

Final Fantasy IX Level One Ozma Challenge FAQ

by Hyprophant

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Final Fantasy IX: Level One Ozma Challenge FAQ

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Version History:

Version 0.9, 11/12/02: This FAQ was first released on GameFaqs' FFIIX FAQ page. Contains all the basic information and two Appendixes. Appendix B was under construction.

Version 0.95, 11/19/02: Added Appendix C: Complete a Level One Game on this FAQ. Other minor changes have been made as well. Appendix B is still under construction.

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+ Hint: Use Ctrl + F for a quick search +
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I. Preface/Contact Information

Long ago, there was a topic on GameFaqs' FFIIX message board about an "ultimate challenge of FFIIX", which is to defeat Ozma, the strongest enemy in FFIIX with a party at average level one. After many debates of the possibility, few elite FFIIX gamers finally stood up and attempted this challenge, and they made it.

However, after about a year, all those brave gamers were vanished from FFIIX message board, and people start to doubt the possibility of this challenge again. The only one who was involved in the old topic and still staying on GameFaqs' FFIIX message board is Kmwill1223, and he revived this challenge on GameFaq's FFIIX message board again.

I have heard countless players with less advanced knowledge of this game keep denying the possibility of accomplishing this quest, but actually, it IS VERY POSSIBLE. That's why I decided to compose this FAQ and leave an eternal record on GameFaqs' FFIIX FAQ page so the players around the world can check the descent strategies of this challenge whenever they want.

This FAQ serves no other purpose but providing players strategies and tactics of how to reach Ozma with a level one party, and how to defeat her and acquire the STRATEGY GUIDE in a level one game. I don't really want to encourage too many players attempting this challenge, since it takes every ounce of your gaming skill and intelligence, and most of players won't be good enough to handle it. I composed this FAQ only for elite gamers who has enough skill and knowledge to join this quest. If you are playing a regular game, this FAQ does no help to you and you might check other walkthroughs on the FAQ page.

If you wish to contact me, you may use my e-mail address above. You can submit boss strategies or any other valuable information by e-mailing them to me, and once I accepted it, I will post it on the next version and the credit goes to you. If you just have a game play question, please DO NOT e-mail me. If you are attempting this challenge, you can find just about all the information you need in this FAQ; and if you have a question about a regular game, I don't want to answer it. You might find your answer on other FAQs. Also, criticism is NOT welcomed. DO NOT e-mail me and tell me " Your FAQ is bad..." or anything like that. I have more experience in writing "challenge" FAQs and accomplishments in RPGs than you do.

II. Frequently Asked Questions:

Q: Is it really possible to defeat Ozma with a level one party?

A: YES IT IS AND THIS IS WHAT THIS FAQ ABOUT! Now read the ENTIRE FAQ and

stop asking me this silly question over and over. I didn't write 100+ Kb for a joke.

Q: How can you avoid leveling up before you reach Ozma?

A: If you petrify or stop your enemies, you won't gain EXP after the battle, you will only gain AP. Bosses in FFIIX are immune to stop and petrification, but defeating them won't give you EXP, either. The only three non-boss enemies that will give you unavoidable EXP are in the three forced battles in Pandemonium, but you can fight Ozma once you acquire Hilda Garde III. Also, Virus and Zombie prevent your characters gaining EXP as well.

Q: How can you gain the money to purchase necessary equipments?

A: Selling Phoenix Pinions/Ethers will be the major source of your income, and it is good enough. Also, you can pick up money just everywhere around the world of FFIIX. Selling the equipments you acquired in treasure boxes will be a small help as well. DO NOT count on flee-gil, this ability is close to useless. You will have to use FLEE ability to run away from almost all the random encounters before they kill you.

Q: How is it possible to defeat Ozma at level one?

A: It is hard for me to come up any reason that she cannot be defeated with a level one party. Think about it. With proper equipments, Ozma's Doomsday can be absorbed or guarded; her Holy attack can be guarded; her death spell and Berserk spell could miss the target, and it harms one person anyway; her Flare Star attack could only deal 50 damage on a level one party; her flare spell can only harm one person; her mini spell won't effect your characters attack power with some specific skills; the only two things that she could really wipe your party out are Meteor and Curse. Meteor is not always used, and it could wipe out a party with average level 99 anyway, so I don't see any difference between a level one party and a level 99 party at this point. Curse is the major problem, but it is possible to survive with Auto-raise, while Zedane, Fryja and Quina can still deal 9,999 damage at level one, and Ozma only has Hp 55,535. If you follow everything this FAQ instructs, you should be able to defeat Ozma with less than twenty attempts.

Q: Can everyone attempt this challenge?

A: If you are not used to fight bosses with low level, then it is good for you to stay away from this quest. Technically, players should be able to completed Excalibur II quest first, and then they will have skills good enough to carry them through this ultimate challenge. Also, resistance and patience are required in this quest. You will have to reload many times in order to stop/petrify your opponents in certain unavoidable non-boss fight successfully in order to avoid gaining EXP. If you are a less advanced player, but willing to give yourself a challenge, you must read this FAQ and follow the instructions carefully or you might get stuck in your game.

Q: What's the point of this challenge?

A: Then what's the point of leveling everyone up to level 99 and smashing X bottom? The true strategic players always defeat the strongest enemy with the weakest possible.

Q: Why won't you answer my questions through e-mail?

A: Because you can find your answer in this FAQ, so why bother asking me? If you have a question about a regular game, I am not interested in it.

III. Walkthrough

NOTE: You can fight Ozma after you acquire Hilda Garde III, you don't even need to go to Ipsen Castle. The acquisition of Hilda Garde III will divide the walkthrough section into two parts.

Several things I want audience to notice: Never steal anything unless the FAQ instructs; use FLEE ability to escape as many battle as possible before you reach disc III. And always place everyone in back row except boss fights or the FAQ instructs. The "ALERT" ability should always be activated when walk on the fields.

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WALK THROUGH PART A: Before Hilda Garde III
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DISC I

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+ Prima Vista +
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BOSS: Man in the mask

Have everyone STEAL 'till you get MAGE MASHER from the man in the mask. Have everyone attack after you acquire MAGE MASHER and this fight will be ended quickly.

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+ Alexandria: The Town +
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--Control Vivi and search every corner in Alexandria town. Pick up those following items: A PHOENIX PINION, an ETHER, TENT, remedy and potions. You can find some cards in Alexandria Town as well, but they are not any important since you cannot sell them for Gil.

--Talk to Puck when you are ready. Pick up all items and money while Vivi is walking on roofs.

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+-----+
+ Alexandria Castle +
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--Play the mini game well and you will receive some extra money. If the Queen does not feel pleased, you can replay it over and over to get more possible money.

--Equip MAGE MASHER and other necessary equipments.

--When you control Steiner, find all Knights of Pluto first then talk to the one in the western tower. He will give Steiner an ELIXIR as the reward.

-- You will control Zedane again. Turn the control panel to left then right.

Two treasure boxes will be released and you can acquire a phoenix down and a PHOENIX PINION.

BOSS: Albert Steiner Hp: 169

Have Geta and Blank attack, and Cinna steal. It is okay if you did not steal anything from Steiner.

BOSS: Albert Steiner: The Second Round Hp: 162

Have Zedane attack, Marcus steal, Vivi cast fire and Garnet cast cure.

BOSS: Albert Steiner: The Final Round Hp: 167

Use the same tactic you used in the second match against him.

+-----+
+ Evil Forest +
+-----+

--Prima Vista will crush in Evil Forest. When you control Zedane, make sure he pick up every item in and around Prima Vista. The most important things are ETHERS. They can be sold for big money later.

--Save the game and walk into Evil Forest. Use FLEE ability to run away from random encounters if you have encountered any.

BOSS: Prison Cage Hp: 513

Have Zedane use FREE ENERGY instead of Tidal Flame and Steiner attack. Prison Cage will flee after you deal enough damage on it.

BOSS: Prison Cage Hp: 533

With Vivi this battle is actually very easy. Have Zedane and Steiner attack, and Vivi cast fire. You will be able to defeat Prison Cage before it drains Vivi's Hp out. Do not bother stealing anything from it.

--After you go back to Prima Vista, double check everywhere make sure you pick up all the ethers, money and other equipments in Prima Vista.

--Equip Zedane with MAGE MASHER and equipments with highest defense.

BOSS: Baku Hp: 150

Baku deals around 40~50 on Zedane per attack, and he misses sometimes. Have Zedane steal an IRON SWORD from Baku before you finish him off. Use potions to heal Zedane if he has been damaged twice.

--Steiner will join your party. There is an ETHER in the room that Steiner was being held.

--Equip everyone with his best equipment. Equip Steiner with IRON SWORD.

--Flee from every battle before you reach the boss. Even using flee costs you money, it is at least much better than being killed and starting the game over.

BOSS: Plant Brain Hp: 458

Suicide Geta and Blank will appear. Have Vivi cast FIRE, Steiner use FIRE SWORD and Blank attack. Plant Brain should be defeated in one round.

FIGHT: Plant Spider x 2~4

Kill everyone off and have Blank finish the enemies so the EXP will go to Blank.

NOTE: By letting Blank kill plant spiders alone will prevent other three characters from gaining EXP in this battle, however, Salamander's start level is related to Blank's level. If Blank levels up in this battle, after Salamander join your party in the end of disc II, you will find that he starts with level THREE, which means you won't be able to bring him to fight Ozma, since your goal is to defeat Ozma with a party at average level ONE. If you want a PERFECT level one party, you must encounter ONLY two Plant Spiders in this battle and kill them with everyone survive. All four characters will gain 11 points of EXP and it won't level anyone up. You need to reset your game over and over 'till you encounter two plant spiders. Of course, if you don't want to use Salamander to fight Ozma, just let Blank handle everything in this battle.

+-----+
+ Ice Cavern +
+-----+

--Pick up all treasures in Ice Cavern, especially ETHER, ELIXIR and MAGE MASHER.

--Have Zedane flee from every battle.

--Save your game before the boss fight.

BOSS: Black Waltz NO.1/ Sealion Hp: 229/472

This battle is one of the hardest boss fights during your quest. The main problem is Sealion. He casts Blizzara on Zedane when his Hp is below 320, and Tsunami after his Hp is below 236. These two spells could deal up to 80 damage on Geta, and with Sealion's agility, Zedane may not be quick enough to heal himself. Also, in this early part of them game, auto potion ability is not available yet.

One guaranteed strategy of beating them is by using Dyne attack. Follow the tactic listed below and you should be okay.

--Must have AT LEAST 15+ potions. You can steal them from monsters, and you might need more than that.

--When battle starts, steal MYTHRIL DAGGER from Sealion in every Zedane's odd number turn and use potion to heal Geta in his even number turn.

--Once Zedane trances, use FREE ENERGY to finish Black Waltz NO.1. DO NOT USE TIDAL FLAME. It will trigger Sealion using TSUNAMI.

--After Zedane's trance is over, attack Sealion THREE TIMES (40 x 3 = 120 damage). DO NOT attack anywhere more than that!!! Heal Zedane only when his Hp is at critical stage and cannot even hold one attack. Keep stealing if you still don't have MYTHRIL DAGGER yet.

--Once Zedane trances again, have him use TIDAL FLAME (370 damage) will finish Sealion.

Save the game after this tedious battle.

+-----+
+ Dali +
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--First of all, go around the village and pick up items. Be sure you pick up STELLAZZIO: ARIES.

--Purchase equipments. There are not many equipment that bears any special ability, so just purchase them based on their defense power. Sell the Phoenix pinions and Ethers you have and you will have money much more than enough. DO NOT sell your LEATHER SHIRTS. You will still need them for a later boss fight.

--After Vivi is kidnapped, go to the underground facility to rescue Vivi. Be sure to pick up PHOENIX PINION, IRON HELM and other treasures in boxes. Adjust everyone's equipment. Have Geta equip MYTHRIL DAGGER. Place Dagger and Vivi in BACK ROW.

--After you rescue Vivi, do not open the door with mist coming out. Save your game and process forward.

--After you control Steiner, pick up hi-potion and Gils in this area. Equip Steiner with IRON SWORD, IRON HELM and other equipments. Also, equip Steiner with FLYING KILLER ability.

BOSS: Black Waltz NO. 2 Hp: 1,030

DO NOT make Vivi cast any spell on Black Waltz NO.2. It will trigger him counterattacks with powerful magic. Mainly relies on Zedane's regular attack with MYTHRIL DAGGER (140 damage) and Steiner's FIRE SWORD (280+ damage). Have Dagger cast CURE constantly. Black Waltz NO.2 will use teleport attack twice or three times before he starts using magical attack. Use phoenix downs to revive dead party member if a critical hit occurs and kills one of your characters. Hopefully you can deal around 850+ damage before Black Waltz No.2 abuses his magic. After he casts spells, do not waste time to revive any dead party member if attack him with all you got and you should be able to take him down. This battle may take you two or three attempts if you are unlucky.

--After the battle, choose "rest in the inn". Ride the Cargo Ship whenever you are ready.

--Equip Zedane with MYTHRIL DAGGER, Steiner with IRON SWORD and FLYING KILLER ability. Zedane and Vivi should equip SILK SHIRT, which can reduce the damage of thunder spell.

BOSS: Black Waltz NO. 3 Hp: 1,138

Vivi will trance automatically in this battle. Have Vivi cast DOUBLE FIRE, Steiner use FIRE SWORD and Geta attack. Black Waltz should not be able to kill anyone with his thunder spell in his first turn, since you have SILK SHIRT equipped. This battle will end after Steiner and Zedane attack once and Vivi cast double magic twice.

+-----+
+ Lindblum: The Grand Castle +
+-----+

--After the meeting with Regent Cid, walk around the city and collect items. The important ones are: Glass Armlet, ETHER, SILVER GLOVES, Bronze Vest, leather Plate.

--Purchase Glass Armlets, steepled hats and headgears. Other equipments are optional.

--Synthesis THE OGRE, Yellow Scarf and GLASS BUCKLE.

--Before the Festival of the Hunt, equip Zedane with MYTHRIL DAGGER and BANDIT ABILITY. Save before the festival.

--During the Festival of the Hunt, avoid all the combats and wait until there are only four minutes left, then go to the fountain in Business District. Zedane will encounter a ZAGHNOL there, and Fryja will join the fight. Be sure to steal a NEEDLE FORK from Zagnol or you cannot pass Gizamalukes Grotto without gain EXP!!! Also, you might try to steal a Mythril Glove from this beast, but it is not as important as the Needle Fork. Zagnol should kill you without problem and Vivi will win the championship and you will receive a Theater Ship Card.

--Adjust everyone's equipment before you leave the castle. Also, purchase potions, phoenix downs and few TENTS. If you are short on gil, selling phoenix pinions/Ethers will help a lot.

--Head toward to Qu's Marsh.

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

--Catch a frog and give it to Quina and then he/she will join your party. You must equip him/her with NEEDLE FORK and GLASS BUCKLE. Also equip him/her the ability "ADD STATUS".

+-----+
+ Eunorus Plains/Chocobo Forest +
+-----+

--Find your way to Chocobo Forest. DIG UP ALL CHOCOGRAPH are available at this point!!!

--You can dip up the treasures described by the first two chocographs at this point. The important equipments are Cotton robes and two GERMINA boots. Germina boots gives Zedane "FLEE" and the ability "ALERT". Equip Zedane with Germina boots and equip the ability "ALERT".

--To the northeast of Chocobo Forest there is a small forest. You can encounter Mandragoras there; they come with a group of two or three. Have Quina Devour one of them to learn the blue magic "LIMIT GLOBE" and have Zedane use FLEE to avoid gaining EXP. To devour a Mandragora, place Zedane and Fryja in front row, and have them attack with THE OGRE and Javelin. Hopefully Mandragora's Hp will be low enough for Quina to devour. It may take you a few attempts before you can successfully learn this blue magic. You will need LIMIT GLOBE to pass some bosses later on.

+-----+
+ Gizamaluke's Grotto +
+-----+

Fight: Black Mage Type A x 2 Hp: 398

The only way to pass this battle without gaining any EXP is to have Quina attack with NEEDLE FORK and the ability "ADD STATUS". It MIGHT petrify the black mages. The successful rate is based on Quina's spirit. The GLASS BUCKLE that Quina equips right now adds two bonus points of Spirit on Quina. With Quina in BACK ROW, his/her needle fork should deal 14~280 damage on Black Mage Type A, which won't kill him in one shot. Your goal is to petrify both of them without killing the. Use POTION to heal the black mages if their Hp is to low and might be killed by Quina and revive your party member with phoenix downs if it is needed. TOUGH FIGHT!!!

--After this battle, go outside of grotto and save your game.

Fight: Black Mage Type A x 2

Use the same tactics listed above to defeat them without gaining EXP. Use the bell to open the door on the left side and pick up a Bronze Vest.

--Talk to the dying soldier and you will receive another bell.

--Use the bell and unlock the door in the middle.

--After a funny event, climb the stairs around this area and collect those two items: MYTHRIL GLOVES and Magus Hat. If you encounter any enemies, kill Quina off then have Zedane use FLEE to run away.

--Follow Mogmi and go to the right-hand room. Save your game.

--You might wonder why I suggest killing Quina off in the earlier part. Now Quina is dead, use a phoenix down on him/her and hope his/her Hp is ONE, if not, reset your game and try again. It might take you around 20+ attempts, but it will make the incoming boss battle much easier.

--Equip Zedane with MYTHRIL DAGGER and the ability "BANDIT".

--After receive the Holy Bell from Mogmi, go to the left-hand room, ring the bell and unlock the door.

BOSS: Gizamaluke Hp: 3,175

--Have Zedane steal once and see if you can get any extra item from Gizamaluke (optional).

--Have Quina use Limit Globe (9,999 damage) to finish Gizamaluke.

+-----+
+ South Gate +
+-----+

--Purchase potions and phoenix downs if you are about to run out of them.

+-----+
+ Burmecian Plains +
+-----+

--Head to NORTH GATE first and pick up a hi-potion and a tent.

--Before you enter Burmecia, there are many things you have to do. Head to

the far west and you will find chocobo feet prints. Call a chocobo and dip up the treasure box "HEALING SHORE" just around the feet prints. Chocobo will gain REEF ability.

--Pass through Gizamaluke's Grotto and you will be back to Eunorus Plain again. Find a chocobo and with the REEF ability, there are more treasure boxes available for chocobo to dig. Be sure you dip up the treasure box at "SMALL BEACH". It contains an OAK STUFF in it, which gives Vivi the ability to cast STOP!!! Equip Vivi with this weapon and it will be your best friend all the way 'till you reach disc III. Also you can dip up the treasure box at "Bird's Eye Lagoon", it contains some ethers, phoenix pinions and a MAGICIAN ROBE.

--Head to Burmecia.

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+-----+
+ Burmecia +
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--Pick up Stellazzio: Cancer.

Fight: Black Mage Type A x 2 Hp: 398

Use the same tactic you defeated black mages before. This battle will be easier than the previous fights against the black mages because Vivi can cast STOP in this battle and it works even better than Quina's Needle Fork. If you want Vivi's stop spell to have higher successful rate, equip Vivi with GLASS BUCKLE if you have any extra one to raise his spirit.

--Pick up treasures. The important ones are ETHER, MYTHRIL SPEAR, Lighting stuff and GERMINAS BOOTS. Many of them can be sold for money later on.

--Have Quina devour a Magic Vice and learn the blue magic "Magic hammer" if you wish. This blue magic is optional.

--Kill Quina off in battles.

--Purchase necessary equipments from Atla: Glass Armlet; Mythril Glove if you don't have one already; BARBUT and other recovery items. Save your game.

--Use phoenix down on Quina. If his/her Hp is not one, reset your game.

--UNEQUIP everyone's armor.

BOSS: Beatrix: First Match HP: 3,630

--Have Quina use LIMIT GLOBE (9,999 damage) and this battle will be over. Disc one is ended.

DISC TWO

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+-----+
+ Summit Station +
+-----+
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--Equip Steiner with IRON SWORD and MYTHRIL GLOVE. Enable the ability "MAN

EATER"

--Give Marcus equipments with highest magic defense. Although he might still be killed with one hit in the incoming boss fight.

--Have Dagger equip MYTHRIL ROD, Magus hat and MAGICIAN ROBE. Equip the AUTO POTION ability.

BOSS: Black Waltz NO.3: Rematch Hp: 1,292

--Have Steiner and Marcus attack (400 damage for Steiner's attack and 120+ for Marcus). Dagger cast SHELL on other two people if she has a chance. Cast LIFE on any dead party member.

+-----+
+ North Station +
+-----+

--Pick up an ELIXIR and 1,610 GIL.

+-----+
+ Bentini Heights +
+-----+

--Save your game first and use walk/stop trick to encounter random enemies least possible. It is hard to escape from battles without Zedane's flee ability.

+-----+
+ Treno: The Dark City +
+-----+

--Pick up two Stellazzios: Gemini and Taurus.

--View all ATB events with the Four-armed man then find him in front of the synthesis shop. You will obtain a POWER BELT from him. This item will be a great help in many boss fights later on.

--Pick up gils beside the Auction House.

--Give all the Stellazzios you have to the Queen of Treno in exchange of a BLOOD SWORD for Steiner.

--Purchase three BONE WRISTS, one MYTHRIL SWORD for Marcus, two CHAIN MAILS and two or three BANDANAS.

--Synthesis a CORAL RING!!! You will need it later. Other items in synthesis shop are all pretty useful except the butterfly sword. If you have extra money, you may synthesis a Cachusha or/and a Gold Choker.

--If you really have much money in your hand at this point. Purchase a REFLECT RING in Auction House. It will prove its great usefulness later. This item is entirely optional at this point.

--Equip Steiner with BLOOD SWORD, POWER BELT and other equipments with highest defense possible. Enable the ability "MP COSTING ATTACK". Place Steiner in front row.

--Once everything is ready, find Baku and process to the next quest.

+-----+
+ Gargan Roo +
+-----+

--Save your game first. The enemies here are very annoying and once you encounter them, you will have a hard time to escape. The best solution is to have Dagger equip with MAGICIAN ROBE and AUTO POTION ability. With her in back row, the random encountered monsters here cannot kill her, and you can run away from battles eventually by holding R1+L1 bottom. Of course, you have to try your best to avoid battles.

--Pick up a CHAIN PLATE and a Phoenix down.

--Equip Dagger with STEEPLD HAT.

BOSS: Ralvurahva Hp: 2,300

--Have Steiner attack with Blood Sword and MP COSTING ATTACK, Dagger cast PROTECT on Steiner and Marcus can help by attacking Ralvurahva as well. Steiner's Blood Sword will drain Hp from the enemy so you won't have to heal Steiner in this battle.

+-----+
+ Cleyra's Trunk +
+-----+

--Important items need to be picked up in this area: Ice Staff, Flame Staff, MAGICIAN SHOES, ETHER, Desert Boots, Elixir, MYTHRIL VEST, Mythril gloves, tent.

--After you save your game at a Moogles, go upward and proceed to the next section. You will encounter enemies called CARRION WORM (Hp: 259). Have Quina devour one of them to learn the blue magic: RERAISE. To devour it, have Zedane attack with THE OGRE in BACK ROW and hopefully its Hp will be low enough for Quina to devour. If not, having Vivi attack once might help to bring Carrion Worm's Hp down to critical stage.

+-----+
+ Cleyra's Settlement +
+-----+

--Refuse the Oracle's guide and walk around the settlements to collect those following items: ETHER, PHOENIX PINIONS, THUNDER GLOVES and MYTHRIL VESTS.

--After viewing several ATEs with Quina, go back to the entrance and you will see Quina jumping in a whirling sick hole. Follow him/her and you will find a SILK ROBE. You now have to walk all the way back to Cleyra's Settlement but it worth your effort.

--Purchase these following equipments from Dan's weapon/armor shop: PARTISAN, MULTINA ROCKET, MYTHRIL ARMORS, METHRIL ARMLETS, MAGE'S HATS. The amount of each item you purchase should be based on how much money you have right now.

--Purchase twenty phoenix downs, twenty potions and TENTS from Nina's item shop. YOU NEED AT LEAST TEN TENTS in your inventory, fifteen or more will be ideal.

--Once everything is settled, go to the Cathedral and talk to the Tree Oracles' then go back to the inn. An event will happen.

BOSS: Antlion Hp: 2,938

Have Quina cast RERAISE on him/herself then kill Quina off. Reraise will bring Quina back with Hp one. Have Quina use LIMIT GLOBE (9,999 damage) on Antlion to end this battle.

--After the sand storm is dispelled, Alexandria soldiers will start to attack Cleyra's Settlements.

Fight: Alexandria Soldiers x 2 Hp: 523 (three battles)

You have to fight two Alexandria soldiers in THREE BATTLES IN A ROW. The key to pass these three battles without gaining Exp is to have Fruja equip PARTISAN and DO NOT EQUIP the ability "Man Eater". If you place Fryja in front row, she should deal around 400+ damage on a single soldier. Have Zedane attack the soldier one more time from the BACK ROW and the soldier will run away. Vivi can help in these three battles further by casting STOP on them. If a critical strike occurs, Fryja will kill the soldier and you must reset your game. Also, have Zedane equip LEATHER PLATE to halve the damage of blizzard spell.

--You will have a chance to save your game after three battles.

Fight: Black Mages Type B x 2 Hp: 526

Have Vivi equip BRONZE VEST, BONE WRIST and GLASS BUCKLE to raise his spirit and his stop spell will have higher successful rate. Quina can help by attack with Needle Fork + Add Status (Bone Wrist). Have Zedane and Fryja act as healers. Use potions to heal Black Mages if Quina has attacked them more than twice and they are still not stopped/ petrified.

Fight: Alexandria Soldier X 3 Hp 523 (two battles)

Use the same equipments and strategies provided in the previous battles against Alexandria soldiers.

Fight: Alexandria Soldier x 2/ Black Mage Type B Hp: 523/526

Have Vivi STOP the Black mage and use the tactics listed above to make Alexandria Soldiers run away.

Fight: Alexandria Soldier x 3 Hp: 523

Use the same equipments and strategies provided in the previous battles against Alexandria soldiers.

In order to save every citizens on your way, the answers in order are: left, right, left, and "not safe yet".

--After four tedious battles, enter the Cathedral and Beatrix will rob the magic Jewel. Save your game.

--Talk to the citizens you have saved and you will receive many items like ETHER and ELIXIR. Take off Quina's equipments.

Boss: Beatrix: Second Match Hp: 4,736

--Have Quina cast RERAISE on him/herself. Kill Quina off and have Quina use LIMIT GLOBE (9,999 damage) to finish this battle.

--Save your game on Red Rose after watching an awesome FMV.

+-----+
+ Alexandria Castle +
+-----+

--After Steiner and Marcus escape from the prison, Equip Steiner with MYTHRIL SWORD and MAN EATER ability. DO NOT USE BLOOD SWORD!!!

Fight: Alexandria Soldiers x 2 Hp: 459

Have Steiner attack them and with the equipment and the ability I have recommended, Steiner should be able to deal around 420 damage on soldiers and force them to run away. Have Marcus act as a healer.

NOTE: There IS a small chance to avoid this fight.

--After Climb the ladder, take Marcus' Equipments off.

--Fryja, Vivi and Zedane will join Steiner to save Dagger. Try to avoid the soldiers that are guarding the castle. If you encounter one, have Steiner attack them and they will run away.

--Once you enter the Queen's chamber, move the purple mirror and a secret path will appear. Pick up ICE BRAND on your way. Have Steiner equip ICE BRAND, POWER BELT and MYTHRIL GLOVES. Give him "MP COSTING ATTACK" and "MAN EATER" abilities. For other people, equip armors with highest defense. Have Zedane equip MYTHRIL DAGGER and the ability "BANDIT".

Boss: Zorn/Thorn Hp: 4,896/2,984

This battle could be one of the easiest boss fights if you know what to do. DO NOT ATTACK THEM unless Zorn or Thorn receives magic power from another. Attack the one that received magic power and it will nullify the effect or their power transformation. Use this tactic and they will NEVER have a chance to attack. Attack them with Steiner (1,500 damage) and Fryja (480 damage). Have Vivi cast BIO (500~700 damage) and have Zedane STEAL.

--After save Dagger, save your game. Use a Tent to recover your party. The first tough part of your quest is coming soon, so prepare your team.

Steiner: Must have ICE BRAND, MYTHRIL GLOVE and POWER BELT Equipped and enable Steiner MP COSTING ATTACK and MAN EATER. Place Steiner in front row.

Fryja: Must Equip Partisan + MYTHRIL HELM + Thunder Glove + MYTHRIL ARMOR and GOLD CHOKER. Enable Fryja with AUTO POTION, INSOMNIAC and Cover abilities. Place Fryja in back row.

Zedane: Must Equip THE OGRE, bandana and Reflect Ring if you have one. Enable Zedane with the ability MAN EATER and AUTO REFLECT if you have Reflect Ring in your inventory. Place Zedane in back row.

Vivi: Must Equip OAK STAFF, SURVIVAL VEST and CORAL RING. Place Vivi in back row.

BOSS: Beatrix: Final Match Hp: 5,782

This is an easy battle. Beatrix has good agility and attack power, but she can only attack one person each time, so you can keep four people alive by

abusing Phoenix downs. Have Vivi cast Bio (680 damage), Steiner (1,600 damage) and Zedane (480 damage) attack. Every time an ally is KOed, use a Phoenix down immediately. Fryja can protect the party member whose Hp is low with her COVER ability, so if Steiner is killed and revived by a phoenix down, Beatrix cannot touch Steiner as long as Steiner is alive. Beatrix casts Cura on herself if her Hp is dropped below 3,000, but it won't be a big problem in this fight. The battle will be over after Steiner attacks three times and Vivi cast two Bios.

FIGHT #1: Bandersnatch Hp: 932

Your goal is to defeat Bandersnatch with Beatrix alive and Fryja dead so Fryja can avoid gaining EXP. Have both characters use a TENT and hopefully you could blind Bandersnatch. Have Fryja attack Bandersnatch once, and wait 'till Fryja's ATB bar is filled then have Fryja suicide, and Beatrix use Climhazzard to finish this battle. The Insomniac ability will prevent Fryja being put to sleep by Bandersnatch's Tongue attack and the auto-potion ability will prevent Fryja being killed by Bandersnatch's physical attack (70 damage if Fryja is in back row). If Beatrix is put to sleep, there is no way to cure sleep but wait 'till Beatrix wakes up.

FIGHT #2: Black Mage Type C x 3 Hp: 597

This battle would be insanely tough if no one has AUTO-REFLECT ability equipped.

If Zedane has Auto-Reflect ability equipped: Have Zedane use TENTS constantly and have Vivi FOCUS twice and cast stop on Black mages, the successful rate should be pretty high.

If Zedane does not have Auto-Reflect ability: Then this battle would take you more than thirty attempts since those Black Mages are EXTREMELY agile and could wipe out your party quickly. Have Vivi cast stop while other three characters use TENTS and hopefully you can silence and blind one or two of them. DO NOT count on Dagger's silence spell or Zedane Mage Masher + Add Status, both method have little success rate of silencing the Black Mages. Have Vivi equip CORAL RING could prevent him from being killed by Thundara spell, but Fira or Blizzara will still kill him. TOUGH FIGHT!!!

After this battle, unequip Vivi's CORAL RING and equip it on Steiner, give Steiner's POWER BELT to Zedane.

Battle #3: Bandersnatch x 2

Have Zedane use Soul Blade + The Ogre to blind one of them and Vivi cast STOP, Dagger use Tent on another one. If two bandersnatches are both blinded, your victory is ensured because their Thundara spell won't hurt Vivi.

Battle # 4: Bandersnatch

Use the same tactic you used in the third battle to finish this one. It is the easiest one among all six battles.

Battle # 5: Bandersnatch x 2

Beatrix will always take the initiative in this battle. Have her use Climhazzard to finish them.

Battle # 6: Bandersnatch x 2

If you have Steiner equip a CORAL RING and place him in BACK ROW then this battle should not be hard. Have Steiner use an ELIXIR on Beatrix, and wait 'till Steiner's ATB bar is filled again. Have Steiner suicide and Beatrix use Climhazzard to finish them.

Once you passed seven battles in a row, you will have a chance to save your game. Have Vivi and Zedane equip SILK SHIRT and Dagger equip Magician Robe. Zedane must have POWER BELT as his add-on and equip the ability "MP COSTING ATTACK". Give Dagger the ability "AUTO POTION".

Boss: Ralvulmago Hp: 3,352

Most likely Ralvulmago will take the initiative and may cast THUNDARA on the entire party, which deals around 100+ damage and will kill everyone at level one, however, with Magician Robe with Dagger, it only deals around 50 damage on Dagger, and the SILK SHIRT Vivi and Zedane equips will halve the thunder damage, so they will barely survive. This spell still may kill Vivi. If Vivi is killed, have Dagger cast life.

Have Zedane attack (550 damage) and Ralvulmago will become compact as his reaction of physical attack. He will not attack your party before he goes back to normal. DO NOT attack while he is defending; have Vivi perform FOCUS and hold Zedane still, and wait 'till Ralvulmago back to normal then have Vivi cast Bio (1,480 damage after two focuses) followed by Zedane's physical attack and Ralvulmago will become compact again. After he is back to normal, have Vivi cast Bio again and Ralvulmago will be dead.

+-----+
+ Pinnacle Rocks +
+-----+

--Whether you want to play with Ramuh or not does not matter your game progress one bit. The only important thing you might want to do here is to collect items: Mythril Vest, Mythril Armlet and The Ogre.

+-----+
+ Lindblum Castle +
+-----+

--Purchase those following equipments from weapon shop if you don't have them yet: Multina Racket, Mythril Helm and Mythril armors.

--Collect an ETHER and a Phoenix Pinion in Lindblum.

+-----+
+ Qu's Marsh/ Fossil Roo +
+-----+

--After Quina join the party, head to Fossil Roo.

--Equip Zedane with Mythril Dagger and Bandit ability. If you have reflect ring, let Quina equip it and the ability "Auto-reflect".

--Try to avoid Fossil Roo's battling wagon. As long as the waving axes did not stun you, you will be fine.

BOSS: Lani Hp: 5,708

This battle is extremely easy since Lani focus her attack on Dagger most of

time. Revive Dagger every time she is killed, and have Quina use Reraise + Limit Globe trick to do 9,999 damage on Lani and this battle will be over. Have Zedane steal ONCE and see what you can get. It is almost impossible to steal a Gladius in your first attempt. At least it has never happened to me before.

--Items need to be picked up in Fossil Roo: ETHER, FAIRY EARRINGS, Lamia's Tiara, SURVIVAL VEST (a great armor that can raise your SPIRIT, it will help Vivi raise the successful rate of his "STOP" spell later on.) Don't leave Fossil Roo before you picked up those following items. Also, don't forget to but the items from Stiltzkin.

+-----+
+ Outer Continent +
+-----+

--First of all, go to Qu's Marsh and catch enough frogs in exchange of a Silk Robe from Quale if you haven't got one from Quale yet.

--Find a chocobo and dig up the treasure box

--There is another Qu's Marsh in Outer Continent.

+-----+
+ Conde Petie +
+-----+

--Pick up the gils at the entrance of Conde Petie and a PHOENIX PINION.

--Purchase one Adaman vest, two RITUAL HATS and one more Lamia's Tiara. If you have extra money, purchase two Mythril armlets.

--After Vivi sees a Black Mage, exit Conde Petie and ride chocobo to Black Mage Village.

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

--Follow the paths that owes do not live and you will find Black Mage Village. The encounter rate is very high here. You may want to flee from every battle here because Vivi's stop rarely works on the enemies here.

--Pick up the Stellazzio story: Virgo.

--The most important equipment to purchase here is MAGIC ARMLET. Purchase at least two of them.

--The important equipments to synthesis here: RUNE TOOTH, Cachusha, Madain's Ring, Extension and a REFLECT RING. If you are short on money, just go for RUNE TOOTH and REFLECT RING, as the two items I capitalized.

--Stock potions and tents if you are about out of them.

--After everything is prepared, head to Conde Petie again.

+-----+
+ Conde Petie/Mountain Path +
+-----+

--Take Quina's equipments off.

--Items need to be picked up: ETHER, TENT, remedy. Also, you might want to collect all four colored stones and you can receive a Moonstone as the reward.

--After the wedding event, you will be able to pass the twins and process further to Mountain Path. Quina will leave your party and Eiko will join in.

--Save your game and purchase a magic tag, an ETHER and a tent from Stiltzkin for 666 gils.

--The incoming boss fight is your second tough boss battle after Sealion. Prepare your team well.

Vivi: OAK STAFF, MAGIC ARMLET, MAGU'S HAT, MAGICIAN ROBE AND MAGICIAN SHOES. Those equipments give Vivi the highest magic bonus and it will increase the power of Bio spell dramatically.

Zedane: RUNE TOOTH, BANDANA, Mythril Armllet, MYTHRIL VEST, POWER BELT. You must Enable Zedane the MP COSTING ATTACK and MAN EATER abilities, and place Zedane in front row.

The reason I used Mythril vest instead of Survival Vest is because you must learn AUTO POTION ability before Zedane fight Salamander or it is going to be a tough fight. This boss will give Zedane 9 AP if Zedane is alive after the victory.

Dagger: Multina Racket, LAMIA TIARA, Magic Armllet, Silk Robe, Cachusha.

Eiko: Golem Flute, Lamia Tiara, Mythril Armllet, Silk Robe, Extension if you have it and enable Eiko the "Mp + 10%" ability.

BOSS: Hilgigars Hp: 8,106

Hilgigars' EARTH QUAKE spell could wipe out your party in one shot, otherwise, he only uses physical attack that could kill one person each time, but still, this battle could take you several attempts because of Hilgigars' agility.

--Have Eiko cast Float at the beginning and Dagger use a TENT, hopefully it will silence Hilgigars and prevent him from using Curaga spell.

--Have Zedane attack (1,600 damage) and Vivi cast Bio (1,020 damage). If you have silenced Hilgigars, this battle will be ended with less than three minutes, or Hilgigars will cast Curaga on himself when his Hp is low. Have Dagger cast raise if anyone is dead. And you must cast float on the entire party with Eiko/Dagger each time there is more than one person that is not in float status.

--After the fight, you can collect all the colored stones and place them on the stone pillar on the left path of the moogle and you will receive a Moonstone. This item is entirely optional.

+-----+
+ Madain Sali +
+-----+

--Items need to be picked up: TENT, Ore, PHOENIX PINION, Stellazzio story: Libra.

--Enjoy the events and relax yourself a bit here. The incoming Iifa Tree event is one of the hardest quests in your journey.

--Purchase at least 30+ potions.

--After everything is prepared, head to Iifa Tree.

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+-----+
+ Iifa Tree +
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--The monsters here are very agile, so be sure that Zedane equip GERMINAS BOOTS and enable the ability "ALERT". Some enemies here could wipe your party out easily if you are back attacked.

--Save your game at the moogle in Iifa tree.

--There are two unavoidable battles coming soon, and in order to pass those two battles, you will need some preparation or it would be close to impossible to pass these two battles:

You must AT LEAST have Zedane ZOMBIE, if you can have more than one person being zombie, which would make the two unavoidable battles very easy.

The only monster can zombie your characters is Dragon Zombie. His Zombie Breath will zombie a single character, but it also deals around 200~400 damage and it will kill the target due to his/her low level.

Equip Zedane with these following equipments: MAGE MASHER, RITUAL HAT, ADAMAN VEST and MADAIN'S RING. Those equipments will bring Zedane's Magic Defense up to 20 points.

Find a Dragon Zombie first. Have Dagger cast SHELL on Zedane. You must keep Zedane's Hp full. If Dragon Zombie's Zombie Breath Hit Zedane, it will only deal around 90 damage on Zedane. Flee after Zedane is zombie, and save your game. You can still use TENT to recover Zedane's Hp to full even Zedane is in zombie status.

--Go deep inside the Iifa tree. Equip Zedane with GERMINAL BOOTS and enable the ability "ALERT"; Equip Vivi with SURVIVAL VEST.

FIGHT: Zombie x 2/x 3

There is around 20% chance that you will encounter two zombies. Most of time, you will encounter three of them.

--Have two of your characters use ELIXIRS on two of them, they will be dead immediately. Have other two characters kill the other two characters, but Zedane must be alive.

--Hopefully the zombie will use "Melt" to kill one of your characters and leave Zedane alive. "Melt" is a suicide action and the zombie will die after it uses this attack. Zombie status will prevent Zedane from gaining EXP. And since all other three characters are dead, they won't gain EXP, either. This battle could take you more than twenty attempts, GOOD LUCK!!!

--After defeating Zombies, use phoenix downs to revive the dead party members.

FIGHT: Dragon Zombie

--Have Vivi FOCUS twice and cast STOP on Dragon Zombie. If anyone is killed, have Dagger cast raise or use phoenix downs.

--After reach the bottom level, use a MAGIC TAG to cure Zedane's Zombie status.

--Pick up an ELIXIR and a Brigandine. Equip Zedane with BRIGANDINE and GOLD CHOCKER. Zedane must enable ABILITY UP.

BOSS: Soul gage Hp: 9,765

--Most likely it will use level five death as its opening attack, and it won't do anything on a party with level one. Have any active character use an ELIXIR on this boss for a quick battle.

--After you warp out of the Iifa Tree, save your game.

+-----+
+ Madain Sali +
+-----+

--Eiko's Jewel is missing. After the event, pick up the ELIXIR and a phoenix down in Eiko's room.

--Head to Summoner's Wall and talk to the moogles to receive a Survival Vest and Exploda.

--I hope that you have already had Zedane master the ability "AUTO POTION" or the next boss fight could be extremely tough. Also, you should have at least 30 potions in your inventory if you followed the FAQ so far. Equip Zedane with RUNE TOOTH + BANDANA + MYTHRIL ARMLET + BRIGANDINE + POWER BELT. Enable "MP COSTING ATTACK" "AUTO POTION" "COUNTER" and "MAN EATER" abilities. Place Zedane in BACK ROW and save your game outside Madain Sali.

BOSS: Salamander Hp: 8,985

If you are prepared, this battle won't be that tough. Salamander's attack only deals 70~75 at defense 22, 90~100 at defense 21. With Zedane's AUTO POTION ability, he cannot be killed. Have Zedane attack ONLY when you hear Salamander says: "HERE I GO!!!" Zedane should be able to deal around 780 damage on Salamander each time and he will be defeated in around 12~13 attacks. You can try to steal a Poison Claw from Salamander when he is away from Zedane. This weapon is good, but it is optional as well.

REMEMBER: If you level up Blank in Evil forest, Salamander will have LEVEL THREE after he joins your party.

--You will have to decide who is going to be in your party on your way to Iifa Tree. Choose Eiko, Vivi, Dagger and Zedane. Head to Iifa Tree.

+-----+
+ Iifa Tree: Revisited +
+-----+

--Before you enter Iifa Tree, Equip your characters with the following equipments:

Zedane: The Ogre, Adaman Vest + REFLECT RING.

Vivi: OAK STAFF + BANDANA + SURVIVAL VEST + GLASS BUCKLE

Both female characters should equip LAMIA TIARA and equipments with highest MAGIC DEFENSE.

Enable Zedane AUTO REFLECT. Have the one with the highest magic defense equip the abilities "Auto-potion" and "Insomniac".

--Kuja is waiting for you on the top of the Iifa Tree. He will summon two Mist Monsters.

Fight: Mist Monster x 2

This battle is just about as tough as the previous fight against three zombies. Have Zedane use SOUL BLADE, Eiko and Dagger use TENT on Mist monster while Vivi casts STOP and hope that Vivi could stop both of them before they wipe your party out. The most horrifying attack from Mist Monsters is the "MIST" attack. But hopefully one of your girls could survive this attack if her magic defense is very high.

--After the fight, Dagger will run away to save her mother. Salamander will join your party automatically.

FIGHT: Mist Monster

--Have everyone use TENTS and have Vivi cast STOP. Use Ether on Vivi if his Mp is low. Have Eiko cast Raise on dead party members if this spell is available.

--After this fight, you will have a chance to save your game.

--You might encounter one or two battle later on. You will have to fight a Mist Monster in each battle. Keep using the same strategies listed above and you will make it eventually.

--Dagger will acquire an Aquamarine. Enjoy the CG Movie of the battle between the Queen and Kuja. Disc II is ended after the movie.

DISC III

+-----+
+ Alexandria: Revisited +
+-----+

--Control Vivi and collect two PHOENIX PINIONS and Stellazio Story: Leo in the town and the west tower of Alexandria Castle. If you want to do Hippaul race Mini quest, here is your only chance. If you at least win Ribbon and Nova Dragon Cards from Hippaul, it will make the Card Tournament in Treno easier later on.

--Purchase two Twist Headbands, two Golden Helms, one Barbut, two PLATE MAILS.

--Synthesis ANGEL BLESS in Synthesis shop!!! This weapon carries the ability "THIEVERY" for Zedane. Other items in synthesis are not important at all. But if you have extra money, you can synthesis a Feather Boots.

--Purchase a PHOENIX PINION, an ELIXIR and a Hi-potion from Stiltzkin for

777 gil. It is a very good deal.

--After everything is ready, head to Ruby's Mini Theater and watch the events. Tot will bring Zedane and his company to Treno.

+-----+
+ Treno-Card Tournament +
+-----+

--First, visit the Queen of Treno and give her all the Stellazzio stories you have and receive some Gils and a BLACK BELT from her.

--Purchase a Coral Sword in weapon shop.

--You don't have to fight Catoblepas in the Weapon shop at this point because your chance to win this battle is little. But if you want a small challenge, have Zedane equip THE OGRE, REFLECT RING and FEATHER BOOTS and enable "AUTO-REFLECT" ability. Once battle starts, hope that you can have a turn before Catoblepas's turn. Have Zedane use SOUL BLADE to blind Catoblepas and attack. Catoblepas will be killed by his own thundara spells that are kept being bounced back by your AUTO-REFLECT. You will receive 15,000 Gils as your reward, but I don't think you will need money at this point.

--If you have extra money, you can purchase a DARK MATTER in the Auction House. But you can do it later if you wish.

--Try to win all three battles in Card Tournament. Save between each battle and reset your game if you lose. You will receive a REBIRTH RING if you win all three battles.

+-----+
+ Alexandria in Chaos +
+-----+

--Alexandria is attacked by Kuja and Dagger is giving out orders to the Knights of Pluto. Choose the third option first then smash X bottom. You will receive an Angel Earring from Beatrix.

--There are seven battles ahead, prepare your party.

Beatrix: Save The Queen + Mythril Helm + Thunder Glove + Plate Mail+ Yellow Craft, and must be placed in front row.

Steiner: Coral Sword.

Battle #1: Mist Monster x 1 Hp: 1,473

Have Steiner suicide and Beatrix perform SHOCK for a quick battle. Use an ELIXIR to recover Bratrix's Mp after this battle.

Battle #2: Mist Monster x 1

Have Beatrix attack it twice to finish this chaos. Use potions to recover her Hp after this battle.

Battle #3: Mist monster x 2

This battle could be harder because Beatrix is still not strong enough to take two of them down one turn. Pray that Beatrix is not being put to sleep

by their MIST attack (the chance is low because of Beatrix's high spirit).
Have Beatrix perform CLIMHAZZARD twice to finish this battle. Use an ELIXIR
to heal Beatrix after the battle

There are four CONSECUTIVE battles ahead, abuse ELIXIR when Beatrix's Hp is
low.

Battle #4: Mist Monster x 1

Have Beatrix Perform SHOCK for a quick battle.

Battle #5: Mist Monster x 1

Have Beatrix attack the monster twice.

Battle #6: Mist Monster x 1

Have Beatrix attack the monster once then use an ELIXIR. One more slash from
Save The Queen will finish the Mist Monster.

Battle #7: Mist Monster x 2

Have Beatrix use CLIMHAZZARD and hopefully you could kill both of them in
one attack. If not, you might be in trouble...keep attack and use another
ELIXIR if it is needed.

--After the battles, control Zedane and head to the top of Alexandria Castle
and watch the battle between Alexander and Bahemute, and Alexander is
finally defeated by Invincible.

+-----+
+ Lindblum under construction +
+-----+

--After Zedane woke up, get the EGOIST'S ARMLET in the treasure boxes and
save your game.

--Regent Cid will ask you to find Strange Potion, Unusual Potion and
Beautiful Potion for him. You can get those potions from the Art Studio,
China and Alice. Also, in Tantalus hideout, you can find much Gils in the
treasure boxes.

--After Regent Cid is turned into a frog, ride to the Serpent's Gate. Pick
up a CHIMERA ARMLET there.

--Board the Blue Narciss.

+-----+
+ Chocobo Digging Quest +
+-----+

--Once you have Blue Narciss, you could dig up the first twenty chocobo
treasures except "Forgotten Plains" and "Dusk Plains", all treasures hidden
under the bubbles and one treasure box hidden under the crack. For more
details about the locations of all chocobo treasures, please refer to
Appendix A for more detailed information.

--After you dig up all the possible treasures at this point, equip Vivi with
BLACK ROBE and Dagger with LIGHT ROBE.

--You might want to power up THIEVERY at this point. In order to do so, enable Zedane "Bandit" ability and steal the monsters around Dali. The power of Thievery will go up 12 points each time Zedane successfully steal any item from any fiend. If you want to power up Thievery to 9,999 damage, you will need 834 successful steal. It might take you around eight to twelve hours, but it worth your effort. If you don't do it right now, you are going to do it later anyway because you MUST have powerful Thievery in order to defeat Ozma with a level one party.

--You can start to make big money by using the "Cotton Robe Trick". Purchase 99 Wrists in Dali and 99 Steepled Hats from Atla's Mogshop in Brumecia then go to Treno and synthesis 99 Cotton Robe, and sell them. Each time you use the "Cotton Robe Trick", the revenue you will receive is $(2,000 - 130 - 260 - 1000) \times 99 = 610 \times 99 = 60,390$ Gils! You can earn 300,000+ Gils by using the Cotton Robe Trick five times and you will have the money to purchase any item you want. Do not forget to purchase a DARK MATTER from Treno's Auction House if you don't have one yet. Also, Give the Queen of Treno the ninth Stellazzio you just found in Lindblum.

--If you haven't defeated Catoblepas in Treno's weapon shop. You can still fight it. Have Quina Equip a FEATHER Boots and Auto-Lift/Jelly ability and let Catoblepas finish him/her once. The next time Quina enters the battle, his/her Hp will be one. If Catoblepas uses Devil's Bell or Earthquake attack, it won't affect Quina. Have Quina use LIMIT GLOVE to finish this beast.

--You can do the frog catching quest at this point and get a Silver Fork for Quina, but it is not important at all.

--Stock 99 Phoenix downs, Softs, potions, Hi-potions in your inventory.

--After you have done all the preparations, sail Blue Narciss and head Black Mage Village.

+-----+
+ Black Mage Village: Revisited +
+-----+

--All black mages were gone and following Kuja but three of them still stay in the village. Go to the item shop and climb the ladder. You will find a Black Belt on the second floor.

--Leave the Black Mage Village after the event of the birth of a baby chocobo. Head the east side of Outer Continent.

+-----+
+ Quick Sand +
+-----+

--The quick sand in the far north is Kuja's hideout. Others are the nests of powerful enemies and you might want to avoid them.

--Kuja will ask Zedane to retrieve an item called "Gulu Stone". Choose Salamander, Steiner and Dagger with Zedane.

--Board Hilda Garde I and head to the Forgotten Continent.

+-----+
+ Forgotten Continent +
+-----+

--After Hilda Garde lands on Forgotten Continent, Go north and find chocobo feet print. Use a Gyshal Green to summon a chocobo.

--You can pick up the treasure boxes "Forgotten Plains" and "Dusk Plains" at this point. Also, there are two mountain cracks in Forgotten Continent and two treasure boxes are hidden under them. Both treasure boxes contain wonderful prize. The important items you will acquire are KAISER KNUCKLE, WHITE ROBE, PROTECT RING and a DRAGON'S HAIR, the most powerful weapon for Fryja. For the locations of the chocobo treasures, please refer to Appendix A for more detailed information.

--Once you dig up all treasures in Forgotten Continent, head Oeilvert.

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+-----+
+ Oeilvert: The Forbidden Land +
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--Purchase a Fairy Flute, Magic Racket, Cypress Pile, three GREEN BERETS, a Cross Helm and two Judo Uniforms. But seems you have already been so rich by using the "Cotton Robe Trick"; you could just purchase every item that is sold in Mogshop.

--Save your game. Go inside Oeilvert and collect those following items while you are solving the puzzle: Elixir, DIAMOND SWORD, Shield Armor, Power Vest, Feather Boots and a GAIA GEAR.

--Once you solve the puzzle, head to the left path and save at a moogles. The area that the moogles is located is filled with Stone Coffin enemies. They can be defeated easily with using a SOFT. It will give you two AP (three if you enable "Ability Up") and NO EXP. It is a good chance to learn your abilities. Try to have Zedane master BANDIT, SOUL BLADE and THIEVERY, Steiner master CONFUSE GUARD, FLYING KILLER. Salamander master FLYING KILLER and MP COSTING ATTACK.

--Equip Steiner with DIAMOND SWORD and POWER Belt with "CONFUSE GUARD" "MP COSTING ATTACK" "FLYING KILLER" abilities, and other equipments with the highest defense. Demon Mail could be an ideal choice.

--Equip Zedane with Angel Bless GREEN BERET, Gaia Gear and those following abilities: "BANDIT" "CONFUSE GUARD"

--Equip Salamander with KAISER KNUCKLE, POWER VEST and Protect Ring. Equip those following abilities: "CONFUSE GUARD" "FLYING KILLER" "MP COSTING ATTACK" and "Gamble Defense"

--Equip Dagger with LIGHT ROBE and other equipments with the HIGHEST DEFENSE BONUS. She MUST equip "CONFUSE GUARD" and "AUTO-POTION" ability. Dagger is the only one should be placed in the back row among all four characters.

BOSS: Ark Hp: Around 20,000

With Dagger's LIGHT ROBE and other equipments with high defense, you cannot lose this battle. Ark's Boomerang attack will only deals around 8~15 damage on Dagger and she can use potion to heal herself automatically. Ark also uses Phantom Spray, which reduce a single target's Hp to one, but if it hits Dagger, she will still use a potion to heal herself because the "AUTO POTION" ability. The other three characters will be killed by Boomerang easily. In this case, have Dagger use Phoenix downs to revive them. Also, if Salamander has "Gamble Defense" ability on, he MIGHT survive Ark's Boomerang

attack. Ark's Whirling Wind attack is no big deal because everyone has "Confused Guard" ability enabled.

Have Steiner (1,300 damage) and Salamander (3,350 damage) attack Ark if they have a chance and have Zedane steal a HOLY LANCE from ARK. This weapon carries the ability "DRAGON'S CREST" and it could deal 9,999 on Ozma easily later on. Dagger should use potions and phoenix downs to heal other three party members if they are damaged. With proper equipments and abilities, this battle won't be hard but time-consuming because the success rate of stealing HOLY LANCE from Ark is extremely low, even with Bandit ability.

NOTE: It is still possible to defeat Ozma with a level one party WITHOUT Dragon Crest, that's what I did in my first victory against Ozma. However, I don't recommend skipping HOLY LANCE at this point. Just be patient and you will steal it eventually.

+-----+
+ Desert Palace +
+-----+

--Control Cid and play a mini game to save everyone.

--Be careful. Monsters in the Desert Palace are pretty strong and without Zedane, it is almost impossible to flee from any encounter, even if you hit a lucky preemptive strike. The best way to pass Desert Palace is to have Vivi cast STOP on enemies. Have Vivi FOCUS two or three times in every battle and his stop spell will have much higher success rate. Quina can help further by using NEEDLE FORK + ADD STATUS. Eiko can protect the party by summoning Carbuncle and casting REFLECT on the entire party.

Equipments for everyone:

Vivi: Oak Stuff + Mantra Band + N-KAI ARMLET + Survival Vest + REBIRTH RING. Those equipments will give Vivi the highest spirit bonus.

Fryja: Have HOLY LANCE and Cross Helm equipped. If you did not steal the HOLY LANCE from Ark, equip Fryja with Dragon's Hair.

Eiko: Tiger Racket, WHITE ROBE and RUBY.

Quina: NEEDLE FORK + Mantra Band + Survival Vest + PROMIST RING. Must equip Quina with ADD STATUS ability. If you did the chocobo hot and cold quest and dig up all the possible treasures, you should have all item listed above.

--Try to activate all the bloody stones and acquire those following items: Promist Ring, Anklet, Shield Armor, N-Kai Armlet, Black Hood and Venetia Shield. All those items are optional because you can purchase them later on. You can avoid acquiring some items that are harder to reach if you are tired of the random encounters.

--Save when you find a Moogle in Desert Palace. Place Fryja in the front Row.

BOSS: Valia Pila Hp: 12,000

Have Quina cast RERAISE on him/herself and kill him/her, and have Quina cast LIMIT GLOVE and deal 9,999 damage on Valia Pila.

Have Eiko cast RUBY LIGHT and Fryja JUMP (1,400 damage if Fryja has Dragon's Hair). Two jumps should finish Valia Pila if Quina has already cast LIMIT

GLOVE on it. If Valia Pila is still there, have Eiko attack with her TIGER RACKET (620 damage).

After defeating Valia Pila, light the candelabra and exit this area.

--You are controlling Zedane's party again. Return to the same teleport that Zedane got out from the Desert Palace.

--After several events, Kuja will steal the Gulu Stone from Zedane and flee. Follow him and exit Kuja's Hide out. The heroes will resolve to chase Kuja by Blue Narciss. Choose Vivi, Salamander and Quina with Zedane.

+-----+
+ Lost Continent +
+-----+

--Find a chocobo and go straight west to Esto Gaza.

+-----+
+ Esto Gaza +
+-----+

--The important equipments you may want to purchase are OCTAGON ROD, Flame Saber, Hamelin, and a couple Red Caps. If you have used the "Cotton Robe Trick" few times before, you will be able to purchase every items sold in the shop.

--Save your game and enter the volcano.

+-----+
+ Mountain Gulu +
+-----+

--Pick up 9,693 Gils. Other items are not important and may lead you to Red dragons. You will want to avoid them, plus if you really want other treasures, you can always come back here as long as you are on Disc III.

--After you descend into the well, go to the right path and save at a Moogles. Adjust your equipments.

Vivi plays the most important role in the incoming battle against two Red Dragons. Equip Vivi with OCTAGON ROD + MANTRA BAND + N-KAI ARMLET + BLACK ROBE + POWER BELT. Those equipments should raise Vivi's defense up to 48 points with fair spirit bonus. Also, Vivi must enable the AUTO POTION ability. Place Vivi in the BACK ROW.

--Pull the lever besides the wall down twice and descend to the bottom level.

FIGHT: Red Dragon x 2

If you do what this FAQ has told you then Vivi cannot be killed unless Red Dragons hit a lucky critical strike. Vivi's OCTAGON ROD will absorb Red Dragons' Ariel Slash and Twister. And with Vivi's high defense, Red Dragons' dive attack only deals 42~50 damage on Vivi, and Vivi will heal himself with a potion automatically. Have Vivi FOCUS four to six times and cast STOP on both dragons. This battle should be very easy with proper equipments.

--After the fight, GO BACK TO MOOGLES AND SAVE. A tough boss is waiting for you!!!

This battle would be insanelly tough mainly because Meltigemini abuses group attack. Most likely, Meltigemini will use Viral Smoke once in his first three turns, and this attack deals 500+ damage to everyone, which is fatal to every character. Meltigenmini also uses BIO and usually he uses this spell on all opposing targets, which will be a fatal attack as well. Consider you are lucky if it uses physical attack, because it only kills one person.

I recommend having Salamander equip with CHAIN PLATE that bears "DEVIL KILLER" ability and REFLECT RING. Enable Salamander DEVIL KILLER and AUTO-REFLECT.

I also suggest having Quina equip the REBIRTH RING and enable the ability "AUTO-RAISE".

If Zedane cannot deal more than 8,000 damage with THIEVERY, then you will have a tough time in this battle. Have Zedane equip The Ogre MIGHT help you a little, but the best option is head back to Blue Narciss and power up Zedane's Thievery to 8,000 + damage. 9,999 would be ideal.

When battle starts, have Eiko cast HOLY (5,400 damage), Salamander throw Wing Edge (3,100 damage) and Zedane use Thievery while Quina is casting reraise on Salamander. If Meltigemini uses Wings as his first attack and Zedane deal more than 8,000 damage on Meltigemini, one more Thievery will bring this evil boss down.

After defeating Meltigemini, rescue Lady Hilda and she will turn Cid back to human. After several events and CG movies, you will be able to control the new airship-the Hilda Garde III!!!

=====
Walkthrough Part B: The Danger in the Sky
=====

It is possible to face Ozma once you are able to control Hilda Garde III. However, bravery without intelligence will lead you to death in front of Ozma's wrath. There are many preparations you have to do before you can possibly defeat Ozma with a level one party. So, let's get ready!!!

+-----+
+ Complete Chocobo Hot and Cold Quest +
+-----+

--Once you can control Hilda Garde III, the sixth Chocograph piece will be available in the Chocobo Forest. Dig it up and the six Chocograph pieces will become a complete Chocograph "Outer Island I", which gives Choco the FLYING ability. With this ability you can reach the Chocobo Air Garden. There are still three Chocographs in Chocobo Air Garden. Dig them up and find the treasures. For the locations of Chocobo treasures, please refer to Appendix A for more detailed information.

+-----+
+ Powering Up Dragon Crest +
+-----+

--You only need to do this quest if you have stolen a HOLY LANCE from Ark. The basic concept of powering up Dragon Crest is to kill as many dragon as

you can. The damage of Dragon Crest is calculated by The number of dragons your party has killed x The number of dragons your party has killed, which means if you kill 100 dragons, Dragon Crest will deal $100 \times 100 = 9,999$ (five digits damage is impossible to occur in FFIIX) non-elemental damage on any target.

The recommend party of killing dragons includes those following characters: Zedane, Quina, Fryja and Eiko.

In order to kill dragons without gaining EXP, you must have your party members carry Zombie/Virus status. For people who choose zombie method, you can zombie your characters by finding the DragonZombie in Iifa tree. Everyone will be able to survive the Zombie Breath attack if his/her magic defense is 30 or higher. Flee when there are three people turned into zombies.

Around Qu's Marsh close to Lindblum you can find an enemies called Serpion, which belongs to dragon enemies. With the powerful equipments in your hand, you can kill them by smashing X bottom. Killing one hundred of them should not take you very long. The only annoying thing is that the chance of encountering Serpions around Qu's Marsh is only around forty percent. Of course, you have to kill the one who is alive first. Remember: You cannot use any item to heal characters when they are zombies. If their Hp is getting low, use Tents between battles to recover their Hp.

For those who choose Virus Method, there is a monster called Yan in Bile Island (the island that closest to the center of the world map). Yan sometimes use Virus powder, which will kill one single character and give him/her virus status. Virus status will remain even the affected target is K.Oed. However, I don't recommend the Virus Method simply because Yan is a very powerful and agile monster. Yans most likely appear in a group with three and they could wipe out your party easily.

+-----+
+ Friendly Monster Quest +
+-----+

--Around the world there are few monsters that are actually Land Fairies and they don't attack people. Completing the friendly monster quest will be a NECESSARY condition that is required to defeat Ozma with a level one party.

You can complete the friendly monster quest by finding the friendly monsters and giving them the items they ask for. Your final goal is to give friendly Yan a Diamond. Before you do so, you must meet all other friendly monsters and give grant their request.

The locations of friendly monsters (Echow, Side Quest/Secret Guide, 2000):

- a. Mu: Appears around Dali and wants an Ore.
- b. Ghost: Appears in the field outside of Treno and wants an Ore.
- c. Lady Bug: Appears in the forest around the Black Mage Village and wants two Ores.
- d. Yeti: Appears in the forest Outside of Madain Sali and wants two Ores.
- e. Nymph: Appears in the forest outside of Iifa Tree and wants three Ores. Also, you might encounter him in the northwest part of Mist Continent. You must encounter Nymph before you are trying to look for Jabberwork because

Nymph gives you an Emerald and you will have to give an Emerald to Jabberwork. There is no other way to acquire any Emerald but from Nymph.

f. Jabberwork: Appears in the forests on north forgotten continent or outside of Oeivell and wants an Emerald.

g. Feather Sucker: Appears in South part of Lost Continent and wants a moonstone.

h. Garuda: Appears in the forest outside of Gizamaluke's Cave. The place that Moogles warned you that is dangerous. It wants a Lapis Lazuli.

i. After meeting all other friendly monsters, go to Bile Island, the island closest to the center to the world map. You can find a friendly Yan in the forest on Bile Island. Give him a Diamond and you will receive the "Blessing of the Spirits". It will allow you to attack Ozma physically, and it also changes Ozma's Weakness to SHADOW! Friendly Yan will give you a Rosetta Ring.

Note: Friendly monsters give you A LOT of AP. Be sure to enable everyone "Ability Up" and have them master those abilities by any possible chance: AUTO-RAISE, AUTO REFLECT. If you haven't mastered SOUL BLADE AND THIEVERY for Zedane, you might want to do it now.

+-----+
+ Daguerreo +
+-----+

Daguerreo is located on an island south of the Forgotten Continent. There are many important items need to be purchase there.

In order to purchase weapons and armors, help the shop owner with the water elevator problem by inserting a wooden stick into the hole behind the elevator. You will have to purchase one or two EGOIST ARMLETS and At least one GOLD HAIRPIN. Other items are optional. Personally, I would just purchase them just for my item collection. They really do nothing help in the battle against Ozma.

The item you HAVE to syntheses in the synthesis shop is SARGATANAS. Sargatanas + Soul Blade = 100% petrification on almost all randomly encountered enemies except VERY few that are immune to them, which are likely to be found in Terra. Using Sargatanas in conjunction with Soul Blade is the major method of gaining AP for abilities without receiving EXP.

Do not forget to pick up the Stellazzio Story: Capricorn in Dagueero. There are also two ELIXIRS around this place. Pick them up if you wish.

+-----+
+ Quan's Cave +
+-----+

--Bring Vivi and Quina in your party and an event will happen. Check the clock after the event to acquire RUNNING SHOES. The "Auto-haste" ability on the running shoes is useless in the battle against Ozma; however, it will help you later on when you are trying to master other abilities. If you haven't picked up the Stellazzio Story in Quan's Cave, you can do it right now.

+-----+
+ Treno: Revisited +

+-----+

--Fight Amdusias in the weapon shop. Have Zedane equip SARGATANAS and REFLECT RING and enable the AUTO REFLECT ability. When Zedane's turn comes, use soul blade to petrify Amdusias, simple as that. The reward of defeating Amdusias is another pair of RUNNING SHOES.

--Give Stellazzio stories to the Queen of Treno if you want.

+-----+

+ Salvage Archipelago +

+-----+

This place indicates all the islands south of the Forgotten Continent, which is a good place to gain AP to master abilities.

The enemies you might encounter around this area are gimme cat and Grand Dragon. Both of them give you three Ap; six Ap if characters have "ABILITY UP" enabled.

Have Zedane equip SARGATANAS, Judo Uniform and Coral Ring. Enable Zedane with those following abilities: Distract, Ability Up, and Auto Haste, if it is available. The equipments of other people depend on which ability you want them to master. But be sure that everyone has the "Ability Up" ability activated. With "Ability Up" working, none of your characters could possibly equip "Auto Reflect" to bounce Grand Dragon's Thundaga spell. However, you could enable Fryja and Quina with "Auto-Raise" ability, it works well also. For Eiko, just hope that Thundaga won't hit her.

Have Zedane Petrify the opponent in every battle. If Zedane is out of Mp, go to Daguerreo and sleep in the study room to recover Zedane's Mp. The most important ability you HAVE TO have everyone master is AUTO RAISE. Having Fryja master Mp Costing Attack might help a little, also, you might want to have Eiko master summoning "Phoenix". It also helps very little in the battle against Ozma. If Gamble Defense is available, have Quina master this ability.

After everything is prepared, check your characters and see if they met the criteria listed below before you enter the holy battle:

Zedane: Have The Ogre (optional), Chimera Armllet and Pumice a Piece Equipped; enable "AUTO-RAISE" "Bandit"(optional) abilities; must be able to deal 9,999 damage with Thievery.

Fryja: Have Holy Lance and Devil Mail equipped; enable "AUTO-RAISE" "Flying killer" (optional) abilities; must be able to deal 9,999 damage with Dragon Crest.

Eiko: Have EGOIST ARMLET and Phoenix Pinion equipped.

Quina: Golden Hairpin, EGOIST ARMLET, Light Robe, Ribbon. These equipments boost Quina's magic evasion.

If you are planning on finish a level one game after defeating Ozma, you must have everyone carry VIRUS status so they won't receive any EXP from defeating Ozma. Go to Bile Island (the island you met friendly Yan) and fight Yans. Have Zedane use SOUL BLADE to petrify Yans 'till there is only one left, be patient and wait 'till it uses Virus powders on all four characters, it will take a while. Use phoenix downs to revive dead party member if it is necessary. After all four characters are carrying Virus

status, have Zedane use FLEE to escape. This part is entirely optional.

+-----+
+ Chocobo Air Garden +
+-----+

--Check world map and find the location of Chocobo Air Garden. Ride the Golden Chocobo and go to the location on the Map and use a Dead Pepper in the round shadow and you will wrap into Chocobo Air Garden. Exclaim the stone pillar in the Chocobo Air Garden twice.

BOSS: OZMA Hp: 55,535/ Mp: 9,999

Finally, here is the sole target of our quest after all the effort we have been through, the strongest creature in FFIIX, Ozma. And you are in front of her with a LEVEL ONE PARTY!!!

In order to conclude the strategies of defeating this nemesis at such a low level, we must analyze Ozma's attack pattern first before we can advance to the glorious victory over Ozma.

The following general information is provided by Theoden. It was composed for a regular game, however, I decided to use and paraphrase part of his information because it can still help us to decide the strategies we need to accomplish the goal of defeating Ozma at level one.

General information (Theoden, 2002):

Ozma is at level 99 and has 55535 HP and 9999 MP. She is healed by Shadow unless you gave friendly Yan a diamond, in which case she will be weak against it. She cannot be reached with the Attack command without "The Blessing of Spirits". She is weak against Holy, Wind and Bird Killer.

The only negative status effects you can possibly inflict on Ozma are Darkness and Slow. It is impossible to give her Reflect status, so you can't make her reflect Curaga on you. Slow has little effect (see below).

Ozma can act even when her ATB bar is not full. If you enter a command in between Ozma's attacks, her ATB bar will be filled immediately and her next attack will happen before the command you just entered happens. This makes Auto-Life especially important, since if a character is KOed and you enter a command to revive them, Ozma will get another attack first; possibly KO the character due to carrying out the revival. This ability to preempt your commands also means Ozma always gets the first move in the battle. Pray it isn't Meteor. The only way you can enter a command and be sure it will happen before Ozma's next move, is to enter it during the animation of Ozma's move. So if, for example, she casts Flare on someone (who doesn't have Auto-Life or enough HP to survive it), then try to enter your revive command before the move finishes (before the character is even KOed). This preemptive ability also means Ozma is hardly affected by the Slow status, even though he is vulnerable to it.

What makes success so difficult to guarantee against Ozma is the possibility that she may use Meteor wiping out all your team at once, followed by Curse. There is no way to guarantee Meteor won't KO everyone, although it will be less likely if everyone has high HP and/or Shell. If Curse follows it will

almost certainly KO everyone who came back with Auto-Life.

The best way to reduce the risk of Meteor->Curse is to fulfill the conditions for Ozma's other attacks. The best way to reduce the frequency of Meteor is to ensure as few characters as possible have the Reflect status, since he won't use Flare, Death or Holy if all possible targets can reflect. The only spells you can reflect are Mini and Berserk anyway. Reducing her MP will also lessen the frequency of Meteor since he will use Absorb MP, but I don't really recommend this (see below).

To reduce the frequency of Curse, you must fulfill any or all of these conditions:

- Reduce Ozma's HP below 50% of max.
- Make sure no one is in Mini status.
- Inflict Darkness on Ozma.
- Have at least one non-KOed character whose level is a multiple of 4.
- Have at least one non-KOed character whose level is a multiple of 5.

On an odd numbered turn Ozma can use these attacks. If her MP is 0, he can only use Flare Star.

- ABSORB MP

Ozma only uses this if at least one character has more MP than her. It transfers all of a character's MP to Ozma. She is most likely to use it if you use Magic Hammer to reduce her MP, since initially she has 9999 MP.

- DEATH

Ozma won't use this on anyone who can reflect it. It KOs one character, but may miss.

- DOOMSDAY

Attacks all participants in battle with Shadow damage. If you gave friendly Yan a diamond, it will damage Ozma, otherwise it will heal her. Won't hurt anyone who has any of the following equipped: Egoist's Armllet, Ninja Gear, Demon's Mail, Pumice Piece. Can be returned on him for good damage. It's a real breather when he does this.

- FLARE

Ozma won't use this on anyone who can reflect it. Non-elemental damage on one character.

--FLARE STAR

Does non-elemental damage on all characters. Damage = character's level x 50. May miss. The damage cannot be reduced. It is a nasty attack, but not a problem if everyone has Max HP.

--HOLY

Ozma won't use this on anyone who can reflect or absorb it (Pumice Piece). He will use it on characters that can nullify it though (Chimera Armllet). Does Holy damage on one character.

- METEOR

Ozma's worst attack. Does random damage between 110 and 9999 (usually the upper end of the scale). The only way to be sure of surviving it is to have Auto-Life equipped. If everyone has Shell status it will improve your chances of survival (but won't guarantee it). Note that Ozma's Meteor cannot miss, unlike Vivi's (at least I've never seen it miss in hundreds of times I've seen her use it). Similarly if you return it on her, the returned Meteor will never miss either. Ozma's Meteor also costs just 40 MP, (as seen if you equip Absorb MP on Quina), so it is a slightly different spell

(Vivi's costs 42 MP).

On even numbered turns Ozma can use these following attacks. If her MP is 0, she can only use Curse.

- CURSE

Inflicts physical damage on all the party (cannot miss). It also inflicts status effects Slow, Poison, Confuse, Mini and Darkness. This attack is lethal if it is used straight after wiping everyone out with Meteor, since everyone will have low HP and no Auto-Life. For a character who is at the back row of the party and who has a physical defense of 40, the attack Curse will cause 1344-2688 damage on him/her (the damage will be halved when Protect is cast, and increased by 50% when s/he is in Mini status).

- CURAGA

Ozma will only use this if his HP is below 50% of max. Recovers around 5,910~ 9,999 HP.

- ESUNA

Ozma will only use this if she has the Darkness status. Casting Esuna removes Darkness. Soul Blade + The Ogre is the best way of inflicting Darkness on Ozma. Darkness doesn't hinder Ozma in any way, but it can really save your life if he uses Esuna instead of Curse at a critical time.

- LV4 HOLY

Ozma will only use this if there are characters whose levels are a multiple of 4 (who aren't KOed). Inflicts Holy damage on those characters.

-LV5 DEATH

Ozma will only use this if there is a character whose level is a multiple of 5. Make sure precisely one character fulfills this requirement. That way it will do minimal damage. LV5 Death KO's one character and is better than Curse (especially after Meteor).

-MINI

Ozma will use this only if no one is already in Mini status. Inflicts Mini on everyone.

Ozma can counter with the following moves (provided he has MP):

--BERSERK

Ozma will do this twice during the battle, once when she's targeted with any command (other than Attack or Item) when her HP is below 40000, and again when it's below 30000. Inflicts Berserk on the attacker. May miss. Cure with Gysahl Greens.

--CURAGA

13-50% chance of use (depending on Ozma's HP) against any action that targets Ozma, even if her HP is full and the attack caused no damage. Recovers around 6800-9800 HP. Because of this spell, the battle will be considerably more challenging if you try to steal her items, since even an unsuccessful Steal attempt can trigger a Curaga counter. It also means even if you hit Ozma for 6 attacks causing 9,999 damage in one turn (e.g. Thievery, Dragon's Crest) you are not guaranteed to kill her before he has a chance to use Curaga, since she could cast it after any and all hits.

Theoden's general information of Ozma ends here.

After viewing the general information carefully, we can find out that Ozma actually has ONLY three attack that can process major threats to a level one

party: Berserk, Meteor and Curse, Since Doomsday can be absorbed or guarded; holy/flare/death only kill one character, a phoenix down will solve this problem; Mini won't reduce the damage of Limit Glove, Dragon Quest and Thievery because the damage of those three attacks are fixed; Flare Star only deals 50 damage on a level one party, it might kill Quina because Quina must enter this battle with Hp one.

Ozma's agility won't increase any difficulty in this battle. First of all, based on FFX's level up system, characters' basic stats barely raise with their level, so a level one party has just about the same speed with a party with level 99. Second, if you read through the general information, you will know that Ozma's ATB bar is filled ANY TIME you input a command, so no matter how fast you are, she will always have a turn before your characters. That's the reason I recommend having characters equip "Auto Raise" instead of "Auto Haste".

Note that it does not mean that if you input commands four times, Ozma will move four times. If a person input a command, Ozma will surely have a turn before yours, but the other three characters could still input command during Ozma's attack animation, so the result would be Ozma still has only one turn.

The two major obstacles on our way to the glorious victory over Ozma are Meteor and Curse. These two attacks will wipe out your party no matter how you prepared your team unless they have Auto-Raise activated, and it only works once. Which means if Ozma uses Meteor followed by Curse, or Curse followed by Meteor, both combination will destroy your level one party. Eiko's Phoenix summoning might revive your party, but the chance is very low.

After testing Ozma over and over, I found that Ozma almost always use Curse as her second attack. She rarely uses mini and she won't use level 5 death or level 4 holy because everyone has level one. If you inflicts darkness on Ozma with Zedane The Ogre + Soul Blade, Ozma will most likely ignore her darkness status and still use curse instead in her second turn. The only guaranteed way to prevent Ozma from using Curse is to reduce Ozma's Hp to 50% or below, and it is not likely going to happen in her second turn. Plus, according to my research, even Ozma uses Doomsday as her first attack and deals 9,999 damage on herself, and all four characters launch an all-out attack (Quina casts LIMIT GLOVE, Eiko uses a DARK MATTER, Fryja uses DRAGON CREST and Zedane used THIEVERY) and deals $99,999 \times 5 = 49,995$ damage on Ozma in one turn, Ozma will still use curse as her second attack, and after everyone is revived by auto-raise, most likely Ozma will cast Meteor to finish the battle. I ASSUME that if Ozma does not use Mini as her second attack, it will ALWAYS be curse.

As for Ozma's opening attack, it could be Flare, Holy, Death (rarely used), Meteor or Doomsday with about equal possibility of each attack except Death. After Ozma's curse as her second attack, she will use Meteor (70% chance) or Doomsday (25% chance) after the curse attack. The other three attacks share the rest 5% chance as the third attack of Ozma after Curse.

Note that Ozma's attack during her odd number turns CANNOT be the same unless at least three of them have been used. So the ideal attack pattern "Doomsday-Curse-Doomsday" cannot happen. If Ozma uses Doomsday as her first attack, then it ensures Ozma won't use Doomsday in her third turn and it will usually be meteor instead. And if the meteor is used after curse, it is always fatal. So if Ozma uses Doomsday as her opening attack, basically you cannot win this battle because it increases the chance of Curse + Meteor happening, unless Ozma uses Mini as her second attack, which happens

extremely rarely; or Ozma does not use Meteor after Curse, and since Doomsday is put of the picture, I don't see how often it could possibly happen. But IF Ozma does not use Meteor after Curse in this case, your victory will be ensured because Ozma has been damaged by Doomsday and every of your characters were be able to attack Ozma since Doomsday kills no one, Ozma's Hp will have less than 6,000. If Ozma does not use Meteor, one more Thievery/Dragon Crest/Limit Glove will finish her. Just notice that if Ozma uses Doomsday as her first attack, the chance of using any other attack besides meteor after curse is VERY LOW. A Doomsday opening will either lead you to death, or rarely leads you to an easy victory.

If Ozma uses Meteor as her opening attack, it is even worse than Doomsday since meteor kills everyone and they will be revived by Auto-Raise with Hp one. And Curse will wipe out your party, if Phoenix does not save you.

So, is there still a possibility of defeating Ozma at level one? Sure it is. If those conditions are met (it does not happen as rarely as you might think), your victory is almost ensured if you equip your characters as this FAQ instructs:

--Ozma does not use Doomsday or Meteor as her first attack (60% chance)
--Ozma uses Doomsday after Curse (25% chance)

The odd of those two conditions happen in one battle lies around $60\% \times 25\% = 15\%$, which means these two conditions will be met in around every seven times you attempts to fight Ozma ($100/15 = 6.66\dots$ rounds up to 7).

If you paid full attention on the entire FAQ, you may wonder why I recommend having Zedane equipped with Chimera Armllet (guards Holy) and Pumice a piece (absorbs Shadow and Holy) instead of Egoist Armllet (guards shadow). The reason is because with Chimera Armllet and Pumice Piece together, the result will be that the equipper absorbs Shadow and GUARDS Holy. And Ozma might use Holy on a character if he/she is immune to Holy, but not if he/she absorbs Holy, which means there is a possibility that Ozma casts Holy on Zedane as the best scenario; and it won't do any damage on him, then you can launch an all-out attack with four characters. But if Ozma casts Holy (or Flare, death) and kill one person in her first turn, you can still attack with three characters with three characters and deal $9,999 \times 3 = 29,997$ damage on her, still quite good damage, just not as good as the result of all four characters being alive and able to attack. And there is always a possibility that Ozma kills Eiko in her first turn, and Eiko is the least important member in your party since she can only deals 9,999 damage once by using a DARK MATTER.

If Ozma uses Flare Star as her opening attack, it could kill Quina since Quina's Hp is one, but this attack may miss, the odd is depending on Quina's magic evasion stats, that's why Quina's magic evasion stats is important in this battle; for other three characters, Flare Star only deals 50 damage on them and I don't see how powerful it could be. But if Quina is killed by Flare Star, you could still win this battle with a fair possibility. See my "battle reports" in the later part of the FAQ.

After your first wave attack, Ozma will counter BERSERK once on a single target, but it is not any big deal anyway since your characters will be killed by curse later.

Ozma will use curse in her second turn (Mini if you are VERY, VERY lucky) and wipe our party out, and they will be revived by Auto-Raise if they are not killed before). If Ozma uses Doomsday after curse, it will deal 9,999 damage on Ozma and kill none of your party members. Everyone's ATB bar will

be filled during the long animation of Doomsday and you can have every alive party members launch an all-out attack again, have Eiko use an ELIXIR to recover Fryja's Mp since her Mp should be Zero after using two DRAGON'S CREST. Ozma will counterattack with Berserk once again and you must pray that it misses the target (the chance is VERY LOW). If it does affect the target, have Eiko use a Gysahl Green if she has a chance later.

There IS a chance that Ozma will be defeated after your second wave of attack, but most likely, she will counter Curaga once so it still leaves her around 9,000~1,5000 left. Due to the heavy damage you have inflicted on Ozma, she will NOT use curse in her fourth turn and she will cast CURAGA on herself instead. You will have a chance to launch a third wave of attack. If Ozma does not counter Curaga more than once, she will be defeated.

Let me sum up a brief strategy review of defeating Ozma at level one:

--Equipments and abilities for everyone:

Zedane: Have The Ogre (optional), Chimera Armlet and Pumice Piece Equipped; enable "AUTO-RAISE" "Bandit"(optional) abilities; must be able to deal 9,999 damage with Thievery.

Fryja: Have Holy Lance and Devil Mail equipped; enable "AUTO-RAISE" "Flying killer" (optional) abilities; must be able to deal 9,999 damage with Dragon Crest.

Eiko: Have EGOIST ARMLET and Phoenix Pinion equipped.

Quina: Golden Hairpin, EGOIST ARMLET, Light Robe, Ribbon. These equipments boost Quina's magic evasion. Must enter the battle with Hp ONE and full Mp.

--Ozma must NOT use Doomsday or Meteor as her first attack (60% chance). Have Zedane attack with THIEVERY (9,999 damage), Fryja attack with DRAGON CREST (9,999 damage), Quina casts LIMIT GLOVE (9,999 damage) and Eiko use a DARK MATTER (9,999 damage). It is possible that Ozma's first attack kills no one (Holy on Zedane or Flare Star misses Quina). And if a character is killed, it is still possible to win. The dead character will be brought back by Auto-Raise.

--Ozma will surely counterattack with Berserk once. And MIGHT counter Curaga once or twice.

--Ozma uses Curse as her second attack, which will kill everyone. Your characters will be brought back by Auto-Raise if they are not killed in the first attack. Most likely, you will have three characters available at this point. But if Ozma's first attack did not kill anyone, you will still have all four characters available.

--If Ozma uses Meteor after Curse (70% chance), the battle is over. Reset your game and try again.

--If Ozma uses Doomsday after Curse (25% chance), it deals 9,999 damage on herself and hurts no one in your party. Have everyone launch his/her best attack. If Eiko is alive, she cannot attack anymore but have her use an ELIXIR on Fryja. If the alive ones are Quina, Fryja and Zedane, or even better, all four characters are alive, Ozma could be defeated after this wave of attack if she does not counter Curaga at all (the chance is very low)

--Ozma will use Curaga on herself as her fourth move. Have everyone launch

their attacks and Ozma should be dead, unless she counters Curaga more than twice. In this case, hope Ozma won't use Meteor as her fifth attack. It will take you less than twenty attempts to defeat Ozma if you followed the FAQ and did everything, every move that this FAQ instructs.

I have defeated Ozma at level one four times so far, here is the record of one of my victories over Ozma:

--Ozma uses Flare Star as her first attack. 50 damage on everyone and kills Quina. Quina is revived by Auto-Raise.

--Fryja uses DRAGON CREST, 9,999 damage on Ozma.

--Zedane uses THIEVERY, 7,180 damage on Ozma.

--Ozma counterattacks with Berserk and hits Zedane.

--Eiko uses a DARK MATTER, 9,999 damage on Ozma.

--Ozma uses curse and killed everyone. Zedane. Fryja and Eiko are brought back by Auto-Raise.

--Ozma uses Doomsday, 9,999 damage on herself.

--Fryja uses a DRAGON CREST on Ozma, 9,999 damage.

--Ozma counterattacks with Berserk and misses Fryja,

--Eiko uses an ELIXIR on Fryja.

--Zedane uses THIEVERY, 7,180 damage on Ozma.

--Ozma casts Curaga on herself, 7,604 Hp was recovered.

--Fryja uses another DRAGON CREST, 9,999 damage on Ozma and the battle is over.

Total damage: $9,999 \times 5 + 7,180 \times 2 - 8,304 = 49,995 + 14,360 - 7,604 = 63,355 - 7,604 = 55,751$ damage while Ozma has 55,535 Hp.

Note this battle report could have a better result if Ozma's Flare Star missed Quina during her first turn and Zedane could deal 9,999 damage with Thievery. On the other hand, you may notice that Ozma does not counterattack Curaga in this battle at all, so I would say that this battle is fairly lucky. But no matter how unlucky you are, it won't take you more than twenty attempts, Ozma is not that tough. After you defeat Ozma, you will receive a key item that we are all looking for, the STRATEGY GUIDE, Congratulations!!! Save your game and brag your achievements to your friends!!!

The walkthrough should stop at this point. For those who are willing to go on and finish a level one game, I recommend KADFC's Low Level Walkthrough for more information about the battles in Terra and disc IV. Good Luck on your quest!!!

Appendix A: Locations of Chocobo Treasures (Yee Seng Fu, Chocobo Hot and Cold Guide, 2001):

This section provides a quick reference for the locations of all chocobo treasures. If you are having looking for a specific chocobo chest, this section will give you the help you need.

1. Streamside:

Located at around the bridge near the Chocobo Forest, the intersection of the river and the sea. Contains Elixir x 2, Hi-potion x 3, Ether x 4, Germinas Boots x 2.

2. Between Mountains:

Located at the southwest of the Mist Continent. Contains Potion x 5, Hi Potion x 5, Tent x 2 and Cotton Robe x 2.

3. Uncultivated Land:

Located at the swamp south of the Evil Forest. Contains Antidote x 10, a Jade Armlet, Wind Edge x 3 and a Cargo Ship Card.

4. Healing Shore:

Located at the beach northwest of Cleyra Trunk. Gives Chocobo the ability "Reef".

5. Abandoned Beach:

Located at the beach south of Qu's Marsh in Outer Continent. Contains Phoenix Pinion x 9, Phoenix down x 5, Peridot x 12 and a Diamond Glove.

6. Cold Field:

Located at the beach in the southern part of Lost Continent. Contains Echo Screen x 5, Hi-potion x 7, Tent x 3 and a Theater Ship Card.

7. Forgotten Lagoon:

Located at the south of the Lost Continent. Contains Gysahl Greenx 8, Ether x 5, Hi-potion x 7 and a Dragon Claw.

8. Faraway Lagoon:

Located in the shallow water west of Forgotten Continent, the west of Oeilvert. Contains potion x 37, Magic Tag x 6, a Shield Armor and a Gaia Gear.

9. Abandoned Lagoon:

Go to the beach south of the Black Mage Village and head west. Contains soft x 6, Ether x 4, a Feather Boots and a N-Kai Armlet.

10. Bird's Eye Lagoon:

Located in the shallow water northwest of Lindblum's Dragon Gate. Contains Potion x 8, Phoenix down x 4, Ether x 3 and one Magician Robe.

11. Small Beach:

Located in the shallow water between islands southeast of Chocobo Forest. Contains Remedy x 4, Elixir x 2, Rising Sun x 8 and an Oak Staff.

12. Dawn Lagoon:

Located next to an island south of Treno. Gives Chocobo the ability "Mountain".

13. Forbidden Forest:

Located in the forest in close to the center of the Mist Continent, which is surrounded by mountain. Contains Ether x 7, Elixir x 2, Wing Edge x 10 and one High Mage Staff.

14. Green Plains:

Located at the heights northwest of the Evil Forest and close to the sea. Grants Chocobo the ability "Ocean"

15. Dusk plains:

Located in the mountain North West of the Wind Shrine. Contains Phoenix Downs x 12, Ore x 14, Kaiser Knuckles and an Iron Man Card.

16. Forgotten Plains:

Located in the plain south of Ipsen Castle. Contains ore x 17, Ether x 5, Opal x 14 and a Demon's Mail.

17. Sea at Dusk:

Located in the Ocean Northeast of Wind Shrine. It contains Phoenix Pinion x 15, a White Robe, a Diamond and a Masamune Card.

18. Ocean:

There is an island with a long beach east of Forgotten Continent, go east from that island. It contains Ore x 27, a Light Robe, a Whale Whisker and a Alexander Card.

19. Cold Lagoon:

Located in the Ocean northwest of the Lost Continent. Contains Peridot x 11, Opal x 9, Sapphire x 15 and Topaz x 19.

20. Mist Ocean:

Located in the ocean northeast of the two small islands northeast of Alexandria Harbor. Grants Chocobo the ability "Sky".

21. Outer Island:

Located on the Island east of Kuja's Desert Palace. Contains Amethyst x 21, Garnet x 16, a Genji Armor and a Ragenarok.

22. Outer Island II:

Located on the Island northwest of Kuja's Desert palace. Contains Sapphire x 11, a Circlet, a Pumice piece and a Hilda Garde III card.

23. Fairy Island:

Located on the Island southwest of Iifa tree. Contains Potion x 33, Annoyments x 15, a Holy Miter and a Dark Matter Card.

24. Forgotten Island:

Located on the Island northeast of Qu's Marsh in Forgotten Continent.
Contains a Ribbon, a Rebirth Ring, Amethyst x 13 and an Ark Card.

For the locations of bubbles and Cracks, please refer to
http://db.gamefaqs.com/console/psx/file/final_fantasy_ix_map.jpg provided by
Ng Yeow Leong for more details.

Appendix B: The Adjusting Entries of a Level One FFIIX game.

I was having a struggle about if I should compose this section or not.
Because as for me, it is very obvious that you won't run out of money since
you can collect big money by defeating bosses, selling phoenix pinions and
Ethers, and also, you could pick up money in many places.

However, it appears to me that the true knowledge only belongs to few
players I suppose. People kept asking me that how can you acquire the
necessary to play Chocobo Hot and Cold and purchase the necessary
equipments. Not to be rude, but I must say that this is the most ignorant
question I have ever heard about this challenge so far, and it broke my
heart that so many players asked me the same question, while the answer is
very obvious. In order to satisfy most players with less advanced gaming
skill and knowledge, I have no choice but write entries that express the
revenue and the expense of a level one game, hopefully it will clear many
people's doubt about the financial problem of a Level One FFIIX game.

This Adjust Entries starts at the beginning of the Disc one, and ends in the
middle of Disc III, after you can control Blue Narciss, because you can use
"Cotton Robe Trick" to make 400,000 Gils in less than one hour once you can
control Blue Narciss. The Entries is still under construction, I will
complete this section in the version 1.0.

< THIS PART IS CURRENTLY UNDER CONSTRUCTION >

VI. Appendix C: Completing a level one game

This section is composed for players who are willing to complete a "Level
One" game after defeating Ozma. Note that a "PERFECT" level one game cannot
be completed because of the story line takes place in Pandemonium in the end
of the4 disc III. However, you can properly contribute the EXP to only three
people and leave another five characters staying at level one and complete
the game.

This appendix describes the battles after Walkthrough Part A. I will only go
through major battles and avoid too many details about other side quests and
acquisitions of items, since completing a level one game is not the main
purpose of this FAQ.

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+-----+  
+ Ipson Castle +  
+-----+
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BOSS: Daharka Hp: 29,186

--Have Zedane, Vivi, Fryja and Eiko in party. Equip at least one of them
with Madian Ring. Which absorbs ice. Enable Zedane the ability BANDIT and
MASTER THIEF (MASTER THIEF ability only available at this point if you
customize a Thief Glove in Daguerreo's synthesis shop. Equip Eiko/Vivi with
Half Mp ability, if it is available.

--Have Zedane steal Daharka's ORICHALCON, and Vivi Focus while Eiko is cast RUBY LIGHT to protect the party members. After stealing the Orichalcon, attack Daharka with Thievery, Dragon Crest and Firaga (5,000+ damage if Vii has focused at least twice) and this battle will be ended quickly.

+-----+
+ Earth Shrine +
+-----+

BOSS: Earth Guardian Hp: 20,756

This battle could be a bit annoying because you can only use Zedane and Quina in this battle.

--Have both character equip AUTO REFLECT ability and equipments that can absorb earth elemental attack, Gaia Gear is the most ideal armor for this battle. Have Zedane equip Distract ability if it is available. Quina must enter this battle with Hp one.

--Have Quina using Limit Glove and Zedane use Thievery constantly for a quick battle. Try to steal the Rubber Suit from Earth Guardian if you want. But you must give Zedane's Auto Reflect ability up and equip him with MASTER THIEF and BANDIT.

--Adjust Steiner and Dagger's Equipments and ability before entering Terra. Both of them MUST have AUTO-RAISE ability on, Steiner must have Ragenarok and equipments that can absorb thunder elemental attack, coral ring would be the best choice. Enable Steiner MP costing attack and Raise accuracy ability if it is available; Dagger must have Gaia Gear and Pumice a Piece and have BOOST ability activated. Customize 99 Opals will raise the power of Shiva's Diamond Dust attack and would be a great help later on, (KADEF, FFIIX Low level walkthrough, 2002) but this part is optional unless Zedane's Thievery cannot deal more than 7,000 damage.

+-----+
+ Terra/Pandemonium +
+-----+

--Enable characters with following equipments and abilities:

Zedane: Equip him with Orichalcon, Adaman Hat, GAIA GEAR and running shoes; enable the AUTO RAISE and Distract ability. Place him in front row.

Fryja: Equip her Dragon's Hair. Enable the Auto reflect ability. Place her in front row.

Salamander: Equip him with Kaiser Knuckle; enable the ability "Auto reflect"

Quina: Adaman Hat (optional) and the ability "Auto raise" must be activated.

All three monsters in the incoming three battles are immune to petrification and stop (to prevent Zedane using Sargatanas + Soul blade to finish the battles before the allies' arrival and disrupt the story line). So leveling characters up cannot be avoid. Your goal is to contribute all EXP on Dagger, Salamander and Steiner.

FIGHT #1: Amdusias Hp: 6,578

Zedane will be killed by Amadusia's Bio spell and revived by auto life,

Fryja will appear once Zedane's ATB bar is filled up. If Amadusia uses Bio again before Zedane's turn, Zedane will be killed and the game is over. Hopefully the agility bonus that has been added by Orichalcon and Running shoes will help Zedane to have a turn before Amadusias after he is killed and revived. It works usually.

Once Fryja arrives, have both characters attack and use phoenix downs to revive the dead party member if it is necessary.

After dealing 6,000+ damage Salamander will appear. Note that the monster's Hp is recovered each time an ally shows up. Amadusias should use Bio or Thundara and it might hit Fryja or Salamander and the spell will bounce back on Amadusias because of the auto reflect ability. Have Zedane and Fryja suicide quickly and Salamander throws a WIND EDGE and this battle will be ended. This should be the easiest one among the three battles.

Fight #2: Abadon Hp: 12,658

This battle is extremely tough and annoying because Abadon has an attack called "High Wind" and it deals non-elemental damage (not wind elemental attack...do not be fooled) on your party. The damage lies somewhere between 260~870 and cannot be reduced, it will kill everyone.

You start this battle with Steiner and Quina. If Abadon kills anyone, the dead person will be revived by Auto-Raise. Have Quina cast RERAISE on him.

After two turns passed Zedane will appear and Abadon's Hp has been recovered. Use Thievery and deal 9,999 damage on Abadon (I hope you can deal 9,999 damage with thievery at this point, or you must rely on Quina's Limit Globe) and hope that Abadon does not use High Wind. After dealing 9,999 damage on Abadon, suicide Zedane and Quina and have Steiner attack Abadon to end this battle. Be patient, because you are going to die MANY TIMES HERE!!! If you are dead, sorry, you have to start over.

Battle #3: Shield Dragon Hp: 10,921

Shield Dragon will use Smash attack and kill Zedane and he will be revived by Auto Raise. Once Zedane's ATB bar is filled, Dagger will appear. Have Zedane use Thievery and wait' till both characters turn comes up. Suicide Zedane and Have Dagger summon Shiva to cast Diamond Dust to end this battle. You should be protected well by the GAIA GEARS since Shield Dragon uses earthquake spell a lot.

--After the three tough battles, save your game. Bring Zedane, Fryja, Quina and Vivi to face the incoming boss fights. Adjust everyone's Equipments.

Zedane: Orihalcon + Cornet + Coral Ring. Enable the abilities "Auto Raise" and "Distract/Locomotion".

Fryja: Dragon's Hair + Rubber Suit (if you stole it from Earht Guardian)+ Ribbon. Enable the abilities "Auto Raise" and "Distract".

Vivi: Octagon Rod + Black Robe + Coral Ring. Enable Vivi the ability "Half Mp".

Quina: Must have Ribbon equipped and enter the battles with Hp ONE. Enable Quina the ability "Auto Raise".

BOSS: Silver Dragon Hp: 24,597

There is a risk that Silver Dragon might use SHOCK WAVE attack, which could kill all four party members, and if it uses shockwave twice you will be finished, other attacks from Silver Dragon can be guarded by equipping armors or add-ons that absorb/guard wind element. Silver Dragon's Claw attack has very low accuracy, if a character has Distract ability activated Silver Dragon's Claw attack will miss him/her about every time.

Have Quina use Limit Glove, Zedane use Thievery and Fryja use Dragon Crest, if you have spent time to power Thievery up, Silver Dragon will be defeated in one turn. This battle is the hardest among the three boss fights. The rest two are a piece of cake.

BOSS: Garland Hp: 42,484

Garland's attack can only harm one person, and his wave attack or stop spell may miss the target anyway. Have Fryja use Dragon Crest, Zedane use Thievery and Quina use Limit globe if he/she is alive after the battle against Silver Dragon. Vivi should use Phoenix Downs to revive the fallen allies, and have Vivi cast Flare on Garland if more than three persons are alive. You should not have any problem in this battle. Make sure before you finish Garland, at least one alive character should be able to guard/absorb thunder.

BOSS: Kuja Hp: Around 41,000

This battle is insanely easy if at least one of your characters have CORAL RING equipped or any equipment that can guard/absorb thunder, because Kuja can only use Thundaga as his main attack, and his Demi spell only reduce a single target's Hp, but cannot kill the target. Few people suggest using Eiko and cast Ruby Light, this strategy is entirely wrong. Ruby Light gives the entire party reflect status and invites Kuja's Flare Star. Have the characters that can absorb/guard Thunder use his/her most powerful move and Kuja will be defeated in few turns. Disc III ends here.

Disc IV

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

--Purchase necessary equipments and ride a Golden chocobo to dig the ULTIMATE WEAPON for Zedane, the location is exactly where Terra was located in disc III. After you finish the preparation, place Zedane, Vivi, Fryja and Quina in your party.

Zedane: Ultimate Weapon + Ribbon. Enable Zedane "Auto Raise" and "Distract" ability.

Fryja: Dragon's Hair + Ribbon. Enable Fryja "Auto Raise" and "Distract" ability.

Vivi: Octagon Rod and Magician Robe must be equipped, as well as other equipments that can raise Vivi's magic stats Enable Vivi "Auto Raise" ability.

Quina: Must have Ribbon equipped and enter the battle with Hp ONE, Enable Quina "Auto Raise" ability.

+-----+
+ Memoria +
+-----+

BOSS: Shinryu Hp: 55,450

If Shinryu does not use Shockwave as his opening attack this battle is easy. Have Zedane use Soul Blade via Ultimate Weapon to put Shinryu to sleep. Wait 'till everyone's ATB is filled, have Quina use limit globe, Fryja use Dragon Crest and Vivi cast Blizzaga on Shinryu and have Zedane use Soul blade immediately after the attack to put Shinryu to sleep again. If Fryja's Mp is low, have Vivi use an Ether/Elixir on Fryja. This battle should be finished in three or four wave of attacks.

After Landing Memoria, switch Vivi to Eiko. Have Eiko equip Phoenix pinion and other three characters with Rosseta Rings. Enable every character Auto raise ability and activate Fryja and Zedane's Distract ability if it is needed for the next boss fight. For the random encounters, have Zedane equip the ability ALERT and Fryja equip INITIATIVE, Zedane must have Madian Ring equipped so your party won't be wiped out by Ash's SNOW STORM attack, this attack is pretty annoying, I must say.

BOSS: Maliris Hp: 59,497

Have Zedane use Thievery and Fryja use Dragon Crest constantly to have a quick battle. Maliris' Flame Sword can be absorbed by Rosseta Rings. Have Quina cast RERAISE on any ally who has fallen once and is not currently protected by Auto raise status. AT LEAST one person needs to be in AUTO RAISE status before you finish Maliris, because she will use SOWRD RAIN to wipe your party out, if no one is in Auto Raise status and Phoenix does not save you.

For the next boss fight, equip everyone with armors/add-on that can prevent WIND attack, Cornet and Ribbon are good choices. Everyone has AUTO RAISE activated and Quina must enter the boss fight with Hp ONE.

BOSS: Tiamat Hp: 59,494

Have Zedane use Thievery, Fryja use Dragon Crest and Quina use Limit Glove, you should be able to defeat Tiamat before its Jet Fire attack. Eiko should act as a healer if anyone is killed by Tiamat's claw attack. Other attacks from Tiamat will most likely be absorbed by Cornet/Ribbon. Tiamat absorbs characters strength/magic power sometimes, but it won't change the damage of Limit Glove, Dragon Crest or Thievery, since the damage of these three attacks are fixed. This is the toughest boss among the Four Lords.

For the next boss fight, Equip Fryja with DIAMOND GLOVE and other three with RIBBON. Activate AUTO RAISE ability for everyone, distract might help a little.

BOSS: Karken Hp: 59,496

Have Zedane use Thievery and Fryja use Dragon Crest, Eiko use ETHER or Elixir on any character is low on Mp. If Quina is killed by Karken's Ink attack and bought back by Auto Raise, have Quina use Limit Glove to deal some extra 9,999 damage. 90% Karken's attack are water-based and with proper equipments, it cannot harm you. This battle is the easiest one among Four Lords.

For the next boss fight, equip everyone with Gaia Gear or Feather Boots. Activate AUTO RAISE ability for each character. Distract is necessary if it is available.

BOSS: Lich Hp: 60,000

Lich uses Earthquake/Earth Shake spell and they will be absorbed by Gaia Gears/Feather Boots, however, Lich also uses physical attack and Death Spell sometimes with fair accuracy, that's why have Distract ability in this battle is essential. Lich is an agile boss and you may need two healers in this battle, preferably Quina and Eiko; Have Zedane use Thievery and Fryja use Dragon Crest as usual.

+-----+
+ Crystal World +
+-----+

--Enemies here give you high Ap and no EXP. If you still have some necessary abilities need to be mastered, here is a good place. Zedane's Sargatana + Sould Blade works like a charm here.

--Before you face Kuja, save your game and adjust equipments.

Zedane: Ultimate Weapon + Adaman Hat + Rosseta Ring. Other equipments may be adjusted based on the MAGIC EVASION bonus. Activate the "AUTO RAISE" and "DISTRACT" ability.

Fryja: Dragon's Hair + Platina Armor + Rosseta Ring. Other equipments may be adjusted based on the MAGIC EVASION bonus. Activate the " AUTO RAISE" and "Distract" ability.

Eiko: Adaman Hat + Madian Ring. Other equipments may be adjusted based on the MAGIC EVASION bonus. Activate the ability "Auto Raise"

Quina: Adaman Hat + Rosseta Ring. Other equipments may be based on the MAGIC EVASION bonus. Activate the ability "Auto Raise"

The equipment setting above is for Necorn because Trance Kuja is actually a piece of cake. You MUST follow this FAQ if you want to defeat Necorn with minimal effort.

BOSS: Death Guise Hp: 55,535

The worst thing is this battle is Death Guise's METEOR opening attack, which deals 40~5,000+ damage on every character. If Death Guise use Spin attack after Meteor, it will kill every character that is brought back by Auto Raise and the battle is over, unless Phoenix appears and save you.

You may have to attempt this battle for at least ten times. There is a chance that Death Guise's Meteor does not kill Zedane, and other people will be revived by auto raise. In this case, have Zedane use SOUL BLADE to put Death Guise to sleep and have Quina use Limit Glove and Fryja use Dragon Crest. Zednae must use soul blade again after the attacks to put Death Guise to sleep again. Have Eiko use an ether on Fryja if her Mp is getting low. Also, there is a chance that Death Guise uses Claw Attack after Meteor, which may miss Fryja or Zedane if they have Distract ability activated. TOUGH FIGHT!!!

--After you defeat Death Guise, GO BACK AND SAVE YOUR GAME!!! You can keep your current equipments, but you must adjust the activated abilities. Enable

Zedane and Fryja "AUTO REFLECT" and "AUTO POTION" abilities; enable Eiko "AUTO RAISE" ability; enable Quina "AUTO REFLECT" ability he/she must enter the battle with Hp ONE. Once the preparations are done, save your game again.

BOSS: Trance Kuja Hp: 55,535

Trance Kuja always uses Flare or Holy as his opening attack (the only exception is that everyone is in reflect status, then he will use Flare Star) and he will use it on Eiko since she is the only one that is not in reflect status. Have Zedane use Thievery, Quina use Limit Glove and Fryja use Dragon Crest inflict heavy damage on Trance Kuja. Eiko will be revived by Auto Raise.

After Trance Kuja's Hp is below 30,000, he will start to abuse and randomly COUNTERATTACKS with Flare Star, the damage is equal to 35 x the target's level, so the result is dealing 35 damage on the entire party, and it has very low accuracy. However, Quina and Eiko might still be killed by Kuja's Flare Star; Zedane and Fryja should be safe because they have Auto Potion ability enabled. If Eiko successfully avoid Trance Kuja's Flare Star, have her use an ELIXIR on Fryja, Quina might have a chance to use Limit Globe again, depends on if Trance Kuja counterattacks Zedane and Fryja's attack with Flare Star. This battle should be very easy but you must finish him quickly. Trance Kuja will cast reflect on him and cast Holy/Flare on him and the spell will bounce back to Zedane or Fryja. Trance Kuja also uses Curaga when his Hp is below 10,000, but it only recovers 2,800~3,297 Hp, nothing big deal.

--After defeating Trance Kuja, you will have a chance to adjust your party member again. Use same party, same equipments, but different ability. Everyone should have AUTO RAISE activated. Have Fryja and Zedane equip the JELLY ability.

BOSS: Necorn/ Aka Eternal Darkness Hp: 54,532~59,999

Finally you made it this far, and you are so close to complete a level one game!!! However, Necorn is not a pushover (although he is still quite weak) and if you lose to him, you have to battle Trance Kuja again.

If you followed the FAQ, each character should be invincible against at least two elements among fire, thunder and ice. It will prevent your party being wiped out by Necorn's Firaga/Blizzaga/Thundaga spell and expire the Auto Raise Status. Necorn uses Blue Shock Wave as his opening attack, followed by either "GA" spell or protect/shell. The possibility is completely random.

Blue Shock Wave reduces a single target's Hp to one, so if it hits Quina, have Quina use Limit Glove on Necorn for 9,999 damage. If not, do not have Quina do anything and wait 'till Necorn uses "GA" spells, and have Quina cast Reraise on those who were killed and revived by Auto Raise. Other than that, have Fryja use Dragon Crest, Zedane use Thievery and Eiko use a Dark Matter (if you have defeated Ozma then you might not have one since Ozma does not always spoil a Dark Matter) on Necorn.

Necorn will use Grand Cross when his Hp is below 27,000~35,000, so you will surely see this attack at least once. It might inflict various negative status changes (death, mini, berserk, petrification, heat, freeze, silence, blindness, confuse, poison, venom, zombie or reducing Hp to one) on all opposing target. Note that every character will suffer up to three status changes, and it IS possible for any character avoiding Grand Cross

completely, but I don't see it happens too often. The Jelly ability will raise Zedane and Fryja' chance to survive this attack, at least a little. Hopefully at least one person is still alive and keeps his/her Auto Raise status, or you will have trouble later because Necorn always uses Neutron Ring after Grand Cross and it deals 1,000~3,000 damage on the entire party, if no one is in Auto Raise Status this battle is ended.

IF you survive Neutron Ring, then your victory is ensured because Necorn will use blue shockwave three times before the next Grand Cross and you will have enough time to finish him. Have the alive character revive the party but ignore Eiko. Have Fryja use Dragon Crest, Zedane use Thievery and Quina act as a healer, or he/she can use Limit Glove if his/her Hp is still one. Good luck on beating Necorn!!!

VII. Reference List/ Thanks (In alphabetical order)

--CJayC, for creating this wonderful site and posting this FAQ.

--Echow(12/12/00), Side Quest/Secret Guide, available in http://db.gamefaqs.com/console/psx/file/final_fantasy_ix_side_quest.txt

-- Etoh-21/SNOWS-san (10/30/00), Excalibur II FAQ (JP), available in http://db.gamefaqs.com/console/psx/file/final_fantasy_ix_excalibur_ii.txt, . For providing few general concepts of a low level game.

--Hyprophant, of course. Hyprophant is the one who developed the entire strategies of defeating Ozma at level one and the only author of this FAQ.

--KADFC (11/03/02), Low Level FAQ/Walkthrough, available in http://db.gamefaqs.com/console/psx/file/final_fantasy_ix_low_level.txt, For inspiring me few advanced strategies of few battles in a level one game.

--Kmwil123, for reviving this lost challenge.

--Ng Yeow Leong (12/28/00), World Map/Treasure Locations (JPG), available in http://db.gamefaqs.com/console/psx/file/final_fantasy_ix_map.jpg

--Theoden, for providing accurate and detailed information of Ozma. His words truly helped me to obtain my victory over Ozma with a level one party.

--Yee Seng Fu (7/21/01), Chocobo Hot and Cold Guide, available in http://db.gamefaqs.com/console/psx/file/final_fantasy_ix_chocobo_hot_cold.txt.