

Final Fantasy IX FAQ/Walkthrough

by TwistidSoul

Updated to v0.35 on Aug 7, 2015

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FAQ/Walkthrough For Final Fantasy IX v0.35
For The Sony Playstation

Thanks to Atom Edge for the ASCII art

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Author:      TwistidSoul (TwistidSoul@hotmail.com)
Game:        Final Fantasy IX
Platform:    Playstation
Version:     0.40
Last Update: August 12, 2003
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-- I. Introduction --

=====

Hello and welcome to the world of Final Fantasy! Today, I'll be taking you step by step through one amazing game, Final Fantasy IX! Final Fantasy IX is definitely a great addition to the series (It's my personal favorite)! The graphics are phenomenal, the sound, gameplay, storyline... it's all picture perfect! You'll find yourself trekking through four disks of intense gameplay and from the first screen of the game to your final boss fight, I'll be with you all the way. But, I suppose I should let you know a little bit about me and the FAQ first.

First off, I ask you to please use the FAQ wisely. Final Fantasy IX is a wonderful game, and doing some things on your own is what makes the game great! There will be times when you are challenged and you'll want to give up, but I suggest trying it on your own a few times before you come scrambling over to this guide. If you do not want the game spoiled for you, you definitely shouldn't be here. This FAQ is packed with spoilers. Well, as long as you do not abuse the FAQ, you should have an excellent time playing the game!

So, does anyone out there want to know why I chose to write this FAQ? Why Final Fantasy IX? What inspired me to write FAQ's in the first place? Well, this is only my second Walkthrough that I have written, and my first FAQ was written for a game that few people own. I received some, but not very much recognition for my work. Which is just one of the reasons I chose to write for Final Fantasy IX. Since the games in the Final Fantasy series are very popular, more people will read my FAQ's and I will be able to help more people! Which, the main reason I wrote this guide for Final Fantasy IX is because I simply love the game! Just an amazing game!

Why do I even write FAQ's. Mainly, I write FAQ's because I enjoy writing in general. I always love writing or reading a good adventure story or an event in history. I also write guides, because I want to help my fellow gamers just as FAQ Contributors help me. And lastly, writing these FAQ's has made me many, many friends. My fellow FAQ Contributors as well as a few of my readers. I couldn't have done any of my writing with out them. Well, I guess that's enough of my talking! Buckle your seat belts and enjoy the ride!!!

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== II. The Basics (For New RPGers) ==

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This section is made specifically for anyone who is new to RPG's (Role Playing Games). If you are familiar with the Final Fantasy Series and other RPG's you may want to skip through the section.

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----- Title Screen -----

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When you first pop your disk into your Playstation or Playstation 2, the first screen that you will see is just a big title screen. It will have the name of the game, Final Fantasy IX, and you'll have two options. New Game and Continue. Use the Directional Buttons on your controller to switch between the two options. Press X to select.

New Game

By selecting "New Game" you will be taken through the opening cinematic before you can start playing the game. You will start off at the very beginning of the game. If you are planning on saving, make sure you have an open slot on your memory card before choosing "New Game".

Continue

You need a Memory Card with saved data from Final Fantasy IX in the memory card slot before you can choose the option, "Continue". After you select continue, you will be taken to a menu of saved game data. Use the D-Pad to scroll through the saved game data and press X to select. Whichever File you choose, you will be taken to the last place you saved.

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----- Saving Your Game -----
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Alright, if you are on the field map, you'll encounter a pink creature called a Moogle every so often. Walk up to him and press X. He'll ask what you need and you'll get a few options such as "save", "tent", "mognet", and "cancel". If you are on the World Map, press the Square button to call a Moogle to you. He will give you the same options as on the Field map.

Well, the save choice is what you should choose if you want to save your game. Press X when the cursor is over "save" and you will be taken to a different screen. The following long rectangular boxes are all of the memory slots on your memory card. Hopefully you have a memory card in the Playstation. You'll notice that some of the memory blocks are taken up from other saves from either Final Fantasy IX or other games. Well, you can either choose an empty block or you can overwrite one of your current ones. Make sure you want to overwrite before you hit X.

You can only choose the "tent" option if you have a tent of course. A tent is an item that you can use on the World Map also. You'll just get to use the tent to camp out in for a while, and you'll wake up in what is the next day and you will have some of your health replenished!

=====
----- Changing Disks -----
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Since this game is so huge, it has to be split up into 4 disks! When you reach the end of a disk, a screen will pop up asking you to open the disk cover, remove the disk and replace it with the next disk. Remember not to turn off the power when you are switching disks!

=====
----- Entering Character Names -----
=====

Throughout this game you will encounter quite a few characters that you will be able to play with. When you meet these guys, a screen known as the "Name Input Screen" will appear. At this screen, there is already a name entered for you. If you select the option, "confirm", you can go ahead and use the default name.

You may also choose a name to your liking. Delete the default name, then use the D-pad to highlight the letters of the name you wish to use. Press the X button to use the letter. If you happen to make any mistakes just press the Circle button to delete the last character you entered.

Once you are satisfied with the name you chose, use the D-pad to highlight the "Confirm" option. Then press the X button.

=====
Menu Screen

D-Pad Move Cursor
Left Analog Move Cursor
Circle Button Exit Menu, Go Back
X Button Select/Confirm
Square Button Switch between Ability/Equipment Menus
L1 Button Change Character, Next Page
R1 Button Change Character, Previous Page
Select Button Display/Cancel Help

Field Screen

D-Pad Move Character
Left Analog Move Character
Circle Button Hold Down to run when pressed with D-Pad
X Button Examine/Talk/Confirm
Triangle Button Open Menu Screen
Square Button Examine/Talk/Confirm/Challenge Card Player
Select Button Display Here Icon, View ATE
Start Button Pause Game

World Map Screen

D-Pad Move Character
Left Analog Move Character
Right Analog Move Vehicle forward/backward
Circle Button Exit Vehicle
X Button Enter Buildings/Ride Vehicle
Triangle Button Open Menu Screen/Move Inside Vehicle
Square Button Call Moogles/Reverse Vehicle
L1 Button Rotate Map Clockwise
L2 Button Lock/Unlock camera rotation
R1 Button Rotate Map Counterclockwise
R2 Button Switch Perspective
Select Button Toggle Navigation Map
Start Button Pause

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== IV. The Characters ==

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+-----+
Zidane Tribal - Thief
Age: 16 Weapon: Dagger

+-----+

Zidane is a thief and a member of the Tantalus performing theater troupe. All of the other actors/thieves seem to look up to Zidane as a kind of older brother. He is also the favorite of his boss, Baku. Zidane equips two daggers to attack, or he can wield a dual-bladed polearm. Zidane can use his MP to perform powerful, non-physical Thief's Skills. He is also the first of the party members to discover the powerful Trance ability, which causes his learned Thief's Skills to become powerful, over-the-top "Dyne" attacks.

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|Vivi Orunitia - Black Mage |  
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|Age: 9      Weapon: Staff|  
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Vivi is a young Black Mage who is asked by Zidane to join the party. Although his past is a mystery even to himself, Vivi struggles to learn about the nature of the world and his destiny. Vivi can learn Black Magic attack spells by equipping items, but the staves that he wields are extremely low in physical attack power. This means that Vivi depends on having a hefty amount of MP at the beginning of all battles.

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|Adelbert Steiner - Royal Knight|  
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|Age: 33      Weapon: Sword |  
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Steiner is the Captain of the Knights of Pluto, a cadre of misfit soldiers serving Queen Brahne of Alexandria. It is Steiner's sworn duty to protect the Queen and the Princess, and he holds that solemn oath in higher regard than all other priorities.

You can only equip Steiner with heavy armor and knightly swords. He can learn a variety of skills that damage as well as reduce an enemy's strength. In addition, Steiner can perform magical sword attacks when Vivi is in the party. This enables Steiner to attack with the added effect of the Black Mage's magic. When Steiner Trances, his regular physical attacks cause almost twice the normal amount of damage!

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|Garnet Til Alexandros 17th (Dagger) - Princess|  
|-----|  
|Age: 16      Weapon: Rod |  
+-----+
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Princess Garnet of the Royal House of Alexandria is the heir to the throne, and the daughter of Queen Brahne. From a very young age, Garnet has taken a keen interest in the legendary Eidolons. In her pre-teen years, she learned that the ability to summon several different Eidolons lay dormant within her.

When the princess is kidnapped by Zidane and Tantalus, she decides to use the opportunity to travel the world and learn more about her latent powers. To keep a low profile away from the castle, she adopts the alias, "Dagger". Her friends use this nickname fondly. Dagger attacks with either rackets or rods, but her true power lies in her use of White Magic.

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|Amarant Coral - Monk/Ninja |
|-----|
|Age: 26      Weapon: Claw|
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The Flaming Amarant is the willful and independent bounty hunter assigned to stop the heroes. When he sees the power Zidane possesses, he agrees to join in the mission to save Gaia. However, Amarant continues to be competitive with Zidane and dismissive of the others, and his attitude can only be viewed as hostile. He's a real mystery. Why does Amarant have such an attitude, and why does he remain with the party?

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|Freya Crescent - Dragon Knight|
|-----|
|Age: 21      Weapon: Spear |
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A member of the Royal Dragon Knights of Burmecia, this mysterious female warrior has left her homeland to search the world for her lost love. Learning of the events transpiring around Gaia, she is compelled to join Zidane and the party.

Freya attacks with giant lances and spears. She can also learn the skills of a Dragon Knight, which enable her to restore and protect the party, as well as perform some other devastating attacks.

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+-----+
|Quina Quen - Chef          |
|-----|
|Age: ?      Weapon: Fork|
+-----+
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You can recruit this strange and funny creature from its home on the Mist Continent Qu's Marsh. Quina is a Qu, and therefore his/her language is a bit primitive. Being a gourmand, Quina wishes to travel the world with Zidane and find good things to eat. This desire enables Quina to consume enemies on the battlefield. Not only does this remove the enemy, but Quina may learn a Blue Magic ability by eating it!

Because Quina's physical attacks cause an unpredictable amount of damage on each strike, it's important to teach Quina as many useful skills as possible. Eventually, the Qu should be treated more like a Blue Mage than a fighter and should be placed in the back row of your party's order.

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+-----+
|Eiko Carol - Summoner      |
|-----|
|Age: 6      Weapon: Flute|
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Eiko lives alone in her home village of Madain Sari. She is the last of the "summoners" who once dwelt there. But now she lives in her house amongst the ruins, in the company of her moogles friends.

When Eiko meets Zidane and the party she demonstrates her awesome summoning powers in battle. Eiko comes along with the adventurers because Dagger is very interested in learning more about summoning, and Eiko has set her sights on making Zidane her new boyfriend.

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|Queen Brahn - Queen of Alexandria|
|-----|
|Age: ?      Weapon: Magic      |
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The queen of Alexandria, lately Queen Brahne has taken up arms against some of the towns on the mist continent. It is beleived that Kuja, the evil summoner, is behind the queen's recent behavior. At one point in her life Brahne had enough power to summon great beasts, but now that her power is diminishing, she seeks to take that power from someone else.

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|Beatrix - Alexandrian Royal General|
|-----|
|Age: ?      Weapon: Sword      |
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A female knight who serves as the General of Queen Brahn's army, she is very loyal to the queen, but does not like participating in wrong doings. Beatrix has a number of deadly sword techniques, and the ability use the most powerful white magic spells. Beatrix's attitude could be compared to that of Leo from Final Fantasy VI.

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+-----+
|Kuja - Dark Summoner      |
|----|
|Age: ?      Weapon: Magic|
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Kuja is rumored to be supplying Queen Brahn with powerful magic weapons, among which are an army of Black Mage dolls. The dolls can cast spells as a black mage, but are limited in thought, knowing only the word Kill.

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+-----+
|Zorn & Thorn - Evil Jesters|
|-----|
|Age: ?      Weapon: ?      |
+-----+
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Zorn & Thorn, the jester-like minions of evil. They always speak at the same time, and tend to say exactly the same thing, only Thorn rephrases what Zorn says. They have the power to draw out a person's magical abilities. It appears that they are working for Queen Brahn, but are really working for someone/something much bigger. They could be compared to Solt and Peppor of Chrono Cross.

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+-----+
|Tantalus - Thieves Guild      |
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|-----|
|Age: Several Weapon: Daggers, Knives|
+-----+

Tantalus is the group of thieves that kidnapped Princess Garnet. Zidane is the most popular out of all of the Tantalus thieves, but he still has to obey his overweight boss, Baku. The three main Tantalus members are Blank, Cinna, and Marcus.

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== V. Not So Basic Basics ==

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These are the "Not So Basic Basics". For all of you who are new to the Final Fantasy Series, you definitely should read this section thoroughly before starting your game. Even for the people who have played RPG's and other games in the Final Fantasy Series, I also suggest reading the section. Most of this, you will learn while playing the game, but it will get pretty complicated so refer back to this section whenever you need!

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----- Travelling The World -----

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The World of Final Fantasy IX is colossal and can sometimes be easy to get lost in! The following items will explain how to go about travelling through this vast world.

Active Time Events

Active Time Events, also known as ATEs, are a very nice feature in this Final Fantasy. ATEs allow you to see what other characters are doing at the moment. A small ATE icon will appear at the bottom of the screen while you're playing. That's your cue to press the select button! Also, there will be times when you have multiple ATE's to choose from. Depending on which one you choose determines which ATE you can see later on in the game.

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----- The Menu Screen -----

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The Menu Screen is a very important part of Final Fantasy IX. From here you can equip your characters with new weapons and armor, learn new abilities, heal your characters, examine your card collection... The list continues on and on! This section has been made to simplify the Menu Screen and help you to navigate easily through it.

The first screen can be reached by pressing the Triangle button on the World Map or Field Screen. This screen looks a little like this:

- - -

1	2	3	
	Vivi		Item
	Lv 6		Ability
	HP 158/158		Equip ----- 4
_	MP 58/58		Status
	Zidane		Order
	Lv 7		Card
	HP 319/319		Config
_	MP 48/48		
	Freya		
	Lv 7		---Time & Gil--
	HP 305		11:48:12
_	MP 43/43		7269 ----- 5

			-----Location-----
			L. Castle/Guest Room ----- 6
_			

- 1) A small Avatar of the Character
- 2) This portion of the screen shows the name of the Character, his/her Level, HP and MP. For the HP and MP the number on the left shows the current HP or MP and the number on the right shows the max HP or MP.
- 3) This small rectangle will show any status effects the character has.
- 4) ITEM - View all of the items currently in your possession.
ABILITY -
- 5) The Time and Gil. The time is the total amount of time you have been playing the game. When you press Pause the time does not raise. Your current Gil is also shown.
- 6) Your current location.

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---- Battle System -----
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Final Fantasy IX uses the Active Time Battle System. Each character has his/her own Active Time Battle(ATB) Gauge and can only be issued commands when the gauge is full. All of the characters have a different set of commands and some commands are especially effective in certain situations.

How Battles Begin

Like most other games in the Final Fantasy series, you will encounter random monsters throughout the game. You will not be able to see the monsters you encounter. As you are walking the screen will simply change to the fight between the monster(s) and your party.

There are multiple types of battles however. The types that I know of are Boss Fights, Back Attacks, and Pre-emptive Attacks.

Trance is caused by a surge of emotion in a character. But really the character just gets really pissed off after he/she is attacked a few times. When the Trance Guage is completely filled, the character goes into this Trance and becomes much stronger. A character's commands also change during Trance. Look at Zidane and Vivi's Command Menus before and after Trance.

Zidane's Trance

Vivi's Trance

.-COMMAND-.		.-COMMAND-.		.-COMMAND-.		.-COMMAND-.	
Attack	Attack	Attack	Attack	Attack	Attack	Attack	Attack
Steal	Steal	Steal	Blk Mag	Dbl Blk	Dbl Blk	Dbl Blk	Dbl Blk
Skill	Dyne	Dyne	Focus	Focus	Focus	Focus	Focus
Item	Item	Item	Item	Item	Item	Item	Item
'-----'	'-----'	'-----'	'-----'	'-----'	'-----'	'-----'	'-----'
Before Trance	- - - -	Trance	Before Trance	- - - -	Trance	Before Trance	- - - -

When any character goes into Trance, their attack damage goes up, but they also receive special attacks that do a lot of damage as well. As you can see, Zidane's Skill command was replaced with Dyne during Trance, and Vivi's Black Magic was replaced with Double Black Magic. Zidane's Dyne is just a very powerful attack. Vivi can cast two magic attacks in a row when he is in Trance.

Remember that the Trance ends when the Trance Guage decreases to zero. This usually takes 2 or 3 turns. The Trance will also end if the character is inflicted with Zombie status or if the battle ends while he character is still in trance.

Game Over

Alright... if you've ever played a video game in your life you should know about this term. Game. Over. The game is over. You lose! If you don't know already, you do not want a Game Over. That's why I write FAQ's. To help players through a certain game and to keep them from ever seeing the words Game Over slide across the screen.

Maybe you want to know what causes a game over. Well, your game ends when all characters in your party have 0 HP. The game can also end when all characters that have HP are either petrified or have been attacked by something that inflicts "Stop". I believe the only time that these can happen is during a battle. This means that you need to have the right equipment and skill to make sure you never die in battle.

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----- Stats -----
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There is a large number of Character Stats that you will have to keep an eye on. If you have a slow character, you may want to equip he/she with an item that increases speed. The following is a list of the character stats:

SPEED: The higher the amount of speed, the faster the character's ATB guage fills.

STRENGTH: Strength determines the severity of a physical attack.

MAGIC: The higher this number, the more damage this character's magic attacks do.

SPIRIT: Spirit determines many things. Higher spirits boost your ability to steal, counter, and critical attacks. Also, with a higher spirit, the character's Trance Gauge will fill faster and status effects will wear off quicker.

ATTACK: This determines the amount of damage a character does using physical attacks only.

DEFENSE: A higher defense lowers the damage a character will receive from physical attacks.

EVADE: If you have a higher evasion value, you will dodge more physical attacks.

MAGIC DEFENSE: This reduces the damage a character receives from magic attacks.

MAGIC EVADE: This enables you to dodge more magic attacks.

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 ----- Status Effects -----
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In the world of Final Fantasy IX there are many status effects that can overcome any of your characters. Some of these effects can be beneficial to a character, and some can be fatal! All status effects, good and bad, occur when a character's status is changed by a spell, item, or attack. Lucky for you, there are ways to cancel each and every status effect. I am here to inform you about these effects.

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 - The Good -
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Auto-Life

EFFECT: The target recovers from KO(Knock Out)
 CANCEL: To Cancel Auto-Life you can use Dispel or if the target recovers from KO Auto-Life is canceled.

Regen

EFFECT: The target's HP gradually recovers.
 CANCEL: To Cancel Regen you can use Dispel. The effects of Regen will wear off after a period of time.

Haste

EFFECT: The ATB Guage fills more rapidly.

CANCEL: You can cancel Haste with Dispel or wait for it to wear off.

Float

EFFECT: The target floats in mid air and is invulnerable to Earth attacks.

Unfortunately, you are also more vulnerable to Wind attacks.

CANCEL: To Cancel you can cast Dispel or wait for the effects to wear off.

Shell

EFFECT: With Shell cast, the target doesn't take as much damage from magic attacks.

CANCEL: You can Cancel Shell with Dispel or wait for it to wear off.

Protect

EFFECT: With Protect cast, the target doesn't take as much damage from physical attacks.

CANCEL: To Cancel Protect you can use Dispel. The effects of Protect will wear off after a period of time

Vanish

EFFECT: The target avoids physical attacks.

CANCEL: You can cast Dispel to cancel out Vanish, hit the target with a magic attack, or wait for the effects to wear off.

Reflect

EFFECT: Reflects some types of magic back at the enemy.

CANCEL: To Cancel out Reflect you can cast Dispel or wait for it to wear off.

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Berserk

EFFECT: Raises the attack power of the target. Unfortunately that's all they will do: attack! There is no controlling the character and he will continuously attack enemies.

CANCEL: There is only one way to cancel this effect during battle. Simply

use some Gysahl Greens on the character.

Poison

EFFECT: Character inflicted with poison will gradually lose HPs.

CANCEL: Use an antidote, cast Esuna, Panacea, use a remedy, or wait until the effect eventually expires.

Sleep

EFFECT: The target will fall asleep and cannot perform actions until he/she awakens.

CANCEL: Cast Esuna, physically attack the character, or wait for the effect to expire.

Slow

EFFECT: The victim's ATB gauge will fill much slower than usual.

CANCEL: Cast Dispel on the target or wait for the effect to expire.

Gradual Petrify

EFFECT: When the counter above the target's head reaches zero, the victim becomes petrified.

CANCEL: Cast Stona or Esuna on the target or end the battle before the counter reaches zero.

Venom

EFFECT: A stronger version of Poison. Target cannot be controlled due to a very strong poison. HP and MP will gradually decrease until death.

CANCEL: Cast Panacea or use a remedy.

Silence

EFFECT: The victim cannot cast any magic.

CANCEL: Cast Esuna or use an echo screen or a remedy.

Darkness

EFFECT: Blinds the target and his/her accuracy of physical attacks decreases dramatically.

CANCEL: Cast Esuna or use eye drops or a remedy.

Trouble

EFFECT: When inflicted with Trouble, all of the target's allies receive half the damage the inflicted one receives from an enemy attack.

CANCEL: Use an annoyntment.

Zombie

EFFECT: Reverses the effects of recovery items and spells used by the character inflicted with Zombie.

CANCEL: Use a Magic Tag.

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     -  The Ugly  -
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Confuse

EFFECT: The target can't be controlled at all and will randomly attack enemies and allies.

CANCEL: To cancel this effect, cast Esuna on the victim or physically attack them.

Stop

EFFECT: Target's ATB guage stops and the character cannot perform any actions.

CANCEL: Cast dispel on the victim or give them a remedy.

Heat

EFFECT: Target is KO'd if he/she performs any action.

CANCEL: Cast Esuna or wait patiently for it to wear off.

Freeze

EFFECT: Target is frozen and cannot move or perform actions. The victim will also be KO'd if attacked physically.

CANCEL: Cast Esuna on the character or wait for the effect to expire.

Mini

EFFECT: Target shrinks to a very small size and his/her Attack and Defense powers decrease greatly!

CANCEL: Cast mini a second time, cast Esuna, or use a remedy.

Death Sentence

EFFECT: When the counter above the target's head reaches zero, the victim is KO'd.

CANCEL: The only way to cancel this effect is to kill the enemies and end the battle before the counter reaches zero.

Petrify

EFFECT: The victim turns to stone and cannot perform any actions. Also, the target will be KO'd if physically attacked while in this state.

CANCEL: Cast stona or use a soft or remedy.

Knock Out (KO)

EFFECT: Target's HP has reached zero and he/she cannot perform any actions until they are recovered.

CANCEL: Cast Life or Auto-Life, or use a phoenix down or phoenix pinion.

=====
----- Abilities -----
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Using Abilities

All characters have certain abilities that they are able to use. They already know all of the abilities, but they are simply dormant inside of them and can only be used when you equip certain pieces of equipment. Equipping certain items brings out these dormant abilities and enables you to use them! There are two types of abilities. They are action and support. Action abilities can be used and normally require MP to be used. Support abilities aren't necessarily used, but they are actually passive and are always supporting that character so long as they are equipped.

Learning Abilities

As you already know, to use abilities you must equip certain items. Well, until the character actually learns the ability, he must keep that item equipped in order to use its abilities. Once you have learned the abilities you no longer have to have the item equipped in order to use it. The question is, how exactly do you learn these abilities?

When you fight enemies you will receive AP at the end of the battle. These are Ability Points. All abilities require a certain number of Ability Points in order to be learned. Let's say that you are wearing a piece of equipment and it has an ability that can be learned after acquiring 30 AP. Once you have received a total of 30 AP while having that item equipped, you will learn the

ability.

But how do you know when you've learned an ability? Well, after a battle a screen always pops up showing the Experience points the characters have as well as the AP gained during that fight. If a character learns an ability after that fight, a small box will pop up under his/her name giving the name of the learned ability. It looks a little like this:

```
|          | Zidane          Lv 23 | |
|          |                    |
|          |                    |
|          | .-GET ABILITY-----|
|          | | .---.           |
|          | | \ / Annoy      |
|          | |__\_/          |
```

You can also check to see if you've learned an ability embedded in a piece of equipment by selecting an item in your equipment menu and checking.

```
+--ABILITY-----+
|          |
|   Gladius |
|-----|
| Annoy     |__40/50__|
|-----|
| Lucky Seven |__74/85__|
|-----|
+-----+
```

These two abilities have not been learned yet, but are very close. Both annoy and Lucky Seven cannot be used unless the Gladius remains equipped. 10 AP is still needed to learn Annoy, and 11 AP is needed to learn Lucky Seven.

```
+--ABILITY-----+
|          |
|   Gladius |
|-----|
| Annoy     |__ * * * __|
|-----|
| Lucky Seven |__ * * * __|
|-----|
+-----+
```

Now the two abilities have been learned! The three stars are actually larger and are the color yellow. If you see those, then you know you have learned the ability.

Action Abilities

Like I said earlier, most action abilities require MP for you to use them. There are some that do not, however. The abilities are different for each character and they can sometimes change during Trance as you've already learned. During battle when you are choosing an action for you characters you will notice that each character has a different type of Action abilities.

For instance, in order to use Zidane's action abilities you'll have to select "Skill" from the battle menu once you have him selected. All of the action abilities Zidane has are special bandit techniques. Some can be used to aid other party members and some are used to attack the enemy. Most of his action abilities require little MP.

All of Vivi's action abilities are "Black Magic". You'll have to select "Blk Mag" from his battle menu. All of his black magic is very powerful and can

either do loads of damage or inflict status ailments on the enemy. Unfortunately, in order to cast these action abilities, he must use a large amount of MP.

Steiner's action abilities are in the form of "Sword Skills". Select "Swd Art" from his battle menu to use these abilities. His action abilities are special sword techniques of expert knights. Most of the Sword Skills are used to lower the enemy's attack and defense power, while few inflict damage on the enemy.

Support Abilities

I also said earlier that support abilities require no MP and you can't "use" them. Support abilities are passive abilities and are learned exactly the same as action abilities. The only difference is after you have learned a support ability the ability must be equipped in order to be activated. As a character levels up, he/she earns magical stones. These magical stones are used to equip your support abilities and different support abilities require different amounts of stones.

If you want to use these stones to equip support abilities, you must first open up the main menu with the Triangle Button. Select "Ability" from the menu and at the Ability screen you should choose "Equip". At this new screen you'll get to see all of the support abilities you can equip or have already equipped. All of the abilities have a number by them. This is the number of magical stones required to equip that ability. Simply move your cursor to the ability you would like to equip and press X. Simple enough, right?

Alright, you are probably wondering what these support abilities do! Since they are all passive, what could they do? Well, most of them raise your defenses, your attack, or defend you against certain status ailments. There are many many different support abilities and different characters can learn different support abilities. One way to check what the ability does before you equip it is to move your cursor over to it and press the Select button once! The select button toggles help on and off.

Your Style of Playing

I found this in the instruction manual that came with the game and I found it very useful. They split learning abilities into three different styles and all could work very well, it just depends on which you like best. Here they are:

Situational Method: You will only equip items with skills appropriate to the current situation you're in. You won't have to fight very many battles, because you don't have to worry about taking the time to gain AP and learning all of those abilities. Unfortunately, you'll have to carry tons of equipment all of the time in order to have a full range of abilities to use when you need them. You should change up your equipment to match your enemy's strengths and weaknesses.

Basic Method: Learn only the very important abilities that will be used most. Study the abilities very carefully to decide which should be learned. For all of the abilities that aren't used very often, keep equipment with those abilities so you can switch what you are wearing in relation to the situation you are in. This

method requires you to only fight a few battles to learn those very important abilities.

Diligent Method: Take the time to fight many battles in order to learn all of the abilities from every piece of equipment you obtain. This will require a lot of work in order to gain all of that AP, but in the end after you've learned all of your abilities, you'll be much better off.

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-- VI. Hints/Tips --

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I added this section especially for those who are playing through this fascinating game for the first time and would rather not use a Walkthrough on their first time through, but would appreciate some Hints/Tips that don't spoil the game at all. I've seen quite a few threads on the message boards where people are asking for some pointers, and that's exactly what the Hints/Tips section is for!

However, you're also encouraged to read through this section even if you do plan on using this FAQ to its fullest or if you've already beaten the game! There are some very helpful things in here that maybe even you don't know about!

Treasure Hunter

This is a tip that you should always follow. It will prove to be helpful throughout the entire game! Always search an entire area before moving on. There are countless items scattered everywhere throughout the game! You'll usually find items and equipment in chests, but there are some that are just on the ground somewhere and since you can't see the things you pick up on the screen, the only way of finding something is by walking around the area waiting for that exclamation mark (!) to appear above your head. When you see that, press the X button! It could be a hidden item!

Most treasures aren't sitting in the middle of the floor so you'd be better off searching around the edge of the area or around the perimeter of certain structures or objects. Just keep looking because there is always treasure to be found!

I'll be taking this!

The main character of the game, Zidane, has the ability to steal items and equipment from the enemy. I would suggest you always try to steal from all of your enemies, especially bosses! Most ordinary enemies hold basic medicines and such, but if you steal often, all of that adds up! It sure beats paying for these items at a shop! Bosses usually carry much more valuable items, like pieces of equipment! This is what you really want! These pieces of equipment you steal from bosses are usually things that aren't even available at a store yet, so you're getting them earlier and much cheaper!

There is also an ability that Zidane will learn later in the game that increases in attack power the more you have stolen throughout the entire period of the game. So steal all of the time for all of the valuable items and to make this skill very powerful and helpful later in the game.

Hey, don't sell that!

I highly suggest that you don't sell old items and equipment. Even if you have learned all of the abilities it has to offer and now you have a more powerful weapon or piece of armor, you should still keep it. Why should you keep these things? There are many reasons. First of all, perhaps later on a character joins your party and they know very few abilities. Luckily, you have that old armor and they can still learn them. Also, you never know when you'll come across a synthesis shop and you need to synthesize a couple of weak items into a stronger one. There are a couple of other reasons that you'll want to keep old pieces of equipment, but they have to do with later in the game so I'd rather not say.

So, all in all, keep your old pieces of equipment and items! It's not like they sell for that much gil anyways. Keep everything. You'll definitely thank me later!

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== VII. WALKTHROUGH ==

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Using This FAQ

The walkthrough of this FAQ is split into four sections. These four sections are the four disks, of course. Disk One, Disk Two, Disk Three, and Disk Four. From there, the walkthrough is split into sub-sections. The sub-sections are areas or events that that section takes place. Use the Ctrl+F feature to skip right to the area or disk you are at.

Know Your Enemies

As you make your way through this walkthrough you can also find strategies on all of the enemies in each of the areas near the end of this guide in the "Monster List" section. Simply scroll to the "Monster List" and find the area you are in to find a detailed list of the enemies in that area and how to fight them.

----- Disk One -----

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Opening Cinema

The opening movie is real nice, for it shows the better side of the Playstation's graphics. First, you will see a tiny little boat being thrashed around by some colossal, unforgiving waves. There are two passengers on the boat. At the moment, they are unknown to you. I won't go into this any further because all of your questions will be answered later in the game.

Next, you'll see a beautiful city known as Alexandria, and you will get to see one of the main characters. It's Princess Garnet! Well, after a nice tour of the city, the next scene will be what looks like a ship that is flying through the air! Actually, you'll be seeing a lot of these throughout the game. Next, you will be guided onto this massive ship and a look at the main character of the game, and this is where you gain control!

Prima Vista

Level: 1

Items: Potion

Equip: None

Cards: None

Gil: 47 Gil

Alright, you're on an unknown ship, controlling this unknown monkey man... So, what are you supposed to do? This is where I come in. The monkey guy enters a door and into a room, and it's pitch black. Now, our little friend states the obvious, "Sure is dark...". Press X and you will finally have full control of this creature. After he lights the match, walk forward to the center of the room. See the little table? When you stand next to it a question mark will appear above your head. Don't light the candle yet. There are a few goodies in this room that you may like to know about.

First, in the top left corner of the room, you can treat yourself to a small amount of gil(47 gil to be exact), and in the top right corner, you will find a Potion! Now, head back to the large candle in the middle of the room. Press X, then choose the option, "Light the candle"! The whole room is flooded by the light from the candle, and a voice from the other room calls out. "Anyone there?". This is your chance to pick a name. A name will already be entered for you, Zidane, but you can enter the name of your choice! Or, if you feel like being lazy, just press Confirm and stick with Zidane.

You will tell the other person who you are and three guys will pop out of the door. You will see these three every now and then. Their names are Blank, Cinna, and Marcus. After a short conversation, a huge dragon-like thing will pop out of a door on the other side of the room! The game's off to a quick start, eh?

BOSS: Masked Man

Level: 1

Steal: Potion, Wrist, Mage Masher

HP: 188

Drop: None

MP: 223

Weak: None

AP: None

Gil: None

Now, as the first fight of the game, you know this guy's not going to be much of a problem. His attacks do little damage and from time to time, he trips and falls during his turn, so no damage is done! At the start of the battle you should have all four characters steal. It's nice being in a gang full of

thieves, eh? Have everyone steal every turn until you have all three of his items, which are listed above. They are a Potion, a Wrist, and a Mage Masher! The Mage Masher being the most important. It may take a long time to get the Mage Masher, but keep stealing until you do! It will help immensely having it this early in the game. Once you have his three items, just swing away with your weapons and this boss will fall after only a few short attacks.

After a few whacks with your sword, the dragon costume will fall off and the man underneath will be revealed.

Hmph! It turns out that this was just a small test that the boss set up! Baku, the boss, will say something about a meeting and head through the door to the right. Hmm, I wonder what the meeting is about? The group of four will follow Baku into the room without your fingers having to move! Lucky you! Alright, these following few moments in the game are somewhat important to the plot so, watch it carefully. But, if you do miss anything, I'll explain what this whole meeting is about.

The Meeting

Level: 1
Items: None
Equip: None
Cards: None
Gil: None

Here's the deal. The gang of thieves you are in is called Tantalus. Baku is the leader of this band of thieves, and you are headed to the Kingdom of Alexandria as we speak! You're headed for Alexandria to kidnap the heir to the throne, Princess Garnet. Yes, that's the girl we saw in the opening movie! Now, Cinna will take over and explain the rest.

When the ship docks in Alexandria, everyone has to put on their costumes. It turns out that you are going to perform a very popular play in Alexandria, "I want to be your canary", and Marcus is playing the lead role. Good thing it's not you :) Actually, you won't be doing much acting, you and Blank are going to be the ones doing the kidnapping. The play is just a decoy. Blank is going to set a bunch of oglops free to distract the audience.

Now, Zidane is given the option to either say, "Okay! That's when I kidnap Queen Brahne, right?", or "Okay! That's when I kidnap Princess Garnet, right?" We all know by now that you'll really be kidnapping the Princess, but if you answer with Queen Brahne 64 times, a woman named Ruby will bust in the door and you'll get a short scene with her. I wouldn't recommend wasting your time on that because it doesn't effect the rest of the game in any way and she only says one line. Ruby comes through the door and says, "Zidane! I reckon you're more stubborn than a grumpy mule!"

You should simply respond with, "Okay! That's when I kidnap Princess Garnet, right?" Now, get ready for another cinema!

Alexandria

Level: 1
Items: Potion x7, Phoenix Pinion, Ether, Eye Drops, Tent
Equip: None
Cards: Fang Card, Zombie Card, Lizard Man Card, Sahagin Card, Flan Card,

Goblin Card

Gil: 9 Gil, 27 Gil, 33 Gil, 38 Gil

After watching a small cinematic, you will gain control of a different character. Vivi is a very clumsy black mage. After a small girl helps Vivi back to his feet and hands him his ticket search along the left side of the path until the exclamation mark appears above your head. Press X to pick up the hidden potion. The potion is near the small barrel on the left. Now, head straight across from the potion you found into a small house. When you first walk into the house walk up and search near the bed to the left of the ladder for a whopping 9 Gil! Then walk to the right of the ladder to find a potion! Now, climb the ladder to get in the room above. Search the drawers for a Fang Card. Now you can exit the building.

Alright, if you want some more goodies, instead of heading up the path, head down. Now you are brought to a screen with a statue near the center. You should see a guy (he kinda looks like he could be a mailman) in the bottom left corner of the screen. Near him you can find a Zombie Card! Now, walk as far back as you can and walk along the back houses. Once you are behind the statue and can't see yourself, the little bubble should pop up. Press X for a Lizard Man Card. Keep walking left along the walls until you find another card! A Sahagin Card. Finally, check right next to the statue in the middle of the screen. To the left of the statue is a potion!

Ok, now you can head back to the road you started at. Walk up the screen and stay against the left side again. You'll run into a small basket of fruits and such. Press X to receive your well deserved potion. Continue down the walkway into the next screen. Up here if you head left across the screen, you'll see a bar. Walk in for some more good stuff. If you head to the left when you walk in the door you can find a Flan Card near another barrel. At the bottom of the staircase on the left is 27 Gil. Grab it! Now for the right side of the room. Head to the bottom right part of the bar to uncover another potion. You can exit this building now.

Walk straight out from the doors to the bar until you run into a patch of grass near the bottom right corner of the screen. Press X to get 33 Gil. Now, head directly to the left of this grass to find another bunch of grass. You will find a Goblin Card in this grass. Head left into the next screen.

On the right side of the screen you will find Doug's Item Shop! Head in here to buy a couple of things with the gil you have found. Once you are inside walk around the outer edge of the place to find 38 Gil on the floor. Now talk to the shopkeeper. Well, when I made it here I had a nice amount of potions (14), but didn't have any antidotes or eyedrops. If you feel the need grab one or two of each of the antidotes and eyedrops. Now, exit the shop and head to the next screen.

This area is a pretty important place. It's in the shape of a big circle. First, head directly in front of you to the ticket booth. Show the Ticketmaster your ticket. Oh no! You've been caught. The ticketmaster can tell a fake ticket when he sees one. Looks like you won't be able to watch the play after all... Or will you? Well, since you look sad, the nice ticket guy will give you a Goblin Card, a Fang Card, and a Skeleton Card. The man also says something about a guy named Alleyway Jack that will teach you some things about these cards you have been finding.

Ok, leave the ticket booth head up above the booth. Up here along the left wall is where you can find a hidden phoenix pinion. Now you should head to the synthesist's shop. You cannot buy anything from the man, but there is an ether hidden in the shop. Now exit the shop and head to the area to the left of the

ticket booth. Do you see the three girls jump roping? Walk over to them and press X. This is a mini-game that you can play as many times as you want (at least until your thumb gets tired). You want to try to jump the rope as many times as you can without falling. The prizes you can win from this mini-game vary depending on how many times you can jump the rope.

20 jumps - 10 gil
50 jumps - Cactuar Card
100 jumps - Genji Card
200 jumps - Alexandria Card
300 jumps - Tiger Racket Card
1000 jumps - King of the Jump Rope

Once you've pulled all of your hair out from the frustration of this mini-game head to the left of the jump roping girls into the alley. About halfway down the alley, you will trip over your own feet. Dante the signmaker will miss the nail he is hammering and blame it on you. Once the signmaker finally fixes his sign, he calls it a day and heads home.

When Dante leaves, the Rat Kid walks up. "You're the one with the phony ticket, ain'tcha?" He says he saw the ticketmaster tell you your ticket was fake. However you answer, the Rat Kid will end up asking you to become his slave. If you do so he will get you into the play. Go ahead and accept. The Rat Kid will give you your first assignment. You will have to look out to see if anyone is coming while the rat guy steals Dante's ladder. Once the Rat Kid exits the screen, a man will appear from the other side of the alley. Run over and talk to him. Ask him if he is Alleyway Jack and indeed, he is! This is the man that the ticketmaster spoke of. Jack will take you to the bar you visited earlier. Once he tells you everything about the card game head back to where you found the Rat Kid and follow him.

He will lead you down an alley and command you to follow him into the steeple. However, there is a door you can enter before you reach the steeple at the end of the stone path. Go through the door and into a small home. To the left of the dining table you will find some eye drops in the corner. Pocket those and you will be on your way. You can now enter the steeple.

The Rat Guy orders you to go up the tower first, but Kupo the moogles will come crashing down on you. These moogles are who you should talk to to save your game. Watch the Rat climb the tower, then talk to Kupo. Kupo will tell you all about mognet and such... once you've learned everything select save, then search the area around the bottom of this tower for a tent. See the two tufts of grass on either side of the path you came in on. The grass on the left hides a precious tent. This will definitely come in handy. Before you head up the ladder, there is one more item down here you would like to know about. A potion is hidden on the right most part of the screen. Alright, now you can go up the ladder.

Follow Rat along the rooftops, and near the end you will discover that the Rat Kid's real name is Puck. You will also choose a name for the black mage you have been controlling. I just chose the Default name, so I will refer to him as Vivi from now on.

"I Want To Be Your Canary"

Level: 1
Items: None
Equipment: None
Cards: None

Gil: None

After watching the pretty FMV the play will begin and Baku will step onto the stage. This is a small... boss fight. Marcus, Zidane, Cinna, and Blank will fight King Leo and two of his guards. Use physical attacks for this one and take out King Leo to finish the fight. You cannot steal this time. After the fight, a sword fight between Zidane and Blank will commence.

Blank will tell you a button to press 50 times. For every button your press very quickly, you will receive 2 points. If you press the button, but not very fast, you only receive 1 point, and if you press the wrong button or do not press a button at all you receive 0 points. In the end these points are equal to the number of Nobles you impress. You want to impress as many nobles as possible. Here are the prizes you can win:

Nobles Impressed	Prize
*****	*****
1-49	Ether
50-79	Elixir
80-99	Silk Shirt
100	Moonstone

Once you are satisfied with the number of nobles you impressed collect your prize and head off of the stage with Blank.

Alexandria Castle

Level: 1
Items: Phoenix Down, Phoenix Pinion
Equip: None
Cards: None
Gil: None

The screen goes black and you hear noises. It sounds like someone's being beat up. When light returns to the screen, Blank and Zidane are in a couple of soldiers' clothes. The owners of the suits are over in the corner. Zidane is going to head off to put a sleeping potion in Garnet's tea, and Blank is going to deal with the queen. Head up the spiral staircase and you will encounter a strangely dressed girl. Zidane looks at her a little more closely and it turns out she is princess Garnet. Unfortunately, she makes a dash down the stairs right past both Zidane and Blank.

Next you will watch a scene where Zorn and Thorn, two of Queen Brahn's evil jesters, are in some deep trouble with the queen for some reason. The two of them are headed to Queen Brahn. If you are a little slow, they have lost Princess Garnet. The Captain of the Knights of Pluto will not let the two jesters get by and talk to the Queen, but another woman, Beatrix gets the message to Brahn. Beatrix and the Captain of the Knights of Pluto (we'll call him Steiner from now on) are ordered to search for the missing princess!

Once you gain control of Steiner walk forward into the hallway Zorn and Thorn were just in. Now... The passage to the left leads to the kitchen and to the right all you'll find is a hungry soldier. It looks like you'll have to take the stairs down one floor. Alright... this should take you outside. Most of the soldiers here are useless, but the one on the right says a couple of Pluto knights passed through here. Hmm, maybe it's Blank and Zidane. Take the path to the left into the next screen. Follow this path back into the castle.

When you first walk back in go straight until you make it to the next screen.

Now, head up this spiral staircase. Believe me, it's not a short flight of stairs either. The door at the top will lead to the top of one of the turrets of the castle. Steiner ignores his fatigue, but notices Zidane chasing Garnet in circles on one of the other turrets. Alright... you gotta love this FMV. Pretty comical as well. Ok... once the small cinema ends you will have control of Zidane. Where could the princess have ran to?

Garnet happens to land right on top of you. Go get her! She took the door to the right. Chase Garnet all the way onto the theater ship and she'll finally reveal her true identity. (like we didn't already know) It's pretty ironic, but she was planning on running away from Alexandria and she wants you to kidnap her. Easy enough. Cinna finally comes, and Steiner has found his way to the ship as well. Well, Cinna leads Zidane and the princess into what seems like a dead end, but there just so happens to be an escape hatch in this room. The group hops in just before Steiner gets through the door.

Luckilly, the knight that is accompanying Steiner is really Blank! He jumps into the escape hatch and pretends to get stuck. Looks like Steiner has to find another way to the princess. Follow Cinna and the Princess until they come to a doorway, but don't go through it just yet! There are a couple of goodies in this room. Go down the stairs that are right next to Cinna. Go to the bottom of the screen and as far right as possible until you stop at a chest. Open it up for a phoenix down. Now walk up to the top of the screen and behind the large airship engine. There is a phoenix pinion hidden back here! Now run through the doorway that Garnet and Cinna are standing by. You still have to finish the play! Unfortunately, Steiner is on the other side of the door. Looks like this is gonna turn into a Boss fight.

BOSS: Steiner

Level: 1 Steal: Leather Hat, Silk Shirt
HP: 162 Drop: None
MP: 770 Weak: None
AP: None Gil: None

This guy's not hard. You might want to steal both of his items. Once you've got all of his goodies, just use a few physical attacks on him until he falls. I had stolen both items off of him after the first round. I doubt you'll need to use a potion, but don't be afraid to.

At the end of the fight, Steiner will attack Blank and the oglops will be set free. Lucky for you, Steiner doesn't like oglops too much. Zidane and Garnet will get their chance to escape. The next scene will show a small segment of the play. It's almost over.

Garnet and Zidane have come to a dead end, and Cinna joins you shortly after. It turns out that the play is taking place right above you. You and the princess hop on to one of the platforms and are lifted up. Steiner gets on one as well. Luckily, Garnet does a great job and improvises her part of the play. The play turns out well. Marcus thrusts his sword at King Leo, but Cornelia dives in front of the blade to save her father. Marcus is too heartbroken to continue living and kills himself as well.

Do you remember Vivi? Yea, he's still watching the play. When he and Puck get caught, Puck ditches his slave and gets away, but Vivi is chased all the way onto the stage. Vivi warns the knights that are chasing him and casts a fire

spell which ends up lighting Garnet on fire, and her disguise is thrown off. Tantalus decide it's time to get the hell out and run away, but Steiner just doesn't get the picture and you are drawn into another Boss Fight.

BOSS: Steiner Round II

Level: 1 Steal: None
HP: 167 Drop: None
MP: 620 Weak: None
AP: None Gil: 355

Oh, Boo! No Stealing in this fight :(Well, this is a rather easy fight, considering it is only the second or third boss fight. I guess you could eliminate both of Steiner's knights first and then start beating on Steiner, or you could focus on Steiner and leave his knights be. Either way, you are guaranteed a simple battle.

After this fight, you are taken back to the Prima Vista(the Theater Ship). It looks like everyone is ready to leave Alexandria. Enjoy the FMV! Well, apparently the Queen doesn't want Garnet leaving and she cares so much about her daughter that she fires a bomb at the ship as it's trying to leave. It looks like yet another Boss Fight with Steiner.

BOSS: Steiner Round III

Level: 1 Steal: None
HP: 169 Drop: None
MP: 523 Weak: None
AP: None Gil: None

No stealing again! Well... there just so happens to be a bomb right behind Steiner in this fight and he doesn't even know about it. The party tries to tell him, but he won't believe them. All you have to do in this fight is stay alive until the bomb explodes. Just hit Steiner with physical attacks to pass time.

Obviously Brahn doesn't care too much about her daughter because the bomb nearly kills everyone on the ship. Luckily you make it away leaving one ticked off Queen back in Alexandria. Unfortunately, your luck has just ran out because the ship is in bad condition and crashes right in the middle of a forest. Next, watch the small scene with the Queen, Zorn, and Thorn.

Prima Vista/Crash Site

Level: 1
Items: Phoenix Down
Equip: None
Cards: None
Gil: None

Zidane wakes up in the middle of the forest, but he seems to have fared alright

through the crash. Once you gain control of Zidane an ATE appears on the screen. The moogles nearby will tell you everything you need to know about ATE's. If for some reason you don't understand, check "The Basics" section for info on the Active Time Events.

It looks like Vivi and the Princess have found each other. Of course, being the clumsy creature he is, the Black Mage trips over what seems to be his own feet and slows the two of them down. Apparently they were both running from something. Suddenly, a shadow appears over Garnet.

Ok, now that you have control of Zidane once again, run straight for the moogles and SAVE. Ok... I would suggest searching around for a few hidden items. You can't enter the Prima Vista yet (Zenero is blocking the entrance) so we'll just find a few goodies and search for Vivi and the princess. The first item you will be able to find is to the left of Cinna, and I believe it is a Phoenix Down. Well, grab the Phoenix Down and head to the bottom of the screen and head through the hollowed out tree.

Evil Forest

Level: 1
Items: None
Equip: None
Cards: None
Gil: None

Now, before taking a step past the entrance of this forest, open up your menu with the Triangle button. Go down to Ability and press X. Since Zidane is the only character in the party at the moment, select him. Select Equip now and equip all of Zidane's abilities. You might also want to Equip any equipment that you may have received in Alexandria. Learn much more about AP and your Abilities in the "Not So Basic Basics" section.

Follow this swampy path to the next screen. You can encounter monsters in this forest so beware. The only thing you can find here however are Goblins and Fangs. Both are very easy even for a level 1. You can steal potions from the Goblins and both Potions and Phoenix Downs from the Fangs. You should be killing the Goblins in only a single hit and the Fangs in two. After only a few victorious battles, Zidane will probably be around level 3. Before stepping into the next screen use one of your potions so Zidane has full health before the next boss fight.

Just in the next screen, you will find Vivi, Steiner and some other monster. The trouble is, this monster has taken Garnet captive and doesn't plan on letting go. This calls for a Boss Fight!

BOSS: Prison Cage

Level: 2 Steal: None
HP: 513 Drop: None
MP: 1083 Weak: Fire
AP: None Gil: None

This boss is a bit tougher than your previous ones but shouldn't be much of a challenge for you right? This Prison Cage has Garnet in a cage and can absorb some of her HP whenever it wants. There is nothing to steal from this guy so that simplifies the fight a bit. I suggest healing Garnet whenever her health

gets into the 30's. Better safe than sorry. Other than that, just use your regular physical attacks. If I am not mistaken Zidane will enter a Trance at the start of the battle. Don't have him use anything but his Dyne attacks until the Trance wears off. Until then have Steiner over here use potions when needed. Just remember to keep everyone healed and you should have no problem.

When the little coward jumps into the trees you'll know that the fight has ended. Well, you don't get too much of a rest 'cause a second Prison Cage ambushes you from the trees except this time it takes Vivi! Luckily, Vivi is pretty ticked off now and will attack this time.

BOSS: Prison Cage Round II

Level: 2 Steal: Broadsword, Leather Wrist
HP: 533 Drop: Eye Drops, Phoenix Down, Goblin Card
MP: 1186 Weak: Fire
AP: 3 Gil: 436

You should use the same strategy on this guy as you did on the first Prison Cage. This time it should be a little easier because Vivi will continuously attack the Prison Cage. Heal Vivi when his HP drops into the 30's and be sure to steal both of this guy's items before killing him.

Prima Vista/Crash Site

Level: 4
Items: Ether x3, Potion
Equip: Leather Hat, Rubber Helm, Wrist
Cards: None
Gil: 116 Gil

Well, it just so happens that before this Prison Cage's last breath it releases a green fog. If these fumes are inhaled, seeds begin to grow inside of the unfortunate host. When the Prison Cage you fought dies, Vivi and Steiner both inhale the killer "spores". Well, normally they would be doomed and would be left in the forest for the seeds to continue growing and kill the both of them, but luckily Zidane rushes them both back to the Prima Vista and Blank has a cure for the two.

Vivi is in a small bed aboard the ship and Steiner also gets his own small room. Luckily, Vivi trusts the Tantalus thieves and drinks the smelly potion, but Steiner suspects that it is poison and Zidane meant to kill him, but gulps the potion down anyway.

Next, you are taken back to Zidane. He is having a word with his boss, Baku. It looks like Zidane really wants to go back into the Evil Forest to search for Garnet, but Baku will not let that happen. He wants to keep his followers safe from the monsters, so no one can leave the ship until everyone recovers from their injuries.

Ok, it looks like you can control Zidane now. Head left to the next screen and an ATE will appear. Press select to choose one of two ATE's. There is "Time to Escape" and "Girl Who Was Left Behind". It doesn't matter which ATE you choose, you'll get to watch both of them. After watching "Time to Escape",

you'll be able to watch another ATE of Cinna.

Alright, walk down the spiral staircase and talk to the guy lying on the floor as well as Blank. Then walk near the opening on the left to find a chest. Pop it open for a Wrist! Before you talk to Vivi, walk through the exit on the left side of the room. On the bottom of this screen there is even another chest! Inside is an Ether!

Now you can exit this room via the stairs heading downward on the right most part of the screen. Recognize this room? This was the room you were in at the very start of the game! Walk to the top most wall to find a Rubber Helm. See the door on the right? Head through that and you'll find a potion somewhere in the small room.

Ok, go back into the room you were in at the start of the game and head down and through the door. For one final item walk as far left as you can until you find a chest. Open it up for a sparkling Leather Hat! Alright, I believe that's all the goodies for now. You can now head back to Vivi and have a talk with him.

Step into Vivi's room and pop open the chest near the door for another Ether. Next, before talking with Vivi, climb the small ladder onto the bunk bed and somewhere hidden in the sheets you will find 116 Gil! Alright, lets not keep little Vivi waiting any longer. You should talk to him now.

The little Black Mage just wants to say thank you for saving him. He also blames himself for Garnets capture. Zidane is determined to save the princess though. Alright... Exit Vivi's room and Zidane will have a small flashback of when he first set eyes on the beautiful princess.

It seems like Zidane can't keep his mind off of Garnet and he's made up his mind. He's going to take Vivi and Steiner to find the princess. Blank tries to change Zidan's mind, and says Baku is probably gonna kill him. It looks like you'll have to have a word with the boss before you do anything. Baku is downstairs. Take the stairs next to Steiner's room and then go through the door on the right. Baku fell asleep in the floor.

It seems that the boss was expecting Zidane to leave to find Garnet. Baku will let you leave, but you'll have to fight him for breaking some of the Tantalus rules. Baku isn't actually planning on killing you so he isn't very hard on you.

BOSS: Baku

Level: 2	Steal: Hi-Potion, Iron Sword
HP: 202	Drop: None
MP: 1285	Weak: Fire
AP: None	Gil: None

Alright, you shouldn't have any problems with him. Just hit him around a bit with your sword, but remember to steal his two items! By now you should have 10-15 Potions, so don't be afraid to use them if your health gets below 50.

After your victory Baku will congratulate you and leave the room. Blank unlocked Steiner's room so you can go and talk to him about rescuing the princess. Make your way over to Steiner's room to find him sleeping on the

stool. After a short talk with him he'll agree to go along with you to find Garnet.

You'll exit the room with Steiner, but don't talk to Vivi quite yet. I think I saw a chest in Steiner's room. Walk back in and you should see the chest next to the stool. Open it up for an Ether. Ok, now it's time to ask Vivi for his help.

When you walk in Zidane will tell the Black Mage that we are ready to search for the princess. "Really!?! That's great! Be careful, okay?" I guess Vivi doesn't get it. He's really scared. Luckily, Zidane and Steiner can talk him into coming along.

Ok, it's time to leave this ship. Exit Vivi's room and head back to where you fought Baku. From here, take the bottom door into a destroyed hallway. Here you'll run into Blank again. He's just down here to give you the potion he gave to the Black Mage and the Knight. It will remove the seeds from your body. Grab "Blank's Medicine" and Blank will hand you a note from the Boss.

The little tip that Baku give you in his letter is, Do not forget to set your abilities. What are those? Blank will tell you about Abilities, but if you forget, check the "Not So Basic Basics" section. Zidane will then head out of the ship.

Cinna is still out in front of the entrance of the ship and he will now sell items to you, but you have to pay for them since you are not a part of Tantalus anymore. For your trip through the Evil Forest I would want to have 15 Potions, at least 5 Phoenix Downs, 10 Antidotes, and 10 Eyedrops. Don't spend any money on Tents quite yet.

Make your way over to the Moogle and SAVE. Now you should be ready to venture back into the Evil Forest!

Evil Forest

Level: 4

Items: None

Equip: None

Cards: None

Gil: None

Head down this first path to the next screen. Don't run from any of the monsters here because you need to level Vivi and Steiner up to level 3 or 4. When you make it back to where you fought the Prison Cage, an ATE will appear. It looks like every thing is going smoothly back at the Prima Vista.

Continue down this rather linear path until you come to a small spring. In this area you won't find any monsters and you can heal at the spring. There is also a moogle hiding in a tree stump. Press select to watch another ATE back at the Prima Vista. It looks like Blank is leaving for something as well.

Alright, heal at this spring and SAVE at this Moogle. You can level up around here for a while and come back here whenever your HP gets a little low. To the right is a path that leads to Garnet's location. Don't go too far in that direction until Steiner and Vivi are higher in level. I would wait until they are at least level 4.

After a few fights everyone should be pretty strong. You can now follow the path that is to the right of the spring until you run into a cave. Inside is

one ugly looking monster and Garnet behind it.

BOSS: Plant Brain

Level: 7	Steal: Eye Drops, Iron Helm
HP: 916	Drop: Potion, Phoenix Down
MP: 1431	Weak: Fire
AP: 5	Gil: 468

Your previous Boss fights have been very easy. This is the first Boss fight that I wouldn't laugh at you if you died. Do not worry about stealing from him in the beginning. Just make sure that no one's health gets too low. Use Vivi's fire and Steiner's Sword Art(Fire works best). A very annoying attack that this guy has is Pollen. It will cast Darkness on everyone in your party. Use Eye Drops to heal this. Another attack to look out for is Thunder. This will affect everyone in the party and does 50+ damage.

Once you have inflicted a large amount of damage on the Plant Brain, Blank will show up! Use Blank's physical attacks(they do around 140 damage) and steal with Zidane. The fight should be pretty simple from here out.

It looks like Garnet has some of those killer seeds inside of her so Zidane feeds her Blank's Medicine. All of a sudden, a hole appears in the center of the cave and green spider monsters pop out. Run from these guys until the computer takes control. Enjoy the pretty FMV.

Everyone is scrambling through the forest with hundreds of these spider guys trailing behind. Poor Blank is grabbed by one of the spiders and can't make it out. Luckily he can still get the map to Zidane. Blank hurls the rolled up map to Zidane just before he and the rest of the forest is petrified.

The group makes camp outside of the forest until Garnet can recover from her illness. It looks like our next destination is a cavern to the south of us. Suddenly, while everyone is sitting around the fire, Monty the Moogle is seen walking down the path. I wonder how he escaped from the Forest? Listen to everything this Moogle has to say and you might learn a few things. You can also find everything he has to say in the "Not so Basic Basics" section. Before the little Moogle leaves he'll hand you the Moogle's Flute! When you are at the world map you can press the Square button to play the flute and call a moogle to your location. Pretty handy!

Now that you have finally exited the Evil Forest, head south until you reach an icy cave. Before you enter the cave press Square to call upon a Moogle and SAVE just outside the Ice Cavern. When you are ready press X to enter.

Ice Cavern

Level: 5
Items: Tent, Ether, Elixir, Potion, Phoenix Down
Equip: Mage Masher, Leather Wrist
Cards: None
Gil: None

When you first walk in you probably will notice the chest sitting out in the open. Walk over to the ledge that the chest is on and jump onto it. Open the

chest for a Tent. Next, hop off of the ledge and continue deeper into the caverns. Beware... in these caverns you will notice areas where you can see wind blowing across the path. Whenever you walk through these, you will encounter a monster. If you want to get into as little fights as possible, wait for the wind to stop blowing and then cross.

Well, it's really hard to get lost in a place like this. The Ice Cavern is very linear, but has a few extra hidden paths that have goodies at the end of them. Now you should be at the second screen of these caverns. Take the smaller path on the right and you'll come to an opening in the rock, but it has a thick sheet of ice over it. Zidane will have Vivi to melt the ice revealing an Ether.

Hop back on to the main path and make your way to the next screen. If you take the path to the left here you'll find another ice wall. Melt the ice and open the chest for an Elixir! Continue down this path to the bottom of the screen. To the right you should be able to cross a slab of ice and reach a chest containing a Potion. Now, cross the ice and press X for Vivi to use his Magic and knock the ice bridge you just used down. Climb down the broken ice and open the chest down there for a Mage Masher! Now, continue to the next screen by taking the top right most path.

Up here there is a chest right on the main path. Open it and collect your Phoenix Down. Now, if you take the path to the far left side of the screen you will find another ice wall for Vivi to melt. This reveals a hidden path. Follow this path until you come to a chest with a Leather Wrist inside. Once more, continue to the next screen and journey even deeper into the Ice Cavern!

Now you have run into a fork in the path. Take the path to the left. Walk over to the chunk of ice and press X. Vivi will melt it revealing a Moogle! You'll receive another lesson from Mogster. Read over whatever you like and then SAVE your game. You may even want to use a Tent if you are in bad shape after trekking through these caverns.

Now, walk back to the fork in the road and take the right path this time. Here you will see a small cut scene. Obviously it's very cold and Vivi slowly walks off of the path and falls off of a small ledge. Next Steiner walks over to the ledge of falls backwards next to Vivi. Shortly, Garnet falls unconscious as well. Finally, before too long, the whole party is asleep.

I'm not sure how much time passes, but Zidane awakens to a strange sound. Everyone else is still out cold so Zidane decides to see what's making the noise. Well, I'm going to warn you that a boss fight is about to occur and your just going to be able to use Zidane. Before you continue to the next screen make sure Zidane has his Mage Masher equipped. It will make this fight a little bit easier.

It looks like it's a creature called Black Waltz No. 1 that is creating these brittle winds. You're going to have to kill this guy before Vivi, Garnet, and Steiner are killed.

BOSS: Black Waltz No. 1

Level: 2 Steal: Remedy, Silk Shirt
HP: 229 Drop: Skeleton Card
MP: 9999 Weak: Fire, Ice
AP: 5 Gil: 399

BOSS: Sealion

Level: 3	Steal: Ether, Mythril Dagger
HP: 472	Drop: Hi-Potion, Phoenix Down, Fang Card
MP: 9999	Weak: Fire
AP: 5	Gil: 399

This is a pretty tough battle if you aren't too high in level. I think I was level 5 when I fought these two and it wasn't easy, but it wasn't too hard either. You should notice that if you attack Sealion, the Black Waltz will heal constantly, so you first need to take out the Waltz. Zidane went into Trance at nearly the beginning of the battle and I used Tidal Flame. It killed the Black Waltz in one hit so I didn't get a chance to steal his items. I would try to get his Silk Shirt before you kill him.

Once the Waltz is dead, start beating on the Sealion. I would steal both items from this guy. If you don't have much time for stealing, at least try to pick up the Mythril Dagger if anything. Use a potion real quick if you ever get below 150. Beware of the Sealion's Tsunami attack. It will use this when his HP is getting low. Good Luck!

"You defeated No. 1, but No. 2 and No. 3 will reclaim the princess!" Once you have killed Black Waltz No. 1 you will see these words on the screen. Yuck, there's gonna be more of these guys?

Zidane runs back to check on the group and it looks like they are all back to normal. He tells the party that nothing happened and you will be on your way. Take the path to where you fought the Black Waltz and climb up the path to the right. Follow the path until you finally make it to the exit. It looks like you are above the Mist now!

It looks like there is a village down below that we can head to. But first, Garnet needs a new identity and she decides that her new name should be Dagger! Once everyone is ready, head west from the Ice Cavern and you will come to the Dali!

Village of Dali

Level: 6
Items: Potion x4, Antidote, Eye Drops, Phoenix Down, Hi-Potion
Equip: Leather Wrist
Cards: None
Gil: 120 Gil, 156 Gil, 95 Gil, 135 Gil

When the party first enters the small village of Dali Vivi runs ahead and points out the windmill. For some reason he is fascinated by this, but Zidane decides that it would be better to get some rest first. After the group walks inside the inn a couple of boys run down the path talking about something they saw.

Make your way into your beautiful room and listen to the little chit chat the party has. We finally discover that Dagger wanted to run from Alexandria to Lindblum but we don't know why. Steiner and Zidane get it yet another fight, but it looks like Vivi is already snoozing away catching some Z's. Finally, everyone decides to join Vivi and get some rest.

When Zidane is woken up by someone singing; everyone else is already up.

Suddenly, two ATE's will pop up and you will be able to choose from, "Vivi, Confused" or "Dagger Tries". After watching the ATE walk over to the left side of the room near the plant to find a Potion. Also, in the right part of the room, you should see a chest near one of the beds. Inside, you'll find an Antidote. Now exit the room into the main lobby of the Inn. Here you will get to watch whichever ATE you didn't watch back in the room.

Now is your chance to SAVE at this moogle and exit the Inn. Here you will get to watch yet another ATE! From the door to the Inn head straight across the path to the left into a small shop.

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\*\*\* GIL SECRET \*\*\* Provided By: TestaALT

Alright! I should let you in on a little secret. A secret that will give you a hella lot of gil. What... you want to know the trick? Ok, listen up!

In Lindblum you can synthesize a Steepled Hat and a Wrist to make a Cotton Robe. It costs 1000 Gil to synthesize the Cotton Robe. In Lindblum you can buy Steepled Hats for 260 Gil and you can buy Wrists in Dali for 130 Gil. That comes to a total of 1,390 Gil to synthesize your Cotton Roble. Well, the trick is... You can sell Cotton Robes to any shop for 2,000 Gil! This means that you make 610 Gil for every Cotton Robe!

If you buy 99 Steepled Hats and 99 Wrists, which would come to a total of 38610 Gil. Add in the cost to synthesize(99 Robes x 1000 Gil = 99000 Gil). This means that you are spending a total of 137610 Gil. Sell all 99 Cotton Robes (198000 Gil) and you will make(if my math is correct) 60390 in one run.

Not so shabby eh? I suggest buying as many Wrists as you can hold while you are here in Dali.

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Above the shop you were just in you can find 120 Gil. Now walk up the path and have a word with Vivi. When Zidane leaves Vivi to find Steiner and the princess, a little boy grabs Vivi and runs off. Two ATE's will pop up when you gain control of Zidane again.

Walk back up to where you talked to Vivi and head right on the dirt road. Once you make it to the next screen another ATE will appear(Whichever you didn't choose earlier). Now you should walk back the opposite direction on the dirt road. There should be a building just above you. Walk in and buy any medicine that you might need.

When you are all stocked up, go back to the shop that sold you weapons and armor. You can find Dagger there. Next, head back to your room and have a little talk with the princess. It looks like Vivi hasn't made it back yet. An ATE will pop up and you'll get to see what Steiner is up to. It looks like he is trying to get some information at the Bar you visited earlier. There aren't any adults here but Steiner does find out that an old Cargo ship is used to transport things from the Village of Dali to the castle.

Vivi still isn't back so you and Dagger will have to go search for him. Exit the Inn and walk back to where you talked to Vivi earlier. It seems that Vivi is underground. From here, walk into the windmill and to the left of the entrance you will notice the hatch that opens up and leads down. Open it up and go on down.

Go down the ladder and hop on the metal platform. Open up the chest here for a whopping 156 Gil and follow this dirt path to the next screen. There are a group of men up here talking about something that someone found. It turns out the something that they are talking about is poor Vivi! Once the men walk off with our Black Mage go into the room they were in to find a potion. Also, across the path from the fenced in chocobo is another treasure chest with some Eye Drops in it. Now you can continue to the next screen.

On the left side of the path is a barrel and you may see a red object pop out the top every so often. Hmm, I wonder what a moogles is doing down here? SAVE your game and make your way behind the moogles. From here you can hop onto a box and then jump even higher to a chest containing an Ether. Jump back down to the floor and kick the small wheel near the opening. This will cause the treasure chest suspended in the air to fall right next to you. Open it up and collect another Potion. Continue on to the next screen.

Up here is a small maze of boxes. If you take the lower path, you can collect a Leather Wrist from the chest. Near the exit there is a box that you can jump on to. Climb to the top of the boxes to get an Iron Helm from the Chest. Jump off of the boxes and head to the next screen.

Up here Dagger hears someone crying again. It looks like Vivi is trapped in one of those coffin-shaped boxes. Zidane manages to get Vivi out of the box and everyone agrees to go further and learn more about this place. See the big doors at the top of the screen with Mist floating through the cracks? Open the chest to the right of these doors for 95 Gil then open the doors and you'll be attacked by a monster. Once you are victorious continue through the door. When you first step inside you'll see a chest directly in front of you containing a Phoenix Down. Far to the right behind the odd looking machine you should be able to uncover a Potion and a Phoenix Pinion! Now before you are attacked again by a Mist monster run back through the doors you came through.

Walk down the wooden path that runs below the egg making machine to the next screen. There are no goodies here so you can run right through the the next screen. It looks like creatures that look like Vivi are hatching from these eggs! Someone is coming down the path from behind so Zidane grabs Vivi and Dagger and rushes them where they can't be seen. Unfortunately, Zidane led his friends into the machine that boxes these creatures up and the three of them are put into boxes and rolled down the conveyor belt!

Now you gain control of Steiner. He is still trying to figure out where and when the Cargo Ship is leaving for Alexandria. The old man won't tell him anything and walks down the mountain to his home. At the bottom of these stairs at the bottom of the screen you find a chest with a Hi-Potion inside! At the far right part of the screen is 135 Gil laying on the ground. Run over to the old man in his house to get something out of him. He finally tells you that the Cargo Ship is in fact already here!

Run out of his house and off to the left to the next screen. Steiner will run off to the village and observe one of the large barrels. It turns out that Zidane, Dagger, and Vivi are in this barrel. Steiner tries to trick Zidane and the Princess by telling them that the cargo ship is headed to Lindblum, but suddenly, a creature appears and speaks: "Princess Garnet, the queen is waiting for you at the castle!" This is Black Waltz No. 2!

BOSS: Black Waltz No. 2

Level: 6

Steal: Steepled Hat, Leather Plate

HP: 1030 Drop: Ether, Zagnol Card
MP: 3017 Weak: Wind
AP: 5 Gil: 441

Do not use Vivi's magic on this guy. The Black Waltz will cast the same magic except the more powerful version. Such as, if Vivi casts Fire, the Black Waltz will counter will Fira. I would definitely try to snatch both of the items off of this guy. Just use Vivi's weak physical attacks and Steiner's sword magic. Heal with Dagger when necessary. Once you have the Black Waltz's items use Zidane's physical attacks to finish this guy off.

I suggest resting at the Inn before you hitch a ride on the Cargo Ship. Run back to the Inn to get some shut eye and SAVE at this moogles again. Once you are ready, make your way back to the Cargo Ship. Zidane decides that he will ask the people on the ship if the group can hitch a ride. Steiner knows that the Cargo Ship is really headed for Alexandria and stops Zidane from boarding the ship just yet (Zidane knows where the ship is headed as well, but he has his own plans).

Just after Steiner leaves the airship begins to take off. Yea, good job Rusty! Everyone has to climb up onto the ship before it takes off but Dagger is having second thoughts. If the cargo ship is headed to Alexandria why are we getting on? Well, finally Zidane gets Dagger to trust him. He's going to make sure she makes it to Lindblum. Eventually, everyone is on the ship, just before it leaves the ground.

Cargo Ship

Level: 7
Items: None
Equip: None
Cards: None
Gil: None

Vivi and Dagger decide to go inside, and Zidane is left outside, but just after Dagger closes the door she comes back. It seems like there is something wrong with Vivi! I feel bad for the poor guy. He's trying to talk to the Black Mage dolls that look like him but they won't even acknowledge that he is there. Actually, it turns out that the whole cargo ship is run by these dolls. The old Mages that can move bring the new ones to Alexandria.

Finally you will gain control of Zidane. You will have to leave Vivi and Dagger behind to turn the ship around before it reaches Alexandria. Take the path past all of the engines until you reach the ladder. Climb up to the deck. Haha... Steiner is flopped over on the deck. He thinks that Dagger didn't make it onto the ship. Well, now that he finds that she is he acts like he has everything under control. Zidane will be killed when they return to the castle. What he doesn't know is that we aren't going back to the castle.

Head left to the two dolls that are flying the ship. Steiner is again talking to himself when the ship lurches. Zidane finally has control of the ship! The black mages are standing aside just watching him do it. All of the Dolls run to the front of the ship and leave the controls. Black Waltz No. 3 finds Vivi alone on the deck with the Princess, but the Black Mage Dolls stand in front of Vivi to protect him.

Black Waltz No. 3 shows his true power and kills all of the Dolls in one fierce

blow. Vivi is pretty pissed off and runs to fight the cruel Black Waltz. Dagger is left to steer the ship while everyone else fights No. 3.

BOSS: Black Waltz No. 3

Level: 7 Steal: Steepled Hat, Linen Cuirass, Silver Gloves
HP: 1128 Drop: None
MP: 2080 Weak: None
AP: None Gil: None

Since Vivi is real pumped he'll enter a Trance at the start of the fight. Have Vivi use his Double Black Magic every round until his Trance wears off. Once the trance wears off have him to heal and use his Magic. Make sure Zidane steals this guy's items and once he has all of them he can use his physical attacks. Steiner should use his Magic Sword.

Once the Black Waltz is dead you'll get to watch a small scene with Zorn and Thorn. It seems that they are the ones that created the three Black Waltzes. They seem surprised that we killed all of them. Unfortunately Black Waltz No. 3 is coming back and he's broken. He steals Zorn and Thorn's small airship and flies after the party.

Steiner turns the engine to max and the cargo ship speeds toward the South Gate. Black Waltz No. 3 trails closely behind and makes it through the first part of the gate just before it closes, but crashes into the second section of the gate right after the party makes it through. Finally you'll be able to watch a beautiful FMV of the ship entering Lindblum.

Lindblum Grand Castle

Level: 7
Items: None
Equip: None
Cards: None
Gil: None

After everyone marvels at the huge dock for airships, the welcoming committee walks up to the group. The Princess proves her identity to the committee by showing them her pendant. Once they are convinced that she is the Princess of Alexandria they call in Minister Artania. It turns out that the Minister is Dagger's uncle!

Finally, the group is lead to the Regent. As you are headed up the elevator Artania explains the three floors of Lindblum Castle. The Base level lies below the mist and contains a trolley which will take you to the harbor and the back gate. The Mid Level is where you'll find the air cab that will take you anywhere in the town! Finally, there is the Upper Level and it contains the royal chamber and the conference room.

Minister Artania leads Dagger into the royal chamber where Regent Cid is. An Oglop jumps from behind the throne and approaches the Princess. Steiner, being the moron that he is runs forward and punches the oglop and knocks him back into the wall. It turns out that that oglop is the regent. About 6 months ago someone snuck into the castle while the regent was asleep and turned him into his oglop form and abducted his wife, Lady Hilda.

Finally, the Minister will invite the group to lunch, but Zidane decides to leave and have some cheap food in town. He hates the castle food. Zidane enters a small bar to have some food and hits on the waitress there. A lady at the counter throws an insult at Zidane about his monkey tail. The woman and Zidane are about to fight, but it turns out that the two know each other. Her name is Freya and it's been about 3 years since they have seen each other.

Freya is here in Lindblum (she's from Burmecia) to take part in the Festival of the Hunt. Freya and Zidane will talk for a bit and you'll be taken back to the castle. Now we know why Dagger was so eager about coming to Lindblum. She thinks something is going on with the Queen and that she might do something terrible. Dagger had to escape the castle on the theater ship. She didn't know that Tantalus was planning on kidnapping her.

It's pretty ironic because it was Regent Cid who told Tantalus to kidnap the Princess. Cid and Dagger walk out to the Docks to finish their conversation. It turns out that it was really Hilda who turned the Regent into an oglop. She did this when she heard that Cid was having an affair. Lady Hilda then took the new Airship that was being designed and flew away.

Lindblum Town

Level: 7

Items: Echo Screen, Hi-Potion, Tent, Ore, Ether

Equip: Leather Plate, Silver Gloves, Bronze Vest, Steeped Hat, Glass Armlet

Cards: Mimic Card

Gil: 163 Gil, 127 Gil

Zidane will wake up in a small room with Vivi and Zidane decides to check out the hideout that Tantalus stayed in. Vivi is going to check out the town and when Zidane offers to give Vivi a tour of the town he declines. Now you'll get to watch a small ATE and learn about synthesizing! If you didn't understand anything you should be able to learn about it in the "Not So Basic Basics" section.

When you are ready, run over to the moogles in the room next to yours and SAVE your game! Head downstairs and on the left side of the room you can find 163 Gil below the fat bird looking statue. Now leave the Inn.

Ooh! An ATE! After watching a scene with Steiner you will gain control of Zidane once again. Step out onto the path and head north to the next screen. Walk past to the lady selling Gysahl pickles and enter the door to the left of a small stand (Ivan's Fish Shack).

In this guys room you will find two chests. They contain an Echo Screen and a Hi-Potion! That's all the good stuff you will find in here. Exit this man's house and take the path that is to the left of this guy's house. At the end of the path you'll find a church. South of the entrance to the church, near a tree, you can find a Tent! At the very back of the church is a ladder that you can climb. Climb the ladder and on the small platform you'll find a Leather Plate.

Finally, return to the lady selling the pickles and venture down the eastern path this time. In this small circle of buildings you will find many shops! The Synthesis Shop is in the top left corner. Medicine Shop in the top middle. And the Weapon/Armor Shop in the top right. I highly recommend checking out some of the awesome items you can synthesize. I would definitely make sure I don't leave the town without The Ogre. Also, if you walk back into the back

of the synthesis shop you can find Silver Gloves near one of the tables.

Once you are all stocked up run all the way back to the Inn to SAVE your game. One district down, two to go! Walk east from the Inn's exit across the path to the entrance to the aircab. Hop onto the aircab and... lets visit the theater district first.

When you arrive in the Theater District exit the aircab station down the stairs. Another ATE will appear allowing you to watch Steiner once more. Walk straight down from the entrance of the aircab station down to the bushes. Somewhere amidst the green leaves you can find 127 Gil hidden away. To the right of these bushes there is a small entrance that leads underground to a room. Take this entrance and the single chest in here contains an Ore. Scoop it up with your greedy hands and get back onto the main path.

Make your way west until you reach the next screen. At this next screen walk south and enter the building on the left. This is the Tantalus hideout! Zidane will lean up against a large gear and an ATE will appear. It looks like Dagger is being kept in a room and she isn't allowed to go on the streets.

Suddenly, two Tantalus kids enter the hideout. It looks like they are new members. When you regain control of Zidane search this entire room for all of the treasures. In all you can find 68 Gil, 97 Gil, 282 Gil, and Mini Burmecia. The only one you might not be able to find is Mini Burmecia. It is up the ladder on the left side of the room. Now you should ready to leave the hideout.

Once you exit an ATE will appear, allowing you to see what Baku and His Crew are up to. Walk north along this path back to the entrance of the aircab station. Take the aircab to the Industrial District! Take the stairs to the left of the aircab to leave the aircab station.

There isn't much to see or find here in the Industrial District, but there are a few items to be found. In the far back you need to climb the staircase that curves to the right. Up here you can find the bar you were in earlier with Freya. To the right of the entrance to the bar search around for a Bronze Vest.

Walk down this path a little ways and enter the next building you come to. It is at the very back of the screen. Climb the two staircases here and open the two chests! One of them contains a Mimic Card and the other a Steepled Hat.

Alright, it's time to return to Dagger at the castle. Go back to the aircab and fly to Lindblum Castle. Walk south to the next screen and you should be back at the airship docks. Climb up the first set of stairs and take the path you first followed Minister Artania down. In this room, take the staircase on the right side of the screen up one floor. Next, head down the hallway at the top of the screen to Dagger's room!

Steiner is in a bad mood as usual. It seems that the princess has left her room. Well, Rusty is going to go search for her. After Steiner leaves walk to the right and next to one of the beds you can find a chest holding a Glass Armet. Climb up another flight of stairs and open the chest near the moogles for an Ether. Hmm... Speaking of moogles, why don't you SAVE here.

Ok, now run back to the area where the small lift is? You know where that is, right? It seems that only authorized people can take the lift... I guess you're going to have to find a way to disguise yourself as a soldier. Run back to the entrance to Dagger's room, but don't walk in. Walk down the stairs across from the opening and turn to the left side of the screen. Hehe, looks

like someone is sleeping on the job over here. Zidane will awake the sleepy soldier and tell him that there is a suspicious looking person strolling about the castle. When Zidane and the guard are alone he knocks him out and slips on the armor.

Finally, you can head back to the lift and go up to the top floor. When you get off of the lift you should run down the hallway to the left into the next screen. Next, climb up the spiraling staircase up until you are outside on the top of the tower. Hop up another staircase up to Dagger. She's singing beautifully as usual. Watch a short FMV and you'll talk to Dagger for a bit and eventually take a look through a telescope.

You will not be able to stop looking through the microscope until you have found all of the important locations. You will know when you have come to an important location when an exclamation point pops up on the map. In all there are six locations to find. Eventually, Dagger will look through the telescope as well, and Zidane and the princess will have another small conversation.

You'll be taken to a scene with Steiner. He is in the Weapon Shop looking at some of the weapons and armor when a man behind him starts talking about Queen Brahn. Steiner turns around and tries to set this guy straight. When the man asks who he is, Steiner lies and says that he is an armor collector, but has to ditch the man when he asks which type of armor he recommends.

After this you'll watch a small scene with Vivi, Freya, then Cid. Then, I believe you are taken back to Zidane and Dagger once again. Then, you'll have to watch all of the monsters being released for the festival. It looks like the toughest monster here is called Zahgnol.

Whew, you finally are brought back to the guest room with Zidane and the rest of the party. The soldier standing here will explain the rules of Festival of the Hunt to everyone.

The Festival lasts for only 12 minutes! There are monsters crawling all over the town that are just looking for a fight. What you have to do is kill as many monsters as possible so you can net as many points as possible. Each monster is worth a certain number of points when killed. The only way you can be disqualified from the festival is if your HP drops to 0 during the 12 minutes.

Next, everyone participating in the hunt has to choose his/her prize if he/she happens to come in first place. Zidane chooses gil without a second thought, Freya picks an Add-On, and Vivi also has to choose a prize. Our black mage is quite surprised because he didn't sign up. Actually, it was Zidane who secretly signed Vivi up without talking with him first. Vivi is reluctant but decides that he will participate and chooses a Card as his prize.

Now, the man will tell everyone where they will start in the Festival.

Character	Prize	Starting Location
*****	*****	*****
Zidane	Gil	Theater District
Freya	Add-On	Industrial District
Vivi	Card	Business District

Once you are filled in on the Festival of the Hunt, run over to the moogle to SAVE before you head to the Theater District. When you are are ready, exit the guest room and make a left to the circular room with the fountain. Take the northern passage to the docks. From here, make a U-turn and run down the stairs to the aircab station. Hop onto the aircab and prepare to start!

Dagger and Steiner are at a nice spot where they can watch everyone. It looks like they are rooting for Vivi. When you get off of the aircab the timer will start. You have only 12 minutes to kill as many monsters and make as many points as possible. Here are the approximate point values of all of the monsters.

Monster	Points
*****	*****
Mu	10-12
Trick Sparrow	10-12
Fang	19-21
Zaghnol	75-95

First you need to make a decision. You see, if Vivi wins you will get a Theater Ship card. If Freya wins you'll get the Coral Ring and if Zidane wins you get 5,000 Gil!

It all really depends on what you really want. If you love playing Tetra Master and you really want the Theater Ship card, let Vivi win! Or, the Coral Ring is a very useful item at this point in the game. You could let Freya win. You might even want the 5,000 Gil. It's your choice! Here are some strategies depending on which item you would like and which character you want to win the hunt.

Zidane

So, you've chosen the 5,000 Gil eh? The second you jump off of the aircab, make sure you have the Ogre equipped. If not, equip it! Run out of the station and kill the Mu circling the old man. If you are using the Ogre you will kill the Mus in only one hit.

Run to the left of the old man and a trick sparrow will swoop down to attack. You will also kill this monster in one hit. Run north down the stairs and on this path you'll encounter another Trick Sparrow. You gotta remember to be very quick so you can kill all of the monsters. Take another flight of stairs down to a circular area. At the top are three barrels blocking the path.

Stand in front of the barrels until a Fang comes your way and jumps over the barrels to you. Once again, I took the Fang down in one hit(I was doing around 350 damage to all of these guys). Alright, you can exit the Theater District now. Rush back to the aircab station and make for the Industrial district.

When I made it to the Industrial District I had about 8 minutes on the clock. If you are near that, you are on schedule :) Go to the left and dash up the stair case to the next screen. Up here you will see a cat being chased by a Fang. Kill the Fang real quick and head toward the stairs in the far back.

As you are walking toward the stairs a Mu will come down. Take care of the Mu and go to the next screen. Another Mu at the end of this path is the last monster in the Industrial District. Run back as fast as possible to the aircab and head for the Business District!

I had close to 5 minutes on the clock at the Business District. From the aircab run north to the next screen. You can bypass the monsters here. Run for the area where you found the Weapon shop, Item Shop, and synthesis shop. About halfway down the first screen you will have to fight a Trick Sparrow. A Mu will also jump out at you from a door on the right.

Don't worry about anything else now. You gotta fight the boss, Zagnol so you can win this hunt! Run straight to the the area with all of the shops and you'll find the Freya and the monster. Run over and you will have to fight this beast.

BOSS: Zagnol

Level: 16	Steal: Ore, Tent, Ether
HP: 1189	Drop: Eyedrops, Zagnol Card
MP: 499	Weak: Water
AP: 3	Gil: 546

I only had 116 Points when I began this boss fight. Freya was in the lead with 123 Points. I also only had 3 minutes on the clock, but that's not a problem. You can let Freya attack twice at the most, but be sure she attacks only at the very beginning of the fight. For the rest of the battle, Freya can heal and Zidane will use physical attacks. Make sure that Zidane inflicts the last blow or he won't win the hunt!

Once the battle is finished you should have 200 points or more and win the hunt! Congratulations!

Freya

This is rather easy to do. Don't kill any monsters and walk around for a bit. Finally, head to the business district in the area where you found all of the shops(the Weapon/Armor Shop, Item Shop, and Synthesis). Here you will find the boss, Zagnol. Look up in Zidane's section for some info on this boss. Do not let Zidane have the last hit off of this monster. As long as Freya gets the kill, she will win the festival.

Vivi

If you are interested in winning the Theater Ship card you need to let Vivi win. This is... the easiest to do. Simply fight the boss, Zagnol, and let both Zidane and Freya die. If you need info on where to find the boss look up in Zidane and Freya's sections.

Lindblum Grand Castle

Level: 7
Items: None
Equip: None
Cards: None
Gil: None

Once the Festival of the Hunt is over, everyone will gather at the Regent's throne. Whoever had the most points will receive their prize, but the happiness is cut short when a Burmecian Soldier limps into the royal chamber. Burmecia is being attacked by an unknown force! The soldier speaks for the King of Burmecia in asking for reinforcements from Lindblum.

A few of the last words that the soldier got out before he died is that the

attackers were evil Black Mages. Unfortunately, Lindblum is short on soldiers at the moment due to the Festival. Everyone decides to head for Burmecia to help the soldiers. Zidane and the Regent will not allow the Princess to go to Burmecia because it is too dangerous.

Everyone meets in the Dining room to eat before the departure. The whole group starts to cram the food down their throats. Everyone except Dagger that is. It turns out that she put a sleeping potion in everyone's food. Steiner begins to flip out and waves his hands everywhere, but it turns out that Dagger didn't really put any of the potion in his tray.

The only two people that are awake are the Princess and Steiner. The princess put everyone to sleep so she could go to Burmecia. Dagger succeeds in persuading Steiner to allow her to go and the two leave the castle. When everyone else finally wakes up, the Princess and Steiner are long gone.

Freya, Vivi and Zidane decide to head toward Gizmaluke's Grotto. On the other side of the grotto is Burmecia. We must catch up to Dagger and Steiner! Exit the royal chamber and take the lift to the middle floor. You can run back to the Guest Room where the Princess stayed to SAVE your game.

Exit the Guest Room and take the path south west to the room with the fountain. From here move south and take the lift down to the bottom floor. The Base Level. Hop on the Trolley on the left to Dragon's Gate. Talk to the man on the left side of the screen. He will sell you a few things that may come in handy on the trip to Burmecia.

Once you have bought everything you need, SAVE at the moogles at the bottom of the screen. Alright... if you are ready, exit the gate through the northern opening. Walk north from the gate to a small forest. Press X to enter.

Qu's Marsh

Level: 7

Items: None

Equip: None

Cards: None

Gil: None

Walk along the bridge to the next screen. Continue forward when you'll come to two moogles standing on the edge of the marsh. Hmm... they look pretty familiar. Now, take the opening above the two moogles into some very tall grass. Just keep pressing up and run through the grass to another screen.

Here there is a weird looking creature trying to catch some frogs. If you can manage to catch one of the frogs hopping around run over to the creature and talk to him/her. To catch a frog wait for one to hop onto the mud and run over to it and press X. He/she will say something about the frog and then give you his/her name.

Just keep the name default(Quina). Finally, Zidane will hand over the frog and another odd looking guy called Quale will run out from the top of the screen. Follow Quale back to a small cabin. Quale will tell Quina that he/she needs to explore and find different foods everywhere instead of just eating frogs. Now, Quale will ask you to take Quina along with you! Well, you should agree to take the creature with you because he/she is actually pretty strong.

When you exit the cabin, Vivi will tell Zidane that that Quale dude looks just like his grandpa that passed away. Too, bad Quale doesn't know anyone by the

name of Quan though :(Alright, now that we have Quina we can leave this place! Exit Qu's Marsh and get back onto the World Map.

Pop open the trusty map of yours and you'll spot the white dot that represents Gizamaluks's Grotto north east of Qu's Marsh. Head in that direction through a grassy valley. Finally, after your short trip you'll come to a stone door on the side of one of the mountains. Press X and make your way inside.

Gizamaluks's Grotto

Level: 7

Items: None

Equip: Mythril Gloves, Magus Hat

Cards: None

Gil: None

The opening to the grotto features two dead Burmecian soldiers. *Sniff* Freya is a little Frantic and dashes inside the cavern. The rest of the party will enter as well. Step inside and directly ahead is a door with a pretty bell on the front. The only thing you can do to the door at this point is push it, but that is useless.

Take the path to the right and talk to the injured soldier. The Burmecian will hand Zidane a Gizamaluks Bell just before he croaks. Run back over to the door and you now have a new option. Select "Ring the bell" and the bell on the door will begin to ring as well. The door will open, and your bell will shatter. Hmm, this must be a secret to keep intruders as far away from Burmecia as possible. Well, continue deeper into the grotto!

Before you enter the next screen you'll watch a scene with Zorn and Thorn. A group of black mages will attack a Burmecian Soldier and the two nutcases, Zorn and Thorn will enter. They will send two of the mages to kill the group. Show these boys what your made of and finish the battle quickly. Zorn and Thorn will prove that they are truly cowards and run away in terror.

Move forward and you'll enter a rather open area with two black mages wandering about. On the map you will only see a single mage, but if you walk up to the black mage you'll have to fight two. Kill these black mages and you'll receive another Gizamaluks Bell!

Looks like you have three options. There are three doors for you to enter. Two of them are reached by climbing a staircase and one to the right all by himself. Take the one on the far right and walk up this big U flight of stairs. As you are climbing up the stairs on the right side, you should be able to find some Mythril Gloves just lying on one of the stairs. Pick them up and move on.

The stairs will wrap around at the left side of the screen and start heading back to the right. You'll walk under a bridge. Under this bridge you should search around for a Magus Hat! Finally, you'll arrive in a large open area and will encounter a couple of moogles.

Looks like a female moogle lost her husband under a giant bell! The couple were being married in this beautiful area of the grotto when the black mages attacked them. Suddenly, the woman moogle will start circling Vivi while sniffing him out. Vivi is very confused at the moment, but it turns out that the moogle just smelled the Kupo Nut that Vivi has with him. Remember the Nut that he bought back in Lindblum? Moogles love the Kupo Nut.

Give the nut to the poor moogle and she'll dash back over to the giant bell. She tells her husband that she has a Kupo Nut and the tiny little moogle will throw the bell off of him and chomp down on the yummy nut. Wow, moogles sure will do a lot for just a little nut. The lady will thank you for your assistance and run off with her husband.

Finally, you'll be able to control Zidane once again. On the platform where the bell once sat is a chest. Pop it open and take the Gizamaluke Bell. There are two doors here, but only one can be opened with the bell you are holding. Open the door on the right to reveal the two newly weds. Talk to the lady moogle to use a tent and SAVE your game. As you exit the small room, one of the moogles will stop you so she can give you the Holy Bell!

Well, you know what this means. When you encounter a moogle you should probably expect a boss fight soon. Exit this room into the wedding chapel area and enter the door on the left side of the bell. Prepare yourself for a mediocre boss fight and once you're ready open up the door using the Holy Bell. I suggest fighting in this room until one or two character's trances are built up.

The party will stop to help a fallen Burmecian Soldier. He says that Master Gizamaluke has gone mad. It looks like the black mages are controlling him. Suddenly, the dragon like thing will zip into the room and you will have to fight him.

BOSS: Gizamaluke

Level: 16 Steal: Elixir, Magus Hat, Ice Staff
HP: 3,175 Drop: Tent, Mythril Sword Card
MP: 502 Weak: Thunder, Wind
AP: 5 Gil: 800

This definitely is not an easy match. Gizmaluke has a couple of valuable items for you to steal. Make sure you don't kill him until you at least have his Magus Hat and Ice Staff. Vivi is nearly useless in this fight because Gizamaluke will use an attack that inflicts silence whenever he uses magic. You should use Vivi to heal everyone with potions and hi-potions. He can use a phoenix down whenever necessary.

I got pretty lucky in this boss fight because Zidane was on the verge of trance when I began the fight. The dyne, , should do around 1,500 damage. Two hits from Zidane killed this monster. Quina isn't very useful in this fight either. You can have Quina heal when needed and attack when no one needs healing. Freya should constantly attack as well as Zidane.

After the fight, Freya will urge everyone to hurry. She is confused however. Gizmaluke doesn't normally act like this. Next, you will be able to see what Steiner and Dagger have been up to.

South Gate

Level: 6
Items: Potion
Equip: None
Cards: None
Gil: None

You now have control of Steiner. He's on the steps leading up to the South gate with a bag hanging over his shoulder. He must be pretty strong because Dagger is in the bag! Walk up the steps and approach the two guards. Steiner says that he is visiting the gate because he would like to find a place to live and work on the damaged gate.

Well, the soldiers have to check the bag. This isn't looking good! It looks as if they are about to be caught when the guard smells the horrible smell of Gysahl Pickles! Luckily, the guards will let you pass. Once inside, you'll have to find a nice place to hide.

There is an alley to the right, but a lady and a man are in the way. Walk over to the lady near the alley and talk to her. When you have the option, choose to console her. Steiner will get the lady to move out of the way. Now you just have to get the man to move. Walk across the alley and talk to him. Once he's through talking, walk over to the green guy on the left side of the screen and talk to him. He's near a big gate.

After talking to the green guy walk back over to the man that you talked to earlier. Steiner will tell him that his worker isn't doing his job and the man will run away to the other side of the area. Hurry and dash over to the alley! Suddenly, a guard will come from the gate and stop you! Oh no... have you been caught!?

Luckily he only has to give you a gate pass. Snatch up the pass and hurry over to the alley. Dagger will crawl out of the stinky bag and you'll be on your way. You'll emerge at an aircab station. On the left side of the screen is a man, and to the left of him is a chest! Walk over and pop open the chest to reveal a potion!

Next, run over to the man selling items on the right side of the screen. After travelling through Gizamaluke's Grotto I was very short on items. Stock up on all of the necessary stuff and once you are ready, SAVE your game at the moogle near the chest you opened.

When you are ready, you can walk up the steps and board the aircab. Show the man your pass and he'll let you in the cab. You have the option to depart later or to depart now. There isn't anything else important here so choose to depart now. Just before the aircab leaves a lady will run onto the cab. It's the lady that Steiner talked to earlier. Dagger and Steiner will have a short conversation and you'll be taken back to Gizamaluke's Grotto with Zidane, Vivi, Freya, and Quina.

Gizamaluke's Grotto

Level: 7

Items: None

Equip: None

Cards: None

Gil: None

The party is trying to help another soldier when he dies before their eyes. Everyone will rush out of the Grotto and you'll emerge on the world map. If you look on the map, you should see Burmecia to the North. Walk across the grassy Basin until you come to Burmecia! You can stay out on the world map to level up a little, but if your party is level 7 you shouldn't have many problems in here. Before you enter I suggest you SAVE your game.

Burmecia

Level: 8

Items: Potion, Soft x2, Cancer Stellazio, Ether, Phoenix Down, Tent

Equip: Germinas Boots, Mythril Spear, Lightning Staff

Cards: None

Gil: None

Burmecia, Realm of Eternal Rain. So it rains here non-stop?! Wow. The party will rush through the open gates into the ruins. Walk down the first part of this littered path and check behind the overturned cart on the left for the Cancer Stellazio. Now continue forward to the next screen. Up here you can make a left or a right. On the left it there is a dead end, but a door you can go through. Take the door that is on the left into a badly damaged building.

When you first walk through the door turn to your left. What's that? A chest?! Pop it open for a Potion! Now... check to the right of the door. Another chest! Open this one for a precious Soft! Now, from here you'll probably notice a chest directly above you on the second floor. You can't get that one just yet. You can leave this building for now.

Now that you are back outside in the rain head to the right. Zorn and Thorn will pop out from a balcony up above and send black mages to kill you once again. Show these mages who's boss and you can collect a little bit of experience and gold. Zorn and Thorn will say something about the General and rush back into the building.

Head to the right now. Go up the stone staircase and through the door into another building. This one looks like it's in better shape than the others. Walk in and head directly to the stairs that curve upwards. If you check behind them you can find a treasure chest with a soft in it! Now you can go up the stairs and move past the wooden door. Up ahead there is what looks like a chest, but examining it will show you that it is really a mimic monster. You can choose to fight the mimic if you wish. They drop ethers which can be very handy in battle.

Move through the opening on the left now and you'll be taken back out into the rain. Head left across the screen and don't worry about the door for now. The only means of opening it are by using a bell and we still have yet to find another. If you move through another opening on the left you'll be back inside. Follow the path you are on and run across to the chest. Open the chest for a nice pair of Germinas Boots. On your way back across the loose path, the floor will fall and land on the second floor and will serve as a bridge to get to the chest you couldn't reach earlier.

Run to the right and back outside where you saw the large door that can only be opened using a bell. Pass up the door and move to the right into the next building again. Run straight down the stairs and exit the building. You'll be back where you saw Zorn and Thorn. Run down the stone stairs and move to the left. Cross under the balcony where you talked to Zorn and Thorn and enter the blue door on the far left.

You'll be back inside the first damaged building you were in. This time you can go up the stairs and you will see where the piece of the third floor fell in and now you can run across. The chest that you can now get to is really a mimic so fight it if you wish. Right in front of the mimic is a doorway. Walk through it into a very cluttered room. At the back of the room you can reach the balcony. You will hop out onto the balcony and jump across to the right and into another room.

Walk inside and to the right you'll find a dying Burmecian Soldier. In his last breath he will beg of you to save the king and mentions a bell under the bed next to him. Run to the back of the room and check under the bed for the Protection Bell! On the left side of the room you can search behind the bookcase for an ether. Now that you finally have the bell, run up to the big bell door on the third floor and ring the Protection Bell to get through.

The party will walk up the tremendous staircase lit by bright red torches. Beyond these steps you will find the Royal Palace. On your trip to the top of the stairs you will encounter a group of Burmecians. Climb the remainder of the steps to be brought back out into the rain. If you take the center doorway up ahead you will find a man and his wife. The man is injured and can't walk, but tells his wife to run to Lindblum without him. Just as Zidane steps in, a large statue begins to topple over. The statue would have crushed the fallen man, but Zidane moves him just in time.

Luckily, seconds after the rescue, another Burmecian walks in and helps the man walk. The man and his wife can leave together now. Run back outside into the rain and take the stairs on the right. On this ledge there are two openings to take. The one on the right nearest the stairs you came in on is just a dead end. So move across to the opening on the left.

The second you step in look to your right to find two chests side by side. One will reveal a Phoenix Down and the other a Tent! Now move forward and the path will turn to the right. There is a large door up ahead that leads you outside. If you bypass the door and keep moving along the path you will find not a chest, but a mimic. Run out the large door back outside. You will see a small door up ahead to the left. Run inside and Freya and Zidane will search the place for some new equipment. Freya grabs a new spear; Mythril Spear. You should equip this Spear immediately! It allows Freya to cast Rei's Wind on the party!

Exit the small room and move across the area and run through the door on the right. Now your back in another small room. At the back of this room is a chest with a Lightning Staff in it. There's also a moogles standing in the center of the room. Right when you open the chest, Stiltzkin will walk in. As usual, he has another great deal. You can buy a Soft, a Hi-Potion, and an Ether for 333 Gil. You should have quite a bit of gil on you so I suggest accepting his offer.

Next, move over to the moogles and check out his mogshop. You may want to purchase a few things while you're here. I suggest purchasing the Needle Fork for Quina if you have the gil. Be sure to save some money so you can stock up on potions for the fight. Equip Quina with the Needle Fork if you bought it, and equip Vivi with the lightning staff for Thundara! Finally use a tent then SAVE at Atla the Moogles.

Once you are prepared for the boss fight(yes, a boss is coming up very soon), go back outside and take the path at the center of the screen. Freya will hear someone inside the palace and jump up a good 30 feet and land on a ledge up above. Zidane will follow and you will get to watch a scene inside the palace. Zidane and Freya will spot Queen Brahn and the General, Beatrix. Freya will tell a story about her love for Sir Fratley. When she comes back to her senses, Zidane will spot another man. For now he is only known as "Mystery Man".

It turns out that the King has fled to a place called Cleyra along with a few other Burmecians and that is where Queen Brahn and this "Mystery Man" will attack next. A weak Burmecian soldier bursts into the palace and draws his

weapon attempting to kill Beatrix. Zidane and Freya jump in to save the man's life. It looks like you'll be the ones fighting Beatrix.

BOSS: Beatrix

Level: 14 Steal: Chain Plate, Mythril Sword, Phoenix Down
HP: 3630 Drop: None
MP: 3,467 Weak: None
AP: None Gil: None

The items that can be stolen from Beatrix are very good and should be stolen. On Freya's first turn she should use Rei's Wind. After Rei's Wind have her use jump every turn. Vivi should use Blizzara or Thundara every turn to inflict massive damage. Beatrix will probably target Vivi after he uses his powerful spells so have Quina use potions and resurrect him whenever needed. Quina can use his physical attacks every now and then also. Zidane should steal every turn until you have both the Chain Plate and Mythril Sword. After you have those two he can use his physical attacks.

It is not possible to kill Beatrix in this fight. After Beatrix has taken 3630 damage she will use her Stock Break attack which reduces everyone's HP to 1. The fight will then end and you will watch a pretty FMV before disk 1 ends.

=====
----- Disk Two -----
=====

South Gate/Summit Station

Level: 6
Items: Phoenix Down
Equip: None
Cards: None
Gil: None

Before you can continue you'll have to insert disk two into your playstation. Once that is done the game will continue at South Gate where the two guards you had to get past earlier are talking. They bring up Steiner in their conversation, but they still haven't a clue what was in the bag. That is when the screen fades out and we're taken to Steiner and Dagger who are in a cable car headed for Summit Station. After a short scene in the cable car, Steiner and Dagger get out of the car once it arrives at the station.

The two of you will gaze out at the beautiful Alexandria. There's not much to do in this area so you should just head for the rest area. To get there walk up the stairs to the right and to the next screen. Once inside, Steiner decides to "gather information". Well, in the meantime you can run to the bottom left corner of the screen and open up a chest for a phoenix down. The chest is just below the Attendant's desk. Next, you should buy a few items at the shop in the bottom part of the screen.

I would suggest buying both the Air Racket and the Mythril Rod. They both have some useful abilities. Just scroll down to the Equipment List in this FAQ and find which equipment you would like to buy based on their abilities and stats. Also grab some medicine's if you feel you're short. After shopping you should pay Mazna the moogle a visit. You find her in the bottom right corner of the

area next to Steiner. You should give her the letter from Grimo and then SAVE your game real quick.

Once you have visited everything in this small area, talk to the man behind the circular desk on the left side of the screen. "The car to Alexandria will be arriving shortly." "The car to Lindblum just departed." Suddenly, you hear a voice near the station. Someone missed their ride, but the voice sounds familiar. Hmm, who could it be? Run back to the station to find Cinna and Marcus standing together. Apparently they don't notice you and they run to the rest area after a short conversation. Step back into the rest station to find Steiner yelling at the two thieves. He thinks they are here to kidnap the princess, but of course, they're not.

Talk to either Marcus or Cinna, but Steiner will cut them off at "When we escaped from Evil Forest..." Run over to Steiner and talk to him. In a nutshell, she tells Steiner to shut his big mouth. Unfortunately, just as an opportunity to speak with the two Tantalus members arrives, the cable car to Alexandria arrives at the station. Marcus heads to the cable car and Cinna decides to see him off. You should follow everyone out to the cable car.

It turns out, Marcus is headed for Treno so he can get his hands on an item called Supersoft that cures all forms of petrification. He needs it so he can save Blank. Cinna is going to the Tantalus hideout in Lindblum to tell the others. Speak to Marcus until the cable car suddenly comes to a stop. The conductor says that it is probably engine trouble, but really.... It's just another boss. Black Waltz No. 3 is back for more.

BOSS: Black Waltz No. 3 Round II

Level: 9 Steal: Steeped Hat, Lightning Staff, Flame Staff
HP: 1292 Drop: None
MP: 344 Weak: None
AP: 5 Gil: 864

This time around Black Waltz No. 3 is much easier. Because this time you cannot lose! Even if Marcus and Steiner both die, Black Waltz will not do damage to Dagger. He'll only hurt his back and do damage to himself. However, I would suggest keeping Marcus and Steiner alive so you could at least steal some of this guy's items. Have Marcus steal and hopefully you'll at least get your hands on the two staves. Afterwards he can just hack away with his physical attacks. Steiner should simply hit this guy with his sword, and Dagger will heal the entire fight.

After the fight, Dagger decides she's going to go to Alexandria and talk to her mother. "She will listen to me". Hmph... yea, I'm sure she will... After a short scene in the cable car, you will finally arrive at the Alexandria Station.

South Gate/Alexandria Station

Level: 6
Items: None
Equip: None
Cards: None
Gil: 1610

Start walking to the top of the map. Before you get to the fork in the road you can buy some things from Part-time Worker Mary's Medicine Shop on the right side of the screen if you are running low on anything. If not, go forward into the next screen and make a right at the fork in the road. This will take you to a small bridge. Run across the bridge, hop the gap and go down the small, stone, steps to find a chest containing 1610 gil! Woohoo! Now head through the gate and out to the World Map.

Take a look at your map once you're out here. You'll see Treno to the southeast. Walk in that direction until you reach the city. Now, you'll probably encounter the friendly ghost. If you give him an Ore, he'll leave you and you'll receive 10 AP! You may want to wander around here in Bentini Heights before entering Treno so you can encounter the ghost. Before you enter Treno, call the moogle with your flute and save your game. Now, you can press X to enter Treno!

Treno

Level: 6

Items: Gemini Stellazio, Taurus Stellazio

Equip: Mythril Dagger

Cards: Yeti

Gil: 1 Gil

Just as you enter Treno, Steiner and Marcus have already gotten into an argument. Marcus mentions stealing the Supersoft and Steiner flips out. As the quarreling continues, the curious Dagger manages to walk off without being noticed. Steiner notices the Princess is missing so Marcus sneaks off, leaving Steiner all by his lonesome.

An ATE pops up once you gain control of Steiner. You can either watch Treno Tradition or Ambition. Treno Tradition will result in Dagger losing 1000 gil thanks to a pickpocket, so you may want to choose to watch the Ambition ATE. The Ambition ATE is rather pointless, but it does show where Marcus is headed.

Now that you are controlling Steiner, walk to the left, but don't enter the next screen just yet. At the very edge of the screen there is a fountain. You can throw 10 gil into the fountain. If you do this 13 times you'll receive the Gemini Stellazio. Now you should walk to the next screen where you'll be able to watch another ATE, The Meeting! Marcus enters a building and meets up with Baku! He's found the Supersoft. The rare medicine is in a noble's mansion. Marcus will go by boat and steal the Supersoft from the mansion tonight!

When you have control of Steiner once again, run to the left until you come to a tower. You'll walk along a small wooden bridge to get across to the tower. Walk immediately to the left and to a chest hidden in the dark. Open it up for a Mythril Dagger! Unfortunately the door to the tower is locked. Run back to the right until you come to a guard. Run down the stairs across from the guard. Run down another set of stairs when you get to the next screen and make a right to get back onto a walkway.

From here you have two options. North or South? Head north and make a left onto a dirt path. If you go inside the building and follow the red carpeted path you'll run into a Synthesis shop. Synthesize what you like in there before leaving. When you're back outside, head north to the next screen. In front of you is a big circular building. Inside is a lady that goes by the name of Stella. She collects all sorts of Stellazio. Give her all of the Stellazio you have acquired so far for some nice goodies! Once she has all

of your Stellazio, exit her home. Now, run down two screens and yet another ATE will appear. Confusion! A funny event where Dagger encounters an old man who obviously has some issues; hearing or perhaps he's just flat out lonely. Anywho, you'll finally gain control of Steiner again...

Run all the way to the right along the skinny path until you come to the next screen. This area should probably look familiar because this is just where we spotted Dagger talking to that crazy old man. Before you get to the old man, make a right and run up the steps to the drunk homeless guy. There's no need to talk to him so head south to the next screen.

Now you're back where we first saw Marcus. Move south past the two kids and go down the ladder to your right. First things first, walk behind the big red tent and search around for the Taurus Stellazio. Now you should go for the two chests down here. Both are in obvious locations. One only contains 1 gil, but the other has a Yeti card inside it. Feel free to buy some things from the medicine shop down here before climbing up the ladder back up to the main walkway.

Next, return to the crazy old guy that Dagger encountered earlier. To the right of him is a building. Inside is a Shopkeeper who runs the Weapons/Armor Shop. Buy whatever you need here and then run back outside to the old guy. From here, take the path at the top of the screen and you'll come to a huge building! This is an auction house! Run inside to find Dagger. After a short conversation, Steiner and Dagger will decide to travel together. You'll have control of Dagger for now. If you like, you can always enter the Auction House again and bid on some of the items if any of them catch your eye. Beware, some of the items here are quite expensive!

From the Auction house run all the way down to the screen with the old man. Run past him and start to run up the staircase leading up to the drunk guy. Half way up the stairs a moogle will pop out and fly over to the entrance to the Weapon/Armor Shop. Run over to the moogle and SAVE your game. Once you've saved you can take the path south of the drunk guy until you come to where you found the Medicine Shop. Opposite the ladder leading to the Medicine Shop is the building that Marcus entered earlier. Run inside and talk to the Barkeep. Pay the 100 gil to rest because you're probably a bit weak from the walk to Treno. Now you're ready to run down the stairs and talk to Marcus. Tell him that you are ready and you'll be on your way!

Follow all of the staircases and ladders until you reach Baku at the docks. After a conversation with the party, you'll be taken to a scene back at the auction house. It's Kuja! Grr... After that strange cutscene you'll watch the boat floating in the water. Eventually, the screen will fade out and the party will be in a large house. This must be the noble's mansion Baku was talking about. Just as everyone is searching the place for the Supersoft, a short little man comes down the stairs into the room. It just so happens that Dagger knows the man who you were about to steal from. Doctor Tot! It seems that this guy tutored the Princess. He tells you to return to a big tower. The tower that we tried to enter earlier but was locked! You can get there by making a left from the entrance to Treno. Doctor Tot will be waiting for you there!

You can either run straight to the tower or return back to the area near the Weapon/Armor Shop to save first. Either way, when you get to the big tower, the door that was once locked is now open. Run up the spiraling staircase until you reach the very top of Tot's place. Once you have the Supersoft, talk to Doctor Tot again and you'll have a flashback when Doctor Tot was Dagger's tutor. The flashback isn't short so go grab a sandwich. Afterwards, Dagger will tell Doctor Tot everything that is on her mind. She can trust him, and

since Tot is such a nice guy, he will see to it that Dagger makes it to Alexandria so she can speak with her lunatic mother. Tot has an old transportation device that is right below this very tower! It will make travelling to Alexandria much quicker! The Doctor will show you the hatch that leads down to the transportation device called Gargan Roo. Climb down the large ladder.

Gargan Roo

Level: 6

Items: Phoenix Down

Equip: Chain Plate

Cards: None

Gil: None

Doctor Tot explains all about the Gargan Roo. This ancient place was around even before airships! The reason it looks new is because Tot has asked to keep this place intact. The only problem is, to get this device to work, you'll have to activate the sequence trigger. When you have control of dagger, the first thing you should do is walk over to the moogles at the bottom part of the screen and SAVE your game!

Alright, at this point in the game I actually glanced at a couple of the other FAQ's that have been written for this game (I admit it! It's not a crime!). But anyhow, what I noticed is that most people have their characters up to about 10-14. Surprisingly I have Dagger and Marcus both at level 5, and Steiner at level 6. I suppose there is nothing wrong with that because I haven't had any huge troubles with enemies. But, the reason I haven't had problems fighting enemies is because I normally don't fight often while writing this FAQ. We're gonna have to do some major leveling in here before progressing. After all, Gargan Roo is quite a nice place to level, but before we begin fighting, we should find this sequence trigger.

Now, you can go one of two ways. You can take the southwest path or the southeast path. You should start off by taking the southwest path. At the new screen there are two treasure chests in plain sight. Open both of them for a Chain Plate and a Phoenix Down. Now you should pull the lever that is next to the chest at the top of the screen that had the phoenix down in it. This isn't the sequence trigger, but it did open up a gate that enables us to reach a new area. Return to the room we started out in; the one with the moogles.

Follow the southeast path this time and at the new screen go north. At the new screen Tot will run up. If you pull the chain-like lever over there, it will call the Gargant. After pulling the lever, the gargant will approach and begin to circle around the area. Go south to the previous screen we were in. If you follow this circular path around to the west you'll find another lever. Do not pull this lever yet! It's time to do our leveling up!

If you simply run randomly around the area, you can level up that way. At level 5 and 6, the monsters here are going to give you a real beating! I guess I wasn't too smart when I didn't do any leveling up as I wrote the FAQ. At the level you're at it's going to be hard to face these beasts, but very possible, and it only gets easier after every battle! At level 5 and 6 the experience you receive here is amazing. After just two battles with crawlers, all three of my characters were already level eight. Before beginning to level up make sure everyone has the right equipment on so all of the AP you earn will go toward abilities you haven't learned yet. Also, you'll want to save your game before you start, because it is possible that you'll die if you aren't cautious during these battles.

There are only two types of enemies in this area: Crawlers and Dragonflies. Crawlers have much more HP than the Dragonflies, but normally fight in pairs, so you'll probably encounter two at once. I'll give you detailed strategies in fighting both monsters.

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-- Skip this if your characters are at level 10 or above! ==

#### Crawler

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Level: 10           Exp:    480  
HP:     625         AP:     2  
MP:     358         Steal: Antidote, Phoenix Down, Hi-Potion, Phoenix Pinion

Crawlers can really pack a punch, especially if your characters are level 5 and 6. As long as you follow this strategy, you won't have too much trouble. Both Steiner and Marcus should just lay down the physical attacks. Don't let Marcus steal until you are a higher level because you can't afford to use one of his turns and not do damage to a Crawler.

Dagger should do one thing and one thing only. Use Cure! Everyone in your party probably has little HP, except for Steiner. Both Dagger and Marcus can die in only two hits if you don't keep everyone healed.

Now, at such a low level, you're going to have party members die, especially if you're facing two Crawlers at once because it won't be possible for Dagger to heal fast enough. If someone dies you'll want it to be Marcus or Steiner, never Dagger. Let's say Marcus dies. You'll want to wait until both Dagger and Steiner have their ATB Guages filled. You can press the Triangle button to switch between the characters' menus. Have Steiner use a phoenix down on Marcus and Dagger should heal right after. That way there is no chance of a Crawler killing Marcus when he has only a few HP.

The Crawler has three attacks, all are very deadly. The Claws attack is probably the least of your worries. It does some big damage, but the other two attacks are worse. Drain is next in line after Claws. Drain doesn't do huge damage, but all of the damage it does, goes to the Crawler. Let's say one hits you for 130 damage. It will then replenish 130 HP of the Crawler's health. Very yucky. Probably the worst of the Crawler's attacks is Stomach. This attack can do very big damage and can even kill a character in one hit at level 5 or 6. Beware!

#### Dragonfly

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Level: 8           Exp:    249  
HP:     348         AP:     1  
MP:     295         Steal: Eyedrops, Tent

Now, when facing the Dragonfly, you can use the same exact strategy as you did against the Crawler, there are just a couple of different things to look out for. The Dragonfly doesn't have as much HP as the Crawler as you can see. However, this monster's defences are huge. You'll find Steiner and Marcus doing only about 40-70 damage per hit. Just keep up the Crawler strategy and the Dragonfly will fall.

Unfortunately, the Dragonfly's attacks are pretty yucky. Although they aren't big damage dealers, they still aren't very fun for you. First off, one of the



attacks the Dragonfly has is Buzz. This inflicts Berserk on a single person. Berserk means you can't exactly control what that character is going to do. Fira is pretty nasty as well. This will deal fire damage to a single party member. It does around 100 damage so watch out. Finally, there is the Charge attack. A simple physical attack. Doesn't do big damage, but it adds up.

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Only after a few battles all of my characters were at levels 9 and 10. That's where I stopped, but you can continue to level further if you feel the need. It will make future fights easier so feel free to go up to even 15! Once you have reached a desired level, return to the moogles near the entrance and use a tent before you SAVE the game. Next, return to the lever that is to the west of Doctor Tot. Make sure you are prepared for a boss fight and pull the lever!

When you pull the lever a small platform with what looks like grass or some kind of plant on it lowers down in front of the Gargant. The Gargant stops to eat right in front of the party. Hurry and hop on before it's finished eating! Doctor Tot will pull the lever once more so the Gargant will stop running in circles and you'll be on your way to Alexandria!

Suddenly, just after the ride started it stops. The Gargant comes to an abrupt stop right in front of the ugliest snake you'll ever see, and the next boss.

BOSS: Ralvurahva

Level: 13 Steal: Bone Wrist, Mythril Fork
HP: 2296 Drop: None
MP: 3649 Weak: Ice
AP: 0 Gil: 0

This snake can be one tough cookie, but luckily you leveled up a bit before fighting this monster. At the beginning of the battle you would probably want Marcus to steal from Ralvurahva until you get the Mythril Fork. I got the fork only after three turns. Maybe that was just luck, but once he does, Marcus should just smack the snake around with his sword. Steiner should beat on this boss with his sword as well while Dagger heals, heals, and heals some more.

Now, Ralvurahva has some very nasty attacks. String is probably his most used attack. It inflicts magic damage and can inflict slow on a single person. Devil's Kiss is also used quite often. It does physical damage and almost always inflicts poison on them. Blizzara is also in his arsenal. It deals some Ice damage to one person. And finally, the least used, but possibly the worst of his attacks is Night. It inflicts sleep on all party members! This could probably be the end of your party. If Ralvurahva gets everyone to sleep you can pretty much be sure that at least one person is going to die. The only attack Ralvurahva has that is physical and will wake someone up is Devil's Kiss. If this boss uses Blizzara and String on you, it'll still do the same damage, but you'll still be snoozing away.

If you just keep at it and try your best to keep all party members alive, the cowardly snake will use Escape and run away, giving you no AP, Gil, or drops. Luckily, you make it away with your life!

Just after the battle the screen will fade out and when you next see the party, they've already arrived at Alexandria. The party steps out of the Gargant's

carriage and walks through the doorway. No one recognizes the place you're in except for Dagger. It seems that Doctor Tot told her about it. The group steps forward just as two metal gates pop up on either side of them. They've fallen right into Zorn and Thorn's trap! Everyone is under arrest and will be taken to Queen Brahn. You are now taken back to Zidane and the gang!

Daines-horse Basin

Level: 10
Items: None
Equip: None
Cards: None
Gil: None

Everyone is still beat up from the encounter with Beatrix. When you're first taken to the scene the party is still at Burmecia. It's been decided that you'll set for Cleyra. That's where Brahn and Kuja were headed. That's when you'll exit Burmecia and be out at Daines-horse Basin. Check your map for a moment and locate Cleyra. You're going to have to walk there. It's southwest of you in the middle of a desert. So... what are you waiting for? Start walkin'!

Now, on your hike to Cleyra I would suggest fighting all monsters that you encounter and not running away. Also, you should fight a few battles outside of Cleyra before entering. That way you can learn some of your abilities and even level up. Once you have learned a few abilities and feel you are ready to climb up the trunk of a huge tree, go ahead and call a moogles so you can use a tent and SAVE your game. Now, you can enter!

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-- VIII. Extras/Side-Quests --

----- Jump Rope -----
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This is a very basic mini-game that can be played very early in the game. It is the very first mini-game that you can play. The Jump Rope mini-game can get very frustrating and since most all of the prizes you get for playing this game are Tetra Master cards, you may decide to give up all too soon on this game.

Where to Play

Beginning of Disk One - When you first gain control of Vivi in Alexandria. You have to show your ticket to the man in the ticket booth. To the left of that ticket booth are three girls jump roping. Talk to them and they'll let you give it a try.

From Disk Three onwards - The same three girls are in Alexandria, but they have

moved their game of Jump Rope to the bell tower where you first encountered a moogle. Talk to the girls to play. When playing disks three and four you must have Vivi or Eiko in your party to play the mini-game.

How to Play

This is possibly the easiest mini-game to play. There is only one button that you will need to use, and that is the X Button. After you talk to the girls, Vivi will stand over the rope. The ! will appear over Vivi's head. Press X to start the game. The two girls will begin to twirl the rope.

The exclamation mark (!) will appear over Vivi's head when he needs to jump again. Press X just as the ! appears and you'll jump over the rope. The speed that the rope moves will remain the same until you have jumped 20 times. Then it will change again 50 jumps, again at 100 jumps, again at 200 jumps, and finally at 300 jumps the speed will change for the last time. From 300 jumps and on the speed remains the same.

This game is all about concentration really. You simply need to keep the beat in your head. My first try at this mini-game, I was awful. Afterwards, I found that by pressing X at the same time you heard Vivi's feet hit the ground worked just fine. I would suggest turning your television up a bit so you can hear his feet hit the ground real well. Keep that beat in your head. You may even want to hum it or tap your foot to the beat.

The Rewards

Jumps	Reward	
20	10 gil	As you can see, the rewards here aren't to appealing unless you plan on playing the Tetra Master Card game a lot and perhaps collecting all of the cards.
50	Cactuar Card	
100	Gengi Card	
200	Alexandria Card	
300	Tiger Racket Card	
1000	King of Jump Rope	King of Jump Rope is a Key Item and is 100% useless.

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----- Sword Fight -----

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And now we've come to the second mini-game in Final Fantasy IX. I guess you could call it a mini-game... Alright, let's get to it! This game is similar to the Jump Rope mini-game in that it will probably get very frustrating. You have to press certain buttons when you're told and you have to do it quickly and accurately in order to win the grand prize!

Where to Play

Beginning of Disk One - During the play, "I want to be your Canary". Zidane and Blank act out a Sword Fight right in front of the audience. This game is not optional and it is not

required that you do well either. This is the only chance to act out this sword fight.

How to Play

The rules are actually quite simple. Press the button that Blank tells you to press right when he says it. Blank will call out 50 buttons in all. You'll receive a single point for pressing the button correctly and another point for pressing it quickly! That is 100 points in all. You'll be using eight of your buttons. They are the four directions on the D-Pad: Up, down, left, right, and Circle, X, Square, Triangle.

The Rewards

There are two different rewards you will receive. You will first be showered with gil by the audience depending on how well you did. Afterwards you can speak with Queen Brahn and she will award you with an item also depending on how well you did. The rewards from the Queen are as follows:

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

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----- Friendly Monsters -----
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----- Stiltzkin -----
=====

=====
----- Stellazio -----
=====

Aries

Location: Dali

Directions:

Cancer

Location:
Directions:

Gemini

Location:
Directions:

Taurus

Location:
Directions:

Scorpio

Location:
Directions:

Virgo

Location:
Directions:

Libra

Location:
Directions:

Leo

Location:
Directions:

Sagittarius

Location:
Directions:

Capricorn

Location:
Directions:

Aquarius

Location:

Directions:

Pisces

Location:

Directions:

Ophiuchus

Location:

Directions:

Rewards

1. 1000 Gil
2. Phoenix Pinion
3. 2000 Gil
4. Blood Sword
5. 5000 Gil
6. Elixir
7. 10000 Gil
8. Black Belt
9. 20000 Gil
10. Rosetta Ring
11. 30000 Gil
12. Robe of Lords
13. Hammer

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----- Racing Hippaul -----

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----- Excalibur -----

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-- X. Tetra Master --

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-- XI. Item/Equipment Lists --

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This section includes every piece of equipment or item found in the game of Final Fantasy IX. The equipment/items are first split up by type. The seven categories are Weapons, Head Gear, Arm Gear, Chest Gear, Accessories, Items, and Key Items. After that they are split up again by type (character). For instance, if you scroll down to Weapons and then down to the sub-section Zidane, you will find all the Weapons in the game that are equippable by Zidane. The Ctrl+F feature is very useful for finding specific pieces of equipment or items.

----- Weapons -----
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/-----\
- Thief Swords (Zidane) -
\-----/
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-- Dagger --				
		Buy: 320		Attack: 12
		Sell: 160		Add ST: None
		Location: Equipped		Shops: Dali, Lindblum, Treno,
		Ability: Flee (40 AP)		Madain Sari, Bran Bal
		Other: Weapon used by thieves. Zidane's starting weapon.		
-- Mage Masher --		Synth: 200		Attack: 14

	Sell: 250	Add ST: Silence

Location: Ice Cavern	Shops: Dali, Lindblum,	
Ability: Flee (40 AP)	Treno, Black Mage	
Detect (40 AP)	Village, Madain	
	Sari, Bran Bal,	
	Ipsen's Castle,	
	Daguerreo	

Other: Weapon originally used for fighting mages.		

-- Mythril Dagger --	Buy: 950	Attack: 18
	Sell: 475	Add ST: None

Location: None	Shops: Lindblum, Treno,	
Ability: Flee (40 AP)	Black Mage	
	Village, Madain	
	Sari,	
	Alexandria,	
	Daguerreo, Bran	
	Bal	

Other: Dagger made of mythril.		

-- Butterfly Sword --	Synth: 300	Attack: 21
	Sell: 650	Add ST: Silence

Location: ---	Shops: Lindblum,	
Ability: What's That!?	Treno, Black	
(30 AP)	Mage Village	
Protect Girls		
(35 AP)		

Other: Basic thief's sword.		

-- The Ogre --	Synth: 700	Attack: 24
	Sell: 650	Add ST: Darkness

Location: Pinnacle Rocks	Shops: Lindblum, Black Mage	
Ability: Soul Blade	Village	
(35 AP)		

Other: Sword used by thieves.		

-- Gladius --	Buy: 2300	Attack: 30
	Sell: 1150	Add ST: Slow

Location: ---	Shops: Black Mage Village,	
Ability: Annoy (50 AP)	Madain Sari, Treno,	
Lucky Seven	Bran Bal	
(85 AP)		

Other: A light dagger that is easy to wield.		

-- Exploda --	Synth: 1000	Attack: 31
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	Sell: 1400	Add ST: Trouble

Location: ---	Shops: Lindblum, Black Mage	
Ability: Sacrifice	Village, Treno	
(55 AP)		
Lucky Seven		
(85 AP)		

Other: Thief's sword made by processing trouble knife.		

-- Rune Tooth --	Synth: 2000	Attack: 37
	Sell: 1900	Add ST: Poison

Location: ---	Shops: Black Mage Village,	
Ability: Lucky Seven	Treno	
(85 AP)		

Other: Weapon that is also known as "The Viper".		

-- Zorlin Shape --	Buy: 6000	Attack: 42
	Sell: 3000	Add ST: None

Location: ---	Shops: Esto Gaza,	
Ability: Flee (40 AP)	Daguerreo, Bran	
	Bal	

Other: Weapon that is popular among thieves.		

-- Angel Bless --	Synth: 9000	Attack: 42
	Sell: 3500	Add ST: Confuse

Location: ---	Shops: Black Mage Village,	
Ability: Thievery	Treno, Daguerreo	
(100 AP)		

Other: An angel's spirit dwells inside this weapon.		

-- Sargatanas --	Synth: 12000	Attack: 53
	Sell: 4750	Add ST: Petrify

Location: ---	Shops: Daguerreo, Black	
Ability: Annoy (50 AP)	Mage Village	

Other: Weapon made by processing 'Epitaph's Fragment'.		

-- Masamune --	Synth: 16000	Attack: 62
	Sell: 6500	Add ST: Doom

Location: ---	Shops: Black Mage Village	
Ability: Sacrifice		
(55 AP)		

Other: Sword that comes from a foreign land.		

```

-- Orichalcon == | | Buy: 17000 | Attack: 71
| | Sell: 8500 | Add ST: None
|-----|
| Location: --- | Shops: Bran Bal, Daguerreo
| Ability: Detect (40 AP) |
|-----|
| Other: The strongest thief's dagger.
|-----|

```

```

-- The Tower == | | Buy: --- | Attack: 86
| | Sell: 15000 | Add ST: Mini
|-----|
| Location: Memoria | Shops: ---
| Ability: Lucky Seven |
| | (85 AP) |
| | Thievery |
| | (100 AP) |
|-----|
| Other: An incredibly powerful weapon that defines a
| great thief.
|-----|

```

```

-- Ultima Weapon == | | Buy: --- | Attack: 100
| | Sell: 20000 | Add ST: Sleep
|-----|
| Location: Use Dead Pepper | Shops: ---
| | where Shimmering|
| | Island once was |
| Ability: Flee (40 AP) |
|-----|
| Other: Said to be the most powerful weapon in the
| world.
|-----|

```

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=====
/-----\
- Rods (Garnet/Dagger) -
\-----/
=====

```

```

-- Rod == | | Buy: 260 | Attack: 11
| | Sell: 130 | Add ST: None
|-----|
| Location: --- | Shops: Dali, Lindblum
| Ability: Cure (55 AP) |
| | Panacea (15 AP) |
| | Protect (30 AP) |
|-----|
| Other: Basic combat Rod.
|-----|

```

```

-- Mythril Rod == | | Buy: 760 | Attack: 16
| | Sell: 380 | Add ST: None
|-----|
| Location: --- | Shops: Summit Station,
| Ability: Life (30 AP) | Treno, Cleyra,
| | Silence (30 AP) | Ipsen's Castle
|-----|

```

Shell (35 AP) |

| Other: Rod made of mythril.
|

== Stardust Rod == |

| Buy: 760

| Attack: 16

| Sell: 380

| Elem-Def: Shadow Dmg

| reduced 50%

| Location: ---

| Shops: Lindblum, Fossil

| Ability: Ability Up

| Roo, Black Mage

| (60 AP)

| Village

| Reflect (20 AP)

| Float (20 AP)

| Other: A rod that has been adorned with stars.
|

== Healing Rod == |

| Buy: 1770

| Attack: 23

| Sell: 885

| Add ST: None

| Location: ---

| Shops: Alexandria,

| Ability: Healer (30 AP)

| Lindblum, Oeilvert,

| Cura (50 AP)

| Desert Palace,

| Life (30 AP)

| Treno

| Other: Has the power to restore a targets HP.
|

== Asura's Rod == |

| Buy: 3180

| Attack: 27

| Sell: 1590

| Elem-Atk: Holy

| Location: ---

| Shops: Esto Gaza,

| Ability: Mini (40 AP)

| Daguerreo

| Confuse (35 AP)

| Silence (30 AP)

| Other: A Holy Rod.
|

== Wizard Rod == |

| Buy: 4000

| Attack: 31

| Sell: 2000

| Add ST: None

| Location: ---

| Shops: Black Mage Village

| Ability: Curaga (155 AP)

| Protect (30 AP)

| Shell (35 AP)

| Other: Rod for the mages.
|

== Whale Whisker == |

| Buy: ---

| Attack: 36

| Sell: 5140

| Add ST: None

| Location: Dig up treasure

| Shops: ---

| at ocean

| chocograph

| location.

| Ability: Curaga (155 AP)

| Life (30 AP)

| Other: A Legendary weapon that holds powerful magic.
|

=====
/-----\
- Swords (Steiner) -
\-----/
=====

-- Broadsword ==				
		Buy: 330		Attack: 12
		Sell: 165		Add ST: None

		Location: Equipped		Shops: Dali
		Ability: Beast Killer		
		(55 AP)		

| Other: Basic sword used in combat. Steiner's starting
| weapon.

-- Iron Sword ==				
		Buy: 660		Attack: 16
		Sell: 330		Add ST: None

		Location: ---		Shops: Dali, Lindblum
		Ability: Minus Strike		
		(35 AP)		

| Other: Sword made of iron.

-- Mythril Sword ==				
		Buy: 1300		Attack: 20
		Sell: 650		Add ST: None

		Location: ---		Shops: Treno
		Ability: Armor Break		
		(30 AP)		

| Other: Sword made of mythril.

-- Blood Sword ==				
		Buy: ---		Attack: 24
		Sell: 950		Add ST: None

		Location: Give 4 Stellazio		Shops: ---
		coins to Queen		
		Stella in Treno		
		Ability: Darkside (30 AP)		

| Other: Health points taken from enemy are given to the
| one who bears this sword.

-- Ice Brand ==				
		Buy: 3780		Attack: 35
		Sell: 1890		Add ST: Freeze

		Location: Alexandria		Shops: Lindblum, Fossil Roo
--	--	----------------------	--	-----------------------------

| Ability: Mental Break |
| (45 AP) |

| Other: Weapon with an ice spirit inside of it.

== Coral Sword ==

| Buy: 4000 | Attack: 38
| Sell: 2000 | Elem-Atk: Thunder

| Location: --- | Shops: Treno, Lindblum
| Ability: Charge! (30 AP) |

| Other: Sword made of coral.

== Diamond Sword ==

| Buy: 4700 | Attack: 42
| Sell: 2350 | Add ST: None

| Location: Oeilvert | Shops: Esto Gaza,
| Ability: Power Break | Oeilvert, Desert
| (40 AP) | Palace

| Other: Sword made of diamond.

== Flame Saber ==

| Buy: 5190 | Attack: 46
| Sell: 2595 | Add ST: Heat
| Elem-Atk: Fire

| Location: --- | Shops: Esto Gaza
| Ability: Magic Break |
| (25 AP) |

| Other: Weapon with a fire spirit dwelling inside.

== Rune Blade ==

| Buy: --- | Attack: 57
| Sell: 4450 | Add ST: Darkness

| Location: --- | Shops: Daguerreo
| Ability: Iai Strike |
| (40 AP) |

| Other: Weapon with rune inscriptions on it.

== Defender ==

| Buy: 9340 | Attack: 65
| Sell: 4670 | Elem-Def: Ice/Thunder damage
| reduced by 50%

| Location: --- | Shops: Bran Bal
| Ability: Thunder Slash |
| (30 AP) |

| Other: Weapon that possesses a guardian angel.

== Ultima Sword ==

| Buy: 14000 | Attack: 74
| Sell: 7000 | Add ST: Sleep

| Location: Steal from | Shops: Daguerreo
| Maliris in |
| Memoria |
| Ability: Stock Break |
| (35 AP) |

| Other: Sword that only chosen knights can use.

-- Excalibur == | | Buy: --- | Attack: 77
| Sell: 9500 | Add ST: Holy

| Location: Buy Magical | Shops: ---
| Fingertip at |
| Treno Auction. |
| Give it to old |
| man in Daguerreo |
| library in |
| return for the |
| sword. |
| Ability: Climhazzard |
| (70 AP) |

| Other: Holy knights use this light sword.

-- Ragnarok == | | Buy: --- | Attack: 87
| Sell: 14500 | Add ST: Slow

| Location: Outer island | Shops: ---
| chocograph |
| treasure |
| Ability: Shock (60 AP) |
| Thunder Slash |
| (30 AP) |

| Other: Knight sword that bears divine inscriptions.

-- Excalibur II == | | Buy: --- | Attack: 108
| Sell: 19500 | Add ST: None

| Location: Reach terrace in | Shops: ---
| Memoria within |
| 12 game hours |
| Ability: Minus Strike |
| (35 AP) |
| Climhazzard |
| (70 AP) |
| Stock Break |
| (35 AP) |

| Other: Steiner's most powerful weapon.

<u>-- Mage Staff ==</u>	Buy: 320	Attack: 12
	Sell: 160	Add ST: None

	Location: Equipped	Shops: Dali, Black Mage
	Ipsen's Castle	Village
	Ability: Fire (25 AP)	

	Other: A basic staff used by black mages.	

<u>-- Flame Staff ==</u>	Buy: 1100	Attack: 16
	Sell: 550	Elem-Atk: Fire

	Location: Cleyra's Trunk	Shops: Treno, Cleyra,
	Ability: Fira (50 AP)	Lindblum, Conde
	Sleep (20)	Petie, Black Mage
		Village, Alexandria

	Other: Advanced staff with a fire spirit inside.	

<u>-- Ice Staff ==</u>	Buy: 980	Attack: 16
	Sell: 490	Elem-Atk: Ice

	Location: Cleyra's Trunk	Shops: Treno, Cleyra,
	Ability: Blizzara (50 AP)	Lindblum, Conde
	Slow (20 AP)	Petie, Black Mage
		Village

	Other: Advanced staff with an ice spirit inside.	

<u>-- Lightning Staff ==</u>	Buy: 1200	Attack: 16
	Sell: 600	Elem-Atk: Thunder

	Location: ---	Shops: Treno,
	Ability: Thundara (50 AP)	Lindblum, Conde
	Poison (35 AP)	Petie, Black
		Mage Village,
		Alexandria

	Other: Advanced staff with a thunder spirit inside.	

<u>-- Oak Staff ==</u>	Buy: 2400	Attack: 23
	Sell: 1200	Add ST: Slow

	Location: ---	Shops: Conde Petie, Black
	Ability: Stop (25 AP)	Mage Village,
	Bio (40 AP)	Alexandria, Treno
	Drain (60 AP)	

	Other: Staff carved from a legendary tree.	

```

== Cypress Pile == | | |
| Buy: 3200 | Attack: 27
| Sell: 1600 | Add ST: Confuse
|-----|
| Location: --- | Shops: Lindblum,
| Ability: Demi (30 AP) | Oeilvert, Desert
| Break (30 AP) | Palace, Esto Gaza
| Comet (55 AP) |
|-----|
| Other: Mage's staff that gives off a bright light.
|

```

```

== Octagon Rod == | | |
| Buy: 4500 | Attack: 29
| Sell: 2250 | Elem-Atk: Absorb Water/
| | Wind damage
| Add ST: Trouble
|-----|
| Location: --- | Shops: Esto Gaza,
| Ability: Firaga (75 AP) | Daguerreo
| Blizzaga (85 AP) |
| Thundaga (50 AP) |
|-----|
| Other: Powerful staff with a water god dwelling
| inside.
|

```

```

== High Mage Staff == | | |
| Buy: 6000 | Attack: 32
| Sell: 3000 | Add ST: Silence
|-----|
| Location: Dig up treasure | Shops: Black Mage
| at Forbidden | Village
| Forest |
| chocograph |
| location. |
| Ability: Meteor (95 AP) |
| Osmose (70 AP) |
|-----|
| Other: Staff that holds very powerful black magic.
|

```

```

== Mace of Zeus == | | |
| Buy: --- | Attack: 35
| Sell: 5000 | Add ST: Mini
|-----|
| Location: Memoria | Shops: ---
| Ability: Doomsday |
| (150 AP) |
|-----|
| Other: Legendary mage's weapon that was once used by
| a grand magician.
|

```

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/-----\
- Forks (Quina) -
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=====

```


-- Fork ==	Buy: 1100	Attack: 21
	Sell: 550	Add ST: None

	Location: Ipsen's Castle	Shops: Lindblum, Treno
	Ability: High Tide	
	(250 AP)	

	Other: Fork used for combat by the Qu Clan.	

-- Needle Fork ==	Buy: 3100	Attack: 34
	Sell: 1550	Add ST: Petrify

	Location: Cleyra's Trunk	Shops: Burmecia, Treno,
	Ability: High Tide	Cleyra, Ipsen's
	(250 AP)	Castle

	Other: Mysterious fork that can inflict Petrification.	

-- Mythril Fork ==	Buy: 4700	Attack: 42
	Sell: 2350	Add ST: None

	Location: ---	Shops: Conde Petie, Black
	Ability: High Tide	Mage Village,
	(250 AP)	Lindblum

	Other: Fork made of mythril.	

-- Silver Fork ==	Buy: 7400	Attack: 53
	Sell: 3700	Add ST: Slow

	Location: ---	Shops: Oeilvert,
	Ability: High Tide	Desert Palace,
	(250 AP)	Esto Gaza

	Other: Fork made of silver.	

-- Bistro Fork ==	Buy: 10300	Attack: 68
	Sell: 5150	Add ST: Sleep

	Location: ---	Shops: Bran Bal,
	Ability: High Tide	Daguerreo
	(250 AP)	

	Other: A fork that is popular among gourmands.	

-- Gastro Fork ==	Buy: ---	Attack: 77
	Sell: 6650	Add ST: Stop

	Location: Catch 99 frogs	Shops: ---
	in Qu's Marsh,	
	defeat Quale	
	Ability: High Tide	
	(250 AP)	

	Other: The legendary fork known for its ability to	

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-   Eiko   -
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-   Freya  -
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-   Amarant -
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----- Head Gear -----
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-   Zidane  -
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-   Garnet/Dagger -
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----- Arm Gear -----
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 - Garnet/Dagger -
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----- Chest Gear -----
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-   Steiner  -
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-   Vivi    -
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-   Amaran -  
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----- Accessories -----

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-   Garnet/Dagger -  
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----- Items -----

----- Key Items -----

== XII. Ability List ==

This section contains a list of all of the abilities in the game. They are first split up by characters who can use the abilities and then divided into three sub-sections: Support, Action, and Trance. Please note that some characters do not have special Trance abilities so that section will simply be omitted for some. Read the "Not So Basic Basics" section for more basic information on abilities.

If you can't figure out what some of the things in this section mean, here is a key so you can use all of the information found here.

Name of the Ability -----	Character - Type of Ability
------------------------------	-----------------------------

- AP: Ability Points required to learn the ability.
- MP: Magic Points required to use the ability.
- Stones: Magical stones used to equip the ability.
- Effect: Effect of the ability when used or equipped.
- Equip: Items you must equip to learn/use the ability.

----- Zidane -----

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/-----\
- Action -
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Zidane - Action

Flee

AP: 40

MP: 0

Effect: Escape from a battle with high probability.

Equip: Dagger, Mage Masher, Zorlin Shape, Ultima Weapon, Germinas Boots

Zidane - Action

Detect

AP: 40

MP: 0

Effect: See the items that you are able to steal from the enemy.

Equip: Mage Masher, Orichalcon

Zidane - Action

What's That?!

AP: 40

MP: 2

Effect: Allows back attack.

Equip: Butterfly Sword

Zidane - Action

Soul Blade

AP: 35

MP: 6

Effect: Draws out hidden powers from thief swords (Add ST).

Equip: The Ogre

Zidane - Action

Annoy

AP: 50

MP: 4

Effect: Inflicts Trouble on the target.

Equip: Gladius, Sargatanas

Zidane - Action

Sacrifice

AP: 55

MP: 32

Effect: Sacrifice yourself in order to restore HP and MP of the rest of the party.

Equip: Exploda, Masamune

Zidane - Action

Lucky Seven

AP: 55

MP: 6

Effect: Deals physical damage by luck.

Equip: Gladius, Exploda, Rune Tooth, The Tower, Thief Hat

Zidane - Action

Thievery

AP: 100

MP: 8

Effect: Deals physical damage depending on how many times you have stolen throughout the game. The more you steal, the more damage this ability does.

Equip: Angel Bless, The Tower

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/-----\
- Support -

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=====

Zidane - Support

Auto-Reflect

AP: 95

Stones: 15

Effect: Automatically casts reflect on the character at the start of battle.

Equip: Reflect Ring

Zidane - Support

Auto-Float

AP: 20

Stones: 6

Effect: Automatically casts float on the character at the start of battle.

Equip: Feather Boots

Zidane - Support

Auto-Haste

AP: 55

Stones: 9

Effect: Automatically casts haste on the character at the start of battle.

Equip: Running Shoes

Zidane - Support

Auto-Regen

AP: 25

Stones: 10

Effect: Automatically casts regen on the character at the start of battle.

Equip: Golden Hairpin, Brave Suit

Zidane - Support

Auto-Life

AP: 130

Stones: 12
Effect: Automatically casts life on the character when KO'd in battle.
Equip: Rebirth Ring

Zidane - Support

HP+20%

AP: 40
Stones: 8
Effect: Raises max HP of the character by 20%.
Equip: Mantra Band, Adaman Hat, Black Belt, Battle Boots

Zidane - Support

Accuracy +

AP: 30
Stones: 2
Effect: Improves the character's physical attack accuracy.
Equip: Power Wrist, Lapis Lazuli, Black Hood

Zidane - Support

Distract

AP: 30
Stones: 5
Effect: Lowers the enemy's physical attack accuracy.
Equip: Judo Uniform, Reflect Ring, Diamond

Zidane - Support

Long Reach

AP: 170
Stones: 16
Effect: When character is put in back row, he/she will have the same attack power as if he/she was in the front row.
Equip: Thief Hat, Protect Ring

Zidane - Support

MP Attack

AP: 45
Stones: 5
Effect: Uses MP to raise attack power.
Equip: Red Hat, Battle Boots, Power Belt

Zidane - Support

Bird Killer

AP: 20
Stones: 3
Effect: Character deals lethal damage to flying enemies.
Equip: Adaman Vest, Yellow Scarf

Zidane - Support

Bug Killer

AP: 35
Stones: 2
Effect: Character deals lethal damage to insects.
Equip: Mythril Armlet

Zidane - Support

Stone Killer

AP: 30
Stones: 4
Effect: Character deals lethal damage to stone enemies.
Equip: Adaman Vest, Power Vest

Zidane - Support

Undead Killer

AP: 20
Stones:
Effect: Character deals lethal damage to undead enemies.
Equip: N-Kai Armlet, Headgear, Ritual Hat

Zidane - Support

Devil Killer

AP: 25
Stones: 2
Effect: Character deals lethal damage to demons.
Equip: Chain Plate, Demon's Vest

Zidane - Support

Beast Killer

AP: 30
Stones: 4
Effect: Character deals lethal damage to beasts.
Equip: Leather Wrist, Egoist's Armlet, Flash Hat, Black Belt, Moonstone

Zidane - Support

Man Eater

AP: 25
Stones:
Effect: Character deals lethal damage to humans.
Equip: Bandana, Coronet, Coral Ring

Zidane - Support

Master Thief

AP: 50
Stones: 5
Effect: Steal the better items an enemy is holding.

Equip: Thief Gloves

Zidane - Support

Steal Gil

AP: 40

Stones: 5

Effect: Steal Gil along with items.

Equip: Glass Armlet, Yellow Scarf

Zidane - Support

Add Status

AP: 35

Stones: 3

Effect: Adds your weapon's status effect (Add ST) when you attack.

Equip: Bone Wrist, Chimera Armlet, Bracer, Feathered Hat, Twist Headband,
Glass Buckle

Zidane - Support

Gamble Defense

AP: 20

Stones: 1

Effect: Raises character's defense occasionally.

Equip: Twist Headband, Adaman Hat, Power Vest

Zidane - Support

High Tide

AP: 35

Stones: 8

Effect: Causes the character's Trance Gauge to fill much quicker.

Equip: Jade Armlet, Dark Hat, Gaia Gear, Sapphire

Zidane - Support

Counter

AP: 70

Stones: 8

Effect: If hit by the enemy with a physical attack, the character will
sometimes counter with a physical attack.

Equip: Ritual Hat, Power Vest, Power Belt

Zidane - Support

Protect Girls

AP: 35

Stones: 4

Effect: Take physical damage in place of a girl in your party.

Equip: Butterfly Sword, Leather Shirt

Zidane - Support

Eye 4 Eye

AP: 60
Stones: 5
Effect: Raises Counter activation rate.
Equip: Flash Hat, Ninja Gear

Zidane - Support

Body Temp

AP: 25
Stones: 4
Effect: Prevents Freeze and Heat status effects.
Equip: Jade Armlet, Madain's Ring, Fairy Earrings, Diamond

Zidane - Support

Alert

AP: 40
Stones: 4
Effect: Prevents back attacks on the party.
Equip: Ninja Gear, Germinas Boots

Zidane - Support

Level Up

AP: 50
Stones: 7
Effect: Causes character to level up faster.
Equip: Egoist's Armlet, Rosetta Ring, Fairy Earrings

Zidane - Support

Ability Up

AP: 80
Stones: 3
Effect: Causes character to learn abilities faster.
Equip: Green Beret, Brigandine, Ribbon, Lapis Lazuli

Zidane - Support

Flee-Gil

AP: 45
Stones: 3
Effect: Receive gil even when you run from a battle.
Equip: Wrist, Desert Boots, Gold Choker

Zidane - Support

Insomniac

AP: 30
Stones: 5
Effect: Prevents Sleep status effect.
Equip: Bandana, Gaia Gear, Coral Ring

Zidane - Support

Antibody

AP: 20

Stones: 4

Effect: Prevents Poison and Venom status effects.

Equip: Glass Armlet, Mantra Band, Survival Vest, Glass Buckle

Zidane - Support

Bright Eyes

AP: 35

Stones: 4

Effect: Prevents Darkenss status effect.

Equip: Feather Hat, Ritual Hat

Zidane - Support

Restore HP

AP: 85

Stones: 8

Effect: Automatically restores HP when character is near death.

Equip: Brave Suit, Promist Ring

Zidane - Support

Jelly

AP: 35

Stones: 4

Effect: Prevents Petrify and Gradual Petrify status effects.

Equip: Dragon Wrist, Dark Hat, Circlet, Bronze Vest, Dragon Gear

Zidane - Support

Auto-Potion

AP: 30

Stones: 3

Effect: Character automatically uses a potion when damaged.

Equip: Mythril Vest, Demon's Vest, Running Shoes, Gold Choker

Zidane - Support

Locomotion

AP: 30

Stones: 4

Effect: Prevents Stop status effect.

Equip: Black Hood, Golden Skullcap, Survival Vest, Demon's Vest, Ninja Gear

Zidane - Support

Clear Headed

AP: 25

Stones: 5
Effect: Prevents Confusion status effect.
Equip: Green Beret, Circlet, Dragon's Gear, Magician Shoes

Zidane - Support

Mug

AP: 65
Stones: 3
Effect: Does damage to the enemy when you steal.
Equip: Chimera Armlet, Thief Hat, Survival Vest

Zidane - Support

Bandit

AP: 40
Stones: 5
Effect: Raises the success rate of steal.
Equip: Mythril Dagger, N-Kai Armlet

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/-----\
- Trance -
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=====

Zidane - Trance

Free Energy

MP: 10
Effect: Deals physical damage to a single enemy.

Zidane - Trance

Tidal Flame

MP: 12
Effect: Deals physical damage to all enemies.

Zidane - Trance

Scoop Art

MP: 14
Effect: Deals physical damage to a single enemy.

Zidane - Trance

Shift Break

MP: 16
Effect: Deals physical damage to all enemies.

Zidane - Trance

Stellar Circle 5

MP: 24
Effect: Deals physical damage to all enemies.

Zidane - Trance

Meo Twister

MP: 32
Effect: Deals physical damage to all enemies.

Zidane - Trance

Solution 9

MP: 48
Effect: Deals physical damage to the enemy.

Zidane - Trance

Grand Lethal

MP: 60
Effect: Deals physical damage to all enemies.

=====
----- Garnet/Dagger -----
=====

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/-----\
- Action -
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Garnet/Dagger - Action

Cure

AP: 25
MP: 6
Effect: Restores some HP of a single target or all targets.
Equip: Magic Racket, Rod, Silk Shirt

Garnet/Dagger - Action

Cura

AP: 50
MP: 10
Effect: Restores a lot of HP of a single target or all targets.
Equip: Healing Rod, Barette

Garnet/Dagger - Action

Curaga

AP: 75

MP: 22

Effect: Restores huge amounts of HP of a single target or all targets.

Equip: Wizard Rod, Whale Whisker

Garnet/Dagger - Action

Life

AP: 35

MP: 8

Effect: Recovers a the target from KO.

Equip: Mythril Rod, Healing Rod, Whale Whisker, Rebirth Ring, Cachusha

Garnet/Dagger - Action

Scan

AP: 30

MP: 4

Effect: Scan the enemy to determine HP, MP, Class, and weaknesses.

Equip: Air Racket, Desert Boots

Garnet/Dagger - Action

Panacea

AP: 30

MP: 4

Effect: Removes Venom and Poison status effects.

Equip: Air Racket, Rod

Garnet/Dagger - Action

Stona

AP: 30

MP: 8

Effect: Removes Petrify and Gradual Petrify status effects.

Equip: Multina Racket

Garnet/Dagger - Action

Shell

AP: 25

MP: 6

Effect: Inflicts Shell status on the target.

Improves the magic defense of a single target.

Equip: Multina Racket, Mythril Racket, Mythril Rod, Wizard Rod, Cotton Robe, Gold Choker, Moonstone

Garnet/Dagger - Action

Protect

AP: 35

MP: 8

Effect: Inflicts Protect status on a single target.

Improves the physical defense of a single target.

Equip: Mythril Racket, Rod, Wizard Rod, Steepled Hat, Desert Boots

Garnet/Dagger - Action

Silence

AP: 35

MP: 8

Effect: Inflicts Silence status effect on the target.
The target can no longer cast any form of magic.

Equip: Priest's Racket, Mythril Rod, Asura's Rod, Mythril Armlet

Garnet/Dagger - Action

Mini

AP: 30

MP: 8

Effect: Inflicts Mini status effect on the target.
The target shrinks in size and his/her Attack and Defense powers decrease greatly!

Equip: Magic Racket, Asura's Rod, Feather Boots

Garnet/Dagger - Action

Reflect

AP: 35

MP: 6

Effect: Inflicts Reflect status on the target.
Reflects some types of magic back at the enemy.

Equip: Mythril Racket, Stardust Rod, Reflect Ring, Ruby

Garnet/Dagger - Action

Confuse

AP: 35

MP: 8

Effect: Inflicts Confuse status on the target.
Target cannot be controlled and will randomly attack enemies as well as allies.

Equip: Asura's Rod, Lamia's Tiara

Garnet/Dagger - Action

Berserk

AP: 35

MP: 6

Effect: Inflicts Berserk status on the target.
Target cannot be controlled and will continuously use physical attacks against the opponent.

Equip: Magic Racket

Garnet/Dagger - Action

Blind

AP: 35

MP: 6

Effect: Inflicts Darkness status on the target.
Target cannot see and his/her physical attack accuracy decreases.

Equip: Multina Racket, Magician Shoes

Garnet/Dagger - Action

Float

AP: 35
MP: 6

Effect: Inflicts Float status on the target.
Target floats in the air and cannot be hit by earth attacks, but is very weak against wind attacks.

Equip: Stardust Rod, Feather Boots

Garnet/Dagger - Action

Shiva

AP: 30
MP: 24

Effect: Deals ice damage to all enemies.

Equip: Opal

Garnet/Dagger - Action

Iffrit

AP: 40
MP: 26

Effect: Deals fire damage to all enemies.

Equip: Topaz

Garnet/Dagger - Action

Ramuh

AP: 50
MP: 22

Effect: Deals thunder damage to all enemies.

Equip: Peridot

Garnet/Dagger - Action

Atomos

AP: 60
MP: 32

Effect: Reduces the HP of all enemies depending on each targets' current HP.

Equip: Amethyst

Garnet/Dagger - Action

Odin

AP: 70
MP: 28

Effect: KO's all enemies.

Equip: Dark Matter

Garnet/Dagger - Action

Leviathan

AP: 80
MP: 42

Effect: Deals water damage to all enemies.

Equip: Aquamarine

Garnet/Dagger - Action

Bahamut

AP: 90

MP: 56
Effect: Deals non-elemental damage to all enemies.
Equip: Garnet

Garnet/Dagger - Action

Ark

AP: 100
MP: 80
Effect: Deals shadow damage to all enemies.
Equip: Pumice

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/-----\
- Support -
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Garnet/Dagger - Support

Auto-Reflect

AP: 95
Stones: 15
Effect: Automatically casts reflect on the character at the start of battle.
Equip: Reflect Ring

Garnet/Dagger - Support

Auto-Float

AP: 20
Stones: 6
Effect: Automatically casts float on the character at the start of battle.
Equip: Feather Boots

Garnet/Dagger - Support

Auto-Haste

AP: 65
Stones: 9
Effect: Automatically casts haste on the character at the start of battle.
Equip: Running Shoes

Garnet/Dagger - Support

Auto-Regen

AP: 35
Stones: 10
Effect: Automatically casts regen on the character at the start of battle.
Equip: Golden Hairpin, Light Robe, Angel Earrings, Maiden Prayer

Garnet/Dagger - Support

Auto-Life

AP: 130
Stones: 12
Effect: Automatically casts life on the character when KO'd.
Equip: Rebirth Ring

Garnet/Dagger - Support

MP+20%

AP: 30
Stones: 8
Effect: Increases max MP by 20%.
Equip: Angel Earrings

Garnet/Dagger - Support

Healer

AP: 30
Stones: 2
Effect: Causes the character's physical attacks to restore HP to the target.
Equip: Healing Rod, Anklet, Garnet

Garnet/Dagger - Support

Chemist

AP: 15
Stones: 4
Effect: Doubles the potency of medical items used by the character.
Equip: Cotton Robe, Madain's Ring, Barette

Garnet/Dagger - Support

Reflect-Null

AP: 45
Stones: 7
Effect: Nullifies reflect and attacks.
Equip: Robe of Lords, Pearl Rouge

Garnet/Dagger - Support

Concentrate

AP:
Stones:
Effect:
Equip: Robe of Lords, Rosetta Ring

Garnet/Dagger - Support

Half MP

AP:
Stones:
Effect:
Equip: Light Robe, Protect Ring

High Tide

AP:

Stones:

Effect:

Equip: Jade Armlet, Dark Hat, Gaia Gear, Minerva's Plate, Sapphire

Garnet/Dagger - Support

Body Temp

AP:

Stones:

Effect:

Equip: Jade Armlet, Holy Miter, Madain's Ring, Fairy Earrings, Diamond

Garnet/Dagger - Support

Level Up

AP:

Stones:

Effect:

Equip: Egoist's Armlet, Rosetta Ring, Fairy Earrings, Pearl Rouge, Extension

Garnet/Dagger - Support

Ability Up

AP:

Stones:

Effect:

Equip: Stardust Rod, Green Beret, Silk Robe, Cachusha, Ribbon, Lapis Lazuli

Garnet/Dagger - Support

Insomniac

AP:

Stones:

Effect:

Equip: Bandana, Holy Miter, Magician Cloak, Gaia Gear, Coral Ring

Garnet/Dagger - Support

Antibody

AP:

Stones:

Effect:

Equip: Glass Armlet, Mantra Band, Survival Vest, Glass Buckle

Garnet/Dagger - Support

Loudmouth

AP:

Stones:

Effect:

Equip: Mage's Hat, Golden Hairpin, Silk Robe, White Robe, Pearl Rouge

Garnet/Dagger - Support

Jelly

AP:

Stones:

Effect:

Equip: Dragon Wrist, Circlet, Bronze Vest, Dark Gear

Garnet/Dagger - Support

Auto-Potion

AP:

Stones:

Effect:

Equip: Mythril Vest, Demon's Vest, Magician Robe, White Robe, Running Shoes,
Gold Choker, Extension

Garnet/Dagger - Support

Locomotion

AP:

Stones:

Effect:

Equip: Black Hood, Golden Skullcap, Survival Vest, Demon's Vest, Anklet

Garnet/Dagger - Support

Clear Headed

AP:

Stones:

Effect:

Equip: Magic Armlet, Lamia's Tiara, Green Beret, Circlet, Dark Gear, Magician
Shoes

Garnet/Dagger - Support

Boost

AP:

Stones:

Effect:

Equip: Pumice Piece

Garnet/Dagger - Support

Odin's Sword

AP:

Stones:

Effect:

Equip: Ancient Aroma

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----- Steiner -----
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- Action -
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Steiner - Action

Darkside

AP:
MP:
Effect:
Equip:

Steiner - Action

Minus Strike

AP:
MP:
Effect:
Equip:

Steiner - Action

Iai Strike

AP:
MP:
Effect:
Equip:

Steiner - Action

Power Strike

AP:
MP:
Effect:
Equip:

Steiner - Action

Armor Break

AP:
MP:
Effect:
Equip:

Steiner - Action

Mental Break

AP:
MP:
Effect:
Equip:

Steiner - Action

Magic Break

AP:
MP:
Effect:
Equip:

Steiner - Action

Charge!

AP:
MP:
Effect:
Equip:

Steiner - Action

Thunder Slash

AP:
MP:
Effect:
Equip:

Steiner - Action

Stock Break

AP:
MP:
Effect:
Equip:

Steiner - Action

Climhazard

AP:
MP:
Effect:
Equip:

Steiner - Action

Shock

AP:
MP:
Effect:
Equip:

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=====
/-----\
-   Support   -
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```

Steiner - Support

Auto-Reflect

AP:
Stones:
Equip:
Effect:

Steiner - Support

Auto-Float

AP:
Stones:
Effect:
Equip:

Steiner - Support

Auto-Haste

AP:
Stones:
Effect:
Equip:

Steiner - Support

Auto-Regen

AP:
Stones:
Effect:
Equip:

Steiner - Support

Auto-Life

AP:
Stones:
Effect:
Equip:

Steiner - Support

HP+10%

AP:

Stones:
Effect:
Equip:

Steiner - Support

HP+20%

AP:
Stones:
Effect:
Equip:

Steiner - Support

Accuracy +

AP:
Stones:
Effect:
Equip:

Steiner - Support

Distract

AP:
Stones:
Effect:
Equip:

Steiner - Support

Long Reach

AP:
Stones:
Effect:
Equip:

Steiner - Support

MP Attack

AP:
Stones:
Effect:
Equip:

Steiner - Support

Bird Killer

AP:
Stones:
Effect:
Equip:

Steiner - Support

Bug Killer

AP:
Stones:
Effect:
Equip:

Steiner - Support

Stone Killer

AP:
Stones:
Effect:
Equip:

Steiner - Support

Undead Killer

AP:
Stones:
Effect:
Equip:

Steiner - Support

Devil Killer

AP:
Stones:
Effect:
Equip:

Steiner - Support

Beast Killer

AP:
Stones:
Effect:
Equip:

Steiner - Support

Man Eater

AP:
Stones:
Effect:
Equip:

Steiner - Support

Add Status

AP:
Stones:
Effect:
Equip:

Steiner - Support

Chemist

AP:
Stones:
Effect:
Equip:

Steiner - Support

High Tide

AP:
Stones:
Effect:
Equip:

Steiner - Support

Counter

AP:
Stones:
Effect:
Equip:

Steiner - Support

Protect

AP:
Stones:
Effect:
Equip:

Steiner - Support

Eye 4 Eye

AP:
Stones:
Effect:
Equip:

Steiner - Support

Body Temp

AP:
Stones:
Effect:
Equip:

Steiner - Support

Alert

AP:

Stones:
Effect:
Equip:

Steiner - Support

Level Up

AP:
Stones:
Effect:
Equip:

Steiner - Support

Insomniac

AP:
Stones:
Effect:
Equip:

Steiner - Support

Antibody

AP:
Stones:
Effect:
Equip:

Steiner - Support

Bright Eyes

AP:
Stones:
Effect:
Equip:

Steiner - Support

Restore HP

AP:
Stones:
Effect:
Equip:

Steiner - Support

Jelly

AP:
Stones:
Effect:
Equip:

Steiner - Support

Auto-Potion

AP:
Stones:
Effect:
Equip:

Steiner - Support

Locomotion

AP:
Stones:
Effect:
Equip:

Steiner - Support

Clear Headed

AP:
Stones:
Effect:
Equip:

=====
----- Vivi -----
=====

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/-----\
- Action -
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Vivi - Action

Fire

AP:
MP:
Effect:
Equip:

Vivi - Action

Fira

AP:
MP:
Effect:
Equip:

Vivi - Action

Firaga

AP:
MP:
Effect:
Equip:

Vivi - Action

Sleep

AP:
MP:
Effect:
Equip:

Vivi - Action

Blizzard

AP:
MP:
Effect:
Equip:

Vivi - Action

Blizzara

AP:
MP:
Effect:
Equip:

Vivi - Action

Blizzaga

AP:
MP:
Effect:
Equip:

Vivi - Action

Slow

AP:
MP:
Effect:
Equip:

Vivi - Action

Thunder

AP:
MP:
Effect:
Equip:

Thundara

AP:
MP:
Effect:
Equip:

Vivi - Action

Thundaga

AP:
MP:
Effect:
Equip:

Vivi - Action

Stop

AP:
MP:
Effect:
Equip:

Vivi - Action

Poison

AP:
MP:
Effect:
Equip:

Vivi - Action

Bio

AP:
MP:
Effect:
Equip:

Vivi - Action

Osmose

AP:
MP:
Effect:
Equip:

Vivi - Action

Drain

AP:
MP:
Effect:

Equip:

Vivi - Action

Demi

AP:

MP:

Effect:

Equip:

Vivi - Action

Comet

AP:

MP:

Effect:

Equip:

Vivi - Action

Death

AP:

MP:

Effect:

Equip:

Vivi - Action

Break

AP:

MP:

Effect:

Equip:

Vivi - Action

Water

AP:

MP:

Effect:

Equip:

Vivi - Action

Meteor

AP:

MP:

Effect:

Equip:

Vivi - Action

Flare

AP:
MP:
Effect:
Equip:

Vivi - Action

Doomsday

AP:
MP:
Effect:
Equip:

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=====
/-----\
- Support -
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Vivi - Support

Auto-Reflect

AP:
MP:
Effect:
Equip:

Vivi - Support

Auto-Float

AP:
MP:
Effect:
Equip:

Vivi - Support

Auto-Regen

AP:
MP:
Effect:
Equip:

Vivi - Support

Auto-Life

AP:
MP:
Effect:
Equip:

Vivi - Support

MP+20%

AP:
MP:
Effect:
Equip:

Vivi - Support

Healer

AP:
MP:
Effect:
Equip:

Vivi - Support

Add Status

AP:
MP:
Effect:
Equip:

Vivi - Support

Reflect-Null

AP:
MP:
Effect:
Equip:

Vivi - Support

Reflect x2

AP:
MP:
Effect:
Equip:

Vivi - Support

Mag Elem Null

AP:
MP:
Effect:
Equip:

Vivi - Support

Half MP

AP:
MP:
Effect:

Equip:

Vivi - Support

High Tide

AP:

MP:

Effect:

Equip:

Vivi - Support

Body Temp

AP:

Stones:

Effect:

Equip:

Vivi - Support

Level Up

AP:

Stones:

Effect:

Equip:

Vivi - Support

Ability Up

AP:

Stones:

Effect:

Equip:

Vivi - Support

Insomniac

AP:

Stones:

Effect:

Equip:

Vivi - Support

Antibody

AP:

Stones:

Effect:

Equip:

Vivi - Support

Loudmouth

AP:
Stones:
Effect:
Equip:

Vivi - Support

Jelly

AP:
Stones:
Effect:
Equip:

Vivi - Support

Return Magic

AP:
Stones:
Effect:
Equip:

Vivi - Support

Auto-Potion

AP:
Stones:
Effect:
Equip:

Vivi - Support

Locomotion

AP:
Stones:
Effect:
Equip:

Vivi - Support

Clear Headed

AP:
Stones:
Effect:
Equip:

=====
----- Quina -----
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- Action -
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-- See "Eating/Blue Magic" Section --

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- Support -
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----- Eiko -----

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/-----\
- Action -
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/-----\
- Support -
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----- Freya -----

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/-----\
- Action -
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- Support -
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----- Amarant -----

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- Action -
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/-----\
- Support -
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== XIII. Eating/Blue Magic ==

Now, I could have just stuck this into the Ability List section or perhaps the Extras/Sidequests section, but I feel that Eating/Blue Magic deserves it's own section! Why shouldn't it? There is a whole lot of information to be written about the Blue Magic and the ability, Eat. The only real questions is: Where to start?

----- The Basics of Blue Magic -----

There is only a single character in the game that can use Blue Magic. That person is Quina. At first, s/he may seem like a rather useless character. The physical damage s/he does is usually low so you may be attracted to a different party member that can do some bigger damage. But then, you take a look at another ability Quina has...

Quina has the somewhat strange ability to eat the enemy. That's right, s/he will pull out the fork and dig in. Perhaps that's why s/he is so overweight! Quina can only eat the enemy if its health is down to 1/8 or lower. For instance, if you're fighting something who's HP is 1000, you'll have to get its HP down to at least 125 or the "Eat" will fail. Quina will simply say,

"I no can eat until it's weaker", if the enemy has too much HP.

This is where Blue Magic comes in. If a monster that Quina eats has any Blue Magic that Quina hasn't learned yet, s/he will automatically learn the spell. You'll know if you learned a spell by looking at the top of the screen after Quina eats the enemy. It will say "Learned (spell)". If the enemy doesn't have any Blue Magic for you to learn or you've already learned the magic the enemy has to offer, Quina will say "Taste bad!"

Now, there is only one other thing to touch upon and that is Quina's Trance ability. When Quina goes into a Trance, his/her "Eat" ability will turn into "Cook". Cook works the same as eat, except with Cook, Quina can successfully eat an enemy if it's health is down to only 1/4! This means that s/he can eat the enemy when it is stronger. For instance, if you're fighting something who's HP is 1000, you'll have to get its HP down to at least 250 or the "Cook" will fail. The difference between Cook and Eat is somewhat little when you're facing enemies who have low HP, but at higher levels when monsters have 10,000+ HP, it will be much easier to Cook than to Eat.

=====
----- Blue Magic List -----
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1000 Needles

MP Used: 8

Effect: Reduces a target's HP by 1000.

Monster: Cactuar (Donna Plains and Forgotten Continent)

Angel's Snack

MP Used: 4

Effect: Casts Remedy on the entire party.

Monster: Behemoth (Memoria)

Ironite (Burmechia and Mist Continent)

Mistodon (Iifa Tree, Alexandria, and all Continents in disk four)

Aqua Breath

MP Used: 14

Effect: Deals water damage to all enemies.

Monster: Axolotl (Qu's Marsh in Lachenta Wetlands)

Clipper (Lachenta Wetlands)

Sahagin (Qu's Marsh in Donna Plains)

Vepal (Lost Continent)

Auto-Life

MP Used: 14

Effect: Automatically casts life when character is KO'd.

Monster: Carrion Worm (Cleyra)
Cerberus (Ipsen Castle)
Gimme Cat (Salvage Archipelago)
Stilva (Memoria)
Yan (Vile Island)

Bad Breath

MP Used: 16

Effect: Inflicts Confuse, Darkness, Poison, Slow, and Mini on the target.

Monster: Anemone (Qu's Marsh in Lanar Island and Blairsurpass Plains)
Malboro (Pandemonium)
Worm Hydra (Mount Gulug and Salvage Archipelago)

Doom

MP Used: 12

Effect: Casts Death on the target once a counter above its head reaches zero.

Monster: Ash (Memoria)
Veteran (Ipsen's Castle and Memoria)

Earth Shake

MP Used: 20

Effect: Deals earth damage to all enemies.

Monster: Adamantoise (Forgotten Continent, Lanar Island, and Uaho Island.
Lachenta Wetlands and Donna plains in disk 4)
Earth Guardian (Earth Shrine)
Shell Dragon (Pandemonium)

Frog Drop

MP Used: 10

Effect: Does damage depending on how many frogs you've caught in Qu's Marsh.
The more frogs you catch, the more damage this spell does.

Monster: Gigan Toad (Qu's Marsh)

Frost

MP Used: 8

Effect: Inflicts Freeze on the enemy.

Monster: Chimera (Memoria)
Kraken (Crystal World)
Wraith - Blue Flame Candle (Mount Gulug)

Goblin Punch

MP Used: 4
Effect: Deals non-elemental damage to the enemy.

Monster: Goblin (Evil Forest)
Goblin Mage (Donna Plains, Pualei Plains, and Lucid Plains)

Limit Glove

MP Used: 10
Effect: Does 9,999 damage to the enemy when your HP is 1.

Monster: Axe Beak (Lindblum Plateau and Vube Desert)
Blazer Beetle (Mitmakis Ice Field, Lucid Plains, and Pualei Plains)
Catoblepas (Forgotten Continent)
Jabberwock (Forgotten Continent)
Mandragora (Bentini Heights, King Ed Plains, and Alexandria Plateau)
Mu (Gunita's Basin)

Level 3 Def-Less

MP Used: 12
Effect: Lowers the defense of enemies who's levels are multiples of three.

Monster: Carve Spider (Nolrich Heights, Lindblum Plateau, and Bentini Heights)
Grand Dragon (Popo's Heights, Salvage Archipelago, and Cazedil
Plains)
Lamia (Gizamaluke Grotto)
Lizard Man (Daines-Horse Basin and Vube Desert)
Ochu (Mountain Path)
Sand Scorpion (Vube Desert, Cleyra, and Pinnacle Rocks)

Level 4 Holy

MP Used: 22
Effect: Deals Holy damage to enemies who's levels are multiples of four.

Monster: Amdusais (Pandemonium)
Feather Circle (Fossil Roo and Mitmakis Ice Field)
Torama (Desert Palace)

Level 5 Death

MP Used: 20
Effect: Causes Death to all enemies who's levels are multiples of five.

Monster: Dracozombie (Iifa Tree. All Continents in disk four)
Lich (Crystal World)
Stroper (Iifa Tree)
Whale Zombie (Lost Continent and Salvage Archipelago. All Continents
in disk four)

Magic Hammer

MP Used: 2
Effect: Takes MP away from the target.

Monster: Magic Vice (Burmecia)
Ring Leader (Terra)

Matra Magic

MP Used: 8
Effect: Lowers the enemy's HP to 1.

Monster: Armstrong (Forgotten Continent)
Dragonfly (Gargan Roo and Cleyra)
Land Worm (Kiera Desert)
Ogre (Desert Palace and Oeilvert)
Trick Sparrow (Bentini Heights)
Zaghnol (Pinnacle Rocks)

Mighty Guard

MP Used: 64
Effect: Casts Protect and Shell on the entire party.

Monster: Antlion (Kiera Desert)
Gargoyle (Ipsen's Castle)
Gigan Octopus (Lost Continent and Salvage Archipelago. All
Continents in disk four)
Myconid (Grove and Iifa Tree)
Serpion (Eunoras Plains, Lachenta Wetlands, and King Ed Plains)

Mustard Bomb

MP Used: 10
Effect: Inflicts Heat on the enemy.

Monster: Bomb (Alexandria Plateau and Lindblum Plateau)
Grenade (Mount Gulug)
Maliris (Crystal World)
Vepal (Mount Gulug)
Wraith - Red Flame Candle (Mount Gulug)

Night

MP Used: 14

Effect: Inflicts sleep on all enemies.

Monster: Abomination (Fossil Roo)
Grimlock (Desert Palace)
Nymph (Eesistern Coast)
Seeker Bat (Pinnacle Rocks and Fossil Roo)

Pumpkin Head

MP Used: 12

Effect: Does the damage of the difference between your max HP and current HP.

Monster: Bandersnatch (Alexandria Plateau)
Basilisk (Burmecia)
Hedgehog Pie (Eunoras Plains)
Ladybird (Eunoras Plains)
Python (Gunita's Basin and Nolrich Heights)
Skeleton (Gizamaluke Grotto and Daines-Horse Basin)
Yeti (Daines-Horse Basin)

Roulette

MP Used: 18

Effect: Casts Death on a random target; Any of your party members or any of the enemies.

Monster: Ghost (Dali and Bentini Heights)
Hecteyes (Terra. All Continents in disk four)
Zombie (Iifa Tree)

Twister

MP Used: 22

Effect: Deals Wind Damage to all enemies.

Monster: Abadon (Pandemonium)
Red Dragon (Mount Gulug)
Tiamat (Crystal World)

Vanish

MP Used: 8

Effect: Causes a party member to disappear and he/she will not be effected by physical attacks, but will reappear when hit with a magic attack.

Monster: Drakan (Desert Palace)
Gnoll (Mountain Path)
Hornet (Gizamaluke Grotto)
Troll (Mountain Path, Pualei Plains, and Lucid Plains)

White Wind

MP Used: 14

Effect: Restores some HP to all party members.

Monster: Garuda (Popo's Heights, Oeilvert, and Esto Gaza)

Griffin (Fossil Roo and Donna Plains)

Zemzelett (Grove)

Zuu (Cleyra)

== XIV. Shop List ==

----- Alexandria -----

Medicine Shop

ITEM	PRICE
Potion	50
Phoenix Down	150
Antidote	50
Eye Drops	50
Tent	800

----- Prima Vista/Crash Site -----

Medicine Shop

ITEM	PRICE
Potion	50
Phoenix Down	150
Antidote	50
Eye Drops	50
Tent	800

----- Village of Dali -----

Medicine Shop

ITEM	PRICE
----	-----
Potion	50
Phoenix Down	150
Antidote	50
Eye Drops	50
Tent	800

Weapon/Armor Shop

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

=====
----- Lindblum Town -----
=====

Medicine Shop

ITEM	PRICE
----	-----
Potion	50
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Tent	800

Weapon/Armor Shop

ITEM	PRICE
----	-----
Dagger	320
Mage Masher	500
Mythril Dagger	950
Iron Sword	660
Javelin	880
Rod	260
Fork	1100

Leather Wrist	200
Glass Armlet	250
Bronze Gloves	480
Silver Gloves	720

Steepled Hat	260
Headgear	330
Iron Helm	450

Leather Plate	530
Linen Cuirass	800

Synthesis Shop

ITEM	PRICE	MATERIALS
----	-----	-----
Butterfly Sword	300	Dagger + Mage Masher
The Ogre	700	Mage Masher + Mage Masher
Cotton Robe	1000	Wrist + Steepled Hat
Desert Boots	300	Leather Hat + Leather Shirt
Yellow Scarf	400	Feather Hat + Steepled Hat
Glass Buckle	500	Glass Armlet + Leather Wrist

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----- South Gate/Rest Stop -----

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Weapon/Armor Shop + Medicine Shop

ITEM	PRICE
----	-----
Air Racket	400
Mythril Rod	560
Glass Armlet	250
Silver Gloves	720
Mythril Gloves	980
Steepled Hat	260
Headgear	330
Magus Hat	400
Rubber Helm	250
Iron Helm	450
Barbut	600

Bronze Vest	670
Linen Cuirass	800
Potion	50
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Tent	800

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----- South Gate/Alexandria Station -----

=====

Medicine Shop

ITEM	PRICE
----	-----
Potion	50
Phoenix Down	150
Antidote	50
Eye Drops	50
Tent	800

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----- Treno -----

=====

Medicine Shop

ITEM	PRICE
----	-----
Potion	50
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Tent	800

Weapon/Armor Shop

ITEM	PRICE
----	-----
Dagger	320
Mage Masher	500
Mythril Dagger	950
Mythril Sword	1300
Mythril Spear	1100
Air Racket	400
Mythril Rod	560
Flame Staff	1100
Ice Staff	980

Lightning Staff	1200
Fork	1100
Needle Fork	3100
Leather Wrist	200
Glass Armlet	250
Bone Wrist	330
Mythril Gloves	980
Magus Hat	400
Bandana	500
Barbut	600
Silk Shirt	400
Leather Plate	530
Bronze Vest	670
Chain Plate	810
Linen Cuirass	800
Chain Mail	1200

Synthesis Shop

ITEM	PRICE	MATERIALS
----	-----	-----
Butterfly Sword	300	Dagger + Mage Masher
The Ogre	700	Mage Masher + Mage Masher
Cotton Robe	1000	Wrist + Steepled Hat
Desert Boots	300	Leather Hat + Leather Shirt
Yellow Scarf	400	Feather Hat + Steepled Hat
Glass Buckle	500	Glass Armlet + Leather Wrist
Germinas Boots	900	Desert Boots + Fork
Cachusha	1000	Magus Hat + Rubber Helm
Coral Ring	1200	Lightning Staff + Rod
Gold Choker	1300	Linen Cuirass + Soft

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-- XV. Monster List --

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----- Prima Vista -----

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BOSS: Masked Man

Level: 1	Steal: Potion, Wrist, Mage Masher
HP: 188	Drop: None
MP: 223	Weak: None
AP: None	Gil: None

Now, as the first fight of the game, you know this guy's not going to be much of a problem. His attacks do little damage and from time to time, he trips and falls during his turn, so no damage is done! At the start of the battle you should have all four characters steal. It's nice being in a gang full of thieves, eh? Have everyone steal every turn until you have all three of his items, which are listed above. They are a Potion, a Wrist, and a Mage Masher! Once you have the items everyone should use their physical attacks. This wimp should be down after only a few blows.

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----- Alexandria Castle -----
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BOSS: Steiner

Level: 1	Steal: Leather Hat, Silk Shirt
HP: 162	Drop: None
MP: 770	Weak: None
AP: None	Gil: None

This guy's not hard. You might want to steal both of his items. Once you've got all of his goodies, just use a few physical attacks on him until he falls. I had stolen both items off of him after the first round. I doubt you'll need to use a potion, but don't be afraid to.

BOSS: Steiner Round II

Level: 1	Steal: None
HP: 167	Drop: None
MP: 620	Weak: None
AP: None	Gil: 355

Oh, Boo! No Stealing in this fight :(Well, this is a rather easy fight, considering it is only the second or third boss fight. I guess you could eliminate both of Steiner's knights first and then start beating on Steiner, or you could focus on Steiner and leave his knights be. Either way, you are guaranteed a simple battle.

BOSS: Steiner Round III

Level: 1	Steal: None
HP: 169	Drop: None
MP: 523	Weak: None
AP: None	Gil: None

No stealing again! Well... there just so happens to be a bomb right behind Steiner in this fight and he doesn't even know about it. The party tries to tell him, but he won't believe them. All you have to do in this fight is stay alive until the bomb explodes. Just hit Steiner with physical attacks to pass time.

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BOSS: Prison Cage

Level: 2	Steal: None
HP: 513	Drop: None
MP: 1083	Weak: Fire
AP: None	Gil: None

This boss is a bit tougher than your previous ones but shouldn't be much of a challenge for you right? This Prison Cage has Garnet in a cage and can absorb some of her HP whenever it wants. There is nothing to steal from this guy so that simplifies the fight a bit. I suggest healing Garnet whenever her health gets into the 30's. Better safe than sorry. Other than that, just use your regular physical attacks. If I am not mistaken Zidane will enter a Trance at the start of the battle. Don't have him use anything but his Dyne attacks until the Trance wears off. Until then have Steiner over here use potions when needed. Just remember to keep everyone healed and you should have no problem.

BOSS: Prison Cage Round II

Level: 2	Steal: Broadsword, Leather Wrist
HP: 533	Drop: Eye Drops, Phoenix Down, Goblin Card
MP: 1186	Weak: Fire
AP: 3	Gil: 436

You should use the same strategy on this guy as you did on the first Prison Cage. This time it should be a little easier because Vivi will continuously attack the Prison Cage. Heal Vivi when his HP drops into the 30's and be sure to steal both of this guy's items before killing him.

ENEMY:

Level: 2	Steal: Broadsword, Leather Wrist
HP: 533	Drop: Eye Drops, Phoenix Down, Goblin Card
MP: 1186	Weak: Fire
AP: 3	Immune:
Gil: 436	Class:

You should use the same strategy on this guy as you did on the first Prison Cage. This time it should be a little easier because Vivi will continuously attack the Prison Cage. Heal Vivi when his HP drops into the 30's and be sure to steal both of this guy's items before killing him.

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Q: I found something missing from your FAQ. What should I do?

A: Email me your findings and I will put whatever you found in my next update as long as you email me something useful :) If I do use something that you sent to me in an email I will give you full credit.

Q: I really like your FAQ so I'm going to put it up on my website!

A: Ok hold on now. First, email me and ask me for permission. If I find my FAQ on any website that I didn't give permission to I will take immediate action! I will most likely say yes and allow you to use my FAQ, but I need you to ask.

Q: How should I contact you?

A: If you have anything to say or ask about Final Fantasy IX or this FAQ, simply e-mail me at TwistidSoul@hotmail.com. Unfortunately I've been very busy and it's hard for me to respond to all of the e-mails I'll get, but believe me, I'll try my best to respond to all of them as soon as possible.

Q: Can I print this amazing Guide out?

A: Of course! It would be a lot easier to use if it was printed out and you can simply read it as you are playing the game. I also don't mind if you spread the FAQ around and give copies to your friends. Just don't print the FAQ out with your name on it and/or sell it to your friends.

Q: I need to find a certain area in the game and I don't feel like scrolling through the whole document to find it. What should I do?

A: There is a very useful feature that will make searching this document very easy. Press Ctrl+F and a small box will pop up in the center of the screen. Type in what you are looking for into the box and press Find Next.

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----- Game Related Questions -----
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== XVII. Revision History ==

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The revision history will start with the most recent update and end with the first update.

VERSION 1.00

KB:

NOTES: The entire walkthrough is complete! Please e-mail me if you see anything I missed. I don't care if you find 5 gil somewhere that I forgot to mention! E-mail me and you will receive full credit for your findings! There will definitely be future updates to this FAQ.

VERSION 0.50

KB:

NOTES: I'm half way done! I still have a long way to go, however. I'm at the very beginning of the third disk.

VERSION 0.25 (August 14, 2003)

KB: 137

NOTES: A quarter of the FAQ is complete. I just completed the first disk! There are still quite a few appendices that need to be completed, but let's say that 25% of the FAQ is done. I know that I have missed A LOT of the small things. Mostly just items I forgot to mention. Don't worry. I'll be sure to include EVERYTHING once version 1.0 is released.

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-- XVIII. Legal Disclaimer --

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The only websites that have permission to post this FAQ/Walkthrough on their site are:

- <http://www.gamefaqs.com>
- <http://www.ign.com>
- <https://www.neoseeker.com>

If anyone finds this FAQ on a website other than these three, please let me know.

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-= XIX. Author's Last Words =-

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