

Final Fantasy IX Low-Level FAQ/Walkthrough

by KADFC

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The Level One Game Challenge Walkthrough/FAQ

Written By KADFC (Fabian Chang)
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THIS IS CHALLENGE IS POSSIBLE BECAUSE OF TWO THINGS:

1. BECAUSE BOSSES ONLY GIVE AP, NOT EXP, SO YOU WON'T LEVEL UP
THERE ARE ONE OCCASION THOUGH
2. YOU ONLY NEED A LEVEL ONE PARTY, FOUR CHARACTERS AT LEVEL ONE, TO BEAT THE
FINAL BOSS.

Read the FAQ section to get some common answers.

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Version Changes -KAD1
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Version 1.0

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- * Brief explanation
- * Strategy used for Bosses and Forced Battles
- * Equipment Recommendation
- * Ways of Obtaining Money
- * Credit's Name

Version 1.1

- - - - -

- * Add Boss' HP and Item that should be Stolen
- * Correction on Aramant on Level 3
- * Oeilvert AP accumulation
- * Better Format and Organization
- * Strategy on acquiring Virus from Yans
- * Cost of Recommended weapons
- * List of Monsters that have Ether/Phoenix Pinions/Elixirs
- * Other Corrections as well

Version 1.2

- - - - -

Add-ons Include

- * I'm trying to do another format. I was disappointed every single time I took a look at this thing. I'll keep on sending this to Gamefaqs until this can be read simply.

Version 1.3

- - - - -

- * Another Format, this time from Ultima13's idea
- * Added A FAQ part, how ironic isn't, now I add it. LOL

3. Flee from each battle, make sure Zidane has equipped a weapon that enables Flee. Always equip him with Flee whenever knowing that random encounter will occur further on. Ignore this if Flee is learned.
4. Eat with Quina, only when 2 or more enemies are met, eat one then flee to get no exp or Ap. Ignore this if Zombie and Virus is present in all active bodies.
5. Use inflecting bad status weapon with the Add Stats ability on forced battles. Also use Stop or Break when it's available, so that you can have higher and faster chances of ending the battle.
6. Tent can be used on bosses to give them blind, silence, or poison only. The after effect is giving them a restoration in HP and MP.
7. Unequipped all weapons from a party that will not be in a major battle, unless it's not possible for that to happen, then everything will depend on luck.
8. Always save before you buy anything that you don't know what the Abilities that it offers.
9. No point in catching frogs or Learning Frog Drop. Unless for Silk Robe, Elixir, and Ether.
10. Always read further for better preparation, rather starting over.
11. Always make a save after you have played over an hour or passed two places.
12. It might be wise to get the Robe of Lords during your first time to the Chocobo Forest.
13. Always put everyone on the back row, unless you want to try something more dangerous and different.
14. You must compromise from what you have learned from doing the game the original way plus this, plus Excalibur 2. Compromise is the Keyword in this walkthrough.

Things You Should Know

-KAD6

There are 3 really difficult parts in this challenge.

If you get pass all three of them, the rest makes it seem like a piece of cake. But when you get one, please don't feel discourages and give up. This is better than any other challenge that I've done. You'll be amazed when people tell you you're crazy.

1. Rescuing Dagger/Garnet from the Queen Brahne. There is a several battles in there, lose one of them and you're screwed.
2. First time going into the Tifa Tree. The hard point lies within the 3 consecutive battles that are given out. The first one is the hardest one to pass by. You have to cast stop on both or all three of them skeleton creatures. There is an alternative way to beat them though, if you read that section.
3. Battling the Red Dragon and then Meltigemini. Meltigemini gave me a lot trouble. Hope you have better luck battling him. I got so ticked off that I started maxing out Zidane's Thievery. I was going to do to the same for Frog Drop too, but that would be just too insane.

For you to be able to get the full potential power of your characters, you

have to do this challenge, up until disc 3 or at the end of disc 4. This challenge will party used for Stat Maxing if you want, I definitely prefer that you keep an extra save when you get there. It will disappoint you if you don't have one. For the Stat Maxing part, there is no true stat max, the player decides what he wants his their characters. Overall if you don't want to take the hassle of knowing the basics, just put on the Author's Choice and level up away.

Also, all 3 Hard Parts are based on luck. I've recieved over a dozen mail claiming they got through one of the parts with ease, even first tries. Yet they won't respond if I told them to try that part again.

=====
 Stats of Character at Level One
 =====

-KAD8

This section lists everyone's status at level one.

Rebirth Flame 2002 has contributed the stats for Amarant.

- Name : Name of character
- HP : HP the character has.
- MP : MP the character has.
- A.C. : Ability Crystal. Equip to use abilities.
- Spd : Speed of character.
- Str : Strength of character.
- Mag : Magic of character.
- Spr : Spirit of character.

Name	HP	MP	A.C.	Spd	Str	Mag	Spr
Zidane	105	36	18	23	21	18	23
Dagger	70	46	14	21	14	23	17
Vivi	60	48	14	16	12	24	19
Steiner	120	24	17	18	24	12	21
Freya	100	32	18	20	20	16	22
Quina	90	40	15	14	18	20	11
Eiko	65	42	12	19	13	21	18
Amarant	110	26	18	22	22	13	15

1. The 3 forced battles in Pandemonium are not escapable. There is no way you can avoid the EXP given by the monsters. Rebirth's Monster List states that these monsters aren't like the ones that are encountered from random battles. They are immune to everything.

So the outcome would result with having a level 30 Zidane or 3 member having level 22, 22,23.

2. Blank's level are added to the party's level mean. So increasing his level will result having Amarant not being at level one. However, you can increase Marcus' level and not have it effect anyone's level.

Increasing Blanks' level will give Eiko better starting stats. To learn more and use the bug/glitch, read SoftReset' Marcus/Eiko Bug FAQ.

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Walkthrough of the Level One Game

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Theatre Ship

- - - - -

Masked Man (Mage Masher)

Just attack away, steal the Mage Masher, it's very helpful later on in the game.

Steiner (Leather Hat, Silk Shirt) HP:170

Have everyone keep on attacking. Steal the items if you feel like it.

- - - - -

Evil Forest

- - - - -

Prison Cage 1st Battle

Just use Dyne's Free Energy and kill him fast. Steiner attacks as well.
Not hard at all.

Prison Cage 2nd Battle (Broadsword, Leather Wrist) HP:525

Give Vivi a potion when you can tell that he can't take one more hit.
Otherwise, aim Zidane/Steiner's attack at Prison Cage

Baku (Iron Sword) HP:202

It's quite hard to steal his Iron Sword, just make sure you have enough
potions. Restart if you wasted it all and still haven't got that sword yet.

Plant Brain (Iron Helm) HP:916

This battle should rely totally on Vivi and Steiner. Zidane can steal and
give potions away if you want to heal. Use fire sword and fire. Kill
Zidane to bring Blank out. Use Phoenix down on Zidane to bring him back
and potions when needed. Four attackers is way better than just three.

Plant Spiders (2x,x3, or x4) HP: 33 Exp: 22 Forced Battle

You have to get 2 Plant Spiders in this battle. Restart and battle Plant
Brain again until you get 2 Plant Spiders. (An idea from Jobber)

Kill all, leaving one alive. Kill off all your people, leaving Blank, then
have him kill the last one so that he will get all the exp. After battle,
unequip everything from Blank.

- - - - -
Ice Cavern
- - - - -

It's safe to get all the tressures from this place. Remember to use
Dagger's Cure. On the 3rd Screen Bottom Right, get the Mage Masher.

(*HARD BOSS*) *Black Waltz #1 & Sealion*
(Nothing Important/Mythril Dagger) HP: 229 HP/HP:472

Put these items on Zidane:
Mage Masher, Leather Wrist, Silk Shirt, Leather Hat Moonstone (optional)

First kill off the Black Waltz #1. Then as the Sealion attacks you, cure
yourself with Potion will he is attacking you. Bring yourself into Trance.
Steal if you don't want to use any more potions. Once in Trance, strike
once with a regular attack and then quickly use Tidal Flame to kill him.

- - - - -
Norlich Heights
- - - - -

Steal from Python: Phoenix Pinion

- - - - -
Dali
- - - - -

Make sure to unequip all equipment before entering Dali to buy the necessary
junk.

Here are some recommendations to use because you can combine them to make a
certain special equipment when you reach Linblum:

Feather Hats-200 (for the number of Yellow Scarf)
Leather Hat(150) + Leather Shirt(270) (for the number of Desert Boot)

Note

It takes

Black Waltz #2 (Steepled Hat, Leather Plate) HP: 1030

Give Vivi and Steiner the highest Magic Defense and Magic Evade. Zidane and Dagger are helpers. Attack with all you got, you'll need it if you're trying to kill him fast enough before he kills you.

Black Waltz #3 (Linen Cuirass, Silver Glove) HP: 1128

Use Vivi's Trance to its advantage, enter the command quickly, and doesn't matter what the magic is. Do the same with Steiner. Zidane is a helper or stealer.

- - - - -
Lindblum
- - - - -

Once you land and get to control Zidane, unequip all equipment.
Buy the necessary junk and Use WOM. This is the place that it will apply to.
(Read WOM)

If you have listen to me and bought the equipment from Dali, then you're very prepared for the contest.

Recommend for Zidane in Festival of the Hunt:
The Ogre, Yellow Scarf, Leather Plate, Steeped Hat, and Glass Armlet.

And if you have extra cash, or by making some by using the WOM. Buy about 4 Rods, for Coral Ring Later in the Game. Some Glass Armlets.

Festival of the Hunt

Zaghnol
Use Soul Blade to Blind the creature and before killing him, make sure you steal his Needle Fork. It is very important that you get the Needle Fork. Without it, you can't complete this Level One Game

Note

If there was a way to kill Zaghnol and let Freya win, so that you can get the Coral Ring, that would be better than getting the gils for the Prize. The Coral Ring a excellent accessory in one the hardest part in the game.

Buy equipment until you have one of everything. So that your people can always have something to learn. You can't get Experience Points, but that doesn't mean you can't get AP for abilites. That is what Bosses are for right.

- - - - -
King Ed/Eunorus Plains
- - - - -

Steal from Lady Bug: Phoenix Pinion

- - - - -
Qu's Marsh
- - - - -

Axolotl: Phoenix Pinion
Get Quina and get her learn these Blue Magics.

Let Quina learn Limit Glove and/or Pumpkin Head/Mighty Guard etc...

Mandorga-Limit Glove, Hedgehog Pie/LadyBug-Pumkin Head, Serpion-Mighty Guard Vice-Vanish, Axolotl/Clipper-Aqua Breath. The only ones that I must stress over are Limit Glove, the rest you can just forget about

Note

When letting Quina learn Blue Magics, s/he must use eat. A move that considers killing the enemy, this will get you experience points. Which is not good. Make sure that there are two of them instead of one. That way, once you learn the Blue Magic, Flee and get the **** out of there. You got the magic, you don't want the exp too do you.

- - - - -

Chocobo Forest

- - - - -

Collect all the Chocograph from the forest. This should take some time, but it is fun isn't it? Well, at least I think so.

- - - - -

Gizamaluke's Grotto

- - - - -

(Steal from Skeleton-Ether)

Eat Hornet-Vanish, Skeleton-Pumkin Head, Lamia-Lvl3 Def-Less

All of these Blue Skills, I didn't get any of them for my game. Just fun facts for you to know and be attempted to get. LOL.

Black Mage x2 Forced Battle HP: 398

I suggest you save before entering this battle. Best done after Freya talks outside of this place.

In this battle, you have to equip Quina with the Needle Fork and s/he must be the only to attack them. Make sure you have stocked up with at least 20 Potions. This might become long and boring. The point is to attack them and get them to petrify. You have to petrify them and not kill them at the same time. Only this way will get you through the battle and not get any experience points. Use potions to heal them if you didn't petrify them successfully. Quina tries to stone them and the rest are helpers.

Get Bronze Vest, Magus Hat, Mythril Gloves from this place (all optional).

I highly consider the Bronze Vest to be useful, protecting you from petrify.

Gizamaluke (Ice Staff, Magus Hat) HP:3175

Save in the chamber with the Moogle before entering this battle

Use Soul blade or tent to silence/blind him. Prepare Quina's Limit Glove by having him with 1 HP. Have Freya use Jump and try to steal Ice Staff (optional).

- - - - -

South Gate

- - - - -

Dagger and Steiner

When you control them get the Multina Racket, Buy Supply (optional) in case

the last battle has drain most of your supply and want to get some more without going back to Linblum.

Back to Zidane's Company

Go to the Chocobo's Track near Cleyra to get the Chocobo's transformation into Sea Chocobo. Head back to Chocobo's Forest for some extra Chocographs. There should be this Chocograph that is near by. You'll get the Oak Staff, access to Stop. Another good weapon with the magic that you need also

In the Field

Eat Nymph for Night (optional but quite helpful), Lizard Man-Lvl3 Def-Less (optional)

 Burmecia

-Eat Magic Vice for Magic Hammer (Ether) HP: 298
This is an excellent Blue Magic and I regretted it for underestimating this Blue Magic.

Black Mage x2 Forced Battle HP: 398

Use the Needle Fork Strategy or use Vivi's Stop or can use Magic Hammer to make them flee Freya and Zidane are helpers. All three works, I just depends on how you want to take it. About using Magic Hammer, I don't quite trust it yet because I have never used it on them, I just heard it from someone else, so don't take my word on it, that it works or not.

Get the Lighting Staff from behind the Moogle and the Mythril Spear for Freya on the the room across from this one.

Beatrix (Chain Plate, Mythril Sword) HP: 3630

Use Quina's Limit Glove to end the battle very quickly. I did decided to use this on my ODINS game, but I died before I had the chance to use it. Or keep on using phoenix down on fallen allies until she quits. She hates battling someone that won't quit, how womanly of her, not to insult any females out there or anything.

 Disc 2 -KAD11

 South Gate

On the Train and the Events

Black Waltz #2 (Flame and Lightning Staff) HP: 1292

Give Steiner Man Eater with Iron Sword, Yellow Scarf (optional). Steal if you want those two weapons are a real fine

- - - - -
Treno
- - - - -

Get the Power Belt, Blood Sword (from the Stellazzio Coins)
Buy the items from the auction and sell them for some extra cash. Buy the necessary junk.

Recommendation (the necessary junk)

- 2 Reflect Ring (Auto-Reflect, Distract, Reflect), 2 Madain's Ring (Body Temp, Chemist, Guardian Mog) (both from Auction)
- 3 Coral Ring (Insomnia, Man Eater, Lancer), Ice Staff and 2 Madain's Ring. Stezallio Coins get Blood Sword Desert Boots (Protect, Scan), 2 Glass Buckle (Antibody, Add Stats, Thunder), Cachusa (Bright Eyes, Ability Up, Life), 2 Gold Choker (Auto-Potion, Flee-Gil, Shell) At least 2 of everything from non-syth equipments. Needle Fork (Barrette)

Note

Best you can do is 4 Reflect Rings instead of the other Madain's Ring. With this you're unstoppable. But Reflecting too much on them isn't really a good thing. Since killing them means getting Exp, which is not good. Good for some battle, bad for non-bosses

Go kill the monster in the cell by throwing it a tent then killing it. MP attack, Bird Killer I didn't do this in my game, but other said it was possible, besides it doesn't give EXP anyways.

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Gargant Roo
- - - - -

Grab the Chain Plate

Ralvurahva (Bone Wrist, Mythril Fork) HP: 2200

Make sure Steiner have the Blood Sword, Bug Killer (Bronze Helm), and MP Attack (PowerBelt). Blank and Dagger are healers, cast Protect. Antibody will make this battle even more easier. Don't underestimate this guy though.

- - - - -
Cleyra
- - - - -

Get to Quina learn Auto-Life from Carrion Worm (HP: 259). This is really helpful, next to Limit Glove because this brings Limit Glove to it's main power source. Buy the necessary stuff from the shop, which is whatever you think you can afford at the time, since you can't use WOM at the moment

No recommendations

Antillion (Gold Helm, Mythril Vest) HP: 3938

Use Limit Glove with Auto-Life. In the mean time, use Tent or Soul Blade to stall some more time

- - - - -
Alexandria Invasion
- - - - -

Going down Cleyra's Trunk, after each battle, save when possible
(Run back up trunk to Cleyra)

Do this in each battle, these are some tips to use:

- Lower their hp, with exact calculation making their life low enough forcing them to escape.
- Stock Potion and Phoenix downs. Get a lot of Tents as well, for the future.
- Magic Hammer the Black Mages or Stop magic or Needle fork them. Magic Hammer again is approved by me.
- Remember the pattern is left, right, left, right, till the point in which right is not an option and left has already been used, then just head up.
- Some say that using Magic Hammer on Soldier, makes them escape.

Solder HP: 523/ Black Mage: 526

Alexandria Soldier x2
Alexandria Soldier x2
Alexandria Soldier x2
Black Mage x2
Alexandria Soldier x3
Alexandria Soldier x3
Black Mage x1 Soldier x2
Alexandria Soldier x3

Note

I've heard on the board that this was one of the hardest parts for them. I, didn't have any trouble getting by this part because I did the cheap way and saved whenever possible. Good Luck to the rest of you that are trying to this. If this is one of your hard points, lets hope that my hard parts, aren't your worst nightmare.

Beatrix #2 (Thunder Gloves) HP: 4,736

Use Quina's Limit Glove to end the battle quickly. Or keep on using phoenix down on fallen allies until she quits. Remeber that joke that I said before, well nevermind with that, forget what I said before. and uh..Steal if you want, doesn't matter.

Quina leaves, I still wanted to use it though. God Dammit. Odins comes and...

UNEQUIP EVERYTHING BEFORE LISTENING TO BEATRIX AND BRAHNE TALK!!

And after that You MUST SAVE

- - - - -
Alexandria Rescue
- - - - -

Steiner and Marcus vs. 2 Soldiers (Phoenix Pinion) HP: 523

Give all the Exp to Marcus only, meaning that Steiner should be dead. Calculate the amount of damage they need for them to escape. This might take a while. For some reason, a couple times before, I've successfully gotten pass both soldiers without ever fighting them. Yet apparently for this challenge, I lost my power. I wonder why.After that, start climbing the ladder, unequip everything from Marcus. He shall now leave and never return... into your party and under your command. Unless you Shark it, which I hope you won't do for this challenge. If you wanted to do it, do it in the first place.

Back together

Thorn and Zorn (Mythril Armor, Mythril Armllet)

(Partisan, Stardust Rod) HP: 2,984/4,896

Set Man Eater and MP attack on everyone that can equip it. Just keep the one

that keeps on bouncing. Not bouncing means no threat, bouncing and your dead.
LOL

YOU MUST SAVE, THE NEXT COUPLE STEPS CAN TAKE FOREVER!

Preparation

- Move Tent, Elixir, and Ether to the upper column of the menu, for easy excess
- Insomnia for Freya Coral Ring if available
- Reflect Ring, Coral Ring, Madain's Rings might and must have if possible, equip them to Steiner, Zidane, and Vivi.

Give them the other equipment of your desire, make sure the Reflect ability are checked Freya should get a Coral Ring(optional) and Insomnia. Remember to give all the exp to Beatrix only, meaning that you must let everyone die except for Beatrix

Note

- Beatrix (Ice Brand, Survival Vest) HP: 5,709
- Type C (Tent) HP: 623 Uses Fira, Blizzara, Thundara, Strike
- Bandersnatch (Tent) HP: 899

Round #1 Beatrix #3

Steal if you want, which I hope you do if you're using the Phoenix Down bluffing trick. Keep using Phoenix down until she quits is the goal, but it wouldn't hurt to steal her Survival Vest or Ice Brand

Round #2 Beatrix with Freya vs. Bandersnatch

Kill the Bandersnatch with this combination. Freya attacks once or twice (depending on how much she did), kill Freya, Beatrix attacks and wins. If anyone goes down, be on helper stance, once you revive the other wait to see what his next attack is. Once Freya is killed and you have done damage to the beast, attack with Beatrix.

Round #3 Zidane, Dagger, Steiner, and Vivi vs. 3 Dark Mage

Reflect is the major key for safety against magic, but it might backfire. Use Soul Blade to blind them, there physical attack can be deadly. Use Silence from Dagger to eliminate Magic, if reflect isn't available. Vivi Focuses 2 or 3 times, then use Stop, this somewhat increases the chances. Tent can be used, but don't worry about the poison, it can't kill them, but the reflected magic might. If one of them dies, well... start over from the last save point.

Round #4 Same party vs. 2 Bandersnatch

Use tents like mad, until the Blind, Silence, and Poison Snake bite them. Vivi Focuses 2 or 3 times, then use Stop, this somewhat increases the chances to Stop them.

Unequip all accessories from Steiner when you have the chance

Round #5 Zidane, Vivi, and Dagger vs. Bandersnatch

Same Strategy as before:
Use tents like mad, until the Blind, Silence, and Poison Snake bite them. Vivi Focuses 2 or 3 times, then use Stop, this somewhat increases the chances

Round #6 Freya (dead) with Beatrix vs. 2 Bandersnatch

Quickly use Climhazzard, before they put Beatrix to sleep. If they kill her, try all over again, and please don't get too pissed off.

Round #7 Steiner, Freya (dead), with Beatrix vs. 2 Bandersnatch

On either Beatrix or Steiner's turn, throw a tent at the Bandersnatch or give

Beatrix an Elixir quickly. When Beatrix has full Mp, wait for Steiner to be killed, then use Climhazard. If Beatrix falls to sleep, have Steiner give her a nudge, caution this might kill her. Depending if it's critical or not and depending if one the Bandersnatches decided to attack her as well.

Congratulation you have passed one of three parts of the hardest in the Level One Game. IMO.

- - - - -
Pinnacle Rock
- - - - -

Old Remarks made before my last update:

(Doesn't matter if you get all five passage or not, it doesn't matter)

(Doesn't matter if you get all the weapons and chest here)

New Remark made on this update

(Just get to Linblum, I don't care what you get here)

- - - - -
Lindblum
- - - - -

Buy the necessary junk.

Exploda and Power Belt is a must have, you can't live without them.

Unless you want hell.

Exploda (Mage Masher, Mythril Dagger)+1000

Power Belt (Glass Buckle, Chain Mail)+2000

- - - - -
Qu's Marsh
- - - - -

Get Quina from the Qu's Marsh

Go to Fossil Roo and pass that one handed machine... freak...

- - - - -
Fossil Roo
- - - - -

Lani (Coral Sword, Gladius) HP: 5,708

Zidane have Man Eater, Mp Attack, and the strongest Armor available. She'll will aim for Dagger so you must cast reflect on Dagger. Use Limit Glove to end it faster with the Auto-Life magic of course

- - - - -
Conde Petit
- - - - -

Get the Diamond (Distract) Talk all you want, then save afterwards

- - - - -
Mountain Trail
- - - - -

Hilgigaris (Fairy Flute, Mythril Fork) HP: 8106

Vivi, Eiko, Dagger, Zidane (Requires luck and preparation)

For this battle, get Zidane life (HP) to end with a seven, if you know what I'm doing, your actually correct. Hope that Zidane can use lucky seven to quickly end the battle, before he gets killed. Silence him, but successful

rate is low and kind of pointless since earthquake can't be silenced, so don't cast silence. Auto-Float Zidane is ok, Distract is better. When you finally get 7777, don't you wonder why I have to be that cheap? Oh, yeah for a side note, Vivi's Bio work, it just doesn't do a whole lotta damage thats all.

- - - - -
Ifia Tree
- - - - -

Get the highest Spirit for Vivi when facing them and save after you have activated the elevator on tree trunks. This might take forever to do, It took me personally 5 days to accomplish.

An idea from Dingus McGee, quoted:

'alright KADFC, I kept fighting random battles until a zombie dragon showed up. Of course, dagger and Eiko were on the back row so I casted shell on them both and his attack that inflicts zombie status didn't quite kill them. so I then went on the elevator-thingy and those zombie pricks there were 3 of them, so I castes life on 2 of them with my white magic users and kills of Zidane and Vivi with Vivi casting Bio on himself and Zidane attacking himself(I equipped him with no armor for him to die faster). then I lifted the other zombie. after the fight I revived and restored and casted stop to kill the zombie dragon auto-fight. Phoenix down killed the boss.'

In my own words and adding a little bit of my idea into it:

1. Encounter a dracomzombie
2. Remember to put everyone on the back row
3. Cast Protect on those that you think that has a chance of being infected by the breath.
4. Run away and save, rinse and repeat, but make sure the one that's inflicted doesn't get killed or you have to restart because zombie stats inflicted characters cant be raised back onto the battle field, unless its zombie is removed.

Most rules and absolutely the hardest of them all. IMO

You have to walk all the way to the bottom to face these opponents. Stroper can kill all, with his sweep attack, time consuming random encounters.

Zombies (x2 or x3)

-Hit them all with Stop to end this match, seems impossible?

-Get Vivi very close to Trance, inhopes of that the Zombies will strike him and he will go into Trance. Be warned Vivi might die from this with low defense, while in Trance have him use Stop twice instead of once.

-Difficult and Hard points:

1. They use roulette, that if they are killed you have to start over
2. Their attack has a high chance of killing instantly one of your people
3. Their most devious attack known as 'Melt.' It kills themselves and one of your guys. Start over, please

Note: If you used the strategy made by McGee, it might be more easier and quicker to get pass these battles.

If you have passed the part from the top, Congratulation. If you ever see me on boards, plz tell me how long it took you. THIS IS THE HARDEST PART IN THE WHOLE GAME. Two third way of the way till no more difficulties, through my experience.

From Author

I was extremely tick'd when I didn't think of this myself. Whatever, like I said before, I still finished this challenge didn't I.

Dracomzombie

Vivi Focuses 2 or 3 times, then use Stop, this somewhat increases the chances. Use Phoenix Down when one of your guys die

Get the Brigandine and elixir on the floor that you have stopped

Last Boss of Ifia Tree Soul Cage

(Brigadine, Magicans Cloak, Oak Staff) HP: 5700

Use an elixir as soon as possible, if you have passed the parts from before this, don't try using Life or Phoenix Down, that would waste time and that means I hope you can pay the price.

Madain Sari

Aramant (Poison Knuckles, Ether) HP: 6800

Give Zidane Distract, Man Eater, with some high defense and evasion, and Viola. Auto-Potion is extremely helpful, but to check this off you have to compromise with the other abilities. I rather use Distract than Auto-Potion, depending if you have played this match before, to steal his items. Equip Bandit then. Most simplest way to end this thing is to have Zidane go into Trance and Dyne away. Use Auto-Potion and Distract, High Tide optional, to wait for the Trance. And ah, attack when he says 'Here I go.'

Ifia Tree

Prepare with a lot of phoenix downs, people with Insomnia and shadow absorbing equipment. I believe Madain's Ring should be given to Vivi (IMO).

Mistodon HP: 1473

Have the whole party as healers, except for Vivi, that will do the stop magic casting. This could waste a lot of phoenix downs. Eiko with the great Phoenix is helpful, but watch their HP, if you get to close they will die. Use Tent or soul blade to turn them down. Get everyone to use tent if you have to, but that IMO is a total waste of good profit.

Disc 3

-KAD12

Alexandria

- - - - -
You must in god's name, get Angel Bless (Thievery) (Sorry for using god's name)
You'll be blessed with the strongest attack in the game, if powered up fully.

- - - - -
Treno
- - - - -

Stezallio Coin and Get the Dark Matter from the Auction.
Buy whatever else you want.

Battle of Alexandria

The order of operation:	Protect the People	Weimar and Haagen
	Contact Lindblum	Breireicht and Laudo
	Gather Information	Blutzen and Kohel
	Fire the cannons	Mullenkedheim and Dojebon

Using Steiner and Beatrix

Doesn't matter if Steiner is dead throughout the whole thing, because Beatrix can handle it all. Just remember to keep her alive though, LOL. Give Beatrix an elixir or Hi-Potion with Ether, to power up to other battles. Equip Beatrix with the best equipment available, giving the highest Spirit. Keep on using Climhazzard or regular attack, with hi-potion to your desire. Make sure to unequip your rare equipment off of her before the last time that you can, rare meaning that you only have one of it.

Tantarian

Not recommend, unless up for the challenge, for the Running Shoes earliest in the game. No strategy to beat it yet. I have heard a lot people that have tried to beat him. Not sure if they succeeded or not. Hope you guys will do it, even though it will be meaningless. Seeing that he'll give you exp and you'll have to restart soon.

- - - - -
Lindblum
- - - - -

Get the stuff you think you need.
(Read WOM, Steeple Hat is N/A)

Certain of things of recommendation or You can do this later on Disc 3

1. Killing for Thievery Section
2. Teach everyone Auto-Life and Auto-Reflect, if supply of these two are limited.
Don't teach Vivi Auto-Reflect because it's not useable.
Teach Zidane, Freya, Aramant, Steiner Clear Headed if they are the ones to go to Oeilvert.

NOTE

THE PEOPLE THAT ARE CHOSEN TO GO TO OEILVERT HAS A SECOND CHANCE OF LEARNING THESE ABILITIES, BUT STEALING WON'T BE PERMITTED, UNLESS YOU WANT TO.

3. Esta Gaza to buy an early Octagon Staff for Vivi
4. Go to Chocobo's Lagoon and get the Mountain Transformation for Chocobo's. Then the Deep Sea Chocobo's. Get some Dead Peppers. Have Quina eat a Tick Sparrow near Treno or Zaghol in Lost Continent for Matra Magic (optional), Must read acquiring Zombie/Virus for this. Zombie Whale on the coast of

Esta Gaza, for purposes later in the game.

- - - - -
Black Mage Village
- - - - -

Only thing I can say is 'Black Belt'. I mean get it, it's free and all.

Desert Palace (Have a spare Save due to any points in which you get stuck)
Send Zidane, Freya, Aramant, Steiner in the Party to Oeilvert. Steiner can be
switched with Quina, if Ark is too hard for you. Then you will need Clear
Headed on Quina instead.

- - - - -
Oeilvert
- - - - -

Get the Chocobos, by going to the chocobo track located north of Qu's Marsh.
You can learn abilities for your characters that you now control. Buy a lot of
Soft and throw them at the Epitaphs for an easy 2 AP, Ability Up is useful.
Diamond Sword, Shield Armor, Power Vest, Feather Boots, Gaia Gear are inside
Oeilvert. So if you're thinking about buying them, think about it twice before
you start wasting your money/gils on the not needed.

Ark (Holy Lance, Power Vest) HP: 20,002

Equip Clear Headed and/or Auto-Life to everyone, without this you're in a
world of restarts. The Highest Spirit for the main attacker, this can be
Zidane for thievery, Aramant for his throws, or Quina for his Limit Glove
and/or Auto-life. If Steiner is in your party have him as a Helper/throwing
Dead Pepper. Steal Holy Lance is a must, if you want to see how much your
Dragon Crest can do later in the game.

Another Strategy Mentioned by McGee:

1. Get a high Spirit with Robe of Lords, put this on Eiko. Nevermind I'm
going to quote it again-' the way I killed ark: I brought along Eiko in
the party that faces ark. I equipd her with tiger racket, (insert name of
best defensive head armor available at time here), egoist armet, lord of
robe and protect ring. abilities were clearheaded and auto-potion. he
couldnt do enough damage to kill me so it kept auto-potioning and he couldnt
confuse me so I won with easy ease!! what did u do, kadfc?' This time
easier to understand.

NOTE

If you getting Robe of Lords is part of your liking, go for it for all I care.
I on the hand, won't ever do that, not even for my perfect game.

- - - - -
Desert Palace
- - - - -

This is tricky. Yet can be done with skills and patience. Other than that good
luck to you. Buy Magic Racket for later. Have Vivi with the most spirit.
Auto-Reflect isn't possible on Vivi. Auto-Reflect is a major save for the
others, but watch when their HP goes down. Insomnia or Locomotion should be
put to considerations. If Auto-Reflect is not distributed. Get all the treasure
here, this will lower the Valia's power to kill you.

The Treasures are: Promist Ring-Anklet-Shield Armor-(N-Kai Armllet)-Black Hood
(Venetia Shield)

Valia Pira HP:12,119

Set Dead Pepper at the top of the item list, you'll be needing quick access to these. Have Vivi use Water, after Focusing for a couple of times. Have everyone else use Phoenix Down on fallen allies, in other cases if no one is dead, have them chuck Dead Pepper on the boss. Limit Glove if Quina is in the party, or have him use Magic Hammer.

Future Preparations (have a spare save after the battle with Valia Pira)

Eiko must have a equipment that enables Mini (Magic Racket). I'm not quite sure if this will increase the success rate to mate Meltigemini, but anything is worth a try. Give her also the antibody ability or Auto-life. Best to give her a equip that gives high spirits, Dagger isn't a great caster for right now. I'm saying this becaues, if you know the storyline, you won't be able to, or ever have a slight chance except what I'm telling you right now, equip Eiko for the Meltigemini fight.

Reunion (#2)

Get Namingway Card, not needed if you hate cards as much as I do.

- - - - -
Esta Gaza
- - - - -

Get the stuff you think you need. Especially the Octagon Staff for Vivi and Flame Saber for Steiner.

(Optional: Get Quina to Eat a Anemone (Qu's Marsh of Forgotten Continents))

- - - - -
Mt. Gulug
- - - - -

Must enter with Vivi, Zidane and Quina, the other one doesn't matter. Head down a floor with the rope, go right and save. Give Vivi the highest spirit or evade and no matter what, equip the Octagon Staff. Keep on entering down on the ropes, this will make the thing fall down, so that you can face the Red Dragons.

Red Dragons (Elixir, Ether)

-Give everyone Auto-Life and/or clearheaded,
-On Zidane's turn have him use Soul Blade or Tent
-Quina cast Auto-Life on the people that have been killed before
-The other one should use tent
-The main point in this battle is to have both Red Dragons blinded before their air powered assassinations begins. Blind is a part of way to prevent Vivi from Dying so quickly, so that he may have a longer amount of time to cast stop.

Head back up and save for the ...

The final hardest part of the game, IMO.

Meltigemini: (Demon's Vest, Golden Hairpin, Vaccine) HP: 24,348

The fact that I think he is the last hardest boss is because:

1. You have to wait over 5 minutes, with a turbo controller, just to have a chance to play against him. Meaning if you died before. I counter the time it took, how pathetic of me. I know, I know, that's what I get for being the one of the first people to do this challenge.
2. His first attack has a higher chance of being Viral Smoke, an attack that kills everyone, if you're not prepared with Auto-Life. Even Auto-Reflect can't prevent you from this. So better have Auto-Life
3. Bio can kill one or the whole party as the second attack.

My Strategy

- Party containing Quina, Zidane, Eiko (replacing Vivi), and Freya or Aramant
 - Have everyone with Auto-Life (A MUST!)
 - Eiko use mini whenever possible (This one I'm not too found of because I didn't have the power to use it on him myself. It never succeeded in my game)
 - Zidane using Thievery (9999)
 - Freya using Jump (Optional, but being quite effective or just plain luck)
 - Aramant can cast Aura on people that used up their own Auto-life already
 - Quina use Dead Pepper until dead, rise with one HP, cast Limit Glove (9999). Meaning he comes in with full HP. Wait till he dies and the Auto-Life will get him back on to its feet. And by then you should get it to use Limit Glove.
 - Don't use Tent
- If he uses Viral Smoke as the first attack, too bad, wait another 5 minutes to try again. Because you'll surely die from it.

Congrats! You've made it through the last of the three hardest bosses in the game! Just hope that the Three Pandemonium fights, Kuja + Garland, and Kuja + Garland doesn't get the best of you. There aren't really that hard, really. LOL, you'll find out for yourself.

- - - - -
Lindblum
- - - - -

-Buy whatever you so please

Some Recommendations

Do these things so that you'll have a chance when you're at Terra, the end of disc 3.

- Finish the Chocobo's Sidequest for the chance to face Ozma. The weapons shouldn't be taken to be useful, but the accessories might and its abilities.
- Go to Daguerreo for some better equipment. Opals for Shiva. Get Three or four Coronets
- The formula of Unlimited money lies within Dark Mage Village and Dali. Read WOM
- Get a extra ribbon from the auction.
- Alexandria to pickup some items
- Killing For Dragon Crest Section
- Easier Way of Getting AP for Disc 3 Section
- Get Running Shoes, for Auto-Haste, quite useful for Zidane's Stealing.
- Go to Treno and give the lady your coins, try to aim for the Robe of Lords.

Note

To get the most of this game, you probably want to do every single thing that will max your rate to beat this game. In that case do everything that I listed above. And if you want you probably want to kill Ozma anyways, staying at the levels that you want. Read Hyprophant's FAQ if you want to beat him. She has a better strategies for beating him.

If you want to take this game to next level of easy, try to Powerup Frog Drop. You'll need to catch 9999 frogs, since she is at level one. That is a better challenge than this challenge any day.

- - - - -
Ispen's Castle (Party: Zidane, Steiner, other 2 doesn't matter)
- - - - -

Ancient Aroma (optional) (It's really just there for looks)

Taharka (Orichalcon, Mythril Claws) HP: 29,186

Steal Orichalcon and the Mythril Claws if you want. Both are good to sell for gils. Give Steiner the heat inflicting sword known as the 'Flame Saber.' Add Stats checked off too. Other two members are Helpers and remember not to attack when he is compact. Once he gets heat, the battle will be soon over because he is machine and doesn't have a mind of his own.

- - - - -
Four Shrine
- - - - -

Get everyone to their destined location, while Zidane and Quina, being the best useful character in the game, IMO, goes 2 on 1 against Lich.

Lich vs. Zidane and Quina (Rubber Suit, Avenger) HP: 20,756

Equip with element absorbers like Coral Ring, Madain's Ring, Gaia Gear, Rosetta Ring. He will cast all these types of magic in your battle, so don't be surprise if your item didn't absorb his attacks.

Auto-Reflect, Auto-Life, Distract are some good abilities to keep in mind. Get Quina a Hp of one, for Limit Glove, which is really cheap, but hey I'm up for it.

Thievery and Soul Blade for Zidane, even cheaper if powered up all the way. Use tent if you want, even though I never used it on him before.

-Optional: Use Quina's Bad Breath to Inflict the Mini Stats and eat Lich to learn Earthquake

IMPORTANT NOTE FOR PEOPLE THAT WANTS MAX STAT

If you are trying to do the whole max stats, thing. I think to say that you should keep an extra save right here, before going into Terra. Once inside, you won't come back out. So this save can be used for two things.

1. To show to any of your friends or family memebers that everyone in the game are all at level one so far. Also if I can find a way to get pass the Pandemonium without getting any exp.
2. This is in any case in which you want to do some max stating during the Pandemonium fight. Why not get some better stats will you're getting leveled up. Some higher stats, is better than no increase, from the normal, at all.

END OF IMPORTANT NOTE

Going to Terra

Preparations:

Keep in mind that Dagger and Steiner cant be equippable once they have entered to Terra until the three mini-boss battles have ended. So I will show you how to prepare before going.

Dagger: Gaia Gear with Auto-Life
Shiva with 99 Opals

Zidane: Thievery doing over 9,000
Auto-Life
Distract
Gamble Defense

Quina: Auto-life ability and Magic
The highest magic evade

Aramant: Auto-Reflect
Gamble Defense

Freya: Dragon Crest doing 9,999
Auto-Reflect
Distract

Steiner: Auto-Life
Coral Ring
Distract

Note

You might have better items/equipment than me, in which case, you can use this as reference to make your own battle plans up.

- - - - -
Terra
- - - - -

Once you enter Bran Bal, immediately proceed right and buy equipment, don't find the place for Dagger to rest yet. Buy Flash Hat and others. Equip a Flash Hat for Zidane and Quina. You must buy the Holy Lance, unless you already got one.

This determines how you enter disc 4, with 3 people at level 22 or higher OR with Zidane at a level 31. If Zidane was at level beside 1, I don't really know if I would be consider a level one game.

REALLY IMPORTANT NOTE

THESE THREE BATTLES ARE FORCED AND THE CHARACTERS MUST GET EXP

THE MINI-BOSSES HERE ARE IMMUNE TO EVERYTHING.

THEY ARE UNLIKE THE RANDOM BATTLE ENIMIES.

THAT YOU HAVE HAVE FOUGHTEN EVERYWHERE ELSE.

IF YOU DON'T BELIEVE THIS, LOOK IT UP IN REBIRTH'S MONSTER LIST.

Side Note

I, for one, have never recieved that Virus Fly and never wanted to do that part over and over again. It took 5 minutes to get there, ok. I rather settle with beating them with my desired plan instead.

First Battle

Amdusias vs. Zidane, Freya, and Aramant HP: 6,578

Zidane dies with Bio given to him. Freya comes in once Zidane's ATB bar is filled up. Use Thievery with Zidane to bring out Aramant. Keep as note, when Amdusias is on the ground he castes magic. When he is in the air, he attacks physically. Deal between 2000 and 4000 to him. Then kill off Zidane and Freya, do this when Amdusias is not in the air. Aramant uses No Mercy and he should be dead. Next up...

Second Battle

Abadon vs. Quina, Steiner, and Zidane HP: 12,658

Abadon uses High Wind, Quina and Steiner comes up. Attack with Steiner, Quina cast Auto-Life onto Steiner. Phoenix down any fallen allies. Once Zidane enters, have him use Thievery Wait for the second High Wind and make sure Steiner has Auto-Life still with him and the others do not then kill Abadon with Steiner Or wait for Abadon to have his turn. Quickly kill off Zidane and Quina, Strike with Steiner. Just hope that the next move used by Abadon is Thundaga. This one takes a lot of luck to beat.

Third Battle

Shell Dragon vs. Zidane and Dagger HP: 12,661

Wait for the Dragon to kill Zidane, Zidane uses his Auto-life and Dagger comes in. Have Zidane use Thievery, hope that Dagger isn't the one being killed, revive them if they do.

1. Kill Zidane off after Dragon has used his turn, and Quickly summon Shiva
2. Have Dragon use Smash to kill off Zidane, Dagger comes up, hope that he uses Earthquake, then summon Shiva.

SAVE NO MATTER WHAT, SAVE! EVEN IF IT'S ON A SEPARATE FILE, SAVE!

My Party: Zidane, Freya, Vivi, and Quina

Don't get any treasure through out the walk, not worth it. Don't change the abilities as before, except give Vivi Auto-Life. Set the elevator to 4 and go straight up.

Keep going up. SAVE AGAIN. On a separate file would be nice, considering that you probably want to head back and buy something from the moogle and whatnot.

Silver Dragon (Kaiser Knuckles, Dragon Mail) HP: 24,055

For Preparations: Give the Ribbon to the Freya, that can do the most damage because of Dragon Crest. Vivi with his Octagon Staff and Coronets to Zidane and Quina. If you got Thievery to attack more than Freya's Dragon Crest. Give the Ribbon to Zidane then and exchange. Hopes of it not using the Shockwave. Use Thievery, Dragon Crest, Limit Glove, Vivi as helper.

OR

Cast night, wait Quina bar to fill up, use Thievery and Dragon Crest quickly then night, rinse and repeat, until the dragon dies. This requires insomnia, but Auto-Life is needed for the other consecutive battles later, so this shouldn't be used.

Garland (Dark Gear, Ninja Gear, Battle Boots) HP: 40,728

Use Thievery, Dragon Crest, Limit Glove, Vivi as helper. If two allies falls, others become helpers immediately. Auto-Life Quina if she dies, then use Limit Glove. OR Quina as a helper that casts Auto-Life on others that don't have it. You can use tent if you want.

Kuja (Light Robe, Carabinieri Mail) HP: 42,382

Use Thievery, Dragon Crest, Limit Glove, Vivi as helper. If two allies falls, others become helpers immediately. Quina should use White wind during in times of critical life. Measure his life, if he cures himself, just send another 2 or 3 (9,000+) hitters and he should be dead. So if you have reach this point don't waste your time with Phoenix Downs.

Disc 4

-KAD13

In my opinion, it doesn't matter whatever you buy in Daguerreo or Black Mage Village, I see them as pointless a waste of money and time. Just keep the same equipment until said to change, same abilities unless said to change.

There is something you can do though. That is go to the Treno Auction and get a second Ribbon or third one. That would make it way more in advantage

Top of Ifia Tree

Nova Dragon (Grand Armor, Dragon Wrist) HP: 54,940

(Almost the same as Silver Dragon Strategy)

Use Thievery, Dragon Crest, Limit Glove, Vivi as helper OR Cast night, wait Quina bar to fill up, use Thievery and Dragon Crest quickly then night, rinse and repeat, until the dragon dies. Make sure Insomnia is given to everyone. Give the Ribbon to Freya. Vivi with his Octagon Staff and Coronets to Zidane and Quina. Hopes of it not using the Shockwave.

Memoria

Doesn't matter if you get the treasure weapons or not. Get Kain's Lance if you haven't got the Holy Lance with you.

Maliris (Masamune, Ultima Sword, Genji Armor) HP: 59,497

Use Thievery, Dragon Crest, Limit Glove, Vivi as helper. Quina's second job is to secure that everyone has auto-life on them. Even if a player has heat, and another has the ability to perform a 9999 hitter, doesn't matter if that persons dies. Better to have Auto-Life on them, so when they die from the heat, they easily get back up and fight on. Once you have defeated him, even if he can kill everyone. Auto-Life will keep everyone alive. Nice idea if Rosetta Ring if equipped to any of them, yet that is optional since I didn't have one at the time.

Tiamat (Grand Helm, Feather Boots, Blood Sword) HP: 59,494

Give everyone Clear Headed. Use Thievery, Dragon Crest, Limit Glove, Vivi as helper. Coronet and Ribbon must be equipped properly to your main attackers.

Hades (optional)

Save the screen before this one, you never might know, you aren't god in this challenge you know. Use Thievery, Dragon Crest, Limit Glove, Vivi as helper, just like before. You won't ever get bored of this strategy, you know why? Because it works thats why.

This boss is similar to the last boss. Make sure your speed is set to low as possible. Fight him if you want, doesn't matter. A better way to do this and actually have him count is get Virus status on before you fight on. But by me telling you that, you probably are right here reading here right now and trying to fight this guy. It's not my problem that you didn't read this whole thing before coming in here.

Kraken (Glutton's Robe, Wizard Rod, Genji Helmet) HP:59,496

Ribbon and Octagon Staff must be equipped, Octagon Staff on Vivi of course.

Use Thievery, Dragon Crest, Limit Glove, Vivi as helper. Attack only Kraken itself, once he dies, he is done. Body Temp should be optional, since I never had a trouble with him, I was unstoppable.

Lich (Black Robe, Siren's Flute, Genji Gloves) HP: 58,554

Use Thievery, Dragon Crest, Limit Glove, Vivi as helper, once again. Vivi should give remedy to people that have been stopped. Equip Gaia Gear or other Earth absorbing equipment Distract. Locomotion and Tent should be optional. But Auto-Life, IMO, is the best because you won't ever die, to some luck.

Must Save Beforehand

Deathguise (Duel Claws, Black Belt) HP: 55,535

Beware of the combo that follows: Meteor and Spin, this kills everyone, start over again. Use Magic Hammer and Auto-Life on Zidane, since he takes the lowest number of Mp to use his attack. Use Thievery, Dragon Crest, Limit Glove, Vivi as helper. Cast night, wait Quina bar to fill up, use Thievery and Dragon Crest quickly then night, rinse and repeat. Make sure Insomnia is given to everyone. Coral Ring or Flash Hat is optional, so other fire and blizzard absorbing equipment.

Special Note

For the best ways of beating the last bosses, its recommended that you give all characters the Auto-ability 'Auto-Life.' Some won't have enough ability crystals as I may recall, but have them on the ones that can actually equip it.

Vivi He doesn't have to be the helper really, I just picked him over the others because he is one my favorite dude and that the fact he is still on

level 1, Eiko will probably be the other choice of option.

YOU MUST SAVE! (This is the ending of this challenge anyways.)

Try to keep your cool and not be too stressed out or too excited.

Trance Kuja (the same strategy as before)

Use Thievery, Dragon Crest, Limit Glove, Vivi as helper, just like before, how nice. If two allies falls, others become helpers immediately.

Quina should use White wind during in times of critical life and Auto-Life to get the Limit Glove working as soon as he dies. If it dies without Auto-Life, use a phoenix down to get it back up and have it cast Auto-Life on itself, rinse, and repeat or don't use this whole strategy altogether, since it's a total waste of time.

Instead hope that Zidane and Freya wipes his HP out fast. Kuja is quite quick for a guy that steals turns. Loser. Also use elixir for Mp restoration, it is the last battles after all, there is no point in saving them up. Either if you ran out of Elixirs.

Necron

Use Thievery, Dragon Crest, Limit Glove, Vivi as helper, for the last time and I mean the last time when I say it. If two allies falls, others become helpers immediately.

Grand Cross: Depends on luck. If it kills everyone, which could be a good thing and a bad thing. You will waste your Auto-Life, but you'll get the upper hand of passing from the only full party killer. Good luck to you for trying to beat him.

Special Note In some cases, you might be extremely lucky. In which he tries to attack someone that has been petrified and it causes no damage or any type of special effect. Stupid computer program. This will be one extra turn that he hands to you to kill him.

On my 3rd battle with him, he did this 4 times in a row.
How stupid can they be?

Congrats! You have now beaten the Level One Game for Final Fantasy IX!
Should I recommend that you that you try these challenge as well:

-No Equipment Game: I did this one

-Attack and Item Only Game: Willing to try this someday

-Excalibur 2: You better have finished this one,
before getting started on this one.

-Ozma at Level One: With luck and skills like Hyprophant,
you can do this as well.

T H E E N D

1. Play Chocobo's Forest, Lagoon, or Air Garden to get items and then sell them all. Phoenix Pinion are the main part of this process, other work as well, this includes getting raw money. If you want to waste time by getting money, you could also try to get Robe of Lords, it definitely becomes useful during anytime in the game.
2. Steal from the creatures, like ether and phoenix pinion then sell them. Each are worth 1000. After you have stole the items, you could flee or Stop/Petrify them.

My personal way of doing this:

- A. Near Lindblum Castle near Pinnacle Rock.
- B. Steal Ether or Phoenix Pinion from the Axe Beaks.
- C. Sell and repeat
- D. Get a lot phoenix down or potion, if early in the game, to restore fallen allies.

*Recommend abilities for Zidane: Distract, Bandit, Insomnia, Auto-Haste, Master Thief (optional), Insomnia should be on everyone.

3. Wrist + Steeple Hat = Cotton Robe Trick

Make sure how much to buy what and what, I have left money to make them and sell them.

$$\text{Steepled Hat} = 260 \quad + \quad \text{Wrist} = 130 \quad + \quad \text{Synthesis} = 1000$$

So, to make the best calculation, first take what you have and minus 1000 for the Synthesis of one and also minus the price one of the other item that you can not buy. Next, divide the remaining money by the cost of the closes item. This will determine how much you would buy right now.

Ex: Dali has Wrist Lindblum has Steeple Hat

So if I was in Dali and I have 5000. Using my calculations, $5000 - (1000 + 260)$, I would have a final of 3640. The first was the cost of one synthesis and the second was the cost of one steeple hat. Then take the final sum and divide that buy the cost of one steeple hat 260, which is $3640 / 260 = 14$. This means I can buy 14 wrists right now. Once at Lindblum, I would buy a steeple hat, synth it into a Cotton Robe, sell it, buy another steeple hat, sell it, rinse and repeat, but make sure that you always have 1000 after you have bought the steeple hats.

This trick should not be used unless you know what you're doing. Meaning if you know there is an important key equipment that needs the money don't perform this trick, unless you know how to compromise. This is a table of where and when to have this: (Spoilers)

Disc 1

A. Dali 1st time Buy Wrist
B. Linblum 1st time + Steeple Hat = Cotton Robe
(Then buy Buy Steeple Hat again)

A - the first time to Dali after getting out of Ice Cavern
B - the first time to Dali after introduction to Cid and Freya

Disc 2

A. Treno - Dali Dagger and Steiner + Wrist = Cotton Robe

Go back and buy Wrist from Dali

B. Linblum Zidane and Party + Steeple Hat = Cotton Robe

Buy Steeple Hat from Linblum

A - When Dagger and Steiner accompanied by Marcus to get Supersoft.
You'll have to use the gate pass to get to Dali

B - After Zidane was defeated by Beatrix and they are about to go to
Cleyra. Go to Linblum.

Disc 3

A. Treno - Dali Zidane and others + Wrist = Cotton Robe

Don't go back to buy Wrist

A-When Zidane and the others went to Treno for the Card Tournament.
Extra knowledge - Don't buy the Wrist because its waste of time and money,
due the fact that Linblum nor any other place will sell Steeple Hat, until
you have release the Black Mages from the control of Kuja.

Got Airship Unlimited Money
Dali for Wrist Black Mage Village for Steeple Hat
and Synthesis into Cotton Robe

Just fly back from one place to another. Use Chocobo to make the trip to the
Village more easier. This can be done unlimited times, to the money of
your desire.

Disc 4 None of this is Available

Linblum nor Black Mage Village would sell Steepled Hats, so no point of doing
it and can't do it whatsoever. That's why you should have gotten all the money
that you needed from Disc 3, and also the equipment from Daguerreo cost a lot.

The moogles at Burmecia does sell Steepld Hats, but that would be a long walk.
That isn't recommended unless you're that desperate

Getting Virus and Zombies Stats

-KAD15

Getting Virus On Disc 3 (After getting Hilda Garde 3)

- A. Go to Vile Island
- B. Pack yourself with a lot Phoenix Downs
- C. Save
- D. Go into battle, not near the forest
- E. Best formation to get is 1 Yan
- F. Hope that it inflicts Virus Stats on you with their Virus Breathe
- G. Revive any fallen Men with Phoenix Downs
- H. Choose Remedy to see if truly the Virus Stats is inflicted.
You may want to press L1 to see this screen, while remedy is selected and blinking.
- I. If inflicted, Have Zidane use Flee
- J. Change People, save, rinse and repeat until satisfied
- K. Can't get any AP or Exp
- L. Virus can only be removed with a vaccine. Even if you take a rest with 100 at an inn, it will stay on you. Until you use a vaccine on them.

This does not apply to places that intentionally say that your stats have been restored

Getting Zombie On Disc 3 (After getting Hilda Garde 3)

- A. Get the best possible armor with the highest defense
- B. Really see the point of getting this.
- C. Go to the Ifia Tree, have one the Dracomzombie use their
Zombie Breathe on you.
- D. Color change means you have infected
- E. Can't get any life, AP, or Exp
- F. Now flee from the battle and Save.

Note

I have never gotten zombie when I was playing this challenge. I prefer getting Virus. Overall, Virus is better than Zombie, there is no side-effects, only support. Unless you're trying to learn a new ability.

Stealing For Thievery

-KAD16

Can be learned and used by Zidane (Angel Bless, The Tower)

Deal non-elemental damage based on the # of successful steals
successfully made & Zidane's Speed.

Steals can be made from anyone: Zidane, Marcus, Blank, Cinna

Ignores target's defense and magic defense

First chance to get Thievery is on disc 3 in Alexandria's Synth Shop

Formula: (# of successful steals * Zidan's speed) / 2

This is the table based on your level, and speed
(with no Speed Increase equipment) that can make Thievery deal 9999

Level/Speed/Steals Needed

1.....23.....870
10....24.....834
20....25.....800
30....26.....770
40....27.....741
50....28.....715
60....29.....690
70....30.....667
80....31.....646
90....32.....625
??....40.....500
??....45.....445
??....50.....400

'??' means level doesn't matter.

Best way to powerup Thievery: Keep stealing and equip Bandit to improve
your chances of stealing. Spirit is said to effect it as well.

I prefer to steal from GDs as well because I'm upgrading with them.
Others say to steal from Pythons near Dali since they're weak and have
a lot things to steal (4)

Other places include Lindblum's Axe Beak.

All the helpful abilities: (List based not on a Level One Game)

- Bandit
- Auto-Haste
- Auto-Potion
- Distract
- Auto-Regen

By far, one of the best moves to powerup in this challenge.
It takes time and lots of it.

Thievery can only be tested if you got Angel Bless.
Earliest time possible is on disc 3 Alexander.
Other places sell them as well.

To me, this move takes less time to powerup, but it can very dangerous if you don't save often and are hit with many attacks and then you die, of course. So make sure you save often when powering up Dragon Crest.

To able to do this you must:

- Acquire Zombie/Virus for the people that are planned to kill the Dragon
- You may have them dead if they are not valuable in the Fight
- Have the Holy Lance/Kain's Lance to see how much he deals so far.
(optional)
- Have the Gold Chocobo/Airship to get to Daguerreo
- Reflect Ring or Auto-Reflect on the Dragon Killers, Distract and Anti-Body is also good
- Optional: Get Quina to eat a Zombie Whale to learn Lvl5 Death.
Must have Vigilance. This will make it more easier then killing the Dragon by damage.

Main Task: After doing the things said above.

Move on to the next step: To kill as many Grand Dragon, as it takes to make Dragon Crest deal 9999. I don't know how much to kill, but you should check often, after every hour or so.

To check Dragon Crest:

Use Dragon Crest, if you stole one from Ark. There means that you are either on end of Disc 3 or 4. You've already got the Skill, use it.

OR, Save, go to Terra then Bran Bal to buy one. Test it there only.

Restart when you want to go back on the world map on the game save before.

Meaning that you don't want to face the three forced battles, Kuja, and Garland, yet.

Summarization:

- Make sure Freya is in your party when you enter Bran Bal
- Buy a Holy Lance and Try it out to see how much it does on enemies there.
- After testing restart, and do what you were doing before Dragon Crest should be increased after you have gotten Hilda Garde 3, you could do some with the Ironite but that's not recommended.

Opinion- I think its better to steal and kill Grand Dragon at the same time, this will increase the ablility go further into the game wihout getting sleepy. Killing 2 birds with one stone.

Other Helpful Info:

Dragon's Crest

Can be learned and used by Freya (Holy Lance, Kain's Lance)

Deal non-elemental damage based on the number of dragons killed by party

Freya doesn't have get the final blow nor be in the current party

Ignores target's defense and magic defense

First chance to get Dragon's Crest is by stealing from Ark

Formula: Dragons Killed * Dragons Killed (* = multiply)

Table of Dragons Killed and Damage done by Dragon's Crest

Dragon's Dead/Damage done by Dragon's Crest

0.....	0
10.....	100
20.....	400
30.....	900
40.....	1600
50.....	2500
60.....	3600
70.....	4900
80.....	6400
90.....	8100
100.....	9999

Easier Way of Learning Abilities on Disc 3

-KAD18

- A. You must have access to go to Oeilvert
- B. Must be on disk 3
- C. Airship or Part of the Expedition of Getting the Gulug Stone

This is simple, all you need is some patience, if you really want to learn the abilities so that you may not have to equip them the character. This is handy in cases if the equipment is limited like: Reflect Ring, Rebirth Ring, etc...

(Optional) Equip Auto-Haste, Auto-Life, Distract, Ability Up or Gamble Defense. Must have Jelly for everyone. Do not attempt to anything else, like other moves not mentioned below:

- A. Buy a lot Soft (99 softs Preferred) and put it as the first of your item list
- B. Go inside Oeilvert until you're in the screen with the Moogle
- C. Save first
- D. Walk around in circles to encounter an enemy
- E. If it's a Ogre or two Ogre quickly flee, if it's a Eptaphs use a soft on it.
- F. That the way to gain easy APs. Rinse and Repeat, and always remember to Save ever so often.
- G. Once your done, continue what you will.

Buy more Softs if your stock goes low, switch with other people that you want to give abilities to. Use the Chocobo to get near the Airship, Once at the Airship switch with others that you want them to learn abilities, Hop on back onto the Chocobo and go back to Oeilvert.

Repeat these steps. Sooner or later, you'll catch on.

Most of these stuff that I have wrote are tested, but when I did it, I didn't have any Blue Magics for Quina until the end of Disc 3. So its possible to add my knowledge to your already started level one game, nothing is impossible in the game world. The difficult points Escape from Alexandria, Ifia Tree forced battles, and Meltigemini are based on what I have experienced only. So I added the new knowledge from my good friend on the board for some good advice, although I have passed the point in which they were talking about and I never got the easy satisfaction. At the end I sill beated Necron though, I feel so proud of myself, but you can do it too, unless you're not a full time gamer like most of the experts, including myself, on the message boards, that share our knowledge, sometimes.

"Wow, you finally added a FAQ section, KADFC," you might say, 'Are you mad?' I know, I know, this was suppose to be a Walkthrough/FAQ. I had the walkthrough, but nothing at all for FAQ. You know why? Because very few people are not willing to take this challenge. Recently, I've heard people asked these questions on the boards related to this challenge, so I decided to use them as part of this section. AND I personally added a few parts my self.

Q: Is this challenge possible?

A: Yes, very possible. You should read the beginning of this FAQ. I mean the very top, in in caps.

Q: Why is this challenge possible?

A: Why isn't it possible? Have you tried it yet? If you have and got stuck on a certain part in the game, use this guide to guide to finishing the rest of it.

Q. Doesn't Bosses give Experience Points, making you gain level?

A: No, they only give APs. Meaning that you can learn abilities from them and not gain a single level. If you don't believe me, see for yourself, test it out. AND if you still don't believe me, read one of those guide books made

by Prima or BradyGames. Rebirth's Monster List contain this info as well.

Q: How do get gils if you keep on fleeing from random battles?

A: You can use my WOM (Ways of obtaining money) section. It will basically tell you how to get more gils for your equipment. To summarize it, you steal ethers from random encounters and then you flee. You then sell those Ethers for gil.

Q: By staying at level one, how are you suppose to beat the bosses, aren't you too weak to kill them?

A: In the early of the game, you can use Magic to kill your opponent. Then you can use dead peppers and your abilities to guide you in the middle. Near the end when things get really tough, you can use Thievery, Dragon Crest, and Limit Glove. All three can do 9999 worth of damage. Note that Limit Glove can also be obtained early in the game to kill weak bosses with only one hit. Most of the bosses in the beginning are considered weak bosses. You may dispute over this, but once Limit Glove comes... Wham!

Q: What about the 3 Force Battles at Pandemonia? Don't they give Experience points as well?

A: Correct, they are the only ones that give Experience points, and you can't destroy them or not take the exp that they give out. So the only way you can go throught those battles is by dividing the exp up.

Give exp to those who don't want to use for the final fight and the other fights after this one. Kill the ones that you're going to use, making sure that they won't get any exp on the way out. Theses 3 Mini-Bosses aren't like your regular random battles. They are immune to everything and I mean everything. If you don't believe me, just try it yourself. For those who wants to find a way, stop, you'll never succeed.

Getting into Virus form won't help because Zidane and everyone else gets healed before ever battle starts. Zombie also won't help. This heal even get Virus away, dam it must be strong. You can try this, get Virus on Zidane and go sleep at a inn, any inn. The outcome is that the Virus will still be there. Yet the one in Pandemonium will remove it. What a nice thing to learn from this game.

Q: I thought everyone needs to be at level one for it to be a level one game?

A: Well, if you can't settle with the best, you'll going have to settle with you can get. That in case, is why you should only require one full party at level one. If you want to shark it and make it a true level one game, go ahead. It will have the same difficulty because you aren't using the ones that have leveled up anyways.

Q: Can you learn abilities in this challenge?

A: I encourage you to do so and that is the whole strong point of this challenge. You can even try to learn every single ability that you can get your hand onto. The sad part is that you won't be able to equip them, or no more than 2 because you don't have enough Ability Crystal, seeing that you're apart of the level one game. So you can probably equip one really good one, like Auto-Life, and that will be it.

Q: In difficulty wise, how does this challenge compare to Excalibur 2, No Equipment Game, and the Attack and Item Only Challenge?

A: Personally for me, I think this challenge is as hard as Excalibur 2. The other two, No Equipment and Attack and Item Only, doesn't require as much skill and luck compared to the level one game. The only challenge I haven't done is the Attack and Item Only, the rest I've done. Don't take my word on it, but I believe this could possibly be the hardest challenge for FFIIX. Being that Ozma at level one require the same concept as this one. Ozma at level one means you have to beat Ozma with a level one party. Level One game require you to beat Necron with a level one party. Ozma might have a greater power than Necron, so Ozma at level one could well be harder than this challenge.

Q: How long does it take me to finish this challenge?

A: For me, it took about 40-50 hours. You could do it in less. Since I did powered up Thievery and Dragon Crest all the way up. Hyprophant seems to have not powered it up all the way and still managed to beat the game. So that is proof enough. If I wasn't powering Thievery nor Dragon Crest at all, I think I could beat the game at 30 hours. But then, how would I kill Kuja and Necron?

Q: Why is this called a Low Level Walkthrough/FAQ instead of a Level Game Walkthrough/FAQ?

A: For this one, why don't you ask the people of gamefaqs. I would hope that they could name this a Level One, but it seems that that everyone there doesn't agree with this concept. So I'm stuck with this Low Level crap.

Q: Why is this so crappy compared to the Ozma Level One FAQ?

A: Well, you can go to hell! Nevermind. I've a good explanation why. It's because most of this FAQ is based on my memory alone and with help of the people on the FFIIX Message Board. They gave me clue and reminded me what to add for this thing. Hyprophant on the other hand, probably wrote her FAQ while she was doing the challenge. So she has a lot of insight of what the challenge meant to her. I wish I could start this challenge all over again, but I decided to only give one shot for challenge. I rather move on to other final fantasy game or make one on my own.

Remember my Quote: 'I take challenges and I make challenges. What! You think I'm crazy? I'll show you CRAZY!

Q: Do you get anything special for doing this challenge?

A: No, unlike the Excalibur 2 challenge, you won't get a new fancy sword or anything at all. You'll become apart of my Level One Completers list though. So that you can be knownd throughout the boards. It's currently under construction though. Hopefully I'll try to get it on, ASAP.
I promise.

Q: Is there a certain part that I'm suppose to keep a save for the stats maxing part in this game?

A: Yes, there is. One before you into Terra at the end of disc 3 and one in the beginning of disc 4. You should know that, I don't quite have the equipments needed for you guys at the end of disc 3, not yet anyways. I'll try to work on that part somemore, if I can find the time and get myself away from doing the challenge that I'm currently doing. For a little part in the max stats guide, try to exchange the equipment if you are at the max for that person, that person should get something new now that will increase some other stats and Freya doesn't have a Author recommendation because her equipment list is too diversed. She can become whoever she wants to be or at least what the player wants to make with her.

Game Challenges Done by Author

-KAD21

Not to brag about my accomplishments or anything. These are the challenges I've done when I've started to become a true gamer. And I've also listed some of the challenges that I'm wanted to do and complete.

Not to brag about my accomplishments or anything. These are the challenges I've done when I've started to become a true gamer. And I've also listed some of the challenges that I'm wanted to do and complete. For best up to date completes, refer to the newest (by date) FAQ.

Final Fantasy IX: Level One Game
No Equipment Game
Excalibur II
Perfect Save Without Maxing Stats
(Not the EX2 + PG version currently up)
ODINS Challenge (One Day In No Saves, 18:59:58)
Zidane SCC

Final Fantasy VIII: No Junction Game
ODINS Challenge (One Day In No Saves)

Perfect Game (Maxing out every stats, except for Speed and Luck)

Final Fantasy VII: Initial Equipment with No Materia Challenge
Perfect Game (With Best Materia Combo for everyone, missing one KOTR though, until I have 8 KOTR)
Lowest Average Level Game (LAL)
Lowest Level Party Game (LLP)
Speed Run (Bottom of Crater at 9:47)
ODINS Challenge (One Day In No Saves)

Final Fantasy X: Perfect Game
NSGIE (My Challenge :D)
ODINS Challenge (One Day In No Saves)
Speed Run (12:24)

Final Fantasy X-2: Level One, One, Two Game
Speed Run (4:43:42) - I has been beat. :(

Super Marino RPG: ODINS (One Days In No Saves)
Perfect Game

Zelda OOT: Perfect Game

Other Challenge I hope I can complete in the future:

Final Fantasy X: NSGNCNONS (Yet, no one has finished it yet)

Final Fantasy X-2: Six Iron Dukes (I got 5 so far, working on 6)
ODINS

Final Fantasy IX: Attack and Item Only Game

Zelda OOT: Three Hearts, No Death, Minimum Requirements Game
ODINS (One Days In No Saves)

Zeld MM: Three Days Game (Even better than ODINS)

Super Mario RPG: Level Three Game

Starcraft: Get over 1000 wins (Currently have 800, KADFC99)

Note

If you don't know what ODINS is, it stands for 'One days in No Saves.' Also known as a No Save Game, except that you have to beat it within 24 hours. The concept of a No Save game doesn't really explain it's true meaning. You can just leave the system on and go to sleep and by tomorrow you can play it some more. That isn't a real challenge. ODINS give you the full name that you should do it. It's a very enduranced base challenge. You must know the game very well and you must not sleep throughout the whole process, even if you're using a automatic turbofire controller.

List of Completers

-KAD22

(Still Under Construction)

Here is the part that listed all the people that said that they have completed this challenge

KADFC
Hyprophant
Rebirth Flame
Dycedarg
Dingus McGee
Xyphs

Thanks and Credit to (In Alphabetical Order)

-KAD23

I know the first part isn't in the order, but they must be thanked first. Like to dedicate this to my late father, who didn't always treat me with much love, but who I really miss to this day. I hoped I could've known him a little bit better.

To my brother and mother who has been with me for the last 17 years, one year out because I was sent to my home country, which I have no memory off, how ironic.

Gui Ling Chang and Elton Chang

Armik for the words 'If you really have a lot of skill and patience, kill 100 Grand Dragons and power up Dragon's Crest to 9999, while remaining virused. Also, remember to steal from the Dragons to power up Thievery.'

Blue Tonberry: for starting me off with the idea that it's possible to beat the game at level one. Also reposting some words of Dycedarg and doing this himself. He even asked some questions that I ought to put into this document and I did. Magic Hammer and the Black Mage Technique are some of them.

Dycedarg: for the Inspiration of leading me to do this game. Also the inner scope of what need to know to get pass the Alexadrian Rescue in Disc 2. I give you all the credit of showing me how to get pass that point quickly. Also some info and things for me to try during my quest.

Dark Star: words of encouragement and facts to remind me how the game was made to be.

Dingus McGee: for the advice that he gave me when he did his own level one game. I used some of it but not all of it, since I felt the satisfaction when I did it my own way and got passed it. Although he couldn't remember most

of what he did in the past, he intrigue me about getting the Robe of Lords so early in the game, I should have done that too but I didn't, don't know why.

DivineDragoonKain: Reminding me of what I have passed before, the Oak Staff thing and others as well.

Hyprophant: for reminding me of things that I have forgotten. Also giving me suggestions about the way I should write this Walkthrough, I just hope its good enough to fit his satisfactions. To the fact that he is attempting to do this, gives me impression that I'm not the only one crazy enough to do this. She also placed this my name under her Ozma Level FAQ, horray.

Junglejim: For showing me a lot of support and encourage me to type more than needed during these FAQs. I think he typed some FAQ as well.

Jobber2022497: for saying what I needed to hear. So that I could get a contradiction of what lies of ahead of my journey before I get there.

KADFC: The author, me of course, I typed this thing up and I should get credit for doing it. I was the first person to finish this challenge anyways. I didn't beat Ozma first though, I was the one to beat Necron with a Level One Party. Horray for me.

Rebirth Flame 2002: for something. I don't know what because HE KEEPS ON DELETING HIS OWN MESSAGES, WHAT THE HELL! I have to put your name in here, but don't know what to credit you with. The only thing that I remember you telling me, is that Ark held the Holy Lance and the Stats of Aramant at level one. His name now probably is Rebirth Flame 200*.

Split Infinity: For making me explain certain area in more detail. He is, in fact now, one of the best walkthrough typing peoples that I know. Seriously, he wrote so much for Final Fantasy X-2, why won't he stop? I don't know.

Theoden: for giving me inside info of what he attempted before. To bring my hopes up and when I finally tried it, it brought me pounding to the ground, but I learned from why experiments. I felt satisfying in some ways. Thanx

Ultima13: making the No Equipment Game FAQ and placed my name on the credits page. Horray

and Also to CJayC for the chance of me be able to post my knowledge on GameFaqs. And for the great Message Board that gives me the power to know stuff that other so called 'Game Magazines' misses out. Extra details of certain secrets and side quests in games are chanted throughout the boards. A great place to learn every inch of every game, as long as there are people helping you on your way.

Soon I'll start writing challenge FAQs/walkthrough for all final fantasy games. This challenge will be know as ODINS challenge, a challenge that requires one player to beat the game in one day without ever saving, or rather beat it in one sitting without ever falling asleep in less than one day. As I revise this FAQs right now, I have already finished this challenge for FFVIII and have already started writing the FAQs for it.

The last and finally last thing that I want to say. To everyone that went into my topic and told me it felt/seemed/sensed/looks/believe that this was impossible, for you guys Fuck You!

For everyone that has gave their opinions and advises,
I thank you with all my heart.

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