

# Final Fantasy IX Maze Guide

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FINAL FANTASY IX  
FFIX Maze Guide  
For PlayStation or PS2  
By Fishy071

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UPDATE: I have corrected the typos.

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INTRODUCTION:  
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Players will face mazes in "Final Fantasy IX" (FFIX or FF9) as they do in other FF games. In this guide, I will define "indoor" as an area in a FF game where players enter a specific place on the world map, such as a town or cave, where players can save only at special points. They are then taken off the world map, and into another screen of that specific place. Some of these places are "mazes," which I will define as an indoor areas with random battles and confusing paths.

In FF9, I consider places such as the Ice Cavern and Gizamaluke's Grotto, where there are random battles, mazes. This guide will not include the Festival of the Hunt in Lindblum or searching for Garnet in Alexandria. In those areas, you can see soldiers and monsters approaching, providing you with the choice to avoid or fight. Therefore, they are not considered random battles by me, making those areas not mazes in this guide.

Some mazes are difficult with confusing paths and tough battles, and FF9 has quite a few of them. This could cause players to become lost and frustrated, especially when they are trying to quickly find their way out, and monsters keep slowing them down. That is why I am writing this guide to help players find their way through the mazes without having to hunt through an entire comprehensive walkthrough.

I will only mention the paths to take and procedures to carry out so players can get through the mazes without missing important events or treasures. I will not discuss party formation or battle strategies because we all have many different priorities and strategies for our characters and battles. Even my party formation and battling techniques are different for the same areas in each gameplay, so I always lose track of what I did. If you really need some battle suggestions, you could check the many walkthroughs and monster guides available online since the faq authors have good ideas.

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MAZES  
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Disc 1

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Evil Forest: after recruiting Vivi and Steiner to find Garnet

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- Follow the linear path until you reach the Prison Cage battle area
- Watch "The Orchestra in the Forest" ATE
- Keep going until you reach a spring area
- Watch "Do as I say, not as I do" ATE
- Examine the spring to restore HP/MP, and talk to the moogles to save
- Go northwest to the next screen and continue till you see a scene
- Continue on to fight the Plant Brain

Ice Cavern

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- After a little scene, go up and around the crystal and above the treasure chest
- Jump down to the chest for a Tent
- From here on avoid the drafts of wind since they trigger battles
- Get off the ledge and continue north to the next screen
- Take right (east) stairs first and examine the ice wall at the end
- Vivi will melt the ice wall with Fire Magic, revealing a chest (Ether)
- Go around the trail to the left for a chest (Potion)
- Go up the left stairs and continue north to the next screen
- Go east to a chest on a ledge for a Potion
- Head back down and examine the icicle
- Vivi will cast Fire to knock down the icicle for you to get the lower chest

(Mage Masher)

- Go left and proceed to the upper middle part
- Examine ice wall to have Vivi melt it for a chest (Elixir)
- Go to the upper right of the room to proceed to the next screen
- Go left (northeast) to examine another ice wall for Vivi to melt
- Follow the path to a chest (Leather Wrist), then head back
- Go right to another chest (Phoenix Down)
- Go up to the next screen and a fork in the road
- Take the left path to a frozen moogles frozen in ice
- Examine the ice for Vivi burn it
- View ATE and save
- Return to the fork and head right
- After everyone falls asleep, and Zidane wakes up, proceed up the path to the next screen to fight Black Waltz #1 and Sealion

Dali Underground: after learning Vivi is in trouble

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- Enter the windmill house and examine the circular hatch to open it
- Go down to the underground
- Continue and hop on the lift for a chest (156 gil)
- Go north to the next screen, which will have a chocobo and men in a room
- After the men drag Vivi away, go inside the room for a chest (Potion)
- Move down and get the hidden chest (Eye Drops) at the bottom of the screen
- Continue right to the next screen
- Go behind the barrel and climb the boxes to reach the chest (Ether)
- Climb down the boxes and examine and the wheel with the rope and kick it to lower the chest (Potion)
- Examine the barrel in the middle for a moogles and save
- Continue north to the next screen with many boxes
- Go towards the first set of boxes, and follow the path to a chest (Iron Helm)
- Approach the chests between 2 piles of boxes (Leather Wrist)
- Head to the upper right to the next screen
- After freeing Vivi, get chest (gil) at the top of the screen
- Open the Mist door for battles, then enter for a chest (Phoenix Down)
- Go behind the machine for another chest (Potion)
- Move up to a hidden chest (Phoenix Pinion)
- Exit the Mist room and proceed right to the next screen
- Continue north to the next screen for some scenes
- With Steiner, follow Mr. Morrid at Observatory Mountain into his house
- If you haven't, get a Hi-Potion and 135 gil along the way
- After helping the party out, fight Black Waltz #2.

Gizamaluke's Grotto

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- After a scene and entering, go north and then to the right to get a Gizamaluke Bell from the wounded soldier
- Go back to the entrance, and up to the door
- Ring the Bell to open the door and enter to the next screen
- Fight Black Mages at the bridge and again after the bridge for another Bell
- Ring the Bell at the left door and follow the path to a wounded soldier for another Bell, picking up a Bronze Vest at the corner of the path along the way
- Return to the 3 doors, and ring the bell at the middle door
- Approach the big bell, and give the Kupo Nut to the female moogles, Mogmi
- After a scene, get the chest (Gizamaluke Bell) in the middle of the big bell
- Approach the top right door and ring the Bell
- Enter to the next screen
- Ignore the vines and talk to the male moogles, Moguta, about Kupo Nuts
- Save with Mogmi

- As you try to leave the room, Moguta will give you the Holy Bell
- Return to the big bell room, and go down the stairs on the bottom right
- Follow the staircase to get a Magus Hat and Mythril Gloves along the way
- Backtrack to the big bell area and return to Mogmi to save
- Go back to the big bell room, and ring the Holy Bell at the left door
- Proceed to the next screen to talk to the soldier and fight Gizamaluke

#### Burmecia

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- After a scene, proceed ahead to the next screen
- Search to the left, behind a pile of rubble, for the Cancer Stellazzio
- Proceed to the next screen to fight 2 Black Mages
- After a scene, climb the stairs on the right to enter the door on top
- Search behind the stairs for a chest (Soft)
- Climb the stair, and you can avoid the chest or get it to fight a Mimic
- Go through the door to the next screen
- Continue left past the big locked door with a bell to the next screen
- Walk (don't run or the path will fall) towards the chest (Germinas Boots)
- Backtrack outside and to the door on the left
- Go in and get the chests (Potion and Soft) by the statue on the 1st floor
- Climb up the stairs
- Cross the path that had fallen from above and continue right (you may skip or fight the Mimic) to the next screen
- Go to the lower right and go out to the balcony
- After jumping over to the right balcony to the right you will automatically go inside to the next screen
- Talk to the soldier about a bell in the bed
- Search for the Protection Bell behind the bed
- Search for a hidden chest (Ether) directly to the left of the bed
- Return to the big bell door and ring the bell to open it
- Proceed to the next screen for a scene on the stairs
- Continue upstairs to the next area
- Enter the middle door for a screen that will take you back outside
- Go up the right stairs
- Enter the left door and open the chests (Phoenix Down and Tent)
- Continue on and decide if you want to fight or skip the Mimic
- Exit through the door at the top to the next screen
- Enter the left door and get the Mythril Spear
- Leave and enter the right door
- Open the chest (Lightning Staff) on the chair behind the moogle
- Talk to Stiltzkin after he enters and buy his set
- Talk to the moogle to save
- Leave and climb the stairs in the middle to the Burmecian Palace
- Watch the scenes, then fight Beatrix

#### Disc 2

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#### Gargant Roo: 1st visit to Treno

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- After talking to Dr. Tot, talk to the moogle and save your game
- Go left to the next screen
- Get the 2 chests (Chain Plate and Phoenix Down)
- Examine and pull the lever
- Go back to the moogle to save
- Go right to the next screen
- Go up and around the wall to the next screen, and pull the switch Dr. Tot pointed out

- Return to the previous screen, go down, and hit the left switch, "Feed"
- After seeing the Gargant walking, follow Dr. Tot to the previous screen
- Go left and pull the lever
- When the Gargant stops to eat you'll board it
- Watch a scene and fight Ralvurahva

## Cleyra

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- After entering and watching some scenes, head north to the next screen
- Pull the lever on top of the stairs to the right to open the door
- Proceed through it to the next screen
- Go north and get the chest (Phoenix Down) on the right
- Go up the stairs to the next screen
- Get a hidden chest (Magician Shoes) at the bottom of the screen
- Move north search for a hidden chest (Ice Staff) by the sandfall and leaves
- Exit right to the next screen
- Follow the path to next screen for a chest (Ether)
- Proceed to a small hole at the end and "put your hand in the hole" to flood the room below with sand
- Return to the entrance of the previous screen and climb up the vines to the hole on top
- Enter to the next screen
- Go left to the chest (Needle Fork)
- Climb the slope to the right to a chest (Tent)
- Take the left path and save at the moogles
- Take upper path to the next screen
- At the fork, take the north path (one without the Cleyra sign) and get the chest (Flame Staff) at the end
- Return to the fork in the path, and take the other path to the next screen
- Cross the bridge and move on to the next screen
- Get the hidden chest (Desert Boots) behind the tree in the middle
- Move right and open another chest (Remedy)
- Continue to follow the path to the top right and search for a chest (Mythril Vest)
- Exit through the top to the next screen and get the chest (Mythril Gloves) on the left
- Follow the path north to the next screen, and pull the lever at the end
- Backtrack to the 2nd previous screen
- Go left and follow the path to the next screen to get another chest (Potion)
- At the fork, take the right path to the next screen to get the chest (Elixir)
- Return to the fork and take the left path to the next screen.
- Carefully move between the whirlpools of sand to the 2 chests to the north (Hi-Potion and 900 gil)
- If you fall in a whirlpool, push the X button rapidly to jump out
- Head left to the next screen
- Proceed until you see a ladder
- Go to the left and get the chest at the end (Gysahl Green)
- Climb the ladder to the next screen, and proceed to Cleyra

For the 2 chests you couldn't get earlier:

- After the ATE, "No more Yummy-Yummies," and before entering the cathedral, go to the Antlion area to find Quina looking at the whirlpool of sand
- Talk to Quina and jump into the whirlpool
- You will land on the ledge with the 2 unopened chests
- Get the chests (Desert Boots and Silk Robe), approach the vines, and "jump down"
- Save at the moogles and continue back up to Cleyra

## Pinnacle Rocks

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- Talk to the moogle to save
- Go a little left to get "Beginning"
- Return to where the Gargant crashed and get "Hero" near the ledge
- Return to the moogle and save
- Head down the path and open the chest (Mythril Vest)
- Move down in the back to get "Human"
- Continue left to the next screen
- As you approach the north chest, get "Cooperation"
- Get the chest (The Ogre)
- Go around the slope by the chest to the next screen
- Go up a little to get "Silence"
- Return to the previous screen and go up the slope
- Go north and take the bridge right
- Follow the path, and jump down to a chest (Mythril Armlet)
- Go back up the branch and cross the bridge again
- Follow the path to Ramuh
- Put the story in this order: Beginning, Cooperation, Silence, and Hero/ Human
- After a scene, choose to jump off later
- Return to the moogle to save
- Return to the exit to jump off for some scenes

## Fossil Roo

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- You will have to ride the Gargant throughout this place. When it says "Ride Gargant," it means get a flower and hold it up to call the Gargant. The Gargant will then arrive to transport you.
- Use Quina to sniff out the entrance at Mist Continent Qu's Marsh, and follow
  - Enter and follow the path until the party feels an earthquake
  - As Armodullahan chases you, keep running ahead, dodging swinging blades, until you jump over a hole
  - Fight Lani
  - Return to the cage near the entrance for an Elixir
  - Continue down the stairs
  - Go left and up the stairs, and ride the Gargant
  - Go up the north stairs and speak to the treasure hunter
  - Go down the stairs to the moogle and save
  - Talk to Stiltzskin to buy his set
  - Take the path down from the moogles and ride the Gargant
  - Follow the path to a chest (Fairy Earrings)
  - Ride back to the moogles and go up to ride the Gargant
  - Push the switch and ride the Gargant
  - Go up the stairs in front and up the path to a chest (Ether)
  - Backtrack and take the bottom path to Switch 2
  - Push Switch 2 and ride the Gargant
  - Push Switch 1 and ride the Gargant
  - Go south to the next screen and ride the Gargant
  - Talk to the man here to buy items
  - Go upstairs and push Switch 4
  - Go right to the next screen and ride the Gargant
  - Head for the next screen and get the chest (Lamia's Tiara)
  - Go back to the previous screen and ride the Gargant
  - Push Switch #4
  - Go right to the next screen and ride the Gargant
  - Head right to the next screen
  - Cling to the vines and go right, into the pond
  - Push X to jump out
  - Go up the slopes to the right

- Climb the vines to the path on the upper right
- Go inside to a mine area the next screen
- Talk to the treasure hunter to dig for treasures, especially the Madain's Ring
- Dig in the pile of rocks at the end until you free the moogle
- Talk to the moogle to save
- When you're done digging, take the lower right path to the next screen
- Search the lower left for a Survival Vest
- Return to the mine screen and go left to the next screen
- Climb the vines and go left
- Flip the last switch
- Return to the vines and drop down into the pond
- Go to the lower right and next screen
- Ride the Gargant to the exit

#### Black Mage Forest: 1st visit

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Keeping following the paths with no owls until you enter Black Mage Village

#### Mountain Pass

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##### Conde Petie to Madain Sari

- After Eiko joins, climb the slope, then vines to a chest (Remedy)
- Follow the path to the right to a statue
- Examine the statue and take the Blue Stone
- Go back left and climb down the vines
- On the lower level, go right to the next screen
- Climb the vines to get the chest (Tent) and take the Red Stone from the statue
- Climb back down the vines
- Go right and follow the path to 2 moogles
- Talk to Stiltzkin to buy his item combo, and Suzana to save
- Go left and climb up the ladder
- Cross the big root to the next screen
- After a scene, fight Hilgigars
- After the battle and another scene, take the Yellow Stone from the statue
- Continue right and follow the lower path
- Get the chest (Ether) and Green Stone from the statue
- Return to the moogle to save
- Take the path under the root and approach the statue
- Place the stones in the statue to get a Moonstone
- Return to where you fought Hilgigars, and follow the upper path
- Continue right to the world map

##### Madain Sari to Iifa Tree

- Backtrack to where you fought Hilgigars
- Take the left to the world map

#### Iifa Tree

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##### First visit

- After entering, select 'Ask Eiko'
- After receiving the Ruby continue to the next screen
- Follow the path to a moogle
- Talk to the moogle to save your game
- Proceed up the path to a platform
- Stand on the platform to go down
- Follow the path down to the next screen
- Keep going until you reach a ledge
- Move down and examine the area to the right

- Choose to push it to bring down the chest
- Move up and get the chest (Phoenix Down)
- Continue following the path
- Get the chest (Hi-Potion)
- Proceed to the next screen
- Climb down the spiral path
- Get the chest (Ether) into an opening
- Continue down the path for two chests (Lamia's Flute and Remedy)
- Go back up and follow the bottom path to the next screen
- The party will take the lift to the bottom of the tree
- Fight Zombies and talk to Vivi
- Fight Zombies again
- At the bottom, descend the right stairs
- Search behind the stairs for a chest (Elixir)
- Move to the left side of the trunk
- Go right and back for a Brigandine
- Talk to Eiko and Vivi, and watch the green light
- Move to the lower left and press X when you see a '!'
- Approach Garnet and fight Soulcase

#### Second visit

- After entering and a scene, head for the Iifa Tree and follow the path until you see more scenes
- Watch the scenes, select your party, and fight Mistodons
- Move up and behind to tree to speak to the moogles and save
- Head down the path to the bottom with Mistodons chasing the party
- Receive Aquamarine during some scenes

#### Disc 3

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#### Desert Palace 1

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- On the world map, enter the hole without sand puffing out
- After some scenes, go south to the two Black Mages
- Approach and speak to Kuja
- After a scene, select 3 party members
- In the new screen, go up the stairs and across the walkway
- Head down the stairs to the airship

#### Oeilvert

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- Save at the moogles
- Follow to the entrance
- After entering, get the chest (Remedy) behind the stairs
- Go right to the next screen
- Get the chest (Gaia Gear)
- Go to the middle of the circle for a '!'
- Talk to the moogles to save and buy Stiltzkin's set
- Go back to the entrance area and go left to the next screen
- Get the chests (Diamond Sword and Shield Armor)
- Return to the entrance screen and go upstairs for a chest (Rising Sun)
- Go left to the next screen for another chest (Elixir)
- Examine the blue ball and turn it to red
- Go back to the entrance screen and downstairs
- Return to the screen to the left
- Watch the hologram
- Go down the southwest stairs to the next screen with 4 lights



- Move right and get the chests (Power Vest and Feather Boots)
- Switch the lights in this order: upper left, upper right, lower right, lower left
- Go upstairs and left to the next screen
- Follow the path to a black ball and examine it
- After a scene, keep following the path to the hologram screen
- Enter the blue door on the upper left
- After some scenes, backtrack to the moogles and save
- Watch the projection and go through the right door to the next screen
- Examine the green circle and take the elevator down
- Get off the elevator and move toward the altar
- Take the Gulug Stone and fight Ark

## Desert Palace 2

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- With Cid, go south and right to the next screen
- Approach the scale without letting the monster see you
- Place, Clay, Stone, and Iron weights onto the scale and climb up
- With Eiko, go right to the scale screen and save with the moogle
- Return to the previous screen and continue left to the next screen
- Climb the stairs and light the lamp
- Examine the bloodstone (Promist Ring) on the right
- Follow the path to the next screen and examine the statues
- Light all 3 lamps
- Go left to make a staircase appear
- Go up the staircase and light the lamp
- Go back down and get the chest (Fairy Earrings) on the right
- Go left and light the 3 lamps on the left side of the room
- Head through the door and follow the path to the right side of the room
- Light the bottom left lamp and backtrack to the left side of the room
- Light the 2 lamps in the upper center of the room
- Light the remaining lamps on the right
- Light the lamp at the bottom of the stairs and examine the bloodstone (Anklet)
- Move through the newly opened door on the right to the next screen
- Light the candle near the woman statue and examine the bloodstone (Shield Armor)
- Go north and up the stairs to the next screen
- Light the candle and go through the doorway to the library screen
- Light the left candle and climb up the right ladder to the 3rd level
- Light the candle and go through the new door to examine the bloodstone (N-Kai Armlet)
- Return to the library and go downstairs
- Climb up the ladder to the 2nd level and light the candle
- Go left, upstairs, and to the end, lighting candles along the way
- Backtrack to the library and light the right candle in the 1st level
- Enter the new door and light the candle
- Return to the library, and in the 1st level, go left to save at the moogle
- Continue left to the next screen
- Light both candles and examine the bloodstone (Black Hood)
- Light all candles at the left gargoyle statue, and examine the bloodstone (Venetian Shield)
- Put out the middle candle on the left and left candle on the right
- Ascend the new blue stairs to the next screen and fight Valia Pria
- After the battle, light the candle at the end
- Move back to the shining area on the floor
- With Zidane, step on the teleporter
- Go up the ladder to Kuja's room
- Check the pile of books at the lower left for the Namingway Card
- Exit the room and get on the left teleporter

- At the airship area, head for the dock
- Examine, kick, and go down the ladder

#### Esto Gaza and Mt. Gulug

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- Head for the door and enter the building
- Watch the scenes and talk to the people
- In the shop, go around the shop to the north
- Get a Wing Edge at the right counter
- Back at the entrance screen, go upstairs to the next screen and save at the moogle
- Move up to a little step and view Mt. Gulug
- Go right to the next screen and follow the path into Mt. Gulug
- Go left into a house
- Search downstairs for a sign and 9,693 gil
- Climb up the ladder and search for an Ether
- Head left, out of the house, and down a ladder for a Red Hat
- Backtrack to the Mt. Gulug entrance
- Go right, through another house, to the well
- Move to the right edge and jump right onto a platform
- Follow the path to a Golden Hairpin
- Return to the well and examine the rope to go down
- Go right into a house and save at the moogle, Moolan
- Search the lower right for a Wing Edge
- Proceed right, out of the house
- Follow the path and past another house for a Gaia Gear
- Backtrack to Moolan, fighting Red Dragons along the way
- Save with Moolan and proceed back to the well
- Go left into the house and get the chest (Demon's Mail)
- Leave the house and go through the door beside it to the next screen
- Go upstairs and save at another moogle, Mogtaka
- Go upstairs to the top to fight Red Dragons and get a chest (Elixir)
- Backtrack to the moogle (to save), then the well
- Examine the left lever and pull it down 3 times
- Go down and fight Red Dragons
- Go through the broken wall for scenes and boss battles

#### Ipsen's Castle

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- After a scene, go upstairs and into the castle
- Get the chests (Dagger and Aquarius) to the left and right
- Go through the door at the end to the next screen
- Move north to get the chest (Cat's Claw)
- Go right and climb up the pole
- Jump onto the chandelier for 2 chests (Fork and Mage Staff)
- Save at the moogle
- Go down the pole to the next screen
- Go up the upper right ladder
- Follow the path to the next screen
- Go north to another doorway
- Go up the ladder
- Jump left to get the chest (Javelin)
- Then jump right from the ladder to get another chest (Broadsword)
- Continue down the ladder and follow the path to a 2nd ladder
- Climb up the 2nd ladder to the next screen
- Jump off and proceed to the right for a chest (Rod)
- Go up the 2nd ladder and jump off into a room on the next screen
- Go south to the next screen and approach the big door on the right

- Push, pound, think, push, pound, do something drastic, kick, and rest
- After galling into the balcony in the next screen, get the chest (Barrette)
- Return to the previous screen and go north to the lift
- Examine the mirrors and fight Taharka
- Backtrack to the moogle and save
- Move to the upper right of the 1st trap door
- Fall through this 2nd trap door onto the chandelier to get the chest (Maiden's Prayer)
- Go up the pole and save with the moogle
- Return to the entrance room and go up the new stairs
- Go left to the next screen (on bridge in the moogle screen)
- Proceed across the bridge to the next screen
- Continue to the next screen and go left for a chest (Air Racket)
- Go back to the previous screen and take the lift down
- Get the chest (Golem's Flute)
- Move the right pot (Pot 1) to the middle, left pot (Pot 2) to the right, Pot 1 to the left, and Pot 2 to the middle
- Check Pot 2 for an Ancient Aroma
- Backtrack out of the castle
- After a scene, head back to the pole and go down
- Move south to Amarant
- After a scene, get out of the castle

#### Terra

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- After the girl runs off, go west down the stairs to the next screen
- Jump east to the chest (Coronet)
- Jump back and then north to the next screen for another chest (Dragon Wrist)
- Jump back and go back up the stairs
- Go north to follow the girl
- Get the chest (Elixir) to the left
- Continue north and follow the girl to the next 2 screens
- Go right and down the weblike thing
- Climb down another weblike thing and get the chest (Remedy)
- Climb back up one weblike thing
- Go left to a gap
- Return to the gap and choose to go down
- Move slightly left to get the chest (Demon's Mail)
- Follow the girl again for a scene
- Continue to follow her to the next screen, and talk to her
- Proceed to the next screen and up the first set of stairs
- Move left and around the wall (make sure you have the hand icon) to get a chest (Minerva's Plate)
- Go back around and climb the second set of stairs for another scene
- Continue up and take the left stairs down
- Take the blue path between the stairs and shining lake and continue to the right
- Jump up to a chest (Flash Hat) on a rock
- Jump back and backtrack to Bran Bal

#### Pandemonium

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- After Zidane and the party reunites, go left and talk to the moogle to save
- Go past the moogle and through the door
- Search the chair for a Holy Miter
- Return to the moogle to save
- Follow the path to a room with many altars
- Check panel to the left of the door and switch it on

- You have 30 seconds to cross the room (without touching the lighted altars) and bridge
- After crossing the bridge, proceed to the next screen where you will see a device
- Set the level on the device to 3
- Head to the next screen and follow the paths until you can hop onto a platform without a forcefield
- Take the platform to a ledge with a chest (27,007 gil)
- Return to the device and set the level to 4
- Follow the path to a platform without a forcefield and ride it up
- Head right and ride the platform up to the next level
- Go up (north) and right to a red platform and go down
- Go left to the blue warp device
- Follow the path to a chest (Carbini Mail)
- Return to the red platform and go past it to the right to a blue warp device
- Take the blue warp device down for a chest (Elixir)
- Backtrack to the red platform and ride it back up
- Go down (south) and right to the red platform, and ride it down
- Follow the path to a fork
- Take the lower path to a blue warp device and chest (Battle Boots)
- Return to the fork and take the other path to a blue warp device and moogle
- Talk to the moogle to save and head right through the door to the next screen for scenes and boss battles

Disc 4

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Memoria

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In this maze, there will be places with an '!' where when you press X Zidane looks around. You can press square to play a card game.

- After the battle with Nova Dragon, your party will be in Memoria
- Follow the path to the next screen
- If you want to return to the airship, press X at the '?'
- Proceed up to a save orb and save
- Move right to the wall to get Kain's Lance
- Continue to follow the path to a room with a pendulum
- There is a phantom card player, Master Phantom, to the left
- Follow the path to a screen with some steps
- Ascend the steps
- Search the small ledge to the right to find The Tower
- Continue left to fight Maliris
- Proceed to the next screen for a scene
- Continue to the little building
- Search for Angel's Flute on the left
- Move right and press X for a save point, and save
- Proceed right for another scene and a scene with rain
- Search to the left, and you can play cards with Defense Phantom
- Follow the path to another scene
- Continue up the stairs to fight Tiamat
- Search the lower left for Rune Claws
- Proceed up the stairs to the next screen
- Continue down this area and up the stairs to the left
- Follow this path to another scene
- Continue to a save orb and save
- Enter the door to the next screen (ocean)
- After a scene, move to the right and behind the rocks
- Search until a dialogue appears
- Choose not to leave to fight Hades (and unlock his Legendary Synthesis Shop)
- Go back to the previous screen to save

- Return to the ocean screen and go north, up the stairs
- In a rubble, you can play cards with Strong Phantom
- As you continue upstairs, fight Kraken
- Proceed up the stairs to the next screen with a clock
- Move to the far right and press X at the '?' for another save point and save
- At the ledge above the save point, you can play cards with Card Master Empress
- Continue along the path and watch a scene in the screen with the ladder
- Climb up the ladder and get Mace of Zeus to the left of another ladder
- On the right, you can play cards with Dark Phantom
- Proceed up the ladder to the next screen for another scene and battle with Lich
- Search left by the doorway to for another save point and save
- Exit through the doorway into a space area
- Keep moving up till you see a light
- Proceed to the Crystal World
- Follow the path to a save orb and save
- Proceed to the next screen for the final battles and scenes

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CREDITS  
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Everyone reading this.

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Feel free to contact me at fishy071@yahoo.com regarding mistakes. Please put FF, Gamefaqs, or something related in the Subject line so they don't get mistaken for junk e-mail.  
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