

Final Fantasy IX FAQ/Walkthrough

by vinheim

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Updated on Aug 31, 2021

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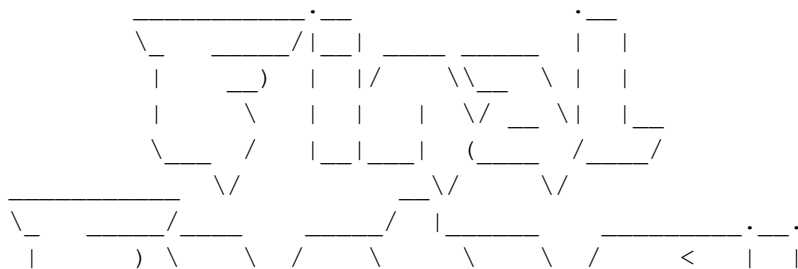
Thanks a ton!



vinheim presents....

"Peace is but a shadow of death
desperate to forget its painful past...
though we hope for promising years
after shedding a thousand tears
yesterday's sorrow constantly nears.
And while the moon still shines blue
by dawn, it will turn to scarlet hue."

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1]	Introduction.....	[sx100]
1.1]	Contact Rules	[sx101]
1.2]	Donations	[sx102]
2]	Game Basics.....	[sx200]
2.1]	Story	[sx201]
2.2]	Controls	[sx202]
2.3]	Status Ailments	[sx203]
3]	Characters.....	[sx300]
4]	Abbreviations.....	[sx400]
5]	In-depth Walkthrough.....	[sx500]

D i s c 1

5.1]	Prima Vista	[sx501]
5.2]	Alexandria	[sx502]
5.3]	Alexandria Castle	[sx503]
5.4]	Evil Forest	[sx504]
5.5]	Ice Cavern	[sx505]
5.6]	Village of Dali	[sx506]
5.7]	Cargo Ship	[sx507]
5.8]	Lindblum	[sx508]
5.9]	Qu's Marsh	[sx509]
5.10]	Chocobo's Forest	[sx510]
5.11]	Gizamaluke's Grotto	[sx511]
5.12]	South Gate	[sx512]
5.13]	Burmecea	[sx513]

D i s c 2

5.14]	Summit Station & South Gate	[sx514]
5.15]	Dark City Treno	[sx515]
5.16]	Gargan Roo	[sx516]
5.17]	Cleyra's Trunk	[sx517]
5.18]	Cleyra Settlement	[sx518]
5.19]	Alexandria Castle	[sx519]
5.20]	Pinnacle Rocks	[sx520]
5.21]	Lindblum	[sx521]
5.22]	Fossil Roo	[sx522]
5.23]	Conde Petie	[sx523]
5.24]	Black Mage Village	[sx524]
5.25]	Conde Petie	[sx525]
5.26]	Mountain Path	[sx526]
5.27]	Madain Sari	[sx527]
5.28]	Iifa Tree	[sx528]
5.29]	Madain Sari	[sx529]
5.30]	Iifa Tree	[sx530]

D i s c 3

5.31]	Alexandria	[sx531]
5.32]	Dark City Treno	[sx532]
5.33]	Alexandria	[sx533]
5.34]	Lindblum	[sx534]
5.35]	Sidequesting	[sx535]
5.36]	Black Mage Village	[sx536]
5.37]	Oeilvert	[sx537]

- 5.38] Desert Palace[sx538]
- 5.39] Mount Gulug[sx539]
- 5.40] Sidequesting Part 2[sx540]
- 5.41] Ipsen's Castle[sx541]
- 5.42] One is all, all is one[sx542]
- 5.43] Terra[sx543]
- 5.44] Bran Bal[sx544]
- 5.45] Pandemonium[sx545]

D i s c 4

- 5.46] Black Mage Village[sx546]
- 5.47] Memoria[sx547]
- 5.48] Crystal World[sx548]

6] Boss List.....[sx600]

- 6.1] Disc 1[sx601]
- 6.2] Disc 2[sx602]
- 6.3] Disc 3[sx603]
- 6.4] Disc 4[sx604]

7] Sidequests.....[sx700]

- 7.1] Moogle Letters[sx701]-
- 7.2] Stellazzio Coins[sx702]-
- 7.3] Rare Coffee[sx703]-
- 7.4] Chocobo Hot & Cold[sx704]+
- 7.5] Frog catching[sx705]-
- 7.6] Moguta and Kupo Nuts[sx706]-
- 7.7] Stiltzkin sales[sx707]-
- 7.8] Dead Pepper usage[sx708]-
- 7.9] Ozma[sx709]-
- 7.10] Excalibur[sx710]-
- 7.11] Ultimate Weapons[sx711]-
- 7.12] Ragtime Mouse Q&A[sx712]-
- 7.13] Friendly Monsters[sx713]-
- 7.14] Restoring Mognet Central[sx714]-
- 7.15] Beachcomber Restore[sx715]-

8] Minigames.....[sx800]

- 8.1] Jumproping[sx801]-
- 8.2] Tetra Master[sx802]-
- 8.3] Hippaul Training[sx803]-
- 8.4] -enero Challenge[sx804]-
- 8.5] Blackjack[sx805]-

9] Lists.....[sx900]

- 9.1] Item List[sx901]+
- 9.2] Weapon List[sx902]+
 - Daggers [Zidane][sx903]
 - Bandit's Swords [Zidane][sx904]
 - Rods [Dagger][sx905]
 - Rackets [Dagger/Eiko][sx906]
 - Flutes [Eiko][sx907]
 - Lances [Freya][sx908]
 - Staves [Vivi][sx909]
 - Knuckles [Amarant][sx910]
 - Swords [Steiner][sx911]

- Forks [Quina][sx912]
- 9.3] Armor List[sx913]~
 - 9.3.1] Head Armor[sx914]+
 - Hats[sx915]
 - Helms[sx916]
 - 9.3.2] Arm Armor[sx917]+
 - Wrists/Armlets[sx918]
 - Gloves[sx919]
 - 9.3.3] Body Armor[sx920]+
 - Light Clothing[sx921]
 - Heavy Armor/Mail[sx922]
 - Robes[sx923]
- 9.4] Accessory List[sx924]+
- 9.5] ATE List[sx925]-
- 9.6] Shop List[sx926]-
- 9.7] Monster List[sx927]-
- 9.8] Tetra Master Card List[sx928]-
- 10] Skills/Abilities.....[s1000]-
 - 10.1] Zidane[s1001]
 - 10.2] Vivi[s1002]
 - 10.3] Steiner[s1003]
 - 10.4] Dagger[s1004]
 - 10.5] Freya[s1005]
 - 10.6] Quina[s1006]
 - 10.7] Eiko[s1007]
 - 10.8] Amarant[s1008]
- 11] Multimedia.....[s1100]-
 - 11.1] OST List
 - 11.2] Song Lyrics
- 12] Latest Update.....[s1200]
- 13] Closing.....[s1300]
 - 13.1] Credits[s1301]
 - 13.2] Last Words.[s1302]

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===== END OF ToC =====
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_____) _____) \ _____ / 1] Introduction	_____) _____) \ _____ /
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Hello and welcome to my Final Fantasy IX guide. vinheim finally writes for Final Fantasy IX, and I've been wanting to do so for some years now. You must be wondering if another FFIIX guide is needed. Well, probably not, but hey, I write for love of writing, as well as love for the games, so yeah, FFIIX is one of my favorite FF of all time, and well, I've finished it at least a dozen times.

Well, I hope you have a good time playing through the game while using my FAQ. I know I had a blast writing for the game. Without further adieu, I'll leave you with my guide and one of my biggest ones.

There're some things I want to address, so please read the following paragraphs:

- I'm writing this for free and because I like this game (just like I mentioned above). If you are looking for tons of eloquent ways for me to say "move here, grab x item and go N to the next area", you are going to be so disappointed. This guide is way, way too big to begin with, and lofty language does not help.
- If you take a quick scan thru my guide, you won't find the explanations for battle basics, main menu, saving-loading, etc. Why, you ask? Well, because the game manual and in-game tutorials do a perfect job explaining the battle system.
- The usage of abbreviations. When you're in my place or any who writes for GameFAQ's or any other page, writing a guide for any game of such proportions, people complain about using too many abbreviations. You have no idea how helpful abbreviations are. It also looks better in every aspect you think.
- My guide is not the only one out there. I'm not forcing you to use mine, but if you use others, then you better be prepared for lots of spoilers, which will ruin the element of surprise for you, as well as to get you lost in the walkthrough (like what happened to me when I tried to use some of the FAQ's in the site). Also, people that have problems with how I write my guide are from slim to none.
- The spoilers are great issues in making guides. I am a player of the game, just like you are. The first time I played through this game was completely by myself. I didn't read any spoilers, therefore nothing was spoiled for me. All the story's ups and downs that were supposed to surprise me had such effect. And I really think it's not fair spoiling such story elements to you. Even if I want to spoil it to you, I'll bite my fingers so you can get the most spoiler-free walkthrough here.

With all this said, let's start with the guide! Enjoy this guide and remember that it is a spoiler-free, so you don't have to worry about important info of the game being spoiled.

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~-- ~-- ~-- 1.1] Contact Rules ~-- ~-- ~--
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I'm over on Twitch and YouTube so go on and say hi whenever you see me live! It's always nice to see you guys!

- o twitch.tv/vinheim
- o youtube.com/c/vinheimk

o Important

The only sites allowed to host my FAQ's from here on out are the following:

- www.gamefaqs.com

- www.supercheats.com
- www.neoseeker.com

This is because many sites either steal my guides or they don't update them, making it really hard on me because many readers from other sites often ask me question from an incomplete guide, so this is a better way to keep track of my FAQ's and my readers. Please, if you're not on the list above, don't even bother asking about hosting them because the answer will be NO. Thanks.

```

=====
~-- ~-- ~-- 1.2] Donations ~-- ~-- ~--
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                        '-----'

```

This is a little experiment of mine and I just wanna see how it goes. Well, if you found this guide to be at least somewhat useful, think about donating some money. I mean, I'm a student who pays his own school, and it's gastronomy and it consumes all the money I get at home. I'm not asking for 10-20 bucks. Whatever your heart wants to give is fine, be it 1 buck, 50 cents.

Whatever the amount you can donate, I'd truly, TRULY appreciate it and your help would be greatly appreciated. Well, you can only donate through PayPal at the moment, which the account is: vinheim@gmail.com

Instead of buying the official guides which cost around 20 dls., better donate half or a quarter or whatever amount to yours truly.

To those who support me, thanks.

- Alexander Paul Kleinheider
aka vinheim

```

\_____X_____ /  \ .===== \_____X_____ /  \
|  ) |  ) \___ / |      2] Game Basics | |  ) |  ) \___ /
|  \ |  \ / / |      [sx200] | |  \ |  \ / /
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```

There are a few things I'd like to explain about the game, so let's get started, no?

```

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~-- ~-- ~-- 2.1] Story ~-- ~-- ~--
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```

In the world known as Gaia, Queen Brahne Raza Alexandros XVI of the kingdom of Alexandria lusts for power, and is trying to increase her domain by conquering the surrounding lands. War is brewing among the neighboring kingdoms on the Mist Continent. Regent Cid of Lindblum is worried about how these troubling events will impact Princess Garnet, so he dispatches a troupe known as Tantalus to Alexandria. Tantalus, a band of thieves disguising themselves as actors to hide their operations, plan to kidnap Garnet. A prominent character in Tantalus is the game's main protagonist, Zidane Tribal.

However, the Princess herself yearns to escape from her wicked mother, and is willingly kidnapped. During the operation, Vivi and Adelbert Steiner, Captain of the Royal Knights of Pluto and Garnet's guardian, become involved, much to

Steiner's disdain. The plan soon backfires, and Tantalus member Zidane is left in charge of the kidnapping. Their ship, the Prima Vista, is shot down from the sky and lands in the Evil Forest.

What follows the story of our heroes? Does Queen Brahne really want war? What are her true objectives?

```
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                ~~~ ~~~ ~~~ 2.2] Controls ~~~ ~~~ ~~~
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- ```
o-----+-----o
- L1 button	= Change characters.	
	+-----+	
		= Rotate map clockwise.
	+-----+	
		= View previous page / select single or multiple targets.
=====+=====		
- L2 button	= Lock/unlock camera location.	
	+-----+	
		= Display/cancel target window.
=====+=====		
- R1 button	= Change characters.	
	+-----+	
		= Rotate map counterclockwise.
	+-----+	
		= View next page / select single or multiple targets.
=====+=====		
- R2 button	= Switch perspective.	
=====+=====		
- D-pad	= Move character.	
	+-----+	
		= Move cursor.
=====+=====		
- L analog	= Move character.	
	+-----+	
		= Move cursor.
=====+=====		
- R analog	= Move map around.	
=====+=====		
- Start	= Pause game / confirm button selection.	
=====+=====		
- Select	= Display help / cancel help.	
	+-----+	
		= Display HERE icon / View ATE.
	+-----+	
		= Toggle navigation map.
=====+=====		
- X button	= Confirm.	
	+-----+	
		= Examine / Talk.
	+-----+	
		= Enter buildings / Ride vehicle / Move vehicle forward
=====+=====		
- /\ button	= Open main menu.	
	+-----+	
		= Move inside vehicle.
```



```

| +-----+
| | = Cycle to a different ready character.
|=====+
|- [] button | = Switch between abilities and equipment menus.
| +-----+
| | = Examine / talk / confirm / challenge a card player.
| +-----+
| | = Call Moogle / Move vehicle backward.
| +-----+
| | = Hold down to clear all windows (battle only).
|=====+
|- O button | = Cancel.
| +-----+
| | = Hold down to walk or run.
| +-----+
| | = Exit vehicle.
|-----+-----+

```

```

_____X_____/__________X_____/_____
|_____) |_____) _____/| 3] Characters | |_____) |_____) _____/
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```

A list of all the beautiful characters of this beautiful game. Enjoy reading a little bit about them before starting with the actual game.

```

 Zidane Tribal
 "You don't need a reason to help people."

```

- Age: 16
- Special Abilities: Steal & Skill

The sixteen-year-old hero of Final Fantasy IX is an experienced thief. Aside from stealing from the rich, he enjoys stealing the hearts of ladies as his sense of charisma and boyish good looks have made him very popular among them.

```

 Vivi Orunitia
 "How do you prove that you exist? Maybe we don't exist..."

```

- Age: 9
- Special Abilities: Black Magic & Focus

Feeling like an outsider who doesn't belong in this world, this shy nine-year-old black mage is going through a major identity crisis and is left feeling very depressed. He is constantly getting caught up in things, none of which he can help or control. Through his friends, he overcomes his trials and finally develops a more positive outlook towards life.

```

 Adelbert Steiner
 "Having sworn fealty, must I spend my life in servitude?"

```

- Age: 33
- Special Abilities: Sword Art & Sword Magic

A 33-year-old knight in the service of the royal family of the Alexandria Kingdom. Adelbert Steiner is the lifelong guardian of Princess Garnet Til Alexandros 17th, and it is a duty he takes most seriously. He is a powerful swordsman, always striving to be a good knight.

-----  
Garnet Til Alexandros 17th

"Someday I will be queen, but I will always be myself."  
-----

- Age: 16
- Special Abilities: Summon & White Magic

A young princess, and heir to the throne of Alexandria, Garnet is inexperienced in the ways of the world due to her sheltered upbringing. Assuming the name of Dagger, she sets off on an adventure she was ill-prepared for. Idealistic and naive in the beginning, her encounter with a certain young thief will change her perception of the world around her.

-----  
Freya Crescent

"To be forgotten is worse than death."  
-----

- Age: 21
- Special Abilities: Jump & Dragon

A member of the mouse clan who was raised and trained by a Dragon Knight, Freya is a courageous female knight who is unwilling to compromise her beliefs. Banished from Burmecia, her home, she has roamed and seen much of the world. Proud and wise beyond her years, she tries to help Burmecia when it is attacked by \*\*\*\*\* despite being in exile.

-----  
Eiko Carol

"I don't wanna be alone anymore."  
-----

- Age: 6
- Special Abilities: White Magic & Summon

After her parents passed away, Eiko was raised by summoners, magic-users with the ability to summon eidolons to do their bidding. Under their care, Eiko learned White Magic and developed a very special friendship with the Moogles. Although only six years of age, Eiko is a precocious little girl with the ability to read the thoughts of eidolons and animals.

-----  
Amarant Carol

"The only dependable thing about the future is uncertainty."  
-----

- Age: 26
- Special Abilities: Flair & Throw

A solitary vagabond who also works as an assassin for hire. Regimented in nature, Amarant spends most of his time training his body as a weapon for combat. A loner by nature, Amarant's self-reliance and unwavering focus means he trusts no one and never lets outside events distract him from his goals.

Quina Quen

"I do what I want! You have problem?"

- Age: Unknown
- Special Abilities: Eat & Blue Magic

Part of the Qu clan, Quina is an androgynous being whose only concerns are eating and leaving descendants on the planet. Quina's favorite food are frogs, especially when eaten raw.

|         |  |                  |  |   |  |
|---------|--|------------------|--|---|--|
| X       |  | 4] Abbreviations |  | X |  |
| [sx400] |  |                  |  |   |  |

A little list of abbreviations used throughout the FAQ.

o Directions

|    |           |  |           |    |
|----|-----------|--|-----------|----|
| N  | North     |  | West      | W  |
| S  | South     |  | East      | E  |
| NW | Northwest |  | Northeast | NE |
| SW | Southwest |  | Southeast | SE |

o Stats & whatnot

|         |                   |  |                |         |
|---------|-------------------|--|----------------|---------|
| HP      | Hit Points        |  | Magic Points   | MP      |
| XP      | Experience Points |  | Ability Points | AP      |
| STR     | Strength          |  | Speed          | SPD     |
| MAG     | Magic             |  | Spirit         | SPR     |
| ATK     | Attack            |  | Defense        | DEF     |
| EVA     | Evade             |  | Magic Defense  | MAG DEF |
| MAG EVA | Magic Evade       |  | Level          | Lv      |

o Equipment, items & remaining

|      |              |  |                    |      |
|------|--------------|--|--------------------|------|
| (WP) | Weapon       |  | Armor (Body)       | (AB) |
| (AH) | Armor (Head) |  | Armor (Arm)        | (AA) |
| (AC) | Accessory    |  | Key Item           | (KI) |
| (B)  | Boss         |  | Optional Boss      | (OB) |
| (SB) | Sub-Boss     |  | Active Time Events | ATE  |

|         |  |                         |  |   |  |
|---------|--|-------------------------|--|---|--|
| X       |  | 5] In-depth Walkthrough |  | X |  |
| [sx500] |  |                         |  |   |  |

Author notes:

This is how it works:

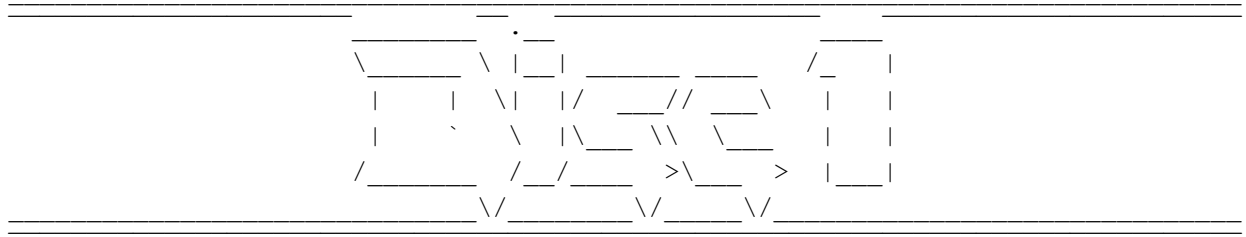
- My lv.: I'll be displaying recommended levels, or even my levels, for every area. Remember that the levels are only a reference. Go at your own pace, with

levels higher or lower. I am not trying to force you people to play the game the way I played. Also, the characters on the upper line are the active party while the ones on the bottom are the reserve party.

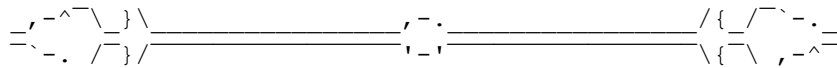
- Gil: The total amount of Gil you obtain in the area.
- Items: All the items you obtain in the area are listed here. You're shown the whole quantity of the area here. Also, it's only usable items.
- Cards: Card you obtain in the areas to play Tetra Master - Minigame.
- Equipment: All the equipment in the area goes here. All armor, weapons and accessories are in this space.
- Stellazio: The Stellazio Coins that you obtain are located here. This is a sidequest and will only appear in some areas.
- Key Items: Items located under the Key Items section of the game come here.
- Enemies: I'll be displaying the enemies that you will be encountering in that area. I'll be writting BOSS, SUB-BOSS or OPTIONAL BOSS next to the name of the enemy denoting THAT enemy is a boss. Also, there's a character that eats weakened enemies to learn Blue Magic. Those that are edible have the TAG "EAT" next to the name. I'll be also adding their HP and their elemental weakness.

```
=====
 .=====
 F I N A L F A N T A S Y I X
 '=====
=====
```

You ready to play this game once again? Well, I'm assuming you've played this game more than once, but anyway, put in your FFIIX disc 1 in your PS, PS2 or PS3, load it in your PSP and let the magic begin. You won't be disappointed, trust me ;).



AREA 01



PRIMA VISTA

[sx501]

|          |                 |
|----------|-----------------|
| My Party | ---             |
| Gil      | 47 Gil          |
| Items    | [_] Potion x1   |
| Enemies  | Masked Man BOSS |

"That's when I kidnap Princess Garnet, right?" -- Zidane

After the opening FMV with the beautiful princess and the gorgeous castle, we finally get ahold of the main character of the game. Move to the N side of the room and check the left side to find '47 Gil'...

<vin> Gil is FFIIX's currency. The more Gil you have, the better.

... and check the right side to find 'Potion'...

<vin> Potions in this game are used to heal 100 HP to one character.

Once you're done, check the center of the room and press X to light the candles. Once the room is lit, we get to name our main character. His default name is Zidane, and I'll be naming him so for the rest of the guide. Afterwards, the rest of the crew come out - Blank, Cinna and Marcus. After some talk, you get to fight a...

```

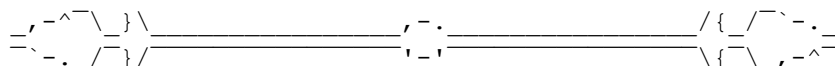
Masked Man	HP	188	XP	---
-----	Weak	---	Gil	---
Item Drop	None	'-----'-----'-----		
Steal	Mage Masher, Wrist, Potion			
\=====	=====	=====	=====	=====
Strategy: Ok, the very first boss of the game and it's training for				
you. You have 4 characters and all of them are thieves. Yup, Zidane is				
a thief. Anyway, have all characters steal from the Masked Man over and				
over until you steal the Mage Masher. This early in the game and you				
already have Zidane's second weapon, which totally kicks ass at this				
point in the game.				
If you want, steal the rest of his loot (if you didn't steal it before				
the Mage Masher of course) and attack him normally over and over. Cinna				
will probably die just because he's so weak. Don't even worry about				
healing him or reviving him if he's KO. Just keep on attacking until				
he's down.				
+=====+

```

After the fight, watch the scene and when you need to pick an answer, choose "That's when I kidnap Princess Garnet, right?". Afterwards, keep on watching the scene and you'll be at...

-----  
=====

A R E A 0 2



A L E X A N D R I A

[sx502]

```

| My Party | --- |
|-----|
Gil	294 Gil	
Items	[] Potion x6	[] Ether x1
	[] Phoenix Pinion x1	[] Eye Drops x1
	[] Tent x1	

```

|       |                     |    |                  |    |
|-------|---------------------|----|------------------|----|
| Cards | [_] Fang Card       | x2 | [_] Zombie Card  | x1 |
|       | [_] Lizard Man Card | x1 | [_] Sahagin Card | x1 |
|       | [_] Goblin Card     | x2 | [_] Flan Card    | x1 |
|       | [_] Skeleton Card   | x2 | [_] Bomb Card    | x1 |

"I sorry. I enter you in Moogle Diary!" -- Kupo the Moogle

Watch another FMV after the chat between the Tantalus members and now you'll be controlling Vivi, FFIIX's Black Mage. He's an awesome character and you'll be controlling him through the area. After the little chat with the kid, move W directly from the start and you'll find 'Potion' from the area with a "!" over your head.

As you move N, a Rat Kid bumps into you. You'll meet him again later in the area. Now check the oranges on the NW side of the area (near the exit) and you'll find 'Potion'. Now go inside the SE house (in this same area) and check the bed to find '9 Gil'. Check the table next to the bed to find 'Potion'. Now go up the ladder and check the drawer to find 'Fang Card'.

Now leave the house and go S to the next area, which is the entrance of Alexandria. Go counterclockwise around the plaza and you'll find 'Zombie Card', 'Lizard Man Card' and 'Sahagin Card'. Now check behind the statue in the center of the plaza to find 'Potion'. Now return to the previous area. Simply go N to the next area.

Watch the little scene and when you regain control, check the grass on the S side to find '33 Gil' and 'Goblin Card'. Now go N inside the tavern. Inside, check the W side (where the door is) and get '27 Gil'. Check the barrel SE of the Gil to find 'Flan Card'. Now check the E side to find 'Potion'. Leave the tavern and head W to the next area.

Now head into the shop on the E side, check S of the counter to find '38 Gil'. Talk to Doug, the shop owner to buy items. Leave the building and go N, which is another plaza, the main one. Here, approach the ticket booth and peek into it. Show the ticket to the ticketmaster and he'll tell you it's a fake. Boohoo, too bad. You'll receive 'Goblin Card', 'Fang Card' and 'Skeleton Card' though ;).

He tells you about Alleyway Jack to learn about cards. Anyway, go E and enter the Synthesis Shop. Check the E corner of the shop to find 'Ether'...

<vin> Ether resplenishes 100 MP to one charater.

Leave the shop and head N. Before the bridge, check the W side to find 'Phoenix Pinion'...

<vin> The Phoenix Pinion is the same as the Phoenix Down, only that the former is also used as an accessory for another character only. Very neat. You only need 1, so use them if necessary while keeping the one for equip.

Now talk to the girls playing with the rope and you'll be able to do it as well. You'll get prizes depending on how many times you jump it. Here's a list of the prizes:

- 20 :: 10 Gil
- 50 :: Cactuar Card
- 100 :: Genji Card

200 :: Alexandria Card  
300 :: Tiger Racket Card  
1,000 :: King of Jump Rope

Getting 1,000 jumps seems impossible. I've never done it since I get annoyed by the game, but knock yourself with it ;). Anyway, go W to the next area. Run and Vivi falls, making the sign fall down. When you're asked, say "Alright" and then say "Yeah, it's clear" and the rat boy steals the ladder. Before leaving, talk to the red-headed guy to find out he's Alleyway Jack.

Learn about the card game if you desire, return to the alley and follow the rat boy to the next area. Instead of following him inside the chappel, enter the house before the chappel. Check the corner to find 'Eye Drops'...

<vin> Use the Eye Drops to remove the Blind Status Ailment from 1 character.

Go outside and wait for the girl to run outside. Go inside the house, go up the stairs and check the bed to find '3 Gil'. Leave and go S to find the docks. Talk to the kid here and he lost his kitten. The kitten is in the very first area, the first plaza. Go there and approach the kitten. The kid runs behind you and thanks you. Return to the docks and speak to the kid. He'll give you 'Bomb Card' as a reward.

Now go inside the chappel the rat kid went into and a little scene triggers. When you regain control, check the grass near the rat kid to find 'Tent'...

<vin> Tents are used to regain HP and MP to the whole party when used at Save Points (Moogles). You can't use them otherwise, besides the World Map, in which is the same, 'cus you use a Moogle.

Now check the E side to find 'Potion'. Now try going up the ladder to have the Moogle Kupo fall down. He explains how to save and how to use Tents. Also, Stiltzkin appears, which is a traveling Moogle. You'll meet him more than a dozen times throughout the game and in the most incredible places XD.

Moving on, you're told about Mognet, in which Moogles send letters to one another. Make sure to deliver them as soon as you find the Moogle. You can only hold 3 letters and some Moogles only appear once in the game, so read carefully throughout the guide so you don't miss one, 'k? =D

Now, when the rat kid orders you to follow him, save your game with Kupo, pick Mognet and you'll receive a letter for Monty. Now go up the ladder and when you're on the rooftops, go W and the wooden plank fall. Afterwards, go S and examine the wooden circle on the left to find '29 Gil'.

Now go N and the rat kid will ask you for your name. Since the name's Vivi, it'll stay that way. The rat's called Puck. Anyway, go N and down the stairs on the right before going E. Down the stairs, follow the wooden planks all the way to the E until you find a wooden circle with '63 Gil'.

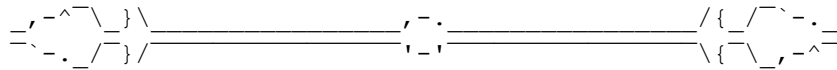
Return up the stairs and go N now across the wooden planks. Check the wooden circle up here to find '92 Gil'. Return S, go E across another wooden plank and go N to trigger a little scene and a FMV, just to leave us at the start of the play.

We start with Baku dressed up as King Leo. Watch the scenes, which are a lot and afterwards, you'll have to fight King Leo and his 2 allies. Just attack him normally. The SFX are only for show and won't cause any dmg., so use them if you want to see some cool stuff =D.

After the fight, keep on watching some scenes while a kickass song plays while you fight Blank. Here, you have to follow Blank's lead. Press any of the D-pad buttons, as well as /\, [], O and X, depending on what Blank tells you to press. It's pretty darn tough to get all 100 nobles impressed. I've only done it once and it gave me 10,000 Gil. This time, I got 99 nobles impressed and got 879 Gil. You can redo the stage fight over and over until you get the 100 nobles.

-----  
 =====

A R E A 0 3



A L E X A N D R I A C A S T L E

[sx503]

|          |                    |      |               |
|----------|--------------------|------|---------------|
| My Party | Zidane 1           |      |               |
| Items    | [_] Phoenix Down   | x2   | [_] Elixir x1 |
|          | [_] Phoenix Pinion | x1   |               |
| Enemies  | Steiner            | BOSS | Steiner BOSS  |
|          | Steiner            | BOSS |               |

"I shall hereby do my best to kidnap you!" -- Zidane

Watch the scene between Blank and Zidane. Afterwards, when you regain control, go up the stairs and you'll see someone with a white robe run out. Answer with whatever you want and keep on watching the scenes. You'll meet Queen Brahne's General and Captain, Beatrix and Steiner, which you get to name.

Now we're in control of Steiner. We need to round up all the Knights of Pluto in order to get an item, an Elixir. We'll do it really quick. Before that though, go up the stairs again and go S to get to where the Queen is. Talk to her and you'll receive an item:

- Ether :: 01 - 49 nobles impressed
- Elixir :: 50 - 79 nobles impressed
- Silk Shirt :: 80 - 99 nobles impressed
- Moonstone :: 100 nobles impressed

Now that you've got your item, and since we've already found Bluntzen (PN2) and Kohel (PN3). Now go inside the room on the E, at the bottom of the stairs (where Blank and Zidane where) and in this room talk to Bluntzen and Kohel again. Once they leave, check under the door to find 'Phoenix Down'...

<vin> These items are used to bring back someone who's KO. It has the same effect as the Phoenix Pinion, only that these aren't equipable and are worth a whole lot less.

Save your game with Mosh if you want and leave the room. Go N here and you'll find another Knight of Pluto running around in this room. Catch up to him and you'll finally get ahold of Dojebon (PN5). Enter the E room here to find Mullenkedheim (PN9). Return to the previous room, go down the stairs and enter the W room.



This is the library. Check the lower part to find Laudo (PN4). Return to the previous room and go S to exit the castle. When you reach the river area, check the lower part of the area to find Haagen (PN8). Now go W and speak to Weimar (PN7). Go inside the building and start going up the stairs. Speak to Breirecht (PN6) when you get to him and he'll hand over 'Elixir' if you spoke to all the Knights of Pluto...

<vin> Elixir is one of the most useful items in the game. It replenishes all your HP and MP for one character. It won't heal any Status Ailments nor will it bring back characters from KO, which is a shame, but hey, you can't have everything, right?

Now move to the top to trigger a little scene with the hooded girl, Zidane and Steiner, as well as an FMV. When you regain control, go inside the room the hooded girl went into to meet with Ruby, another member of Tantalus. Now speak to her to have the scene continue. From when you regain control, check the wheel behind you and turn it both left and right to make an item fall each time.

Open both chests to find 'Phoenix Down' and 'Phoenix Pinion'. Now return up the stairs and enter the door to trigger a scene and a...

```

Steiner	HP	169	XP	---
-----	Weak	---	Gil	---
Item Drop	None	-----		
Steal	Leather Hat, Silk Shirt			
\=====/				
Strategy: Steiner is very easy. Remember when you fought Baku at the				
start of the game? Well it's pretty much the same here. Start by having				
all Blank, Zidane 'n Cinna steal from Steiner until you get the Leather				
Hat and the Silk Shirt. His attacks deal from 12 to 21 dmg. Just attack				
him a couple of times and he's done for.				
At the end of the fight, he'll do a really kickass move and break				
Blank's armor. Nice!				
+=====+

```

Watch the scenes after the fight just to trigger another...

```

Steiner	HP	162	XP	---
-----	Weak	---	Gil	---
Item Drop	None	-----		
Steal	None			
Haagen	HP	40	XP	---
-----	Weak	---	Gil	---
Item Drop	None	-----		
Steal	None			
---	---	---	---	---
Weimar	HP	40	XP	---
-----	Weak	---	Gil	---
Item Drop	None	-----		
Steal	None			
\=====/				
Strategy: Ok, now it's Zidane, Garnet, Vivi and Marcus vs 3 Pluto				

```

| Knights. The attacks go from 18 to 30 dmg., depending on the character  
 | who's attacked. You can use Vivi's magic and press either L1 or R1 to  
 | have Fire target all enemies. You can do the same with Garnet's Cure,  
 | just in case you need to heal all of your characters.

| Since we're on stage, we cannot steal, which is a total bummer, but oh  
 | well, we'll have plenty of time to steal in the future ;).

Watch some more scenes, another FMV and you'll be in yet another...

```

| Steiner | HP | 167 | XP | ---
|-----| Weak | --- | Gil | ---
| Item Drop | None
| Steal | None
\=====

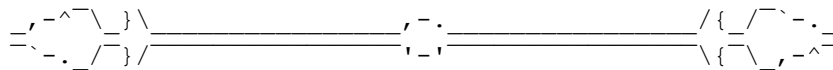
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| Strategy: Ok, this battle is pretty much the same as the first one  
 | against Steiner, only that we have Vivi and Garnet with us. Use Vivi's  
 | Fire over and over and if you need to heal, use Garnet's Cure. Let  
 | Zidane and Marcus attack Steiner over and over.

| The battle will end once the Bomb is about to blow. Not sooner, not  
 | later.

Just watch the FMVs and the scenes and you'll end up at...

A R E A 0 4



E V I L F O R E S T

[sx504]

|           |                      |                        |  |
|-----------|----------------------|------------------------|--|
| My Party  | Zidane 1             |                        |  |
| Gil       | 116 Gil              |                        |  |
| Items     | [_] Phoenix Down x1  | [_] Ether x3           |  |
|           | [_] Potion x2        | [_] Eye Drops x1       |  |
| Equipment | [_] Wrist (AA)       | [_] Bronze Gloves (AA) |  |
|           | [_] Rubber Helm (AH) | [_] Leather Hat (AH)   |  |
| Key Items | [_] Blank's Medicine | [_] Moogles' Flute     |  |
| Enemies   | Fang                 | Goblin                 |  |
|           | Dendobrium           | Plant Spider           |  |
|           | Prison Cage BOSS     | Prison Cage BOSS       |  |
|           | Baku BOSS            | Plant Brain BOSS       |  |

"Maybe fate brought us together... I can't explain it." -- Zidane

When you regain control after the crash, you'll be told about the Active Time Events, or ATE for short. I'll be adding the ATE events when they happen, just like I add my commentary (<vin>), alright?

<ATE> The Forest Keeper [Garnet & Vivi]

After the Forest Keeper ATE, you'll regain control. Talk to Mosco and save your game. It's been a while since we've done so. Now check the boxes (on the N side behind the fallen musician) to find 'Phoenix Down'. Now go SE through the tree to get to the actual Evil Forest.

You only get to hang in this first area because there's a boss in the second one. I recommend you leveling up. Level up until you're lv.4-5. If you haven't done so, equip the Mage Masher you stole from Baku at the start of the game so you can kill every enemy with one hit.

Once you've reached the desired level, go NE to the next area, watch the scene and prepare for a...

```
-----|-----|-----|-----|-----|-----|-----|-----|
| Prison Cage | HP | 513 | XP | --- | AP |
|-----| Weak | Fire | Gil | --- | -- |
| Item Drop | --- | '-----'-----'-----'-----'-----'-----|
| Steal | --- | | | | | |
| Party lv | Zidane 5 | | | | | |
\=====|
```

```
|
| Strategy: In this Boss Battle we're shown Trance. We transform in this |
| form and each character gains sum extra skills. Zidane gains Dyne which |
| changes all of his skills for attacks, which hit either 1 enemy or all |
| of them. Pretty neat, huh? Against this boss, DO NOT USE Tidal Flame as |
| we would kill Garnet in the process. |
| |
| Instead, use Free Energy against it. The boss has 513 HP and it likes |
| to absorb HP from Garnet. Make sure to keep an eye on Garnet's HP and |
| whenever it absorbs twice, quickly heal her back up with a Potion. You |
| can even leave Steiner on standby and just wait to heal her, which you |
| shouldn't find the need of doing so. |
| |
| +=====|
```

After the fight, watch some scenes and now Vivi is the one held captive... dammit. Here we go with another...

```
-----|-----|-----|-----|-----|-----|-----|-----|
| Prison Cage | HP | 533 | XP | --- | AP |
|-----| Weak | Fire | Gil | 436 | 03 |
| Item Drop | Eye Drops | '-----'-----'-----'-----'-----'-----|
| Steal | Broadsword, Leather Wrist | | | | | |
| Party lv | Zidane 5 | | | | | |
\=====|
```

```
|
| Strategy: This is pretty much the same as the previous fight. Only in |
| this one, we have Vivi held captive and uses Fire to deal around 80 dmg |
| to the Prison Cage. The boss also absorbs from Vivi, so don't forget to |
| heal him before he dies. Since we don't have Trance in this fight, I |
| recommend you stealing from it until you've stolen both items, then |
| attacking it nonstop. |
| |
```

| Just like with Garnet, whenever the Prison Cage uses Absorb twice, |  
| quickly heal Vivi because he won't survive a third Absorb. |  
| |

+=====+

Now watch... watch... watch a hell lot of scenes XD. Now, when you regain control, equip the Leather Wrist on Zidane for him to learn Beast Killer. Open the chest next to Baku to find 'Bronze Gloves'. Now leave the bridge, descend the stairs...

<ATE> Time to Escape [Steiner]  
Girl Who Was Left Behind [Ruby]  
My Little Baby (after watching Time to Escape) [Cinna]

At the bottom, open the chest to find 'Wrist'. Now talk to Blank and he'll tell you about Vivi. Now enter the room on the E. Open the chest to find 'Ether'. Go up the ladder onto the bed and check the corner to find '116 Gil'. Now speak to Vivi to trigger a little scene between him and Mr. Zidane. Now leave the room to trigger another little scene.

Now pick "Go look for her" and the scene continues. Afterwards, it's time to go talk to Baku. Go W to the next area, open the S chest to find 'Ether' and go down the stairs and in this room (remember this first room?), check the N side to find 'Rubber Helm'. Now go E to trigger a little scene with Baku. After it, open the S chest to find 'Potion'.

Now return to the previous room and go S (don't speak to Baku yet). Open the chest here to find 'Leather Hat'. Now return to the previous room, prepare yourself and speak to Baku to trigger a...

```
.-----.
Baku	HP	250	XP	---	AP	
-----	Weak	---	Gil	---	--	
Item Drop	---	'-----'-----'-----'-----'-----'-----				
Steal	Hi-Potion, Iron Sword					
Party lv	Zidane 5					
\=====/						
```

| Strategy: Pretty easy fight. His attacks deal around 35 dmg. which is |  
| not that high. You should be dealing around 100 dmg. per hit, so just a |  
| couple of hits and he should be done for. Make sure you steal both |  
| items, as the Iron Sword will come in handy this early in the game. If |  
| you ever need to heal up, just toss yourself a Potion. |  
| |

+=====+

Watch the scene after the fight and now we're finally free to go look for Garnet. Now return up the stairs to where Marcus was and enter the door. A little scene with Steiner triggers and he joins the party. Return inside the room and open the chest to find 'Ether'. Now return to Vivi's room to trigger another scene.

During the scene, Steiner obtains a new command, "Magic Sword"...

<vin> This is basically one of Vivi's spell, used by Steiner. It has slightly more power due to Steiner's physical attack and Vivi's magic. Not a bad command at all. Note that Vivi HAS to know the magic in order for Steiner to use it, duh! XD

Now that Rusty and Vivi have joined the party, time to upgrade their

equipment. If you want, leave Steiner equipped the Broadsword until he learns Beast Killer. If not and you wish to do that at a later time, equip the Iron Sword. You can also equip the Rubber Helm and leave the Broadsword. I recommend doing this last thing since the next boss and enemies use lightning-elemental magic.

Equip the Bronze Gloves as well. As for Vivi, equip him the Leather Wrist and Silk Shirt to learn both Blizzard and Thunder. Nice, they all have complete equipment. Now go downstairs and try leaving the Prima Vista. A little scene with Blank triggers and you'll receive 'Blank's Medicine'. You're also taught about your Abilities and how to equip them.

Pretty easy, right? Now leave Prima Vista and speak to Mosco the Moogle. Choose Mognet and you'll receive a letter from Ruby...

<vin> lol, I was gonna write you got an email from Ruby, XD!

Now, save your game and buy whatever you need from Cinna. Now proceed SE just like before and proceed to the next area...

<ATE> Orchestra in the Forest [Tantalus]

This is where you fought Prison Cage. Go N to the next area. In here, you can take a left, but there's nothing important. Now go N to the next area. You'll see a Moogle here, as well as a spring...

<ATE> Do As I Say, Not As I Do [Tantalus]

When you regain control, drink from the spring to recover HP and MP, which is like using a tent. Anyway, speak to Monty the Moogle and choose Mognet. Give him the letter and he'll also receive a letter from Stiltzkin. Now save your game and proceed E to the next area.

Start leveling up Steiner and Vivi a bit... until lv. 3 or 4 is good. Proceed E, watch the rather short FMV and head N to the last area. A scene triggers as you enter and afterwards, a...

```

Plant Brain	HP	1,540	XP	---	AP
-----	Weak	Fire	Gil	468	05
Item Drop	Phoenix Down	'-----'-----'-----'-----'-----			
Steal	Iron Helm, Eye Drops				
Party lv	Zidane 5, Vivi 3, Steiner 3				
\=====/
```

```
|
| Strategy: A good thing to do here is equip both Zidane and Vivi with a |
| Silk Shirt, while you equip Steiner with the Rubber Helm. This is |
| because the Plant Brain uses Thunder and can be quite devastating. With |
| these items equipped, you'll reduce dmg. by half, which is neat-o. |
|
| Anyway, as for attacks, he attacks with his right and left tentacles, |
| hitting either the character on the left or the character on the right. |
| His Thunder spell can either hit one character or the whole bunch. If |
| the last one happens, have everyone use a Potion on himself to heal up. |
| He also uses Pollen, which the same attack the enemy Dendobrium uses. |
| It dmgs. all characters and can inflict Darkness status on 'em. Not |
| good. |
|
| After you deal around 900 dmg., Blank appears. If you haven't stolen |
| the items from the boss, make sure you do so now that you have both |
```



|           |                  |      |                             |
|-----------|------------------|------|-----------------------------|
|           | [_] Phoenix Down | x1   |                             |
| Equipment | [_] Mage Masher  | (WP) | [_] Leather Wrist (AA)      |
| Enemies   | Cave Imp         |      | Wyerd                       |
|           | Flan             |      | Black Waltz #1/Sealion BOSS |

"You bastards!!!" -- Mois the Moogle

After the scenes and when you regain control, approach the flower that Garnet was looking at and a ! appears. Use it to jump upwards and grab the chest with 'Tent'. Now, from here, take a look further up the path and you'll see that some icy wind blows and then stops. Whenever you touch 'em, you'll automatically enter a fight, so be careful.

Anyway, proceed N to the next area. In this area, at the fork, go E and examine the wall. Vivi uses Fire to melt the wall away and reveal a chest with 'Ether'. Return to the previous fork and go N, following the right path (not up the stairs). Open the chest at the end to find 'Potion'. Return to the fork and go up the stairs and go N to the next area.

At the fork in the beginning of the area, go W and at the top, melt the wall and grab 'Elixir' from the chest. Now go to the S side of the area and you'll find a chest with 'Potion'. Return across the pillar and have Vivi use Fire to move it downwards and you'll be able to grab 'Mage Masher' from another chest...

<vin> If we wouldn't have stolen the Mage Masher from Baku at the beginning of the game, we would have gotten it right here. Very late, no?

Anyway, return up the pillar and go NE to the next area. In here, take a right at the fork to find 'Phoenix Down' inside the lone chest. At this next fork, follow the left-most path and melt the wall. This reveals a hallway. Follow it to get 'Leather Wrist'. Anyway, return to the fork and go N (following the right path of course) to the next area.

In this next area, take a left to find Mois the Moogle...

<ATE> "Teach me, Mogster!" Lesson 2 [Mogster the Moogle]

Use the Mognet pick to have him ask you to deliver a letter for Gumo. Now use a Tent, save your game, return to the fork in the previous area and go NE to the next one. Watch the scene and when you regain control, prepare yourself, go N, watch a scene and prepare for a...

```

.-----
Black Waltz #1	HP	250	XP	---	AP
-----	Weak	Fire	Gil	339	05
Item Drop	Hi-Potion, Phoenix Down	-----	-----	-----	-----
Steal	Silk Shirt, Remedy	-----	-----	-----	
Sealion	HP	475	XP	---	AP
-----	Weak	Fire	Gil	---	--
Item Drop	---	-----	-----	-----	-----
Steal	Mythril Dagger, Ether	-----	-----	-----	
Party lv	Zidane 8	-----	-----	-----	
\=====

```

| Strategy: This boss can be kinda tough because you're alone against 2 |  
| foes. Anyway, let's start with the attacks. Sealion's first. Wing |  
| causes a mere 10+ dmg to Zidane. Blizzard causes around 30 dmg. Tsunami |  
| is its most lethal attack which causes around 80 dmg. Blizzara deals |  
| around 55+ dmg. in one hit. Black Waltz's Blizzard causes 20- dmg. Fire |  
| around 25 dmg. to Zidane. |

| This fight is very easy at this lv. At the start, don't even worry |  
| about stealing Black Waltz's items. Instead, quickly kill him to make |  
| this fight even. Once it's one vs one, start stealing until you get the |  
| Mythril Dagger, which teaches Zidane a new ability. I beg of you, steal |  
| it before the fight ends. |

| Since Zidane will deal over 80 dmg. per hit and you'll be receiving |  
| around 30 dmg. per Sealion's turn, you won't be healing that often, but |  
| once the orb in Sealion's chest turns red, it'll release Tsunami, which |  
| deals over 80 dmg. It only does the attack when you deal around 400 dmg |  
| to it. |

| Toss a Potion whenever you need to heal and in case you really need it |  
| use a Hi-Potion to completely heal yourself. You can also use your |  
| Trance to quickly finish this battle. |

=====+  
After the fight, watch some more scenes. When you regroup and regain control,  
return to where you fought the Black Waltz and follow the path upwards until  
you exit the Ice Cavern. Outside, another scene triggers and now Garnet will  
change her name to Dagger...

<vin> Man, Dagger is much easier to write down (and faster as well) than to  
write Garnet. In my opinion that is... thinking about it carefully, it's the  
same thing XD. I think I just like the name Dagger a lot more. What'cha guys  
think?

When you regain control, we'll be at the World Map. Equip the newly acquired  
Mythril Dagger.

====      ====      ====      ====      ====      ====      =====  
Out here, there are a couple things I shall tell you before proceeding.  
There's a monster called Ragtime Mouse. This monster asks you a question and  
asks you to pick O or X depending on your answer. This monster gives you Gil if  
you responded correctly. You can only encounter this monster 4 times in this  
disc, so make sure to make him appear the 4 times. Also, he only appears in  
forests.

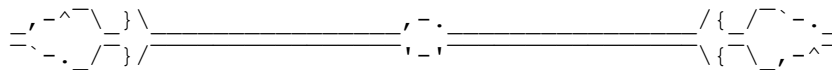
Another thing that's important (not storywise) are the Friendly Monsters.  
These are the same that normal enemies, only that they talk and another battle  
theme triggers. They many times ask you for an item. Give them the item they  
want and they leave, telling you where the next Friendly Monster is and giving  
you free AP as a reward. Neat, huh?!

<vin> The Friendly Monster Mu will only appear if you have Ore in your  
inventory. Fight Carve Spiders around the area to obtain some. They have  
around 100 HP, so they should go down rather fast.

Anyway, before entering the next area, make sure to run around the forested  
areas to find Ragtime Mouse and the Friendly Monster Mu. Anyway, after you  
fight both monsters, head NW from the exit of Ice Cavern to find...



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 =====  
 A R E A 0 6



V I L L A G E O F D A L I

[sx506]

|            |                                         |                                             |                                            |
|------------|-----------------------------------------|---------------------------------------------|--------------------------------------------|
| My Party   | Zidane 8, Dagger 6, Vivi 7, Steiner 8   |                                             |                                            |
| Gil        | 506 Gil                                 |                                             |                                            |
| Items      | <input type="checkbox"/> Antidote       | x1                                          | <input type="checkbox"/> Potion x4         |
|            | <input type="checkbox"/> Eye Drops      | x1                                          | <input type="checkbox"/> Ether x1          |
|            | <input type="checkbox"/> Phoenix Down   | x1                                          | <input type="checkbox"/> Phoenix Pinion x1 |
|            | <input type="checkbox"/> Hi-Potion      | x1                                          |                                            |
| Equipment  | <input type="checkbox"/> Iron Helm (AH) | <input type="checkbox"/> Leather Wrist (AA) |                                            |
| Stellazzio | <input type="checkbox"/> Aries          |                                             |                                            |
| Enemies    | Ghost                                   |                                             | Vice                                       |
|            | Black Waltz #2                          | BOSS                                        |                                            |

"I'm popular with ALL the ladies in Lindblum" -- Zidane

Watch the scene that triggers as you enter. Once it's over...

<ATE> Vivi, Confused [Vivi]  
 Dagger Tries [Dagger]

Watch the ATEs and check the right side of the room to find a chest with 'Antidote'. Now check the left side to find a hidden chest with 'Potion'. Now leave the room and speak to Gumo the Moogle. Give him Mois' letter and then exit the room...

<ATE> Cat's Eye [Innkeeper Hal]

Out here, go inside the building across the path to find the store. Buy 3 Feather Hats and a Leather Wrist. This should make everyone upgrade to the best armor and weapon available at the moment. Now leave the shop and go all the way N to find Vivi. Speak to him. Afterwards...

<ATE> Cat's Eye 2 (after watching Cat's Eye) [Innkeeper Hal]  
 Dagger Tries Harder (after watching Dagger Tries) [Dagger]

Now enter the shop again (after watching Dagger Tries Harder) to find Dagger. She'll head to the Inn in a bit. Now leave the Inn and head N to where Vivi was. Enter the building to the right to find the item shop. Buy whatever you need and head over to the bedroom at the inn. Speak to Dagger and a little scene triggers...

<ATE> Queen Brahne's Steiner [Steiner]

The scene continues. Now leave the Inn, go to where Vivi was and enter the building to the left. Check the N side of the room to find 'Aries'. Now check

the metal dome on the S side of the room to find an entrance to the underground part of Dali.

Down here, go down the platform, grab '156 Gil' from the chest and proceed N. A scene triggers as you arrive. Now enter the shed where Vivi was and you'll find a chest with 'Potion'. Exit to find another chest just SE of the entrance of the shed with 'Eye Drops' in it. Now proceed to the next area. Now examine the barrel with something red on top to find Kumop the Moogle.

Pick Mognet and he'll give you a letter for Mogki. Now check behind the barrel with Kumop and you'll be able to jump from box to box to the top to find 'Ether' in the chest. Now kick the wheel near the exit to have another chest drop down. Open it to find 'Potion'. Proceed to the next area.

In this large area, follow the upper path on the left side to find a chest at the end with 'Iron Helm'. Now check the right side of the room to find a chest with 'Leather Wrist'. Now proceed to the next area to trigger a scene and have Vivi rejoin your party...

<vin> Now that Vivi rejoined the party, make sure to equip him and Garnet... em, excuse me, Dagger with the newly bought equipment.

Now check the NE side to find a chest with '95 Gil'. Now, if you open the door to the N, you'll be able to grab the items behind of it, but at the same time, you'll release some monsters. Behind the door, open the chest in front of you to find 'Phoenix Down'. Behind the machine, there's another chest, with 'Potion' this time.

There's also another hidden chest here (by the machine obviously) that has 'Phoenix Pinion'. Return to the previous room, examine the machines and go E to the next area. Another scene triggers as you arrive. Oh man, in what kind of trouble are we in this time?

Now we're playing as Steiner. Go down the stairs, check the NE side to find '135 Gil'. Check the barrels on the S side of the area to find a hidden chest with 'Hi-Potion'. Now enter the house and speak to Morrid. Afterwards, leave the house and the area itself. A scene triggers and afterwards...

```

Black Waltz #2	HP	1,000	XP	---	AP
-----	Weak	---	Gil	441	05
Item Drop	Ether	'-----'-----'-----'-----'-----			
Steal	Leather Plate, Steepled Hat				
Party lv	Zidane 9, Vivi 8, Steiner 8, Dagger 7				
\=====/
```

| Strategy: Ok, this Black Waltz is very similar to the previous one, |  
| only that this time he's alone and is stronger, obviously, but so are |  
| we, no? His attacks don't deal that great of a dmg. Teleport deals |  
| around 60 dmg. to one character. He also uses Fire on one character but |  
| nothing to worry about. |

| Once you deal around half dmg., he'll use Fira on all male characters, |  
| dealing around 130 dmg. to all of 'em. This fight is very easy if you |  
| know what to do. First of all, have Zidane steal both the Leather Plate |  
| and the Steepled Hat. Have Vivi NOT use magic. If you do so Black Waltz |  
| will cast the same spell on all characters to deal around 100 dmg. |

| Let Dagger use Cure over and over. The good thing is that Black Waltz |  
| won't target Dagger, but still, if the rest of the men die, it's game |

| over ;). Have Steiner use Magic Sword to deal around 350 dmg. per hit |  
 | and if you enter Trance with him, you'll deal around 730 dmg. with just |  
 | one hit. Neat, right? This is pretty much it. It's impossible to lose |  
 | this fight if you have Dagger use Cure over and over. |

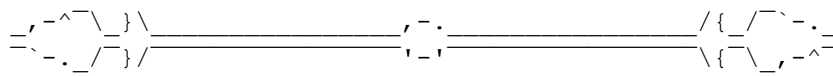
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After the fight, pick Rest at the Inn if you wanna save your game. I recommend you doing so since we'll be in a boss fight pretty soon and there won't be another Moogle in the Cargo Ship. Back at Dali, level up outside if you so desire to do, use the Inn, save your game and outside, check the N side of the weapon shop (from outside) to find '120 Gil'.

Now head over to the farm and board the...

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A R E A 0 7



C A R G O S H I P

[sx507]

|          |                                       |
|----------|---------------------------------------|
| My Party | Zidane 9, Dagger 8, Vivi 9, Steiner 9 |
| Enemies  | Black Waltz #3 BOSS                   |

"I trust you, Zidane." -- Dagger

Watch the initial scenes with poor Vivi. When you regain control, equip the Leather Plate on Zidane, go up the stairs at the end of the hallway to trigger a little scene with Steiner. Haha... enter the bridge whenever you can to make the scene continue. Oh man, here we go again, for the last time... I think ;).

|                |                                            |       |     |     |    |
|----------------|--------------------------------------------|-------|-----|-----|----|
| Black Waltz #3 | HP                                         | 1,150 | XP  | --- | AP |
|                | Weak                                       | ---   | Gil | --- | -- |
| Item Drop      | ---                                        |       |     |     |    |
| Steal          | Silver Gloves, Linen Cuirass, Steepled Hat |       |     |     |    |
| Party lv       | Zidane 9, Vivi 9, Steiner 9                |       |     |     |    |

| Strategy: Ok, this Black Waltz is way stronger than #2, and something |  
 | that makes it harder is the fact that Dagger isn't with us. What a pain. |  
 | Yup, time to use all those Potions you've been getting. Let's start |  
 | with #3's attacks, shall we? He uses lv.1 Spells like Fire and Blizzard |  
 | that deals around 70 dmg. to one character. |

| His lv.2 Spells deal around 160 dmg. to one character as well and to |  
 | the whole group for around 100 dmg. His physical attack deals around 70 |  
 | dmg., which isn't much. |

| A good thing is that Vivi enters Trance automatically as the battle |  
 | starts, which means you can double cast any spell. Make sure and |  
 | completely sure that Zidane steals all 3 items from #3. Those pieces of |  
 | equipment are very good at this point. Once he's out of stealable items, |  
 | have Vivi start doublecasting any spell, while Steiner uses Magic Sword, |

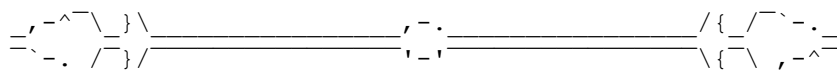
| obviously.

| Zidane should stick to physical attacks and if he enters Trance, you  
| know what to use, correct? I like to have Zidane heal using Potions or  
| Hi-Potions if necessary since hes the fastest of the crew (have Steiner  
| use Potions while Zidane steals).

=====  
Watch the scenes after the fight and Black Waltz #3 flees. Humph. Now you'll  
end up at...

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A R E A 0 8



L I N D B L U M

[sx508]

|           |                                             |                                                |          |
|-----------|---------------------------------------------|------------------------------------------------|----------|
| My Party  | Zidane 9, Dagger 8, Vivi 9, Steiner 9       |                                                |          |
| Gil       | 737 Gil, *5,000 Gil                         |                                                |          |
| Items     | <input type="checkbox"/> Ether x1           | <input type="checkbox"/> Tent x2               |          |
|           | <input type="checkbox"/> Hi-Potion x1       | <input type="checkbox"/> Echo Screen x1        |          |
|           | <input type="checkbox"/> Ore x1             |                                                |          |
| Cards     | <input type="checkbox"/> Wyerd Card x1      | <input type="checkbox"/> Theater Ship Card* x1 |          |
|           | <input type="checkbox"/> Mimic Card x1      |                                                |          |
| Equipment | <input type="checkbox"/> Glass Armlet (AA)  | <input type="checkbox"/> Leather Plate (AB)    |          |
|           | <input type="checkbox"/> Silver Gloves (AA) | <input type="checkbox"/> Leather Wrist (AA)    |          |
|           | <input type="checkbox"/> Steepled Hat (AH)  | <input type="checkbox"/> Bronze Vest (AB)      |          |
|           | <input type="checkbox"/> Coral Ring* (AC)   |                                                |          |
| Key Items | <input type="checkbox"/> Kupo Nut           | <input type="checkbox"/> Autograph             |          |
|           | <input type="checkbox"/> Moogle Suit        | <input type="checkbox"/> Mini-Burmecia         |          |
|           | <input type="checkbox"/> Master Hunter      |                                                |          |
| Enemies   | Mu                                          | Trick Sparrow                                  |          |
|           | Fang                                        | Zagnol                                         | SUB-BOSS |

\*You'll only get one of these items, which is the winner of the Festival of the Hunt.

"I'm not gonna sit back and watch your home get destroyed, alright?" -- Zidane

Watch the scenes as you enter Lindblum. When you regain control, go up the stairs before following Minister Artania. In this next room, go down the stairs and talk to the chick. Her name's Erin. You'll meet her in another Disc as well. Anyway, go up the stairs and go up the next set of stairs. In here, open both chests to find 'Glass Armlet' and 'Ether'.

Also, speak to Mogki the Moogle. Give him the letter and he'll also ask you to give a letter to Atla. Ok, now return to the room with the fountain and follow

Minister Artania now. Keep on watching some more scenes...

<ATE> Teach me, Mogster! (My first synthesis lesson) [Mogster]

Now we finally have control. Enter the adjacent room to find Moodon the Moogler. Speak to him and you'll receive a letter from Ruby. After reading it, head downstairs and check the lower left corner to find '163 Gil'. Leave the Inn...

<ATE> Small-Town Knight in a Big City [Steiner]

Here, go N to the next area. Here, go N to the next area and check under the NE tree to find a hidden chest with 'Tent'. Now enter the NE building to find the church. Go up the ladder and check the right side to find 'Leather Plate'. Now leave the church and return to the previous area.

Enter the house right next to you as you start. Open the chests to find 'Hi-Potion' and 'Echo Screen', then leave the building. Move NE to the next area. Ok, we're now in the actual shopping area. Go NE and enter the weapon shop. In here, buy 2 Glass Armllet (you should have 1 already) and a Steepled Hat. Now enter the NW store, which is the first Synthesis Shop.

Now examine the table where Torres is to find 'Silver Gloves'. Now, it's time to synth. You should have over 14,000 Gil, which should be more than enough to do everything I want you to do. I recommend doing both the Butterfly Sword and The Ogre and probably one of each accessory. Here's what you need:

- o Dagger x1
- o Mage Masher x3
- o Wrist x1
- o Steepled Hat x2
- o Leather Hat x1
- o Leather Shirt x1
- o Feather Hat x1
- o Leather Wrist x1
- o Glass Armllet x1

It's not much. I equipped Zidane the Yellow Scarf so he could learn Bird Killer and hurry up and learn Steal Gil skills. Once he learnt that, I changed him to the Glass Buckle. Leave the synthesis shop, return to the front of the inn and go right to enter the Station...

<ATE> Vivi's Shopping [Vivi]. You get 'Kupo Nut' in the ATE.

In here, examine the Air Cab and head over to the Industrial District. Leave the station and check to the left of the entrance to find a hidden 'Leather Wrist'. Now go up the stairs to the next area and enter the house at the end. Open the 2 chests upstairs to find 'Mimic Card' and 'Steepled Hat'. Go outside and speak to the man outside the pub, the one sick.

Check the wall on his left to find a hidden 'Bronze Vest'. Equip on Zidane right away, return to the station and head over to the Theater District. Once you arrive, exit the station...

<ATE> Steam Engine [Steiner]

Check the SE corner (near the entrance to the house) to find '127 Gil'. Now enter the house. Open the chest to find 'Ore'. Now follow the path to the next area and speak to the woman near the stairs. She'll leave and another one comes. Speak to her as well and go down the stairs. Speak to the purple-haired

woman and watch the scene.

Once the huge Moogle leaves, return to the first area and enter the painter's house. Speak to Lowell to receive 'Autograph'. Now check in front of Lowell to find 'Moogle Suit'. Now proceed to the next area (where the first fan was) and enter the building, which is Tantalus' hideout.

A little scene triggers as Zidane enters...

<ATE> What can I do? [Dagger]

When you regain control, open the chests to find '97 Gil', '68 Gil', '282 Gil' and check up the ladder to find 'Mini-Burmechia'. Now leave the hideout...

<ATE> Baku and His Crew [Tantalus]

After the ATE, return to the station and head over to the Castle. Once you arrive, when you get to the room with the fountain, try going SE to have a soldier tell you to stop. Now go upstairs and proceed to the bedroom, where Steiner is and a scene triggers. Now return to the fountain room and you'll hear Dagger sing.

Try going SE again and Zidane comes up with an idea. Return upstairs and in this room, go down the stairs and speak to the sleeping soldier. A lil' scene triggers and you'll steal his uniform...

<vin> Man, this part reminds me so much of when Locke stole the uniform from the soldiers in South Figaro in FFVI. Man, so many good memories. Gotta write for that game sometime.

Return to the fountain room, go past the guard and when you get to the upper room, go left from the opening and follow the path until an FMV with the beautiful Dagger triggers. Once you move the telescope, view all six locations that appear with a ! and the scene continues. Now it's time for the Festival of the Hunt.

## F E S T I V A L   O F   T H E   H U N T

Alrighty, I love this festival. Too bad it's only once per game. Now, the characters participating in the festival are Vivi, Zidane and Freya. Each wants something different, which is:

Zidane :: Gil [5,000]

Vivi :: Card [Theater Ship Card]

Freya :: Accessory [Coral Ring]

They all also start in different districts. Zidane starts in the Theater District, Freya starts in the Industrial District and Vivi starts in the Business District. You'll have a total of 12 minutes, which is what the festival lasts. The time continuously runs, even when you're using the menu, so pause if you need to go to the bathroom or whatever.

The enemies won't give you a single XP, no AP, no Gil nor Items. You'll only receive Points. Well, which one to pick as the winner? Well, I recommend letting Freya win. Her prize is the best out of the 3, so yeah. How to let her win? Well, let Zidane lose (like getting a Game Over) and when you encounter the Zahgnol, DO NOT defeat it. If you do so, you'll win the festival.

As for the enemies, there are only 3: Mus, Trick Sparrows and Fangs. The each give you different amount of points, which are:

Mu :: 7 - 14  
Trick Sparrow :: 6 - 13  
Fang :: 21

I recommend finishing the Theater District first, then move on to the Industrial and finally the Business District. If you reach the plaza in the Business District (the area with the shops) when there's 4:30 minutes left, you'll find the Zaghnol.

When you fight him, make sure to equip some items that reduces Thunder magic since Zaghnol loves to use them. You can steal Needle Fork (a weapon for an upcoming party member) and Mythril Gloves). It has around 1,500 HP, which shouldn't be much if you use The Ogre, which should deal around 550 dmg. per hit.



After the Festival, you'll receive your reward and the 'Master Hunter' key item. Watch the scenes and we now know where our next destination is, right? Damn that Queen Brahne. Anyway, when you regain control, equip Freya with the best equipment you have (remember to equip the Coral Ring).

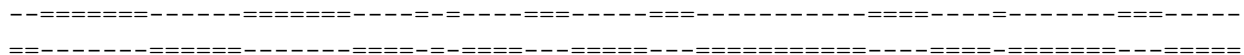
Now leave the room, board the lift and go to the Base Level. We need to go to Gizamaluke's Grotto, but before we go, there are some things I want you to do before. Before leaving Lindblum, make sure to buy the following, since there'll be a new character joining your party:

- o Needle Fork (stolen from Zaghnol)
- o Steepled Hat / Feather Hat
- o Glass Armlet
- o Cotton Robe
- o Glass Buckle

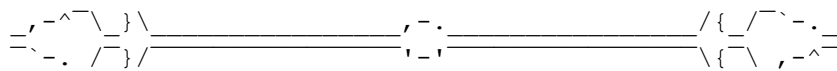
Now, at the base level, ride the right cart S to the Serpent's Gate. Once you arrive, examine the hidden N chest to find 'Wyerd Card'. Now move to the Dragon's Gate, speak to Moonte the Moogle, pick Mognet and read Stiltzkin's letter. Buy anything from the merchant there, open the hidden chest on the right side to find 'Tent' and leave through the gate.



At the World Map, head N with just a little E and you'll find a circular forest. Try approaching it to find...



A R E A 0 9



Q U ' S M A R S H

[sx509]

|          |                                          |
|----------|------------------------------------------|
| My Party | Zidane 10, Vivi 9, Freya 10              |
| Enemies  | EAT: Axolotl (211 HP) [Weak: Thunder]    |
|          | EAT: Gigan Toad (297 HP) [Weak: Thunder] |

Remember this place? It's where Mogster is. Anyway, go N and when you actually see him, go W to the next area. Here, go N through the grass and follow the

path until you see a blue "thing" walking around. Talk to it and it's hungry and wants frogs. Go to the NE side of the area and catch the lone frog here.

Speak to the Qu again and give it the frog. His/her name is Quina...

<vin> I just don't know what Quina is, male or female. I'll most probably be calling it her throughout the game, just to make it easier on me, alrighty?

Watch the scene with Quale and Quina. You're then asked if you allow Quina to join the party. Accept her in the party. Poor Vivi though. Now equip everything on Quina and make sure to have her learn Add Status since it'll be useful with the Needle Fork's Petrify Add ST.

Now, another sidequest starts here. Quina's frog catching sidequest. There are Qu Marshes around the world and you need to eat a certain amount and you'll receive an item. Check out the sidequest section for more info. I only recommend you catching at least 9 frogs to get the Silk Robe.

Now, with Quina in your party, you can now eat, meaning that when the enemy has 1/4 of its Max HP left, Quina can eat it and learn an ability, if the enemy bestows Blue Magic, of course. Here's a little list of the enemies here in the Marsh that give you a Blue Magic:

| Enemy        | Blue Magic   | Location |
|--------------|--------------|----------|
| Axolotl      | Aqua Breath  | Marsh    |
| Gigan Toad   | Frog Drop    | Marsh    |
| Hedgehog Pie | Pumpkin Head | Marsh    |
| Serpion      | Mighty Guard | Marsh    |

These enemies are located here in the Marsh, just like I said, but some of them are also on the World Map, on the surrounding area of the Marsh, where the grass is like brownish, not green like it normally is. The most important ones or so to say are Serpion's Mighty Guard and Axolotl's Aqua Breath. Try getting those at all cost. Once you do so, are you willing to go grab some more Blue Magic for Quina? No? Well, too bad XD. No, in all seriousness, if you don't want to, skip the following chart:

| Enemy        | Blue Magic    | Location                    |
|--------------|---------------|-----------------------------|
| Vice         | Vanish        | Eunorus Plains*             |
| Axe Beak     | Limit Glove   | Lindblum Plateau**          |
| Bomb         | Mustard Bomb  | Lindblum Plateau (forest)** |
| Carve Spider | Lv.3 Def-Less | Lindblum Plateau**          |

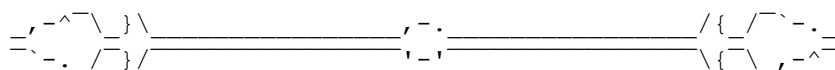
\* Just outside Lindblum's Dragon Gate.

\*\* Outside Lindblum, from the exit just S of the Inn at the Business District.

Now return outside Qu's Marsh and from here, go E to find a river and a bridge on the N side of the river. Cross it and keep going E until you find...

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A R E A 1 0



C H O C O B O ' S F O R E S T

[sx510]

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|           |                                                                                                                                                                                                                                      |
|-----------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| My Party  | Zidane 12, Vivi 11, Freya 12, Quina 10                                                                                                                                                                                               |
| Items     | <input type="checkbox"/> Gysahl Greens x1   <input type="checkbox"/> Elixir x2<br><input type="checkbox"/> Hi-Potion x8   <input type="checkbox"/> Ether x5<br><input type="checkbox"/> Potion x5   <input type="checkbox"/> Tent x2 |
| Equipment | <input type="checkbox"/> Germinas Boots (AC)   <input type="checkbox"/> Germinas Boots (AC)<br><input type="checkbox"/> Cotton Robe (AB)   <input type="checkbox"/> Cotton Robe (AB)                                                 |
| Key Items | <input type="checkbox"/> Moccha Coffee                                                                                                                                                                                               |

As you enter, you'll see a Moogles and a Chocobo running around, playing. Afterwards, you'll receive 'Gysahl Greens'. Do as Mene says, leave the Forest and use the Gysahl Greens on the Chocobo footprints. Mount him and reenter the Forest.

Speak to Mene and ask about the big secret. Wow, we can use Choco to dig up treasures. The best treasures are Chocographs. These show you a picture and you have to find it in the World Map. If you do, you can dig there and find a chest with several items. You can dig up several but only 2 are digable at the moment:

- Streamside [Elixir x2, Hi-Potion x3, Ether x4, Germinas Boots x2]
- Between Mountains [Potion x5, Hi-Potion x5, Tent x2, Cotton Robe x2]

When you wanna check your Chocographs, talk to Choco and select the Chocograph option. Select the first one, Streamside and leave the Forest. The location of this Chocograph is on the W side of the river you crossed to get to the Forest from the Qu's Marsh. Press [] when you get to the shore to find the chest.

As for the other Chocograph, Between Mountains, return to Lindblum's Dragon's Gate and from here, go W alongside the shore to the SW side of the map. Start digging in between the mountains to find the chest. Return to the Forest and if you want (or if you haven't already), put on your Healing Shore Chocograph and move NE of the Forest to enter South Gate.

You remember this place from the ATE "Baku and His Crew"? Check the E side, where Cinna was and when the ! appears, examine that place to find 'Moccha Coffee'. Now go N towards the gate and check the right side to find a hidden 'Ether'.

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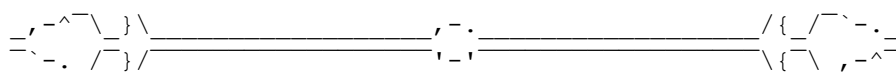
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| Enemy | Blue Magic | Location | * Just outside South Gate and the
|-----|-----|-----| area surrounding Chocobo's
| Ironite | Angel's Snack | King Ed Plains* | Forest.
o-----o

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Once back at the World Map, it's time to run to Gizamaluke's Grotto, finally. Before that though, make sure you have some Gysahl Greens with you [at least 15]. This is due to 2 things: 1) They heal Confusion and 2) You can call Chocobos. Now, press Select once to open up the Map. Find the Grotto and move on to...

=====

A R E A 1 1



|           |                                              |                                          |
|-----------|----------------------------------------------|------------------------------------------|
| My Party  | Zidane 12, Vivi 11, Freya 12, Quina 10       |                                          |
| Equipment | <input type="checkbox"/> Bronze Vest (AB)    | <input type="checkbox"/> Magus Hat (AH)  |
|           | <input type="checkbox"/> Mythril Gloves (AA) |                                          |
| Key Items | <input type="checkbox"/> Gizamaluke Bell     | <input type="checkbox"/> Gizamaluke Bell |
|           | <input type="checkbox"/> Gizamaluke Bell     | <input type="checkbox"/> Gizamaluke Bell |
|           | <input type="checkbox"/> Holy Bell           |                                          |
| Enemies   | Type A                                       |                                          |
|           | Skeleton (400 HP)                            | [Weak: Fire, Holy]                       |
|           | Hornet (293 HP)                              | [Weak: Thunder, Wind]                    |
|           | Lamia (994 HP)                               | [Weak: Thunder]                          |
|           | BOSS: Gizamaluke (3,000 HP)                  |                                          |

"What happened to Master Gizamaluke?" -- Freya

At the start, after the scene, check the E side of the room to find a wounded soldier. Talk to him to receive 'Gizamaluke Bell'. Now return and use the bell on the N door to open it. Proceed. Watch the little scene and you'll now fight 2 Black Mages Type A. Really easy battle that only use level 1 spells.

Proceed under the bridge and at this area, kill the Black Mage to receive 'Gizamaluke Bell'. Now go up the stairs and use the bell on the left door. Talk to the wounded soldier to get 'Gizamaluke Bell'. Now return a little and at the corner of the walkway, open a hidden chest to find 'Bronze Vest'. Now return downstairs and open the small NE door.

Follow the stairs, examine the NE side of the stairs to find a hidden pair of 'Mythril Gloves' and when you're under the little bridge, grab a hidden 'Magus Hat'. Equip it on Vivi right away...

<vin> In this area is more probable of you encountering Lamias. They use Might to gain more ATK. Counter this with Zidane equipped with The Ogre and using Soul's Blade.

When you get to the big bell, a little scene with some Kupos...

<vin> That's what I like to call the Moogles. I like the name Kupo more than Moogle, don'tcha think?

Remember the Kupo Nut Vivi got in Lindblum? Yep, you use it here. Open the chest in here to find 'Gizamaluke Bell'. Now enter the right door to find the Moogles. Speak to Moguta and say Yes. Now speak to Mogmi and pick Mognet. She receives a letter from Moodon. Now save your game and as you try to leave, Moguta gives you 'Holy Bell'...

<vin> If you check the NE corner of the room, you'll find a vine leading to the World Map. Out here, you'll only find 2 enemies: Garudas [forests] and Grand Dragons [Plains]. Don't even bother come out here. Garudas can kill your entire team with a single Aerial Slash and the Grand Dragons... I don't even wanna talk about it.

Return to the room with the big bell and use the Holy Bell on the left door this time. Go through to trigger a scene and a...

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Gizamaluke	HP	3,000	XP	---	AP
-----	Weak	---	Gil	800	05
Item Drop	Tent	-----	-----	-----	
Steal	Magus Hat, Elixir, Ice Staff				
Party lv	Zidane 13, Vivi 13, Freya 14, Quina 12				
\=====

```

Strategy: Ok, the first time I played this game, I had a really hard time fighting against Gizamaluke and the reason is that I was so underleveled. I even had a hard time against Black Waltz #2. Anyway, after several playthroughs, I now know what it does and how to play against it. First of all, let me mention its attacks.

Crash deals around 200 dmg. to one character. It has the spell Water which can target either 1 or all the characters for around 100 dmg. The last attack it has is Silent Voice, which basically counters any spell you use against it with Silence [not always though].

That's all of its attacks. First of all, make sure Zidane steals all 3 items from Gizamaluke. The Ice Staff is rather hard to get and it'll take you several tries before you actually obtain it, so use all the potions you need to stay alive before killing Gizamaluke. Before the fight, make sure you equip Zidane with the Butterfly Sword.

Now, as the battle starts, make sure to have Zidane use Soul Blade while having the Butterfly Sword equipped to have Gizamaluke Silenced. Now you don't have to be worrying about the Water spell, which can be dangerous. Have Zidane steal, like said above while Freya attacks [physical or Lancer], Vivi uses Thunder and Quina uses Potions.

If you see Quina is not enough alone to heal up, have Vivi stop casting and start using potions alongside Quina. Also, have Vivi cast Slow on Gizamaluke to have him with Slow and Silenced. Once it's without items to steal, just attack it over and over and use Thunder on it until it dies.

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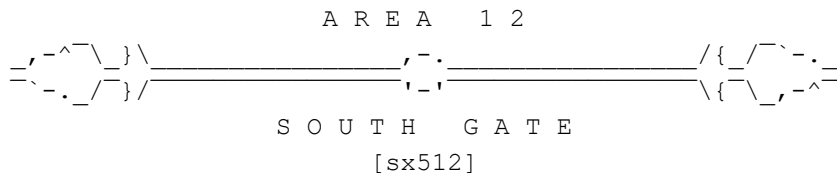
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Now watch the scene and you'll be in control of...

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```

My Party	Steiner 9			
Items	[] Potion	x9	[] Hi-Potion	x1
	[] Tent	x1	[] Phoenix Down	x4
	[] Ether	x3	[] Remedy	x4
	[] Elixir	x2	[] Rising Sun	x8
-----	-----	-----		
Equipment	[] Multina Racket	(WP)	[] Magician Robe	(AB)
	[] Oak Staff	(WP)		

```

'~. \_\_\_\_\_ | \_\_\_\_\_ | \_\_\_\_\_ ,~'

As we start, speak to the Lindblum soldiers. Haha, stupid soldiers. When we regain control, check the left hidden chest to find 'Multina Racket'. Now speak to the NE woman and console her. Afterwards, she'll leave and start speaking to the guy on the left side. Now speak to the SE guy and afterwards, speak to the blue "person" on the left side.

Afterwards, try killing him... haha. Anyway, return to the chief engineer and he'll run away. Now the coast is clear. Move to the alley, watch the little scene and move to the Soldier. You'll receive 'Gate Pass'. Now move to the alley to have Dagger come out of the bag.

After the scenes, talk to the guy in the little hut on the right side to buy some items. Restock, grab 'Potion' from the chest on the left and speak to Grimo the Moogles. Pick Mogret and you'll receive a letter to give to Nazna...

<vin> Don't worry. We'll meet with Atla in Burmecia. Don't start thinking I forgot about her.

Now, save your game, equip Dagger with the Multina Racket and the rest of the newest equipment, as well as Steiner...

<vin> Make sure to equip Steiner with a pair of Germinas Boots and Dagger with a pair of Desert Boots.

Now go up the stairs and board the train using the Gate Pass. Sit on the lowest right seat to have the scene continue and now you'll be in control of Zidane and the rest again.

=====

We'll be now in the Daines-horse Basin area. Equip the Ice Staff you stole from Gizamaluke right now on Vivi. From the entrance/exit of Gizamaluke's Grotto, go N hugging the E mountain to reach the North Gate. After the little scene, open the chests to find 'Hi-Potion' and 'Tent'. Now leave North Gate and head W.

You'll come across a huge sand whirlwind. From here, follow the passage to the NE of it to reach the shore. From here, around this area, you'll find an enemy named Nymph. Eat her with Quina to get her Blue Magic "Night".

|         |            |                  |                                  |
|---------|------------|------------------|----------------------------------|
| o-----. | -----.     | -----o           |                                  |
| Enemy   | Blue Magic | Location         | * NW of the sand whirlwind near  |
| -----   | -----      | -----            | Burmecia, near the shore and the |
| Nymph   | Night      | *Eesistern Coast | Chocobo Footprints.              |
| o-----' | -----'     | -----o           |                                  |

Around here, you'll also find the Chocobo's Footprints. Call it and time to find some more Chocographs...

- [\_] Healing Shore [Reef Ability]
- [\_] Bird's-Eye Lagoon [Potion x8, Phoenix Down x4, Ether x3, Magician Robe x1]
- [\_] Small Beach [Remedy x4, Elixir x2, Rising Sun x8, Oak Staff x1]

The Healing Shore Chocograph is very easy for you to get. It's just behind you. It's after the little passage you used to get to the shore. The reward is the Reed Ability. Choco meets the Mighty Chocobo and it turns Cyan, giving you the ability to walk over shallow waters. NICE!!!

Now with the Reed Ability, we can get the Bird's-Eye Lagoon and the Small

Beach, but you have to return to the area with Qu's Marsh and the Chocobo's Forest. Note that these are totally optional and you can do them later in the game, but if you want to, go get them.

Small Beach. From the Chocobo's Forest, go S and when in the shallow waters, go W across the river and follow the shallow waters until you come across an isle with a small beach. This is where the Chocograph is...

<vin> As soon as Vivi learns Blizzara from the Ice Staff, make sure to equip him the Oak Staff. Gives him 3 new abilities, plus it has more ATK.

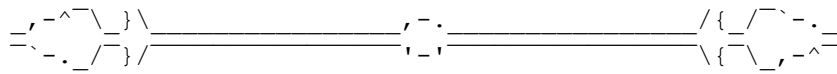
Bird's-Eye Lagoon. From Qu's Marsh, go W and move into the shallow waters. Press R2 to move the camera angle to have it right on top of you. Move across the shallow waters until you get to a semi-large isle (you can see it in the map). Check the left side of this isle to get the chest...

<vin> As soon as you open the chest, look for some land to unmount your Choco and equip Vivi the Magician's Robe to have him have a huge boost in DEF and learn "Auto-Potion".

Alrighty. We're done with things to do at the moment and since this is the last part of the first disc, we had to make sure we did everything, no? Anyway, from the entrance/exit of Gizamaluke's Grotto, move to the N side of the area, save, heal and enter...

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 =====

A R E A 1 3



B U R M E C I A

R e a l m o f E t e r n a l R a i n

[sx513]

|            |                                               |                                                 |
|------------|-----------------------------------------------|-------------------------------------------------|
| My Party   | Zidane 14, Vivi 13, Freya 15, Quina 13        |                                                 |
| Items      | <input type="checkbox"/> Soft                 | x2   <input type="checkbox"/> Potion x1         |
|            | <input type="checkbox"/> Ether                | x1   <input type="checkbox"/> Tent x1           |
|            | <input type="checkbox"/> Phoenix Down         | x1   <input type="checkbox"/> Phoenix Pinion x1 |
| Equipment  | <input type="checkbox"/> Germinas Boots (AC)  | <input type="checkbox"/> Mythril Spear (WP)     |
|            | <input type="checkbox"/> Lightning Staff (WP) |                                                 |
| Stellazzio | <input type="checkbox"/> Cancer               |                                                 |
| Key Items  | <input type="checkbox"/> Protection Bell      | <input type="checkbox"/> Kupo Nut               |
|            |                                               |                                                 |
| Enemies    | Type A                                        | Basilisk                                        |
|            | Ironite                                       | Mimic                                           |
|            | Magic Vice                                    | Beatrix BOSS                                    |

When you gain control, look on the left side and you'll see a wrecked wooden cart. Search behind it to find 'Cancer'. Go N to trigger a scene with Zorn and Thorn. You'll also have to fight 2 Black Mages Type A. Afterwards, move left and enter the building. Open the chest on the right to find 'Soft' and the one on the right to find 'Potion'.

Return outside, go right and into the door on top of the stairs...

| Enemy      | Blue Magic    | Location     | * Outdoors of Burmecia. |
|------------|---------------|--------------|-------------------------|
| Ironite    | Angel's Snack | Burmecia*    | ** Summoned by Mimics   |
| Magic Vice | Magic Hammer  | Burmecia* ** |                         |

In here, open the chest behind the stairs to find 'Soft. The chest on top has a Mimic, which isn't strong at all. It summons the Magic Vice enemy though, which is edible. Try eating one to get the "Magic Hammer" Blue Magic for Quina. Now leave the room and go W when you're out here. Once inside, WALK across the path, DO NOT RUN! Otherwise, it'll fall and you'll miss 'Germinas Boots' from the chest.

Now run across to make it fall. Return to the bottom floor of this room and now you can cross. The chest here is another Mimic. Fight it and eat the Magic Vice if you didn't earlier. In this room, move to the right side and jump out the balcony. In this next room, check the NW corner to find a hidden 'Ether'. Now talk to the wounded soldier and check under the bed (behind it) to find 'Protection Bell'.

Now return to the room outside (the one after the first Mimic chest) and use the bell you just got to open the door. Watch the scene as the party runs up the stairs. At the top of the stairs, enter the door right in front of you and watch the scene. Now go up the stairs and enter the second door. Open the chests to find 'Tent' and 'Phoenix Down'.

Proceed down the path and go around to find another Mimic. Now enter the central door and you'll be outside once again, with 2 buildings. Enter the left one to trigger a little scene and you'll obtain 'Mythril Spear'. Equip it right away on Freya. Now enter the right building, open the chest at the back to find 'Lightning Staff'. This triggers a scene with Stiltzkin. Talk to him and buy his goods for 333 Gil.

Now speak to Atla and use Mognet. Give her the letter (finally) and you'll receive 'Kupo Nut'...

<vin> Even if you don't want to, please return to Gizamaluke's Grotto before the end of Disc 1 and give Moguta this Kupo Nut. If you don't, you'll miss a Kupo Nut and we don't want that, do we? You'll receive 'Phoenix Pinion' if you do so.

Now she wants us to deliver a letter to Monev. Do it. Now, from the Mogshop, buy a Barbut for both Steiner and Freya. Restock on items, use a tent and save your game...

<vin> Man, this has to be the most used Moogle yet, huh?! ;)

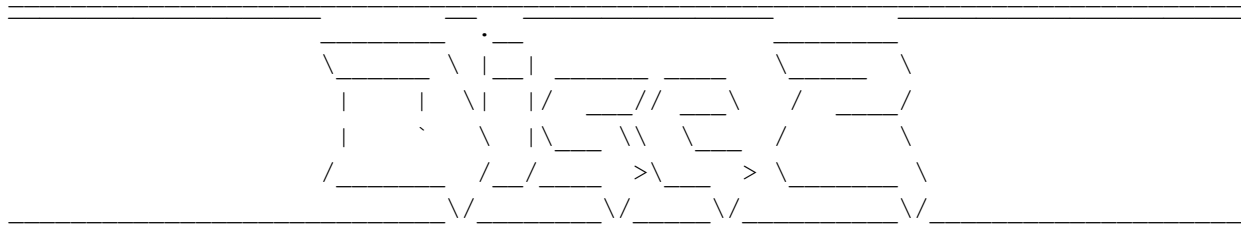
Ok, leave the room and proceed N to trigger a scene. Pick whichever answer you want and then a...

|           |                                          |       |     |     |    |
|-----------|------------------------------------------|-------|-----|-----|----|
| Beatrix   | HP                                       | 3,600 | XP  | --- | AP |
|           | Weak                                     | ---   | Gil | --- | -- |
| Item Drop | ---                                      |       |     |     |    |
| Steal     | Phoenix Down, Chain Plate, Mythril Sword |       |     |     |    |
| Party lv  | Zidane 15, Vivi 15, Freya 17, Quina 15   |       |     |     |    |

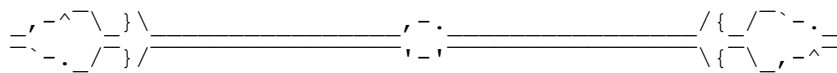
| Strategy: Ok, the hotness Beatrix. She cannot be defeated. Don't even  
 | try. What you should try, however, is to steal all 3 items of hers...  
 | well we actually only need the Chain Plate and the Mythril Sword. Start  
 | by having Vivi cast Slow on her, because this fight has a time limit,  
 | even if you can't see the timer.  
 |  
 | Have Freya use Reis's Wind to have Regen on and make sure Zidane has  
 | his Bandit skill on. Quina should use Mighty Guard just to protect  
 | yourself a little more of Beatrix's attacks. Zidane should stick to  
 | steal the items, while Quina and Freya stick to heal the party.  
 |  
 | As for her attacks, Thunder Slash deals around 225 dmg. Shock deals  
 | around 450 dmg. to one character. Her regular attack deals around 100  
 | dmg. Stock Break depletes your HP to 1, ending the fight.  
 |

=====

Now watch the scene and the FMV and you'll end the first disc, congrats! Now  
 pop in Disc 2! ;)



AREA 14



SUMMIT STATION &  
 SOUTH GATE

[sx514]

|           |                                       |    |                                    |
|-----------|---------------------------------------|----|------------------------------------|
| My Party  | Dagger 8, Steiner 9                   |    |                                    |
| Gil       | 1,610 Gil                             |    |                                    |
| Items     | <input type="checkbox"/> Phoenix Down | x1 | <input type="checkbox"/> Elixir x1 |
|           | <input type="checkbox"/> Hi-Potion    | x1 | <input type="checkbox"/> Ether x3  |
| Stellazio | <input type="checkbox"/> Scorpio      |    |                                    |
| Key Items | <input type="checkbox"/> Kupo Nut     |    |                                    |
| Enemies   | BOSS: Black Waltz #3 (1,290 HP)       |    |                                    |

"Steiner? Are you mad at me?" -- Dagger

After the first scenes of Disc 2, go E and enter the building. Watch the scene  
 in here and then speak to Nazna the Mooglee. Give her Grimo's letter and you'll  
 receive 'Kupo Nut'...

<vin> You'll only receive this Kupo Nut if you gave Moguta in Gizamaluke's  
 Grotto the Kupo Nut Atla in Burmecia gave to you. If you didn't, you'll miss  
 this Kupo Nut.

She'll also give you a letter to Mochos the Moogle. Save your game if you want to and speak to the S merchant. Buy an Air Racket (don't buy it if you have Desert Boots equipped on Dagger so she can learn Scan), a Mythril Rod and a Glass Armlet if you don't already have one. Now open the W chest to find 'Phoenix Down'.

Speak now to the man on the left side of the room and the car going to Lindblum departs. Now leave the building to find Cinna and Marcus. Return inside the room to have the scene continue. Now speak to Marcus and the scene'll continue. Also speak to Steiner. Now follow the guys and the scene WILL continue. Now go inside the car.

When you regain control, speak to Marcus again and you'll trigger a...

```

Black Waltz #3	HP	1,290	XP	---	AP
-----	Weak	---	Gil	864	05
Item Drop	---	'-----'-----'-----'-----'-----			
Steal	Steeped Hat, Flame Staff, Lightning Staff				
Party lv	Dagger 8, Steiner 9, Marcus 8				
\=====/					
Strategy: Remember the Black Waltz #3 from the Cargo Ship? Remember					
how easy he was? He's as easy as back then, or probably easier since we					
now have Dagger to heal us up. His lv.1 spells deal around 80 dmg. to					
one character, which isn't much. His physical attack is what got					
somewhat stronger, dealing around 100 dmg. to one character.					
He has a new spell called Freeze, which Freezes your character, making					
him unable to move (somewhat like Petrify), but if he/she's attacked on					
the next turn, he/she'll be shattered in a million pieces and will					
remain out of combat for the rest of the fight. The good thing is that					
he doesn't use his lv.2 spells here, nor he attacks Dagger.					
Have Dagger do what she does best, Heal. Use Cure on all whenever					
needed. Marcus should stick with stealing. Have him steal over and over					
until you steal all 3 items of the BW#3 (useful items for Vivi right					
there). Steiner should only attack him. Once Marcus is done stealing,					
have him join the attack to finish him off in 2 minutes XD.					
+=====+
```

Watch the scene after the fight and now, buy whatever you need from Mary on the E side and proceed N to the next area. Here you can go left to Dali and right to Treno...

<vin> You may return to the Dali area if you want to find the Friendly Monster Mu, and you can get 'Elixir' from the chest in the farm where the old lady was.

Move along to Treno, cross the effed up bridge and go S before leaving the area to find a chest with '1,610 Gil'. Now move along the path until you reach the World Map.

=====

There are several things to do around here before entering Treno, so read along. If you don't wanna do 'em, just skip along and start reading the Treno section. Around Treno, in the flat area (not the forested area), you'll find another Friendly Creature called Ghost. Give it a piece of Ore to receive 10 AP and a 'Hi-Potion'.



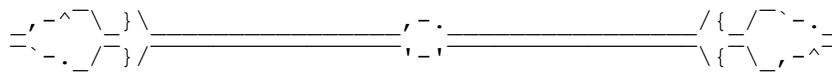
You can also find the Ragtime Mouse in the Forested area. Try answering some questions. Let's also go to Quan's dwelling. From Treno, go E following the forest and start going S along the forest. At the end, you'll find a cave which is known as ? (Quan's Dwelling). Enter it. Do you remember who Quan is? No? Try and remember.

In here, follow the path and when you reach the fork at the end of the area, go right to find a chest with 'Ether'. Now go left from the fork, behind the pillar and down the rope. Down here, move to the S side of the sandy area and you'll find the Stellazzio Coin 'Scorpio' on the floor. Now open the chest to find 'Ether'. If you drink from the pond, you'll fully recover your HP and MP, which is very nice indeed.

Return up the rope and to the next area. In here, go up the ladder to find 'Ether'. Now examine the right side of the table to read some very curious info. Move on to the next area. Examine the clock and the edge of the "bridge" if you want to, then exit Quan's Dwelling. Return all the way through the forested area and enter...

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A R E A 1 5



D A R K C I T Y T R E N O

[sx515]

|            |                                              |    |                                           |
|------------|----------------------------------------------|----|-------------------------------------------|
| My Party   | Dagger 10, Steiner 11, Marcus 10             |    |                                           |
| Gil        | 8,001 Gil                                    |    |                                           |
| Items      | <input type="checkbox"/> Phoenix Pinion      | x1 |                                           |
| Cards      | <input type="checkbox"/> Yeti Card           | x1 | <input type="checkbox"/> Tonberry Card x1 |
| Equipment  | <input type="checkbox"/> Mythril Dagger (WP) |    | <input type="checkbox"/> Power Belt (AC)  |
|            | <input type="checkbox"/> Blood Sword (WP)    |    |                                           |
| Stellazzio | <input type="checkbox"/> Gemini              |    | <input type="checkbox"/> Taurus           |
| Key Items  | <input type="checkbox"/> Supersoft           |    |                                           |

"So, this Tootsie's gonna give us Supersoft?" -- Baku

"... It's Tot." -- Marcus

Alrighty, Treno, the Dark City. Watch the scene at the start and when you're playing as Steiner...

<ATE> Treno Tradition [Dagger]  
 Ambition [Marcus]

Make sure to watch the Treno Tradition ATE IN THIS FIRST SCREEN. You'll lose 1,000 Gil >\_>. Anyway, check the W side of the area to find a fountain. You can throw in 10 Gil. Throw 10 Gil 13 times to find 'Gemini'. Now move W from this first screen and...

<ATE> Pursuit [Dagger]

Make sure to watch this ATE. Anyway, once it's over, go W to find a lone chest with 'Mythril Dagger'. Equip it on... oh, he's not here >\_>... XD. Return and go down the stairs following Dagger. In this area...

<ATE> Confusion [Dagger]

In this area, go N and enter the big building on the NW corner. In the hallway, speak to the four-armed man and he'll run away giving you 'Power Belt'...

<vin> DO NOT, and I repeat, DO NOT equip it on Steiner. He has better things to learn first. Leave this to Zidane and Freya when we get to play with them again.

Now return to the entrance, where Steiner was left alone and head to the right...

<ATE> Meeting Place [Marcus & Baku]  
Unexpected Visitor [Dagger]

Go down the ladder on the right and open the chests to find 'Yeti Card' and '1 Gil'. Now check behind this item shop to find a hidden Stellazzio Coin, 'Taurus'. Return up the ladder and go N to the next area. Go down the stairs to have a Moogle fly out being chased by a dog. He's Mogrigh. He'll receive a letter from Stiltzkin.

Save your game and enter the huge castle-like building on the right. This is the weapon shop. Buy a Mythril Sword for Steiner, 4 Bone Wrists (Dagger, Zidane, Quina and Vivi), 4 Bandanas (Dagger, Zidane, Quina and Vivi), a Chain Plate for Zidane and 2 Chain Mails (Steiner and Freya). Ask the owner for the monster below and tell him you wanna fight it.

Before doing so, though, make sure Steiner has equipped the Blood Sword (you'll receive that from the Stellazzio, read below) and the Gold Choker. If you don't equip the Gold Choker, you'll die from one Aera. The Blood Sword hits for around 650 dmg. draining them so you don't have to heal yourself. You'll receive 'Tonberry Card' as a reward... wow.

Leave the place and go N to the next area. This is the Auction House. You'll find Dagger in here. She'll rejoin, which is good =D...

<vin> In here, there are 2 items very well appreciated if you buy them. The Madain's Ring and the Reflect Ring. Try buying both, which may be quite expensive. I spent 8,800 Gil for the Madain's Ring and 14,500 for the Reflect Ring. Well worth it, IMO. You could buy them for a somewhat cheaper price, but I just like to add 2,000 Gil every time I bid XD.

You can also grab a Pearl Rouge for around 10,000 Gil, Fairy Earrings for around 10,000 Gil and another Magician's Robe.

Return to the previous area and move S to the next one (not up the stairs). This is where the Tetra Game Tournaments are held, which will be of big importance for the game later on. Go W to the next area.

Oh, look where we are. Go N to the next area and enter the only building. This is Queen Stella, who is looking for the Stellazzio. You have 5 at the moment, from which you'll receive:

- 1 :: 1,000 Gil
- 2 :: Phoenix Pinion
- 3 :: 2,000 Gil
- 4 :: Blood Sword
- 5 :: 5,000 Gil

That Blood Sword is very nice. Make sure to learn Armor Break from Steiner's Mythril Sword before equipping it. Now, in the building where you found the four-armed man, there's a Synthesis Shop at the end. Bring the following:

- o Magus Hat x1
- o Rubber Helm x1
- o Linen Cuirass x2
- o Soft x2

Make yourself a Cachusha and some Gold Chokers. If Zidane or Vivi won the Festival of the Hunt at Lindblum on Disc 1, you won't have the Coral Ring. If that's the case, make sure to make one so Freya can learn Lancer. Return now to the entrance and go right. In here, go left and enter the house. Rest here in the Inn if you need to and speak to Marcus at the bottom.

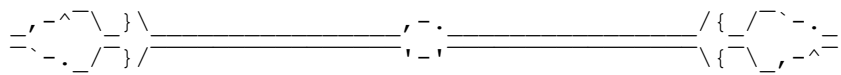
After the little chat, run to the bottom while avoiding Steiner. Watch the scenes and you'll meet Doctor Tot. I laughed so much in the chat between Baku and Marcus XD. Anyway, return to the entrance of Treno and go W. Go to the W side of this area and you'll find the tower Tot talked about.

Move to the top to trigger a scene with Tot. During the scene, you'll receive 'Supersoft'. Speak to Tot once again to have the scene continue. Move along with Tot...

<ATE> Crime and Punishment [Cinna & Baku]

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A R E A 1 6



G A R G A N R O O

[sx516]

|           |                                  |                            |
|-----------|----------------------------------|----------------------------|
| My Party  | Dagger 10, Steiner 11, Marcus 10 |                            |
| Items     | [_] Phoenix Down x1              | [_] Phoenix Pinion x1      |
| Equipment | [_] Chain Plate (AB)             |                            |
| Enemies   | Crawler                          | (625 HP) [Weak: Ice]       |
|           | Dragonfly                        | (348 HP) [Weak: Ice, Wind] |
|           | BOSS: Ralvurahva                 | (2,300 HP)                 |

"You may endanger the princess if you keep telling yourself that." -- Tot

As you gain control, speak to Mochos the Moogle and give him the letter from Nazna. Save your game if so desired and I recommend trying to learn as many skills as possible from the accessories you just got, as well as leveling up, since we won't be playing as these characters in some time again, so trying to level them up past the levels of Zidane and the rest is a smart thing to do ;).

Anyway, from the entrance, move SW, open the chest to find 'Chain Plate' and open the chest on the left to find 'Phoenix Down'. Now pull the lever next to the chest and return to the previous area. Now move to the SE area and move N here to trigger a little scene with Tot. Now pull the chain Tot tells you about and now follow Tot.

Go left from Tot to find a white lever. Before pulling it, remove all the equipment from Marcus (or give him crappy ones), remove the accessories from both Steiner and Dagger, equip these last 2 with Antibody and NOW pull the lever to trigger a scene and a...

```

Ralvurahva	HP	2,300	XP	---	AP
-----	Weak	---	Gil	---	--
Item Drop	None	-----	-----	-----	-----
Steal	Bone Wrist, Mythril Fork				
Party lv	Steiner 19, Dagger 18, Marcus 17				
\=====

```

```

|
| Strategy: Ok, at the level we are, this is a piece of cake. Let Dagger
| standby at all times and Cure when needed. That's all that she should
| do. You can probably have her cast Protect on Marcus since he has no
| equipment or a really crappy one. Let Marcus steal that Mythril Fork
| for Quina. Steal until you do so.
|
| Steiner should focus on being on standby until Marcus robs the
| Ralvurahva of its Mythril Fork. Once done so, have him attack over and
| over with the Blood Sword and/or using Darkside to inflict some serious
| dmg. on it. Like I said, not hard at all.
|
| It's Blizzara spell deals around 200 dmg. to one character, which is
| not much. Devil's Kiss deals around 100 dmg. and inflicts Poison.
| String deals 140 dmg. and inflicts Slow, which is a pain in the ass.
|
|
+=====

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Ralvurahva flees from battle. Well, we'll get our revenge. Watch some scenes and now... uh-oh!

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=====

```

Now we're playing as Zidane and co. Make sure to outfit them with what you bought at Treno. Give Zidane the Fairy Earrings ASAP so he can learn Level Up. Freya should have the Cachusha to learn Ability Up. Anyway, at the World Map, before anything, return to Gizamaluke's Grotto and speak to Moguta. Give him the Kupo Nut you got from Nazna to get 'Phoenix Pinion'.

Return to the World Map and from here, go W and you'll see a huge sand tornado. Approach it to enter...

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A R E A 1 7

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 /-.-\} / /{-.-\} /

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C L E Y R A ' S T R U N K

[sx517]

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```

My Party | Zidane 15, Vivi 15, Freya 17, Quina 15

|           |                    |               |                   |
|-----------|--------------------|---------------|-------------------|
| Gil       | 900 Gil            |               |                   |
| Items     | [_] Phoenix Down   | x1            | [_] Ether         |
|           | [_] Tent           | x1            | [_] Remedy        |
|           | [_] Potion         | x1            | [_] Elixir        |
|           | [_] Hi-Potion      | x1            | [_] Gysahl Greens |
| Equipment | [_] Magician Shoes | (AC)          | [_] Ice Staff     |
|           | [_] Needle Fork    | (WP)          | [_] Flame Staff   |
|           | [_] Desert Boots   | (AC)          | [_] Mythril Vest  |
|           | [_] Mythril Gloves | (AA)          |                   |
| Key Items | [_] Kupo Nut       |               |                   |
| Enemies   | EAT: Carrion Worm  | (259 HP)      | [Weak: Fire]      |
|           | EAT: Dragonfly     | (348 HP)      | [Weak: Ice]       |
|           | Sand Golem/Core    | (342/1091 HP) | [Weak: None/Ice]  |
|           | Sand Scorpion      | (526 HP)      |                   |
|           | EAT: Zuu           | (1149 HP)     |                   |

Watch the scene and the FMV as you enter the area. Move N to the first area. Examine the lever on the right side to open the door. From here, check the right side of this next area to find a chest with 'Phoenix Down'. Move N to the next area. Here, open the S hidden chest to find 'Magician Shoes'. Equip them on either Freya or Quina and open the chest to the N behind the tree to find 'Ice Staff'.

Now go E and exit this area. Go NE all the way to the next area (ignore the vine going up). Open the chest to find 'Ether'. Now examine the hole S of the chest and put the hand inside. Return to the previous area, go up the vines now to the next area.

This area is now empty, only for an already opened chest. Move W to the next area. Go W at the start to find a chest with 'Needle Fork'. Now go N from the entrance and open the chest to find 'Tent'. Go directly W from this chest to find Moneyv the Mooglee. Give him Atla's letter to receive 'Kupo Nut'. Save it for later.

Now go N up the branches to the next area. Here, go N at the first fork to find a chest at the end with 'Flame Staff'. Return to the previous fork and go E to the next area. Cross the bridge to find yourself in some sort of cave. Behind the trunk in front of you is a hidden chest with 'Desert Boots'. Now go NW from this chest and into the little cave to find 'Mythril Vest'. Equip it on Zidane as soon as he learns Devil Killer from the Chain Plate. Open the chest on the E side of the cave to find 'Remedy'.

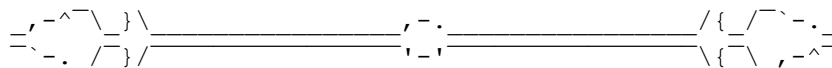
There are 2 exits of this cave. The middle one (towards the BG) and the W one. Move to the middle one, open the chest out here to find 'Mythril Gloves'. Now move N to the end of the path to find a lever. Pull it and return to the cave. Move out following the W path. Open the chest to find 'Potion' and follow the NE path. You'll find a chest at the end of it containing 'Elixir'.

Return to the fork in the previous area and go NW to the next one. Open the chests in here without falling into the whirlpools to find 'Hi-Potion' and '900 Gil'. If you fall into one of the whirlpools, you'll fight Sand Scorpions.

Proceed W to the next area. Follow the path, open the chest in the area with the ladder to find 'Gysahl Greens', and go up the ladder to enter...

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=====

A R E A 1 8



C L E Y R A S E T T L E M E N T

[sx518]

|                                         |                                         |                                         |                                        |                                    |
|-----------------------------------------|-----------------------------------------|-----------------------------------------|----------------------------------------|------------------------------------|
| My Party                                | Zidane 17, Vivi 11, Freya 18, Quina 16  |                                         |                                        |                                    |
| Gil                                     | 2,220 Gil                               |                                         |                                        |                                    |
| Items                                   | <input type="checkbox"/> Phoenix Pinion | x4                                      | <input type="checkbox"/> Ore           | x2                                 |
|                                         | <input type="checkbox"/> Echo Screen    | x2                                      | <input type="checkbox"/> Ether         | x3                                 |
|                                         | <input type="checkbox"/> Remedy         | x2                                      | <input type="checkbox"/> Gysahl Greens | x1                                 |
|                                         | <input type="checkbox"/> Phoenix Down   | x1                                      | <input type="checkbox"/> Elixir        | x1                                 |
| Cards                                   | <input type="checkbox"/> Nymph Card     | x1                                      | <input type="checkbox"/> Zuu Card      | x1                                 |
|                                         | Equipment                               | <input type="checkbox"/> Thunder Gloves | (AA)                                   | <input type="checkbox"/> Silk Robe |
| <input type="checkbox"/> Magician Shoes |                                         | (AC)                                    | <input type="checkbox"/> Yellow Scarf  | (AC)                               |
| <input type="checkbox"/> Emerald        |                                         | (AC)                                    |                                        |                                    |
| Enemies                                 | Alexandrian Soldier                     | (523 HP)                                |                                        |                                    |
|                                         | Type B                                  | (526 HP)                                |                                        |                                    |
|                                         | BOSS: Antlion                           | (3,900 HP)                              | [Weak: Ice]                            |                                    |
|                                         | BOSS: Beatrix                           | (4,700 HP)                              |                                        |                                    |

"Then allow me to shatter your delusions of grandeur." -- Beatrix

Watch the scene with the Oracles as you enter. Say no when the oracle volunteers to tour you around. A very long time it takes to watch the tour... and kinda boring. Anyway, from the entrance, go E behind the oracle and you'll be at a huge sand whirlpool. Check behind the board to find '970 Gil'. Return to the previous area and go N up the FIRST stairs. Check the right side to find 'Phoenix Pinion'.

Go up and at the fork, go E...

<ATE> No Yummy-Yummies! [Quina]

Watch this ATE, WATCH IT to receive something special. Now check the flowers on the right to find 'Ore'. From here, go W to the next area, Plaza de Agua (Water Plaza)...

<ATE> Don't Hate Me [Vivi]

Here, check the area to find a hidden 'Thunder Gloves'. Return to the previous area, go N up the stairs and speak to the Soldier Dan. He set up a shop. Mmm... shopping time. Buy: Partisan (Freya), 4 Mythril Armlet [Zidane, Vivi, Quina and Dagger], Thunder Gloves [Steiner], 3 Mage's Hat [Vivi, Quina and Dagger], 2 Mythril Helm [Freya and Steiner] and 2 Mythril Armor [Freya and Steiner].

<vin> Have Quina equipped with the Silk Robe you'll get in a minute while

Vivi has the Magician's Robe equipped.

Now enter the Inn behind him. Check the left side of the counter to find 'Echo Screen'. Now check the right side (before going up the stairs) to find '1,250 Gil'. Go up the stairs and check the drawer next to the bed to find 'Ether'. Now speak to Mopli the Moogle and pick Mognet and you'll receive a letter from Ruby.

Save your game if you want to, leave the Inn and go NW across the bridge to the next area, where...

<ATE> I-I Haven't Hurt Anyone (after watching Don't Hate Me) [Vivi]

Speak to the maiden here to buy items. Examine the right side of the area (where the mushrooms are) to find 'Phoenix Pinion'. Return to the Inn area and go NE, pick 'Remedy' on the right side of the stairs and now go to the next area, where Quina was in the ATE...

<ATE> There a Mushroom! (after watching No Yummy-Yummies!) [Quina]

From here, return to the entrance and move E to the huge sand whirlpool to find Quina, all sad ='. Speak to her to trigger a hilarious scene. We're now at the trunk again. Mmm... there are chests though ;). Open the one in front of you to find 'Silk Robe'. The one that's kinda hidden has 'Magician Shoes'. Jump down and make your way back up to Cleyra.

Once you're here again, return to the area NE of the Inn, where the 2 Maidens are and go N from here to find the Cathedral. Check the N side (right of the entrance) to find 'Echo Screen'. Check left of the sign near the S entrance to find 'Gysahl Greens'. Now go inside the cathedral and once inside, check the left of the entrance to find a hidden 'Yellow Scarf'.

Speak to the oracles here and they'll tell you to move on to the Inn. Go there to trigger a scene. So there's a problem with the Antlion. Move to the entrance and go right to the huge sand whirlpool to trigger a scene with a familiar face and a...

```
.....
Antlion	HP	3,900	XP	---	AP
-----	Weak	Ice	Gil	1,616	05
Item Drop	Ether, Annoyntment	-----	-----	-----	-----
Steal	Annoyntment, MythrilVest, Gold Helm				
Party lv	Zidane 17, Vivi , Freya 18, Quina 16				
\=====/					
```

| Strategy: Ok, the Antlion is pretty simply, although it hits hard. His |  
| Counter Horn attack counters the character that physically attacks it |  
| for around 350 dmg. Trouble Mucus is the same attack the Carrion Worm |  
| had at the Trunk when you were climbing it. Deals around 150 dmg. and |  
| inflicts Trouble. Fira deals around 250 dmg. and Sandstorm is the same |  
| as the Sand Golem, which can inflict Darkness and deals dmg. to leave |  
| you in critical. |

| As for the strategy, you know what Zidane should do. We're aiming on |  
| that Gold Helm the Antlion is carrying. Make sure you get it at all |  
| cost. While you're stealing, have Vivi Focus turn after turn and leave |  
| the rest of the party on standby to heal (Freya's Reis's Wind and |  
| Quina's White Wind). Once you've stolen the Gold Helm, have Vivi spam |  
| Blizzara over and over (which should take only 1 or 2), Freya should |  
| stick with Lancer/Reis's Wind and Quina will be your healer for the |

| rest of the party. |

| |  
| You can also have Vivi use Sleep (learnt from the Oak Staff from the |  
| Chocograph) on the Antlion while Zidane steals, if you want of course. |  
| Like I said, not a hard battle. |  
| |  
+=====+

Watch the scenes that follow the fight. When you regain control, you'll be moving Freya. Equip her the new armor/weapon and return to the cathedral. Enter the room with the harp and check on the left side behind the pillar to find a hidden 'Ether'. Now check the N center of the room to find 'Ore'. Also, check behind the harp to find 'Phoenix Pinion'.

Speak to the High Priest to receive 'Emerald'. Equip it right away on Freya and move on to the Inn. Speak to Mopli and he'll receive a letter from Monev, from the trunk. Now buy Hi-Potion, Ether and Phoenix Pinion for 444 Gil from Stiltzkin. Rest at the Inn for free if needed and head to Cleyra's entrance to trigger a scene and you'll return to the trunk.

Equip on Vivi the new equipment and head down...

<vin> Taken from my buddy Shotgunnova's guide. Equip your Man Eater here on the available characters to deal massive dmg. to the upcoming enemies.

Move along the path and you'll see that the sand whirlpools have stopped. Wow. You'll now have to face 2 Alexandrian Soldiers. Nothing to worry about. Now go E to the next area, to be ambushed once again. Kill 'em and go S into the cave. In here, you'll ambushed again by 2 more Soldiers. Dammit. Now go S and a scene triggers while you're at the bridge.

Oh man, the town's in danger. After the scene, you'll fight a Black Mage Type B. After the fight, go E to the area where you fought the Antlion and you'll find the Moogles there. Speak to Mopli and he'll want you to deliver a letter to Serino for him. Do it.

Save your game and return to the previous area. You'll have to fight some Alexandrian Soldiers, then some Type B. Now continue and when you need to take a decision, pick "Let's head right!", then "Let's go left!". Fight the Soldiers and the Type B and now "Cross the bridge to the right!". Kill some more Soldiers and watch the scenes.

Now speak to the persons you rescued to obtain 'Remedy', 'Phoenix Down', 'Nymph Card', 'Elixir', 'Zuu Card', 'Ether' and 'Phoenix Pinion'. Now speak to Mopli, save your game, pick up the letter if you haven't already, prepare yourself and exit the cathedral to trigger a scene and a...

```

.-----
Beatrix	HP	4,700	XP	---	AP
-----	Weak	---	Gil	---	--
Item Drop	---	'-----'-----'-----'-----'-----			
Steal	Phoenix Down, Thunder Gloves, Ice Brand				
Party lv	Zidane 19, Vivi 17, Freya 19, Quina 17				
\=====/

```

| |  
| Strategy: Ok, the hotness Beatrix. She cannot be defeated. Don't even |  
| try. What you should try, however, is to steal all 3 items of hers... |  
| well we actually only need the Ice Brand. Start by having Vivi cast |  
| on her, because this fight has a time limit, even if you can't see the |  
| timer. |



Have Freya use Reis's Wind to have Regen on and make sure Zidane has his Bandit skill on. Quina should use Mighty Guard just to protect yourself a little more of Beatrix's attacks. Zidane should stick to steal the items, while Quina and Freya stick to heal the party.

As for her attacks, Thunder Slash deals around 450 dmg. Shock deals around 900 dmg. to one character. Her regular attack deals around 100 dmg. Stock Break depletes your HP to 1, ending the fight.

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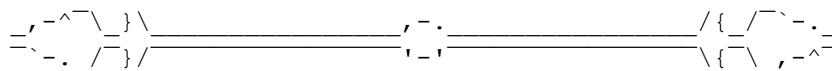
Watch the scenes that follow and Quina leaves the party. Watch the FMV with the b\*\*\*\* Brahne and you'll be at the Red Rose. Watch the scenes with Beatrix and when you regain control, follow Beatrix up the stairs and more scenes trigger. Now follow the rest and soon you'll see a Moogles run from you. Follow it (to where you heard the talk with Brahne) and you'll find Serino the Moogles.

Speak to her and give her Mopli's letter. She'll also give you a letter for Moodon. Receive it. Save your game and now follow Vivi. Use the pods and you'll be at...

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A R E A 1 9



A L E X A N D R I A C A S T L E

[sx519]

|           |                                         |
|-----------|-----------------------------------------|
| My Party  | Zidane 19, Vivi 17, Freya 19            |
| Items     | [_] Tent x1                             |
| Equipment | [_] Ice Brand (WP)                      |
| Enemies   | Alexandrian Soldier (459 HP)            |
|           | Bandersnatch (899 HP)                   |
|           | Type C (623 HP)                         |
|           | BOSS: Zorn / Thorn (5,000 / 3,000 HP)   |
|           | BOSS: Beatrix (5,700 HP)                |
|           | BOSS: Ralvuimago (3,300 HP) [Weak: Ice] |

We start as Marcus and Steiner. You now have to center the gravity, meaning you need to start swinging from left to right to bust the wall. When the cell is going left, press left on the D-pad. When it's going right, move it right. Once you bust into the wall, run to the left, ignore the Alexandrian Soldiers that come after you, go up the long ladder and W into the next area.

A scene triggers here where Steiner meets up with Zidane. Yay! Watch the scene and now we have 30 minutes to rescue Dagger. Now, equip Steiner with anything you have new for him (which should be basically everything), exit the dungeons and you'll now remember this place. If you go W from here and enter the W tower, you'll find Weimar and Breireicht.

Speak to them if you want, return and go N. Remember where the Queen's Chamber is? No? Remember where you went up the stairs at the beginning of the game and bumped into Dagger when trying to flee the castle? Well, enter THAT door...

<vin> If you enter the library area, you'll hear someone talking in the SW corner. If you try to listen, you'll fight Tantaran. It's a optional-boss and is rather annoying and since you have a time limit, I recommend you ignoring it for the moment since we can fight it once again later in the game without the time limit.

In here, enter the middle room (right in front of you), that's the Queen's Chamber. In here, examine the purple candle to open a secret passage. Wait for the moving path to line up, jump and jump again to grab the 2 chests 'Tent' and 'Ice Brand'. Equip it on Steiner right away (just in case you didn't steal it from Beatrix).

Start going down the stairs and when you get to the bottom, go N into the door to trigger a scene and a...

```

Zorn	HP	5,000	XP	---	AP
-----	Weak	---	Gil	---	--
Item Drop	None	-----	-----	-----	-----
Steal	Stardust Rod, Patisan				
Thorn	HP	3,000	XP	---	AP
-----	Weak	---	Gil	---	--
Item Drop	None	-----	-----	-----	-----
Steal	Mythril Armlet, Mythril Armor				
Party lv	Zidane 19, Vivi 17, Freya 19, Steiner 20				
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```

```
|
| Strategy: Ok, this fight is very easy. They only have one attack each |
| one and one needs the help of the other one in order to carry out their |
| attack. They have Meteorite and Light Flare, dealing 450 and 300 dmg. |
| respectively. To avoid these attacks, attack the one helping the |
| other... in other words, attack the one that got the power. |
|
| So, at the start of the fight, have Vivi cast Slow on both of them and |
| have Zidane steal their items. None of the items are of über importance, |
| so don't steal them if you so do desire, but that's easy and quick cash. |
| Just keep on attacking one of them (Thorn for a quicker match) and |
| it'll end in like 3-5 minutes. |
|
+=====+
```

Watch the little scene and now approach Dagger to trigger another scene...

<ATE> Friendship [Marcus]

Once you're holding Dagger, backtrack, speak to Mosh and read the letter from Kupo. Save your game, backtrack all the way to the Queen's Chamber to trigger another scene and another...

```

Beatrix	HP	5,700	XP	---	AP
-----	Weak	---	Gil	---	--
Item Drop	---	-----	-----	-----	-----
Steal	Phoenix Down, Ice Brand, Survival Vest				
Party lv	Zidane 19, Vivi 17, Freya 19, Steiner 20				
\=====/
```

```
|
| Strategy: Ok, the hotness Beatrix. The third and last fight with her. |
```

| She cannot be defeated. Don't even try. What you should try, however, |  
| is to steal all 3 items of hers... well we actually only need the |  
| Survival Vest. Start by having Vivi cast Slow on her, because this |  
| fight has a time limit, even if you can't see the timer. |

| Have Freya use Reis's Wind to have Regen on and make sure Zidane has |  
| his Bandit skill on. Quina should use Mighty Guard just to protect |  
| yourself a little more of Beatrix's attacks. Zidane should stick to |  
| steal the items, while Quina and Freya stick to heal the party. |

| As for her attacks, Thunder Slash deals around 450 dmg. Shock deals |  
| around 900 dmg. to one character. Her regular attack deals around 100 |  
| dmg. Stock Break depletes your HP to 1, ending the fight. |

=====  
Watch the scene after the fight and now you'll fight a Bandersnatch. You'll be  
able to use Beatrix in this fight... which is awesome. Now, as Zidane and co.,  
equip Dagger with the best equipment you got and start descending while  
fighting the Bandersnatches and the Black Mages Type C.

When you fight a Bandersnatch at the bottom before leaving this area, remove  
Steiner accessory since he'll be unusable for quite some time. Kill the  
Bandersnatch with the 3-party and now, after a little scene, you'll have to  
kill some more with Freya and Beatrix. Remove Freya's accessory as well since  
she'll be unusable for a while as well. When you regain control of Zidane, enter  
the room where Dagger was and speak to Mosh.

He's ask you to give a letter to Monty. Do so. Save your game, use a Tent if  
you need to and return to the previous area. Go S this time to the next area. A  
scene triggers as you run forward. Nice! Blank's moving again! =D Keep watching  
the scenes and a... triggers...

.-----.  
| Ralvuimago | HP | 3,300 | XP | --- | AP |  
|-----| Weak | Ice | Gil | 1,404 | 07 |  
| Item Drop | Ether |-----|-----|-----|-----|  
| Steal | Phoenix Down, Adaman Vest, Oak Staff |  
| Party lv | Zidane 20, Vivi 18, Dagger 18 |  
\=====/  
|

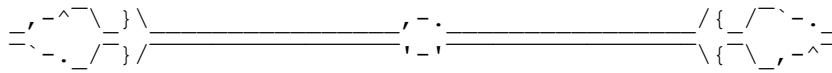
| Strategy: Ok, this boss is so very easy. Stab deals around 60 dmg. to |  
| one character. Ultra Sound Wave inflicts Mini status on one character. |  
| Thundara deals around 80 dmg. Earth Power deals around 90 dmg. to all |  
| characters once he's reacting to your attack. Once he's crawled up, he |  
| won't attack, but he'll counterattack you with Earth Power. |

| As for the fight, have Zidane steal all 3 items while Vivi hits him to |  
| have him curled up. Dagger should stay on standby for the time being. |  
| Once Zidane steals all 3 items from Ralvuimago, have either him or Vivi |  
| cast Blizzara to deal some massive dmg. |

| Have Dagger heal up every turn over and over while Zidane and Vivi |  
| attack nonstop. |

=====  
Now watch the scenes and the FMV and you'll be at...  
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 A R E A 2 0



P I N N A C L E R O C K S

[sx520]

|           |                                         |            |                                        |
|-----------|-----------------------------------------|------------|----------------------------------------|
| My Party  | Zidane 20, Dagger 18, Vivi 18           |            |                                        |
| Equipment | <input type="checkbox"/> Mythril Vest   | (AB)       | <input type="checkbox"/> The Ogre (WP) |
|           | <input type="checkbox"/> Mythril Armlet | (AA)       | <input type="checkbox"/> Peridot (AC)  |
| Enemies   | Sand Scorpion                           | (526 HP)   | [Weak: Ice]                            |
|           | Seeker Bat                              | (594 HP)   | [Weak: Fire]                           |
|           | Zaghnol                                 | (1,189 HP) | [Weak: Water]                          |

After the scenes, return to the area with the beat up wagon and you'll find Ramuh's historian which gives you "Beginning". Return to the previous area, speak to Monty the Moogle, give him the letter, read it and save your game. From the beginning of the area (backtrack a little bit), go left and you'll find one of Ramuh's "ghosts". He gives you the "Human". Now go down the log where the moogle is and open the S chest to get 'Mythril Vest'. Now go N and check the right side as you proceed to find Ramuh's "Cooperation" side of the story.

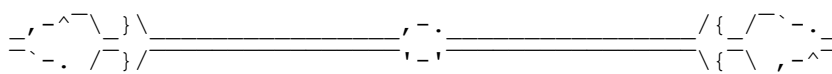
Now go NW to the next area. Open the chest of the left to find Ramuh's "Silence" and 'The Ogre'. Now go N to the next area. Right here, you'll find Ramuh's "Hero" next to the log going up. Return to the previous area and go up the log this time. Here, go N and you'll come across a "?" bubble. Jump down to to open the chest with 'Mythril Armlet'.

Now return here and speak to Ramuh. Tell him the story in the following order:

- o Beginning
- o Cooperation
- o Silence
- o Human or Hero

Watch the scenes and you'll receive 'Peridot'. Choose not to jump when prompted and return to Monty the Moogle. Choose Mognet and read... Stiltzkin... letter. Oh, man... poor Stiltzkin. Anyway, return and now jump down. A set of scenes and FMVs trigger here, which are very... very good. After 'em, you'll end up at...

=====  
 A R E A 2 1



L I N D B L U M

[sx521]

|          |                                         |    |                                   |
|----------|-----------------------------------------|----|-----------------------------------|
| My Party | Zidane 21, Dagger 20                    |    |                                   |
| Gil      | 4,595 Gil                               |    |                                   |
| Items    | <input type="checkbox"/> Phoenix Pinion | x1 | <input type="checkbox"/> Ether x1 |

|           |                                        |      |                                 |    |
|-----------|----------------------------------------|------|---------------------------------|----|
|           | <input type="checkbox"/> Ore           | x1   | <input type="checkbox"/> Elixir | x1 |
| Cards     | <input type="checkbox"/> Lindblum Card | x1   |                                 |    |
| Equipment | <input type="checkbox"/> Bandana       | (AH) |                                 |    |
| Key Items | <input type="checkbox"/> World Map     |      |                                 |    |

"You big dope! It's not just a rag! <Gwok!>" -- Cid

After Vivi hides, enter the Inn's second floor and give Moodon Serino's letter. Read Ruby's letter as well. Moodon has a request to give a letter to Moonte. Do it. Now save your game here and exit the Inn. Head over to the Business district (where all the shops are) and you'll find Artania. A scene triggers with him.

During the scenes with Cid, you'll receive '3,000 Gil'. Time to buy some weapons/armor. There's nothing new in the armory. At the Synthesis Shop, however, there are several things you need:

- o Mage Masher x1
- o Mythril Dagger x1
- o Needle Fork x1
- o Barbut x1
- o Glass Buckle x1
- o Chain Mail x1

Go get these at the weapon shop and make: Exploda, Barette and a spare Power Belt. Now go S from the plaza...

<ATE> The Third Jewel [Alexandrian Soldiers]

In this area, enter the NW house (near the blocked path) to find 'Ether' and 'Phoenix Pinion'. Now leave the house and check the blocked path next to the house to find 'Lindblum Card'. Now go S to the first area and ride the Air Cab to the Theater District. Leave the building as you arrive and enter the SE house.

Open the chest to find 'Ore', leave and head to Tantalus' hideout. Open the chests to find '340 Gil', '262 Gil' and '993 Gil'. Leave the hideout and speak to Lowell. He'll move to Alexandria to help out Ruby...

<vin> This'll only happen if you read Ruby's letter with Moodon at the Inn.

Now return to the main in the plaza at the Business district and tell him you're ready...

<ATE> Brahne's Fleet Arrives [Lindblum Soldiers]

Watch the scenes after the ATE and you'll receive 'World Map'...

<ATE> <Gwok-gwok!> How infuriating! [Alexandrian Soldiers]

Here, at the Dragon's Gate, speak to Moonte the Moogle and give him Moodon's letter. Save your game with him, buy items/weapons/armor with the fellow there, open the hidden chest on the right to find 'Bandana' and leave to the World Map.

At the World Map, head to the Chocobo Forest if you want to play some Hot & Cold. If not, head over to Gizamaluke's Grotto. Go to Moguta, give him the Kupo Nut you got way back to get 'Elixir'. Now leave the Grotto and head over to Qu's Marsh.

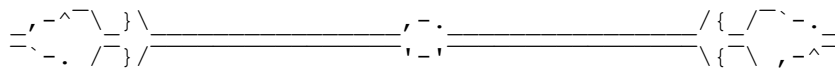
Once you arrive, head over to the pond where you first met Quina and speak to him/her. She'll join the party. Now go to Quale's house and speak to him. Leave the house and go E. A little scene triggers and you'll find the excavation site...

<vin> Make sure you cover everything so far here in the continent. You won't be able to come back until Disc 3. You've been warned. MAKE SURE TO BRING THE ABANDONED BEACH CHOCOGRAPH WITH YOU!

Go inside to find...

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A R E A 2 2



F O S S I L R O O

[sx522]

|           |                                         |            |                       |      |
|-----------|-----------------------------------------|------------|-----------------------|------|
| My Party  | Zidane 21, Dagger 20, Vivi 19, Quina 17 |            |                       |      |
| Items     | [_] Elixir                              | x1         | [_] Ether             | x1   |
|           | [_] Phoenix Pinion                      | x9         | [_] Phoenix Down      | x5   |
| Equipment | [_] Fairy Earrings                      | (AC)       | [_] Lamia's Tiara     | (AH) |
|           | [_] Survival Vest                       | (AB)       | [_] Peridot x12       | (AC) |
|           | [_] Diamond Gloves                      | (AA)       |                       |      |
| Enemies   | Abomination                             | (879 HP)   |                       |      |
|           | EAT: Feather Circle                     | (619 HP)   | [Weak: Thunder, Wind] |      |
|           | EAT: Griffin                            | (1,470 HP) | [Weak: Wind]          |      |
|           | Seeker Bat                              | (594 HP)   | [Weak: Fire, Wind]    |      |
|           | OPTIONAL BOSS: Armodullahan             | (800 HP)   |                       |      |
|           | BOSS: Lani                              | (5,700 HP) |                       |      |

"(Quit flirting with her!)" -- Dagger

"Yes, ma'am" -- Zidane

As you get inside Fossil Roo, start moving forward and an enemy appears behind you - which will start chasing you of course.

|              |                                         |     |     |     |    |
|--------------|-----------------------------------------|-----|-----|-----|----|
| Armodullahan | HP                                      | 800 | XP  | --- | AP |
|              | Weak                                    | --- | Gil | --- | -- |
| Item Drop    | ---                                     |     |     |     |    |
| Steal        | Ore, Hi-Potion, Ether                   |     |     |     |    |
| Party lv     | Zidane 21, Dagger 20, Vivi 19, Quina 17 |     |     |     |    |

-----  
 Strategy: Ok, this is one battle that should be avoided at all cost.  
 It's pretty annoying and you get nothing in return. He won't even stay

| down after defeated. Yes, it gets back up and start chasing you. What  
| makes him annoying are its attacks. It has Lv.5 Death, which kills  
| immediately all characters whose lv. are multiples of 5 (5, 10, 15,  
| etc). Death kills a character immediately.

| He also uses Thundara, which is very rare for it to use. Its physical  
| attack is also powerful, so be careful. Use any of Vivi's -ra spells to  
| take care of it in one hit.

+=====

Anyway, run away from the Armodullahan by crossing the axe-moving objects  
without being hit by them. Cross a couple of screens until a scene triggers.  
Watch it and you'll be in another...

```
.-----.
Lani	HP	5,700	XP	---	AP
-----	Weak	---	Gil	---	--
Item Drop	---	'-----'-----'-----'-----'-----			
Steal	Coral Sword, Gladius, Ether				
Party lv	Zidane 21, Dagger 20, Vivi 19, Quina 17				
\=====/
```

| Strategy: Now HERE's the boss of the area. Lani can be pretty tough.  
| She has -ra spells in her arsenal (including Aera) and can deal around  
| 300 dmg. to one character, has Water, which hits pretty hard on all  
| characters for around 300 dmg., she can use Scan to "scan" you (duh XD)  
| and she physically attacks you for around 80 dmg. Ok so now what to do?

| Since Lani will be attacking Dagger for most of the battle, so a good  
| strategy would be to equip her with Auto-Potion and Chemist to have the  
| Auto-Potion heal 300 HP everytime she's attacked.

| Now first of all, have Vivi cast Slow on her. This will slow her  
| attacks on you. So what to do with her magic? Well, since we have Quina  
| let's use her. If you have Magic Hammer, which you should, use it on  
| Lani to reduce her MP. I used it once and dealt 4,555 MP dmg.

| With that done, she only has physical attacks, which are meh,  
| pathetic. Now have Zidane take his time and steal the items, most  
| importantly, that Gladius. The Coral Sword is wonderful too, but we  
| don't have Steiner to equip it.

+=====

Once she runs away, equip the Gladius to learn Annoy and Lucky Seven...

<vin> I know the Exploda is stronger, but use the weaker weapon right now  
and once you learn Annoy, switch to the Exploda, which also teaches you  
Lucky Seven.

Now, from where we're left, go W to return from whence we came. Run all the way  
to the entrance of Fossil Roo and examine the

```
o-----o room where Armodullahan was hidden to find
| Enemy | Blue Magic | a hidden 'Elixir'. Now return to the area
|-----|-----| after the fight with Lani and go N to the
| Feather Circle | Lv.4 Holy | next area.
| Griffin | White Wind |
o-----o In here, go W and pick up one of those
yellow flowers. Now go right a little bit
```

and press X when the "!" appears to ride the Gargant. When you get off, go N to the next area. In here, speak to the Treasure Hunter. After the info of the switches and the Gargants, go S and buy "Phoenix Pinion, Remedy and Ether" for 555 Gil from Stiltzkin. Now speak to Mogki the Moogle and choose Mognet. He'll receive a letter from Kuppo.

Mogki also sells items, so buy whatever you need. Use some Tents if you need to and save your game. Now go E from the moogles to the next area. Ride the Gargant here and proceed N to the next area to find a lone chest with 'Fairy Earrings'. Return to the moogles now. Now go N to the next area.

Ride the Gargant in this room and go N to find Switch No. 1. Now return, use the Gargant and when you get off, follow the upper path to find a lone chest with 'Ether'. Return and follow the lower path this time. You'll be in front of Switch No. 2 where the Treasure Hunter is. Push it and return to Switch No. 1, which you should push again.

Now return to the moogles and go E once again. Ride the Gargant once more and you'll find another Treasure Hunter. He sells weapons, which are old, so go N to the next area. You'll find Switch No. 4. Flip it, go E, take the Gargant, go E to find a lone chest with 'Lamia's Tiara'. Return to Switch No. 4, flip it once again and take the Gargant.

In this area, climb the vines and cross to the right. If you fall, climb the vines and enter the upper right area (not the entrance at the bottom). You'll find a lone Treasure Hunter. He'll let you dig around here for a Potion. Once you got the hammer, start hammering the upper right side of the area around 9 times (where all those boulders are) to find Kuppo the Moogle.

Choose Mognet and you'll have to deliver a letter to Kupo for him. Sure, why not. Save your game and keep on hammering the walls to your heart's content...

<vin> Note that you can dig up Madain's Rings here. They are rare, but are worth it.

Now, once you quit, go SE from the entrance to this mining site and in this area, examine the SW corner of the area to find a hidden 'Survival Vest'. Equip it on Zidane ASAP. Now return to the area with the pond and the vines. Climb the vines, go up all the way, then left until you get to Switch No. 3. Flip it, go to the bottom and NOW go E to the lower area.

Ride the Gargant here and you can finally reach the sunlight...

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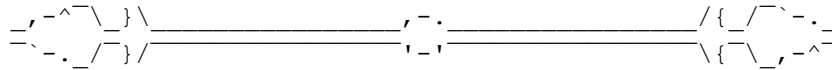
We're finally at the Outer Continent. Go NW from Fossil Roo and you'll see something on top of roots over the canyon. This is our next destination, Conde Petie. Before going there though, circle the area and when you get to a Qu's Marsh, enter it if you want to and eat some frogs. That's all there is to it in the Qu's Marsh, so leave and at the World Map, go NE to find the Chocobo's footprints.

[\_] °ch [Phoenix Pinion x9, Phoenix Down x5, Peridot x12, Diamond Gloves]

Go SE from the Chocobo's footprints and dig around the beach to find the Chocograph's chest. Now that you got the Chocograph, go W from the Qu's Marsh and enter...



AREA 23



CONDE PETIE

[sx523]

|           |                                         |
|-----------|-----------------------------------------|
| My Party  | Zidane 21, Dagger 20, Vivi 19, Quina 17 |
| Gil       | 2,700 Gil                               |
| Items     | [_] Phoenix Pinion x1                   |
| Equipment | [_] Diamond (AC)                        |

"Uh, that's right! My mind is filled with thoughts of... you!" -- Zidane

When you gain control...

<ATE> Vivi and the Couple [Vivi]  
Quina Accused [Quina]

Check NW as soon as you gain control (behind the first Dwarf) to find a hidden '2,700 Gil'. From here, go E to the next area. In here, enter the right room, where Quina was...

<ATE> Dagger and William [Dagger]

Now speak to Mogmatt the Moogle and pick Mognet. Accept the letter for Suzuna. Save your game and buy items if you need/want to. Now check the S corner of the room to find a hidden 'Phoenix Pinion'. Now go up the stairs...

<ATE> Quina Can't Communicate (only if you saw Quina Accused) [Quina]

Speak to Vivi to trigger...

<ATE> Hungry Bryan [Mr. Pyntie-het]

Get on top of the Kirkboat (the boat in the center of the room) and examine here to find 'Diamond'. Return to the item shop to trigger a scene. We're now at the entrance, but before going, get to the item shop and go NE. Here's the weapon/armor shops. Here, buy: 3 Magic Armlets (Dagger, Vivi and Quina), 1 Lamia's Tiara (Quina), 2 Ritual Hats (Zidane and Vivi). That's it. The best things are in the next town.

Now leave Conde Petie.

At the World Map, go E towards the Qu's Marsh and once you get here, go SE towards the beach and follow the grassy part that leads to a dried up forest. In this forest, Magdalene Forest, another Friendly Creature appears, Ladybug. She wants 2 pieces of Ore. Give 'em to her to get 20 AP and an Ether. Pretty nice for 2 Ores, no?

Anyway, approach the circular forested area (different color). As you enter, read what Zidane has to say. Anyway, go right, right, left and right. After a little scene, you'll be at...



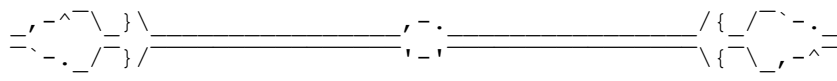
new things, but please make at least one of each accessory. Never now when you'll need them.

Open the hidden chest behind the Black Mage to find '2,000 Gil'. Now go up the ladder in here to the rooftops. Up here, open the hidden chest on the N side to find '843 Gil'. Move to the S side of the rooftops and a "!" appears. Eavsdrop the Black Mages. Now go outside the Synth Shop and go left to trigger a scene with Vivi. Now go left to the next area and speak to the Black Mage on the right, Mr. 288.

Return to the Inn and speak to Vivi. Decide to rest and watch the really nice scene. After the scene and everyone rejoins, head to the Item Shop and ask him for the usual. Go up the ladder and open the chest up here to find 'Black Belt'. Now leave the Black Mage Village and return to...

-----  
 =====

A R E A 2 5



C O N D E P E T I E

[sx525]

|          |                                         |
|----------|-----------------------------------------|
| My Party | Zidane 26, Dagger 25, Vivi 25, Quina 24 |
|----------|-----------------------------------------|

"Could it be that she... likes me?" -- Zidane

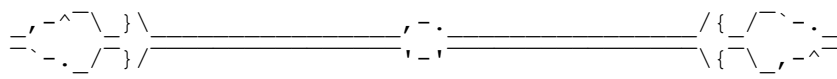
Watch the little scene as you enter, then enter the room on the left. Speak to the Dwarf here, David Heavenguard. Watch the scene where Dagger and Zidane get married. When prompted, pick: "Why don't you guys get married, too?"...

<ATE> Nuptial Joy [Vivi and Quina]

Watch the scene that continues the ATE and you'll end up at...

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A R E A 2 6



M O U N T A I N P A T H

[sx526]

|           |                                                                                            |
|-----------|--------------------------------------------------------------------------------------------|
| My Party  | Zidane 26, Dagger 25, Vivi 25, Quina 24                                                    |
| Items     | [_] Remedy x1   [_] Tent x1<br>[_] Ether x1                                                |
| Equipment | [_] Moonstone (AC)                                                                         |
| Key Items | [_] Blue Stone   [_] Red Stone<br>[_] Kupo Nut   [_] Yellow Stone<br>[_] Green Stone   [_] |
| Enemies   | Gnoll (1,375 HP)<br>Ochu (3,568 HP) [Weak: Fire]                                           |

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| Troll (1,469 HP) |
| BOSS: Hilgigars (8,100 HP) [Weak: Thunder] |
'~._____,'~'

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"Yes, yes... anything for my lovely wife!" -- Zidane

Watch the scene as you enter and Quina leaves the party... but the little girl joins =D. Her name's Eiko, and she'll be named that way for the rest of the game and guide, ok? Eiko's pretty similar to Dagger, but she is more of a mage than a summoner...

<vin> Remember all those Phoenix Pinion we've been gathering? Well, Eiko's the one that can equip 'em. She learns the summon Phoenix from them, which inflicts Fire dmg. to all enemies and revives all KO'ed party members.

I recommend equipping Eiko with: Golem's Flute (Auto-Regen, Cura and Life), Steepled Hat (Protect), Glass Armlet (Antibody), Silk Robe (Ability Up, Loudmouth) and Sapphire (Fenrir). Anyway, from where you regain control, go left and up the path (from where Quina jumped). Go up the vine here to find a chest with 'Remedy'...

<vin> If you use a Summon with Eiko (Fenrir and/or Phoenix), a little chat triggers between Dagger and Zidane.

Go E from the Remedy and examine the stone on the right to find 'Blue Stone'. Now return to where you gained control and go E to the next area. Go up the vines in front of you and go left to find a chest with 'Tent' and a stone with 'Red Stone'. Return down the vines in the previous area and go E to the next one.

Here, quickly run forward and catch an Oglop. DO IT!...

<vin> You can trade this Oglop back at Madain Sari for an 'Oglop Card', just so you know.

Now, in the next area, speak to Stiltzkin and buy Magic Tag, Tent and Ether for 666 Gil. Speak to Suzuna and give her the letter from Mogmatt. You'll receive 'Kupo Nut' for the mail. Use a Tent(s), save your game and go left from the Moogles. Follow the path to trigger a scene.

Once it's over, go right to trigger another scene and a...

```

.----- .----- .----- .----- .----- .----- .----- .-----
Hilgigars	HP	8,100	XP	---	AP
-----	Weak	Thunder	Gil	---	09
Item Drop	Elixir, Tent	'-----'-----'-----'-----'-----			
Steal	Phoenix Down, Mythril Fork, Fairy Flute				
Party lv	Zidane 27, Dagger 26, Vivi 26, Eiko 25				
\=====/

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| Strategy: Ok, Hilgigars is pretty tough, and that's because he hits |
| hard. You could probably finish him in a couple of turns being that |
| Zidane deals around 1,000 dmg. by now. Anyway, we'll be wanting that |
| Fairy Flute for Eiko. Have Dagger use Float on all the party and also |
| have Dagger cast Silence on Hilgigars. Hilgigars can use Earthquake to |
| deal around 300 dmg. to all party. This is why we used Float on |
| everyone. |

| Hilgigars can use Curaga to heal over 2,000 HP with one cast, being a |

| pain in the ass. He has 3 other physical attacks that deal quite a lot  
 | of dmg. (around 400 dmg.), so make sure to cast Protect on everyone as  
 | well and keep 'em healed. You have to white mages/summoners now, so  
 | make sure one casts Cura on all the party and the other uses Ramuh.  
 |  
 | Vivi should cast Slow on Hilgigars and alternate between Bio and  
 | Thundara. It is known that the Fairy Flute is really tough to steal.  
 | Try a couple of times. If you simply can't steal it, just ignore it for  
 | now. We can get one later.  
 |  
 +=====+

Watch the scene after the fight and examine the stone there to get 'Yellow Stone'. Now go NE and in this next area, follow the lower-smaller root to find 'Ether' and 'Green Stone'. Now return to where the Moogles are and exit through the right path. You'll find a shrine here. Put in all 4 Colored Stones you got to obtain 'Moonstone'.

Now return to the area where you fought Hilgigars. Follow the upper-larger root to get to the World Map.

=====

Once here on the Lucid Plains, go to a forested area and walk around to find the Friendly Creature Yeti. Give him a couple of Ores to receive 20 AP and an Elixir. Now approach the N side to find...

-----  
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A R E A    2 7

M A D A I N   S A R I

V i l l a g e   o f   t h e   L o s t   S u m m o n e r s

[sx527]

|            |                                        |    |         |
|------------|----------------------------------------|----|---------|
| My Party   | Zidane 27, Dagger 27, Vivi 27, Eiko 26 |    |         |
| Items      | [_] Tent                               | x1 | [_] Ore |
|            | [_] Phoenix Pinion                     | x1 | x1      |
| Stellazzio | [_] Libra                              |    |         |
| Key Items  | [_] Kirman Coffee                      |    |         |

"Grandpa... I don't wanna be alone anymore." -- Eiko

Watch the scene as you enter and you'll have a ton of new Moogle friends. Yay! Love Moogles. When you regain control...

<ATE> Vivi's Feelings [Vivi]

Afterwards, examine the fountain to find the Stellazzio 'Libra'. Now go N to the next area...

<ATE> Dagger's Feelings [Dagger]

Speak to Moco the Moogle to trigger a little scene with Quina. Return to the

previous area...

<ATE> Eiko's Feelings [Eiko and Moogles]. During this ATE, pick Momatose to go fishing, pick Mocha to dig up the potatoes and have Chimomo help in the kitchen.

Now, open the chest behind where Dagger was sitting to find 'Tent'. Now go left to the next area. A little scene with Vivi triggers here. Now try going inside the house and Morrison will take you to the Eidolon Wall. Return to the previous area...

<ATE> Eiko's Kitchen [Eiko]. Put water in for 11 people, don't put in the Oglop, and when prompted, lend Momatose a hand... lol. Nice catch Momatose.

Now go S to the entrance and speak to Dagger. She'll join you. Now go N to where Quina jumped into the water and speak to Morrison. Watch the little scene inside the wall and then leave...

<ATE> Eiko's Kitchen 2 [Eiko]. Have Quina help in this one.

Now go to Vivi and enter the house. Watch the scene where everybody eats. When you regain control, open the chest to find 'Ore'. Open the chest behind this one to find 'Phoenix Pinion'. Now pick up the pot and take it to Eiko. After the little talk, check the left side near the table to find 'Kirman Coffee'.

Speak to Eiko once again and then leave, sleeping first. Watch the scene as you sleep and afterwards, Eiko officially joins the party. Nice. If you go back inside Madain Sari, Morrison has set up a shop. He sells the same things, which you won't need any... well, probably just buy a couple Magic Tags, just in case.

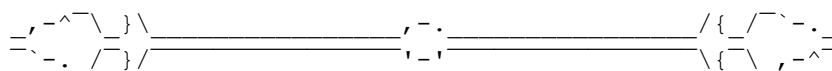
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At the World Map, go back inside the Mountain Path and move to the area where you fought the Hilgigars. Go NW this time to reach the World Map. You're in the Pualei Plains now. You'll find the Friendly Creature Nymph here. Give her 3 pieces of Ore to receive 30 AP and an Emerald.

Nice. Have Eiko learn Haste from the Emerald ASAP. Now go W and enter...

-----  
=====

A R E A 2 8



I I F A T R E E

The Ancient Tree of Life

[sx528]

|           |                                        |            |                         |      |
|-----------|----------------------------------------|------------|-------------------------|------|
| My Party  | Zidane 27, Dagger 27, Vivi 27, Eiko 26 |            |                         |      |
| Items     | [_] Phoenix Down                       | x1         | [_] Hi-Potion           | x1   |
|           | [_] Remedy                             | x1         | [_] Ether               | x1   |
|           | [_] Elixir                             | x1         |                         |      |
| Equipment | [_] Ruby                               | (AC)       | [_] Lamia's Flute       | (WP) |
|           | [_] Healing Rod                        | (WP)       | [_] Brigandine          | (AB) |
| Enemies   | Dracozombie                            | (2,179 HP) | [Weak: Fire, Ice, Holy] |      |
|           | Myconid                                | (1,372 HP) | [Weak: Fire, Wind]      |      |

|  |                |            |                    |  |
|--|----------------|------------|--------------------|--|
|  | Stroper        | (1,840 HP) | [Weak: Fire]       |  |
|  | Zombie         | (973 HP)   | [Weak: Fire, Holy] |  |
|  | BOSS: Soulcake | (9,700 HP) | [Weak: Fire, Holy] |  |

"So this place really must be the source of the Mist." -- Zidane

Watch the scene as you enter. You'll receive 'Ruby' during it.

<vin> Just as a side note, the enemies here are tough, but you can overcome them pretty easy. The Stroperers die if you toss a Soft at them. The Zombies and Dracozombies are Undead, meaning healing items and spells hurt them. You can either toss a Phoenix Down/Pinion or cast Life on them for an instant kill. Simple and effective.

```
o-----o Now go inside the Iifa Tree and walk through the
| Enemy | Blue Magic | branch areas (4 areas total). When you finally
|-----|-----| get to the Iifa Tree, speak to Mocchi and give
| Dracozombie | Lv.5 Death | him Mogryo's letter. Use a Tent, save your game
| Stroper | Lv.5 Death | and proceed N to the next area.
| Zombie | Roulette |
```

```
o-----o A scene triggers here and you'll descend deeper
into the Iifa Tree. Cross this first area and in
the second one, go right at the second fork and push the thing that's sticking
out. You'll drop a chest with 'Phoenix Down'. Now go S at the next fork to find
a chest with 'Hi-Potion'. Proceed now to the next area.
```

Stick to your left side as you descend and you'll find something sticking out (marked with an "!" of course). Push it to activate something. Return to the previous area and you'll find a new chest near the top with 'Healing Rod'. Return to the next area and now keep your eyes on the right side to find a hole with 'Ether' inside. Now when you get to a fork, go left and open the chest to find 'Lamia's Flute'.

Now examine the blue thing left of the chest to reveal it's a chest with 'Remedy'. Now go S to the next area. A scene triggers here. You'll now be in a chain of fights of Zombies and Dracozombie. Speak to Vivi when prompted to have the scene continue. At the bottom, go down the stairs and open the hidden chest at the bottom to find 'Elixir'.

Now go to the left side and open the chest behind the wall to find a hidden 'Brigandine'. Equip it on Zidane ASAP and equip Body Temp on everybody. Now examine the left side of the area to trigger a scene and a...

```

.-----o
Soulcake	HP	9,700	XP	---	AP
-----	Weak	Fire	Gil	3,800	09
Item Drop	Elixir, Phoenix Pinion'-----'-----'-----'-----'-----				
Steal	Oak Staff, Magician Cloak, Brigandine				
Party lv	Zidane 30, Dagger 30, Vivi 30, Eiko 29				
\-----/

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```

|
| Strategy: Ok, the Soulcake is very easy, although there are some |
| things you should be aware of. He's Undead, meaning he's weak to |
| healing magic... and to Phoenix Downs and Life. You may want to just |
| toss one and end this fight. Do so if you want to. Otherwise, here are |
| his attacks: Lv.5 Death. You know what this does. Leaf Swirl deals |
| around 150 dmg. to all characters. |
|

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```

| Shockwave deals around 200 dmg. to all characters. If you deal Fire
| dmg. on Soulcase, he'll set ablaze and use Fire Blades, which is Leaf
| Swirl with Fire-imbued dmg. to deal over 350 dmg. He also uses Mustard
| Bomb, which inflicts Heat on a character. Whoever acts while being
| "Heated" will die. That's why I told you to equip Body Temp.
|
| Have Vivi cast Slow on Soulcase and afterwards, start spamming Bio,
| while Zidane attacks and Eiko and Dagger use Cura on it. Easy fight.
| Faster? Use Life or a Phoenix Down.
|
+=====

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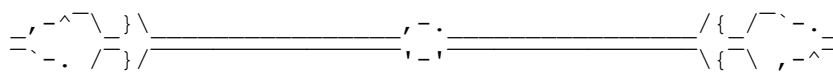
Watch the scenes after the fight, watch the FMV as well. Leave the Iifa Tree and head over to...

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A R E A 2 9



M A D A I N S A R I

V i l l a g e o f t h e L o s t S u m m o n e r s

[sx529]

|           |                                        |      |             |      |
|-----------|----------------------------------------|------|-------------|------|
| My Party  | Zidane 31, Dagger 30, Vivi 30, Eiko 29 |      |             |      |
| Items     | [_] Phoenix Down                       | x1   | [_] Elixir  | x1   |
| Equipment | [_] Survival Vest                      | (AB) | [_] Exploda | (WP) |
| Key Items | [_] Memory Earring                     |      |             |      |
| Enemies   | BOSS: Scarlet Hair (8,985 HP)          |      |             |      |

"We know, Eiko. But if you feel like crying, just cry." -- Zidane

Watch the scene as you enter and follow Eiko into the kitchen. Go inside the room where all the Moogles are gathered to have the scene continue. Once you regain control, open the mini chests to find 'Phoenix Down' and 'Survival Vest'. Now head over to the Eidolon's Wall and speak to Morrison...

<vin> I laughed so hard when I saw the Moogle over the arc running in circles. Who's that? Mocha?! Lovely.

Have Morrison heal you, then choose "Peek inside" to see Lani. You'll also get 'Exploda' and 'Elixir'. Now ask for Mog and then go save her. Watch the scene and you'll trigger a...

```

```

|              |                        |       |     |       |    |
|--------------|------------------------|-------|-----|-------|----|
| Scarlet Hair | HP                     | 8,985 | XP  | ---   | AP |
| Weak         |                        | ---   | Gil | 4,790 | 09 |
| Item Drop    | Tent                   |       |     |       |    |
| Steal        | Poison Knuckles, Ether |       |     |       |    |
| Party lv     | Zidane 31              |       |     |       |    |

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```

Strategy: Ok, this fight is one on one. Zidane vs Scarlet. He's very



| easy to overcome. Make sure to steal the Poison Knuckles so you don't  
 | have to buy 'em. If you don't wanna bother, well, just attack him. He  
 | likes to jump around a lot, just attack him after he jumps, otherwise,  
 | you might miss. He only has 1 attack, which is a normal physical one  
 | which deals around 170 dmg. Not much. Use a Hi-Potion if you need to  
 | heal. He can also counter your attacks, so keep that in mind.  
 |  
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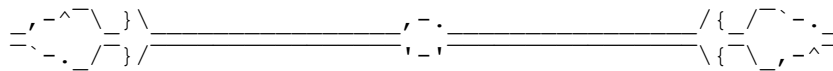
Watch the scene after the fight. Now return to the room where the jewel was  
 stolen from to trigger a scene. You'll receive 'Memory Earring' during the  
 scene. Now move outside the dinning room and listen to the song when the "!"  
 appears. A scene triggers here. I love this one =3.

Anyway, at the end of the scene, Eiko joins the party for good... as well as  
 Scarlet. His name is Amarant. You know the drill. He'll be named that way for  
 the rest of the game/guide. You can now pick who stays behind. I picked to  
 leave Garnet out for the rest of the Disc. I could have leave Eiko out too, but  
 she had some abilities to learn.

Anyway, return to...

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A R E A 3 0



I I F A T R E E

The Ancient Tree of Life

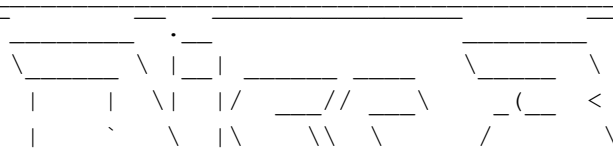
[sx530]

|           |                                                                                                                                                                   |
|-----------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| My Party  | Zidane 31, Vivi 30, Eiko 29, Amarant 29                                                                                                                           |
| Equipment | [_] Aquamarine (AC)                                                                                                                                               |
| Enemies   | Dracozombie (2,179 HP) [Weak: Fire, Ice, Holy]<br>Mistodon (1,473 HP) [Weak: Fire, Wind]<br>Stroper (1,840 HP) [Weak: Fire]<br>Zombie (973 HP) [Weak: Fire, Holy] |

"Once I saw Dagger start to cry, I didn't know how should I feel...  
 I kind of wanted to cry, to..." -- Zidane

Ok, last area of the disc. Watch the scene as you enter. Now move inside the  
 Iifa Tree and run along the branches until a scene triggers. You'll now have to  
 fight 2 Mistodon. Easy. Fire them up. Keep watching the scenes. Now you have to  
 follow Dagger while fighting Mistodons. When you regain control though, move N  
 to find Mocchi hiding.

Read Stiltzkin's letter and follow Dagger now. Fight the Mistodons while  
 running downwards to have the scenes continue, as well as some FMVs. You'll  
 obtain 'Aquamarine' and the Disc will end shortly afterwards.



A R E A 3 1

A L E X A N D R I A

[sx531]

|            |                                         |    |                                            |
|------------|-----------------------------------------|----|--------------------------------------------|
| My Party   | Vivi 31                                 |    |                                            |
| Gil        | 6,607 Gil                               |    |                                            |
| Items      | <input type="checkbox"/> Phoenix Pinion | x3 | <input type="checkbox"/> Ether x1          |
| Cards      | <input type="checkbox"/> Ironite Card   | x1 | <input type="checkbox"/> Fang Card x1      |
|            | <input type="checkbox"/> Goblin Card    | x1 | <input type="checkbox"/> Shiva Card x1     |
|            | <input type="checkbox"/> Ramuh Card     | x1 |                                            |
| Equipment  | <input type="checkbox"/> Opal (AC)      |    | <input type="checkbox"/> Topaz (AC)        |
|            | <input type="checkbox"/> Amethyst (AC)  |    | <input type="checkbox"/> Lapis Lazuli (AC) |
| Stellazzio | <input type="checkbox"/> Leo            |    |                                            |

"(M-My nose is bleeding...)" -- Marcus

"(Then stick your thumb up it!)" -- Blank

Remember this place? Ya, we're back, finally. Watch the scenes with Dagger, Beatrix and Steiner... then we're back with Tantalus. Once you're in control of Vivi, go E to the next area...

<ATE> It's So Big! [Eiko]

Speak to Hippaul at the S side of the alley to play his racing minigame. Check the minigame section for more info. Now go W past the bar...

<ATE> Long Time No See! [Zenero, Benero and Genero]

Buy any items if you need to and go W to the plaza...

<ATE> To Fly High [Blank and Marcus]  
Artemicion [Moogles]

Now go E and enter the Synthesis Shop. There are a few things new here, like Zidane's new weapon Angel Bless, the Anklet and the Feather Boots. You should have already the Black Belt, the Reflect Ring and the Pearl Rouge. At the Weapon Shop next to it, buy: Ice Lance [Freya], 6 Twist Headband [Vivi, Dagger, Eiko, Quina, Zidane, Amarant], Gold Helm [Freya/Steiner] and 2 Plate Mail [Steiner and Freya].

Go N to the castle docks, check under the soldier's stands to find 'Phoenix Pinion' and '3,927 Gil'. Return and now go all the way to the W side and speak to the Moogles. Give Kupo the letter from Kупpo, which we've been carrying for the whole disc 2. You'll also read a letter from Mogrika. Speak to Stiltzkin and buy Phoenix Pinion, Hi-Potion and Elixir for 777 Gil. That's cheap. Go up the ladder and pull the rope at the top.

A little chest comes down that has 'Ironite Card', 'Fang Card', 'Shiva Card', 'Ramuh Card' and 'Goblin Card'. Return and speak to Blank and Marcus. Go down the staircase behind them and a scene triggers. During it, you'll receive 'Opal', 'Topaz' and 'Amethyst'. Keep on watching the scenes. Now that we control Eiko, go N to trigger a scene with Baku.

This is where the Steiner/Beatrix scenes will start on. Lovely =3. Anyway, once we're Zidane, leave the bar...

<ATE> I Forgot! [Baku]

... and head over to Ruby's mini theater. Check the S side inside to find '2,680 Gil'. Leave and head over to the weapon shop. The -enero brothers will play a game with you for 50 Gil. Check out the minigame section for more info. Now go to the castle docks and a scene with Freya and Amarant triggers. Now use the gondola to go to the castle.

Here, before going up the stairs on the sides, check the left and right sides (behind the pillars) to find 'Ether' and 'Phoenix Pinion'. Now check behind the fountain in the center to find 'Lapis Lazuli'. Now equip Freya and Amarant with their latest armor/weapons and go W. Remember this tower from the beginning of the game? Well, it's closed now but get the hidden 'Phoenix Pinion' from the upper right corner.

Now enter the harbor on the left and without leaving this room, check the NE corner to find the Stellazzio 'Leo'. Now enter the castle to trigger a scene with Steiner and Eiko. Aw, poor Zidane...

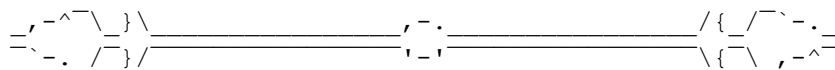
<vin> If you haven't noticed yet, Zidane is the best FF character.

Now watch one of the funniest scenes of the game with Eiko, Steiner, Beatrix, Marcus and Blank. You'll now be headed to...

<ATE> Clowns on a Dark Night [Zorn and Thorn]

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A R E A 3 2



D A R K C I T Y T R E N O

[sx532]

|           |                                                                  |
|-----------|------------------------------------------------------------------|
| My Party  | Zidane 31                                                        |
| Gil       | 55,000 Gil                                                       |
| Items     | [_] Elixir x2                                                    |
| Equipment | [_] Cachusha (AC)   [_] Rebirth Ring (AC)<br>[_] Black Belt (AC) |
| Key Items | [_] Mini-Brahne   [_] Mayor's Key<br>[_] Burman Coffee           |

Watch the scene that continues from Alexandria and when you regain control...

<ATE> Eiko Talks Life [Eiko and Vivi]

Leave Tot's room...

<ATE> How He Ended Up Here [Vivi]

<vin> You get 2 picks during the ATE. If you pick to go to Vivi's home, which we've been there already, a scene with Zidane triggers later. If you stay in Treno, you'll be able to get a Namingway Card. It allows you to rename a character. The choice is yours.

Now leave the tower...

<ATE> Memories By The Water [Amarant]. Make sure to watch this one.

... and head over to the entrance of Treno. From here, go right and then N to reach the area outside the weapon shop. Speak to Mogrigh and pick Mognet. He'll get a letter from Artemicion. Save your game and enter the Weapon Shop. Buy a Lamia's Tiara for Freya if you haven't already and fight the new enemy, the Catoblepas.

Make sure to equip Jelly before coming (Beast Killer is nice too), as well as your Angel Bless and a Coral Ring. At the beginning of the fight, use Soul Blade to cause Confuse on the enemy and start hacking away. You'll kill it in like 3-4 hits. You'll receive '15,000 Gil' afterwards. Now go to the Auction House.

You can buy the Key Item Rat's Tail. Buy it, as well as a Dark Matter...

<vin> This item teaches Dagger Odin, another Summon. Pretty sweet.

Don't bother with the other items since you can make them at the Synth shop or you can buy them. Now return to the previous area and go S to the next area...

<ATE> City People (only after watching Memories by the Water) [Eiko and Quina]. You'll receive 'Chimera Armlet' at the end of the ATE.

This is the Card Stadium where the tournament is being held. Before anything though, go W and here, speak to the Adventurer to the N to sell him the Rat Tail, if you bought it. You can sell it for up to 25,000 Gil. Now go N and enter the Stellazzio building. In here, give up the Stellazzios:

6 :: Elixir  
7 :: 10,000 Gil  
8 :: Black Belt

Only 4 more to go. Now leave Treno.

=====

Out here, go to Quan's Dwelling and move to the last area to find Vivi (if you chose to return here in the ATE). Watch the scene here. This is how Vivi and Quan met. Well, leave the place and head over ALL the way to Dali. Once here, enter the mayor's house (NW corner of the first area).

Remember this mill? Enter the S room to find the Mayor's House. Check the place in the following order: Desk and you'll get 'Mini-Brahne'. When you're kicked out, check the Desk again 3 times and when the kid's finally fallen asleep, check the Heater and you'll obtain 'Mayor's Key'. Return to the mill and open the NE door.

Out here, check the NE corner under the leaves to find '30,000 Gil'. Now check under the chest to find a hidden 'Burman Coffee'. Return inside and the mill will have stopped. Open the chests to find 'Elixir' and 'Cachusha'. Now leave Dali and go to the Observatory Mountain. Speak to Morrid and give him the 3 Coffee Beans you've found.

He'll hand over a model of the Theater Ship. He'll send it over to the Tantalus' Hideout. Nice. We've done everything we need/can do up to this point, so return to Treno and head over to the Card Stadium.

Round 1: Attic Man Wake

<ATE> Good Old Days [Amarant and Freya]

After watching the ATE, save your game...

<ATE> Lessons of Life (only after watching Good Old Days) [Amarant and Freya]

... and return to the Card Stadium...

Round 2: Cardona Bishop / Mario of the Slums (this will be the opponent if you had Vivi stay in the ATE instead of leaving to his home)

<ATE> Hallucination [Quina]... LOL  
Premonition [Eiko and Tot]

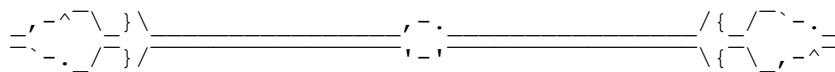
Save once again as you're told to and enter the stadium to trigger a scene. Remember Erin from Disc 1?

Round Finale: Sailor Erin

Make sure to win this round since you only have 1 shot. If you win, you'll receive a 'Rebirth Ring'. Now watch the scenes with Cid and Kuja. Oh my, damn you Kuja. Now you'll be at...

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A R E A 3 3



A L E X A N D R I A

[sx533]

|          |                                      |            |                    |
|----------|--------------------------------------|------------|--------------------|
| My Party | Steiner 21                           |            |                    |
| Items    | [_] Elixir                           | x1         | [_] Hi-Potion x1   |
| Enemies  | Mistodon                             | (1,473 HP) | [Weak: Fire, Wind] |
|          | OPTIONAL BOSS: Tantarion (21,997 HP) |            |                    |

"Alexander's judgment has come!" -- Eiko

We need to mobilize the troops, the Pluto Knights:

- [\_] Gather information :: Blutzen and Kohel
- [\_] Protet the townspeople :: Weimar and Haagen



=====

=====

A R E A 3 4

L I N D B L U M

[sx534]

|            |                                           |      |                                            |
|------------|-------------------------------------------|------|--------------------------------------------|
| My Party   | Zidane 32                                 |      |                                            |
| Gil        | 7,069 Gil                                 |      |                                            |
| Items      | <input type="checkbox"/> Elixir           | x2   | <input type="checkbox"/> Remedy x2         |
| Equipment  | <input type="checkbox"/> Egoist's Armlet  | (AA) | <input type="checkbox"/> Lapis Lazuli (AC) |
|            | <input type="checkbox"/> Chimaera Armlet  | (AA) |                                            |
| Stellazzio | <input type="checkbox"/> Sagittarius      |      |                                            |
| Key Items  | <input type="checkbox"/> Beautiful Potion |      | <input type="checkbox"/> Strange Potion    |
|            | <input type="checkbox"/> Unusual Potion   |      |                                            |

"Who's this? Your new girlfriend? (Quina) Heh-heh-heh." -- Blank

As you regain control, open the chest on the right to find 'Egoist's Armlet'. Now open the chest near the moogle to find 'Elixir'. Speak to Mogki the Moogle and receive his letter to Moodon. Now save your game and try leaving the room to trigger a scene with Blank...

<ATE> Something Washed Ashore [Quina]

Now go to the telescope (to the Upper Level) and a scene triggers as you approach Dagger...

<ATE> My Bad [Blank]

Now return to where Blank is in the previous ATE and a scene triggers. Now go N and enter the Upper Room to have the scene continue...

<ATE> Self-reproach [Dagger]  
Deep Anger [Kuja]

Afterwards, head to the Guest Room (where Zidane woke up). After the scenes, we need to find 3 Potions: Unusual Potion, Beautiful Potion and Strange Potion...

<ATE> My Hammer [Cinna and Marcus]

Now head over to the Business District. Enter the Inn and speak to Moodon the Moogle. Give him Mogki's letter, leave the Inn and go N to the next area. Check the W side to find a hidden Stellazzio 'Sagittarius'. Now enter the lone house on the N side of this area to find 2 chests inside with 'Elixir' and 'Remedy'. Now go to the NE area and speak to Alice, owner of the item shop.

She'll hand over 'Beautiful Potion'. Since we're around, go to Dragoos' shop and buy: 1 Magic Racket [Eiko/Dagger], Cypress Pile [Vivi], 4 Chimaera Armlet





|       |           |                      |            |  |                     |      |  |
|-------|-----------|----------------------|------------|--|---------------------|------|--|
|       |           | [_] Extension        | (AC)       |  | [_] High Mage Staff | (WP) |  |
|       |           | [_] White Robe       | (AB)       |  | [_] Diamond         | (AC) |  |
|       |           | [_] Peridot x11      | (AC)       |  | [_] Opal x9         | (AC) |  |
|       |           | [_] Sapphire x15     | (AC)       |  | [_] Topaz x19       | (AC) |  |
|       |           | [_] Light Robe       | (AB)       |  | [_] Whale Whisker   | (WP) |  |
|       |           | [_] Black Robe       | (AB)       |  | [_] Genji Gloves    | (AA) |  |
|       |           | [_] Straw Hat x8     | (AH)       |  | [_] Pearl Armband   | (AA) |  |
|       |           | [_] Aloha T-shirt x8 | (AB)       |  | [_] Sandals x8      | (AC) |  |
| <hr/> |           |                      |            |  |                     |      |  |
|       | Enemies   | EAT: Adamantoise     | (3,587 HP) |  |                     |      |  |
|       |           | EAT: Anemone         | (3,586 HP) |  |                     |      |  |
|       |           | EAT: Zombie          | (973 HP)   |  |                     |      |  |
|       |           | EAT: Zombie Whale    | (3,730 HP) |  |                     |      |  |
|       | '~._____' |                      |            |  |                     |      |  |

First and most important, head over to the Chocobo's Forest. Note that after these lines, everything is optional. It's quite long and takes a lot of time, so skip it if you so desire. If you do so, make sure to skip to the Black Mage Village.

In here, a scene triggers where Mene tells you he found a new place to dig Chocographs, which is inside a cave on the SE corner of the W continent. Right now, you should have the following list of Chocographs (I'll list how to get the ones you couldn't get before but now are available):

- [\_] Streamside
- [\_] Between Mountains
- [\_] Uncultivated Land [Antidote x10, Jade Armband x1, Wing Edge x3, Cargo Ship Card x1]

Once you got the Mountain ability from the Dawn Lagoon Chocograph (read below the ---- line), move to the entrance to the Evil Forest, climb around Alexandria and once on the right side of the Evil Forest, you'll see some dried up land next to the river. Dig here to find.

While you're here, enter South Gate S of the chest's location to find 3 chests, with '3,206 Gil', 'Elixir' and 'Elixir'. You'll also find Mosco the Moogle here.

- [\_] Healing Shore
- [\_] Abandoned Beach
- [\_] Cold Field [Echo Screen x5, Hi-Potion x7, Tent x3, Theater Ship Card x1]

Land on the SE corner of the NW continent (the one with snow) and move W a little bit to find the Chocobo's footprints. A little bit E of the footprints, near the beach is located the chest.

- [\_] Faraway Lagoon [Potion x37, Magic Tag x6, Shield Armor x1, Gaia Gear x1]

After the Chocobo's Lagoon (read below the ---- line), go NW of the Chocobo's Lagoon to find a Qu's Marsh. NW of this Qu's Marsh is a long island with beaches on both sides. This one has some Chocobo's footprints. Call Choco and go N. From here, go around the "n" shaped area until you're NE of your ship. Start digging around until you find it. Equip the Gaia Gear and the Shield Armor ASAP.

- [\_] Bird's-Eye Lagoon
- [\_] Small Beach

-----  
Well, once you got all these and the Chocograph Pieces, Mene tells you Choco

can no longer feel any Chocographs here so it's time to go to the next digging site. Move to the S side of the map and check the long and thin isle on the S side of the W continent. You'll find a beach and a little cave with water. This is the place. Watch out for the Grand Dragons though. They can kill you with a single Thundaga.

This is the Palmnell Island. NW of this island is the Salvage Archipelago. Get off here, call Choco and follow the Reef to enter Chocobo's Lagoon. We only get half of the land to dig and half the time. Make sure to dig up these Chocographs:

- Dawn Lagoon
- Dusk Plains
- Forgotten Lagoon
- Abandoned Lagoon

Once you find these 4, time to go look for 'em, since there's no more Chocographs until you find the Mountain Ability...

- Dawn Lagoon [Mountain Ability]

Head over to the Chocobo's Forest and call Choco outside. From here, go all the way E and enter the reef from the E most beach. You'll see a small patch of land here. Dig on the right side of it to find the chest.

- Forgotten Lagoon [Gysahl Greens x8, Ether x5, Hi-Potion x7, Dragon's Claws]

At the Lost Continent (icy one), call Choco and go S across the reef until you get to the Abandoned Continent. Go E and around the "L" shaped piece of land to find the chest hiding in the corner.

- Abandoned Lagoon [Soft x6, Ether x4, Feather Boots x1, N-Kai Armlet x1]

Move to the S side of the Outer Continent, disembark on the beach (not the one near Qu's Marsh) and grab Choco from the footprints. Now go W across the reef until you find it. Simple.

-----  
Time to go find some new armor/weapons. On the Lost Continent, the icy one, enter the only building here, Esto Gaza. You'll be coming here later, but why not right now? Enter the building and go E to the next area. In here, buy: Mythril Claws [Amarant], Mythril Sword [Steiner]...

<vin> This is the last time for Steiner to learn Armor Break. The sword won't be buyable later in the game. Better get one.

... and Mythril Racket [Dagger/Eiko]. Now move to Gizamaluke's Grotto and give Moguta the Kupo Nut you're carrying to get 'Extension'. Since we're here, head over to Chocobo's Forest, where we can dig up 4 more Chocographs.

- Forbidden Forest
- Green Plains
- Cold Lagoon
- Forgotten Plains

Time to go catch 'em all (alla Pokémon):

- Forbidden Forest [Ether x7, Elixir x2, Wing Edge x10, High Mage Staff]

This one is simple. In middle of the Mist Continent, the 3 mountain ranges

meet (the ones that separate Alexandria, Lindblum and Burmecia). It's N with a little W of Chocobo's Forest.

[\_] Green Plains [Ocean Ability]

Another simple one. Move directly N of Chocobo's Forest until you reach the N mountain range that overlooks the ocean.

[\_] Cold Lagoon [Peridot x11, Opal x9, Sapphire x15, Topaz x19]

Move to the Lost Continent (icy one) and call Choco. Follow the water to the N side of the continent and you'll find the shape of the image. Dig here.

---

Well, now that we got the Ocean ability, head over to Chocobo's Lagoon and it's time to dig 3 more Chocographs:

[\_] Sea at Dusk

[\_] Ocean

[\_] Outer Island 2

That's it for the Lagoon and Chocographs. Haha, here are the locations:

[\_] Sea at Dusk [Phoenix Pinion x15, White Robe, Diamond, Masamune Card]

This one, although it's very easy to find, the image and the explanation from Mene is very confusing. The easy way to find it. Open up your map (press select) and locate the North Gate (near Burmecia). From here, move all the way W and where the pointer meets the E side of the Forgotten Continent, that's where the chest is... well, somewhere around here.

[\_] Ocean [Ore x27, Light Robe, Whale Whisker, Alexander Card]

Oh my, this one's hard to explain. Remember the island NW of the Qu's Marsh near Chocobo's Lagoon? The one with the Chocobo's footprints and has beaches on both sides? Well, go to that island and dig the upper left side of this island (in the open sea) to find the chest.

---

That's it for the Chocographs. You're near done here. Told ya it was gonna be quite extensive. I've spent a little over 5 hours writing this section. You must've realized by now that Choco can use the Dead Peppers. These excavate chests when in the sea or can break mountains when on ground. There are some locations for you to dig with these, which are few. Let's get started.

[\_] On the S side of the Forgotten Continent (W continent), there's a small inlet with bubbles coming out. It's next to a forest. Use a dead pepper to find: Remedy x10, Black Robe, Genji Gloves, Blue Narciss Card.

[\_] Move to the N side of the map and you'll see the Lost Continent (icy one) makes an arch with an island of the Outer Continent (thanks to my buddy Shotgunnova for this explanation), almost directly N of the Mountain Pass W. In between these, you'll find more bubbles with: Potion x50, Hi-Potion x25, Ether x9, Elixir x7.

[\_] On the SE side of the Outer Continent, you'll see that it has the form of a crab's claw. On the tip of the left part are the bubbles with (almost directly N of Alexandria): Straw Hat x8, Pearl Armllet x8, Aloha T-shirt x8, Sandals x8.

[\_] The last one. Move to Quan's Dwelling. Enter the place and move to the last area. Examine the edge of the bridge and agree to use the Dead

Pepper. You'll be at the World Map, so use one to find: Ore x9, Topaz x15, Tiger Racket, Red Rose Card...

<vin> We've got Daggers and Eiko's Ultimate Racket Weapon, the Tiger Racket. Make sure they learn the Abilities.

Since we're around Treno, go there and on to the Auction House. There are 2 new items we're looking for, the Accessory Promist Ring [Restore HP (S), Absorb MP (S) and Mag Elem Null (S)] and the Thief Gloves [Master Thief (S)]. Very nice. You'll be spending over 50,000 Gil for these 2.

Now, you wanna get some Blue Magic for Quina? I'll put down the chart and the locations and it'll be up to you whether you get 'em or not.

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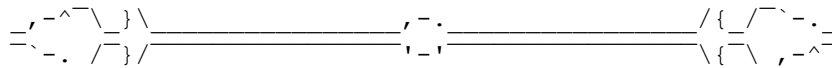
o-----o
| Enemy | Blue Magic | Location | * The island on the SW side
|-----|-----|-----| of the W continent. Where
| Adamantise | Earth Shake | Lanar Island* | the Qu's Marsh is.
| Anemone | Bad Breath | Lanar Island* |
| Zombie | Roulette | Iifa Tree | ** The beach on the SE corner
| Zombie Whale | Lv.5 Death | Falstead Coast** | of the Outer Continent.
o-----o

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This is all there is to do right now. It was pretty lengthy, so I hope you covered everything. We got some good equipment, so make sure to start learning some new Skills and Abilities.

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A R E A 3 6



B L A C K M A G E V I L L A G E

[sx536]

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.~^
|-----|
My Party	Zidane 35, Steiner 29, Freya 28, Quina 29	
Items	[] Ore x31	[] Ether x5
	[] Phoenix Down x12	[] Eye Drops x19

Cards	[] Iron Man Card x1	[] Odin Card x1
	[] Hilda Garde 1 Card x1	

Equipment	[] Opal x14 (AC)	[] Demon's Mail (AB)
	[] Kaiser Knuckles (WP)	[] Maiden Prayer (AC)
	[] Dragon's Hair (WP)	[] Gauntlets (AA)
	[] Madain's Ring (AC)	[] Genji Helmet (AH)

Enemies	Ogre (3,300 HP)	
	Grimlocks (3,292 HP) [Weak: Fire, Ice, Thunder]	
'~.		

```

Watch the scene as you enter. Follow Vivi to the W part of the village to trigger a scene with Mr. 288. After Vivi runs off, head to the shack on the E side. The Chocobo has finally hatched. It's very pretty =3. You'll also learn where Kuja's palace is. After some more scene with Dagger and Eiko, leave the village.

At the World Map, get on your Ocean Chocobo or board the Blue Narciss and head

over to the E side of the Outer Continent. From the beach with the Zombie Whale, go NW and you'll be in a desert with 4 sandpits. 3 of them are spitting sand upwards. This means there's an Antlion there. Enter the NW sandpit to find Kuja's hideout, the Desert Palace.

When you regain control, go S and the scene continues. At the scene with Kuja, we're off to Oeilvert with 3 more. Choose carefully who you wanna take with you. I chose the following:

:: Oeilvert

[\_] Zidane - He has to go.

[\_] Dagger - She's useless in combat at the moment, since she can't focus in some turns. Besides, you can't use magic.

[\_] Vivi - Vivi is like meh, pretty much useless here, besides being the character that'll be using Items. You can also have him learn all the Skills and Abilities you can here.

[\_] Freya - We need some kind of healing in this place and since there's no magic, we'll have to do with Reis's Wind.

:: Palace (Stays)

[\_] Eiko - The Palace is way harder than Oeilvert. Having someone who can cure without the possibilities of not focusing is mandatory here.

[\_] Amarant - He can keep Eiko and Quina's MP up with Chakra. This will let you save a lot of Ethers.

[\_] Steiner - We need some physical muscle in the party. He's the strongest physical attacker, and he's probably the only physical attacker we'll have here.

[\_] Quina - Quina's job is to use Lv.5 Death against the enemies here.

This is my setup. You can probably exchange Freya with Steiner, but we already have Zidane going to Oeilvert. Besides, Freya isn't that weak. When you regain control, run around the place, over the stairs and go W. Board the Hilda Garde 1 and you'll leave to the Forgotten Continent.

| Enemy      | Blue Magic    | Location             | * Area around Hilda Garde 1. |
|------------|---------------|----------------------|------------------------------|
| Catoblepas | Limit Glove   | Blairsurpass Plains* |                              |
| Jabberwock | Limit Glove   | Blairsurpass Plains* | ** Area before Oeilvert.     |
| Cactuar    | 1,000 Needles | Seaways Canyon**     |                              |

There are some things to do before going to Oeilvert. We'll land at the Blairsurpass Plains. If you brought Quina, you'll find the fourth and last Qu's Marsh to the N, so go there and catch some frogs. If you didn't bring her, go NW of the Marsh and you'll find Chocobo's footprints in between the forests.

Call Choco and go W. You'll find a building on a canyon. This is Ipsen's castle and we'll be coming here soon enough.

[\_] Forgotten Plains [Ore x17, Ether x5, Opal x14, Demon's Mail]

From Ipsen's Castle, go a little W and you'll see the patch of grass just like the one in the image. Dig over the mountain to find the chest.

Equip it on Freya/Steiner ASAP. Now, from the Hilda Garde 1, go S and open your map. Locate the yellow dot to the S to find Oeilvert. Follow the orange-yellowish path to find it. This colored path is called Seaways Canyon. Get in a forested area to find the Friendly Creature Yabberwock. Give him an Emerald to

receive 40 AP and a Moonstone. Nice! Now, if you got Choco, you'll get to Oeilvert in no time. Before entering though...

[\_] Dusk Plains [Phoenix Down x12, Ore x14, Kaiser Knuckles, Iron Man Card]

From Oeilvert, go SW to find the small patch of forest near the sea. Really easy to find.

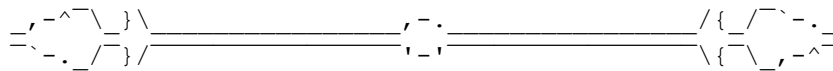
Return to Oeilvert and from here, let's go do 2 more things. Go NW from here and you'll find a forest circled by mountains. Go here and once in the center of the forest, look SE to see a crack in the mountain. Use a Dead Pepper to find: Maiden Prayer, Dragon's Hair, Gauntlets and Odin Card...

<vin> Dragon's Hair is Freya's ultimate weapon. Her best of the best. Equip it ASAP. It'll come in very handy in Oeilvert.

From this crack, go W and at the E side, you'll have a little "y" shaped forest and some Chocobo's footprints. Go a little bit N over the mountain to find a little forest. N of this forest is another crack (on the left) with: Eye Drops x19, Madain's Ring, Genji Helmet and Hilda Garde 1 Card. Once you got this, return and enter...

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A R E A 3 7



O E I L V E R T

[sx537]

|           |                                         |             |                   |      |
|-----------|-----------------------------------------|-------------|-------------------|------|
| My Party  | Zidane 38, Dagger 35, Vivi 36, Freya 34 |             |                   |      |
| Items     | [_] Remedy                              | x1          | [_] Rising Sun    | x1   |
|           | [_] Elixir                              | x1          | [_]               | x1   |
| Equipment | [_] Gaia Gear                           | (AB)        | [_] Diamond Sword | (WP) |
|           | [_] Shield Armor                        | (AB)        | [_] Power Vest    | (AB) |
|           | [_] Feather Boots                       | (AC)        |                   |      |
| Key Items | [_] Kupo Nut                            |             | [_] Gulug Stone   |      |
| Enemies   | Epitaph                                 | (3,732 HP)  |                   |      |
|           | Garuda                                  | (3,521 HP)  | [Weak: Wind]      |      |
|           | Ogre                                    | (3,300 HP)  |                   |      |
|           | BOSS: Ark                               | (20,002 HP) | [Weak: Shadow]    |      |

The enemy in here, Epitaph, creates a copy of one of your characters. If that character is in your party, the copy will kill this character. DO NOT REVIVE HIM/HER. Instead, kill the copy and hit the Epitaph with someone weak. This will create another copy. Each Epitaph creates 3 copies max. IF you kill the 3 copies and the Epitaph itself, you'll receive 7,434 XP all 4 characters.

Make sure to revive your KO character after you kill the 3rd copy.

-----  
 As you enter, speak to Mimoza and choose Mognet. She has a letter for Mooel. Grab it and check out the Mogshop. Buy: Diamond Sword [Steiner], Trident [Freya] (only for the Ability Luna), Fairy Flute [Eiko], Silver Fork [Quina]

(if you haven't obtained it yet from catching frogs), Egoist's Armlets for whoever need 'em (we got a few better, remember?), 6 Green Berets [Zidane, Vivi, Dagger, Quina, Eiko and Amarant], 2 Cross Helm [Steiner and Freya], a Judo Uniform for whoever needs it as well, Gold Armor [Steiner/Freya].

Nice, many new good things to buy. Now go inside Oeilvert and in here, open the chest in front of you (under the stairs) to find 'Remedy'. Now go up the stairs to find another chest with 'Rising Sun'. Now go W from this chest to the next area. Open the chest to find 'Elixir'. Now examine the lightbulb-thing to turn it red.

Return to the entrance and go E to the next area. You'll find Stiltzkin here, who sells Hi-Potion, Emerald and Elixir for 888 Gil. Buy 'em. Now speak to Mooel the Moogles and give him Mimosza's letter. You'll receive 'Kupo Nut' for giving him the letter. Now check the right side of the room to find a chest with 'Gaia Gear'.

Return to the previous area and go W to the next area. You'll find 2 chests here, with 'Diamond Sword' and 'Shield Armor'. Watch the little scene with the hologram in the center of the room. Go S now to the next area. Open the chest to the S to find 'Power Vest'. Now go up the stairs and open the chest on the right to find 'Feather Boots'.

Now examine the 2 beams of light up here (left one first), then the 2 at the bottom (right one first). Return up the stairs and go W to the next area. Cross the bridge and examine the crystal orb when you get to it. After the little scene, go W and you'll return to the room with the planet hologram. Go N inside the blue door and the scene continues.

Once it's over, return to the room with Mooel the Moogles, use a Tent, save your game and proceed E. Another scene triggers. Now go E to the next area...

<win> Make sure to equip Clear Headed Ability on your characters, Auto-Potion and if you can, Auto-Haste/Auto-Regen. If you have Chemist, equip it as well. Don't forget to equip some wind-proof armor.

Now go down, examine the object to trigger a scene and a...

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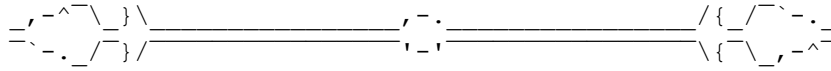
Ark	HP	20,000	XP	---	AP
-----	Weak	Shadow	Gil	5,964	11
Item Drop	Ether, Pumice Piece	'-----'-----'-----'-----'-----			
Steal	Elixir, Holy Lance, Power Vest				
Party lv	Zidane 41, Vivi 39, Freya 38, Dagger 38				
=====					
Strategy: Let's start with its attacks. He has Boomerang, which causes					
around 300 dmg. to all characters. Propeller Wind inflicts confuse to					
all characters (hence the reason you put on Clear Headed). Photon drops					
your HP all the way to 1. Whirlwind deals around 250 dmg. and inflicts					
Float.					
These are all its attacks. As a matter of fact, the Ark is a really					
pushover. Have the characters with Chemist be the healers, tossing Hi-					
Potions as needed. Have Zidane steal that Holy Lance and Elixir and					
have him attack afterwards. Have your other physical attacker attack					
over and over (Freya or Steiner). Freya, if she has her Dragon's Hair					
equipped, she'll be doing over 3,000 dmg.					
Otherwise, use Reis's Wind to stay healthy and attack over and over.					
```

| You'll be doing over 4,000 dmg. per turn, so only 5 turns and it'll be |  
| down. |  
| |

After the fight, grab the 'Gulug Stone' and you'll now be over at...

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A R E A 3 8



D E S E R T P A L A C E

[sx538]

|           |                                                                                                                                                                                                                                                                                                                         |
|-----------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| My Party  | Eiko 31, Steiner 29, Amarant 28, Quina 29                                                                                                                                                                                                                                                                               |
| Items     | <input type="checkbox"/> Namingway Card x1                                                                                                                                                                                                                                                                              |
| Equipment | <input type="checkbox"/> Promist Ring (AC)   <input type="checkbox"/> Fairy Earrings (AC)<br><input type="checkbox"/> Anklet (AC)   <input type="checkbox"/> Shield Armor (AB)<br><input type="checkbox"/> N-Kai Armlet (AC)   <input type="checkbox"/> Black Hood (AH)<br><input type="checkbox"/> Venetia Shield (AA) |
| Key Items | <input type="checkbox"/> Hourglass Key                                                                                                                                                                                                                                                                                  |
| Enemies   | Drakan (3,292 HP)<br>Grimlocks (3,292 HP) [Weak: Fire, Ice, Thunder]<br>Torama (3,292 HP)<br>BOSS: Valia Pira (12,119 HP) [Weak: Water]                                                                                                                                                                                 |

"You bastard! You're the worst scum alive!" -- Zidane

Watch the scene with that bastard Kuja! Once you're in control of Cid, go S and E into the door. You now have to get the key that's next to the monster. To do that, press O as fast as you can while the monster is facing against you. Before it turns around, stop pressing the button so that it doesn't catch you moving.

If you're caught, you'll have to start from the entrance. You have 6 minutes, so take your time until you get 'Hourglass Key'. Now, when it's time to put on the weights on the scales, put on the A, B and D (last one) to climb the scales and open up the doors.

Now you'll have your party complete. Now equip your characters with their best weapons/armor, go E where you went with Cid and you'll find Mojito the Moogle...

<vin> What kind of name is that? This is an alcoholic Moogle, haha.

Pick Mognet and pick up his letter for Mogsam. Save your game, return to the previous room and go W...

<vin> Remember that the levels of ALL enemies here in the Desert Palace are divisible by 5, so using Lv.5 Death will kill every enemy in the area. That's why we put the combo Quina/Amarant. Many kills with Quina and Amarant supports her with Chakra.



Go up the stairs here and after the Desert Palace title appears, light the candle on the left side. A pink orb starts glowing (called Bloodstone). Examine it to find 'Promist Ring'. Now go N to the next area.

Here, go right and a statue will move its head. When done, a blueish stair appears. If it doesn't, run left so the left statue moves its head. When the eyes of the central statue glow red, it'll appear. Follow it to the next area, where another Candle is. Light it and return to the previous room. Grab 'Fairy Earrings' from the right side of the area and go W to the next area.

Go up the stairs and you'll have 3 golden goblets. Fire them up, follow the path N and when you're on the E side of the room, there are 3 more goblets. Fire up the bottom left one and the statues on the left side disappear. Return to this side and now there are 2 more golden goblets in the center. Fire 'em up to remove the statues in the center of the room. Now fire up the goblets on the right side and the bottom middle one to activate the Bloodstone with 'Anklet'. Now go E to the next area.

In this corridor, lit up the candle (from underneath the statue) to activate the Bloodstone with 'Shield Armor'. Now go up the stairs at the end and in this next area, light the Candle right next to you and continue on to the next area. You're now in some sort of library. Light the left most Candle and go up the stairs that appear on the right.

Light up the Candle up here and the shelf will go up. Enter the room behind to find a Bloodstone with 'N-Kai Armlet'. Return to the bottom of the library, go up the stairs on the left side and light up the Candle up here. Follow the path behind the shelf and light up the 2 Candles you come across with. Now return to the library.

Light up the last Candle and follow the path behind the shelf. Light up the Candle and return inside. Go W across the translucent stained glass and you'll meet Mogsam the Moogle. Give him Mojito's letter and proceed W to the next area (we'll save later). Here, light up both candles under the gargoyle and examine the Bloodstone to receive 'Black Hood'. Now unlight the left candle so that the shadow of the gargoyle is facing left and go up the stairs.

Now enter the balcony and follow it until you're on the other side of the room with the gargoyle statue. Here, light up the 3 candles and examine the Bloodstone to get 'Venetia Shield'. Now unlight the left candle (under the angel-garoyle statue) and a blueish staircase appears. Return, save your game with Mogsam, use some Tents and go up these stairs...

<vin> Up these stairs is the boss of the area and afterwards, the characters will reunite. I recommend leveling up these 4 characters until they reach a lv. similar to those of Zidane and his party.

Move forward, light up the last candle to trigger a...

```
.----- .----- .----- .----- .-----
Valia Pira	HP	12,119	XP	---	AP
-----	Weak	Water	Gil	4,089	11
Item Drop	Ether, Elixir	'-----'-----'-----'-----'-----			
Steal	---				
Party lv	Eiko 39, Steiner 38, Quina 38, Amarant 37				
\=====/					
Strategy: Okay, Valia Pira. If you didn't get the Bloodstones through					
the palace, the boss will enhance its properties according to each					
```

| Bloodstone. It'll enhance DEF, MAG DEF, etc. If you got 'em all, it'll  
 | be easy. Make sure to have Auto-Reflect of cast Carbuncle with Eiko. If  
 | you got Quina, you can use Magic Hammer to deplet its MP, cast Bad  
 | Breath to deal some status ailments on it, Lv.3 Def-less to reduce DEF,  
 | Steiner/Freya should attack nonstop (Steiner could use Armor Break a  
 | couple of times).

| Amarant should use Chakra if Reflect is on. All in all, pretty easy  
 | battle. The attacks of Valia Pira are the 3 -aga spells, Reflect on  
 | self and Mustard Bomb (which rarely uses). Once it uses Reflect, use  
 | Dispel to remove it.

=====+

Now light up the candle behind you and use the teleport that appears. We'll now be in control of Zidane and the rest. Move over to the E side and enter the portal. A scene with Kuja triggers. Go inside where Kuja is to trigger a scene and now Eiko is out of the party! Dammit. Rearrange your party [I'm taking Vivi, Dagger and Quina with me], and check the SW table to find 'Namingway Card'.

Return outside and use the left portal (from where Zidane and co. came from). Go W and instead of going up the stairs like you did before, keep going N, drop the rope ladder and exit to the world map. You'll follow Kuja automatically towards the Lost Continent and into Esto Gaza. I recommend taking Quina with you.



At the World Map, before entering Esto Gaza, let's go find another Friendly Creature. Run around the Mitmakis Ice Field area - where the Chocobo's footprints are and you'll find Feather Circle. Give it a Moonstone to receive 30 AP and a Lapis Lazuli. Now enter Esto Gaza.

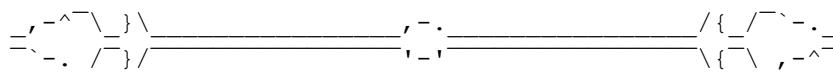
In here, enter the building and a little scene triggers. Once it's over, go E and enter the shop. In here, buy: Zorlin Shape [Zidane], Flame Saber [Steiner], Heavy Lance [Freya], Scissor Fangs [Amarant], Asura's Rod [Dagger], Hamelin [Eiko], OCTAGON ROD [Vivi]...

<vin> Make sure to buy this Octagon Rod. Teaches Vivi all his -aga spells. Awesome for the collection.

6 Red Hats [Zidane, Vivi, Dagger, Quina, Eiko and Amarant], Power Vest [to whoever needs it]. That's it. But whatever items you need, return to the previous room and go up the stairs. Speak to Mogrika the Moogle and grab her letter for Moolan. Now go E from Mogrika and enter...

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A R E A 3 9



M O U N T G U L U G

[sx539]

|          |                                         |
|----------|-----------------------------------------|
| My Party | Zidane 42, Dagger 39, Vivi 40, Quina 39 |
| Gil      | 9,693 Gil                               |

|           |                    |             |                          |      |
|-----------|--------------------|-------------|--------------------------|------|
| Items     | [_] Ether          | x1          | [_] Wing Edge            | x1   |
|           | [_] Elixir         | x1          |                          |      |
| Equipment | [_] Red Hat        | (AH)        | [_] Golden Hairpin       | (AH) |
|           | [_] Gaia Gear      | (AB)        | [_] Demon's Mail         | (AH) |
|           | [_] Ribbon         | (AC)        | [_] Garnet               | (AC) |
| Enemies   | Grenade            | (4,685 HP)  | [Weak: Ice, Wind]        |      |
|           | EAT: Red Dragon    | (8,000 HP)  | [Weak: Ice, Wind]        |      |
|           | Vepal              | (4,022 HP)  | [Weak: Ice, Wind]        |      |
|           | EAT: Worm Hydra    | (4,846 HP)  |                          |      |
|           | EAT: Wraith (Blue) | (4,686 HP)  | [Weak: Fire, Wind, Holy] |      |
|           | Wraith (Red)       | (4,846 HP)  | [Weak: Ice, Wind, Holy]  |      |
|           | BOSS: Meltigemini  | (24,348 HP) |                          |      |

"I wanted to be by your side, Eiko... so I became Mog." -- Mog

The reason I brought Quina with us here is because of 2 things. There are some Blue Magics for her here, Bad Breath if you didn't get it earlier and she's useful against the Boss of the area, at the end of it. With that said, let's get started.

|            |            |  |
|------------|------------|--|
| Enemy      | Blue Magic |  |
| Red Dragon | Twister    |  |
| Worm Hydra | Bad Breath |  |
| BlueWraith | Frost      |  |

At the beginning of the mine, enter the house at the left and in here, check the SE corner to find '9,693 Gil'. Check the S side of the second floor to find 'Ether'. Exit W, go down the ladder and search for a hidden 'Red Hat'. Return to the entrance and go E this time. There's nothing in here, so exit right. You'll find a broken well here with a rope going down.

Before going down, climb up the ledge on the right (marked with a "!"), go right and enter the cave. Follow the path, grab 'Golden Hairpin' from the left, return to the well and go down the rope. Once you're on ground, go E and speak to Moolan the Moogle here. Give him Mogrika's letter and he also has a letter for Mogtaka. Accept it.

Save your game, check the SE corner to find a hidden 'Wing Edge' and go E outside the room. Inside the cave, follow the path and examine the dead end to find 'Gaia Gear'. Return to the well... and as you return, you'll have to fight 2 Red Dragons. These are limited, so MAKE SURE QUINA EATS ONE...

<vin> Before entering, I dunno why but I was thinking these Red Dragons were the Ruby Dragons from FFVIII. Why?! o\_O

Go W from the well and enter the building when you get to it. Open the chest in here to find 'Demon's Mail'. Return inside and enter the cave. Speak to Mogtaka the Moogle and give him Moolan's letter. Read it and use the shop if needed. Use a tent and save. Leave through the upper stairs. Enter the building, fight the Red Dragon and grab 'Elixir' from the chest and return to the well.

Use the lever next to it and pull it down 3 times to have the rope fall down, giving you access to the lower areas. Go down, kill some more Red Dragons and proceed. Some scenes trigger as you leave the well area and you'll obtain 'Ribbon' through it. Once it's over, you'll be against...

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Meltigemini	HP	24,348	XP	---	AP
-----	Weak	---	Gil	6,428	11
Item Drop	Vaccine x2	'-----'-----'-----'-----'-----			
Steal	Vaccine, Golden Hairpin, Demon's Vest				
Party lv	Zidane 46, Dagger 42, Quina 43, Eiko 39				
\=====/

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Strategy: Ugh, this battle is annoying. Seriously. Wings do around 400 dmg. to one character. Nothing. Bio inflicts some dmg. plus Poison. Venom Powder deals Venom (Poison + "Stop"). Viral Smoke inflicts Virus, so no XP/AP for the ones that end the fight with it.

Make sure to steal the Golden Hairpin and the Demon's Vest. Anyway, have Quina use Magic Hammer until you deplete its 1,500+ MP so he can stop using Bio. Have Quina be the healer and use White Wind to heal around 900+ HP. Eiko should focus on using Fenrir and Dagger should use Ifrit. Once Zidane steals all 3 items (well, the 2 important ones), have him attack over and over.

Quina can also use Lv.3 Def-less some times to have Zidane deal over 2,000 dmg. per hit. Your best bet here, use Eidolons all the way. Don't use Ethers and just attack normally after you run out of MP.

Watch the scenes... Lady Hilda is here o\_o. We'll now be back at Lindblum. FINALLY!!! Cid is human again. Anyway, when you get control of Zidane again, speak to Mogki the Moogle and grab his letter for Kumool. Now go to the Conference Room (room under the Throne Room) and a scene triggers. A rather long one...

<ATE> Team [Tantalus & Steiner]

<vin> Man, it's been a while since the last ATE, huh?! =D

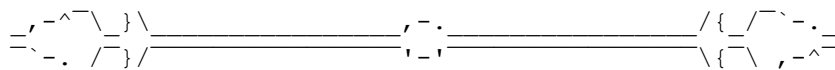
Now we now our next destination... an old castle on the N side of the Forgotten Continent...

<ATE> Recovery [Cid]

Watch the scenes that follow and a beautiful FMV triggers. Beautiful Dagger =3. You'll also receive 'Garnet' throughout the scenes. You'll now have control of the awesome Hilda Garde 3. Now, make any party you want [I'mma taking Freya, Amarant and Eiko].

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A R E A 4 0



S I D E Q U E S T I N G

P A R T 2

[sx540]

|          |                                          |
|----------|------------------------------------------|
| My Party | Zidane 46, Freya 40, Eiko 39, Amarant 38 |
| Gil      | 20,000 Gil                               |
| Items    | [_] Amethyst x34   [_] Garnet x16        |

|            |                                             |      |                                           |      |
|------------|---------------------------------------------|------|-------------------------------------------|------|
|            | <input type="checkbox"/> Sapphire           | x11  | <input type="checkbox"/> Potion           | x33  |
|            | <input type="checkbox"/> Annoyntment        | x15  | <input type="checkbox"/> Lapis Lazuli     | x41  |
|            | <input type="checkbox"/> Elixir             | x2   | <input type="checkbox"/> Tent             | x1   |
|            | <input type="checkbox"/> Ether              | x1   |                                           |      |
| Cards      | <input type="checkbox"/> Hilda Garde 3 Card | x1   | <input type="checkbox"/> Dark Matter Card | x1   |
|            | <input type="checkbox"/> Ark Card           | x1   | <input type="checkbox"/> Airship Card     | x1   |
|            | <input type="checkbox"/> Flare Card*        | x1   | <input type="checkbox"/> Meteor Card*     | x1   |
| Equipment  | <input type="checkbox"/> Genji Armor        | (AB) | <input type="checkbox"/> Ragnarok         | (WP) |
|            | <input type="checkbox"/> Circlet            | (AH) | <input type="checkbox"/> Pumice Piece     | (AC) |
|            | <input type="checkbox"/> Holy Miter         | (AH) | <input type="checkbox"/> Ribbon           | (AC) |
|            | <input type="checkbox"/> Rebirth Ring       | (AC) | <input type="checkbox"/> Rosetta Ring     | (AC) |
|            | <input type="checkbox"/> Protect Ring       | (AC) | <input type="checkbox"/> Rosetta Ring     | (AC) |
|            | <input type="checkbox"/> Running Shoes      | (AC) | <input type="checkbox"/> Running Shoes    | (AC) |
|            | <input type="checkbox"/> Diamond            | (AC) | <input type="checkbox"/> Rosetta Ring     | (AC) |
| Stellazzio | <input type="checkbox"/> Capricorn          |      |                                           |      |
| Key Items  | <input type="checkbox"/> Rank S Medal       |      |                                           |      |

\* Can only pick 1.

Alrighty, wanna do some more things?!?! Some more fun stuff with you beautiful Choco? Ok, let's do this. Go to either the Chocobo Lagoon or the Chocobo's Forest and dig up all the Chocograph pieces you need. There are 6 total. Once you dig 'em all up, you'll form the Chocograph Mist Ocean.

Mist Ocean [Sky Ability]

Go to the NE corner of the Mist Continent (just a little bit N of the Alexandrian Harbor) and you'll find 2 small isles. Dig around these (to the N in the open ocean) to find the chest.

Now that we have the Sky ability, we can do another Chocograph (the last one in our possession).

Outer Island 2 [Sapphire x11, Circlet, Pumice Piece, Hilda Garde 3 Card]

Go to the NE side of the Outer Continent and look for the island. It's NW of the Desert Palace. NW, not NE.

Now we have the Sky Ability and a Golden Choco. You can fly with Choco and land in any forest. Now, where's the next location to dig? Chocobo's Air Garden. This place can only be reached by using a Dead Pepper on certain areas where there's a shadow on the ground. The 6 Chocograph Pieces tell the 5 locations, but if you don't get it, here they are:

Salvage Archipelago. NW of the isle with the Chocobo's footprints near the Chocobo's Lagoon, there's a small isle with a little forest. Here's the shadow.

Kuentis Peninsula. In the SE corner of the Outer Continent. Remember the claw-shaped side of the Continent? Look at the tip of the left side of the claw.

Alexandria Plains. On a cliff behind Alexandria.

In the middle of the ocean. In the center of all 4 continents (Mist, Outer, Lost, Forgotten).

Seayways Canyon. On the NE side of the Forgotten Continent, SE from the N Qu's Marsh and NE from Oeilvert.

Once you find it, speak to Mene and he'll tell you that it'll appear on the map from here on out. That's nice to know. Anyway, there are only 3 Chocographs left to dig, so here they are:

- [\_] Outer Island
- [\_] Fairy Island
- [\_] Forgotten Island

The locations of these Chocographs are the following:

- [\_] Outer Island [Amethyst x21, Garnet x16, Genji Armor, Ragnarok]

Go to the E side of the Outer continent and you'll see a small island with a small forest in middle. Dig on the N side to find the chest.

- [\_] Fairy Island [Potion x33, Annoyntment x15, Holy Miter, Dark Matter Card]

Open your map and you'll see a large island SW of the Iifa Tree. Land there and dig on the edge of the mountain, the E side of it.

- [\_] Forgotten Island [Ribbon, Rebirth Ring, Amythyst x13, Ark Card]

Directly W from the island of the previous Chocograph (Fairy Island), there's a odd-shaped island with a small forest. Land there and dig over the mountains to find it.

-----  
Now that we have all the Chocographs done, go to the NW corner of your map and you'll find an island that isn't on the map. Land here and use a Dead Pepper on the crack on the mountain to find Chocobo's Paradise. In here, go to the pools on the NE side of the first screen and have 'em burst you up to the next area, where you'll find Fat Chocobo.

After the little scene, Mene will return to the Forest/Lagoon. Return to the Fat Chocobo and speak to the Golden Chocobo on the left of his. He'll give you infinite Dead Peppers. Nice. Now check the SE corner of the area until you see "!". Go up, then left up here and another "!" appears. Use it to take out the Reef Chocobo from the water.

He'll tell you about the a crack on a mountain in the N island of the Outer Continent. The Mountain Chocobo here also tells you something interesting. Speak to all the Chocobo's to find Crack locations. Since we're near, go to the Lost Continent and on the mountain on the N side of the Continent, you'll find a crack on the mountain with: Lapis Lazuli x41, Rosetta Ring, Protect Ring, Airship Card.

Now go to the long island on the N side of the Outer Continent. This is the Cazedil Plains. There's a crack on the only mountain here. Use a Dead Pepper to find the Mognet Central...

<vin> Wow, so here's where it is.

There's nothing to do here, at the moment, but I love the fact that every Moogle is speaking of THAT thing. You'll find out later ;). Now go to the large island NW of the Chocobo's Lagoon to find Daguerreo.

-----  
In here, from the central fork, go E then check the S side inside the water to find 'Capricorn'. Now go E into the room. Speak to the four-armed man and he'll assign you a rank, depending on how many chests you have opened. If you've followed my guide completely, you'll have already an S-Rank.

He'll run away. Follow him to the entrance and speak to him. He'll give you 'Rank S Medal'. His name is Gilgamesh... wow o\_o. So that's how he started, haha. Return to the room where Gilgamesh was and go up the platform. Save with Noggy. Now speak to the Synth Master and start Synthesizing. You'll need:

- o Gladius x1
- o Zorlin Shape x1
- o Mythril Fork x1
- o Cotton Robe x1
- o Feather Boots x2
- o Wing Edge x2

That's all we need. Make: Sargatanas [Zidane], Glutton's Robe [Quina] and 2 Battle Boots. If you wanna make another Light Robe and/or Black Robe, that's fine with me. You can also make Gemstones, which allows you to learn summons with Dagger and Eiko.

<vin> Have you noticed that the more Gemstones you have, the more powerful that summon is?

Now go left to the next area. Here, check the right side to find several books. Examine them and now move to the left side of the balcony. Speak to the man looking at the books and tell him his book is at the right side of the balcony. Go inside and go down the hidden ladder. In the next area, go left and speak to the guy if you have a Namingway Card and he'll change the name of one of your characters.

Go to the far left to find 'Elixir'. Now go to the far right side to find another 'Elixir'. Return to the entrance of Daguerreo and go W into the room. In here, you'll have to fix the lifts on the left side. Use the left lever twice to reveal a hole. Examine it and now examine the pole next to the levers and now use the right lever a couple of times until it's on top and return to the balcony (after the synth shop).

Push the button on the left side and enter the room. The shop is now open. Time to buy some weapons. Make sure to buy: Rune Blade [Steiner], Obelisk [Freya], Tiger Fangs [Amarant], Defense Gloves [Steiner/Freya], a Coronet for every character, Diamond Helm [Steiner/Freya], Demon's Vest [whoever needs it] and Diamond Armor [Steiner/Freya].

It'll take you a crapload of Gil, but make sure you buy it all. You can learn some very good skills from these. At the balcony, where the Item shop is, speak to the man standing there and if you agree with the shop owner more times, you'll receive 'Meteor Card'. If you agree with the other dude, you'll receive 'Flare Card'.

..

Return now to the entrance and go N. Examine the wall and you'll have to put in some Ore. Every 4 Ore you put in, you'll receive an Aquamarine. Make as many as you want and now head over to Treno.

-----  
Head over to Queen Stella and hand her over Capricorn and Sagittarius.

- 9 :: 20,000 Gil
- 10 :: Rosetta Ring

Head over to the Weapon Shop and it's time to fight. You'll be fighting an Amdusias. Just equip your Sargatanas and use Soul Blade to instantly petrify it. Quick and easy. You'll receive 'Running Shoes' for winning. Now leave Treno, take Vivi and Quina with you and head over to Quan's Dwelling. Head into

the second screen to trigger a scene...

<vin> Just WTF's going on?! o\_0

Anyway, after the scene, check the clock to find 'Running Shoes'. Now board your Hilda Garde 3 and before I forget, press /\ to be "inside" the ship and move to the third area (where Amarant is). Before opening the gate, there's a ladder. Next to this ladder is a little compartment that has 'Tent' inside.

Remember to go to Moguta and give him the Kupo Nut we've been carrying around to receive 'Ether'. Now leave the Grotto through the vines and look around the forest areas to find the Friendly Creature Garuda. Give it a Lapis Lazuli and you'll get 40 AP and a 'Diamond'. Now go to Vile Island (the large island SW of the Iifa Tree). Once here, run around the forested area until you find the last Friendly Creature, Yan.

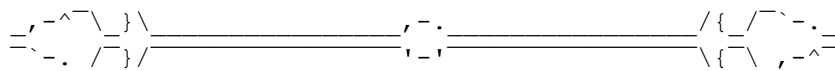
Give it a Diamond to receive 50 AP and 'Rosetta Ring'. "Now you can reach the round guy"...

<vin> What does that mean, you ask?! It's for an optional boss. =3

Now, return to the World Map, it's finally time to proceed with the story. If you've followed the guide, you should've seen Ipsen's Castle by now. It's on the NW side of the Forgotten Continent. Remember the Castle surrounded by cliffs?! It's that one. Land in front and enter...

-----  
=====

A R E A 4 1



I P S E N ' S C A S T L E

[sx541]

|            |                                             |                                             |
|------------|---------------------------------------------|---------------------------------------------|
| My Party   | Zidane 46, Eiko 39, Freya 40, Steiner 38    |                                             |
| Equipment  | <input type="checkbox"/> Dagger (WP)        | <input type="checkbox"/> Cat's Claws (WP)   |
|            | <input type="checkbox"/> Broadsword (WP)    | <input type="checkbox"/> Javelin (WP)       |
|            | <input type="checkbox"/> Rod (WP)           | <input type="checkbox"/> Barette (AC)       |
|            | <input type="checkbox"/> Maiden Prayer (AC) | <input type="checkbox"/> Golem's Flute (WP) |
|            | <input type="checkbox"/> Ancient Aroma (AC) | <input type="checkbox"/> Air Racket (WP)    |
|            | <input type="checkbox"/> Mage Staff (WP)    | <input type="checkbox"/> Fork (WP)          |
| Stellazzio | <input type="checkbox"/> Aquarius           |                                             |
| Key Items  | <input type="checkbox"/> Water Mirror       | <input type="checkbox"/> Fire Mirror        |
|            | <input type="checkbox"/> Wind Mirror        | <input type="checkbox"/> Earth Mirror       |
| Enemies    | Agares (6,775 HP)                           |                                             |
|            | Cerberus (6,977 HP)                         |                                             |
|            | Gargoyle (6,977 HP)                         | [Weak: Wind]                                |
|            | Tonberry (7,886 HP)                         |                                             |
|            | EAT: Veteran (6,972 HP)                     | [Weak: Water, Wind]                         |
|            | BOSS: Taharka (29,186 HP)                   | [Weak: Fire, Holy]                          |

As you enter, Amarant will leave the party, so he's unavailable in the castle. Now enter the castle itself and before you even proceed, open up your menu and equip your weakest



```

| Enemy | Blue Magic | weapons. The weaker they are, the more dmg. they do.
|-----|-----| Strange isn't it? Well, that how things are done in
| Veteran | Doom | this castle.
o-----'-----o

```

At the start of the castle, check the left side to find a chest with 'Dagger' and the right side a chest with 'Aquarius'. Now proceed to the next area to find Kumool the Moogles. Give him Mogki's letter, save your game and open the chest on the N side of the room to find 'Cat's Claws'. Now slide down the pole on the right.

Now go up the ladder to the N and at the top, go W to the next area. Hop on the ladder when you get to it and go up. Jump off to the left to find 'Javelin'. Return to the ladder, jump right and open the hidden chest to find 'Broadsword'. Return to the ladder and go down. Follow the path until you reach another ladder.

Go up to the next area and quickly jump off the ladder to find a chest with 'Rod'. Return to the ladder and go up. Enter the room and go S in this room. Examine the right wall and start using the options that start appearing. After "trying something drastic", Rest and the door'll open, which has a chest with 'Barette'.

Return, go N and use the elevator. A scene triggers with Amarant in here. Once it's over, go up the stairs and grab 'Water Mirror', 'Fire Mirror', 'Wind Mirror' and 'Earth Mirror'. Now try leaving to trigger a scene and a...

```

.----- .----- .----- .----- .----- .----- .----- .-----
Taharka	HP	29,186	XP	---	AP	
-----	-----	Weak	Fire	Gil	8,092	11
Item Drop	---	'-----'-----'-----'-----'-----'-----				
Steal	Elixir, Mythril Claws, Orichalcon					
Party lv	Zidane 47, Eiko 41, Freya 42, Steiner 40					
\=====/

```

```

|
| Strategy: Ok, this dude, Taharka is rather easy. He has 2 stances.
| When he's normal and when he closes. When he closes up, your physical
| attacks will do pitiful dmg. Only way to hurt it is through Magic, so
| if you brought Vivi, Flare/Osmose its ass while it's like this. Have
| Zidane steal while closed. That Orichalcon is a very powerful weapon
| for Zidane, so make sure you get it. You can buy 'em later, but it's
| better to get one right now.
|

```

```

| As for its attacks, he has Chop, which deals 750 dmg. to one
| character. Pff. Blizzaga deals around 450 dmg. to all characters and
| 850 dmg. to one character, so if you brought armor against Ice, that's
| nice. Ram deals 350 dmg. to one character, but it only uses it when
| it's closed. These are all its attacks.
|

```

```

| If you want to, you can use Silence on it to forget about Blizzaga. If
| you want to, also, have Steiner use Armor/Power Break. If you don't
| have Vivi in your party, you can just use Freya's Cherry Blossom to
| deal around 2,500 dmg. and Eiko's Madeen to deal around 5,300 dmg. Easy
| boss.
|

```

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+=====+

```

Watch the scene after the fight, heal up and leave the room. Return over to where Kumool the Moogles is and you'll see that one of your characters almost falls into a trap hole. Save your game and fall down the trap hole directly in front of Kumool (right under the chest). You'll be on top of the upside down



epic scene of how Zidane's and Dagger's parties go inside their respective shrines. Love this part =3. Examine the pedestal, a little scene triggers, as well as a...

```

Earth Guardian	HP	20,756	XP	---	AP
-----	Weak	Wind	Gil	4,512	11
Item Drop	Phoenix Pinion, Atomos Card -'-----'-----'				
Steal	Avenger, Rubber Suit				
Party lv	Zidane 53, Quina 49				
\=====/					
Strategy: Ok, this boss is easy if you did what I said above. His					
attacks are: Earthquake deals around 450 dmg. to both characters.					
Firaga/Thundaga/Blizzaga deals around 400 dmg. to one character. Double					
Slash deals around 1,200+ dmg. These are all his attacks.					
You can absorb one attack, negate 3 more and you only have to worry					
about his Double Slash. This battle might seem hard because Quina isn't					
used as much as other characters. I never used her in previous					
playthroughs and I decided to use her in this one. Man, I was missing					
out something big. She's awesome, if you have the Blue Magic, of course.					
You can use Mighty Guard to cast Protect on yourself. Use Bad Breath					
to inflict Mini, Darkness and Slow on him to make you nearly invincible.					
Zidane should deal around 4,200+ dmg. per hit, which in 4 hits, the					
Earth Guardian is downed. Have Quina use White Wind through the battle.					
You might not even need it XD.					
You can also eat the Earth Guardian to learn Earth Shake... ROFL! I'm					
serious. Have Quina eat him while Tranced while he has 15,000 dmg.					
+=====+
```

Watch the scene afterwards, make a party and head over to the Shimmering Islands, the portal to Terra. Make note that once you return from Terra on Disc 4, many places will be sealed off and you won't be able to enter the place, so make sure you got all the items and/or all the Moogles/letters. These places are:

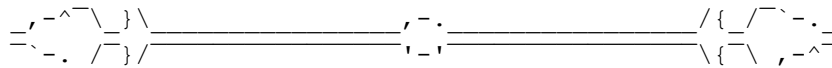
- o Ice Cavern
- o Observatory Mountain [outside Dali]
- o North Gate
- o South Gate
- o Fossil Roo
- o Pinnacle Rocks
- o Conde Petie
- o Mountain Path
- o Iifa Tree
- o Desert Palace
- o Oeilvert
- o Esto Gaza
- o Mount Gulug

Also, make sure you've got at least one piece of equipment from all the Synth Shops and Weapon/Armor shops. Some items disappear once you return. Warning ya! ;)

Also, there are some bosses that come up pretty soon, and you won't be able to equip them properly, so make sure to do it right now. There are 3 bosses total,



A R E A 4 4



B R A N B A L

[sx544]

|           |                                          |                         |                  |
|-----------|------------------------------------------|-------------------------|------------------|
| My Party  | Zidane 53, Steiner 42, Eiko 43, Freya 44 |                         |                  |
| Items     | [_] Elixir                               | x2                      | [_] Wing Edge x1 |
| Equipment | [_] Flash Hat (AH)                       | [_] Angel Earrings (AC) |                  |

"... I don't have parents." -- Zidane

Watch the scene and now Steiner and Dagger will leave the party... once again. >\_. Go left following the stairs and in this next area, go right next to the stairs to find a hidden path. Follow it to find a chest with 'Flash Hat'. Return and enter the N room. Speak to the people here which are staring at a crystal and now go down the stairs to the right.

Go down here and grab 'Elixir' from the S side. Return to the previous floor and go right this time. Enter the house on the right, open the chest in here to find 'Wing Edge'. Now examine the pot to find Moorock the Moogle. Now pick up his letter for Mozme. And check the Mogshop. Buy a Defender [Steiner], some Flash Hats for those that need it, a Platinum Helm [Steiner/Freya], Adaman Hat [for those who needs resistance to Thunder for the following boss fights], 6 Dragon Wrists [Vivi, Dagger, Freya, Quina, Eiko and Amarant].

Now, Stiltzkin will be on the lower side of the room...

<vin> Just how in heaven's name did he get here?! More importantly, how is he gonna get back? XD

Buy Diamon, Ether and Elixir for 2,222 Gil. Return outside, go to the W side of Bran Bal and enter the Inn (building to the left). A scene triggers in here. When you regain control of Zidane, enter the room with the crystal and go downstairs. Speak to the "bimbo" in the SW corner to have the scene continue. When we gain control of Eiko...

<ATE> Place to Call Home [Quina and Zidane]

Now open the chest next to Steiner to find 'Elixir'. Exit the Inn...

<ATE> Where the Heart Is [Vivi and Zidane]

Now check the N side of this area (next to the "water") to find a hidden 'Angel Earrings'. Now enter the room with the crystal...

<ATE> Came into this World [Amarant, Zidane and Bimbo]

Speak to Quina and she'll join the party. Now exit SE and...

<ATE> The Truth [Zidane and Bimbo]

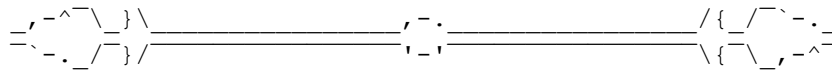
Speak to Vivi here and he'll join as well. Go W and speak to Amarant. He'll join too. Now go through the green gate and follow the path until you find Bimbo...

<vin> Have you realized that's the name I gave to the girl pestering Zidane?

After a little scene, you'll end up at...

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=====

A R E A 4 5



P A N D E M O N I U M

[sx545]

|           |                                                                                                                                                                                                                                                                                                        |
|-----------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| My Party  | Zidane 54                                                                                                                                                                                                                                                                                              |
| Gil       | 20,007 Gil                                                                                                                                                                                                                                                                                             |
| Items     | [_] Elixir x1                                                                                                                                                                                                                                                                                          |
| Equipment | [_] Holy Mitter (AH)   [_] Carabini Mail (AB)<br>[_] Battle Boots (AC)                                                                                                                                                                                                                                 |
| Key Items | [_] Kupo Nut                                                                                                                                                                                                                                                                                           |
| Enemies   | Malboro (11,687 HP)<br>Mover (7,352 HP)<br>Amdusias (6,578 HP)<br>Abadon (12,658 HP)<br>Shell Dragon (10,921 HP)<br>BOSS: Amdusias (10,926 HP)<br>BOSS: Abadon (12,658 HP)<br>BOSS: Shell Dragon (12,661 HP)<br>BOSS: Silver Dragon (24,055 HP)<br>BOSS: Garland (40,728 HP)<br>BOSS: Kuja (42,382 HP) |

"I AM the new angel of death... YOURS!!!" -- Zidane

When you regain control of Zidane, move forward and Garland appears. After the scene, move forward and keep on doing this. After the rather lengthy scene, Zidane will be full of doubts. When the kickass song starts playing, and Eiko and Vivi wake you up, you'll end up in a...

|           |             |        |     |       |    |
|-----------|-------------|--------|-----|-------|----|
| Amdusias  | HP          | 10,926 | XP  | 8,792 | AP |
|           | Weak        | Wind   | Gil | 2,316 | 03 |
| Item Drop | Ether       |        |     |       |    |
| Steal     | Ether, Tent |        |     |       |    |
| Party lv  | Zidane 54   |        |     |       |    |

Strategy: Ok, Amdusias. You fought this monster before at Treno. It resists petrification, due to the fact that it's a boss. Well, you start with Zidane alone. It likes to use Bio, which poisons and dmgs. you as well. It also has Thundara which it rarely uses and Horn, which physically dmgs. you.

| After a turn or two, Freya and Amarant show up to help you out. Have  
| Zidane attack normally for around 2,500+ dmg. per hit. Freya should use  
| Reis's Wind and Cherry Blossoms while Amarant should use Chakra and  
| physically attack. Not hard, but can be if you're underleveled and/or  
| unprepared.

After some more scenes, you be in another...

```

Abadon	HP	12,658	XP	8,792	AP
-----	Weak	Wind	Gil	2,348	04
Item Drop	Ether	'-----'-----'-----'-----'-----			
Steal	Ether, Vaccine				
Party lv	Quina 49, Steiner 47				
```

| Strategy: Ok, we start this battle as Quina and Steiner. At the start  
| of the fight, have Quina cast Mighty Guard and Steiner should use Shock  
| through the battle. Abadon's attacks consists of a physical attack  
| targeting one character, another physical attack which targets all 3  
| characters and Thundaga.

| Make note that Shock deals 9,999 dmg. to Abadon, and Quina's Twister  
| deals around 7,000+ dmg. After Zidane arrives, just attack and kill it.  
| Nice and easy.

Some more scenes trigger, as well as a...

```

Shell Dragon	HP	12,661	XP	13,188	AP
-----	Weak	Ice	Gil	2,332	04
Item Drop	Elixir	'-----'-----'-----'-----'-----			
Steal	Elixir, Phoenix down				
Party lv	Zidane 54, Dagger 51				
```

| Strategy: Ok, the hardest one of the bunch. Attack it normally and  
| it'll be attacking you as well with Earth Shake and physical attacks.  
| When it's time for Dagger to enter the fight, it'll drop your HP to 1  
| with an attack called Smash, having Dagger healing you to tiptoe form.  
| Once Dagger arrives, have her spam Curaga and Zidane attacks.

| If you need to, use Elixirs to help you out with the Smash attack.

After the consecutive fights, Steiner, Quina and Dagger join the party. Return and go pick up Amarant, Freya, Vivi and Eiko. Rearrange your party (I'm taking Eiko, Steiner and Amarant). Now go N, to the first room where Eiko and Vivi were trapped. Check the chair to find a hidden 'Holy Mitter'. Now return to the room where you fought the Shell Dragon and go W to find a strange looking room.

Check the N side and activate the mechanism. This lights up the buds in the room and gives you 30 seconds to exit the room. What you need to do is to move to the SW side of the area without moving next to the lighted buds. If you move next to one, you'll have to fight a random enemy and the time still counts. I

like to go S, then W through the center, then S once again at the far left side and exit the room.

Cross the bridge to the next area. This area has some sort of mechanism that allows you to move the platform. Increase the Heading to 3 and go left. Go up the path at the left side and hop on the platform. From here, go up and hop on the platform once again to get a chest with '20,007 Gil'. Now return to the platform controls.

Increase the Heading to 4 this time, return to the previous room, go up the platform from right in front of you, now move to the top and go up to the next floor. In this strange circular area, go NE and go up one floor. Use the Blue teleporter on the right to find a chest with 'Elixir'. Return to the red teleporter and use the Blue teleporter on the left to find a chest with 'Carabini Mail'.

Return to the previous room and go S and use the portal up to the next floor. When you get to a fork, use the lower Blue teleporter to find a chest at the end with 'Battle Boots'. Return to the previous fork and go N this time. Speak to Mozme the Moogle when you get to her, use Tents, save your game and change your party. Give her Moorock's letter and you'll receive 'Kupo Nut'.

There will be 3 more Boss Fights in the next area, so, let's better get prepared. Take the characters you want, but I'll take Zidane, Vivi, Steiner and Eiko. Equip 'em with armor/accessories that protect against Wind and Thunder (Coronets for Wind are awesome, Coral Rings are good for Thunder. Ribbons are awesome for both! =D). Also, and more important, make sure to equip Locomotion on EVERYBODY!!!

```
-----|-----|-----|-----|-----|-----|-----|-----|
| Silver Dragon | HP | 24,055 | XP | --- | AP |
|-----| Weak | --- | Gil | 5,240 | 13 |
| Item Drop | Wing Edge | '-----'-----'-----'-----'-----'-----|
| Steal | Elixir, Dragon Mail, Kaiser Knuckles |
| Party lv | Zidane 56, Vivi 47, Steiner 50, Eiko 47 |
\=====|
```

```
|
| Strategy: Ok, the Silver Dragon, Kuja's pet is here for the first |
| battle. Not hard at all. This one is very easy. If you're protected |
| from Wind, then Twister and Aerial Slash won't deal dmg., which by the |
| way, deal around 1,700+ dmg. the former and 850+ dmg. the latter. |
| Shockwave deals around 1,300+physical dmg. to all the party and Claw |
| deals around 800 physical dmg. to one character. |
```

```
|
| Very quick battle. After Zidane steals all 3 items, have him attack |
| normally, Steiner should do the same as well. Have Vivi use Flare/Osmose |
| and Eiko should heal all with Curaga. Between Zidane and Steiner, you |
| should deal over 6,000 dmg. Flare should do the same. In 3 turns after |
| stealing, you're done with it. Make sure to have your HP high before |
| the end of the fight. |
```

+=====+

Watch the little chat and you'll be in another... and harder...

```
-----|-----|-----|-----|-----|-----|-----|-----|
| Garland | HP | 40,728 | XP | --- | AP |
|-----| Weak | --- | Gil | --- | -- |
| Item Drop | --- | '-----'-----'-----'-----'-----'-----|
| Steal | Battle Boots, Dark Gear, Ninja Gear |
```



```

| Party lv | Zidane 56, Vivi 47, Steiner 50, Eiko 47 |
\=====/
|
| Strategy: Ok, Garland is obviously harder than the Silver Dragon. His
| attacks are: Psychokinesis deals around 950+ physical dmg. Wave deals
| around 1,100+ physical dmg. Flare deals around 1,300+ dmg. and he can
| use Stop, hence why I told you to equip Locomotion.
|
| These are all of his attacks. Silence him if possible to have him stop
| using Flare. Inflict Darkness on him if you have Dagger and you're
| ready to go. Remember to steal the items. We already have the Battle
| Boots, so the Dark Gear and the Ninja Gear are very good for us. Just
| like the previous battle, have Zidane attack, Steiner should use Flare
| Sword/Shock, Vivi should stick to Flare and alternate Eiko with
| Curaga-all and Holy/Madeen.
|
+=====+

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You should've guessed who was the third boss, correct? ;)

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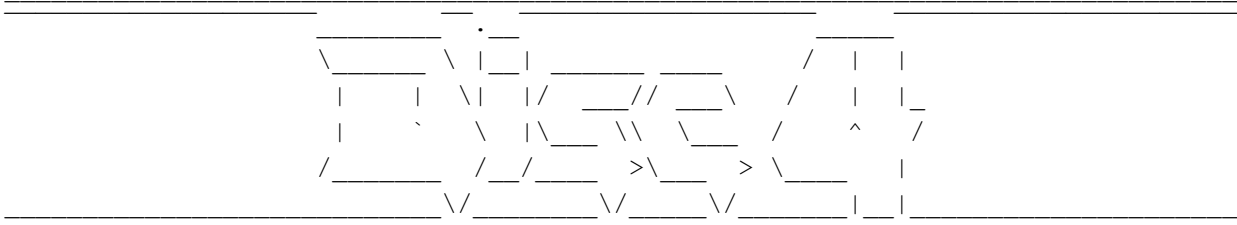
.----- .----- .----- .----- .----- .----- .----- .-----
Kuja	HP	42,382	XP	---	AP
-----	Weak	---	Gil	---	--
Item Drop	---	'-----'-----'-----'-----'-----'-----'-----			
Steal	Light Robe, Carabini Mail, Ether				
Party lv	Zidane 56, Vivi 47, Steiner 50, Eiko 47				
\=====/					
Strategy: Ok, time to fight Kuja. Nice. He has little attacks, and all					
are magic-based, so here we go. Thundaga deals around 1,400+ dmg. to					
one character, Demi deals 1/4 of dmg. of your total HP. Flare Star					
deals your actual level times 35 (lv. x 35). Ultima ends the fight.					
The good thing about this fight is that you can go all-out from the					
beginning since we already have all the stealable items of Kuja (if you					
followed my guide, you should have already the Light Robe). You can					
steal that extra Carabini Mail for either Steiner or Freya. Have					
Steiner stick with Shock for a guaranteed 9,999 dmg. Zidane should					
attack and/or toss Ethers. Vivi must use Flare over and over and Eiko					
should only heal with Curaga.					
+=====+

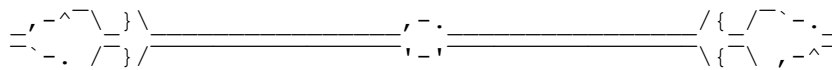
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Man oh man, Kuja Tranced. Damn him. After the awesome scenes and the FMVs, once you've regained control, follow the path and watch the scenes. Head over to Bran Bal and you'll split up. You'll finally know Bimbo's name... Mikoto...

<vin> Mikoto... just as I read her name, the Mikoto from Mai-HiME came to mind. Yeah, I know... I'm an anime freak XD.

Watch the scenes and FMVs and the Disc is over. Now onto the last one bro!!!





B L A C K M A G E V I L L A G E

[sx546]

|            |                                          |                                    |                                             |
|------------|------------------------------------------|------------------------------------|---------------------------------------------|
| My Party   | Zidane 56, Vivi 47, Steiner 50, Eiko 47  |                                    |                                             |
| Items      | <input type="checkbox"/> Hammer          | x1                                 |                                             |
| Cards      | <input type="checkbox"/> Invincible Card | x1                                 |                                             |
| Equipment  | <input type="checkbox"/> Aquamarine x10  | (AC)                               | <input type="checkbox"/> Ultima Weapon (WP) |
|            | <input type="checkbox"/> Maximilan       | (AB)                               | <input type="checkbox"/> Excalibur (WP)     |
|            | <input type="checkbox"/> Ribbon          | (AC)                               | <input type="checkbox"/> Protect Ring (AC)  |
|            | <input type="checkbox"/> Circlet         | (AH)                               |                                             |
| Stellazzio | <input type="checkbox"/> Pisces          | <input type="checkbox"/> Ophiuchus |                                             |
| Key Items  | <input type="checkbox"/> Superslick      |                                    |                                             |

"... can lost time be recovered?" -- Amarant

Well, we start off Disc 4 in the Black Mage Village and it a rather beatiful melody. If you haven't realized it yet, all of our characters have grown a lot throughout the game. Zidane, Dagger, Amarant, Vivi... even Steiner. Man, this game is the best of the best. ='D

=====  
 Remake your party... which you can pick whoever you can because we have some things to do before going to the Iifa Tree. First of all, return inside the Black Mage Village and enter the Weapon Shop. If you wanna collect everything you can, buy: Wizard Rod [Dagger], Siren's Flute [Eiko], Thief Hat [Zidane], some Holy Miters if you want and another Dark Gear, if you want too, of course.

Now go to the Synthesis Shop. There are a ton of new things to Synth here. Don't do the Masamune. You can steal one from one of the next bosses. You should only do what you can. I recommend: Priest's Racket [Dagger/Eiko], Bracer, Golden Skullcap, Grand Helm, Brave Suit and Grand Armor. These are rather expensive but besides that, they use weapons/armor that you can't buy anywhere, so you can only make one or 2, so make damn sure you've learnt the skills/ablities from 'em before using them (most likely Steiner's Armor's Break from the Mythril Sword).

Now go to the Invincible's deck by pressing /\ on the World Map...

<vin> Take note that you'll be using the Invinvible from here on out instead of the Hilda Garde. This ship can land anywhere, except for water, forests and mountains. Now you can land anywhere on the Forgotten Continent, not only grassy areas ;).

Once here, speak to Dagger, Vivi and Steiner if you want and go S to the other room. In here, open the chest on the left side of the ship to find the 'Pisces' Stellazzio...

<vin> Man, just how in heaven's name did a Stellazzio get here?

Speak to Amarant and Freya if you want to and go S if you want to too and

Speak to Quina and Eiko. Now, on the World Map, first of all, let's go get Zidane's Ultimate Weapon. Go near Esto Gaza and call Choco. Go to the center where the Shimmerind Island was and use a Dead Pepper to find a chest with: 10x Aquamarine, Ultima Weapon, Maximilian, Invincible Card.

Equip the Ultima Weapon on Zidane and the Maximilian on Steiner ASAP. Now enter Daguerreo. There's a new shop open here... well, new stuff, same shop. It has many things the Black Mage Village have. In here, buy: Ultima Sword [Steiner], Power Wrists for whoever need 'em, Aegis Gloves [Steiner] and Kaiser Helm (for collection only).

We're also here for another thing. We're getting Steiner's third best weapon. Leave the shop going up the stairs and speak to the old man dressed in black on the left side of the hallway and he asks for the Magical Fingertip. He'll give you "something" for it. Now leave the place and fly over to Treno. Go to the Auction House and if you haven't done so yet, buy: Rat Tail, Une's Mirror, Doga's Artifact and Griffin's Heart.

Once you buy these Key Items, time to go sell 'em:

- o Rat Tail: Speak to the Adventurer outside the Synthesis Shop.
- o Une's Mirror: Speak to the Nobleman walking outside the Synthesis Shop.
- o Doga's Artifact: Speak to the Scholar inside the Synthesis Shop.
- o Griffin's Heart: Speak to the Adventurer outside the Synthesis Shop.

Once you've sold the 4 items, return to the Auction House and now you'll be able to bid for the Magical Fingertip. Buy this, although it's quite expensive (I payed 56,200 Gil for it). Before returning to Daguerreo, move over to Queen Stella and hand her over Aquarius and Pisces.

- 11 :: 30,000 Gil
- 12 :: Robe of Lords

Afterwards, you'll receive all 12 Stellazzios, and now we need to go get the 13th. Wow... read 'em all and it gives you "slight" clues, but it's rather difficult to know where it is. Go to Quan's Dwelling, go down the rope in the first screen and check the S side, where the Scorpio Stellazzio was. You'll find 'Ophiuchus'.

Return to Queen Stella and give her Ophiuchus to receive:

- 13 :: Hammer

Nice. Before leaving Treno, go to the Weapon's Shop, equip your Sargatanas and fight the Behemoth. Soul Blade its ass to receive 'Circlet'. Now return to Daguerreo. Speak to the old man and give him the Magical Fingertip to receive 'Excalibur'...

<vin> He mentions Gogo. Do you recognize him? Gogo from FFVI comes to mind. Remember him?

Now go to Alexandria. Go to the church and speak to Stiltzkin. Buy the Moonstone, Ruby and Elixir set for 5,555 Gil. If you bought everything you can from him since the beginning of the game, speak to him once more to receive 'Ribbon'.

Now speak to Kupo and choose Mognet. We'll start in a chain of Moogle letters, so let's get started:

- o Kupo :: Atla the Moogle in Burmecia

- o Atla :: Mogryo the Moogle in the Black Mage Village
- o Mogryo :: Kumool the Moogle in Ipsen's Castle
- o Kumool :: Mois the Moogle in Fossil Roo's entrance (Qu's Side)
- o Mois\* :: Noggy the Moogle in Daguerreo
- o Noggy :: Kupo the Moogle in Alexandria

\*Mois is here because the Ice Cavern was sealed off. If you were doing this in the previous disc, he'd be there. Funny fact, Mois is the only Moogle that says "Thanks, dude!" instead of "Thanks, kupo!". Awesome.

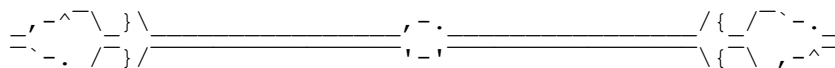
Anyway, once you deliver the last letter to Kupo, you finally know what that \*\*\*\*ing "thing" the Moogles have been talking about the whole game is. It's Superslick. Guess who has it... huh?! You give up? It's Ruby. Go to her Mini-Theater and talk to her to receive 'Superslick'. Now leave Alexandria and move to the N side of the Outer Continent and enter the Mognet Central.

Speak to Artemicion and he'll oil up the machine, giving you 'Protect Ring' as a reward. Speak to Mosh on the NW corner and he'll thank you for delivering all 27 letters. Nice =D. Man, the Moogles running around are so adorable =3. We're done with things to be done. There are some more, so I'll list 'em and you can check the Sidequest/Minigames sections for more info.

Now prepare yourself, regroup and head over to...

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 =====

A R E A 4 7



M E M O R I A

[sx547]

|              |                   |                                         |                     |
|--------------|-------------------|-----------------------------------------|---------------------|
| My Party     |                   | Zidane 60, Vivi 53, Eiko 47, Amarant 51 |                     |
| Equipment    | [_] Kain's Lance  | (WP)                                    | [_] The Tower (WP)  |
|              | [_] Angel's Flute | (WP)                                    | [_] Rune Claws (WP) |
|              | [_] Mace of Zeus  | (WP)                                    |                     |
| Enemies      | Ash               | (25,591 HP)                             |                     |
|              | Behemoth          | (24,123 HP)                             |                     |
|              | Chimera           | (21,901 HP)                             |                     |
|              | Iron Man          | (21,217 HP)                             |                     |
|              | Stilva            | (21,906 HP)                             |                     |
|              | Veteran           | (6,972 HP)                              | [Weak: Water, Wind] |
|              | BOSS: Nova Dragon | (54,940 HP)                             |                     |
|              | BOSS: Maliris     | (59,497 HP)                             |                     |
| BOSS: Tiamat | (59,494 HP)       |                                         |                     |
| BOSS: Kraken | (59,496 HP)       |                                         |                     |
| BOSS: Lich   | (58,554 HP)       |                                         |                     |

"Zidane, take care of Kuja... .. and protect the Crystal." -- Garland

Watch the FMVs and scenes that trigger as you approach the orb above the Iifa Tree (awesome by the way). When they're over, you'll be in a...

-----

|             |    |        |    |     |    |
|-------------|----|--------|----|-----|----|
| Nova Dragon | HP | 54,940 | XP | --- | AP |
|-------------|----|--------|----|-----|----|

```

-----| Weak |Wind/Ice| Gil | 9,506 | 13 |
Item Drop	Wing Edge, Ether '-----'-----'-----'-----'-----
Steal	Remedy, Dragon Wrist, Grand Armor
Party lv	Zidane 60, Vivi 53, Eiko 47, Amarant 51
\=====/	
Strategy: Ok, Nova Dragon. It's an upgraded version of the Silver	
Dragon. It has the same attacks, plus some of Garland's and Tidal Wave,	
which deals around 800 dmg. to all characters. Make sure your	
characters are equipped with Ribbons, which absorb both the Water and	
Wind attacks of Nova Dragon. If you do so, its only stuck with two	
attacks to hit you, Psychokinesis (2,000 dmg. to one) and Shockwave	
(800+ dmg. to all).	
As for the party, have Zidane steal that Grand Armor, since you could	
only have done one (at least, I only did one with the leftover armor I	
had), Eiko should heal all with Curaga over and over. Vivi, if you have	
Reflectx2 ability equipped, as well as Auto-Reflect, bounce off Flares	
off him to deal 9,999 dmg. to Nova.	
Amarant should use Aura when the spellcasters' MP gets low and then	
spam No Mercy to deal around 8,000+ dmg. with each use. Not a tough	
fight overall. Equip Ribbons and the Octagon Staff to absorb Wind and	
Water dmg.	
+=====+

```

After the scene, rearrange your party (I left it the way it is) and move forward. In here, a "?" appears, which you can use to return to the Invincible. The colored orb in front acts like a Moogles, in which you can also change characters...

<vin> All the enemies here in Memoria are weak against Petrification, so equipping Zidane's Sargatanas and using Soul Blade will defeat EVERY enemy here, but no XP nor AP will be gained. You get to pick.

Move N from the Save Point...

<vin> Feels weird to write that down. I'll miss the Moogles =(.

... while hugging the right wall, you'll find a hidden chest with 'Kain's Lance'. Now follow the very linear path until you get to an area with many stairs. Before leaving this area, before going up the last set of stairs, there's a little path going off the main path. Follow it and a small "!" appears. Press X to find 'The Tower'. Now proceed to the next area, equip Body Temp, fire absorbing/nulling armor/accessories and move forward to trigger a...

```

-----| Maliris | HP | 59,497 | XP | --- | AP |
-----| Weak | Ice | Gil | 8,532 | 10 |
Item Drop	Phoenix Down, Pinion '-----'-----'-----'-----'-----
Steal	Genji Armor, Ultima Sword, Masamune
Party lv	Zidane 61, Vivi 55, Eiko 49, Amarant 53
\=====/

```

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|
| Strategy: Remember this snake chick? Ya, it's a boss now. She's quite
| easy. Make sure you equipped some Rosetta Rings, or something to
| absorb/null Fire. Also, make sure to equip the Body Temp ability to
| avoid Mustard Bomb. Sword Quiver deals around 900+ dmg. to one
| character. Flame Slash deals around 950+ dmg. to one character. Firaga
|

```



| Elixirs if needed. Amarants role is very important. He MUST keep Vivi's  
 | and Eiko's MP high with Chakra. When they don't need it, have him use  
 | No Mercy to deal around 3,000+ dmg. When Eiko is useless, turn Amarant  
 | into a healer using Chakra over and over while having the Power Up  
 | ability equipped.

Now go into the eyeball and follow the straightforward path until a little scene with 2 planets colliding triggers. Enter the next area, use some Tents, save your game and proceed to the next room... where you're underwater. Wow... I seriously LOled when i saw Quina swimming. Anyway, there's a secret boss on the right side, hiding behind the rocks.

Press X constantly until you speak to him. It's Hades. Check the sidequest section for more info. Anyway, proceed forward and a little scene triggers. Once it's over, equip yourself with Ribbons/Octagon Rod to absorb water, equip your Body Temp ability and run upwards to trigger a...

```

Kraken	HP	59,496	XP	---	AP
-----	Weak	Thunder	Gil	8,628	10
Item Drop	Phoenix Down, Pinion				
Steal	Genji Helmet, Glutton's Robe, Wizard Rod			
Left Tentacle	HP	18,169	XP	---
-----	Weak	---	Gil	4,386
Item Drop	None			
Steal	Elixir			
---	---	---	---	---
Right Tentacle	HP	20,000	XP	---
-----	Weak	---	Gil	4,362
Item Drop	None			
Steal	Wing Edge			
Party lv	Zidane 63, Vivi 58, Eiko 53, Amarant 56			
\=====

```

| Strategy: Ok, Kraken, although she has 2 aids, she's the easiest of  
 | the Guardians. That's right. First of all, the attacks. Ink, which is  
 | shot from the Tentacles deals around 500+ dmg. plus inflicts Darkness.  
 | Leg deals around 1,900+ dmg. Water-gun deals around 800+ dmg. to one  
 | character. Freeze freezes you (duh!) and Waterga deals around 2,000+  
 | dmg. to either all your characters or all enemies, healing 'em.

| Ok, the things she has to steal aren't that good, but steal that Genji  
 | Helmet if you want. Have Vivi, Eiko and Amarant target the Tentacles  
 | first with Flare, Holy and No Mercy. Since you should've equipped the  
 | Ribbons and Octagon Rod, you should leave the Waterga to do your  
 | healing. Ya. Once the Tentacles are down, and you've stolen the items  
 | you want just spam Flare, Holy and No Mercy along with Zidan's physical  
 | attack until Kraken goes down.

After the fight, go up the stairs into the next room. In here, before going up the stairs, go N to a broken balcony to find a hidden Save Point. Use some Tents, save your game and proceed to the next area. After the little scene, go up the ladder and in this next area, before going up the next ladder, check the NW corner to find a hidden 'Mace of Zeus'...







a scene and a...

```

Trance Kuja	HP	55,535	XP	---	AP
-----	Weak	---	Gil	---	--
Item Drop	---	-----	-----	-----	-----
Steal	Rebirth Ring, White Robe, Ether				
Party lv	Zidane 64, Steiner 50, Eiko 54, Amarant 57				
\=====/					
Strategy: Ok, Kuja is hard... but... yes, he's hard. He has Spells					
like Flare, which you should know pretty damn well by now. It deals					
around 1,500+ dmg. to one character. Holy, which you know pretty good					
too, deals around 1,400+ dmg. to one character. He also casts Reflect					
on himself and bounce off these 2 spells back at you. He also has					
Curaga, which heals him for around 3,000+ HP. Remember Flare Star? Yes,					
it still deals your lv x 35 of dmg. to you.					
What to do? As you can see, I switched Steiner for Vivi. This is,					
well, have Steiner use Shock over and over. Each Shock is 9,999 dmg.					
Nice. Amarant should Aura the party ASAP, leave Eiko on Standby to					
Curaga the party or a character who needs it. Zidane for once and only,					
should only attack and use items if necessary.					
Steiner and Zidane are the source of dmg. Eiko is the healer and					
Amarant is more of a support character with Aura and Chakra, since					
Steiner'll be using a lot of his MP. Having Auto-Regen here is very					
helpful, since Kuja is very fast and sometimes he can use 2 Flare Stars					
in a row. Damn him. Well Steiner and Zidane should both be doing around					
9,999 dmg., if not THAT dmg. so this fight should be over very quickly.					
Kuja, just like in the previous battle with him, unleashes Ultima					
after defeated.					
+=====+
```

Watch the scenes after the fight and now its time to rearrange the party. Do it and now the menu is opened. Make sure you're prepared just like I suggested above before Kuja's fight and now you'll be in another...

```

Necron	HP	54,100	XP	---	AP
-----	Weak	---	Gil	---	
Item Drop	---	-----	-----	-----	-----
Steal	Elixir				
Party lv	Zidane 64, Steiner 50, Eiko 54, Amarant 57				
\=====/					
Strategy: Man, oh man, Necron, the final boss of the game. He has					
several attacks. He has so many that I'll better list 'em:					
o Blue Shockwave: drops a characters HP to 1					
o Protect: Casts Protect on self.					
o Shell: Casts Shell on self.					
o Curaga: Heals for around 3,000+ HP to him.					
o Thundaga: deals around 500+ dmg. to the whole party.					
o Firaga: deals around 500+ dmg. to the whole party.					
o Blizzaga: deals around 500+ dmg. to the whole party.					
o Holy: deals around 1,600+ dmg. to one character.					
o Meteor: deals around 3,000+ dmg. to the whole party.					
```



| Strategy: Ok, the very first boss of the game and it's training for  
| you. You have 4 characters and all of them are thieves. Yup, Zidane is  
| a thief. Anyway, have all characters steal from the Masked Man over and  
| over until you steal the Mage Masher. This early in the game and you  
| already have Zidane's second weapon, which totally kicks ass at this  
| point in the game.

| If you want, steal the rest of his loot (if you didn't steal it before  
| the Mage Masher of course) and attack him normally over and over. Cinna  
| will probably die just because he's so weak. Don't even worry about  
| healing him or reviving him if he's KO. Just keep on attacking until  
| he's down.

+=====

```

| Steiner | HP | 169 | XP | ---
|-----| Weak | --- | Gil | ---
| Item Drop | None |-----|
| Steal | Leather Hat, Silk Shirt
\=====
```

| Strategy: Steiner is very easy. Remember when you fought Baku at the  
| start of the game? Well it's pretty much the same here. Start by having  
| all Blank, Zidane 'n Cinna steal from Steiner until you get the Leather  
| Hat and the Silk Shirt. His attacks deal from 12 to 21 dmg. Just attack  
| him a couple of times and he's done for.

| At the end of the fight, he'll do a really kickass move and break  
| Blank's armor. Nice!

+=====

```

| Steiner | HP | 162 | XP | ---
|-----| Weak | --- | Gil | ---
| Item Drop | None |-----|
| Steal | None
|-----|
| Haagen | HP | 40 | XP | ---
|-----| Weak | --- | Gil | ---
| Item Drop | None |-----|
| Steal | None
|-----|
| Weimar | HP | 40 | XP | ---
|-----| Weak | --- | Gil | ---
| Item Drop | None |-----|
| Steal | None
\=====
```

| Strategy: Ok, now it's Zidane, Garnet, Vivi and Marcus vs 3 Pluto  
| Knights. The attacks go from 18 to 30 dmg., depending on the character  
| who's attacked. You can use Vivi's magic and press either L1 or R1 to  
| have Fire target all enemies. You can do the same with Garnet's Cure,  
| just in case you need to heal all of your characters.

| Since we're on stage, we cannot steal, which is a total bummer, but oh  
| well, we'll have plenty of time to steal in the future ;).

+=====

-----

|           |      |      |     |     |
|-----------|------|------|-----|-----|
| Steiner   | HP   | 167  | XP  | --- |
| -----     |      | Weak | --- | Gil |
| Item Drop | None |      |     |     |
| Steal     | None |      |     |     |

Strategy: Ok, this battle is pretty much the same as the first one against Steiner, only that we have Vivi and Garnet with us. Use Vivi's Fire over and over and if you need to heal, use Garnet's Cure. Let Zidane and Marcus attack Steiner over and over.

The battle will end once the Bomb is about to blow. Not sooner, not later.

|             |          |      |      |     |     |
|-------------|----------|------|------|-----|-----|
| Prison Cage | HP       | 513  | XP   | --- | AP  |
| -----       |          | Weak | Fire | Gil | --- |
| Item Drop   | ---      |      |      |     |     |
| Steal       | ---      |      |      |     |     |
| Party lv    | Zidane 5 |      |      |     |     |

Strategy: In this Boss Battle we're shown Trance. We transform in this form and each character gains sum extra skills. Zidane gains Dyne which changes all of his skills for attacks, which hit either 1 enemy or all of them. Pretty neat, huh? Against this boss, DO NOT USE Tidal Flame as we would kill Garnet in the process.

Instead, use Free Energy against it. The boss has 513 HP and it likes to absorb HP from Garnet. Make sure to keep an eye on Garnet's HP and whenever it absorbs twice, quickly heal her back up with a Potion. You can even leave Steiner on standby and just wait to heal her, which you shouldn't find the need of doing so.

|             |                           |      |      |     |     |
|-------------|---------------------------|------|------|-----|-----|
| Prison Cage | HP                        | 533  | XP   | --- | AP  |
| -----       |                           | Weak | Fire | Gil | 436 |
| Item Drop   | Eye Drops                 |      |      |     |     |
| Steal       | Broadsword, Leather Wrist |      |      |     |     |
| Party lv    | Zidane 5                  |      |      |     |     |

Strategy: This is pretty much the same as the previous fight. Only in this one, we have Vivi held captive and uses Fire to deal around 80 dmg to the Prison Cage. The boss also absorbs from Vivi, so don't forget to heal him before he dies. Since we don't have Trance in this fight, I recommend you stealing from it until you've stolen both items, then attacking it nonstop.

Just like with Garnet, whenever the Prison Cage uses Absorb twice, quickly heal Vivi because he won't survive a third Absorb.

|           |                       |      |     |     |     |
|-----------|-----------------------|------|-----|-----|-----|
| Baku      | HP                    | 250  | XP  | --- | AP  |
| -----     |                       | Weak | --- | Gil | --- |
| Item Drop | ---                   |      |     |     |     |
| Steal     | Hi-Potion, Iron Sword |      |     |     |     |

| Party lv | Zidane 5

\=====

| Strategy: Pretty easy fight. His attacks deal around 35 dmg. which is  
| not that high. You should be dealing around 100 dmg. per hit, so just a  
| couple of hits and he should be done for. Make sure you steal both  
| items, as the Iron Sword will come in handy this early in the game. If  
| you ever need to heal up, just toss yourself a Potion.

+=====

-----  
| Plant Brain | HP | 1,540 | XP | --- | AP |  
|-----| Weak | Fire | Gil | 468 | 05 |  
| Item Drop | Phoenix Down |-----|-----|-----|-----|  
| Steal | Iron Helm, Eye Drops |  
| Party lv | Zidane 5, Vivi 3, Steiner 3

\=====

| Strategy: A good thing to do here is equip both Zidane and Vivi with a  
| Silk Shirt, while you equip Steiner with the Rubber Helm. This is  
| because the Plant Brain uses Thunder and can be quite devastating. With  
| these items equipped, you'll reduce dmg. by half, which is neat-o.

| Anyway, as for attacks, he attacks with his right and left tentacles,  
| hitting either the character on the left or the character on the right.  
| His Thunder spell can either hit one character or the whole bunch. If  
| the last one happens, have everyone use a Potion on himself to heal up.  
| He also uses Pollen, which the same attack the enemy Dendobrium uses.  
| It dmgs. all characters and can inflict Darkness status on 'em. Not  
| good.

| After you deal around 900 dmg., Blank appears. If you haven't stolen  
| the items from the boss, make sure you do so now that you have both  
| thieves with you. Throughout the whole battle, make Vivi cast Fire over  
| and over. Steiner should stick with Fire Sword, which should deal a  
| grand 270+ dmg. on the boss. Let Zidane and Blank steal and afterwards,  
| just use physical attacks.

| If you need to use items, have any character available use it, whether  
| it's Potions, Phoenix Downs or Eye Drops.

+=====

-----  
| Black Waltz #1 | HP | 250 | XP | --- | AP |  
|-----| Weak | Fire | Gil | 339 | 05 |  
| Item Drop | Hi-Potion, Phoenix Down |-----|-----|-----|-----|  
| Steal | Silk Shirt, Remedy |

-----  
| Sealion | HP | 475 | XP | --- | AP |  
|-----| Weak | Fire | Gil | --- | -- |  
| Item Drop | --- |-----|-----|-----|-----|  
| Steal | Mythril Dagger, Ether |  
| Party lv | Zidane 8

\=====

| Strategy: This boss can be kinda tough because you're alone against 2  
| foes. Anyway, let's start with the attacks. Sealion's first. Wing  
| causes a mere 10+ dmg to Zidane. Blizzard causes around 30 dmg. Tsunami  
| is its most lethal attack which causes around 80 dmg. Blizzara deals

| around 55+ dmg. in one hit. Black Waltz's Blizzard causes 20- dmg. Fire  
| around 25 dmg. to Zidane.

| This fight is very easy at this lv. At the start, don't even worry  
| about stealing Black Waltz's items. Instead, quickly kill him to make  
| this fight even. Once it's one vs one, start stealing until you get the  
| Mythril Dagger, which teaches Zidane a new ability. I beg of you, steal  
| it before the fight ends.

| Since Zidane will deal over 80 dmg. per hit and you'll be receiving  
| around 30 dmg. per Sealion's turn, you won't be healing that often, but  
| once the orb in Sealion's chest turns red, it'll release Tsunami, which  
| deals over 80 dmg. It only does the attack when you deal around 400 dmg  
| to it.

| Toss a Potion whenever you need to heal and in case you really need it  
| use a Hi-Potion to completely heal yourself. You can also use your  
| Trance to quickly finish this battle.

```
+-----+
Black Waltz #2	HP	1,000	XP	---	AP
-----	Weak	---	Gil	441	05
Item Drop	Ether	-----	-----	-----	-----
Steal	Leather Plate, Steepled Hat				
Party lv	Zidane 9, Vivi 8, Steiner 8, Dagger 7				
\=====/					
```

| Strategy: Ok, this Black Waltz is very similar to the previous one,  
| only that this time he's alone and is stronger, obviously, but so are  
| we, no? His attacks don't deal that great of a dmg. Teleport deals  
| around 60 dmg. to one character. He also uses Fire on one character but  
| nothing to worry about.

| Once you deal around half dmg., he'll use Fira on all male characters,  
| dealing around 130 dmg. to all of 'em. This fight is very easy if you  
| know what to do. First of all, have Zidane steal both the Leather Plate  
| and the Steepled Hat. Have Vivi NOT use magic. If you do so Black Waltz  
| will cast the same spell on all characters to deal around 100 dmg.

| Let Dagger use Cure over and over. The good thing is that Black Waltz  
| won't target Dagger, but still, if the rest of the men die, it's game  
| over ;). Have Steiner use Magic Sword to deal around 350 dmg. per hit  
| and if you enter Trance with him, you'll deal around 730 dmg. with just  
| one hit. Neat, right? This is pretty much it. It's impossible to lose  
| this fight if you have Dagger use Cure over and over.

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+-----+
Black Waltz #3	HP	1,150	XP	---	AP
-----	Weak	---	Gil	---	--
Item Drop	---	-----	-----	-----	-----
Steal	Silver Gloves, Linen Cuirass, Steepled Hat				
Party lv	Zidane 9, Vivi 9, Steiner 9				
\=====/					
```

| Strategy: Ok, this Black Waltz is way stronger than #2, and something  
| that makes it harder is the fact that Dagger isn't with us. What a pain.  
| Yup, time to use all those Potions you've been getting. Let's start  
| with #3's attacks, shall we? He uses lv.1 Spells like Fire and Blizzard

that deals around 70 dmg. to one character.

His lv.2 Spells deal around 160 dmg. to one character as well and to the whole group for around 100 dmg. His physical attack deals around 70 dmg., which isn't much.

A good thing is that Vivi enters Trance automatically as the battle starts, which means you can double cast any spell. Make sure and completely sure that Zidane steals all 3 items from #3. Those pieces of equipment are very good at this point. Once he's out of stealable items, have Vivi start doublecasting any spell, while Steiner uses Magic Sword, obviously.

Zidane should stick to physical attacks and if he enters Trance, you know what to use, correct? I like to have Zidane heal using Potions or Hi-Potions if necessary since hes the fastest of the crew (have Steiner use Potions while Zidane steals).

```
=====

Gizamaluke	HP	3,000	XP	---	AP	
-----	-----	Weak	---	Gil	800	05
Item Drop	Tent	-----	-----	-----	-----	
Steal	Magus Hat, Elixir, Ice Staff					
Party lv	Zidane 13, Vivi 13, Freya 14, Quina 12					
\=====/
```

Strategy: Ok, the first time I played this game, I had a really hard time fighting against Gizamaluke and the reason is that I was so underleveled. I even had a hard time against Black Waltz #2. Anyway, after several playthroughs, I now know what it does and how to play against it. First of all, let me mention its attacks.

Crash deals around 200 dmg. to one character. It has the spell Water which can target either 1 or all the characters for around 100 dmg. The last attack it has is Silent Voice, which basically counters any spell you use against it with Silence [not always though].

That's all of its attacks. First of all, make sure Zidane steals all 3 items from Gizamaluke. The Ice Staff is rather hard to get and it'll take you several tries before you actually obtain it, so use all the potions you need to stay alive before killing Gizamaluke. Before the fight, make sure you equip Zidane with the Butterfly Sword.

Now, as the battle starts, make sure to have Zidane use Soul Blade while having the Butterfly Sword equipped to have Gizamaluke Silenced. Now you don't have to be worrying about the Water spell, which can be dangerous. Have Zidane steal, like said above while Freya attacks [physical or Lancer], Vivi uses Thunder and Quina uses Potions.

If you see Quina is not enough alone to heal up, have Vivi stop casting and start using potions alongside Quina. Also, have Vivi cast Slow on Gizamaluke to have him with Slow and Silenced. Once it's without items to steal, just attack it over and over and use Thunder on it until it dies.

```
=====

| Beatrix | HP | 3,600 | XP | --- | AP |
|-----|-----| Weak | --- | Gil | --- | -- |
```



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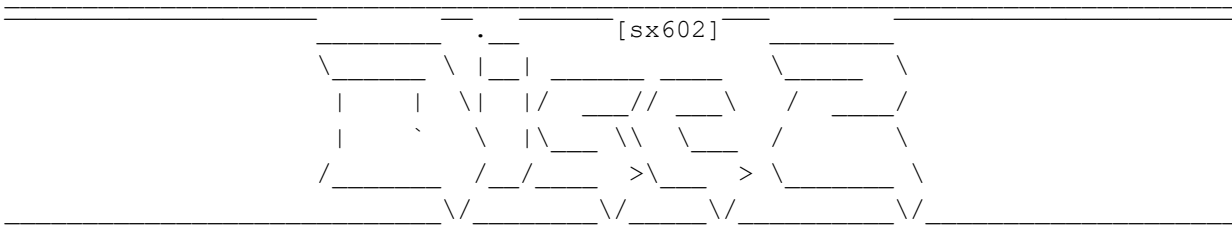
| Item Drop | ---
| Steal | Phoenix Down, Chain Plate, Mythril Sword
| Party lv | Zidane 15, Vivi 15, Freya 17, Quina 15

```

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\=====
|
| Strategy: Ok, the hotness Beatrix. She cannot be defeated. Don't even
| try. What you should try, however, is to steal all 3 items of hers...
| well we actually only need the Chain Plate and the Mythril Sword. Start
| by having Vivi cast Slow on her, because this fight has a time limit,
| even if you can't see the timer.
|
| Have Freya use Reis's Wind to have Regen on and make sure Zidane has
| his Bandit skill on. Quina should use Mighty Guard just to protect
| yourself a little more of Beatrix's attacks. Zidane should stick to
| steal the items, while Quina and Freya stick to heal the party.
|
| As for her attacks, Thunder Slash deals around 225 dmg. Shock deals
| around 450 dmg. to one character. Her regular attack deals around 100
| dmg. Stock Break depletes your HP to 1, ending the fight.
|
+=====

```



```

| Black Waltz #3 | HP | 1,290 | XP | --- | AP |
|-----| Weak | --- | Gil | 864 | 05 |
| Item Drop | ---
| Steal | Steepled Hat, Flame Staff, Lightning Staff
| Party lv | Dagger 8, Steiner 9, Marcus 8

```

```

\=====
|
| Strategy: Remember the Black Waltz #3 from the Cargo Ship? Remember
| how easy he was? He's as easy as back then, or probably easier since we
| now have Dagger to heal us up. His lv.1 spells deal around 80 dmg. to
| one character, which isn't much. His physical attack is what got
| somewhat stronger, dealing around 100 dmg. to one character.
|
| He has a new spell called Freeze, which Freezes your character, making
| him unable to move (somewhat like Petrify), but if he/she's attacked on
| the next turn, he/she'll be shattered in a million pieces and will
| remain out of combat for the rest of the fight. The good thing is that
| he doesn't use his lv.2 spells here, nor he attacks Dagger.
|
| Have Dagger do what she does best, Heal. Use Cure on all whenever
| needed. Marcus should stick with stealing. Have him steal over and over
| until you steal all 3 items of the BW#3 (useful items for Vivi right
| there). Steiner should only attack him. Once Marcus is done stealing,
| have him join the attack to finish him off in 2 minutes XD.
|
+=====

```

```

| Ralvurahva | HP | 2,300 | XP | --- | AP |
|-----| Weak | --- | Gil | --- | -- |

```



| try. What you should try, however, is to steal all 3 items of hers...  
| well we actually only need the Ice Brand. Start by having Vivi cast  
| on her, because this fight has a time limit, even if you can't see the  
| timer.

| Have Freya use Reis's Wind to have Regen on and make sure Zidane has  
| his Bandit skill on. Quina should use Mighty Guard just to protect  
| yourself a little more of Beatrix's attacks. Zidane should stick to  
| steal the items, while Quina and Freya stick to heal the party.

| As for her attacks, Thunder Slash deals around 450 dmg. Shock deals  
| around 900 dmg. to one character. Her regular attack deals around 100  
| dmg. Stock Break depletes your HP to 1, ending the fight.

```
=====

Zorn	HP	5,000	XP	---	AP
-----	Weak	---	Gil	---	--
Item Drop	None	-----	-----	-----	-----
Steal	Stardust Rod, Patisan	-----	-----	-----	
Thorn	HP	3,000	XP	---	AP
-----	Weak	---	Gil	---	--
Item Drop	None	-----	-----	-----	-----
Steal	Mythril Armlet, Mythril Armor	-----	-----	-----	
Party lv	Zidane 19, Vivi 17, Freya 19, Steiner 20	-----	-----	-----	
\=====/
```

| Strategy: Ok, this fight is very easy. They only have one attack each  
| one and one needs the help of the other one in order to carry out their  
| attack. They have Meteorite and Light Flare, dealing 450 and 300 dmg.  
| respectively. To avoid these attacks, attack the one helping the  
| other... in other words, attack the one that got the power.

| So, at the start of the fight, have Vivi cast Slow on both of them and  
| have Zidane steal their items. None of the items are of über importance,  
| so don't steal them if you so do desire, but that's easy and quick cash.  
| Just keep on attacking one of them (Thorn for a quicker match) and  
| it'll end in like 3-5 minutes.

```
=====

Beatrix	HP	5,700	XP	---	AP
-----	Weak	---	Gil	---	--
Item Drop	---	-----	-----	-----	-----
Steal	Phoenix Down, Ice Brand, Survival Vest	-----	-----	-----	
Party lv	Zidane 19, Vivi 17, Freya 19, Steiner 20	-----	-----	-----	
\=====/
```

| Strategy: Ok, the hotness Beatrix. The third and last fight with her.  
| She cannot be defeated. Don't even try. What you should try, however,  
| is to steal all 3 items of hers... well we actually only need the  
| Survival Vest. Start by having Vivi cast Slow on her, because this  
| fight has a time limit, even if you can't see the timer.

| Have Freya use Reis's Wind to have Regen on and make sure Zidane has  
| his Bandit skill on. Quina should use Mighty Guard just to protect  
| yourself a little more of Beatrix's attacks. Zidane should stick to  
| steal the items, while Quina and Freya stick to heal the party.



| and she physically attacks you for around 80 dmg. Ok so now what to do?

| Since Lani will be attacking Dagger for most of the battle, so a good strategy would be to equip her with Auto-Potion and Chemist to have the Auto-Potion heal 300 HP everytime she's attacked.

| Now first of all, have Vivi cast Slow on her. This will slow her attacks on you. So what to do with her magic? Well, since we have Quina let's use her. If you have Magic Hammer, which you should, use it on Lani to reduce her MP. I used it once and dealt 4,555 MP dmg.

| With that done, she only has physical attacks, which are meh, pathetic. Now have Zidane take his time and steal the items, most importantly, that Gladius. The Coral Sword is wonderful too, but we don't have Steiner to equip it.

+=====

```

Hilgigars	HP	8,100	XP	---	AP
Weak	Thunder	Gil	---	09	
Item Drop	Elixir, Tent				
Steal	Phoenix Down, Mythril Fork, Fairy Flute				
Party lv	Zidane 27, Dagger 26, Vivi 26, Eiko 25				
\=====

```

| Strategy: Ok, Hilgigars is pretty tough, and that's because he hits hard. You could probably finish him in a couple of turns being that Zidane deals around 1,000 dmg. by now. Anyway, we'll be wanting that Fairy Flute for Eiko. Have Dagger use Float on all the party and also have Dagger cast Silence on Hilgigars. Hilgigars can use Earthquake to deal around 300 dmg. to all party. This is why we used Float on everyone.

| Hilgigars can use Curaga to heal over 2,000 HP with one cast, being a pain in the ass. He has 3 other physical attacks that deal quite a lot of dmg. (around 400 dmg.), so make sure to cast Protect on everyone as well and keep 'em healed. You have to white mages/summoners now, so make sure one casts Cura on all the party and the other uses Ramuh.

| Vivi should cast Slow on Hilgigars and alternate between Bio and Thundara. It is known that the Fairy Flute is really tough to steal. Try a couple of times. If you simply can't steal it, just ignore it for now. We can get one later.

+=====

```

Soulcase	HP	9,700	XP	---	AP
Weak	Fire	Gil	3,800	09	
Item Drop	Elixir, Phoenix Pinion				
Steal	Oak Staff, Magician Cloak, Brigandine				
Party lv	Zidane 30, Dagger 30, Vivi 30, Eiko 29				
\=====

```

| Strategy: Ok, the Soulcase is very easy, although there are some things you should be aware of. He's Undead, meaning he's weak to healing magic... and to Phoenix Downs and Life. You may want to just toss one and end this fight. Do so if you want to. Otherwise, here are his attacks: Lv.5 Death. You know what this does. Leaf Swirl deals around 150 dmg. to all characters.

| Shockwave deals around 200 dmg. to all characters. If you deal Fire  
 | dmg. on Soulcase, he'll set ablaze and use Fire Blades, which is Leaf  
 | Swirl with Fire-imbued dmg. to deal over 350 dmg. He also uses Mustard  
 | Bomb, which inflicts Heat on a character. Whoever acts while being  
 | "Heated" will die. That's why I told you to equip Body Temp.

| Have Vivi cast Slow on Soulcase and afterwards, start spamming Bio,  
 | while Zidane attacks and Eiko and Dagger use Cura on it. Easy fight.  
 | Faster? Use Life or a Phoenix Down.

+=====+

```

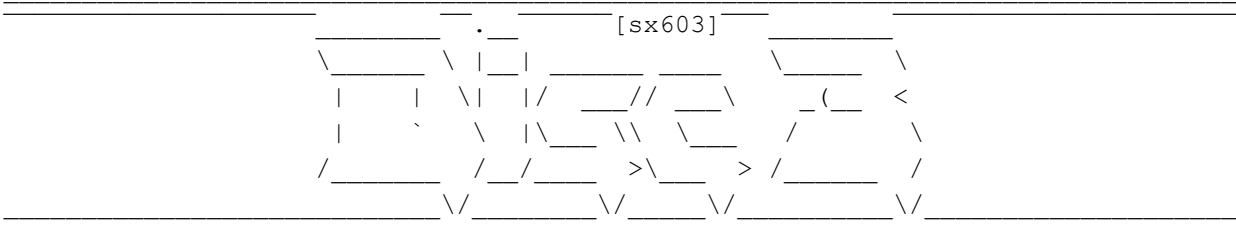
Scarlet Hair	HP	8,985	XP	---	AP
Weak	---	Gil	4,790	09	
Item Drop	Tent				
Steal	Poison Knuckles, Ether				
Party lv	Zidane 31				

```

\=====/

| Strategy: Ok, this fight is one on one. Zidane vs Scarlet. He's very  
 | easy to overcome. Make sure to steal the Poison Knuckles so you don't  
 | have to buy 'em. If you don't wanna bother, well, just attack him. He  
 | likes to jump around a lot, just attack him after he jumps, otherwise,  
 | you might miss. He only has 1 attack, which is a normal physical one  
 | which deals around 170 dmg. Not much. Use a Hi-Potion if you need to  
 | heal. He can also counter your attacks, so keep that in mind.

+=====+



```

| Ark | HP | 20,000 | XP | --- | AP |
|-----|-----|-----|-----|-----|
| Weak | Shadow | Gil | 5,964 | 11 |
| Item Drop | Ether, Pumice Piece
| Steal | Elixir, Holy Lance, Power Vest
| Party lv | Zidane 41, Vivi 39, Freya 38, Dagger 38

```

\=====/

| Strategy: Let's start with its attacks. He has Boomerang, which causes  
 | around 300 dmg. to all characters. Propeller Wind inflicts confuse to  
 | all characters (hence the reason you put on Clear Headed). Photon drops  
 | your HP all the way to 1. Whirlwind deals around 250 dmg. and inflicts  
 | Float.

| These are all its attacks. As a matter of fact, the Ark is a really  
 | pushover. Have the characters with Chemist be the healers, tossing Hi-  
 | Potions as needed. Have Zidane steal that Holy Lance and Elixir and  
 | have him attack afterwards. Have your other physical attacker attack  
 | over and over (Freya or Steiner). Freya, if she has her Dragon's Hair  
 | equipped, she'll be doing over 3,000 dmg.

| Otherwise, use Reis's Wind to stay healthy and attack over and over.

| You'll be doing over 4,000 dmg. per turn, so only 5 turns and it'll be  
| down.

```
-----+-----
Valia Pira	HP	12,119	XP	---	AP
-----	Weak	Water	Gil	4,089	11
Item Drop	Ether, Elixir	-----	-----	-----	-----
Steal	---				
Party lv	Eiko 39, Steiner 38, Quina 38, Amarant 37				
```

| Strategy: Okay, Valia Pira. If you didn't get the Bloodstones through  
| the palace, the boss will enhance its properties according to each  
| Bloodstone. It'll enhance DEF, MAG DEF, etc. If you got 'em all, it'll  
| be easy. Make sure to have Auto-Reflect of cast Carbuncle with Eiko. If  
| you got Quina, you can use Magic Hammer to deplet its MP, cast Bad  
| Breath to deal some status ailments on it, Lv.3 Def-less to reduce DEF,  
| Steiner/Freya should attack nonstop (Steiner could use Armor Break a  
| couple of times).

| Amarant should use Chakra if Reflect is on. All in all, pretty easy  
| battle. The attacks of Valia Pira are the 3 -aga spells, Reflect on  
| self and Mustard Bomb (which rarely uses). Once it uses Reflect, use  
| Dispel to remove it.

```
-----+-----
Meltigemini	HP	24,348	XP	---	AP
-----	Weak	---	Gil	6,428	11
Item Drop	Vaccine x2	-----	-----	-----	-----
Steal	Vaccine, Golden Hairpin, Demon's Vest				
Party lv	Zidane 46, Dagger 42, Quina 43, Eiko 39				
```

| Strategy: Ugh, this battle is annoying. Seriously. Wings do around 400  
| dmg. to one character. Nothing. Bio inflicts some dmg. plus Poison.  
| Venom Powder deals Venom (Poison + "Stop"). Viral Smoke inflicts Virus,  
| so no XP/AP for the ones that end the fight with it.

| Make sure to steal the Golden Hairpin and the Demon's Vest. Anyway,  
| have Quina use Magic Hammer until you deplete its 1,500+ MP so he can  
| stop using Bio. Have Quina be the healer and use White Wind to heal  
| around 900+ HP. Eiko should focus on using Fenrir and Dagger should use  
| Ifrit. Once Zidane steals all 3 items (well, the 2 important ones),  
| have him attack over and over.

| Quina can also use Lv.3 Def-less some times to have Zidane deal over  
| 2,000 dmg. per hit. Your best bet here, use Eidolons all the way. Don't  
| use Ethers and just attack normally after you run out of MP.

```
-----+-----
Taharka	HP	29,186	XP	---	AP
-----	Weak	Fire	Gil	8,092	11
Item Drop	---	-----	-----	-----	-----
Steal	Elixir, Mythril Claws, Orichalcon				
Party lv	Zidane 47, Eiko 41, Freya 42, Steiner 40				
```

Strategy: Ok, this dude, Taharka is rather easy. He has 2 stances. When he's normal and when he closes. When he closes up, your physical attacks will do pitiful dmg. Only way to hurt it is through Magic, so if you brought Vivi, Flare/Osmose its ass while it's like this. Have Zidane steal while closed. That Orichalcon is a very powerful weapon for Zidane, so make sure you get it. You can buy 'em later, but it's better to get one right now.

As for its attacks, he has Chop, which deals 750 dmg. to one character. Pff. Blizzaga deals around 450 dmg. to all characters and 850 dmg. to one character, so if you brought armor against Ice, that's nice. Ram deals 350 dmg. to one character, but it only uses it when it's closed. These are all its attacks.

If you want to, you can use Silence on it to forget about Blizzaga. If you want to, also, have Steiner use Armor/Power Break. If you don't have Vivi in your party, you can just use Freya's Cherry Blossom to deal around 2,500 dmg. and Eiko's Madeen to deal around 5,300 dmg. Easy boss.

```

=====

Earth Guardian	HP	20,756	XP	---	AP
Weak	Wind	Gil	4,512	11	
Item Drop	Phoenix Pinion, Atomos Card -'-----'-----'-----'-----				
Steal	Avenger, Rubber Suit				
Party lv	Zidane 53, Quina 49				
\=====

```

Strategy: Ok, this boss is easy if you did what I said above. His attacks are: Earthquake deals around 450 dmg. to both characters. Firaga/Thundaga/Blizzaga deals around 400 dmg. to one character. Double Slash deals around 1,200+ dmg. These are all his attacks.

You can absorb one attack, negate 3 more and you only have to worry about his Double Slash. This battle might seem hard because Quina isn't used as much as other characters. I never used her in previous playthroughs and I decided to use her in this one. Man, I was missing out something big. She's awesome, if you have the Blue Magic, of course.

You can use Mighty Guard to cast Protect on yourself. Use Bad Breath to inflict Mini, Darkness and Slow on him to make you nearly invincible. Zidane should deal around 4,200+ dmg. per hit, which in 4 hits, the Earth Guardian is downed. Have Quina use White Wind through the battle. You might not even need it XD.

You can also eat the Earth Guardian to learn Earth Shake... ROFL! I'm serious. Have Quina eat him while Tranced while he has 15,000 dmg.

```

=====

Amdusias	HP	10,926	XP	8,792	AP
Weak	Wind	Gil	2,316	03	
Item Drop	Ether				
Steal	Ether, Tent				
Party lv	Zidane 54				
\=====

```

Strategy: Ok, Amdusias. You fought this monster before at Treno. It



| resists petrification, due to the fact that it's a boss. Well, you  
| start with Zidane alone. It likes to use Bio, which poisons and dmgs.  
| you as well. It also has Thundara which it rarely uses and Horn, which  
| physically dmgs. you.

| After a turn or two, Freya and Amarant show up to help you out. Have  
| Zidane attack normally for around 2,500+ dmg. per hit. Freya should use  
| Reis's Wind and Cherry Blossoms while Amarant should use Chakra and  
| physically attack. Not hard, but can be if you're underleveled and/or  
| unprepared.

```
-----+
| Abadon | HP | 12,658 | XP | 8,792 | AP |
|-----|-----|-----|-----|-----|
| Weak | Wind | Gil | 2,348 | 04 |
| Item Drop | Ether
| Steal | Ether, Vaccine
| Party lv | Quina 49, Steiner 47
\=====/
```

| Strategy: Ok, we start this battle as Quina and Steiner. At the start  
| of the fight, have Quina cast Mighty Guard and Steiner should use Shock  
| through the battle. Abadon's attacks consists of a physical attack  
| targeting one character, another physical attack which targets all 3  
| characters and Thundaga.

| Make note that Shock deals 9,999 dmg. to Abadon, and Quina's Twister  
| deals around 7,000+ dmg. After Zidane arrives, just attack and kill it.  
| Nice and easy.

```
-----+
| Shell Dragon | HP | 12,661 | XP | 13,188 | AP |
|-----|-----|-----|-----|-----|
| Weak | Ice | Gil | 2,332 | 04 |
| Item Drop | Elixir
| Steal | Elixir, Phoenix down
| Party lv | Zidane 54, Dagger 51
\=====/
```

| Strategy: Ok, the hardest one of the bunch. Attack it normally and  
| it'll be attacking you as well with Earth Shake and physical attacks.  
| When it's time for Dagger to enter the fight, it'll drop your HP to 1  
| with an attack called Smash, having Dagger healing you to tiptoe form.  
| Once Dagger arrives, have her spam Curaga and Zidane attacks.

| If you need to, use Elixirs to help you out with the Smash attack.

```
-----+
| Silver Dragon | HP | 24,055 | XP | --- | AP |
|-----|-----|-----|-----|-----|
| Weak | --- | Gil | 5,240 | 13 |
| Item Drop | Wing Edge
| Steal | Elixir, Dragon Mail, Kaiser Knuckles
| Party lv | Zidane 56, Vivi 47, Steiner 50, Eiko 47
\=====/
```

| Strategy: Ok, the Silver Dragon, Kuja's pet is here for the first  
| battle. Not hard at all. This one is very easy. If you're protected  
| from Wind, then Twister and Aerial Slash won't deal dmg., which by the  
| way, deal around 1,700+ dmg. the former and 850+ dmg. the latter.

| Shockwave deals around 1,300+ physical dmg. to all the party and Claw  
| deals around 800 physical dmg. to one character.

| Very quick battle. After Zidane steals all 3 items, have him attack  
| normally, Steiner should do the same as well. Have Vivi use Flare/Osmose  
| and Eiko should heal all with Curaga. Between Zidane and Steiner, you  
| should deal over 6,000 dmg. Flare should do the same. In 3 turns after  
| stealing, you're done with it. Make sure to have your HP high before  
| the end of the fight.

```
-----+
|
|-----+
| Garland | HP | 40,728 | XP | --- | AP |
|-----+-----+-----+-----+-----+
| Weak | --- | Gil | --- |
| Item Drop | ---
| Steal | Battle Boots, Dark Gear, Ninja Gear
| Party lv | Zidane 56, Vivi 47, Steiner 50, Eiko 47
\=====/
```

| Strategy: Ok, Garland is obviously harder than the Silver Dragon. His  
| attacks are: Psychokinesis deals around 950+ physical dmg. Wave deals  
| around 1,100+ physical dmg. Flare deals around 1,300+ dmg. and he can  
| use Stop, hence why I told you to equip Locomotion.

| These are all of his attacks. Silence him if possible to have him stop  
| using Flare. Inflict Darkness on him if you have Dagger and you're  
| ready to go. Remember to steal the items. We already have the Battle  
| Boots, so the Dark Gear and the Ninja Gear are very good for us. Just  
| like the previous battle, have Zidane attack, Steiner should use Flare  
| Sword/Shock, Vivi should stick to Flare and alternate Eiko with  
| Curaga-all and Holy/Madeen.

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-----+
|
|-----+
| Kuja | HP | 42,382 | XP | --- | AP |
|-----+-----+-----+-----+-----+
| Weak | --- | Gil | --- |
| Item Drop | ---
| Steal | Light Robe, Carabini Mail, Ether
| Party lv | Zidane 56, Vivi 47, Steiner 50, Eiko 47
\=====/
```

| Strategy: Ok, time to fight Kuja. Nice. He has little attacks, and all  
| are magic-based, so here we go. Thundaga deals around 1,400+ dmg. to  
| one character, Demi deals 1/4 of dmg. of your total HP. Flare Star  
| deals your actual level times 35 (lv. x 35). Ultima ends the fight.

| The good thing about this fight is that you can go all-out from the  
| beginning since we already have all the stealable items of Kuja (if you  
| followed my guide, you should have already the Light Robe). You can  
| steal that extra Carabini Mail for either Steiner or Freya. Have  
| Steiner stick with Shock for a guaranteed 9,999 dmg. Zidane should  
| attack and/or toss Ethers. Vivi must use Flare over and over and Eiko  
| should only heal with Curaga.

```
-----+
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```

Tiamat	HP	59,494	XP	---	AP
-----	Weak	Ice	Gil	8,820	10
Item Drop	Phoenix Down, Wing Edge-----'-----'-----'-----				
Steal	Feather Boots, Blood Sword, Grand Helm				
Party lv	Zidane 63, Vivi 57, Eiko 52, Amarant 55				
\=====

```

Strategy: Man, Tiamat looks awesome. Anyway, he has a ton of attacks. Lets start off with his elemental attacks. Jet Fire deals around 600 dmg. to all characters, which also inflicts Heat. Twister deals around 1,100 dmg. to all characters. Absorb MP absorbs 80+ MP. Absorb Magic and Absorb Strength lowers your magic and strength and strengthens his. Silent Claw deals 1,200+ dmg. to one character and inflicts Silence. He can also cast Float and use Snort, which ejects a character from battle. He only uses this last attack if you attack him while on Float status.

Told ya he had a ton of attacks. Anyway, make sure to have equipped Wind and Fire absorbing/nulling armor/accessories. Body Temp is a must too. Please have Vivi and Eiko their Loudmouth ability equipped. The main thing to look out in the battle is the Absorb Magic/Strength attacks. These lower your stats while it maxes his. He can kill you in one hit if the battle takes too long.

Make sure to steal that Grand Helm with Zidane. Just like the previous Grand Armor, you might have been able to make only one. Have Vivi use Flare and Flare alone. Don't use items, don't put him to Sleep, don't do anything besides Flare. Eiko.. man, if Tiamat sucks up all her Magic stat, her Curaga-all will heal for around 300. That's lame.

Once that happens, she'll be useless. Have her use items and toss Elixirs if needed. Amarants role is very important. He MUST keep Vivi's and Eiko's MP high with Chakra. When they don't need it, have him use No Mercy to deal around 3,000+ dmg. When Eiko is useless, turn Amarant into a healer using Chakra over and over while having the Power Up ability equipped.

```

Kraken	HP	59,496	XP	---	AP
-----	Weak	---	Gil	8,628	10
Item Drop	Phoenix Down, Pinion '-----'-----'-----'-----				
Steal	Genji Helmet, Glutton's Robe, Wizard Rod			
Left Tentacle	HP	18,169	XP	---
-----	Weak	---	Gil	4,386
Item Drop	None '-----'-----'-----'-----			
Steal	Elixir			
-----	-----	-----	-----	
Right Tentacle	HP	20,000	XP	---
-----	Weak	---	Gil	4,362
Item Drop	None '-----'-----'-----'-----			
Steal	Wing Edge			
Party lv	Zidane 63, Vivi 58, Eiko 53, Amarant 56			
\=====

```

Strategy: Ok, Kraken, although she has 2 aids, she's the easiest of the Guardians. That's right. First of all, the attacks. Ink, which is shot from the Tentacles deals around 500+ dmg. plus inflicts Darkness. Leg deals around 1,900+ dmg. Water-gun deals around 800+ dmg. to one

| character. Freeze freezes you (duh!) and Waterga deals around 2,000+  
| dmg. to either all your characters or all enemies, healing 'em.

| Ok, the things she has to steal aren't that good, but steal that Genji  
| Helmet if you want. Have Vivi, Eiko and Amarant target the Tentacles  
| first with Flare, Holy and No Mercy. Since you should've equipped the  
| Ribbons and Octagon Rod, you should leave the Waterga to do your  
| healing. Ya. Once the Tentacles are down, and you've stolen the items  
| you want just spam Flare, Holy and No Mercy along with Zidanes physical  
| attack until Kraken goes down.

```
-----+
Lich	HP	58,554	XP	---	AP
-----	Weak	Holy	Gil	8,436	10
Item Drop	Phoenix Down, Pinion	-----	-----	-----	-----
Steal	Siren's Flute, Genji Gloves, Black Robe				
Party lv	Zidane 64, Vivi 59, Eiko 54, Amarant 57				
\=====/
```

| Strategy: Alrighty, Lich. We finally get to him once again. He has  
| several attacks, but most of them will fail/miss if you prepared  
| beforehand. Anyway, here they are: Earthquake deals around 1,200+ dmg.  
| to all the party. Earth Shake deals around 1,800+ dmg. to all  
| characters. He can also cast Stop, Doom and Death. He also has Venom  
| Powder, which inflicts Venom on a character, hence the reason why we  
| equipped Antibody. Death Cutter deals around 1,500+ dmg. to one  
| character, plus it inflicts Doom. Lv.5 Death kills all characters with  
| their lv. divisible by 5.

| Make sure to steal all 3 items with Zidane. Once you've done so, you  
| can start screwing with him. Make ABSOLUTELY SURE Amarant casts Aura on  
| every character, this way, if your killed by Doom or Death, you can  
| instantly revive. Have Vivi cast Flare over and over. Eiko should stay  
| on Standby and wait 'til healing is required.

| Also, once Aura is party-casted, have him use Chakra or No Mercy.  
| Zidane should stick to physical attacks as per usual. Also, having Eiko  
| cast Holy is awesome. 9,999 dmg. per Holy isn't to shabby, if I do say  
| so myself.

```
-----+
Deathguise	HP	55,535	XP	---	AP
-----	Weak Holy/Wind	Gil	8,916	--	
Item Drop	Phoenix Down, Wing Edge	-----	-----	-----	-----
Steal	Duel Claws, Elixir, Black Belt				
Party lv	Zidane 64, Vivi 59, Eiko 54, Amarant 57				
\=====/
```

| Strategy: Man, Deathguise. Ok. Man, it can use Meteor, which can  
| either dmg. you a lot, or nearly killing you, or kill you. He likes to  
| use it in its first turn a lot, so make sure to heal and revive ASAP.  
| As for its other attacks, it casts Death and Lv.5 Death. He also has  
| Twister, which deals around 1,200+ dmg. to all characters, Spin which  
| deals around 1,600+ dmg. to all characters and Demon's Claw, which  
| deals 1,800+ dmg. to one character.

| Just like all previous bosses, have Zidane steal. Yes, steal!  
| Afterwards, attack nonstop. Vivi should Flare up its ass. Eiko should

| Curaga the party every turn, or right after Spin is executed. Amarant  
| should Aura the party and then stick to Chakra and No Mercy. If someone  
| dies, quickly Aura that party member and continue.

| When Deathguise is "open", it'll uses attacks like Spin, Demon's Claw  
| and Meteor. When it closes, just like Taharka in Ipsen's Castle, it'll  
| use Twister and Lv.5 Death. Over all, just a pushover. The only hard  
| thing is Meteor, the beginning of the fight. If you can overcome that,  
| and you absorb/nullify Wind, you're good to go.

```
-----+
Trance Kuja	HP	55,535	XP	---	AP
-----	Weak	---	Gil	---	--
Item Drop	---	'-----'-----'-----'-----'-----			
Steal	Rebirth Ring, White Robe, Ether				
Party lv	Zidane 64, Steiner 50, Eiko 54, Amarant 57				
\=====/
```

| Strategy: Ok, Kuja is hard... but... yes, he's hard. He has Spells  
| like Flare, which you should know pretty damn well by now. It deals  
| around 1,500+ dmg. to one character. Holy, which you know pretty good  
| too, deals around 1,400+ dmg. to one character. He also casts Reflect  
| on himself and bounce off these 2 spells back at you. He also has  
| Curaga, which heals him for around 3,000+ HP. Remember Flare Star? Yes,  
| it still deals your lv x 35 of dmg. to you.

| What to do? As you can see, I switched Steiner for Vivi. This is,  
| well, have Steiner use Shock over and over. Each Shock is 9,999 dmg.  
| Nice. Amarant should Aura the party ASAP, leave Eiko on Standby to  
| Curaga the party or a character who needs it. Zidane for once and only,  
| should only attack and use items if necessary.

| Steiner and Zidane are the source of dmg. Eiko is the healer and  
| Amarant is more of a support character with Aura and Chakra, since  
| Steiner'll be using a lot of his MP. Having Auto-Regen here is very  
| helpful, since Kuja is very fast and sometimes he can use 2 Flare Stars  
| in a row. Damn him. Well Steiner and Zidane should both be doing around  
| 9,999 dmg., if not THAT dmg. so this fight should be over very quickly.

| Kuja, just like in the previous battle with him, unleashes Ultima  
| after defeated.

```
-----+
Necron	HP	54,100	XP	---	AP
-----	Weak	---	Gil	---	
Item Drop	---	'-----'-----'-----'-----'-----			
Steal	Elixir				
Party lv	Zidane 64, Steiner 50, Eiko 54, Amarant 57				
\=====/
```

| Strategy: Man, oh man, Necron, the final boss of the game. He has  
| several attacks. He has so many that I'll better list 'em:

- | o Blue Shockwave: drops a characters HP to 1
- | o Protect: Casts Protect on self.
- | o Shell: Casts Shell on self.
- | o Curaga: Heals for around 3,000+ HP to him.
- | o Thundaga: deals around 500+ dmg. to the whole party.

- | o Firaga: deals around 500+ dmg. to the whole party.
- | o Blizzaga: deals around 500+ dmg. to the whole party.
- | o Holy: deals around 1,600+ dmg. to one character.
- | o Meteor: deals around 3,000+ dmg. to the whole party.
- | o Grand Cross: inflicts a plethora of status ailments.
- | o Neutro Ring: deals around 3,000+ dmg. to the whole party.

| He likes to start the fight with Blue Shockwave, which drops your HP  
 | to 1. Counter this right away with a Curaga. Now, since you can pick  
 | any character for this fight, I'll list 'em up here as well:

- | o Zidane: Stick to physical attacks. Use Elixirs if necessary.
- | o Vivi: Flare is your way to go. If you have Reflectx2 and Auto-Reflect  
 | on, bounce them off for 9,999 dmg.
- | o Dagger: Only use Curaga.
- | o Steiner: Shock, Shock and Shock for 9,999 dmg. Use Elixirs if needed.
- | o Freya: Lancer, Dragon's Crest. Use Elixirs if necessary.
- | o Quina: Mighty Guard, Angel's Snack.
- | o Eiko: Curaga, Esuna, Phoenix if needed.
- | o Amarant: Aura all the way, Chakra. Use Elixirs if necessary.

| Well, this fight is hard. Have Steiner use Shock without giving a crap  
 | about Protect or healing. Amarant should Aura the party ASAP, have Eiko  
 | stay still until she needs to use Curaga. Zidane should attack over and  
 | over. If needed be, have him use all those Elixirs you've been nabbing  
 | through the whole game. Overall, not TOO hard, but still, hard  
 | nonetheless.

=====+

| Sidequest     | Minigame |
|---------------|----------|
| 7] Sidequests |          |
| [sx700]       |          |

Well, this is the list of all the sidequests that you can do in the world of Final Fantasy IX. Note that the Sidequests and Minigames are listed in different sections.

=====  
 ~~~ ~~~ ~~~ 7.1] Moogle Letters ~~~ ~~~ ~~~  
 =====.sx701.=====

The Moogle Letters is a rather long sidequest. It's long due to the fact that it takes place from the first Moogle you meet all the way to the last Moogle. The thing here is that Mognet is failing. Mognet is the Central where all the letters the Moogles send their letters so they can be delivered to their buddies.

The problem is that the mail-delivery boy (or Moogle?) is slacking off work. Very nice. Now we need to go around the world delivering a ton of letters. Make note that some letters are missable, meaning that even if you go to that particular Moogle later in the game, you won't be receiving the letter, so make sure to nab 'em all.

The following is a chart where all the Moogles are listed, as well as the destination of their letter and where that Moogle is. They'll be separated by





```

	Moogle Name :	: Mosh	
	Location :	: Alexandria Castle [room where Dagger was held]	
	Recipient :	: Monty	
	Location^^ :	: Pinnacle Rocks [first area]	

	Moogle Name :	: Moodon	
	Location :	: Lindblum [Inn]	
	Recipient :	: Moonte	
	Location^^ :	: Lindblum [Dragon's Gate]	

	Moogle Name :	: Kuppo	
	Location :	: Gargan Roo [minning area]	
	Recipient :	: Kupo	
	Location^^ :	: Alexandria [Chappel] [Disc 3]	

	Moogle Name :	: Mogmatt	
	Location :	: Conde Petie [Item shop area]	
	Recipient :	: Suzuna	
	Location^^ :	: Mountain Path [area before the boss fight]	

	Moogle Name :	: Mogryo	
	Location :	: Black Mage Village [area outside the Chocobo hut]	
	Recipient :	: Mocchi	
	Location^^ :	: Iifa Tree	
'~._____|_____,~'

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.:^_____|._____.:
	Moogle Name :	: Mogki	
	Location :	: Lindblum Castle [Guestroom]	
	Recipient :	: Moodon	
	Location^^ :	: Lindblum [Inn]	

	Moogle Name :	: Mimoza	
	Location :	: Oeilvert [Outside]	
	Recipient :	: Moael	
	Location^^ :	: Oeilvert [Inside]	

	Moogle Name :	: Mojito	
	Location :	: Desert Palace [room with scales]	
	Recipient :	: Mogsam	
	Location^^ :	: Desert Palace [near the end]	

	Moogle Name :	: Mogrika	
	Location :	: Esto Gaza [Viewing deck]	
	Recipient :	: Moolan	
	Location^^ :	: Mount Gulug [building right of the entrance]	

	Moogle Name :	: Moolan	
	Location :	: Mount Gulug [building right of the entrance]	
	Recipient :	: Mogtaka	

|| Location^^ :|: Mount Gulug [near the bottom] ||

```

```

	Moogle Name :	: Mogki	
	Location :	: Lindblum Castle [Guestroom]	
	Recipient :	: Kumool	
	Location^^ :	: Ipsen's Castle [second area]	
	-----+-----		
	Moogle Name :	: Moorock	
	Location :	: Bran Bal	
	Recipient :	: Mozme	
	Location^^ :	: Pandemonium [area before the 3 boss fights]	
'~._____|_____,~'

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=====
~.. ~.. ~.. 1.1] Contact Rules ~.. ~.. ~..
=====
~.. ~.. ~.. 1.1] Contact Rules ~.. ~.. ~..
=====
~.. ~.. ~.. 7.4] Chocobo Hot & Cold ~.. ~.. ~..
=====

```

Ok, this sidequest is also a minigame, but hey, it's my guide and I wanna put it here. Anyway, Chocobo Hot & Cold is that, a little game where you dig with your Chocobo Choco to find treasure burried underground. There are 3 places where you can dig:

- o Forest
- o Lagoon
- o Sky Garden

Also, there are things called Chocographs, which shows you a picture of the World Map and in that specific location, there's a chest with items inside. Very cool. You can also level up your Beak. The more items you dig, the higher it goes up and the faster you can dig up treasure. There's also ground resistance.

What's that?! Well, the resistance of the ground as you dig. In the Forest, it's normal, meaning that you'll dig normally. At the Lagoon, you'll be digging with 1/2 of your normal digging speed (ie. you dig 20 in Forest, you'll dig 10 in Lagoon) and in the Sky Garden, your digging speed will lower to 1/3 (ie. in Forest you dig 30, Lagoon you'll dig 15 and in Sky Garden 10).

Here's also the list of items you can dig in the 3 places:

- Stone With Patterns :: 20 pts
- Anklet :: 16 pts
- Chocograph Piece :: 15 pts
- Chocograph :: 10 pts
- 200 Gil :: 02 pts
- 500 Gil :: 04 pts
- Hi-Potion :: 04 pts (after getting Reef Ability)
- Remedy :: 04 pts
- Ore :: 02 pts
- Phoenix Pinion :: 02 pts
- 50 Gil :: 01 pt
- Annoyntment :: 01 pt



```

	Description :	: I've seen a beach that looks like this near a city with	
	:	: high winds, kupo.	
	Hint :	: Kupo! You already know how to call a chocobo, right?	
	Ability Req :	: Field	
	Location :	: Go NW of Cleyra, on the beach.	
	Items :	: Reef Ability	
	-----+-----		
	Name :	: Abandoned beach	
	Digged at :	: Chocobo Forest	
	Disc :	: Disc 2	
	Description :	: I think there's a beach near a huge dying forest. That	
	:	: might be it, kupo.	
	Hint :	: There are treasures on continents other than the Mist	
	:	: Continent.	
	Ability Req :	: Field	
	Location :	: On the beach SE of the Qu's Marsh on the Outer Continent.	
	Items :	: Phoenix Pinion x9, Phoenix Down x5, Peridot x12,	
	:	: Diamond Gloves	
	-----+-----		
	Name :	: Cold Field	
	Digged at :	: Chocobo Forest	
	Disc :	: Disc 3	
	Description :	: Looks like a very cold place, kupo...	
	Hint :	: There are other things you can ride besides chocobos, kupo	
	Ability Req :	: Field	
	Location :	: E of the Chocobo Footprints on the Lost Continent.	
	Items :	: Echo Screen x5, Hi-Potion x7, Tent x3, Theater Ship	
	:	: Card x1	
	-----+-----		
	Name :	: Forgotten lagoon	
	Digged at :	: Chocobo Lagoon	
	Disc :	: Disc 3	
	Description :	: Kupo! Why not go play in icy-cold water?	
	Hint :	: Some treasure is hidden in the shallows, kupo.	
	Ability Req :	: Reef	
	Location :	: On the NE side of the Forgotten Continent. Call Choco	
	:	: from the Lost Continent, cross the ocean S and move to	
	:	: the L shaped piece of land. Dig in the corner.	
	Items :	: Gysahl Greens x8, Ether x5, Hi-Potion x7, Dragon's Claws	
	-----+-----		
	Name :	: Faraway lagoon	
	Digged at :	: Chocobo Forest	
	Disc :	: Disc 3	
	Description :	: I heard there's a long stretch of reef... that might be	
	:	: it, kupo.	
	Hint :	: It feels really far away if your chocobo isn't grown up,	
	:	: kupo.	
	Ability Req :	: Reef	
	Location :	: From the island with Chocobo Footprints NW of the Qu's	
	:	: Marsh on Lanar Island (W side of the map), call Choco and	
	:	: go N. From here, go around the "n" shaped area until	
	:	: you're NE of your ship. Start digging around until you	
	:	: find it.	
	Items :	: Potion x37, Magic Tag x6, Shield Armor x1, Gaia Gear x1	
	-----+-----		
	Name :	: Abandoned lagoon	
	Digged at :	: Chocobo Lagoon	
	Disc :	: Disc 3	
	Description :	: I hear there's a sunken treasure near a peninsula in the	
	:	: S part of the Outer Continent, kupo.	

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```

	Hint :	: Start your search on a small beach, kupo.	
	Ability Req :	: Reef	
	Location :	: Move to the S side of the Outer Continent, disembark on	
	:	: the beach (not the one near Qu's Marsh) and grab Choco	
	:	: from the footprints. Now go W across the reef until you	
	:	: find it. Simple.	
	Items :	: Soft x6, Ether x4, Feather Boots x1, N-Kai Armlet x1	
	-----+-----		
	Name :	: Bird's-eye lagoon	
	Digged at :	: Chocobo Forest	
	Disc :	: Disc 1	
	Description :	: There are so many small islands surrounding the Mist	
	:	: Continent, kupo!	
	Hint :	: Try changing your point-of-view with R2, kupo.	
	Ability Req :	: Reef	
	Location :	: From Qu's Marsh, go W and move into the shallow waters.	
	:	: Press R2 to move the camera angle to have it right on top	
	:	: of you. Move across the shallow waters until you get to a	
	:	: semi-large isle (you can see it in the map). Check the	
	:	: left side of this isle to get the chest.	
	Items :	: Potion x8, Phoenix Down x4, Ether x3, Magician Robe x1	
	-----+-----		
	Name :	: Small beach	
	Digged at :	: Chocobo Forest	
	Disc :	: Disc 1	
	Description :	: It's a beach on a small island! A great place to	
	:	: vacation, kupo.	
	Hint :	: There's nothing there, but it's my favorite place, kupo.	
	Ability Req :	: Reef	
	Location :	: From the Chocobo's Forest, go S and when in the shallow	
	:	: waters, go W across the river and follow the shallow	
	:	: waters until you come across an isle with a small beach.	
	:	: This is where the Chocograph is.	
	Items :	: Remedy x4, Elixir x2, Rising Sun x8, Oak Staff x1	
	-----+-----		
	Name :	: Dawn lagoon	
	Digged at :	: Chocobo Lagoon	
	Disc :	: Disc 3	
	Description :	: It's near a city where the night never ends.	
	Hint :	: Lots of rich people live there, kupo.	
	Ability Req :	: Reef	
	Location :	: Head over to the Chocobo's Forest and call Choco outside.	
	:	: From here, go all the way E and enter the reef from the E	
	:	: most beach. You'll see a small patch of land here. Dig on	
	:	: the right side of it to find the chest.	
	Items :	: Mountain Ability	
	-----+-----		
	Name :	: Forbidden forest	
	Digged at :	: Chocobo Forest, after getting Mountain ability	
	Disc :	: Disc 3	
	Description :	: The forest lies where the many mountain ranges merge, kupo	
	Hint :	: You need to go over a very high mountain.	
	Ability Req :	: Mountain	
	Location :	: In middle of the Mist Continent, the 3 mountain ranges	
	:	: meet (the ones that separate Alexandria, Lindblum and	
	:	: Burmecia). It's N with a little W of Chocobo's Forest.	
	Items :	: Ether x7, Elixir x2, Wing Edge x10, High Mage Staff	
	-----+-----		
	Name :	: Green plains	
	Digged at :	: Chocobo Forest, after getting Mountain ability	

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```

	Disc :	: Disc 3	
	Description :	: There are some treasures on the high plains, too, kupo!	
	Hint :	: High plains are grass fields that are found at a higher	
	:	: elevation.	
	Ability Req :	: Mountain	
	Location :	: Move directly N of Chocobo's Forest until you reach the N	
	:	: mountain range that overlooks the ocean.	
	Items :	: Ocean Ability	
	-----+-----		
	Name :	: Dusk plains	
	Digged at :	: Chocobo Lagoon	
	Disc :	: Disc 3	
	Description :	: What a beautiful sunset, kupo!	
	Hint :	: At a certain location on the Forgotten Continent, it is	
	:	: always dusk, kupo.	
	Ability Req :	: Mountain	
	Location :	: From Oeilvert, go SW to find the small patch of forest	
	:	: near the sea. Really easy to find.	
	Items :	: Phoenix Down x12, Ore x14, Kaiser Knuckles, Iron Man Card	
	-----+-----		
	Name :	: Forgotten plains	
	Digged at :	: Chocobo Forest, after getting Mountain ability	
	Disc :	: Disc 3	
	Description :	: The long peninsula sort of points to the location of the	
	:	: treasure, kupo.	
	Hint :	: Look for the withered plateau, kupo.	
	Ability Req :	: Mountain	
	Location :	: From Ipsen's Castle, go a little W and you'll see the	
	:	: patch of grass just like the one in the image. Dig over	
	:	: the mountain to find the chest.	
	Items :	: Ore x17, Ether x5, Opal x14, Demon's Mail	
	-----+-----		
	Name :	: Sea at dusk	
	Digged at :	: Chocobo Lagoon, after getting Sea ability	
	Disc :	: Disc 3	
	Description :	: There must be more treasures deeper in the ocean.	
	Hint :	: Go dig in the ocean!	
	Ability Req :	: Sea	
	Location :	: Open up your map (press select) and locate the North Gate	
	:	: (near Burmecia). From here, move all the way W and where	
	:	: the pointer meets the E side of the Forgotten Continent,	
	:	: that's where the chest is... well, somewhere around here.	
	Items :	: Phoenix Pinion x15, White Robe, Diamond, Masamune Card	
	-----+-----		
	Name :	: Ocean	
	Digged at :	: Chocobo Lagoon, after getting Sea ability	
	Disc :	: Disc 3	
	Description :	: Look carefully! There's a small reef, kupo!	
	Hint :	: Call a chocobo near this place, kupo.	
	Ability Req :	: Sea	
	Location :	: From the island with Chocobo Footprints NW of the Qu's	
	:	: Marsh on Lanar Island (W side of the map), call Choco and	
	:	: go N. From here, start digging in the upper left side of	
	:	: this island (in the open sea) to find the chest.	
	Items :	: Ore x27, Light Robe, Whale Whisker, Alexander Card	
	-----+-----		
	Name :	: Cold lagoon	
	Digged at :	: Chocobo Forest, after getting Mountain ability	
	Disc :	: Disc 3	
	Description :	: What a complicated cove. The water looks very cold, kupo.	

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	Hint :	: Why would anyone hide treasure here, kupo?	
	Ability Req :	: Sea	
	Location :	: Move to the Lost Continent (icy one) and call Choco.	
	:	: Follow the water to the N side of the continent and	
	:	: you'll find the shape of the image. Dig here.	
	Items :	: Peridot x11, Opal x9, Sapphire x15, Topaz x19	
	-----+-----		
	Name :	: Mist ocean	
	Digged at :	: Chocobo Forest/Chocobo Lagoon	
	Disc :	: Disc 3	
	Description :	: Look around the small islands located in the NE shore of	
	:	: the Mist Continent.	
	Hint :	: Be patient and dig! Dig! Dig, kupo!	
	Ability Req :	: Sea	
	Location :	: Go to the NE corner of the Mist Continent (just a little	
	:	: bit N of the Alexandrian Harbor) and you'll find 2 small	
	:	: isles. Dig around these (to the N in the open ocean) to	
	:	: find the chest.	
	Items :	: Sky Amility	
	-----+-----		
	Name :	: Outer island	
	Digged at :	: Chocobo Air Garden	
	Disc :	: Disc 3	
	Description :	: Kupo. It isn't a very big island.	
	Hint :	: How scary! I hope you like heighths...	
	Ability Req :	: Sky	
	Location :	: Go to the E side of the Outer continent and you'll see a	
	:	: small island with a small forest in middle. Dig on the N	
	:	: side to find the chest.	
	Items :	: Amethyst x21, Garnet x16, Genji Armor, Ragnarok	
	-----+-----		
	Name :	: Outer island 2	
	Digged at :	: Chocobo Lagoon, after getting Sea ability	
	Disc :	: Disc 3	
	Description :	: I think there's a desert nearby, kupo.	
	Hint :	: I don't think you can get near it from the ocean, kupo...	
	Ability Req :	: Sky	
	Location :	: Go to the NE side of the Outer Continent and look for the	
	:	: island. It's NW of the Desert Palace. NW, not NE.	
	Items :	: Sapphire x11, Circlet, Pumice Piece, Hilda Garde 3 Card	
	-----+-----		
	Name :	: Fairy Island	
	Digged at :	: Chocobo Air Garden	
	Disc :	: Disc 3	
	Description :	: There's a mountain on the middle of the island.	
	Hint :	: Try going to places you couldn't reach before, kupo!	
	Ability Req :	: Sky	
	Location :	: Open your map and you'll see a large island SW of the	
	:	: Iifa Tree. Land there and dig on the edge of the mountain,	
	:	: the E side of it.	
	Items :	: Potion x33, Annoyntment x15, Holy Miter, Dark Matter Card	
	-----+-----		
	Name :	: Forgotten island	
	Digged at :	: Chocobo Air Garden	
	Disc :	: Disc 3	
	Description :	: What a strange shape for an island, kupo.	
	Hint :	: You've come this far! You can figure it out, kupo!	
	Ability Req :	: Sky	
	Location :	: Directly W from the island of the previous Chocograph	
	:	: (Fairy Island), there's a odd-shaped island with a small	

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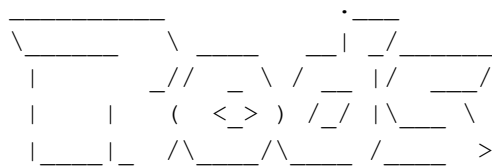




```

|| ATK :|: 37
|| Ability :|: Lucky Seven (A)
||-----+-----||
|| Name :|: Angel Bless
|| Description :|: Weapon with an angel's spirit dwelling inside.
|| Add ST :|: Confuse
|| ATK :|: 44
|| Ability :|: Thievery (A)
||-----+-----||
|| Name :|: Sargatanas
|| Description :|: Sword made by processing 'Epitaph's Fragment'.
|| Add ST :|: Petrify
|| ATK :|: 53
|| Ability :|: Annoy (A)
||-----+-----||
|| Name :|: Masamune
|| Description :|: Sword from a foreign land.
|| Add ST :|: Doom
|| ATK :|: 62
|| Ability :|: Sacrifice (A)
||-----+-----||
|| Name :|: The Tower
|| Description :|: Weapon that defines a great thief.
|| Add ST :|: Mini
|| ATK :|: 86
|| Ability :|: Lucky Seven (A), Thievery (A)
||-----+-----||
|| Name :|: Ultima Weapon
|| Description :|: Considered the most powerful weapon in the world.
|| Add ST :|: Sleep
|| ATK :|: 100
|| Ability :|: Flee (A)
'~._____ | _____,~'

```



```

Dagger_____ [sx905]_
.:^_____ :.
|| Name :|: Rod
|| Description :|: Combat rod.
|| Add ST :|: ---
|| ATK :|: 11
|| Ability :|: Cure (A), Panacea (A), Protect (A)
||-----+-----||
|| Name :|: Mythril Rod
|| Description :|: Rod made of mythril.
|| Add ST :|: ---
|| ATK :|: 14
|| Ability :|: Life (A), Silence (A), Shell (A)
||-----+-----||
|| Name :|: Stardust Rod
|| Description :|: Rod adorned with beautiful stars.
|| Elem-Def :|: Shadow dmg. reduced by 50%
|| Add ST :|: ---
|| ATK :|: 16
|| Ability :|: Ability Up (S), Reflect (A), Float (A)
||-----+-----||

```

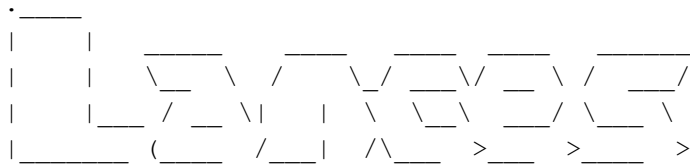




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|| ATK :|: 33 ||
|| Ability :|: Holy (A), Esuna (A), Curaga (A) ||
'~._____.'~'

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_Freya_____ [sx908]_

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```

.,^_____:.
	Name :	: Javelin	
	Description :	: Spear used by dragon knights.	
	Add ST :	: ---	
	ATK :	: 18	
	Ability :	: Dragon Killer (S)	
	-----+-----		
	Name :	: Mythril Spear	
	Description :	: Spear made of mythril.	
	Add ST :	: ---	
	ATK :	: 20	
	Ability :	: Reis's Wind	
	-----+-----		
	Name :	: Partisan	
	Description :	: Spear adorned with brilliant	
		gems, originally made as a	
		decoration.	
	Add ST :	: ---	
	ATK :	: 25	
	Ability :	: Lancer (A), High Tide (S)	
	-----+-----		
	Name :	: Ice Lance	
	Description :	: Spear made of ice.	
	Elem-Atk :	: Ice	
	Add ST :	: Freeze	
	ATK :	: 31	
	Ability :	: White Draw (A)	
	-----+-----		
	Name :	: Trident	
	Description :	: Also known as 'The Spear of	
		Enchantment'.	
	Add ST :	: Darkness	
	ATK :	: 37	
	Ability :	: Luna (A)	
	-----+-----		
	Name :	: Heavy Lance	
	Description :	: Heavy weapon that can deal	
		massive dmg.	
	Add ST :	: Stop	
	ATK :	: 42	
	Ability :	: Six Dragons (A)	
	-----+-----		
	Name :	: Obelisk	
	Description :	: Spear made from a magic	
		stone.	
	Add ST :	: Petrify	
	ATK :	: 52	
	Ability :	: Cherry Blossom (A), Initiative	
		(S)	
	-----+-----		
	Name :	: Holy Lance	
	Description :	: Holy Spear	
	Elem-Atk :	: Holy	
	Add ST :	: ---	
	ATK :	: 62	

```

```

	Ability :	: Dragon's Crest (A), Reis's Wind (A)	
	-----+-----		
	Name :	: Kain's Lance	
	Description :	: Spear from the distant past.	
	Add ST :	: Confuse	
	ATK :	: 71	
	Ability :	: Dragon's Crest (A), Cherry Blossom (A), White Draw (A)	
	-----+-----		
	Name :	: Dragon's Hair	
	Description :	: Legendary spear made from the dragon king's hair. It is	
	:	: known as 'The Divider of Heaven'.	
	Add ST :	: ---	
	ATK :	: 77	
	Ability :	: Dragon Breath (A)	
'~._____~'

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```

.;^_____~'.
	Name :	: Mage Staff	
	Description :	: Staff used by black mages.	
	Add ST :	: ---	
	ATK :	: 12	
	Ability :	: Fire (A)	
	-----+-----		
	Name :	: Flame Staff	
	Description :	: Staff with a divine fire power dwelling inside.	
	Elem-Atk :	: Fire	
	Add ST :	: ---	
	ATK :	: 16	
	Ability :	: Fira (A), Sleep (A)	
	-----+-----		
	Name :	: Ice Staff	
	Description :	: Staff with a divine ice power dwelling inside.	
	Elem-Atk :	: Ice	
	Add ST :	: ---	
	ATK :	: 16	
	Ability :	: Blizzara (A), Slow (A)	
	-----+-----		
	Name :	: Lightning Staff	
	Description :	: Staff with a divine thunder power dwelling inside.	
	Elem-Atk :	: Thunder	
	Add ST :	: ---	
	ATK :	: 16	
	Ability :	: Thundara (A), Poison (A)	
	-----+-----		
	Name :	: Oak Staff	
	Description :	: Staff made from a legendary tree.	
	Add ST :	: Slow	
	ATK :	: 23	
	Ability :	: Stop (A), Bio (A), Drain (A)	
	-----+-----		
	Name :	: Cypress Pile	
	Description :	: Weapon that radiates a mysterious light.	
	Add ST :	: Confuse	
	ATK :	: 27	

```







```

	Description :	: Weapon with an ice spirit dwelling inside.	
	Elem-Atk :	: Ice	
	Add ST :	: Freeze	
	ATK :	: 35	
	Ability :	: Mental Break (A)	
	-----+-----		
	Name :	: Coral Sword	
	Description :	: Sword made of coral.	
	Elem-Atk :	: Thunder	
	Add ST :	: ---	
	ATK :	: 38	
	Ability :	: Charge! (A)	
	-----+-----		
	Name :	: Diamond Sword	
	Description :	: Sword made of diamond.	
	Add ST :	: ---	
	ATK :	: 42	
	Ability :	: Power Break (A)	
	-----+-----		
	Name :	: Flame Saber	
	Description :	: Weapon with a fire spirit dwelling inside.	
	Elem-Atk :	: Fire	
	Add ST :	: Heat	
	ATK :	: 46	
	Ability :	: Magic Break (A)	
	-----+-----		
	Name :	: Rune Blade	
	Description :	: Weapon that has Rune inscriptions.	
	Add ST :	: Darkness	
	ATK :	: 57	
	Ability :	: Iai Strike (A)	
	-----+-----		
	Name :	: Defender	
	Description :	: Sword possessing a guardian angel.	
	Elem-Def :	: Ice / Thunder dmg. reduced by 50%	
	Add ST :	: ---	
	ATK :	: 65	
	Ability :	: Thunder Slash (A)	
	-----+-----		
	Name :	: Ultima Sword	
	Description :	: Sword that can only be used by chosen knights.	
	Add ST :	: ---	
	ATK :	: 74	
	Ability :	: Stock Break (A)	
	-----+-----		
	Name :	: Excalibur	
	Description :	: Light sword used by holy knights.	
	Elem-Atk :	: Holy	
	Add ST :	: ---	
	ATK :	: 77	
	Ability :	: Climhazard (A)	
	-----+-----		
	Name :	: Ragnarok	
	Description :	: Knight sword bearing divine inscriptions.	
	Add ST :	: Slow	
	ATK :	: 87	
	Ability :	: Shock (A), Thunder Slash (A)	
'~. _____ ,~'

```



```

	Name :	: Adaman Hat	
	Description :	: Extremely durable hat.	
	Defense :	: +3	
	Mag Def :	: +33	
	Nullify :	: Thunder	
	Ability :	: HP+ 20% (S), Gamble Defense (S)	
	-----+-----		
	Name :	: Bandana	
	Description :	: Mysterious bandana that makes you light-footed.	
	Evade :	: +2	
	Speed :	: +1	
	Spirit :	: +1	
	Mag Def :	: +12	
	Ability :	: Man Eater (A), Insomniac (A)	
	-----+-----		
	Name :	: Black Hood	
	Description :	: Hood from a foreign land.	
	Mag Def :	: +27	
	Halves :	: Fire/Thunder/Water	
	Ability :	: Accuracy+ (S), Locomotion (S)	
	-----+-----		
	Name :	: Circlet	
	Description :	: Circlet protected by magic.	
	Mag Def :	: +51	
	Nullify :	: Earth	
	Ability :	: Jelly (S), Clear Headed (S)	
	-----+-----		
	Name :	: Coronet	
	Description :	: Coronet that radiates a mysterious light.	
	Defense :	: +1	
	Mag Def :	: +35	
	Nullify :	: Wind	
	Ability :	: Man Eater (S), Return Magic (S)	
	-----+-----		
	Name :	: Dark Hat	
	Description :	: Old hat, steeped in legend.	
	Mag Def :	: +21	
	Nullify :	: Ice	
	Ability :	: High Tide (S), Jelly (S)	
	-----+-----		
	Name :	: Feather Hat	
	Description :	: Hat that raises Spirit.	
	Spirit :	: +1	
	Mag Def :	: +7	
	Enhance :	: Wind	
	Ability :	: Bright Eyes (S), Add Status (S)	
	-----+-----		
	Name :	: Flash Hat	
	Description :	: Holy Hat.	
	Evade :	: +2	
	Speed :	: +1	
	Mag Def :	: +38	
	Enhance :	: Thunder/Holy	
	Ability :	: Eye 4 Eye (S), Beast Killer (S)	
	-----+-----		
	Name :	: Golden Hairpin	
	Description :	: Hairpin that holds magic powers.	
	Magic :	: +1	
	Mag Def :	: +32	
	Mag Eva :	: +2	

```

```

	Enhance :	: Water	
	Ability :	: Auto-Regen (S), Loudmouth (S)	
	-----+-----		
	Name :	: Golden Skullcap	
	Description :	: Known for providing great defense.	
	Defense :	: +2	
	Mag Def :	: +47	
	Enhance :	: Water	
	Halves :	: Earth	
	Ability :	: Power Up (S), Locomotion (S)	
	-----+-----		
	Name :	: Green Beret	
	Description :	: Improves movement.	
	Speed :	: +1	
	Strength :	: +1	
	Mag Def :	: +23	
	Ability :	: Ability Up (S), Clear Headed (S)	
	-----+-----		
	Name :	: Headgear	
	Description :	: Wearing it will make you popular.	
	Defense :	: +2	
	Mag Def :	: +6	
	Halves :	: Water	
	Ability :	: Undead Killer (S)	
	-----+-----		
	Name :	: Holy Miter	
	Description :	: Holy hat.	
	Magic :	: +1	
	Spirit :	: +2	
	Mag Def :	: +39	
	Ability :	: Insomniac (S), Body Temp (S)	
	-----+-----		
	Name :	: Lamia's Tiara	
	Description :	: Tiara worn by Lamia.	
	Magic :	: +1	
	Spirit :	: +1	
	Mag Def :	: +17	
	Halves :	: Wind	
	Ability :	: Clear Headed (S), Confuse (A), Float (A)	
	-----+-----		
	Name :	: Leather Hat	
	Description :	: Not a suitable item to wear in combat.	
	Mag Def :	: +6	
	Ability :	: Fire (A)	
	-----+-----		
	Name :	: Mage's Hat	
	Description :	: Hat that holds magic powers.	
	Magic :	: +1	
	Mag Def :	: +14	
	Enhance :	: Holy/Shadow	
	Ability :	: Loudmouth (S), Fira (A)	
	-----+-----		
	Name :	: Magus Hat	
	Description :	: Hat suited for mages.	
	Mag Def :	: +10	
	Ability :	: Slow (A)	
	-----+-----		
	Name :	: Mantra Band	
	Description :	: Draws on hidden strength.	
	Magic :	: +1	

```



```

	Ability :	: Alert (S), Dragon Killer (S)	
	-----+-----		
	Name :	: Cross Helm	
	Description :	: Helm that raises Strength.	
	Strength :	: +1	
	Mag Def :	: +16	
	Ability :	: MP Attack (S), Devil Killer (S)	
	-----+-----		
	Name :	: Diamond Helm	
	Description :	: Helm made of diamond.	
	Spirit :	: +1	
	Mag Def :	: +20	
	Ability :	: Accuracy+ (S), Insomniac (S)	
	-----+-----		
	Name :	: Genji Helmet	
	Description :	: Very famous brand of helmet.	
	Magic :	: +2	
	Defense :	: +2	
	Mag Def :	: +29	
	Ability :	: HP+ 20% (S)	
	-----+-----		
	Name :	: Gold Helm	
	Description :	: Helm made of gold.	
	Magic :	: +1	
	Mag Def :	: +13	
	Ability :	: Mental Break (A), Reis's Wind (A), Clear	
	Headed (S)		
	-----+-----		
	Name :	: Grand Helm	
	Description :	: The greatest helmet.	
	Speed :	: +1	
	Mag Def :	: +33	
	Ability :	: High Tide (S)	
	-----+-----		
	Name :	: Iron Helm	
	Description :	: Helm made of iron.	
	Spirit :	: +1	
	Mag Def :	: +7	
	Ability :	: Bright Eyes (S), Level Up (S)	
	-----+-----		
	Name :	: Kaiser Helm	
	Description :	: Helm that raises Strength and Magic.	
	Magic :	: +1	
	Strength :	: +1	
	Mag Def :	: +26	
	Ability :	: Eye 4 Eye (S)	
	-----+-----		
	Name :	: Mythril Helm	
	Description :	: Helm made of mythril.	
	Spirit :	: +1	
	Mag Def :	: +11	
	Enhance :	: Holy	
	Ability :	: Insomniac (S), Antibody (S)	
	-----+-----		
	Name :	: Platinum Helm	
	Description :	: Helm made of platinum.	
	Mag Def :	: +23	
	Halves :	: Ice	
	Ability :	: Restore HP (S), Stone Killer (S)	
	-----+-----		

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```

	Ability :	: Beast Killer (S), Level Up (S)	
	-----+-----		
	Name :	: Glass Armlet	
	Description :	: Armlet made of glass.	
	Evade :	: +10	
	Mag Eva :	: +7	
	Halves :	: Water	
	Ability :	: Steal Gil (S), Antibody (S)	
	-----+-----		
	Name :	: Jade Armlet	
	Description :	: Armlet made of jade.	
	Mag Def :	: +2	
	Mag Eva :	: +27	
	Enhance :	: Holy	
	Ability :	: Body Temp (S), High Tide (S)	
	-----+-----		
	Name :	: Leather Wrist	
	Description :	: Wristlet that raises Spirit when equipped.	
	Spirit :	: +1	
	Evade :	: +7	
	Mag Eva :	: +5	
	Ability :	: Beast Killer (S), Blizzard (A)	
	-----+-----		
	Name :	: Magic Armlet	
	Description :	: Armlet packed with magic.	
	Magic :	: +2	
	Evade :	: +16	
	Mag Def :	: +1	
	Mag Eva :	: +16	
	Ability :	: Clear Headed (S), Silence (A)	
	-----+-----		
	Name :	: Mythril Armlet	
	Description :	: Armlet made of mythril.	
	Spirit :	: +1	
	Evade :	: +17	
	Mag Eva :	: +11	
	Ability :	: Bug Killer (S)	
	-----+-----		
	Name :	: N-Kai Armlet	
	Description :	: Armlet formerly worn by a ninja.	
	Spirit :	: +2	
	Defense :	: +2	
	Evade :	: +27	
	Ability :	: Bandit (S), Undead Killer (S), Water (A)	
	-----+-----		
	Name :	: Pearl Armlet	
	Description :	: Provides a southern, tropical feel.	
	-----+-----		
	Name :	: Power Wrist	
	Description :	: Wristlet guard that raises Strength when equipped.	
	Strength :	: +2	
	Evade :	: +30	
	Mag Eva :	: +10	
	Ability :	: Accuracy+ (S)	
	-----+-----		
	Name :	: Thief Gloves [Zidane/Amarant only]	
	Description :	: Gloves used by thieves.	
	Speed :	: +1	
	Evade :	: +26	
	Mag Eva :	: +13	

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	Halves :	: Fire	
	Ability :	: Stone Killer (S), Bird Killer (S)	
	-----+-----		
	Name :	: Aloha T-shirt	
	Description :	: Provides a southern, tropical feel.	
	-----+-----		
	Name :	: Brigandine	
	Description :	: Clothes that raise Strength.	
	Strength :	: +1	
	Defense :	: +20	
	Ability :	: Ability Up (S), Return Magic (S)	
	-----+-----		
	Name :	: Brave Suit	
	Description :	: Extremely durable suit.	
	Spirit :	: +1	
	Defense :	: +42	
	Enhance :	: Fire	
	Ability :	: Restore HP (S), Auto-Regen (S)	
	-----+-----		
	Name :	: Bronze Vest	
	Description :	: Plate made of bronze.	
	Spirit :	: +1	
	Defense :	: +9	
	Mag Def :	: +1	
	Ability :	: Jelly (S)	
	-----+-----		
	Name :	: Chain Plate	
	Description :	: Plate that provides brimming strength.	
	Strength :	: +1	
	Defense :	: +10	
	Ability :	: Devil Killer (S)	
	-----+-----		
	Name :	: Dark Gear	
	Description :	: Gear that raises Spirit.	
	Spirit :	: +2	
	Defense :	: +37	
	Ability :	: Clear Headed (S), Jelly (S)	
	-----+-----		
	Name :	: Demon's Vest	
	Description :	: Supposedly, a vest that belonged to a demon.	
	Magic :	: +1	
	Defense :	: +31	
	Halves :	: Shadow	
	Ability :	: Devil Killer (S), Auto-Potion (S), Locomotion (S)	
	-----+-----		
	Name :	: Gaia Gear	
	Description :	: Robe blessed by the earth god.	
	Defense :	: +25	
	Mag Def :	: +2	
	Enhance :	: Earth	
	Absorbs :	: Earth	
	Ability :	: Insomniac (S), High Tide (S), Osmose (A)	
	-----+-----		
	Name :	: Judo Uniform	
	Description :	: Clothes from a foreign land.	
	Strength :	: +1	
	Spirit :	: +1	
	Defense :	: +23	
	Ability :	: Distract (S), HP+ 10% (S)	
	-----+-----		

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	Name :	: Leather Shirt	
	Description :	: Clothes made of leather.	
	Defense :	: +6	
	Ability :	: Protect Girls (S)	
	-----+-----		
	Name :	: Leather Plate	
	Description :	: Plate worn for combat.	
	Defense :	: +8	
	Halves :	: Ice	
	Ability :	: Chakra (A)	
	-----+-----		
	Name :	: Minerva's Plate (Dagger/Eiko/Freya only)	
	Description :	: Plate worn by women.	
	Strength :	: +1	
	Magic :	: +2	
	Defense :	: +34	
	Mag Def :	: +1	
	Ability :	: Restore HP (S), High Tide (S)	
	-----+-----		
	Name :	: Mythril Vest	
	Description :	: Vest braided with mythril.	
	Defense :	: +12	
	Halves :	: Water	
	Ability :	: Auto-Potion (S)	
	-----+-----		
	Name :	: Ninja Gear	
	Description :	: Gear that makes you light-footed.	
	Speed :	: +1	
	Defense :	: +35	
	Absorbs :	: Shadow	
	Ability :	: Alert (S), Locomotion (S), Eye 4 Eye (S)	
	-----+-----		
	Name :	: Power Vest	
	Description :	: Raises Strength.	
	Strength :	: +2	
	Defense :	: +27	
	Ability :	: Stone Killer (S), Gamble Defense (S), Counter (S)	
	-----+-----		
	Name :	: Rubber Suit	
	Description :	: Suit worn by women.	
	Defense :	: +39	
	Evade :	: +2	
	Mag Def :	: +1	
	Mag Eva :	: +3	
	Nullify :	: Thunder	
	Ability :	: Eye 4 Eye (S), Esuna (A)	
	-----+-----		
	Name :	: Silk Shirt	
	Description :	: Silk burns eaily.	
	Defense :	: +7	
	Halves :	: Thunder	
	Ability :	: Cure (A), Thunder (A)	
	-----+-----		
	Name :	: Survival Vest	
	Description :	: Vest that raises Spirit.	
	Spirit :	: +2	
	Defense :	: +17	
	Ability :	: Locomotion (S), Antibody (S), Mug (S)	

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Steiner/Freya/Beatrix [sx922]

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.;^
|| Name :|: Bronze Mail
|| Description :|: Armor made of bronze.
|| Defense :|: +9
|| Halves :|: Wind
|| Ability :|: Bird Killer (S)
||-----+
|| Name :|: Carabini Mail
|| Description :|: Armor protected by extraordinary powers.
|| Speed :|: +1
|| Spirit :|: +1
|| Defense :|: +39
|| Mag Def :|: +1
|| Ability :|: Auto-Regen (S)
||-----+
|| Name :|: Chain Mail
|| Description :|: Armor made with chains.
|| Defense :|: +12
|| Ability :|: HP+ 10% (S), Bird Killer (S)
||-----+
|| Name :|: Demon's Mail
|| Description :|: Armor made in the dark world.
|| Defense :|: +27
|| Enhance :|: Shadow
|| Absorbs :|: Shadow
|| Ability :|: High Tide (S)
||-----+
|| Name :|: Dragon Mail [Freya only]
|| Description :|: Armor made from a dragon's scale.
|| Strength :|: +1
|| Magic :|: +1
|| Defense :|: +42
|| Ability :|: High Jump (S)
||-----+
|| Name :|: Diamond Armor
|| Description :|: Armor made of diamond.
|| Strength :|: +1
|| Magic :|: +1
|| Defense :|: +33
|| Mag Def :|: +2
|| Ability :|: Ability Up (S)
||-----+
|| Name :|: Genji Armor
|| Description :|: Very famous brand of armor.
|| Magic :|: +2
|| Defense :|: +45
|| Mag Def :|: +1
|| Ability :|: Body Temp (S), Accuracy+ (S)
||-----+
|| Name :|: Gold Armor
|| Description :|: Armor made of gold.
|| Magic :|: +1
|| Defense :|: +19
|| Ability :|: Stone Killer (S)

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	-----+-----		
	Name :	: Grand Armor	
	Description :	: The greatest armor.	
	Strength :	: +1	
	Defense :	: +59	
	Halves :	: Shadow	
	Ability :	: Chemist (S), Restore HP (S)	
	-----+-----		
	Name :	: Linen Cuirass	
	Description :	: Armor packed with magic.	
	Magic :	: +1	
	Defense :	: +10	
	Ability :	: Cover (S)	
	-----+-----		
	Name :	: Maximilian [Steiner only]	
	Description :	: Armor worn exclusively by knights.	
	Spirit :	: +3	
	Defense :	: +54	
	Ability :	: HP+ 20% (S)	
	-----+-----		
	Name :	: Mythril Armor	
	Description :	: Armor made of mythril.	
	Defense :	: +15	
	Halves :	: Water	
	Ability :	: Jelly (S), Cover (S)	
	-----+-----		
	Name :	: Plate Mail	
	Description :	: Armor that raises Spirit.	
	Spirit :	: +1	
	Defense :	: +17	
	Mag Def :	: +1	
	Ability :	: Locomotion (S), Undead Killer (S)	
	-----+-----		
	Name :	: Platina Armor	
	Description :	: Armor made of platinum.	
	Defense :	: +36	
	Nullify :	: Ice	
	Ability :	: Beast Killer (S)	
	-----+-----		
	Name :	: Shield Armor	
	Description :	: Armor that provides excellent protection.	
	Defense :	: +23	
	Mag Def :	: +5	
	Halves :	: Fire/Ice/Thunder	
	Ability :	: Distract (S)	
	-----+-----		
	Name :	: Tin Armor	
	Description :	: Tin armor that looks like a toy.	
	Defense :	: +62	
	Evade :	: +32	
	Mag Def :	: +27	
	Mag Eva :	: +17	
'~._____ | _____,~'

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|| Name :|: Black Robe
|| Description :|: Robe made for black mages.
|| Magic :|: +2
|| Defense :|: +43
|| Mag Def :|: +4
|| Ability :|: MP+ 20% (S), Flare (A), Reflect x2 (S)
||-----+-----
|| Name :|: Cotton Robe
|| Description :|: Ordinary robe.
|| Strength :|: +1
|| Magic :|: +1
|| Defense :|: +10
|| Mag Def :|: +2
|| Enhance :|: Shadow
|| Ability :|: Chemist (S), Shell (A)
||-----+-----
|| Name :|: Glutton's Robe [Quina only]
|| Description :|: Robe worn by Qus.
|| Strength :|: +1
|| Magic :|: +1
|| Defense :|: +41
|| Mag Def :|: +4
|| Ability :|: Antibody (S), Body Temp (S), Auto-Regen (S)
||-----+-----
|| Name :|: Light Robe
|| Description :|: Robe possessed by the spirit of light.
|| Strength :|: +1
|| Magic :|: +1
|| Spirit :|: +1
|| Defense :|: +41
|| Mag Def :|: +6
|| Enhance :|: Holy/Shadow
|| Ability :|: Half MP (S), Auto-Regen (S), Full-Life (A)
||-----+-----
|| Name :|: Magician Robe
|| Description :|: Robe made for mages.
|| Magic :|: +2
|| Defense :|: +21
|| Mag Def :|: +3
|| Ability :|: Auto-Potion (S), MP+ 10% (S)
||-----+-----
|| Name :|: Robe of Lords
|| Description :|: The greatest robe.
|| Speed :|: +1
|| Strength :|: +1
|| Magic :|: +1
|| Spirit :|: +1
|| Defense :|: +46
|| Mag Def :|: +5
|| Nullify :|: Wind
|| Ability :|: Reflect-Null (S), Concentrate (S)
||-----+-----
|| Name :|: Silk Robe
|| Description :|: Robe made of silk.
|| Strength :|: +1
|| Magic :|: +2
|| Defense :|: +16
|| Mag Def :|: +2
|| Ability :|: Ability Up (S), Loudmouth (S)

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	Spirit :	: +1	
	Mag Def :	: +1	
	Enhance :	: Ice	
	Ability :	: Chemist (S), Gamble Defense (S), Cura (A)	
	-----+-----		
	Name :	: Battle Boots	
	Description :	: Combat boots.	
	Strength :	: +2	
	Defense :	: +2	
	Mag Def :	: +1	
	Ability :	: MP Attack (S), Initiative (S), HP+ 20% (S)	
	-----+-----		
	Name :	: Black Belt	
	Description :	: Belt that raises Strength.	
	Strength :	: +2	
	Spirit :	: +2	
	Defense :	: +1	
	Enhance :	: Wind	
	Ability :	: HP+ 20% (S), Beast Killer (S), Demi (A)	
	-----+-----		
	Name :	: Cachusha	
	Description :	: Hair ornament enchanted with various powers, worn by lady.	
	Speed :	: +1	
	Magic :	: +2	
	Spirit :	: +1	
	Mag Def :	: +1	
	Enhance :	: Fire	
	Ability :	: Bright Eyes (S), Ability Up (S), Life (A)	
	-----+-----		
	Name :	: Coral Ring	
	Description :	: Ring adorned by corals.	
	Spirit :	: +2	
	Mag Eva :	: +3	
	Absorbs :	: Thunder	
	Ability :	: Insomniac (S), Man Eater (S), Lancer (A)	
	-----+-----		
	Name :	: Dark Matter	
	Description :	: Deals dmg. to the target. Equip as an Add-on.	
	Ability :	: Odin (A)	
	-----+-----		
	Name :	: Desert Boots	
	Description :	: Boots with good traction.	
	Magic :	: +1	
	Spirit :	: +1	
	Evade :	: +2	
	Halves :	: Earth	
	Ability :	: Flee-Gil (S), Protect (A), Scan (A)	
	-----+-----		
	Name :	: Diamond	
	Description :	: Restores HP. It cannot be used in the field. Equip as an	
	:	: Add-on.	
	Ability :	: Body Temp (S), Distract (S)	
	-----+-----		
	Name :	: Emerald	
	Description :	: Restores HP. It cannot be used in the field. Equip as an	
	:	: Add-on.	
	Ability :	: Haste (A), MP+ 10% (S), White Draw (A)	
	-----+-----		
	Name :	: Extension	

```

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	Description :	: Hair ornament enchanted with various powers, worn by lady.	
	Strength :	: +1	
	Magic :	: +2	
	Spirit :	: +1	
	Defense :	: +1	
	Mag Def :	: +1	
	Enhance :	: Thunder	
	Ability :	: Auto-Potion (S), MP+ 10% (S), Level Up (S)	
	-----+-----		
	Name :	: Fairy Earrings	
	Description :	: Earrings that raise Spirit.	
	Spirit :	: +2	
	Evade :	: +4	
	Mag Eva :	: +2	
	Enhance :	: Wind	
	Ability :	: Level Up (S), Body Temp (S), Regen (A)	
	-----+-----		
	Name :	: Feather Boots	
	Description :	: Boots that are light as a feather.	
	Evade :	: +3	
	Absorbs :	: Earth	
	Ability :	: Auto-Float (S), Float (A), Mini (A)	
	-----+-----		
	Name :	: Garnet	
	Description :	: Restores HP. It cannot be used in the field. Equip as an	
	:	: Add-on.	
	Ability :	: Bahamut (A), Healer (S)	
	-----+-----		
	Name :	: Glass Buckle	
	Description :	: Buckle protected by mysterious powers.	
	Strength :	: +1	
	Magic :	: +1	
	Spirit :	: +2	
	Mag Eva :	: +5	
	Ability :	: Antibody (S), Add Status (S), Thunder (A)	
	-----+-----		
	Name :	: Germinas Boots	
	Description :	: Boots that raise Strength.	
	Strength :	: +1	
	Evade :	: +2	
	Enhance :	: Earth	
	Ability :	: Alert (S), HP+ 10% (S), Flee (A)	
	-----+-----		
	Name :	: Gold Choker	
	Description :	: Magic choker.	
	Magic :	: +2	
	Evade :	: +2	
	Mag Def :	: +1	
	Enhance :	: Shadow	
	Halves :	: Wind	
	Ability :	: Auto-Potion (S), Flee-Gil (S), Shell (A)	
	-----+-----		
	Name :	: Lapis Lazuli	
	Description :	: Restores HP. It cannot be used in the field. Equip as an	
	:	: Add-on.	
	Ability :	: Ability Up (S), Accuracy+ (S)	
	-----+-----		
	Name :	: Magician Shoes	
	Description :	: Shoes packed with magic.	
	Magic :	: +2	

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|| Mag Eva :|: +6
|| Ability :|: MP+ 10% (S), Clear Headed (S), Blind (A)
||-----+-----||
|| Name :|: Madain's Ring
|| Description :|: Ring used as a charm since ancient times.
|| Spirit :|: +2
|| Mag Def :|: +2
|| Absorbs :|: Ice
|| Ability :|: Body Temp (S), Chemist (S), Guardian Mog (S)
||-----+-----||
|| Name :|: Maiden Prayer
|| Description :|: Item that has a nice fragrance.
|| Magic :|: +1
|| Mag Def :|: +1
|| Mag Eva :|: +3
|| Enhance :|: Holy
|| Ability :|: Auto-Regen (S)
||-----+-----||
|| Name :|: Moonstone
|| Description :|: Restores HP. It cannot be used in the field. Equip as an
|| :|: Add-on.
|| Ability :|: Body Temp (S), Distract (S)
||-----+-----||
|| Name :|: Opal
|| Description :|: Restores HP. It cannot be used in the field. Equip as an
|| :|: Add-on.
|| Ability :|: Shiva (A), Blizzara (A)
||-----+-----||
|| Name :|: Pearl Rouge
|| Description :|: Rouge used by women that draws out Holy power.
|| Magic :|: +2
|| Spirit :|: +4
|| Mag Eva :|: +4
|| Enhance :|: Water
|| Halves :|: Holy
|| Ability :|: Level Up (S), Reflect-Null (S), Loudmouth (S)
||-----+-----||
|| Name :|: Phoenix Pinion
|| Description :|: Restores HP. It cannot be used in the field. Equip as an
|| :|: Add-on.
|| Ability :|: Phoenix (A)
||-----+-----||
|| Name :|: Peridot
|| Description :|: Restores HP. It cannot be used in the field. Equip as an
|| :|: Add-on.
|| Ability :|: Ramuh (A), Thundara (A)
||-----+-----||
|| Name :|: Power Belt
|| Description :|: Belt that raises Strength.
|| Strength :|: +3
|| Defense :|: +2
|| Ability :|: MP Attack (S), Counter (S), Fira (A)
||-----+-----||
|| Name :|: Promist Ring
|| Description :|: Ring that raises Strength.
|| Strength :|: +2
|| Evade :|: +3
|| Ability :|: Restore HP (S), Absorb MP (S), Mag Elem Null (S)
||-----+-----||
|| Name :|: Protect Ring

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	Description :	: Protects you from various attacks.	
	Spirit :	: +1	
	Defense :	: +2	
	Evade :	: +4	
	Mag Def :	: +3	
	Mag Eva :	: +6	
	Halves :	: All elemental dmg.	
	Ability :	: Long Reach (S), Mag Elem Null (S), Half MP (S)	
	-----+-----		
	Name :	: Pumice	
	Description :	: 'Summon the beast from the dark'.	
	Speed :	: +2	
	Magic :	: +1	
	Defense :	: +1	
	Mag Def :	: +2	
	Ability :	: Ark (A)	
	-----+-----		
	Name :	: Pumice Piece	
	Description :	: 'Put it together with the other piece'.	
	Strength :	: +2	
	Magic :	: +2	
	Evade :	: +5	
	Mag Def :	: +1	
	Absorbs :	: Holy/Shadow	
	Ability :	: Boost (S)	
	-----+-----		
	Name :	: Rebirth Ring	
	Description :	: Ring with a phoenix's power dwelling inside.	
	Spirit :	: +4	
	Mag Def :	: +2	
	Enhance :	: Holy	
	Ability :	: Auto-Life (S), Life (A), Revive (A)	
	-----+-----		
	Name :	: Reflect Ring	
	Description :	: Ring enchanted with the spell 'Reflect'.	
	Strength :	: +1	
	Spirit :	: +1	
	Mag Def :	: +1	
	Ability :	: Auto-Reflect (S), Distract (S), Reflect (A)	
	-----+-----		
	Name :	: Ribbon	
	Description :	: Item that always keeps Mog besides you.	
	Strength :	: +1	
	Magic :	: +3	
	Spirit :	: +1	
	Defense :	: +1	
	Evade :	: +5	
	Mag Def :	: +1	
	Mag Eva :	: +4	
	Halves :	: Fire/Ice/Thunder/Holy	
	Absorbs :	: Water/Wind	
	Ability :	: Madeen (A), Ability Up (S), Guardian Mog (S)	
	-----+-----		
	Name :	: Ruby	
	Description :	: Restores HP. It cannot be used in the field. Equip as an	
	:	: Add-on.	
	Ability :	: Carbuncle (A), Reflect (A)	
	-----+-----		
	Name :	: Rosetta Ring	
	Description :	: Ring with a fire god's spirit dwelling inside.	

```

```

	Magic :	: +1	
	Defense :	: +1	
	Evade :	: +2	
	Mag Def :	: +3	
	Mag Eva :	: +2	
	Absorbs :	: Fire	
	Ability :	: Level Up (S), Concentrate (S), Reflect x2 (S)	
	-----+-----		
	Name :	: Running Shoes	
	Description :	: Shoes that allow you to walk with light steps.	
	Speed :	: +2	
	Evade :	: +4	
	Mag Eva :	: +4	
	Ability :	: Auto-Haste (S), Auto-Potion (S), Haste (A)	
	-----+-----		
	Name :	: Sandals	
	Description :	: Provides a southern, tropical feel.	
	-----+-----		
	Name :	: Sapphire	
	Description :	: Restores HP. It cannot be used in the field. Equip as an	
	:	: Add-on.	
	Ability :	: Fenrir (A), High Tide (S)	
	-----+-----		
	Name :	: Topaz	
	Description :	: Restores HP. It cannot be used in the field. Equip as an	
	:	: Add-on.	
	Ability :	: Ifrit (A), Fire (A)	
	-----+-----		
	Name :	: Yellow Scarf	
	Description :	: Scarf that raises Strength.	
	Strength :	: +2	
	Mag Def :	: +1	
	Ability :	: Bird Killer (S), Millionaire (S), Steal Gil (S)	
'~._____|_____,~'

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= Version Dagger (September 27th, 2013)  
- First version of the guide. Most of the lists done.

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|_____) |_____) _____/| 13] Closing | |_____) |_____) _____/
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~..~..~.. 13.1] Credits ~..~..~..
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1. People

- All those amazing guys and gals at the FCBs for making this hobby of mine,

writing, an amazing one. Thanks y'all.

- Johnathan 'Zy' Sawyer for helping me out with the ASCII.
- Ben Richey: For pointing me out that we should remove Freya's accessory @sx519
- Ana, Raul and Eduardo: Just for being my best friends and sister and always being there for me, in the good and bad moments.
- You: For having the patience of reading through the whole guide.

## 2. Internet sites

- www.cheatmasters.com: For hosting my guide.
- www.gamefaqs.com: For hosting my guide.

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      ~~~ ~~~ ~~~ 13.2] Final Words ~~~ ~~~ ~~~
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Ok, I started this guide a looooooong time ago, but I barely finished it. Hope you guys like it and I'll see you guys in a next walkthrough for whichever game crosses my hand. Peace :D.

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|-------------------------|------------------------------------|
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| TO HELP PEOPLE          | E N D O F D O C U M E N T          |

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