flash hat, Black belt, Moonstone
Bright Eyes	S	Prevents darkness	Feather hat, Ritual hat
Counter	S	Counter attack when hit   physically	Ritual har, Power vest Power belt
Clear headed Beret, Circlet, Dragon's	S	Prevents confusion	Green Gear, Magician's shoes
Distract	S	Lowers enemy's defense	Judo uniform, Reflect ring Diamond
Devil Killer	S	Deals lethal damage to devils	Chain plate, Demon's vest
Eye 4 Eye	S	Increases counter rate	Flash hat, Ninja's gear
Flee-Gil choker	S	Escape from battle (also gains   money)	Wrist. Desert boots, Gold
Gamble Defense hat	S	Randomly increases defense	Twisted headband, Adamant Power vest
HP +20%	S	+20% of maximum HP	Mantra band, Adaman hat, Black belt, Battle boots
High Tide	S	Trance faster	Jade Armlet, Dark hat Gaia gear, Sapphire
Insomnaic	S	Prevents sleep	Bandana, Gaia gear, Coral

ring				
=====				
Jelly hat,Circlet		S	Prevents petrify and gradual petrify	Dragon wrist,Dark Bronze vest,Dragon's gear
=====				
Long Reach		S	deals same amount of damage even in back row	Thief hat,Protect ring
=====				
Level Up ring		S	Gain more EXP after a battle	Egoist's Armlet,Rosetta Fairy earrings
=====				
Locomotion		S	Prevents Stop	Black hood,Golden skullcap Survival vest,Demon's vest Ninja gear
=====				
Mug		S	Steal and deal damage at the same time	Chimera Armlet,Thief hat Survival vest
=====				
Master Thief		S	increases stealing rate	Thief Gloves
=====				
Man Eater		S	Deasl lethal damage to humans	Bandana,Coral ring,Coronet
=====				
MP Attack		S	Uses own MP to deal more damage	Red hat,Battle boots Power belt
=====				
Protect Girls shirt		S	Protects girls by taking damage for them	Butterfly sword,Leather
=====				
Restore HP		S	Restore HP when near Death	Brave suit ,Promist ring
=====				
Stone Killer		S	Deals Lethal Damge to Stone	Adaman vest,Power vest
=====				
Steal Gil		S	Steals Gil along with Items	Glass Armlet,Yellow Scarf
=====				
Undead Killer Armlet,Headgear,Ritual hat		S	Deals Lethal Damage to undead	N-Kai
=====				
----- [ Dagger/Garnet ]-----				

The princess of Alexandria and the prettiest girl in the history of Alexandria. Although she has a title and adored by many, she doesn't seem to be happy with her life and always dreaming of escaping the castle. When her chance to meet the world finally came, she met Zidane and fell in love with him at the time. Also because of Zidane, she learned a lot of things which she didn't know.

Normal command box:

```

-----
|Attack |
|Summon |
|Whit Mag|
|Items  |
-----

```

### Summon

```

-----
|Name      |Description      |Area of effect|MP|Equipments |
-----
|Shiva     |Ice damage       |All enemies  |24|Opal       |
|Ifrit     |Fire damage      |All enemies  |26|Topaz      |
|Ramuh     |Lightning damage|All enemies  |22|Peridot    |
|Atomos    |Damage depends on|All enemies  |32|Amethyst   |
|          |foe's HP.       |             |  |           |
|Odin      |Non-elem./Death |All enemies  |32|Dark matter|
|Leviathan |Water damage     |All enemies  |42|Aquamarine |
|Bahamut   |Non-Elem damage |All enemies  |56|Garnet     |
|Ark       |Shadow damage    |All enemies  |80|Pumice     |
-----

```

### White Magic

```

-----
|Name      |Description      |Area of effect|MP|Equipments |
-----
|Cure      |Recovers some HP|single/all    |6 |Rod, Magic raket
|
|Cura      |Recovers more HP|Single/all    |12|Healing rod, Barette
|
|Curaga   |Recovers alot of HP|Single/all    |22|Wizard rod, Whale whisker
|
|Life      |Recover from KO |Single        |8 |Mythril rod, Whale
whisker|
|          |                 |              |  |Healing rod
|
|Scan      |Check enemy's statues|Single        |4 |Air raket
|
|Panacea   |Cures Poison & Vemon|Single        |4 |Rod, Air raket
|
|Stona     |Cures Petrify &   |Single        |8 |Multina raket
|

```

	Slow Petrify			
-----				
Shell**	Reduces MAG ATK you	Single	6	Mythril rod,Wizard rod
	recieve by 1/2			Multina racket,Mythril
				racket,Cotten rode
-----				
Protect**	Reduces PHY ATK you	Single	6	Rod,Wizard rod,Mythril
	Recieve by 1/2			Racket,Steepled hat
-----				
Silence*	Causes silence statues	Single	8	Mythril rod,Asura's rod,
				Priest's racket,Magic
				Armlet
-----				
Mini*	Causes mini statues	Single	8	Asura's rod,Magic racket
				Feather boots
-----				
Reflect**	Causes reflect statues	Single	6	Stardust rod,Mythril
				racket,Ruby,Reflect ring
-----				
Confuse*	Causes confuse statues	Single	8	Asura's rod,Lamia's
	tiara			
-----				
Berserk*	Causes berserk Statues	Single	6	Magic racket
-----				
Blind*	Causes Blind Statues	Single	6	Multina racket
-----				
Float**	Causes float statues	Single	6	Feather boots,Lamia's
				tiara
-----				

\* - see negative statues effect for more details.

\*\* - see positive statues effect for more details.

### Abilities

Name	Description	Equipment
=====		
Auto-reflect	you go into a battle with reflect on	Reflect Ring
=====		
Auto-float	you go into a battle with float on	Feather Boots
=====		

Auto-haste	you go into a battle with haste on	Running Shoes
Auto-regen	you go into a battle with regen on	Golden Hairpin,Maiden
		Prayer,Angel Earrings,
		Light Robe
Auto-life	you are automatically revived from KO	Rebirth Ring
	in a battle(once per battle)	
MP +20%	MP is increased by 20% of the max.	Angel Earrings
Healer	restores target's HP	Garnet,Anklet,Healing Rod
Chemist	Doubles th effect of healing items	Cotton Robe,Barette,
		Madain's Ring
Reflect-null	Nullifies reflect and attacks	Pearl Rogue,Robe of Lords
Concentrate	Increases the effect of a spell	Rosetta Ring,Robe of Lords
Half-MP	cuts MP usuage by 1/2	Light Robe,Protect Ring
High-tide	Trance guage fills up faster	Sapphire,Minerva's Plate,
		Dark Hat,Gaia Gear,
		Jade Armllet
Body-temp	Prevents freeze and heat statues	Jade Armllet,Diamond,Fairy
		Earrings,Holy Miter,
		Madain's Ring
Level up	Gains more EXP after a battle	Extension,Pearl Rouge,
		Rosetta,Egoist's Armllet,
		Fairy Earrings
Ability up	Doubles the AP gain after a battle	Lapis Lazulli,Silk Robe,
		Cachusha,Ribbon,Green

Beret		Stardust Rod
=====		
Insomniac	Prevents sleep statuses	Bandana,Holy Miter,Coral
		Ring,Gaia Gear,Magician's
		Cloak
=====		
Antibody	Prevents poison and venom statuses	Glass Buckle,Mantra Band,
		Glass Armllet,Survival Vest
=====		
Loudmouth	Prevents silence statuses	Mage's Hat,Pearl Rouge,
		Golden Hairpin,Mage's Hat,
		White Robe
=====		
Jelly	Prevents petrify and gradual petrify	Dragon Wrist, Dark Gear,
		Bronze Vest, Circlet
=====		
Auto-potion	Automatically uses a potion when hit	Extension,Running Shoes,
		White Robe,Demon's Vest,
		Gold Choker, Mythril Vest
=====		
Locomotion	Prevents stop Statues	Black Hood,Golden
Skullcap,		Survival Vest,Demon's
Vest,		Anklet
=====		
Clear headed	Prevents confusion statuses	Magic Armllet,Magician
Shoes,		Circlet,Lamia's Tiara,
		Dark Gear, Green Beret
=====		
Boost**	Increases damage done by Eidolon	Pumice Piece
=====		
Odin's sword*	Does damage with odin's sword	Ancient Aroma
=====		

\* - when Odin's death misses some enemies,they are deal with damage instead.

\*\* - Full animation

Trance command: Eidolon

Trance command box:

```

-----
|Attack |
|Eidolon|
|Whit Mag|
|Items  |
-----

```

Now for the description of her Trance system. At first i don't even know what the hell is it until i ask my friend. Here goes nothing:) When in trnace mode, the normal summon will change into the Eidolon command. When you use the summons in the Eidolon command, it will automatically use it every turn with fail until your trances guage is used up(it doesn't use any MP!!)

For E.G you use bahamut when in trance, after your ATB guage fills up again, bahamut will be cast again automatically free of charge and you can still choose your command for this turn:)

```

+++++
-----[ To Be Continued ]-----

```

```

#####
-----[ Tetra Master ]-----

```

```

-----[ under constrution ]-----

```

```

#####
-----[ Shops ]-----

```

I will list all the items, equipments and stuff sold by the shops in the order of which town you are visting first

Normal shops are shown in this format

```
Name of item/equipment          buy/sell
```

Synth shops are shown in this format

```
Name of equipment      buy      Materials needed.
```

Now let us begin the list:)

            
Dali--disc one  
          

```
>
>
EVE'S ITEM SHOP
```

```

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

>

>

TAVERN MEDICINE SHOP

Potion	50
Phoenix Down	150
Antidote	50
Eye Drops	50
Tent	800

>

>

Lindblum--disc one

>

>

ALICE'S ITEM SHOP

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

>

>

DRAGOOS' ARMORY

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

>

>

TORRES' SYNTHESIS SHOP

Butterfly Sword	300	Dagger, Mage Masher
The Ogre	700	Mage Masher, Mage Masher
Cotton Robe	1000	Wrist, Steepled Hat
Desert Boots	300	Leather Hat, Leather Shirt
Yellow Scarf	400	Feather Hat, Steepled Hat
Glass Buckle	500	Glass Armlet, Leather Wrist



>  
>

---

Burmecia--disc one

---

>  
>

ATLA'S MOGSHOP

Needle Fork	3100
Glass Armlet	250
Mythril Gloves	980
Steepled Hat	260
Headgear	330
Magus Hat	400
Linen Cuirass	800
Barbut	600
Bronze Vest	670
Linen Cuirass	800
Potion	50
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Tent	800

>  
>

---

Summit Station--disc two

---

>  
>

SUMMIT STATION SHOP

Air Racket	400
Mythril Rod	560
Glass Armlet	250
Silver Gloves	720
Mythril Gloves	980
Steepled Hat	260
Headgear	330
Magus Hat	400
Rubber Helm	250
Iron Helm	450
Barbut	600
Bronze Vest	670
Linen Cuirass	800
Potion	50
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Tent	800

>  
>

---

Treno--disc two

---

>  
>

TRENO WEAPONS & ARMOR SHOP

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

TRENO ITEM SHOP

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

>

>

TRENO SYNTHESIS SHOP

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

>

>

Cleyra--disc two

>

>

BURMECIAN SOLDIER DAN'S WEAPONS & ARMOR SHOP

Partisan	1600
Air Racket	400
Mythril Rod	560
Flame Staff	1100

Ice Staff	980
Needle Fork	3100
Bone Wrist	330
Mythril Armlet	500
Mythril Gloves	980
Thunder Gloves	1200
Magus Hat	400
Bandana	500
Mage's Hat	600
Mythril Helm	1000
Chain Plate	810
Mythril Vest	1180
Chain Mail	1200
Mythril Armor	1830

STAR MAIDEN NINA'S MEDICINE SHOP

Potion	50
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Annoyment	150
Tent	800

>  
>

-----  
Lindblum--disc two  
-----

>  
>

DRAGOOS' WEAPON SHOP

Dagger	320
Mage Masher	500
Mythril Dagger	950
Ice Brand	3780
Partisan	1600
Multina Racket	750
Stardust Rod	760
Flame Staff	1100
Ice Staff	980
Lightning Staff	1200
Leather Wrist	200
Glass Armlet	250
Bone Wrist	330
Mythril Armlet	500
Mythril Gloves	980
Thunder Gloves	1200
Headgear	330
Magus Hat	400
Bandana	500
Mage's Hat	600
Mythril Helm	1000
Silk Shirt	400
Leather Plate	530
Bronze Vest	670
Chain Plate	810
Linen Cuirass	800
Chain Mail	1200

Mythril Armor 1830

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ALICE'S MEDICINE SHOP

Potion 50

Phoenix Down 150

Echo Screen 50

Soft 100

Antidote 50

Eye Drops 50

Annoyment 150

Tent 800

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TORRES' SYNTHESIS SHOP

Butterfly Sword 300 Dagger, Mage Masher

The Ogre 700 Mage Masher, Mage Masher

Exploda 1000 Mage Masher, Mythril Dagger

Cotton Robe 1000 Wrist, Steepled Hat

Desert Boots 300 Leather Hat, Leather Shirt

Yellow Scarf 400 Feather Hat, Steepled Hat

Glass Buckle 500 Glass Armlet, Leather Wrist

Germinas Boots 900 Desert Boots, Fork

Cachusha 1000 Magus Hat, Rubber Helm

Coral Ring 1200 Lightning Staff, Rod

Gold Choker 1300 Linen Cuirass, Soft

Magician Shoes 1500 Germinas Boots, Bone Wrist

Barette 1800 Needle Fork, Barbut

Power Belt 2000 Glass Buckle, Chain Mail

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Fossil Roo--disc two

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MOGKI'S AND KUPPO'S MOGSHOPS

Potion 50

Phoenix Down 150

Echo Screen 50

Soft 100

Antidote 50

Eye Drops 50

Annoyment 150

Tent 800

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TREASURE HUNTER'S INVENTORY

Ice Brand 3780

Partisan 1600

Multina Racket 750

Stardust Rod 760

Mythril Armlet 500

Mythril Gloves 980

Thunder Gloves 1200

Bandana 500

Mage's Hat 600

Mythril Helm 1000

Chain Plate 810

Mythril Vest 1180

Adaman Vest	1600
Mythril Armor	1830
Potion	50
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Annoyment	150
Tent	800

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Conde Petie--disc two

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GROCERY STORE MEDICINES

Potion	50
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Annoyment	150
Tent	800

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GOLDPILER'S WEAPONS SHOP

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

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Black Mage Village--disc two

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NO. 163'S MEDICINE SHOP

Potion	50
Hi-Potion	200
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Remedy	300
Annoyment	150
Tent	800

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NO. 239'S WEAPON & ARMOR SHOP

Mage Masher	500
Mythril Dagger	950
Gladius	2300
Stardust Rod	760
Mage Staff	320
Flame Staff	1100
Ice Staff	980
Lightning Staff	1200
Oak Staff	2400
Mythril Fork	4700
Leather Wrist	200
Glass Armlet	250
Bone Wrist	330
Mythril Armlet	500
Magic Armlet	1000
Leather Hat	150
Feather Hat	200
Steepled Hat	260
Headgear	330
Magus Hat	400
Bandana	500
Mage's Hat	600
Lamia's Tiara	800
Ritual Hat	1000
Silk Shirt	400
Leather Plate	530
Bronze Vest	670
Chain Plate	810
Mythril Vest	1180
Adaman Vest	1600
Magician Cloak	1850
Survival Vest	2900

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BLACK CAT SYNTHESIS SHOP

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

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Madain Sari--disc two

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MORRISON'S MOGSHOP

Dagger	320
Mage Masher	500
Mythril Dagger	950
Gladius	2300
Poison Knuckles	5000
Multina Racket	750
Golem's Flute	2700
Pinwheel	200
Magic Armlet	1000
Lamia's Tiara	800
Ritual Hat	1000
Adaman Vest	1600
Survival Vest	2900
Potion	50
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Magic Tag	150
Annoyment	150
Tent	800

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Alexandria--disc three

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DOUG'S ITEM SHOP

Potion	50
Hi-Potion	200
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Remedy	300
Annoyment	150
Tent	800

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ALEXANDRIA WEAPON SUPPLY

Mythril Dagger	950
Gladius	2300
Ice Brand	3780
Partisan	1600
Ice Lance	2430
Cat's Claws	4000
Poison Knuckles	5000
Stardust Rod	760
Healing Rod	1770
Lamia's Flute	3800
Flame Staff	1100

Ice Staff	980
Lightning Staff	1200
Oak Staff	240
Pinwheel	2000
Glass Armlet	250
Bone Wrist	330
Mythril Armlet	500
Magic Armlet	1000
Mythril Gloves	980
Thunder Gloves	1200
Lamia's Tiara	800
Ritual Hat	100
Twist Headband	1200
Barbut	600
Mythril Helm	1000
Gold Helm	1800
Magician Cloak	1850
Survival Vest	2900
Brigandine	4399
Mythril Armor	1830
Plate Mail	2320

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ALCHEMIST'S SYNTHESIS SHOP

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

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Treno--disc three

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TRENO SLUMS MEDICINE SHOP

Potion	50
Hi-Potion	200
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50



Remedy	300
Annoyment	150
Tent	800

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KNIGHT'S RESIDENCE ARMORY SHOP

Dagger	320
Mage Masher	500
Mythril Dagger	950
Gladius	2300
Ice Brand	3780
Coral Sword	4000
Partisan	1600
Ice Lance	2430
Cat's Claws	5000
Poison Knuckles	5000
Multina Racket	750
Stardust Rod	760
Healing Rod	1770
Lamia's Flute	3800
Oak Staff	240
Magic Armlet	1000
Mythril Gloves	980
Thunder Gloves	1200
Lamia's Tiara	800
Ritual Hat	100
Twist Headband	1200
Mythril Helm	1000
Gold Helm	1800
Magician Cloak	1850
Survival Vest	2900
Brigandine	4399
Linen Cuirass	800
Mythril Armor	1830
Plate Mail	2320

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ALCHEMIST'S SYNTHESIS SHOP

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

Feather Boots	4000	Magician Shoes, Phoenix Pinion
Black Belt	4000	Twist Headband, Survival Vest
Pearl Rouge	5000	Moonstone, Elixer

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Lindblum--disc three

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DRAGOOS' WEAPON/MEDICINE SHOP

Coral Sword	4000
Partisan	1600
Ice Lance	2430
Poison Knuckles	5000
Magic Racket	1350
Healing Rod	1770
Lamia's Flute	3800
Cypress Pile	3200
Mythril Fork	4700
Pinwheel	200
Chimera Armlet	1200
Thunder Gloves	1200
Twist Headband	1200
Mantra Band	1500
Dark Hat	1800
Gold Helm	1800
Magician Cloak	1850
Survival Vest	2900
Brigandine	4399
Mythril Armor	1830
Plate Mail	2320
Potion	50
Hi-Potion	200
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Magic Tag	100
Remedy	300
Annoyment	150
Tent	800

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WAYNE'S SYNTHESIS SHOP

The Ogre	700	Mage Masher, Mage Masher
Exploda	1000	Mage Masher, Mythril Dagger
Rune Tooth	2000	Mythril Dagger, Mythril Dagger
Angel Bless	9000	Mythril Dagger, Gladius
Cotton Robe	1000	Wrist, Steepled Hat
Silk Robe	2000	Silk Shirt, Bandana
Magician Robe	3000	Mage Staff, Magician Cloak
Desert Boots	300	Leather Hat, Leather Shirt
Yellow Scarf	400	Feather Hat, Steepled Hat
Glass Buckle	500	Glass Armlet, Leather Wrist
Germinas Boots	900	Desert Boots, Fork
Cachusha	1000	Magus Hat, Rubber Helm
Coral Ring	1200	Lightning Staff, Rod
Gold Choker	1300	Linen Cuirass, Soft

Magician Shoes	1500	Germinas Boots, Bone Wrist
Barette	1800	Needle Fork, Barbut
Power Belt	2000	Glass Buckle, Chain Mail
Mandain's Ring	3000	Bone Wrist, Stardust Rod
Fairy Earrings	3200	Magic Armlet, Soft
Extension	3500	Lamia's Tiara, Multina Racket
Reflect Ring	7000	Anklet, Mandain's Ring
Anklet	4000	Gold Choker, Peridot
Feather Boots	4000	Magician Shoes, Phoenix Pinion
Black Belt	4000	Twist Headband, Survival Vest
Pearl Rouge	5000	Moonstone, Elixer

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Olievert--disc three

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MIMOZA'S MOGSHOP

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

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Desert Palace--disc three

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MOJITO'S MOGSHOP

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

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ESTO GAZA EQUIPMENT SHOP	
Gladius	2300
Zorlin Shape	6000
Diamond Sword	4700
Flame Saber	5190
Heavy Lance	4700
Scissor Fangs	8000
Magic Racket	1350
Asura's Rod	3180
Hamelin	5700
Cypress Pile	3200
Octagon Rod	4500
Silver Fork	7400
Rising Sun	500
Egoist's Armlet	2000
N-Kai Armlet	3000
Jade Armlet	3400
Diamond Gloves	2000
Venetia Shield	2800
Black Hood	2550
Red Cap	3000
Cross Helm	2200

Judo Uniform	5000
Power Vest	7200
Gold Armor	2950
Shield Armor	4300
Hi-Potion	200
Phoenix Down	150
Magic Tag	100
Vaccine	100
Remedy	300
Annoyntment	150
Tent	800

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Mount Gulug--disc three

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MOGTAKA'S MOGSHOP

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

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Alexandria--disc three

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SHOPKEEPER OUTSIDE THE INN

Mythril Dagger	950
Gladius	2300
Ice Brand	3780
Partisan	1600
Ice Lance	2430
Cat's Claws	4000
Poison Knuckles	5000
Stardust Rod	760
Healing Rod	1770
Lamia's Flute	3800
Flame Staff	1100
Ice Staff	980
Lightning Staff	1200
Oak Staff	240
Pinwheel	2000
Glass Armlet	250
Bone Wrist	330
Mythril Armlet	500
Magic Armlet	1000
Mythril Gloves	980
Thunder Gloves	1200
Lamia's Tiara	800

Ritual Hat	100
Twist Headband	1200
Barbut	600
Mythril Helm	1000
Gold Helm	1800
Magician Cloak	1850
Survival Vest	2900
Brigandine	4399
Mythril Armor	1830
Plate Mail	2320

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SYNTHESIST WANDERING THE ALLEY

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

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Daguerreo--dics three  
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SALES CLERK'S MEDICINE SHOP

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

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WEAPONSMITH'S SHOP

Mage Masher	500
Mythril Dagger	950
Gladius	2300
Zorlin Shape	6000
Rune Blade	8900
Obelisk	6000
Tiger Fangs	13500
Mythril Racket	2250
Asura's Rod	3180
Hamelin	5700
Octagon Rod	4500
Rising Sun	500
Bone Wrist	220
Mythril Armlet	500
Magic Armlet	1000
Chimera Armlet	1200
Egoist's Armlet	2000
N-Kai Armlet	3000
Jade Armlet	3400
Venetia Shield	2800
Defense Gloves	6000
Lamia's Tiara	800
Twist Headband	1200
Golden Hairpin	3700
Coronet	4400
Diamond Helm	3000
Gaia Gear	8700
Demon's Vest	10250
Demon's Mail	5900
Diamond Armor	8800

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#### SYNTHESIS EXPERT'S SHOP

Angel Bless	9000	Mythril Dagger, Gladius
Sargatanas	12000	Gladius, Zorlin Shape
Cotton Robe	1000	Wrist, Steepled Hat
Silk Robe	2000	Silk Shirt, Bandana
Magician Robe	3000	Mage Staff, Magician Cloak
Glutton's Robe	6000	Mythril Fork, Cotton Robe
White Robe	8000	Gaia Gear, Jade Armlet
Black Robe	8000	Gaia Gear, N-Kai Armlet
Cachusha	1000	Magus Hat, Rubber Helm
Coral Ring	1200	Lightning Staff, Rod
Gold Choker	1300	Linen Cuirass, Soft
Magician Shoes	1500	Germinas Boots, Bone Wrist
Barette	1800	Needle Fork, Barbut
Power Belt	2000	Glass Buckle, Chain Mail
Mandain's Ring	3000	Bone Wrist, Stardust Rod
Fairy Earrings	3200	Magic Armlet, Soft
Extension	3500	Lamia's Tiara, Multina Racket
Reflect Ring	7000	Anklet, Mandain's Ring
Anklet	4000	Gold Choker, Peridot
Feather Boots	4000	Magician Shoes, Phoenix Pinion
Black Belt	4000	Twist Headband, Survival Vest
Pearl Rouge	5000	Moonstone, Elixer
Promist Ring	6000	Chimera Armlet, Ruby
Battle Boots	6500	Feather Boots, Wing Edge
Rebirth Ring	7000	Diamond, Anklet
Angel Earrings	8000	Fairy Earrings, Barette
Garnet	350	Ore, Remedy

Amethyst	200	Ore, Annoyntment
Peridot	100	Ore, Soft
Sapphire	200	Ore, Antidote
Opal	100	Ore, Potion
Topaz	100	Ore, Eye Drops
Thief Gloves	50000	Mythril Armllet, Sargatanas
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Ipsen's Castle--disc three

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KUMOOL'S MOGSHOP

Mage Masher	500
Iron Sword	660
Mythril Spear	1100
Poison Knuckles	5000
Multina Racket	750
Mythril Rod	560
Lamia's Flute	3800
Oak Staff	2400
Needle Fork	3100
Rising Sun	500
N-Kai Armllet	3000
Jade Armllet	3400
Venetia Shield	2800
Red Hat	3000
Golden Hairpin	3700
Cross Helm	2200
Diamond Helm	3000
Power Vest	7200
Gaia Gear	8700
Shield Armor	4300
Demon's Mail	5900
Potion	50
Hi-Potion	200
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Magic Tag	100
Vaccine	100
Annoyntment	150
Tent	800

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Bran Bal--disc three

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MOOROCK'S MOGSHOP

Dagger	320
Mage Masher	500
Mythril Dagger	950
Gladius	2300
Zorlin Shape	6000
Orichalcon	17000



Defender	9240
Holy Lance	11000
Avenger	16000
Mythril Racket	2250
Bistro Fork	10300
Rising Sun	500
Dragon Wrist	4800
Defense Gloves	6000
Coronet	4400
Flash Hat	5200
Adaman Hat	6100
Platinum Helm	4600
Demon's Vest	10250
Minerva's Plate	12200
Platina Armor	10500
Hi-Potion	200
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Magic Tag	100
Vaccine	100
Remedy	300
Annoyment	150
Tent	800

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Black Mage Village--disc three

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NO. 163'S MEDICINE SHOP

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

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NO. 239'S EQUIPMENT SHOP

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

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BLACK CAT SYNTHESIS SHOP

Butterfly Sword	300	Dagger, Mage Masher
The Ogre	700	Mage Masher, Mage Masher

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

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more shops details on disc 4 coming up

-----[ To Be Continued ]-----

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-----[ Lyrics ]-----

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-----[ English Version ]-----

Alone for a while I've been searching through the dark,  
 For traces of the love you left inside my lonely heart,  
 To weave by picking up the pieces that remain,  
 Melodies of life - love's lost refrain.

Our paths they did cross, though I cannot say just why.  
 We met, we laughed, we held on fast, and then we said goodbye.  
 And who'll hear the echoes of stories never told ?  
 Let them ring out loud till they unfold.

In my dearest memories, I see you reaching out to me.  
 Though you're gone, I still believe that you can call out my name.

A voice from the past, joining yours and mine.  
 Adding up the layers of harmony.  
 And so it goes, on and on.  
 Melodies of life,  
 To the sky beyond the flying birds - forever and beyond.

So far and away, see the birds as it flies by.  
Gliding through the shadows of the clouds up in the sky.  
I've laid my memories and dreams upon those wings.  
Leave them now and see what tomorrow brings.

In your dearest memories, do you remember loving me ?  
Was it fate that brought us close and now leave me behind ?

A voice from the past, joining yours and mine.  
Adding up the layers of harmony.  
And so it goes, on and on.  
Melodies of life,  
To the sky beyond the flying bird - forever and on.

If I should leave this lonely world behind,  
Your voice will still remember our melody.  
Now I know we'll carry on.  
Melodies of life,  
Come circle round and grow deep in our hearts, as long as we remember.

By Emiko Shiratori

=====

-----[ Japanese Version ]-----

atemonaku samayotteita  
te gakari mo naku sagashitsuzuketa  
anata ga kureta omoide wo kokoro wo iyasu utanishite

yakusokumo surukoto mo naku kawasu kotoba mo kimetarimosezu  
dakishime soshite tashikamete hibi wa nidoto kaeranai

kioku no naka no te wo furu anata wa  
watashi no na wo yobu koto ga dekiru no

afureru sono namida wo kagayaku yuukini kaete  
inochi wa tsuzuku yoru wo koe utagaukotononai ashita he to tsuzuku

tobu tori no mukou no sora de ikutsu no kioku azuketadarou  
hakanai kiboumo yume mo tdokanai basho ni wasurete

meguri au no wa guuzen to ieruno?  
wakareru toki ga kanarazu kurunoni

kieyuku unmeidemo kimi ga ikite iru kagiri  
inochi wa tsuzuku eien ni sono chikara no kagiri dokomademo

watashi ga shinoutomo kimiga ikite iru kagiri  
inochi wa tsuzuku eien ni sono chikara no kagiri dokomademo tsuzuku

By Emiko Shiratori

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-----[ Help Me ]-----

All Emails asking me for help in the game will be posted here.All answer will  
posted here for quick reference.

=====

I didn't get any prizes when i played the "I want to be your canary" play duel  
All i got was GIL.I eventually after several attempts got up to 99/100 an got  
only 879 Gil.Did i did something wrong?i did retry when the option to redo came  
up.But i always got gil even the first time around i think.  
Also can i find Mittens,the cat the boy lost at Alexandria docksnear the  
Cathedral?Thanks.

Bryan Cen?

Ans:Depending on how good you are,you will get a diffenrent item when you talk  
to queen Brahne with Steiner when he is looking for Garnet.just go back to  
she is and she will give you the item.

BY: MogtheMogri

For your second question,you can...go talk to tom and look for a brown  
cat behind a statue.Go talk to the boy again to recieve a bomb card

=====

I heard at the Bishop's house near the synthesis shop in trenothat you can  
suggest items to be auctioned to the man sitting in the front row....how  
do i do this?

Mr.Aljoriz.M.Dublin

Ans:You can't do that(or am i wrong??)

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-----[ Idiots List ]-----

Currently there are no idiots so you won't be able to see how i curse them:)

#####

Time of Completion: 40hrs 38mins 34secs

All Characters Lv Above 50

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