



	c. Elemental Properties.....	(00007)
III.....	Story.....	(00008)
	d. Characters.....	(00009)
3. The Walkthrough (Disc 1)		
I.....	Prima Vista.....	(10001)
II.....	Alexandria.....	(10002)
III.....	Alexandria's Castle.....	(10003)
IV.....	Evil Forest.....	(10004)
V.....	Ice Cavern.....	(10005)
VI.....	Village of Dali.....	(10006)
VII.....	Lindblum Grand Castle.....	(10007)
	a. Festival of The Hunt.....	(10008)
	b. Qu's Marsh.....	(10009)
VIII.....	Gizamaluke's Grotto.....	(10010)
IX.....	Grand Citadel South Gate.....	(10011)
X.....	Burmecia.....	(10012)
4. The Walkthrough (Disc 2)		
I.....	Summit Station.....	(20001)
II.....	Treno.....	(20002)
III.....	Gargan Roo.....	(20003)
IV.....	Cleyra's Trunk.....	(20004)
V.....	Cleyra.....	(20005)
VI.....	Alexandria's Castle.....	(20006)
VII.....	Pinnacle Rocks.....	(20007)
VIII.....	Lindblum.....	(20008)
IX.....	Fossil Roo.....	(20009)
X.....	Conde Petie.....	(20010)
XI.....	Black Mage Village.....	(20011)
	a. Back To Conde Petie.....	(20012)
XII.....	Mountain Path.....	(20013)
XIII.....	Madain Sari.....	(20014)
XIV.....	Iifa Tree.....	(20015)
	b. Back To Madain Sari.....	(20016)
	c. Back To The Iifa Tree.....	(20017)
5. The Walkthrough (Disc 3)		
I.....	Alexandria.....	(30001)
II.....	Treno.....	(30002)
III.....	Alexandria.....	(30003)
IV.....	Lindblum.....	(30004)
	a. Sidequest?.....	(30005)
V.....	Black Mage Village.....	(30006)
VI.....	Desert Palace.....	(30007)
VII.....	Oeilvert.....	(30008)
VIII.....	Desert Palace.....	(30009)
IX.....	Esto Gaza.....	(30010)
X.....	Mount Gulug.....	(30011)
XI.....	Lindblum.....	(30012)
	b. Alexandria.....	(30013)
	c. Daguerreo.....	(30014)
	-Sidequests.....	(30015)
XI.....	Ipsen's Castle.....	(30016)
XII.....	The Shrines.....	(30017)
XIII.....	Terra.....	(30018)
	d. Bran Bal.....	(30019)
	e. Pandemonium.....	(30020)
6. The Walkthrough (Disc 4)		
I.....	Black Mage Village.....	(40001)
	k. Before The Final Showdown.....	(40002)
II.....	Memoria.....	(40003)
7. Sidequests & Mini-Games		

I.....	About The Sidequests Section.....	(SQ001)
	a. Chocobo Hot & Cold.....	(SQ002)
	b. Mognet Central.....	(SQ003)
	c. Mr. Morrid's Coffee.....	(SQ004)
	d. Stellazio.....	(SQ005)
	e. Ozma.....	(SQ006)
	-Friendly Monster's.....	(SQ007)
	f. Treasure Hunting Rank.....	(SQ008)
	-Mini-Figurines.....	(SQ009)
II.....	About The Mini-Games Section.....	(MG001)
	a. Tetra Card Master.....	(MG002)
	b. Frog Catching.....	(MG003)
	c. Ragtime Mouse.....	(MG004)
	d. Racing Hippaul.....	(MG005)
	e. Jump Rope King.....	(MG006)

8. Secrets

I.....	About The Secrets Section.....	(SEC01)
	a. Secret of The Eidolon Wall.....	(SEC02)
	b. The Beaches Secret.....	(SEC03)
	c. Feed The Moogle Family.....	(SEC04)
	d. Excalibur II.....	(SEC05)
	e. Carbuncle's New Skills.....	(SEC06)
	f. Black Jack.....	(SEC07)

9. Equipment List

I.....	Weapon List.....	(EQP01)
	a. Zidane's Weapons.....	(EQP02)
	b. Garnet's Weapons.....	(EQP03)
	c. Vivi's Weapons.....	(EQP04)
	d. Steiner's Weapons.....	(EQP05)
	e. Freya's Weapons.....	(EQP06)
	f. Amarant's Weapons.....	(EQP07)
	g. Eiko's Weapons.....	(EQP08)
	h. Quina's Weapons.....	(EQP09)
	-Garnet & Eiko's Rackets.....	(EQP10)
II.....	Headgear List.....	(EQP11)
III.....	Wrist List.....	(EQP12)
IV.....	Armor List.....	(EQP13)

10. Legal Information (00010)

11. Thank You (00011)

\*\*\*\*\*

1. THE WALK THROUGH

\*\*\*\*\*

I. About This Guide	(00001)
---------------------	---------

I would like to say, Welcome! To my first ever Walkthrough Guide. I've always wanted to make a Walkthrough to help out gamers such as myself but I never got around to it. Well finally I got some free time on my hands and started writing a walkthrough. And what better game to write one for then my must beloved video games of all time, Final Fantasy 9? This is possibly one of the first RPGs I picked up. As soon as I saw the opening FMV I was instantly hooked on this truly epic title. This game offers everything a gamer would want in an RPG; A spectacular storyline, stellar music (by none other then Nobuo Uematsu), interesting characters, classic turn based battle system, beautiful graphics and FMVs, everything!

I began writing this guide on May 25th, 2006. You may be wondering why it's

taken me so long to finish it. Well for some reason in the middle of summer I stopped working on it. I don't remember why I didn't finish it. I picked it back up on February 25th, 2007 in hopes of finally finishing this guide.

I really hope this Guide can help you. I wrote this guide with a single goal in mind and thats to help out all those people who need help. Remember to have fun. This game can be very challenging but with this guide you will be able to find the cliche光 light at the end of the tunnel.

Also I will be adding more into this guide like Equipment Lists, Item Lists, etc. Though that won't be for a little while, but they will be added no doubt. So look forward to that!

---

## II. Using This Guide | (00002)

---

I've built this guide so it can be navigated through as easily and effeciently as possible. If your looking for certain information about a dungeon or a certain part of the game just go to the Index located at the top of the guide. I've also implemented a system with the Ctrl+F function so you can find what your looking for faster. Just copy the 5 digit number that's next to a section in the index, press Ctrl+F on your keyboard, paste the number in, and press search. Ctrl+F will take you right to the section you want.

At the beggining of a section where there will be a merchant of some kind I've added what items you can purchase from the seller along with how much the item is. They can be found on the left side at the beggining of each section.

There are a number of treasures you can find in each town and dungeon in this game. So at the end of each section I've added a checklist of sorts so you can go over itand make sure you've found everything in a particular area.

I hope all the features I've added in this guide will help you, the reader.

\*\*\*\*\*

## 2. THE BASICS

\*\*\*\*\*

In this section I will basically outline the basics of the game, which is the game itself and how the game is played. Just to get this out of the way; whenever your on the field or in a village and a ? or ! in a speech bubble appears over your head. When you see that press the X button and you will with find an item or gather some information.

---

### I. The Controls | (00003)

---

The controls. Not hard to remember or figure out on your own.

(On Field)

Directional Keys/Left Stick: Move controlled character

Circle Button: Investigate/speak/decide

X Button: Hold in X while walking to run

Triangle Button: Open menu

Square Button: Investigate/speak/decide/challenge to card game

Select Button: Display HERE icon/see ATE

Start Button: Pause

(Battle Screen)  
 Directional Keys: Move cursor  
 Left Stick: Move cursor  
 Circle Button: Cancel  
 X Button: Decide  
 Triangle Button: Change character you're entering command for  
 Square Button: Not display window (only while pressed)  
 L1 Button: Change display window/switch between one or all target/escape from battle if continuously pressed with R1 button  
 L2 Button: Display or not display target window  
 R1 Button: Change display window/switch between one or all target/escape from battle if continuously pressed with L1 button  
 Select Button: Help display  
 Start Button: Pause

-----  
 =====  
 II. Battle System | (00004)  
 =====

Battles are triggered randomly when your walking in the world map or in certain areas. The battle system is your basic/classic Final Fantasy turn based system. When you enter a battle you usually have a choice of four options displayed in a box on the bottom left side and next to it it shows the characters names, HP/MP, ATB Gauges & below the ATB gauge is the Trance Gauge. An ATB (Active Time Battle) gauge shows a characters turn during battle & a Trance Gauge shows a characters trance progress. More on Trances in the Trance section of the Battle System guide. There are two different ATB modes; Active & Wait. If your ATB gauge is set to Active time never stops in a battle until its finished. Characters don't take turns when your in Active mode, rather whenever a character/enemies turn is up they will attack whether or not your ready. Active mode is only recommended for veteran RPG gamers. Now when your ATB gauge is set to Wait time stops between the parties and enemies moves. Meaning that you will have to time to choose which moves you want to use without having to worry about being attacked. Wait mode is recommended more for strategical battlers and RPG begginers.

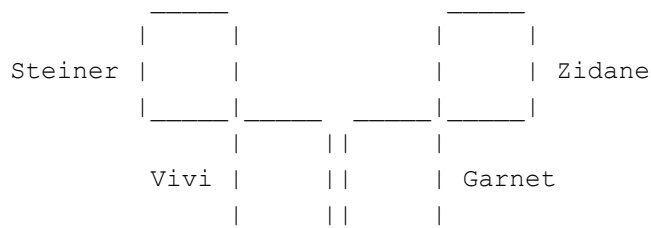
+---Command---	--Name-----	HP---	MP---	ATB-----
Attack	Zidane	120	36	=====
Steal	Cinna	80	32	=====
Skill	Marcus	90	22	=====
Item	Blank	105	24	=====

+-----+

When you choose the attack command the character executes a regular physical attack with his/her weapon. Steal is a technique that only Zidane (and members of Tantalus) have. It allows the user to steal an item the enemy is holding. Skill opens up a list of techniques the user can execute onto its enemy or party member(s). Black Magic, a technique thats only available to Vivi, allows him to execute a Black Magic Spell unto his enemy. White Magic, a technique available to both Garnet & Eiko, allows its user to cast a White Magic spell which (except for Holy) either heals the party or supports it by increasing stats or some other attribute. When Vivi & Steiner are in a party together a new technique is open for Steiner called Sword Magic. When sword magic is used Vivi casts a Black Magic spell on Steiners sword and then Steiner charges at his enemy and inflicts elemental damage (depending on which spell Vivi cast on Steiners sword.) Item allows the character to use an item from the bag.

The way a character learns new spells is dependent on what equipment the character is wearing. What abilities a weapon/a piece of gear has is displayed in the Item Description, next to the ability list it shows an AP (Action Points) Gauge. Once that gauge fills up the character learns the ability. More on that in the Equipment section.

Another thing. You can adjust your characters to either be in the front row of the battle or the back row by going to your menu(Triangle). Characters with high HP, defense, and who use mostly physical attack should be in the front row because if a character is in the back row they're physical attacks do 50% less damage then it normally would, although the back row also subtracts 50% enemies physical attacks, the back row is more suited for characters with low HP and defense. Note that magical attacks are not affected either way if a character is in the front or back row. Zidane, Steiner & Amarant should always be in the front row. Garnet, Vivi, & Eiko should always be in the back row. Freya & Quina you can alternate between front row and back row seeing as they're both good at physical and magical attacks.



This is how a usual party formation should look like.

=====

a. Status Effects | (00005)

=====

When in battle certain actions can cause effects on your status than will effect certain aspects of your character. Status effects can do anything from lower your charcters HP to immobilizing them. Although not all status effects are bad, some are good, but the majority of them can really cripple the effectiveness on your party. I outlined all the status effects in this table, along with the status' name & effect.

--Status-----	Effect-----
Auto-Life	The character revives automatically once during battle
Berserk	Strength increases but character can only attack
Confuse	Lose of a characters control
Darkness	Character is blinded and accuracy is sharply lowered
Float	Character floats and is unharmed by earth attacks
Freeze	Once frozen, him/her can be instantly KO'd if attacked
Haste	ATB gauge fills up faster, giving you more turns
Heat	KO's the character if it does any action
KO	Character is dead and can no longer act in the battle
Mini	Character shrinks, lowering their attack & defense

Petrify	Character turns to stone and cannot take action
Poison	Characters HP gradually decreases
Protect	Characters defense is raised
Reflect	Magic attacks bounce back to caster
Regen	HP is gradually restored
Shell	Characters magic defense increases
Silence	Character can no longer perform any magical attacks
Slow	ATB gauge slowly fills up
Stop	Character can no longer take action
Trouble	When attacked, it also effects surrounding members
Vanish	Can't be hurt physically, must be hit with magic
Venom	No EXP & AP earned after battle & character can't move.
Virus	No EXP & AP earned after battle
Zombie	Healing items & skills hurt the character

-----

Certain items and white magic can cure most of these ailments. For more info on cures check the item list or the white magic list. Also a small reminder, a quick rest at a village Inn will heal any status effects and returns your HP & MP back to full.

=====

b. Trance Guide | 00006)

=====

Now a trance is a special and often very powerful technique. When a characters Trance Gauge is full the character undergoes a trance and (for most) gain an extra ability. Zidanes Skill is replaced with Dyne, which open up a whole new list of skills. Garnets Summon is replaced with Eidolon, which when used, an Eidolon continues to attack until another Eidolon is summoned. Vivis Blk Mgc is replaced with Dbl Blk, allowing him to cast two Black Magic spells instead of one. Steiners trance doesn't give him an ability, instead his physical attack power is greatly increased. Freya also doesn't get an ability, rather when she Jumps she stays up there for a longer period and throws down hundreds of spears when her turn comes again. Eikos Wht Mgc is replaced with Dbl Wht, which allows her to cast two white magic spells instead of one. Amarants Flare is replaced with Elan which gives him the ability to cast his spells on one enemy/character or everyone in your party/all the enemies. And Quinas Eat is replaced with Cook, which allows Quina to eat enemies with 1/4th health instead of 1/8th.

A note on trances - The ATB gauge only fills if the character is attacked by the enemy, not if the character is attacked by one of the party members. Also if your character is inflicted with Zombie while in trance or if the character dies, the trance is wasted and your ATB gauge goes back down to zero.

=====

c. Elemental Properties | (00007)

=====

Elemental properties are very easy to understand and they're basically in almost every RPG ever made. Using Elemental Properties to your advantage can give you a huge advantage because almost every enemy in the game has some sort of elemental weakness. But beware, enemies can also use them to their advantage against you. There are a total of 8 Elemental Properties. Some enemies are non-elemental meaning that no elemental attack has a higher advantage or lower advantage against that enemy.

---Elements---	+-Weakness--+
Fire	Ice
Ice	Fire
Thunder	Water
Water	Fire
Earth	Wind
Wind	Earth
Holy	Shadow
Shadow	Holy

=====  
V. Story (00008)  
=====

In the world of Gaia, everyone seems to be in a continuing spiral of chaos. With four separate and major nations continuously fighting to gain power, it seems peace can never be brought back unto the land.

Regent Cid, the governing king of Lindblum, orders a Band of Thieves, known as Tantalus, to disguise themselves as an acting troupe and go and kidnap Alexandrias Princess Garnet. In a surprising twist Princess Garnet and her personal body guard join Cid as they try and push back the evils of greed and power in order to restore peace once again. Will they ever be able to reach their goal and stop Queen Brahnes lust for power?

=====  
d. Characters | (00009)  
=====

Zidane Tribal	+-----+
Sex: Male	HP/MP: High/Low
Age: 16	Defense/Mag Defense: Medium/Medium
Class: Thief	Strength/Magic: High/Low
Weapon: Daggers	Speed: High
	+-----+

Who is he?

-----  
A cool headed and sharp tongued individual, Zidane always knows the perfect thing to do or say in any situation. He's the main hero of our story and a member of the Tantalus thief crew. He seems to act like the big brother of the troupe and is a favorite amongst his adoptive father/boss Baku. He has no real memories of his past nor can he even remember who his parents are, he makes it his personal goal in life to find his unknown origin, as well as winning over Garnets heart.

Battle Strategy

-----  
Zidane plays the role of a thief, meaning he can steal items from his opponents



which are usually invaluable. Zidane usually has considerably high HP and low MP which usually signifies that he excels in physical strength. While that may be true, Zidanes Trance ability 'Dyne' are very powerful magic techniques that often do tons of damage on the opponent. Zidanes Dyne technique is something that is invaluable to the party, making boss battles much easier. His other skills are often techniques that are based on trickery or more stealing moves that allow him to steal a wide array of items and equipment.

Garnet Til Alexandros	+-----+
Sex: Female	HP/MP: Low/High
Age: 16	Defense/Mag Defense: Low/High
Class: Summoner/White Mage	Strength/Magic: Low/High
Weapon: Staffs & Rackets	Speed: Medium
	+-----+

Who is she?

-----

Garnet (later known by a different name) is the princess of Alexandria and rightful heir to the throne. Her step mother is Queen Brahne. One day some Alexandrian castle servants found a small child Garnet that washed up near the palace docks. Brahne took her in as her own and raised her as the princess. At a young age she learned of her summoner powers, but because of the destructive damage they can cause, she was too afraid to use their immense power.

Battle Strategy

-----

Garnet plays two roles, one as a summoner and the other as a white mage. As a summoner she can call upon powerful Eidolons to either do great damage on her enemies or to support her party members. As a white mage she has a wide array of spells that will be very useful to the party. Her white magic can cure members, status effects, or support one member or the whole party. Although her physical attacks are lacking, she more than makes up for it in her magical prowess.

Vivi Ornitier	+-----+
Sex: Male	HP/MP: Low/High
Age: 9	Defense/Mag Defense: Low/High
Class: Black Mage	Strength/Magic: Low/High
Weapon: Staffs & Rods	Speed: Medium
	+-----+

Who is he?

-----

Vivi, a small and very clumsy character, meets Zidane and the rest of the gang in Alexandria. His existence becomes a mystery to himself and so he often likes to question about the world around him and why we exist on Gaia today.

Battle Strategy

-----

Vivi is a black mage, meaning he can summon all sorts of devastating attacks which are usually elementally based. A usually stay in regular for the party because his black magic is nearly always a necessity when battling against enemies. As the story goes on Vivis magical power grows and his magical attacks become more and more powerful, causing more damage and more trouble for his opponents. His physical attack is severely low but his magical skills more than make up for it.

Adelbert Steiner	+-----+
Sex: Male	HP/MP: High/Low
Age: 33	Defense/Mag Defense: High/Low
Class: Knight	Strength/Magic: High/Low
Weapon: Swords	Speed: Low

+-----+  
Who is he?

-----  
Steiner is the captain of Alexandrias premier Knights of Pluto. A thick headed man who swore to always protect the princess and never let her in harms way. He refuses to believe that Queen Brahne is a greedy, evil person. He always listens to Brahne and never doubts, nor questions her motifs. It's not until later in the plot that Steiner sees Queen Brahne for who she really is.

Battle Strategy

-----  
Steiners is a man who uses his brute strength to quickly defeat his foes. He excels in physical strength but lacks greatly in magical power. But, if Steiner and Vivi are in the party together a new ability is unlocked for Steiner, and that ability is Sword Magic. Vivi will cast an elemental magic on Steiners sword and then Steiner will damage the enemy with his sword, inflicting both physical and magical damage. Steiner has a great amount of HP but pretty low MP. His defense is very good because of his thick and heavy armor, so always place Steiner in the front row of battle.

Freya Crescent

Sex: Female	HP/MP: Medium/Medium
Age: 21	Defense/Mag Defense: Medium/Medium
Class: Dragon Knight	Strength/Magic: Medium/Medium
Weapon: Spears	Speed: Medium

+-----+

Who is she?

-----  
Freya is a Dragon Knight, one of the last of her kind. Her and Zidane go way back and are long time friends. Distraught with her lover disappearing a few years back she decides to head out into the world and search for him.

Battle Strategy

-----  
One reason why its great that Freya is a dragon knight is because in recent Final Fantasy games long-time fans we're dissapointed that the dragon knight class was left out. Well it makes a grand return in Freya. Shes a well rounded character who excels in both physical strength and her dragon knight skills. Her dragon knight skills are not only powerful but some can steal HP/MP from the enemy and transfer it to Freyas HP/MP. Her jump command makes her jump high above the clouds, where she waits a few turns then drops down and plummets the enemy with her spear. Her trance attack modifyfs her jump attack where she stays in the sky for longer and then after a few turns, she rains down hundreds of spears unto the enemy causing tremendous damage.

Quina Quen

Sex: Unknown	HP/MP: Medium/High
Age: Unknown	Defense/Mag Defense: Low/Medium
Class: Blue Mage	Strength/Magic: High/Medium
Weapon: Forks	Speed: Low

+-----+

Who is s/he?

-----  
Quina is of the Qu race. A very peculiar race where most of the time, you can't tell what sex they are. Quina loves eating, in fact, the only reason s/he joins Zidanes crew is because s/he wants to taste all the delicious foods in the world instead of the usual frogs that live in the swamp near his/her Marsh.

Battle Strategy

Quina, like most Qus, is robust and glutinous in appearance but you should never judge a book by its cover. While his/her weapon is somewhat odd it can do a good number of damage on an opponent. But his/her real abilities lie in his/her Blue Magic. The Blue Magic class, like the Dragon Knight class, is another fan favorite class from Final Fantasy past. With his/her magic she can eat enemies with her eat command and if she succeeds in eating the enemy she can learn one of their techniques. Eat can only copy one of the enemies techniques if the enemies HP is below 1/8th, but when Quina goes into trance mode his/her Eat command changes to Cook, which changes succession rate from 1/8th to 1/4th. For a complete list of Blue Magic spells Quina can receive, refer to the Blue Magic List in this guide.

Amarant Coral	+-----+
Sex: Male	HP/MP: High/Medium
Age: 26	Defense/Mag Defense: Medium/Medium
Class: Ninja	Strength/Magic: High/Medium
Weapon: Claws & Knuckles	Speed: High
	+-----+

Who is he?

-----  
Amarant's rough exterior and tough guy demeanor makes him look like a thug, but really he's a pretty nice guy. Years ago Zidane played a trick on him, but not intentionally, and after all these years Amarant has held a grudge on Zidane. After everything was settled Amarant joins the party but the reason he joined was because he wants to find out what makes Zidane tick.

Battle Strategy

-----  
A pretty well rounded character. He has physical strength, good magic and helpful skills. He can throw items (mainly weapons and pinwheels) with his throw command and cause good damage on the enemy based on the attack of the weapon he throws. His Flare command has many good talents; anything from healing party members HP/MP or street fighter type attack skills. While in trance his Flare becomes Elan, which allows him to cast a spell on one enemy/party member, or all four enemies/party members. Also while in trance his attack is slightly raised. A good character to put on the front lines because of his high HP and good defense.

Eiko Carol	+-----+
Sex: Female	HP/MP: Low/High
Age: 6	Defense/Mag Defense: Low/High
Class: Summoner/White Mage	Strength/Magic: Low/High
Weapon: Flutes & Rackets	Speed: Medium
	+-----+

Who is she?

-----  
Eiko is a small and cute girl from a decrepit village known as Madain Sari. She is a Summoner and the last known survivor from her tribe. She's terribly afraid of being alone and the feeling that comes with it. She's the only human who lives in her village and every other living being in the town are cute moogles. When she joins the party she falls in love with Zidane, but she realizes he's in love with Garnet and the result is an awkward love triangle with Eiko seeing Garnet as her eternal love rival.

Battle Strategy

-----  
She's more of a White Mage than a Summoner because most of her Eidolons either heal the party or support the party. Her White Magic list is a bit different from Garnet's and is a slightly bigger list. She's not too useful in the battle for fighting but if you need a healer in your party, Eiko will probably be your

best choice. Her White Magic is very useful with spells like Haste that speeds up a players ATB Gauge or Might, which raises a players attack power. She won't be to good in damaging enemies until she learns her ultimate White Magic attack Holy, which is the only White Magic attack in the whole game that causes damage, and alot of it.

\*\*\*\*\*  
3. THE WALK THROUGH (DISC 1)  
\*\*\*\*\*

=====  
I. Prima Vista | (10001)  
=====

After the stunning FMV featuring the beautiful Princess Garnet you gain control of Zidane. Location? No where but aboard Tantalus' Theater Ship, Prima Vista. You see Zidane holding a candle but before lighting the lamp in the middle of the room walk up more into a small storage den. There you will find 47 Gil & a Potion. Go back and light the candle. Someone calls out to you and you get to name Zidan's character (default of course, is Zidane). Once everyone comes out of the room on the right a strange man in a dragon mask attacks.

```
O=====O
[ B O S S           Masked Man | HP: 160 | AP: 00 | Level: 1           ]
O=====O
[ Before attacking him use the steal command until you get the Mage   ]
[ Masher and the Wrist. After you get that he's very easy to defeat. ]
[ Just keep attacking normally until he's dead. Use a Potion if needed. ]
[ ----- ]
[           Steal: Mage Masher, Potion, Wrist           ]
[ ----- ]
[           Spoils: N/A           ]
O=====O
```

After the fighting the Tantalus crew commences a meeting where a cutscene occurs. During the meeting Baku will ask Zidane two questions. If you choose the first one you'll get some funny banter from Baku, if you press it 64 times you'll get a funny cutscene where Ruby, another Tantalus crew member, barges into the meeting. To proceed choose the second option Baku offers. Afterwards another beautiful FMV occurs.

```
+----Items In This Area----+
|..47 Gil.....|
|..Potion.....|
+-----+
```

=====  
II. Alexandria | (10002)  
=====

```
+-----+ After the FMV you gain control of a little kid. His
| Item Shop ===== | name is a mystery at this point, so lets just call
+-----+ him little kid for now. To your left there is a
| Potion.....50 | potion and up a little from that point you will find
| Phoenix Down.....150 | another potion. At the house on the right you will
| Antidote.....50 | find 9 Gil under the bed & a potion to the right of
| Eye Drops.....50 | the ladder, then walk up the ladder and you will
| Tent.....800 | find a Sahagin Card (more on the card game in the
```

+-----+ Mini Games section). Walk out of the house and walk downwards. You'll be in a circular part of town with a statue in the middle. To the southwest you will find a Sahagin Card, a little north of there you will find a Zombie Card, then walk a little east and you will find a potion. Go back to the beginning. Walk a bit then some rat kid bumps into you, he scowls then runs away. Keep walking until you reach another section of the town. Walk down near the grassy knoll and you will find 33 Gil and west of that is a Goblin Card. There's a bar in the center of this area, walk in and to the left you will find a Flan Card & 27 Gil. Walk out of the bar and continue west until you reach another section of the town. There is nothing here except a small item shop, feel free to walk in and buy some potions if you'd like. The Item Shop List is up above. After you exit the Item Shop proceed north into another section of Alexandria.

Now you will be in the Town Square of Alexandria. First pick up a Phoenix Pinion to the North, left of where the two soldiers are standing guard at the gates of the castle. Once that's out of the way proceed into the ticket booth in the dead center of the Town Square. Talk to the man and show him your ticket to the big show. You'll find out that the ticket the kid had was a fake, the man will feel bad for you and he gives you three cards; Goblin Card, Fang Card, & a Skeleton Card. Exit the tent and walk to the hotel that's located behind the three girls jumping rope and you will see a funny scene. Once you exit the hotel you can play jump rope with the little girls if you'd like, for more info on the jump rope mini game and what prizes you can win refer to the mini games section. After you had your fill of jump rope proceed west into the alleyway. You'll witness a short cut scene of him being his clumsy self. Afterwards the mean Rat Kid you met earlier runs into the alleyway and steals the ladder, he asks you if you want to become his slave, answer yes. Once you say yes a strange man walks into the alleyway, walk up to him and try to talk to him. If he runs away exit the alleyway the way the Rat Kid exited then enter back in. This time if you talk to him he won't run away. You find out that his name is Alleyway Jack. He can teach you how to play the Tetra Master card game. If you want to learn about this fun mini game some more you can talk to Alleyway Jack and ask him to teach you, or you can refer to my Mini Games section for more info on the Tetra Master card game. Afterwards exit the Alleyway and follow Rat Kid.

Once you get into a slummish part of town walk into the house on the left and you can find some Eyedrops in the back. Exit out and then walk down near the Steeple. Once you see the little girl leave the house you just stole from you can go back in and up to stairs to mug the little girl's savings of 3 Gil. Now exit the house and before going into the steeple, talk to the little kid left of the steeple. He will mention that his cat is missing, he asks that if you see his cat if you can tell him you saw the cat, say yes. Then go all the way back to the beginning. You should find his cat near the statue, click on the cat and the kid comes running and he thanks you for finding the cat then he leaves. Go all the way back to the steeple and talk to the kid. He rewards you with a Bomb Card. After that exciting adventure walk into the steeple. There the Rat Kid tells you to walk up the ladder, try to walk up and a cute moogles drops on your head. Then another cute moogles named Stiltzkin draped in a green cape walks in. He talks to the moogles then leaves. Before going up the ladder you can find a Tent to the left of the entrance to the steeple and a potion to the right of the entrance. Talk to the moogles and ask him about Mognet. Mognet is a pretty big sidequest you can choose to do or not to do. Either way he gives you a letter to give to a moogles named Monty. For more info on the Mognet side quest refer to the Sidequest section of the guide. Moogles also serve another purpose in the game. They're the ones you depend on to save your progress in the game.

Once your done saving proceed up the ladder of the steeple. Walk forward and

Vivi safely walks across the plank, then cross the one on the left. A little bit on your left you'll find 29 Gil. Turn around and go straight. You'll get to name Vivi and rat kid tells you his name is Puck. Walk down the steps then go all the way to the last roof and you'll find 63 Gil. Go back and before following Pucks trail go North onto a different roof and you'll find 92 Gil. Then go back and turn a right and follow Puck. A cutscene occurs then an FMV. After the FMV the play commences and a short mini gameish sword fight between Zidane and Blank will occur. Follow the on screen instructions, the more nobles you please the more Gil you can win.

```

+----Items In This Area----+
|..Potion (x5).....|
|..9 Gil.....|
|..Fang Card (x2).....|
|..Zombie Card.....|
|..Sahagin Card.....|
|..33 Gil.....|
|..Goblin Card (x2).....|
|..Flan Card.....|
|..27 Gil.....|
|..Phoenix Pinion.....|
|..Skeleton Card.....|
|..Eye Drops.....|
|..Bomb Card.....|
|..Tent.....|
|..29 Gil.....|
|..63 Gil.....|
|..92 Gil.....|
+-----+

```

=====  
 III. Alexandria's Castle | (10003)  
 =====

Afterwards you get control of Zidane, before you do anything equip the Mage Masher you stole earlier, then proceed up the spiral steps and you bump into a hooded girl. Cutscenes occur with the girl then with two ugly troll juggler clowns Thorn & Zorn. Now you'll get control of Steiner, the captain of the Knights of Pluto. Walk into the room with the two soldiers in it and you'll find a Phoenix Down, also theres a moogle in the room now, so feel free to save your game if you wish. Now exit through the right corridor, you'll be in a huge hall, ignore the two side rooms and proceed down the big stairs in the north direction, then keep going down until your reach the outside docks with the fountain in the middle. Go left then keep going straight. Trek up the large spiral staircase and then an FMV appears. Now your in control of Zidane again, take the right door then talk to Ruby in the room, then go down the steps Garnet went through. Some cutscenes will occur and you'll find yourself in the engine room. Turn the wheel to the left then to the right, two chests fall down so go down the stairs and collect the phoenix downs contained in both chests. Go back up and go through the door where Cinna & Garnet are standing. Then you have to fight Steiner.

```

O=====O
[ B O S S           Steiner | HP: 169 | AP: 00 | Level: 1           ]
O=====O
[ Steal until you get his two items, then attack normally and healing ]
[ when needed util Steiner casts Armor Break on Blank which will end ]
[ the battle. ]
[ ----- ]
[           Steal: Silk Shirt, Leather Hat           ]

```

```
[ ----- ]
[ Spoils: N/A ]
O=====O
```

After you win Zidane, Garnet & Steiner take the elevator up to the stage. Watch the cutscene and then you have to fight Steiner again. Just kill the two soldiers first and attack Steiner normally, and use Vivis Fire spell on Steiner. Heal with garnet. Afterwards an FMV occurs and you have to fight Steiner yet again, just keep attacking him until the Bomb explodes, then another FMV occurs and you'll find yourself in Evil Forest.

```
+----Items In This Area----+
|..Phoenix Down (x3).....|
+-----+
```

```
=====
IV. Evil Forest | (10004)
=====
```

```
+-----+ After the FMV you get a cutscene then you get an
| Cinna Shop ===== | ATE. The moogles fly down from his branch and
+-----+ explains what an ATE is. After all that jazz watch
| Potion.....50 | the ATEs. After that, walk behind the two band
| Phoenix Down.....150 | members and pick up a Phoenix Down. Take the bottom
| Antidote.....50 | right exit to Evil Forest but don't forget to save.
| Eye Drops.....50 | Follow the path until you get to the next area. You
| Tent.....800 | see Vivi shaking in fear, then you and Steiner
+-----+ go into battle with the Prison Cage who's holding
Garnet hostage.
```

```
O=====O
[ B O S S Prison Cage | HP: 533 | AP: 3 | Level: 2 ]
O=====O
[ Keep an eye on Garnet's HP. When she's almost dead use a Potion on ]
[ her. At the beginning Zidane goes into Trance. When that happens ]
[ choose his Free Energy skill from the Dyne command. Don't use Tidal ]
[ Flame or you will just kill Garnet. Two Free Energies should end this ]
[ battle. ]
[ ----- ]
[ Steal: Broadsword, Leather Wrist ]
[ ----- ]
[ Spoils: N/A ]
O=====O
```

After that the prison cage flees with Garnet still trapped inside of it. Then another Prison Cage pops out of nowhere and traps Vivi. The same battle as above would occur except that this time Vivi will be casting Fire on it whenever it is Vivi's turn. Just attack & heal regularly and be sure to watch out for Vivi's health. And don't forget to steal a broadsword & Leather Wrist off the thing.

Once you kill the thing a cutscene occurs and you're back at the ship in control of Zidane. Get the bronze gloves in the chest next to Baku then take the left exit. You get 3 ATEs. After those, walk down the steps and get the wrist in the chest on the left hand side. Then go in the room on the right, in the bottom left hand corner you'll find an ether and climb the ladder on the right to the top bunk to find 116 Gil. Climb back down and talk to Vivi. Exit and you get a flashback. Choose to save the Princess, then Blank comes to you and says to go talk to Baku. Leave through the left and find an Ether in the chest near the bottom right door. Go through the door and in the back you'll find a Rubber

Helmet. Go in the room on the right and talk to Baku. He leaves then get a Potion in the room then you exit to. Approach him to trigger a fight.

```
O=====O
[ B O S S           Baku | HP: 202 | AP: 00 | Level: 2           ]
O=====O
[ Steal his two items then just keep attacking him until he's dead. Use ]
[ a Potion if you need to. About 4 hits and you will win.           ]
[ ----- ]
[                               Steal: Iron Sword, Hi-Potion           ]
[ ----- ]
[                               Spoils:  N/A                           ]
O=====O
```

Afterwards go to Steiner's room and talk to him, don't forget to get the Ether in the room. Then go back to Vivis room and talk to him. Go back to where you fought Baku and take the South exit. Blank gives you Blanks Medicine and he teaches you about abilities. Don't forget to get the Leather Hat in the treasure chest next to Blank. Now before we set off to Evil Forest, equip properly and set your abilities.

Buy some potions, antidotes & eyedrops at Cinnas Shop, then take the exit to Evil Forest and keep following the path to where Garnet was captured. Once you reach there you get an ATE. Follow the trail until you reach a large round spring and a moogles hidden poorly in a hollow tree trunk. Drink from the spring to replenish HP/MP. Then save at the moogles & give him the letter (if you have it) and proceed through the right exit. Keep following the trail and you'll see a small FMV then keep going and you'll get in a boss fight.

```
O=====O
[ B O S S           Plant Brain | HP: 916 | AP: 20 | Level: 7     ]
O=====O
[ This will be your first real boss fight. First off steal the Iron ]
[ Helm from him. Attack normally with Zidane, use Steiner's Fire Sword ]
[ magic spell and use Vivi's Fire spell. When he's almost dead he casts ]
[ Pollen which will blind everyone. Blank comes in then for some extra ]
[ help. Heal Zidane & Steiner of their blindness with Eye Drops then ]
[ continue your assault until he's dead. Use a Potion if you need to. ]
[ ----- ]
[                               Steal: Eye Drops, Iron Helm           ]
[ ----- ]
[                               Spoils:  Phoenix Down, Potion         ]
O=====O
```

Afterwards you have to escape from the forest. Just keep running along the path and eventually you'll see an FMV. After the FMV you see Zidane, Garnet, Vivi & Steiner camping. Some cutscenes will come and go, then a moogles comes along and gives you a Mogster ATE. Mogster can teach you a lot of stuff so be sure to read through it. Afterwards the moogles gives you a Moogles Flute, which allows you to call a moogles (with Square) anywhere on the World Map. A very nifty item indeed.

```
+----Items In This Area----+
|..Phoenix Down.....|
|..Bronze Gloves.....|
|..Wrist.....|
|..Ether (x3).....|
|..116 Gil.....|
|..Rubber Helmet.....|
|..Potion.....|
```



```
|..Blanks Medicine.....|
|..Leather Hat.....|
|..Moogle Flute.....|
+-----+
```

=====
V. Ice Cavern | (10005)
=====

After the camping trip you'll be on the world map. Press Select to see the Map, you'll notice that straight ahead you'll see the Ice Cavern, which is your destination. Walk up to the Ice Cavern but before walking in turn right and keep going until you hit a gate. Hit X to enter the gate. Inside you'll find a Potion & Eyedrops. Click on the door and you'll be able to buy some potions. Stock up then head back to the Ice Cavern.

Inside the Ice Cavern the first chest you see you'll find a Tent. Continue on into the next area. Examine the wall of ice on the right, Vivi will be asked to burn it down, once he does a treasure chest with an Ether is revealed. There's another chest on the far left side with a potion, continue your trek up to the next area. Burn the wall at the top to reveal a chest with an Elixir. On the right you'll see something that resembles an ice log. Go up it to reach the treasure chest with a Potion. Go back down and make Vivi burn it. Once it falls go down it to get to a treasure chest with a Mage Masher. Continue on the trail at the top right. In the next area look to your right and there will be a treasure chest with a Phoenix Down. Burn the wall on the left which reveals an extra path. Follow the path to a treasure chest with a Leather Wrist. Go back then keep going north to the next area. This new area reveals two paths. Take the left one first. Once in the room you see a moogle trapped in a block of ice. Make Vivi melt the ice which unveils the moogle & an ATE. Save your game and if your low on HP/MP use a tent. Also get the letter from the moogle if you want to. After your properly equipped go back out and take the right path. When you reach the next area a short cutscene occurs. When you regain control of Zidane continue up the path and you'll get in a boss fight.

```
O=====O
[ B O S S   Black Waltz #1 & Sealion | HP: 229-472 | AP: 5 | Level: 2-3 ]
O=====O
[ First off steal the Mythril Dagger from the Sealion. After that      ]
[ continuously attack the Waltz until he's dead. Then focus all your  ]
[ attacks on the Sealion. It's very likely that Zidane will go into a  ]
[ Trance during this fight. When he does use Tidal Flame for some great ]
[ damage on Sealion. Use Potions if needed.                            ]
[ ----- ]
[           Steal: Remedy, Silk Shirt | Mythril Dagger, Ether          ]
[ ----- ]
[           Spoils:  Hi-Potion, Phoenix Down                          ]
O=====O
```

After that walk back and everyone should have woken up from the spell. Walk back to where the boss fight took place and continue up the cave slopes. When your out of the cave a small cutscene occurs. After that cutscene you'll be on the world map. Open up the map with Select and proceed to the small farming village of Dali.

```
+----Items In This Area----+
|..Potion (x3).....|
|..Eye Drops.....|
|..Tent.....|
```

```

|..Ether.....|
|..Elixir.....|
|..Mage Masher.....|
|..Phoenix Down.....|
|..Leather Wrist.....|
+-----+

```

=====  
VI. Village of Dali (10006)  
=====

As soon as you enter the town a cutscene occurs where everyone spends the night at the Inn. The next morning you get some ATEs. After that in your Inn room on +-----+ the right you'll find a chest with an Antidote and a | Item Shop ===== | chest on the left with a potion inside of it. Leave +-----+ the room and outside you'll see a moogle. Save if | Potion.....50 | you want and deliver the letter to him (if you have | Phoenix Down.....150 | it). Leave the Inn and go to the weapons shop which | Antidote.....50 | is the first building on the left hand side. Buy | Eye Drops.....50 | what you need but don't sell your mage mashers, your | Tent.....800 | going to need two of them later on in the game. +-----+ After that behind the weapons shop you'll find 120 +-----+ Gil. Next go talk to Vivi who should be next to the | Weapon Shop ===== | windmill. After the chatty cutscene with him go talk +-----+ to Dagger in the weapons shop, then again at the | Dagger.....320 | inn. After the cutscenes go back to where you talked | Mage Masher.....500 | to Vivi. You'll hear him crying and you need to find | Broadsword.....330 | a way underground. Go to the building on your left | Iron Sword.....660 | hand side and you'll find an Ares Steallazio coin in | Rod.....260 | the back. Inspect the metal semi-circle that's near | Mage Staff.....320 | the entrance and you'll find a entrance to the | Wrist.....130 | underground base. Go down the elevator and get 156 | Leather Wrist.....200 | Gil in the chest on the right. Go up into the next | Bronze Gloves.....480 | area and a cutscene occurs. Afterwards get the | Leather Hat.....200 | Eyedrops on the right and the potion in the shed. Go | Feather Hat.....200 | to the next area. You'll see a moogle in a barrel. | Rubber Helm.....250 | Talk to him if you want to save your game and get a | Bronze Helm.....330 | letter from him. Kick the wheel in front of the | Leather Shirt.....270 | moogle in the barrel so a chest will fall down | Silk Shirt.....400 | containing a potion. Climb the crates behind the | Bronze Armor.....650 | wheel to get an Ether from a chest. Climb back down +-----+ and proceed into the next area. In this rather large room you'll find a Leather Wrist to the right and you can find an Iron Helmet by climbing the crates to your left. Then keep going straight until you get in an area where a weird machine is producing eggs. Here you will save Vivi from a coffin shaped box. To the right of the doors next to the machine will be a treasure chest with 95 Gil. Enter through the doors and inside you will find a Phoenix Down, a Potion & a Phoenix Pinion in three seperate chests. Go back out and go on the wooden plank path in front of the machine. You will then get control of Steiner who's at the mountain observatory. Talk to the old man then walk down the stone steps. Once you descend tot he bottom, go right and in the back corner to the right of the mountain you'll find 135 Gil. You can also find a Hi-Potion to the right of the observatory entrance. Next go into the house at the foot of the mountain. Inside talk to Morrid. Leave the mountain and some cutscenese will occur and you'll have to fight another boss.

```

O=====O
[ B O S S           Black Waltz #2 | HP: 1,030 | AP: 5 | Level: 6           ]
O=====O
[ Make Zidane steal the items from the Waltz then after that make him       ]

```

```

[ attack normally. Don't use Vivi's magic in this fight or he will ]
[ retaliate with a very powerful magic spell. Use Dagger to cure anyone ]
[ who needs it. Have Steiner use his Magic Sword on the Waltz. ]
[ ----- ]
[ Steal: Steepled Hat, Leather Plate ]
[ ----- ]
[ Spoils: Ether, Zagnol Card ]
[ ----- ]
O=====O

```

After the fight you will get an option to either board the airship or rest at the Inn. I recommend resting and saving at the Inn first before boarding the airship. Once you do that exit the town VIA the abandoned farming flats. Once you board you see some cutscenes then you get control of Zidane. Walk up the ladder at the end of the ship and another cutscene with Steiner occurs. Enter the airships cockpit. You'll see a short FMV. Watch the cutscene then you'll have to fight a boss.

```

O=====O
[ B O S S          Black Waltz #3 | HP: 1,128 | AP: 0 | Level: 7 ]
O=====O
[ When the fight stars Vivi goes into Trance. use his DBL BLK command ]
[ everytime until he gets out of Trance. Have Zidane steal and Steiner ]
[ should either attack normally or use his Magic Sword. Use potions if ]
[ necessary sicne Dagger's not in your party. ]
[ ----- ]
[ Steal: Steepled Hat, Linen Cuirass, Silver Gloves ]
[ ----- ]
[ Spoils: N/A ]
[ ----- ]
O=====O

```

```

+----Items In This Area----+
|..Antidote.....|
|..Potion (x4).....|
|..120 Gil.....|
|..Ares Stellazio.....|
|..156 Gil.....|
|..Eye Drops.....|
|..Ether.....|
|..Leather Wrist.....|
|..Iron Helmet.....|
|..95 Gil.....|
|..Phoenix Down.....|
|..Phoenix Pinion.....|
|..135 Gil.....|
|..Hi-Potion.....|
+-----+

```

```

=====
VII. Lindblum Grand Castle | (10007)
=====

```

After the fight a cutscene and a very cool FMV occurs. Afterwards you'll find yourself in Lindblum Castle. This is a very big city with lots of wonderful +-----+ treasures to be found. Some cutscenese occur. Then | Alice's Item Shop ==== | after the cutscenes in the castle you see Zidane +-----+ go into a bar where he meets an old friend of | Potion.....50 | his, Freya. You get to name her. After the cutscene | Phoenix Down.....150 | Zidane wakes up in an Inn and another Mogster ATE | Echo Screen.....50 | occurs. Read up on Synthesis then speak to the | Soft.....100 | moogle in the next room over to get a letter and

```

| Antidote.....50 | save if you wish. Go down the stairs and to the left
| Eye Drops.....50 | of the entrance you'll find 163 Gil. Leave the Inn
| Tent.....800 | and continue south until your at the World Map. Go
+-----+ north and to your right you'll see Pinnacle Rocks.
+-----+ Enter the area and inside you'll find an Elixir and
| Dragoos Weapons ===== | a Phoenix Down. Return to Lindblum and continue
+-----+ north into another part of town. Here if you go into
| Dagger.....320 | the the first house by the left north exit you can
| Mage Masher.....500 | find an Echo Screen and a Hi-Potion in the two
| Mythril Dagger.....950 | chests. Exit the house then go through the left
| Iron Sword.....660 | north exit. Keep going to the end of the area where
| Javelin.....880 | there's a church. Before going in check on the far
| Rod.....260 | right to find a tent. Then enter the church and
| Fork.....1100 | you'll find a Leather Plater at the top of the
| Leather Wrist.....200 | ladder. Leave the church then go back into the
| Glass Armlet.....250 | second part of the Business District and make a
| Bronze Gloves.....480 | sharp right and continue straight until your in the
| Silver Gloves.....720 | shopping part of the town. Here you will find an
| Steepled Hat.....260 | Item Shop, a Weapons Shop & a new type of shop
| Headgear.....330 | called a Synthesis Shop. If you read the Mogster
| Iron Helm.....450 | teaching on Synth Shops then you should know what
| Leather Plate.....530 | they are. If not then I'll explain. Synth Shops
| Linen Cuirass.....800 | allow you to take two items and combine them
+-----+ together to make an even better item. To see what
you can make in this Synth Shop refer to the list right under this text.

```

```

+-----+
| Torres' Synthesis Shop ===== |
+-----+
| --Item You Could Make---Cost-----Required Items-----|
| Butterfly Sword          300 Gil          Dagger & Mage Masher |
| The Ogre                  700 Gil          Mage Masher & Mage Masher |
| Cotton Robe               1000 Gil         Wrist & Steepled Hat |
| Desert Boots              300 Gil          Leather Hat & Leather Shirt |
| Yellow Scarf              400 Gil          Feather Hat & Steeple Shirt |
| Glass Buckle              500 Gil          Glass Armlet & Leather Wrist |
+-----+

```

Now while your here I would do some shopping for the upcoming festival of the hunt. Remember when I told you not to sell your Mage Mashers? Well the reason I told you that was because you would need those two items to synth together an Ogre, which is a very powerful weapon. I would also Synth a Glass Buckle for everyone in the party and a Cotton Robe for Vivi, Garnet & Quina(a future party member). After buying whatever you need you go back to the part of the Business District where the Inn is located. Go in the right house and you'll be in the Air Cab station. Lindblum is a very big city made up of four major districts; The Business District, The Theater District, The Industrial District & Lindblums Castle. You can access all these districts VIA the Air Cab. Now take the Air Cab to the Theater District.

Exit the station and in the bottom right corner next to the house tucked away in the bottom right you'll find 127 Gil. Go in the house and you'll find some Ore. Leave the house then go down the steps to the left. On your left you'll see the Tantalus hideout building. Enter and you get an ATE and afterwards a cutscene occurs. When the bell rings you gain control of Zidane again. Around the hideout you'll find 97 Gil, 282 Gil & 68 Gil. At the top of the ladder leading to the top bunk you'll find a Mini-Burmecia. leave the hideout then go down the steps at the bottom right. Talk to all the Lowell fangirls then Lowell comes out, greets everyone, leaves, then comes back out disguised as a giant moogles. Leave this area and go back to the artists house in the beginning of

the Theater District. You'll find Lowell hiding there. He'll bribe you with his autograph in exchange you don't tell anyone of his location. Go back to the station and take the aircab to the Industrial District. On the left hand side of the station entrance you'll find a Leather Wrist. Walk up the steps and go all the way to the back and enter the house. There you will find a Mimic Card and a Steeped Hat. Go back to the cab station and take the cab to Lindblum Castle.

Go up the steps then go south to enter the area of the castle with a fountain in the top right corner. Take the right steps up and enter the room at the end of the hall. Here you will find a Ether and a Glass Armllet. Leave the room and go back left, you will hear someone singing. Go back to where the fountain is and try to access the lift where the guard is walking back and forth patrolling the lift area. Try to access the lift and he won't let you. Go back to the leveled room and walk down the steps where theres a guard sleeping. Talk to him and Zidane will trick him and beat him up to steal his suit. Go back to the lift and you'll get access to it. Take the lift up and make a left up another set of steps. Here you will see a short FMV, then a cutscene. When your looking through the telescope find all the areas where a "!" pops up and the cutscene will continue. The next thing that occurs is the festival of the hunt.

=====  
a. Festival of The Hunt | (10008)  
=====

Now this is a fun little part of your trip in Lindblum. During the festival you'll be in control of Zidane. Your goal is to get the most points and win the festival of the hunt. Before you begin anything save your game at the moogles in the room. The soldier mentions your starting point is the Theater District. So take the cab to the Theater District and the festival will begin. Heres the monsters in each area.

Theater District

Outside Air Cab station - Mu (x1) & Trick Sparrow (x1)  
Outside Tantalus hideout - Trick Sparrow (x1)  
Area where Lowell fangirls were - Fang (x1)

Business District

Near the Inn - Trick Sparrow (x1) & Mu (x1)  
Left side of screen in shopping area - Fang (x1)  
Outside the church - Fang (x1) & Trick Sparrow (x1)  
Back in shopping area - Fang (x1) (chasing Vivi)  
Main square near Synth Shop - Boss: Zagnol (x1)

Industrial District

Outside Air Cab station - Fang (x1)  
Near the staircase - Mu (x1)  
Outside the far north house - Mu (x1)

Now since you start out in the Theater District kill all the beasts in this area. After that take the Air Cab to the Business District. Don't even bother with the Industrial District. Once in the Business District kill all the beasts in the area before going to fight Zagnol outside the Synth Shop. Once your done killing all the beasts go fight Zagnol.

```
O=====O
[ B O S S           Zagnol | HP: 1,574 | AP: 0 | Level: 9           ]
O=====O
[ Zidane should steal the items Zagnol has in his possession. Attack ]
[ normally with Zidane and have Freya use her Jump command. Heal if  ]
```

```

[ necessary and you'll win easily. If Zidane goes into Trance just use ]
[ his strongest Dyne spell on him. ]
[ ----- ]
[ Steal: Mythril Gloves, Needle Fork ]
[ ----- ]
[ Spoils: N/A ]
O=====O

```

The points you get for Zagnol varies, but I got 80 points. If you followed the path I took then you should win the festival very easily. If you win you get 5000 Gil & the Master Hunter award. You'll see a cutscene which you'll find out your next destination. Which is Burmecia.

Now before you go rushing off to Burmecia you have to go through Gizamaluke's Grotto. I suggest you equip everyone properly and level them up some. The enemies between Dragon's Gate all the way to Gizamalukes Grotto are pretty tough. I suggest you first go to the area between Lindblum & Pinnacle Rocks (VIA south exit of the Business District). And level everyone up there to at least level 10. Then go back to the lift and go to the bottom floor. Take the right car to Serpent's Gate and you'll find a Wyerd Card to the left. Take the car again up to Dragon's Gate. Save at the moogles and consider purchasing some items you might need at the nearby merchant. Then exit through the north door. Before you do anything level up some more here at least until you get to level 12/13. Now look at the map and to your right you'll see Chocobo's Forest and straight ahead is Qu's Marsh. First well go to Qu's Marsh to get a very helpful addition to our party.

```

=====
b. Qu's Marsh | (10009)
=====

```

Here you can find two things. 1) Mogster from the Teach Me Mogster! ATEs 2) A new member for your party. First walk straight and you'll see Mogster, speak to him if you want to learn anything. If not then keep going straight until you reach some tall thick grass. Just keep going straight until you see a thing trying to catch frogs. If you see a frog on the land make Zidane run up and catch it with the X button. Once you catch a frog give it to the thing. A scene occurs then Quina joins your party. Quina won't have anything equipped except a Fork, so you have to properly equip him/her, don't forget to give him/her the Needle Fork you stole from Zagnol. After that leave Qu's marsh and return to the World Map.

```

+----Items In This Area----+
|..163 Gil.....|
|..Elixir.....|
|..Phoenix Down.....|
|..Echo Screen.....|
|..Hi-Potion.....|
|..Tent.....|
|..Kupo Nut.....|
|..Leather Plate.....|
|..127 Gil.....|
|..Ore.....|
|..97 Gil.....|
|..282 Gil.....|
|..68 Gil.....|
|..Mini-Burmecia.....|
|..Autograph.....|
|..Leather Wrist.....|
|..Mimic Card.....|

```

```

|..Steepled Hat.....|
|..Ether.....|
|..Glass Armlet.....|
|..5000 Gil.....|
|..Master Hunter.....|
+-----+

```

=====  
VIII. Gizamaluke's Grotto | (10010)  
=====

Once you exit Qu's Marsh look at your map and head for Gizamaluke's Grotto. Once inside you'll see a cutscene then you enter the Grotto. Talk to the soldier on the right hand side and he gives you a bell. Ring the bell on the door to the left. Then go on through. You find Thorn & Zorn in the Grotto. After some talk they sic they're black mages on you. After you beat them they run away. Go further a little more and kill the black mage walking around. He drops a bell, so use it on the middle door. Walk through and you see a Moogle couple in peril. Vivi helps out with his Kupo Nut. Go up the right stairs and under the bridge you'll find a Magus Hat & at the top right of the stairs you'll find a pair of Mythril Gloves. Go back to where the big bell was and go through the right door where you'll see the moogle newlyweds inside. Save and use a tent if you wish. Attempt to leave and the male moogle will stop you and give you a Holy Bell. Leave the room and use the bell on the left door. Walk through and you'll be confronted with this areas big bad boss.

```

O=====O
[ B O S S           Gizamaluke | HP: 3,175 | AP: 5 | Level: 16           ]
O=====O
[ Have Zidane steal from Gizamaluke at least until he steals the Ice      ]
[ Staff. Use Freya's Jump command whenever it's her turn, Quina should    ]
[ attack normally and Zidane should do the same. Don't cast any Black    ]
[ Magic on it or it will retaliate with a powerful spell of his own. So  ]
[ just have Vivi be the healer of the party. Make sure the party has     ]
[ Glass Armlets or Headgear equipped to half the damage of Gizamaluke's  ]
[ water based spells.                                                     ]
[ ----- ]
[           Steal: Elixir, Magus Hat, Ice Staff                           ]
[ ----- ]
[           Spoils:  Tent, Mythril Sword Card                             ]
O=====O

```

After the battle watch the cutscene and then you gain control of Steiner.

```

+----Items In This Area----+
|..Gizamaluke Bell.....|
|..Magus Hat.....|
|..Mythril Gloves.....|
|..Holy Bell.....|
+-----+

```

=====  
IX. Grand Citadel South Gate (10011)  
=====

You see Steiner carrying a big bag arched over his shoulder. Speak to the two guards and eventually they'll let you pass. You find out Dagger is in the bag +-----+ and you need to find a good place for her to pop | Item Shop ===== | out the bag. The alleyway seems to be the best spot +-----+ but there are people in the way you need to get rid

Potion.....50	of. Speak the the blue antlion looking thing on the
Phoenix Down.....150	left hand side of the screen. You learn he's
Echo Screen.....50	slacking off. Talk to his supervisor on the right
Soft.....100	hand side and he walks off. 1 down and 1 more to
Antidote.....50	go. Talk to the guy in the dead center of the area
Eye Drops.....50	and you find out he's bummed out about going
Tent.....800	bankrupt. Talk to his fat girlfriend who's standing

+-----+ right in front of the alley. Tell her to console him and she'll waddle herself over to him. Now before you go into the alleyway pick up a Multina Racket in the bottom left hand side of the screen. Now go to the alleyway and a soldier stops you and hands you a Gate Pass. Garnet will come out of the bag in the alleyway and you proceed to the train station. Pick up a potion in the chest to the left. Save at the moogle and get a letter from him. Buy some items if you want at the item shop and then board the train. A cutscene occurs and you find yourself in control of Zidanes party once again.

```

+----Items In This Area----+
|..Multina Racket.....|
|..Gate Pass.....|
|..Potion.....|
+-----+

```

=====  
X. Burmecia (10012)  
=====

Look at you map and find Burmecia. It's nearly directly north of Gizamaluke's Grotto. Go there and you witness a cutscene. After that you find yourself

+-----+ within the city walls of Burmecia. On your right

Atla's Mogshop =====	hand side you'll find a Hi-Potion and a Tent.
----------------------	---

+-----+ Behind the statue on your left hand side you'll

Needle Fork.....3100	find the Cancer Stellazio coin. Continue north into
Glass Armlet.....250	the next area. You see Thorn & Zorn and they make
Mythril Gloves.....980	their Black Mages attack you. After you defeat them
Steepled Hat.....260	proceed through the door on your left. Inside you
Headgear.....330	will find a Soft and a Potion. Go back outside and
Magus Hat.....400	this time go through the right door at the top of
Linen Cuirass.....800	the steps. Once inside behind the right staircase
Barbut.....600	you'll find a soft. Climb up the stairs and you'll
Bronze Vest.....670	see a treasure chest to the left of the door in
Potion.....50	fron of you. This chest is a Mimic and instead of
Phoenix Down.....150	givingyou an Item or Gil, it will attack you.
Echo Screen.....50	Whether you choose to fight it or not doesn't
Soft.....100	matter either way. Go through the door and past the
Antidote.....50	two large doors with the bell in the middle. In
Eye Drops.....50	this area the bridge will fall down. Go all the way
Tent.....800	back outside and go through the left doors again.

+-----+ The bridge that fell down creates a new bridge for you to cross below. When you cross it you see a chest on your right hand side. Thats another Mimic. Go through the door, past the two dead Burmecians and onto the balcony, you jump from one balcony unto the next. When your inside of the house speak to the Burmecian soldier. He tells you there's a bell under the bed. Get the bell then to your left in a chest is an Ether. Go back outside and through the right door at the top of the long set of steps. Go back to the two large doors with the bell in the middle. Ring the bell and the doors will open. Proceed into the next area. First thing you should do is to go through the middle doorway and save the Burmecian soldier from the falling statue of a Burmecian Buddha. Go back outside and up the staircase on the right, ignore the doorway and just cross the path over the fallen statue into the door on the left. When you enter you see two chests containing a Tent and a Phoenix Down.



There's a Mimic to the right, ignore it and just keep going north. You find yourself outside again. Go through the left house to find a new Mythril Spear. Go back out and go into the right house. Inside there will be a moogles where you can save, use a tent, and buy some new equipment and items from his Mogshop. In the back is a chest with a Lightning Staff in it. Once you get that Stiltzkin will come in. Buy his Soft, Hi-Potion & Ether combo for only 333 Gil. After his thanks go back outside and proceed north. You then see a cutscene and you'll get into a boss fight.

```

O=====O
[ B O S S           Beatrix | HP: 3,630 | AP: 00 | Level: 14           ]
O=====O
[ No matter what you do you will lose this fight. So just use Zidane to ]
[ steal the items. When you take Beatrix down about 1,000 HP she casts ]
[ Stock Break and you will lose the battle.                               ]
[ ----- ]
[           Steal: Chain Plate, Mythril Sword, Phoenix Down           ]
[ ----- ]
[           Spoils: N/A                                               ]
O=====O

```

After the battle you'll see an FMV. Congrats! That's the end of Disc 1. Save your game, pop in Disc 2, and continue with the game!

```

+----Items In This Area----+
|..Hi-Potion (x2).....|
|..Tent.....|
|..Cancer Stellazio.....|
|..Soft (x3).....|
|..Potion.....|
|..Protection Bell.....|
|..Ether (x2).....|
|..Tent.....|
|..Phoenix Down.....|
|..Mythril Spear.....|
|..Lighting Staff.....|
+-----+

```

```

*****
4. THE WALK THROUGH (DISC 2)
*****

```

```

=====
I. Summit Station | (20001)
=====

```

Once you gain control of Dagger head in the station building on the right, once inside talk to the man behind the desk on the left. Then you'll find a Phoenix  
+-----+ Down in a chest at the bottom left of the screen.  
| Summit Station Shop == | There's a moogles here so don't forget to save your  
+-----+ game and continue on with the Mognet sidequest if  
| Air Racket.....400 | you're doing it. There's also another man on the left  
| Mythril Rod.....560 | side selling shiny new equipment. You hear a  
| Glass Armlet.....250 | whistle and Dagger hears a similar voice. Walk  
| Silver Gloves.....720 | outside and you see Cinna & Marcus walk into the  
| Mythril Gloves.....980 | station. That's when you walk back in and you see  
| Steepled Hat.....260 | Steiner arguing with them. Speak to Marcus then to  
| Headgear.....330 | Steiner. You hear a train come into the station and

```

| Magus Hat.....400 | Marcus and Cinna leave the station. That's your cue
| Rubber Helm.....250 | to exit the station to. Cinna is going to Lindblum
| Iron Helm.....450 | and Marcus' destination is the same as Daggers, and
| Barbut.....600 | that's The Dark City of Treno. Board the train and
| Bronze Vest.....670 | talk to Marcus. The train stops suddenly and you'll
| Linen Cuirass.....800 | have to fight a boss.
| Potion.....50 |
| Phoenix Down.....150 |
| Echo Screen.....50 |
| Soft.....100 |
| Antidote.....50 |
| Eye Drops.....50 |
| Tent.....800 |
+-----+

```

```

O=====O
[ B O S S           Black Waltz #3 | HP: 1,300 | AP: 5 | Level: 9           ]
O=====O
[ Use Marcus to steal the staves. Then just attack normally and use       ]
[ Dagger to heal when needed. After a few turns the Waltz will have       ]
[ sung it's last ballad.                                                  ]
[ ----- ]
[           Steal: Steepled Hat, Flame Staff, Lightning Staff           ]
[ ----- ]
[           Spoils:  N/A                                                  ]
O=====O

```

Once that's over you witness a cutscene then you get back on the train and arrive at the station. There's an item shop to your right. Leave the station and you'll be in a fork in the road. Take the left path to visit Dali again. Once in Dali you can get the Elixir in the chest the old lady on the farm was blocking in Disc 1. Go back to the fork and make a right. Cross the broken bridge and in the bottom right of the screen you'll find 1,610 Gil. Keep going right and you'll be on the World Map. Just keep going straight and enter the circular town called Treno.

```

+----Items In This Area----+
|..Phoenix Down.....|
|..Elixir.....|
|..1,610 Gil.....|
+-----+

```

```

=====
II. Treno | (20002)
=====

```

Once inside Treno everyone splits up and you get control of Steiner. Go to the fountain on the left, throw in 10 Gil 13 times and out pops a Gemini Stellazio

```

+-----+ Coin. Take the right steps up and your in a
| Item Shop ===== | slummish part of the city, To your left is an Inn.
+-----+ Feel free to go in and rest if you wish. To your
| Potion.....50 | right walk down the ladder. In the treasure chest
| Phoenix Down.....150 | to the left of the Item Shop you'll find a Yeti
| Echo Screen.....50 | Card. In the chest to the right you'll find 1 Gil.
| Soft.....100 | Behind the Item shop you'll find the Taurus
| Antidote.....50 | Stellazio. At this time you should have accumulated
| Eye Drops.....50 | 4 Stellazio Coins. Climb up the ladder and continue
| Tent.....800 | north. here you will see a drunk man and when you
+-----+ walk down the steps a moogles that's being chased by
+-----+ a dog runs out. Ignore the moogles for now and go

```

```

| Weapons Shop ===== | south. You'll find yourself at the card stadium.
+-----+
| Dagger.....320 | town. To the left you'll find the Synth Shop. But
| Mage Masher.....500 | before all that keep going straight. In the next
| Mythril Dagger.....950 | area you'll find an Ether on the left hand side. Go
| Mythril Sword.....1300 | in the building on the right. You'll see a bird
| Mythril Spear.....1100 | sitting on her throne. She's the lady you give the
| Air Racket.....400 | Stellazio Coins you've been collecting along your
| Mythril Rod.....560 | journeys. You should have four of them right now;
| Flame Staff.....1100 | Aries, Cancer, Gemini & Taurus. Give all four to
| Ice Staff.....980 | her and your fourth prize should be the Blood
| Lightning Staff....1200 | Sword. It's a one of a kind sword that you can't
| Fork.....1100 | get anywhere else so don't equip it to anyone else
| Needle Fork.....3100 | but Steiner and don't sell it until you learn the
| Leather Wrist.....200 | incredibly useful technique it can teach; Darkside.
| Glass Armllet.....250 | Go all the way back to where you met the drunk.
| Bone Wrist.....330 | Feel free to save at the moogle & continue on with
| Mythril Gloves.....980 | the mognet sidequest. Next to the moogle is the
| Bandana.....500 | Weapons Shop with lots of great new equipment in
| Barbut.....600 | stock. Buy what you need then leave the store and
| Silk Shirt.....400 | continue north to the auction house. Enter the
| Leather Plater.....530 | auction house, speak to Dagger and she'll rejoin
| Bronze Vest.....670 | the party. Return to the Inn and walk down the
| Chain Plate.....810 | steps. You'll see Marcus and he asks if you're
| Linen Cuirass.....800 | ready. Say yes then you go on a boat trip to the
| Chain Mail.....1200 | house where you steal the Supersoft. After the
+-----+ cutscenes return to the entrance of the city. This

```

```

+-----+
| Treno Synthesis Shop ===== |
+-----+

```

Item You Could Make	Cost	Required Items
Butterfly Sword	300 Gil	Dagger & Mage Masher
The Ogre	700 Gil	Mage Masher & Mage Masher
Cotton Robe	1000 Gil	Wrist & Steepled Hat
Desert Boots	300 Gil	Leather Hat & Leather Shirt
Yellow Scarf	400 Gil	Feather Hat & Steeple Shirt
Glass Buckle	500 Gil	Glass Armllet & Leather Wrist
Germinas Boots	900 Gil	Desert Boots & Fork
Cachusha	1000 Gil	Magus Hat & Rubber Helm
Coral Ring	1200 Gil	Lightning Staff & Rod
Gold Choker	1300 Gil	Linen Cuirass & Soft

This time make a left and you'll see a big tower. Before entering the tower grab the Mythril Dagger from the chest on the left. Then make a right and climb up the tower. After the cutscenes you'll be in Gargan Roo.

```

+----Items In This Area----+
|..Gemini Stellazio.....|
|..Yeti Card.....|
|..1 Gil.....|
|..Taurus Stellazio.....|
|..Ether.....|
|..Supersoft.....|
|..Mythril Dagger.....|
+-----+

```

Once you climb down save at the moogle. This is a fantastic place to level up your party seeing as how they're probably much lower in levels compared to the other players in the game. Once your satisfied with your levels (about Level 10 with everyone is good) make a left. Here you will find two chests, one with a Chain Plate in it and the other with a Phoenix Down. Pull the lever at the end of the room then return to where the moogle was located. Head right into the next screen. Go north and pull down on the suspended lever. A Gargant comes rushing by. You then have to run back to the last screen and pull on the Feed lever. Once you do that the Gargant stops, everyone hops onto the cart suspended on the Gargants back and you make your way to Alexandria. But of course your run into a boss.

```
O=====O
[ B O S S           Ralvurahva | HP: 2,296 | AP: 0 | Level: 13           ]
O=====O
[ You want that Mythril Fork, so be sure to steal it. Then just attack ]
[ normally and heal when needed. After a few turns Ralvuraha will flee. ]
[ ----- ]
[                               Steal: Bone Wrist, Mythril Fork           ]
[ ----- ]
[                               Spoils:  N/A                               ]
O=====O
```

Once you reach Alexandria you get trapped by Thorn & Zorn in a cage that seems relatively easy to climb out off... oh well. After the cutscene your back again with Zidanes party that's Cleyra bound.

```
+----Items In This Area----+
|..Chain Plate.....|
|..Phoenix Down.....|
+-----+
```

=====  
IV. Cleyra's Trunk | (20004)  
=====

You see the party is outside of Burmecia. To get the Cleyra look at your map and you'll see that Cleyra is a bit northeast of Burmecia. Once you get there just keep going staight until you get to a door. There's a lever to open to door to the right off it. Pull the lever and proceed through the door. There will be a chest on the right hand side with a Phoenix Down. Take the top right exit into the next area and you'll find a pair of Magician Shoes near the bottom. Parallel to that chest is another one with an Ice Staff inside of it. Take the right exit and proceed up the right hill. At the top you find an Ether and a small hole. Click on the hole and choose the third option. Proceed back down the hill and climb up the vines to the big circular entrance above you. Continue through this area and exit westward through a circular entrance. Here on the left you'll find a Needle Fork & a little bit above that will be a chest containing a Tent. The path up ahead forks, so take the left path first where you meet a moogle. Save and use a tent if you wish. You can also continue the Mognet quest if your doing it.

Continue north and another fork derails your path. The left path leads you to a Flame Staff. Next go down the right path and you come into an area with a bridge. Cross it and continue on your trail. Now your in a room that seems a bit confusing. In front of you there should be a chest with Desert Shoes in them and to your far right is a chest with a Remedy in it. Follow the path of the Remedy to find a chest with Mythril Gloves in them. Walk back some and you

find yourself in a room with a metal crank. Kick the metal crank and the sand to your left stops flowing. Head back to the cave room and to your left you'll find a Mythril Vest. Go back to the entrance of the cave and make a left. In the next area there will be a Potion in the chest. Follow the right path to get an Elixir. Go back and take the top left path and your in a room with three sand whirlpools. The two chests in this room contain a Hi-Potion and 900 Gil. If you get sucked into the whirlpool you have to repeatedly tap X so it spits you back out. Exit through the west path and just follow the curved trail into an area with a ladder that looks like it's about to fall apart. Before climbing the ladder get the Gyashl Greens in the chest behind the ladder then climb up the ladder. Take the right path and you'll find yourself in Cleyra.

```

+----Items In This Area----+
|..Phoenix Down.....|
|..Magician Shoes.....|
|..Ice Staff.....|
|..Ether.....|
|..Needle Fork.....|
|..Tent.....|
|..Flame Staff.....|
|..Desert Shoes.....|
|..Remedy.....|
|..Mythril Gloves.....|
|..Mythril Vest.....|
|..Potion.....|
|..Elixir.....|
|..Hi-Potion.....|
|..900 Gil.....|
+-----+

```

=====

V. Cleyra | (20005)

=====

Once your in Cleyra one of the priests will offer you a tour. You can take it or not, either way it doesn't matter. On your right you'll find 970 Gil. Go back out and climb the steps. Take the right path and you'll find Ore in the bottom right of the screen. You'll find a Remedy on the steps next to the Inn. Continue upwards until you find yourself on Cathedral grounds. Here you'll find Gyashl Greens at the bottom right hand of the screen and an Echo Screen at the top right of the screen. Go inside the cathedral and talk to the priests. They give you a message from Freya to Zidane. She tells you to go to the Inn and rest. Do just that and a Burmecian soldier runs up to you and says an Antlion is mauling a kid. Of course you have to help. But first, go into the Inn and save at the Moogle. Afterwards go back to the entrance of Cleyra and enter the right area where you found 970 Gil. Then you'll be thrown into a battle with an Antlion. After the battle you get a cutscene of Freya and her Cleyran companions performing some sort of rat version of the river dance. The jewel on the harp shatters and you witness an FMV of the sandstorm that protects Cleyra, deteriorating. After the cutscene you gain control of Freya. Go to the Inn with her and buy a Hi-Potion, an Ether and a Phoenix Pinion of Stiltzkin for 444 Gil. To the

| Thunder Gloves.....1200 | left of the Inn check-in desk you'll find an Echo  
 | Magus Hat.....400 | Screen and to the lower right of the Inn you'll  
 | Bandana.....500 | find 1,250 Gil. Go upstairs and at the cabinet  
 | Mage's Hat.....600 | you'll find an Ether. Save at the moogle and get  
 | Mythril Helm.....1000 | mail for Zidane from the moogle. Leave the Inn and  
 | Chain Plate.....810 | make a left. Near the water wheel you'll find a  
 | Mythril Vest.....1180 | pair of Thunder Gloves. Go down and on the steps  
 | Chain Mail.....1200 | you'll find a Phoenix Pinion. If you go to the town  
 | Mythril Armor.....1830 | hall you can find a Yellow Scarf and an Echo Screen  
 +-----+ there. After this go to the entrance of Cleyra and  
 regroup back with Zidane and the rest of the party.

```

O=====O
[ B O S S           Antlion | HP: 3,938 | AP: 5 | Level: 16           ]
O=====O
[ This is the toughest boss you faced yet. Have Zidane attack normally ]
[ while Freya uses Jump and Vivi casts Fira. Use Quina as the healer of ]
[ the party. Antlion has an attack called Sandstorm that lowers the     ]
[ whole parties HP below 10. When that happens use Hi-Potions on the    ]
[ whole party.                                                           ]
[ ----- ]
[           Steal: Annoyntment, Mythril Vest, Gold Helmet           ]
[ ----- ]
[           Spoils: Ether, Annoyntment                               ]
O=====O

```

Start climbing down Cleyra's Trunk. Along the way you'll encounter Alexandrian Soldiers. When you reach the bridge next to the cave and you'll see a short cutscene. After that go to the spot where you fought the antlion. The same moogle will be there but he'll ask you to deliver a letter this time. Use a Tent if you need to and save your progress. Then head back out and up the steps to help the citizens of Cleyra. Take the left path and you'll run into two priests. Tell them to run right, then you have to fight some Black Mages. Follow the path the priests took. When you see Dan's family tell them to run to the left direction. Then some more Black Mages attack. Follow their trail and again tell them to cross the bridge on the right. More Black Mages attack. Follow their trail. Tell them it's not over yet and you proceed up the steps to the cathedral. Many Black Mages appear and you can't handle them all. Then a mysterious Dragoon Knight appears and swiftly distinguishes the foes. A cutscene occurs when your in the Catherdral. Before leaving the cathedral talk to all the people in the room to gain some useful items. Dan's family gives you an Elixir, a Nymph Card and a Zuu Card. The three people on the right give you an Ether and a Pheonix Pinion. Speak to the moogle in the room. Heal yourself with a Tent and save your progress. After that head through the south exit and you'll get in a boss fight.

```

O=====O
[ B O S S           Beatrix | HP: 4,736 | AP: 00 | Level: 17           ]
O=====O
[ Same thing different place. Steal what you want and when you reduce   ]
[ her HP some then she casts Stock Break and ends the battle.           ]
[ ----- ]
[           Steal: Thunder Gloves, Phoenix Down, Ice Brand           ]
[ ----- ]
[           Spoils: N/A                                               ]
O=====O

```

Afterwards watch the cutscene and then an FMV occurs. Then you find yourself on Brahne's airship, The Red Rose. Go up the steps and a cutscene occurs. Walk along the top floor and Zidane will peek through the door. Go back and as your

walking down the steps you see a moogles run on screen then off. Go to the moogles, get a letter through Mogret and save your progress. Go back to where Vivi is and follow his plan. Then you gain control of Steiner again.

```
+----Items In This Area----+
|..970 Gil.....|
|..Ore.....|
|..Remedy.....|
|..Gyashl Greens.....|
|..Echo Screen (x3).....|
|..Hi-Potion.....|
|..Ether (x2).....|
|..1,250 Gil.....|
|..Phoenix Pinion (x2).....|
|..Yellow Scarf.....|
|..Elixir.....|
|..Nymph Card.....|
|..Zuu Card.....|
+-----+
```

=====

VI. Alexandria's Castle | (20006)

=====

You see Steiner and Marcus trapped in a bird cage suspended in mid-air. Follow the on-screen instructions to escape the cage. Once you've escaped I would level Steiner up a few levels by fighting the Alexandrian soldiers that come running endlessly down the hallway in pairs of two. Once you get him to around Zidane's current level proceed up the ladder on the left hand side of the area. Then go through the door once you're at the top. You see Steiner and Marcus come up from an underground spiral staircase. After the cutscene you have 30 minutes to save Garnet (way more than needed). Leave through the west exit and you find yourself outside of the castle. Follow the path and you'll find yourself in an area with a fountain in the middle. Proceed north and keep going straight up the stairs under the large painting of Brahne. Continue south through the doors. There's an optional boss that you can attempt to beat now or in Disc 3. To know more about this optional boss proceed to the Side Quest section of this guide. Once you enter through the south corridor you find yourself in the same place where Zidane first met Dagger. Go up the spiral staircase and through the north door.

Keep going straight until you hit the room at the far end of the area. You find yourself in Brahne's personal chambers. Flip the purple switch at the top left of the room and a secret entrance opens. Go down the entrance and there will be a revolving bridge. On the one side are two chests containing an Ice Brand and a Tent. Go to the other side and just keep walking down until you hit the bottom level. Go through the north door and you'll find Dagger. Thorn & Zorn spot you and they attack.

```
O=====O
[ B O S S      Thorn & Zorn | HP: 2,984-4,896 | AP: 0 | Level: 17      ]
O=====O
[ When you kill one of them the other dies as well. Steal the Stardust ]
[ Rod then keep attacking them. When one gives the other the power of   ]
[ Meteors immediately attack the one who has the power to cancel the    ]
[ spell. Thorn has the least HP so kill him and Zorn will die to.        ]
[ ----- ]
[      Steal: Partisan, Stardust Rod | Mythril Armor, Mythril Armlet     ]
[ ----- ]
[                               Spoils: N/A                               ]
```

O=====O

Once that's done it's time to head all the way back up to Brahne's personal quarters. Once you reach Brahne's room you'll see a cutscene and then you have to fight a boss.

O=====O

[ B O S S                    Beatrix | HP: 5,709 | AP: 00 | Level: 19                    ]

O=====O

[ Same thing different place...again. Steal what you want and when you            ]

[ reduce her HP some then she casts Stock Break and ends the battle.            ]

[ ----- ]

[                                Steal: Thunder Gloves, Phoenix Down, Ice Brand            ]

[ ----- ]

[    Spoils: N/A    ]

O=====O

After this battle the party splits. Run all the way down while fighting off Black Mages and Bandersnatches. When you reach the bottom Steiner leaves the party. Go to the room where you fought Zorn & Thorn. Speak to the moogle to get a letter and to save. Then exit the room and continue south to watch a scene. Take a Gargant ride and then you run into a boss that's similar to the previous one you faced in Gargan Roo.

O=====O

[ B O S S                    Ralvuimago | HP: 3,352 | AP: 7 | Level: 18                    ]

O=====O

[ Vivi's Bio spell is very strong against this enemy. If he's wrapped            ]

[ in a coil then don't attack him. If you do he casts a powerful earth            ]

[ spell and you don't want that. Just steal what you want and attack            ]

[ when it's uncoiled until it's dead.    ]

[ ----- ]

[                                Steal: Phoenix Down, Adaman Vest, Oak Staff            ]

[ ----- ]

[    Spoils: Ether, Mythril Sword Card    ]

O=====O

After the fight you'll see an FMV. Then you will be in Pinnacle Rocks.

```
+----Items In This Area----+
|..Ice Brand.....|
|..Tent.....|
+-----+
```

=====
VII. Pinnacle Rocks | (20007)
=====

During the cutscene you witness the ghost of an old man Eidolon who says his name is Ramuh. To get him to become your Eidolon he sets out a test. That test is to find 5 of his ghostly images throughout Pinnacle Rocks, collect 5 piece of the story and piece them together at the end. Once he tells you that you exit into the next area. Walk back in and you'll find the first ghost. Speak to him to get a piece of the story. Walk back out and you see a moogle. Save here and continue the mooglet sidequest if your doing it. Now in the bottom right screen you'll find a Mythril Vest. Also in the back of the screen under the bridge you should see another image of Ramuh. Speak to him to get another piece of the story. Keep going north and you see a chest. Walk up to it and Ramuh appears. He gives you a piece of the story, then open the chest to get an Ogre. Take the left ramp up and make a right. You'll find yet another image. You can jump down



from the part of the bridge to the chest below to get a Mythril Armlet. Walk back up the ramp and go south. You'll see another image of Ramuh. You should now have all 5 pieces of the story. Go all the way to the back area where you had to jump down to get a chest. Take the ramp down in the tunnel and Ramuh asks for all 5 pieces of the story and you have to put them in order from Beginning to End, but one of the pieces don't fit. The story goes like this; Beginning, Cooperation, Silence and Human. Once that's through watch the cutscene and you walk through the exit. Then you see an FMV.

```

+----Items In This Area----+
|..Mythril Vest.....|
|..The Ogre.....|
|..Mythril Wrist.....|
+-----+

```

=====  
VIII. Lindblum | (20008)  
=====

Once your waist deep in the rubble that is now Lindblum. Trek north until your in the next area. Find a Lindblum card in the rubble that used to lead to the +-----+ bar and the church. Go inside the house to the  
| Item Shop ===== | right and you'll find an Ether and a Phoenix Pinion  
+-----+ in the two chests by the balcony window. Head out  
| Potion.....50 | but before going shopping to the right head to the  
| Phoenix Down.....150 | Inn in the beginning of the Business District. Head  
| Echo Screen.....50 | upstairs and talk to the moogle. Speak to him about  
| Soft.....100 | Mognet three different times. The first you deliver  
| Antidote.....50 | him his letter, the second he gives you a letter  
| Eye Drops.....50 | for Zidane from Ruby, and third he gives a letter  
| Annoyment.....150 | for you to give to a different moogle. Now take the  
| Tent.....800 | aircab to the Theater District. Get the chests in  
+-----+ the painters house and the tantalus hideout. Then  
+-----+ speak to Lowell about Rubys theater. Now go back to  
| Weapon Shop ===== | the business district and go to the shopping area  
+-----+ where all the shops are. You find Dagers Uncle  
| Dagger,.....320 | Artania there. He informs you of the current  
| Mage Masher.....500 | situation. Then you go talk to Cid and a cutscene  
| Mythril Dagger....950 | occurs. Afterwards Cid gives you 3000 Gil spending  
| Ice Brand.....3780 | money. Your instantly taken to the shops in the  
| Partisan.....1600 | Business District. Take a few minutes to buy what  
| Multina Racket....750 | you need and don't forget to be properly equip  
| Stardust Rod.....760 | before you set off on a rather large journey. After  
| Flame Staff.....1100 | your finished preparing talk to the man in front  
| Ice Staff.....980 | of the Memorial Statue in the middle of the  
| Lightning Staff....1200 | district. He takes you back to Cid which then Cid  
| Leather Wrist.....200 | escorts you to the base level of the castle where  
| Glass Armlet.....250 | the old mist trams are located. He gives you the  
| Bone Wrist.....330 | World Map key item and you take the left tram to  
| Mythril Armlet....500 | the Serpents Gate. Speak to the moogle to deliver  
| Mythril Gloves....980 | the letter you should have for him then save your  
| Thunder Gloves....1200 | progress. The guy in front of the moogle is selling  
| Headgear.....330 | some items and equipment. Now head north.  
| Magus Hat.....400 | +-----+  
| Bandana.....500 | | Serpents Gate ===== |  
| Mage's Hat.....600 | +-----+  
Mythril Helm.....1000		Ice Brand.....3780	Adaman Vest.....1600
Silk Shirt.....400		Partisan.....1600	Mythril Armor.....1830
Leather Plate.....530		Multina Racket...750	Potion.....50
Bronze Vest.....670		Stardust Rod.....760	Phoenix Down.....150

Chain Plate.....810	Mythril Armlet...500	Echo Screen.....50	
Linen Cuirass.....800	Thunder Gloves...1200	Soft.....100	
Chain Mail.....1200	Bandana.....500	Antidote.....50	
Mythril Armor.....1830	Mage's Hat.....600	Eye Drops.....50	
+-----+	Mythril Helm.....1000	Annoyntment.....150	
	Chain Plate.....810	Tent.....800	
FINAL FANTASY IX	Mythril Vest.....1180	~~~~~	
	+-----+		

+-----+  
| Torres' Synthesis Shop ===== |  
+-----+

--Item You Could Make--	Cost	Required Items	
Butterfly Sword	300 Gil	Dagger & Mage Masher	
The Ogre	700 Gil	Mage Masher & Mage Masher	
Exploda	1000 Gil	Mage Masher & Mythril Dagger	
Cotton Robe	1000 Gil	Wrist & Steepled Hat	
Desert Boots	300 Gil	Leather Hat & Leather Shirt	
Yellow Scarf	400 Gil	Feather Hat & Steeple Shirt	
Glass Buckle	500 Gil	Glass Armlet & Leather Wrist	
Germinas Boots	900 Gil	Desert Boots & Fork	
Cachusha	1000 Gil	Magus Hat & Rubber Helm	
Coral Ring	1200 Gil	Lightning Staff & Rod	
Gold Choker	1300 Gil	Linen Cuirass & Soft	
Magician Shoes	1500 Gil	Germinas Boots & Bone Wrist	
Barette	1800 Gil	Needle Fork & Barbut	
Power Belt	2000 Gil	Glass Buckle & Chain Mail	

+----Items In This Area----+  
|..Lindblum Card.....|  
|..Ether.....|  
|..Phoenix Pinion.....|  
|..3000 Gil.....|  
|..World Map.....|  
+-----+

=====  
IX. Fossil Roo | (20009)  
=====

Once your outside the Serpents Gate head to Qu's Marsh. Once inside just keep going straight until your at the frog pond where you first met Quina. Sure enough there's Quina again. Talk to her to get her back in your party. Head north and talk to the Qu in the house. Exit and take the top right exit into a large thicket of grass. A cutscene occurs and you find yourself in front of the entrance to Fossil Roo. Once inside go down the stone steps and through the door at the bottom of the steps. Once inside you'll see a large metal gate to your right. Walk up a little and a funky looking beast on wheels pops out of the gate and proceeds to chase you. If he catches you you'll get in a fight with him. He looks incredibly tough but in reality he's a weakling. If you do get in a fight two Fira spells from Vivis Black Magic arsenal will quickly destroy him. Though if you do beat him he will just get up and continue to chase you in the next area. As you run down the path that he chases you on there are suspended guillotines swinging back and forth. If you run into them you won't get injured but it will throw you back into the direction of the beast. Just avoid the guillotines and the beast for two areas and on the third area it falls down a hole and that's it for it. Continue into the next area and you get in a boss fight.

```

[ B O S S                Lani | HP: 5,708 | AP: 00 | Level: 19                ]
O=====O
[ Easy boss. Lani will only attack Dagger so keep an eye on her HP.          ]
[ Have Zidane steal then attack normally. Same with Quina minus the          ]
[ steal part. For Vivi just cast his best spell on Lani. After a few          ]
[ turns and she's almost dead she will just give up and flee.                ]
[ ----- ]
[                               Steal: Ether, Gladius, Coral Sword              ]
[ ----- ]
[                               Spoils: N/A                                     ]
O=====O

```

After she runs off walk down the steps. Pick up some of the grass in the area then stand in the middle and when the "!" appears press X and a gargant comes +-----+ to give you a ride into the next area. Here you | Mogki's Mogshop ===== | will find a treasure hunter, a save moogle and our +-----+ old friend Stiltzkin. Talk to the hunter to get | Potion.....50 | some info on the area you are in and navigating | Phoenix Down.....150 | through this hellish maze. Speak to the moogle to | Echo Screen.....50 | save and to continue the mognet sidequest. The | Soft.....100 | moogle also has a little shop with various | Antidote.....50 | medicines for sale. Speak to Stiltzkin to get a | Eye Drops.....50 | Phoenix Pinion, Remedy and an Ether for only 555 | Annoyntment.....150 | Gil. Take the bottom right path, pick up some | Tent.....800 | grass, and take the gargant for a ride to an area +-----+ where you will find a pair of Fairy Earrings in a chest. Take the gargant back to where the moogle is +-----+ and this time, take the top right path. Here ride | Prospector Shop ===== | gargant to an area where there's a switch that +-----+ changes the course of the gargant you previously | Ice Brand.....3780 | rode to obtain the Fairy Earrings. Pull the switch | Partisan.....1600 | and head back to the previous gargant and take it | Multina Racket....750 | for a ride. Once you land in the area walk up the | Stardust Rod.....760 | strps to your left and walk north. Here you will | Mythril Armlet....500 | find an Ether. Walk back down the steps and head | Thunder Gloves....1200 | north. Follow the path into the next area. You'll | Bandana.....500 | find yet another switch. Pull it and head back to | Mage's Hat.....600 | the gargant and ride it back to where the two | Mythril Helm.....1000 | moogles are located. Take the bottom right path and | Chain Plate.....810 | ride the gargant. Once you land you see a treasure | Mythril Vest.....1180 | hunter right in front of you. He's here to sell you | Adaman Vest.....1600 | some equipment and medicine. Afterthat run up the | Mythril Armor.....1830 | steps to your right into the next area. Here's a | Potion.....50 | switch you need to pull. Once you do that ride the | Phoenix Down.....150 | gargant on your right and he'll take you to a chest | Echo Screen.....50 | with a Lamia's Tiara inside of it. Ride the gargant | Soft.....100 | back to the previous area. Pull the switch and ride | Antidote.....50 | the gargant a second time. In this area you see a | Eye Drops.....50 | giant wall decorated in vines and statues of faces. | Annoyntment.....150 | Try to climb on the vines and the statue above | Tent.....800 | sends a stream of water in your direction, knocking +-----+ you into the body of water directly below you. Jump out and take the lower right path and ride the gargant to a room containing a Survival Vest in the left hand side of the room. Exit the room and you see another treasure hunter. Speak to him and he offers to let you mine here in exchange for one potion. Take the deal. At the far right end of the area you see a pile of boulders that look extremely out of place. Hit them with the pick axe 20 times or so and a moogles pops out. Get a letter from him and feel free to save your progress. He has a small item shop with the same inventory as Mogki's Mogshop. After your finished here head through the left exit and you find yourself in the previous

area with the giant wall covered in vines. Climb the vines all the way up and make your way left to the switch. Pull the switch and make your way back down to the bottom right exit of the area. Ride the gargant to the exit of Fossil Roo. Once you get out you find yourself in the Outer Continent. Here you will find a Qu's Marsh to the west of your current location, but your real destination is the town of Conde Petie, located atop of a bridge made of two large tree roots.

```

+----Items In This Area----+
|..Phoenix Pinion.....|
|..Remedy.....|
|..Ether.....|
|..Fairy Earrings.....|
|..Ether.....|
|..Lamia's Tiara.....|
|..Survival Vest.....|
+-----+

```

=====  
X. Conde Petie | (20010)  
=====

After you enter the building with unusually strange architecture. The locals hassle you about not getting down with their local slang. After Zidane agrees +-----+ to speak in their ebonic language you'll find 3,700  
| Item Shop ===== | Gil behind the dwarf guarding the entrance to the  
+-----+ village. Head through the door on your left then  
| Potion.....50 | make another left until your in a local meeting  
| Phoenix Down.....150 | spot/inn. Behind the left bed you can find 1,800  
| Echo Screen.....50 | Gil. Talk to the fat lady beside the bed if you  
| Soft.....100 | need to rest. Go back to the entrance of Conde  
| Antidote.....50 | Petie and this time make a right. You'll find  
| Eye Drops.....50 | yourself in the Item Shop. There's also a moogle  
| Annoyntment..... 150 | here so save your progress. On the steps to the  
| Tent.....800 | right you'll find a Phoenix Pinion. The door next  
+-----+ to the Item shop leads to the Weapons Shop. Walk  
+-----+ back out and up the stairs. Here you'll see a  
| Weapon Shop ===== | boat... thing suspended in mid-air. Walk on top of  
+-----+ it and you'll find a Diamond. That's pretty much  
| Poison Knuckles....5000 | all that Conde Petie has to offer. Once the scene  
| Multina Racket....750 | occurs of when Vivi runs off in hot pursuit of the  
| Stardust Rod.....760 | Black Mage that was in Conde Petie that's your cue  
| Flame Staff.....1100 | to leave as well. Go back down the earth ramp you  
| Ice Staff.....980 | had to use to get to Conde Petie. To your right  
| Lightning Staff...1200 | you should see a trail of thick woodland leading  
| Oak Staff.....2400 | down to what seems a dead end. Well your dead  
| Mythril Fork.....4700 | wrong. Walk down (or use a chocobo, but I recomend  
| Mythril Armlet....500 | walking so you can gain some levels) the thicket  
| Magic Armlet.....1000 | of woodland until you get to the area with a "?"  
| Lamia's Tiara.....800 | when you approach it. Enter it and you witness  
| Ritual Hat.....1000 | the Black Mage waddling off in the right direction.  
| Adaman Vest.....1600 | Now this forest can be a bit confusing, but all you  
| Magician Cloak....1850 | have to do is take the trail that has no owls. To  
+-----+ determine which trail has no owls just refer to the  
sign in the middle of the fork. It will point to one direction saying something  
along the lines of "Path of Owls" and the other direction saying "Path of No  
Owls". Go down the path with no owls and soon enough you'll run into the Black  
Mage again. Watch the cutscene and you'll be in Black Mage Village.

```

+----Items In This Area----+

```

```

|..3,700 Gil.....|
|..1,800 Gil.....|
|..Phoenix Pinion.....|
+-----+

```

```

=====
XI. Black Mage Village | (20011)
=====

```

```

Once inside Vivi becomes infatuated with the thought that there are other
people just like him who could talk. He immediatley runs off to try and talk to
+-----+ some other Black Mages. Dagger chases after him and
| Item Shop ===== | Quina gos to look for some food. Which leaves
+-----+ Zidane all alone. To your left is the weapon shop.
| Potion.....50 | Go inside if you wish to buy some new weapons.
| Hi-Potion.....200 | There's an Elixir to the right of the entrance. Now
| Phoenix Down.....150 | head to the chocobo shack by going to the next
| Echo Screen.....50 | screen at the top right. Here you will find a
| Soft.....100 | moogle to save your progress. Also speak to him
| Antidote.....50 | about mognet and he'll give you a letter for
| Eye Drops.....50 | another moogle. Go inside the shack and you can
| Remedy.....300 | find some Gyashl Greens. Leave and go back to the
| Annoyntment.....150 | beggining. Walk up the steps to the north and walk
| Tent.....800 | to the right. Here you will find a door to your
+-----+ right and one to your left. First go through the
+-----+ right one and you'll find yourself in the Inn. Here
| Weapon Shop ===== | you can find a Virgo Stellazio in the second room
+-----+ of the Inn where the beds are located. If you
| Mage Masher.....500 | speak to the mage he tells you that they're not
| Mythril Dagger.....950 | ready yet to take in any guests. Leave the Inn and
| Gladius.....2300 | take the left door. Here is the Item Shop. You can
| Stardust Rod.....760 | buy items if you wish, but don't forget to pick up
| Mage Staff.....320 | and Ether by the left side of the counter. Head
| Flame Staff.....1100 | through the south door and make a right. There's a
| Ice Staff.....980 | Synth Shop in the left building. Walk in and behind
| Lightning Staff....1200 | the Mage sitting on the lifeguard like chair you'll
| Oak Staff.....2400 | find 2000 Gil in a partially hidden chest. Walk up
| Mythril Fork.....4700 | the ladder and on the platforms on the roof you'll
| Leather Wrist.....200 | find 843 Gil. Walk back down the ladder and exit
| Glass Armlet.....250 | the Synth Shop. Walk to the left and you'll see
| Bone Wrist.....330 | Vivi run by. Walk to the area that Vivi just ran
| Mythril Armlet.....500 | from. Speak to the Mages then return to the Inn.
| Magic Armlet.....1000 | Here you'll find Vivi looking kind of down. Decide
| Leather Hat.....150 | to call it a day and you see a cutscene that occurs
| Feather Hat.....200 | in the dead of night. Zidane tells Garnet a story
| Steepled Hat.....260 | of his past. The next morning everyone decides they
| Headgear.....330 | have to go back to Conde Petie. Before leaving
| Magus Hat.....400 | return to the item shop and speak to the Mage
| Bandana.....500 | behind the counter. Ask him for the "usual" and he
| Mages Hat.....600 | walks out from behind his counter and looks around
| Lamia's Tiara.....800 | his shop for it. This gives you access to the
| Ritual Hat.....1000 | ladder behind his counter. Go up the ladder and
| Silk Shirt.....400 | you'll find a Black Belt in a chest suspended in
| Leather Plate.....530 | mid-air. After that climb back down and return to
| Bronze Vest.....670 | the Chocobo Shack. Speak to the moogle about mognet
| Chain Plate.....810 | and it seems he received a letter from Stiltzkin.
| Mythril Vest.....1180 | Read it then leave the Inn and return to Conde
| Adaman Vest.....1600 | Petie. Don't forget that their are chocobo tracks
| Magician Cloak.....1850 | to the north of the village. Feel free to ride the
| Survival Vest.....2900 | chocobo to Conde Petie seeing as how the monsters

```

+-----+ in this area should be inferior to you by now.

```
+-----+
| Black Cat Synthesis Shop ===== |
+-----+
| --Item You Could Make---Cost-----Required Items-----|
| Butterfly Sword      300 Gil      Dagger & Mage Masher |
| The Ogre             700 Gil      Mage Masher & Mage Masher |
| Exploda             1000 Gil     Mage Masher & Mythril Dagger |
| Rune Tooth          2000 Gil     Mythril Dagger & Mythril Dagger |
| Cotton Robe         1000 Gil     Wrist & Steepled Hat |
| Silk Robe           2000 Gil     Silk Shirt & Bandana |
| Desert Boots        300 Gil      Leather Hat & Leather Shirt |
| Yellow Scarf        400 Gil      Feather Hat & Steeple Shirt |
| Glass Buckle        500 Gil      Glass Armlet & Leather Wrist |
| Germinas Boots      900 Gil      Desert Boots & Fork |
| Cachusha            1000 Gil     Magus Hat & Rubber Helm |
| Coral Ring          1200 Gil     Lightning Staff & Rod |
| Gold Choker         1300 Gil     Linen Cuirass & Soft |
| Magician Shoes     1500 Gil     Germinas Boots & Bone Wrist |
| Barette            1800 Gil     Needle Fork & Barbut |
| Power Belt         2000 Gil     Glass Buckle & Chain Mail |
| Madain's Ring      3000 Gil     Bone Wrist & Stardust Rod |
| Fairy Earrings    3200 Gil     Magic Armlet & Soft |
| Extension           3500 Gil     Lamia's Tiara & Multina Racket |
| Reflect Ring       7000 Gil     Anklet & Madain's Ring |
+-----+
```

```
+----Items In This Area----+
|..Elixir.....|
|..Gyashl Greens.....|
|..Virgo Stellazio.....|
|..Ether.....|
|..2000 Gil.....|
|..843 Gil.....|
|..Black Belt.....|
+-----+
```

=====

a. Back To Conde Petie (20012)

=====

Really short scenario here. All you have to do is go to the top floor where the boat thing is located and talk to the dwarf guarding the entrance to the sanctuary at the top right corner. He tells you that you can't enter the sanctuary without first undergoing the 'ceremony'. He then tells you that only the Holy Priest can perform ceremonies so you must find him first. You'll find the Holy Priest in the hallway next to the Inn. Speak to him and watch some hilarious cutscenes. After the ceremony they tell you to go and announce their ceremonial relationship to the two dwarfs guarding the entrance to the sanctuary next to the Weapon Shop. Leave through the exit and another cutscene occurs with a little blue haired girl. After that continue down the large tree root and into the Mountain Path.

=====

XII. Mountain Path | (20013)

=====

Once you get on the Mountain Path you rescue the little blue haired girl who almost falls down a pit. Once you rescue her you get to name her (default Eiko). Once you name Eiko she joins your party while Quina runs off to try and

eat Eikos moogle. Walk up the left ramp and climb the vine. On the ledge you'll find a chest to your left with a Remedy inside. Walk along the ledge to your right into the next area. You see a weird looking statue at the end. In the statue you can find a Blue Stone. There are three other stones like the Blue Stone that are needed to gain a special stone later on. You can find all four of these stones as we go along on the Mountain Path. Now once you get the Blue Stone go back to where you rescued Eiko and take the right path. Here you'll see another vine. Climb up and go left. You'll find a chest with a Tent inside. There's also a statue here with the Red Stone inside of it. Climb back down the vine and continue on the right path. Up ahead there's a fork in the road and at the beginning of the fork is the moogle Suzuna and our old friend Stiltzkin. Buy a Magic Tag, a Tent and a Ether of him for only 666 Gil. Next talk to the moogle and deliver her letter (if you have it). Save and use a tent if you need to. The right path leads down to a statue you need to visit later on the insert all four of the Stones. So ignore that path for now and take the left path, climb the vine and continue down the large tree root. You'll see a short FMV then keep walking right and you'll get in a boss battle.

```

O=====O
[ B O S S           Hilgigars | HP: 8,106 | AP: 9 | Level: 28 ]
O=====O
[ The Fairy Flute is nearly impossible to steal, so attempt to steal it ]
[ if you want to waste your time. Have Zidane attack normally, Vivi ]
[ should cast his Bio spell, and have Dagger and Eiko heal whenever ]
[ someone will need it or to summon an Eidolon. Have Eiko summon at ]
[ least once to trigger a scene. ]
[ ----- ]
[           Steal:  Phoenix Down, Mythril Fork, Fairy Flute ]
[ ----- ]
[           Spoils:  Tent, Elixir ]
O=====O

```

After the battle continue down the root and you see a statue in between the fork in the road. In the statue you'll find the Yellow Stone. Take the right path and you'll find and Ether and the final stone, the Green Stone. Go all the way back to where Stiltzkin and Suzuna are. Take the right path down and insert all four stones into the statue. Once you do that a Moonstone pops out. Return back to where you fought Hilgigar and take the left path. You'll find yourself on the World Map. Head north and enter the village of Madain Sari.

```

+----Items In This Area----+
|..Remedy.....|
|..Blue Stone.....|
|..Tent.....|
|..Red Stone.....|
|..Magic Tag.....|
|..Tent.....|
|..Ether.....|
|..Yellow Stone.....|
|..Green Stone.....|
|..Moonstone.....|
+-----+

```

```

=====
XIII. Madain Sari | (20014)
=====

```

Once you enter the village you witness a cutscene. Afterwards you get control of Zidane. Don't forget to watch the ATEs. After watching them you can find the +-----+ Libra Stellazio behind the fountain and a Tent

Morrison's Mogshop =====	under the bench in the bottom side of the screen.
+-----+	Follow the top path and speak to the moogle that's
Dagger.....320	there. You witness a rather funny scene with Quina.
Mage Masher.....500	Go back to the fountain area and you witness an
Mythril Dagger.....950	ATE. This is part one of a part two interactive
Gladius.....2300	ATE. Here you will have to assign which moogles do
Poison Knuckle.....5000	what in the kitchen. Which moogle you assign to
Multina Racket.....750	what duty doesn't matter. After this ATE take the
Golem's Flute.....2700	bottom left path and talk to Vivi. Try to enter the
Pinwheel.....200	kitchen and a moogle tells you that dinner isn't
Magic Armlet.....1000	ready yet. Go back to the fountain area and your
Lamia's Tiara.....800	engaged in the interactive ATE part 2. This time
Ritual Hat.....1000	around you have to pick how many people you have
Adaman Vest.....1600	to cook for. If you count correctly you get 10, but
Magician Cloak.....1850	that's not your answer. The real answer is 11
Survival Vest.....2900	because you never know if someone will want
Potion.....50	seconds. Then Eiko wonders if she should put the
Phoenix Down.....150	Oglop in the stew that she found on the Mountain
Echo Screen.....50	Path. Whether you choose to or not doesn't make a
Soft.....100	difference, but if you choose to put it in a bonus
Antidote.....50	scene occurs at the dinner table. After that the
Eye Drops.....50	moogle catches a 'fish' but really it's Quina.
Magic Tag.....100	Allow Quina to assist you in your cooking. After
Annoyntment.....150	the interactive ATE is over head back to the moogle
Tent.....800	at the top right path and speak to him. Now go and
+-----+	Speak to Dagger and tell her to come see the

Eidolon Wall. Leave and go back to the kitchen and dinner commences. After the scene is over Eiko asks Zidane to bring the pot to the kitchen. Before bringing the pot in pick up a Phoenix Pinion behind a table and an Ore next to the table. Bring the pot into the kitchen. After speaking with Eiko grab the Kirman Coffee that's located on the left side of the kitchen. Try and leave and a moogle will ask if you want to rest. Agree and you see a cutscene. In the morning your automatically transported outside Madain Sari and onto the World Map. Go back into Madain Sari and at the entrance Morrison will be there and he has a Mogshop open. Buy whatever you need but don't forget to stock up on Magic Tags. You'll need them for the next part of your journey. Ahead back onto the World Map and go to the Mountain Path. When your at the place where you fought Hilgigar take the left path. You'll find yourself once again on the World Map. Head north until you hit a big tree and enter.

```

+----Items In This Area----+
|..LibraStellazio.....|
|..Tent.....|
|..Phoenix Pinion.....|
|..Ore.....|
|..Kirman Coffee.....|
+-----+

```

=====  
XIV. Iifa Tree | (20015)  
=====

Once you enter you witness a short scene and you receive a Ruby. Once inside just keep going straight and follow the path until your inside the actual tree and your next to a moogle. Save here and deliver the letter you should have for him. After that keep following the trail until your reach an elevator. Here your on a branch trail that somewhat resembles a spiral staircase. On your way down you will find a Phoenix Down, Hi-Potion, Ether, Lamia's Flute and a Remedy. Once you exit the spiral branchcase you'll be in a weird looking place with a glowing pit. Get on the elevator thing in front of you that's shaped



like a leaf and you ride it down. Along the way you encounter two fights. The first fight you will encounter 2 Zombies and the second fight you'll encounter 1 Dracozombie. Once your finished with the two battles the leaf elevator touches ground. Get off and behind the bottom steps you'll find an Elixir. A little bit behind Vivi and Eiko you'll find a chest with a Brigandine inside of it. Speak to Vivi and Eiko then a small earhtquake occurs. Run up to Daggers location at the top of the stairs. After that inspect the bottom left part of the area and you encounter a boss battle. Before entering this battle make sure none of your party members are a level that is a multiple of 5 and that everyone (or mostly everyone) has the Body Temp ability equipped.

```
O=====O
[ B O S S           Soulcage | HP: 9,765 | AP: 9 | Level: 26           ]
O=====O
[ Now one thing you might be thinking is "Well, Soul Cage is a tree... ]
[ I'll use Fira!" WRONG! Don't even let your cursor hover over the Fira ]
[ spell, or any Fire based spell for that matter. If you do Soul Cage ]
[ retaliates with a devastating Fire attack that's very hard to recover ]
[ from. As soon as the battle starts Soulcage casts Level 5 Death which ]
[ kills anyone whose level is a multiple of 5. Also be sure everyone ]
[ has the ability Body Temp equipped so his Mustard Bomb spell won't ]
[ affect you. Use Vivi's Bio spell on him for over 1k of damage. Zidane ]
[ should alter between attacking regularly and stealing. For Dagger and ]
[ alternate between both of them casting a summon spell and white magic ]
[ spells. After a few rounds Soulcage will be out of commission. ]
[ ----- ]
[                               Steal: Magician Cloak, Oak Staff, Brigandine ]
[ ----- ]
[                               Spoils:  Elixir, Phoenix Pinion ]
O=====O
```

After the battle is a cutscene and your immediatley transported outside the Iifa Tree. A cutscene occurs and you have to head back to the village.

```
+----Items In This Area----+
|..Ruby.....|
|..Phoenix Down.....|
|..Hi-Potion.....|
|..Ether.....|
|..Lamia's Flute.....|
|..Remedy.....|
|..Elixir.....|
|..Brigandine.....|
+-----+
```

=====

b. Back To Madain Sari | (20016)

=====

Go back to the kitchen of Madain Sari and go down the steps into Eikos room. A cutscene will occur then she runs off to the Eidolon Wall to pray. You can find a Survival Vest and a Phoenix Down in her room. Run off to the Eidolon Wall. Speak to the moogle and ask the first option to be healed. Then choose the first option three times, in this process a moogle flies to the two chests across the waterfall, opens them, and gives you what's inside of them; an Exploda & an Elixir. Then speak to the moogle and choose the third option. You'll see a cutscene and you get in a boss fight with only Zidane.

```
O=====O
[ B O S S           Scarlet Hair | HP: 8,985 | AP: 9 | Level: 22           ]
```

```

O=====O
[ Keep your HP high and don't forget to steal the Poison Knuckles from ]
[ him. If you try to attack him while he's far away you'll just miss. ]
[ I let Amarant keep attacking me until I went into Trance, then casted ]
[ my strongest Dyne spell on him. Having Man Eater equipped during this ]
[ fight will make things a whole lot easier. ]
[ ----- ]
[           Steal: Ether, Poison Knuckles           ]
[ ----- ]
[           Spoils: Tent(s)           ]
O=====O

```

Go back to Eikos room and she asks to join you. Either way if you say yes or no she joins anyway. You see a cutscene then you gain the Memory Earring. After that leave Madain Sari and Scarlet confronts you again. He joins your party then you name him (default Amarant). Now that your party is over the maximum 4 party member limit you must now set up your party. My party was set up with Zidane, Dagger, Vivi & Amarant. Return to the Iifa Tree.

```

+----Items In This Area----+
|..Survival Vest.....|
|..Phoenix Down.....|
|..Exploda.....|
|..Elixir.....|
|..Memory Earring.....|
+-----+

```

```

=====
c. Back To The Iifa Tree | (20017)
=====

```

Once you enter just keep following the same path until you reach the cutscene where Amarant and Zidane carries everyone up the tree. For the next couple of minutes of the game you mostly just see cutscenes and FMVs. You only have to battle two or three times. While you run down the tree root you'll encounter a battle with these ugly looking slugs about 2 times. When you reach the bottom you get an Aquamarine and you witness an FMV. Then more cutscenes.

Congrats! Your finished with Disc 2. Pop in Disc 3 and continue playing.

```

+----Items In This Area----+
|..Aquamarine.....|
+-----+

```

```

*****
5. THE WALK THROUGH (DISC 3)
*****

```

```

=====
I. Alexandria | (30001)
=====

```

Once your here you witness a cutscene, then your in control of Vivi. Head to the right screen and you get an ATE. In this area you'll find Hippaul and his +-----+ mother. She's convinced that her son doesn't get | Item Shop ===== | enough exercise so she'd like you to race with him. +-----+ Feel free to if you want. You win some really cool | Potion.....50 | and rare cards. More on that in the mini games

```

| Hi-Potion.....200 | section. From here head south and you'll get
| Phoenix Down.....150 | another ate. You'll find a Lizard Man Card north of
| Echo Screen.....50 | the statue. Head back to where you were previously
| Soft.....100 | in front of the bar and head left. You get another
| Antidote.....50 | ATE. The Item Shop on the right has really
| Eye Drops.....50 | improved since you've been here last in Disc 1.
| Remedy.....300 | Head north into the next area. The Synth Shop on
| Annoyntment.....150 | the right is finally open and it has MANY useful
| Tent.....800 | items. The Weapon shop to the left of the Synth
+-----+ Shop is also open. When your in the town square
head north and through the castle gates. Here you
can find 3,927 Gil on the right side of the screen
and a Phoenix Pinion on the left side. Head back to
the town square and if you go into the hotl on the
left you'll witness a funny scene. Head out and
make a left into the alleyway. Avoid talking to
Blank and Marcus. Instead just keep heading south
into the slummish part of town. Go into the steeple
at the bottom part of the town and enter. Here
deliver the letter you should have for Kupo from
Kuppo. Next talk to Stiltzkin to buy his Phoenix
Pinion, Hi-Potion and Elixir package for only 777
Gil. Walk up the ladder in the steeple and ring the
bell at the top. A chest falls down and you find
Hippaul's most treasured cards; an Ironite, Goblin,
Fang, Shiva and a Ramuh Card. Climb back down the
ladder and head back into the alley. Speak with
Blank and Marcus, then head down into Ruby's Mini
Theater. A cutscene occurs in the theater then
another one in the castle with Dr. Tot and the soon
to be Queen Garnet. In the second cutscene you
an Opal, a Topaz and an Amethyst. You then get
control of the ever energetic Eiko. She bumps into
Doctor Tot in a cutscene while she's in the castle.
She declares him a nerd and asks him to help her
write a love letter to Zidane. Afterwards walk her
out of the room and into the hallway. A cutscene
with Baku occurs and then yet another cutscene
happens, but this time with Zidane and his former
Tantalus band members. Vivi mentions that he wants
to go see Dagger. Once you gain control of Zidane
your destination is the castle. But before going
there go back to Kupo the moogle inside the steeple
to get another letter. Now go to the castle through
the area where you found the Gil and Phoenix Pinion
A cutscene occurs with Amarant and Freya. After
they discontinue their conflict you ride the boat to the castle. Here you can
find an Ether on the left side of the dock and a Phoenix Pinion on the right
side. Also there's a Lapis Lazuli at the top right of the screen. Before
heading straight go left and through the gate. Go through the left door and you
can find the Leo Stellazio at the top right corner. Now go back to the dock and
head north, then a cutscene occurs. You then find yourself back in Treno.

```

```

+-----+
| Synthesis Shop ===== |
+-----+
| --Item You Could Make---Cost-----Required Items-----|
|   The Ogre                700 Gil           Mage Masher & Mage Masher |
|   Exploda                  1000 Gil          Mage Masher & Mythril Dagger |
|   Rune Tooth               2000 Gil           Mythril Dagger & Mythril Dagger |

```

Angel Bless	9000 Gil	Mythril Dagger & Gladius	
Cotton Robe	1000 Gil	Wrist & Steepled Hat	
Silk Robe	2000 Gil	Silk Shirt & Bandana	
Magician Robe	3000 Gil	Mage Staff & Magician Cloak	
Desert Boots	300 Gil	Leather Hat & Leather Shirt	
Yellow Scarf	400 Gil	Feather Hat & Steeple Shirt	
Glass Buckle	500 Gil	Glass Armlet & Leather Wrist	
Germinas Boots	900 Gil	Desert Boots & Fork	
Cachusha	1000 Gil	Magus Hat & Rubber Helm	
Coral Ring	1200 Gil	Lightning Staff & Rod	
Gold Choker	1300 Gil	Linen Cuirass & Soft	
Magician Shoes	1500 Gil	Germinas Boots & Bone Wrist	
Barette	1800 Gil	Needle Fork & Barbut	
Power Belt	2000 Gil	Glass Buckle & Chain Mail	
Madain's Ring	3000 Gil	Bone Wrist & Stardust Rod	
Fairy Earrings	3200 Gil	Magic Armlet & Soft	
Extension	3500 Gil	Lamia's Tiara & Multina Racket	
Reflect Ring	7000 Gil	Anklet & Madain's Ring	
Anklet	4000 Gil	Gold Choker & Peridot	
Feather Boots	4000 Gil	Magician Shoes & Phoenix Pinion	
Black Belt	4000 Gil	Twist Headband & Survival Vest	
Pearl Rouge	5000 Gil	Moonstone & Elixir	

+-----+-----+

+----Items In This Area----+

```

|..Lizard Man Card.....|
|..3,927 Gil.....|
|..Phoenix Pinion (x3)....|
|..Hi-Potion.....|
|..Elixir.....|
|..Ironite Card.....|
|..Goblin Card.....|
|..Fang Card.....|
|..Shiva Card.....|
|..Ramuh Card.....|
|..Opal.....|
|..Topaz.....|
|..Amethyst.....|
|..Ether.....|
|..Lapis Lazuli.....|
|..Leo Stellazio.....|

```

+-----+-----+

=====