

Final Fantasy IX Guide to Ozma

by Karthik Krishnan

Updated to v1.2 on May 25, 2001

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Version 1.2

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Final Fantasy IX, A Guide To Ozma

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Final Fantasy IX A Guide to Ozma

Version 1.1

This guide is for the FFIIX

On the PSX, PSONE and PS2 console only.

By Karthik Krishnan

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25th May 2001

Malaysia

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Disclaimer and Stuff

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[I]

This FAQ was written/created/typed/tested/checked by Karthik Krishnan Of Malaysia/Southeast Asia/Asia/Planet Earth. This FAQ was created on 05/05/2001 and was succesfully completed 25/05/2001 with everything you see on it now. This FAQ is created for you with my hard work. Just Know that you are not allowed to rewrite this faq, change any part of it or

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That is all. Thank you for your time.

=====
Introduction to the Faq [i]
=====

Final Fantasy IX, A guide to Ozma was created by Karthik Krishnan and completed on May 25th 2001. This faq would help you defeat the Hardest, if not the cutest enemy in the whole game. This is not meant to be a guide to get through the game but a guide to defeat a [optional]boss named Ozma, who would have probably killed your once or twice before this. The secret is simple and I shall reveal it to you.

The Faq has been listed with numbers thus ease you while searching for what you want for Example :-

=====
Title [Introduction to the FAQ] [i]
=====

Xxxx,yyyy,xxxxx,yyyyyy,xxxx,zzzzz,eeee,dddd.
..... SO ON and SO FORTH.

#This faq is a total of 15 pages, Best viewed with Courier New 10 Points. Microsoft Word.
135K [138,240 bytes]

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Revision History [ii]
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Version 0.1 Added ASCII Logo
Version 0.2 Fought Ozma 6 Times. Without any cheating Device.
Version 0.3 Fought Ozma without finding Spirits.
Version 0.4 Fought Ozma After finding the Spirits. [Not Like it Helped]
Version 0.5 Added the Frequently Asked Questions.
Version 0.6 Added some New Sections
Version 0.7 Added Hades & Ozma Section
Version 0.9 Checked and retyped Faq
Version 1.0 Finished typing the faq.
Version 1.1 Added Frequently Asked Questions and Kalisto Section
Version 1.2 Completed Faq

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1.How to get to Ozma [iv]

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| 6.Strategy. | [ix] |
| 7.My Fight's against Ozma. | [x] |
| 8.Some Interesting Information. | [xi] |
| 9.Frequently asked questions [FAQ] | [xii] |
| 10.Credits | [xiii] |
| 11.The End | [xiv] |

=====
How to get to Ozma [iv]
=====

Ah yes, to actually fight this thing, [I can't find if it's a male or female since it doesn't have any body parts] you need to find it. This would make it longer to reach Ozma. Ozma is at the Chocobo's Air Garden, which is only accessible at Disc 3~4, that's when you can get the Chocograph pieces and the Chocograph. So basically, to get to Ozma you need a Gold Chocobo, I would explain the process on getting a gold Chocobo in the next section.

Anyways, once your up at the garden, go to the furthest Island from Mene [The Mog]. Now at this island you can see a hill formation by rocks and a green Gem in the middle. Press [X] and you will get this screen.

["What shall I do.."]
[Examine.]
[Leave Alone]

Choose Examine and Mene will fly over to you and say,
["Are you Serious, Kupo!"]
["I Feel Strange Presence Here, Kupo!"]
You will be given that message if this is not the first time you examine the rock.

If this was your first time Mene will say that he feels and eidolon is behind this wall, and also says it is not a ghost, but a .

After that you are given More Choices.

[Choose Party Members]
[Zidane [Cannot Be Changed]]
[Character 2 [Preferably Vivi]]
[Character 3 [Preferably Freya]]
[Character 4 [Preferably Steiner]]

[Open Menu]
The normal menu will open, you can heal Party Members ETC.

[Ready]
This will Examine the rock and the battle would engage.

[Quit]
You would leave the rock and then Mene will fly off.

Why is there a way to quit the battle? Well I would guess they don't want you to get into the battle without getting ready first.

Unlike in FF7,FF8,AND FF5 there is no such option, but the Bosses are Optional... Like FF7, Emerald and Ruby Weapon, FF8's Omega and Ultima Weapon and FF5's Omega Weapon FF9 presents us with Ozma [Weapon] :). Well Ozma is not a Weapon but if you're a weapon's fan you can call it that. Now as you should be able to see.

FF7 Weapons had 1,000,000 Hp's + FF8 had some 800,000 + but in FF9, Ozma only has 55535, hmmm, that seems simple doesn't it. Well guess again. This Ozma, can heal for anywhere from 7000~9999 Hp and has a spell that could wipe you out OR even heal you if you have the right Equipment and a spell that could poison you with tons of status alignments and also wipe you out.

=====
Chocobo's [v]
=====

Yeah, they are here as well. Totally different way of evolving them. For a very In-depth walkthrough you should really refer to YEE SENG FU's walkthrough for the Chocobo hot and Cold game. But anyways. Here's a brief explanation for how to get the chocobo's.

Catching that Chocobo :

1. Go find a chocobo track and use a Gsahly green.
2. Ride the Chocobo by pressing [X]
3. Enter the forest while riding the Chocobo by pressing [X]
4. I would suggest doing this quest after receiving the Invincible.
5. Now play the Chocobo hot and cold game.
6. If your lucky you can dig and get a Chocograph and therefore look for the treasure. Certain treasure would Evolve your colour.

Here's how it works

YELLOW => [NO RANDOM BATTLE'S, FASTER MEANS OF TRANSPORTATION]

BLUE => [ALL OF YELLOW'S ABILLITY AND CAN GO THROUGH REEF, NOT DEEP PART OF SEA]

RED => [ALL OF BLUE'S ABILLITY AND CAN CLIMB MOUNTAINS]

DARK BLUE => [ALL OF RED'S ABILLITY AND CAN GO THROUGH DEEP SEA]

GOLD => [ALL OF DARK BLUE'S ABILLITY AND CAN FLY BY PRESSING [X] AT FOREST]

=====
Why Fight Ozma [vi]
=====

Well in my opinion, I think you would want to fight Ozma for the following reasons.

1. Square soft Didn't create an Optional Boss this hard so you can be a chicken.
2. To show your friends how of a RPG King you are.
3. To actually win it without Game Shark or what so ever.
4. To actually beat the hardest if not cutest enemy in the whole game

No matter what you choose to do, it's totally up to you if you want to win this boss. Please remind yourself, I will have tons of spoilers in this faq, but if you already reach to disc 3~4 what is there to spoil? But just a reminder ok?

Now lets get on with it.

=====
Ozma's Attacks [+ Description] [vii]
=====

Ozma comes with a set of devastating attacks, Ozma will never cast a spell that could be reflected and could Damage It. Ozma does not fight like a Normal Boss. He's very tricky. He would cast Berserk on your Character with Trance. Therefore wasting his or her turn with Trance. Also note that Ozma has a sequence of attack, I have found these few, but then again there seems to be an attack generator of some sort for her, as she has never done the same moves, ever again in the same order in the 40 times I have fought it. With auto haste, it gets a turn per 2

character turn, meaning,
Ozma, Zidane, Vivi, Ozma, Freya, Steiner. You can see a more detailed
explanation with my fight against Ozma.
Well here's it's attacks.

Offensive Spells.

Doomsday = Does shadow damage to everyone on screen [Heals Ozma for
9999]

Curse = 4000+ Damage and every single status alignment in the book,
most which can be guarded but some which can't. Status alignment casted
are, Blind, Mini, Berserk and tons more. Good thing about this spell is,
it could get your characters to trance and trance Heals all status
effects but any effects after trance activated stays.

Flare Star = Does around 2000+ damage, not to worry when he cast this,
you can consider this as he's giving you a chance for you.

Meteor = This attack could easily dish out 4000~9999 damage to all
Characters and when it's recast, it will do about only 2000, I don't
understand why the damage goes lower but it's a good thing.

Holy = Another spell. Actually only does around 2000+damage, so well
nothing to worry about.

Flare = The same type of spell which Vivi has but could easily dish Out
around 4000~5000 damage.

Status Attacks

Berserk = Characters become uncontrollable and does physical attacks,
damage is increased, defense is decreased. If a character trances, it
will only cast it on him/her.

Mini = Character's become small. Damage is decreased, defense is
decreased. 9999 hits would just do 281 :)

Other Attacks

Death = The Normal Death Move, this will work most of the time.

Lv5 Death = Any level multiple of 5, will instantly die if this spell is
cast upon them.

Mp Absorb = He will use this if he somehow lost his 9999Mp, you would
rarely see this.. unless Quina is using Magic Hammer.

Healing moves

Curaga = Heals Anywhere from 7000~9999 hp. It heals a lot.

Now that you know the attacks, here's It's statistics.

Ozma's Stats:

HP: 55535

MP: 9999

Win: Pumice [Some times I got the Dark Matter]

Steal: Elixir, Dark Matter, Pumice Piece, Robe of Lords

EXP: 65535 [16 383 If everyone is alive]

AP: 100

Gil: 18312

Now the good thing [Is there such a thing?] about Ozma is the 65535 Hp
it has. Phew! Thank goodness it isn't 1,000,000 Like the weapons from
FF7. :). Well it's not like this could help but anyways it can be

annoying at times because :
Just when you get him damaged to 60,000 hp, he cast doomsday, and curaga
healing himself massively and the next round finishing you with Curse..
It is very smart.

=====
Equipment [viii]
=====

Zidane
Level 65~70 [Very Easy at 91]
Equipment :
Weapon : Ultima Weapon [Use Dead Pepper at the dot in the map on
shimmering island]
Head : Circlet [Can be purchased in Daguerro in disc 4]
Body : Ninja Gear [Stolen from Garland, or bought at Daguerro.
Add-On : I don't think this would matter, use optimize for this one.
Wrist : Thieves Gloves

=====
Vivi
Level 53-71 [Very Easy at 73]
Equipment :
Weapon : Mace of Zeus
Head : Optimized Equip.
Wrist : Egoist Armlet [100% Protection from Shadow]
Body : Robes of Lords [Choco Hot and Cold game/Hades]
Add-On : Use optimize.

=====
Freya
Level 60-82
Equipment :
Weapon : Dragon's Hair [At the Hard to be found crack just southwest of
the crack near the beach on the same island]
Head : Grand Helm
Gloves : Genji gloves
Body : Demon Mail [Absorbs Shadow]
Add-On : Use Optimize [Pumice won't be needed]

=====
Steiner
Level 71-83
Equipment :
Weapon : Ragnorak [No need Excalibur II] :)
Head : Genji Helmet
Body : Demon Mail
Gloves : Vendeta Shield
Add-on : Protect Ring

=====
Skill's that you want :-
Auto Haste -[In the Clock at Vivi's Home, have Quina In party + Vivi]
Auto Regen -[Will decrease the necessity of Eiko and Dagger]
Auto Life -[Will raise you upon first Death]
Auto Reflect -[Reflect Spells like berserk and mini]-
Insomniac -[Curse effect]-
Antibody -[Curse Effect]-
Hp +20% -[More Hp is a must]-
Locomotion
Clear Headed
Bright eyes.
Auto potion -[If you could help it]-
Loudmouth
Return magic
Half mp
Hp + 10% [Freya]

The battle itself can go on forever depending on the strategy Ozma uses.
He either goes offensive or defensive.

Offensive just means

Attack

Attack

Attack

Attack

Attack

Attack

while Defensive just means

Attack

Attack

Heal

Heal

Heal

Heal

Heal

Heal

I would rather him go offensive then defensive :->

The first move will be from Ozma. If he starts with Meteor just do a soft reset, trust me, you don't want this fight. :) Yes we can cheat :) Now if he starts with Doomsday yeah this is what you want. When he cast doomsday it should heal you and Ozma, but since Ozma is at full Hp it won't matter, Vivi should return magic it thus dealing some damage to Ozma. Here is the Characters and their Jobs.

=====
Zidane
=====

He shall be throwing Remedy and Ethers when needed, say he trances he shall Only be doing Stellar Circle 5, or Free Energy which could dish out 9,999 damage.

=====
Vivi
=====

He is here to return magic to spell's that he survives :) I mean You return magic Ozma's Meteor only to see it deal 9,999 damage to it. He should also be casting Flare every turn, if he trances, keep using dblk Flare.

=====
Steiner
=====

Steiner must use Shock, which deals 9,999 and can be learned from Ragnorak, a Chocobo bubble treasure, [Dead Pepper]. If steiner gets low on mana, Vivi/Zidane must throw him an Elixir.

=====
Freya
=====

Freya must use Dragon Crest, Dragon crest must deal 9,999 damage, which means you must kill so many dragons till this damage is aquired. The good part is even if freya is blinded/mini'ed the damage from Dragon Crest stays as 9,999.

You will not be needing to heal as you have Auto-Regen, your life should be going up by the second, with Auto-Haste of course, Next Auto-Life can be a life saver at times so , forget that not! When you start the

battle, just simply Keep doing what each character is meant to do. Only Zidane and Vivi are supposed to throw Ether and Remedy and Elixir's as they are the only ones who can't really deal 9,999 damage unless tranced. Stick to the strategy. The battle will be over in no time at all. The luck factor has nothing to do with this, i didn't depend on luck at all, since curse could never confuse my characters throwing remedy and getting back to phase was easy, just have to sacrifice a few turn, thus why FF9 creators decided to give Ozma only 55535 Hp! After you defeat Ozma, email me saying i defeated Ozma :P just for the heck of it.

=====
My Fight against Ozma [x]
=====

The easiest way would be to get your Characters to high level, this would be easily done since monsters at Memoria has tons of EXP. Now make sure your Dragon Crest is Able to do 9,999 Damage, thievery isn't a must.

Zidane - Level 91
HP 6360 [337]MP

Freya - Level 81
Hp 6049 [331]MP

Vivi - Level 77
Hp 3874 [410]MP

Steiner - Level 83
Hp 6750 [289]MP

Second to take note, don't worry about Ozma being able to slice you up in 1 round, That is just plain impossible unless you don't have more then 3000-4000 hp, since curse does around so damage. Anyways here's his sequence.

If He starts with Doomsday- and Vivi Returns Magic, he will do Status attacks for 2 rounds and heal the third round, and then do Flare star. Thus only Healing once.

Well if you get that start and follow my strategy exactly, you will be able to kill him in 10~15 mins Tops.
Since Auto Regen is there don't worry about your hp.

If he starts with Meteor, I have found his hits to be as such. His First meteor would sometimes kill Zidane/Vivi most of the time. I don't know Why. his next hit would be a status attack, and just after that he would use that Dreaded CURSE!!!. He's next few attacks will be status attacks and then, this is followed by flare star and a Curaga. And He will Curaga 4 more times. If you want to Kill him, then do it now, he will not move out from Curaga for some time, if you stop attacking, he's Hps goes up to 60,000 again and the battle starts all over. So here's what you do, He's Curaga won't be dealing 9999 + HP every cast, maybe around 8,000 or 9,000. Since you are dealing 9,999*[2] you will at least deal 10,000 + in 1 round. That is after - he's curaga. Believe it or not, just keep doing this and he will die. If he heals a lot, let him do so, it isn't going to effect anything.but if Zidane Trances, use his dyne free energy which happened to deal 9,999 Damage, with Ultima Weapon equipped, or if you aren't so sure just use Stellar Circle 5, it should be doing 9,999 Damage. So that's 9999*[3] AROUND 20,000 damage 1 round - 8000, 12,000 damage per round, you won't have to worry about curse this time, as he is to busy healing, just hope he doesn't go with this strategy..

Also Note Ozma's attacks are like so

Offensive attack [That includes Doomsday], Status attack, Status Attack, Healing, and it is never, Attack, attack, attack, attack, attack, heal, heal, heal, heal but then it can be Attack, status, attack, heal, heal, heal, heal, heal, so what I say about that????

I wrote down, two of my fights against Ozma, Funny he was not as though as I expected.

3rd Battle with Ozma.

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=====
Legend
=====
Attacker-[attack][damage]
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Pretty simple, lets get on with it.

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=====
The Battle
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Ozma - Doomsday - Heal 9999 Ozma [I haven't damage it yet]

Vivi - Return Magic Doomsday 6612 Damage. [Total Damage on Ozma:6612]

Steiner - Shock - 9999 Damage [Total Damage on Ozma: 16611]

Ozma - Berserk - Reflected - Ozma Guarded [Total Damage on Ozma : 16611]

Freya - Dragon Crest - 9999 Damage [Total Damage on Ozma: 26610]

Ozma - Berserk - Reflected - Ozma Guarded [Total Damage on Ozma: 26610]

Zidane - Steal - Elixir - 44 Damage [Total Damage on Ozma: 26654]

Vivi - Meteor - 1408 Damage [Total Damage on Ozma: 28062]

Ozma - Curaga - 8586 Healed [Total Damage on Ozma : 19476]

Ozma - Mini - Reflected - Ozma Guarded [Total Damage on Ozma : 19476]

Steiner - Shock - 9999 Damage [Total Damage on Ozma : 29475]

Freya - Dragon Crest - 9999 Damage [Total Damage on Ozma : 39474]

Zidane - Steal - Failed 0 Damage [Total Damage on Ozma : 39474]

Vivi - Meteor - Missed [Total Damage on Ozma : 39474]

Ozma - Flare Star [Total Damage on Ozma : 39474]

Zidane - Trance

Zidane - Auto-Potion

Freya - Auto- Potion

Steiner - Shock - 9999 Damage [Total Damage on Ozma : 49473]

Freya - Dragon Crest - 9999 Damage [Total Damage on Ozma : 59472]
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Ozma Died, The Colourful Planet Shatters to a Million Pieces.

This battle was considered easy considering the fact that he Healed only once and did not cast curse ^_^
I have more battle records but I show you the easiest :)

4th Battle with Ozma [this was harder]

Ozma - Meteor - 9999 Damage on Vivi and Zidane

Zidane - Auto Raise

Vivi - Auto Raise

Steiner Shock - 9999

Freya Dragon Crest - 9999

Ozma - Berserk - Reflected

Ozma - Curse

Zidane - Trance

Freya - Trance

Vivi - Mini

Steiner - Mini

Zidane - Stole Elixir -4478

Vivi - Meteor - Miss

Steiner - Shock - 231

Freya - Dragon Crest - 9999

Ozma - Berserk - Reflected

Ozma - Flare Star

Zidane - Stellar Circle 5 - 9999

Ozma - Curaga - 8772

Vivi - Remedy Steiner

Steiner - Shock - 9999

Ozma - Curaga - 8976

Zidane - Stellar Circle 5 - 9999

Vivi - Doomsday - 7000

Ozma - Curaga 6936

Steiner - Shock - 9999

Freya - Dragon Crest - 9999

Ozma Shatters into 1,000 pieces.
End of battle.

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Friendly Spirits

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Around the world of FF9, there are some Friendly Spirits, you will know you have encountered them when you hear a merry-go-around battle music, now you will only encounter one friendly spirit once, You will also get the same music, if you are about to encounter the Rag timer, another annoying thing, which would ask you a Pop Quiz.. Now here are the location of these friendly creatures. If you do get all of them and give them what they want, they will give you the ability to use physical attack against Ozma, but seriously, even with Ultima weapon, The damage is a joke.
Try to encounter them in this order, this would help you give the next spirit what it wants.

1. Brown Mu

The forest near Ice Cavern and Dali plains

He wants :1 Ore

What you get :10 AP

1 Potion

Description : It looks like a brown Fox, just like the blue Mu's you fought in the Festival of Hunt.

2. White Ghost

Around Treno, [Must be Night] You cannot move out of the dark place

He wants :1 ore

What you get :10 AP

1 Hi-Potion

Description :Remember the ghost you fought when you opened the door where there was mist underground of Dali, yeah looks just like that except this is white and has something twirling around it's head.

3. Red Coloured Lady Bug

The Black mage village Forest [The Huge one]

She wants :2 ores

What you get :20 AP

Ether

Description : Looks like a lady bug with a red shell.

4. Green Yeti

The Forest Just outside Madain Sari [The Bigger One]

It wants :2 Ores

What you get :20 AP

Elixir

Description : It is just like a normal Yeti, but this one is green in colour.

5. Green Nymph

There will be spot of plains near the lifa tree [very good encounter]

It wants :3 Ores

What you get :30 AP

Emerald

Description :It looks like's a grasshopper thing, not to sure.

6. Purple Jabberwock

Forest East of Oeilvert

It wants :Emerald you got from Nymph

What you get :40 AP

Moonstone

Description :It looks like a dinosaur with a book, it also looks like it wears glasses.

7. Green Feather Circle

Run around the Mountain side near chocobo tracks at Lost Continent

It wants :Moonstone from Jabberwock

What you get :30 AP

Lapis Lazuli

Description :It looks just like the blue Feather Circle just in green.

8. Colourful Garuda

Near the forest after you climb out of the hole at Gizamaluke's Grotto

It wants :Lapis Lazuli from Feather Circle

What you get :40 AP

Diamond

Description :A bird with colourful feathers.

9. Brownish Yan

In the forest of Vile Island. It Is the small island southwest of the lifa tree, it is near the water and is only accessible with the help of a gold chocobo or a air ship

It wants :Diamond from Garuda

What you get :50 AP

Rosetta Ring.

If you go to the Yan without finding the others, the Yan will say ["Have you met the others."] Turn around and run off.

By completing this mini-quest, you will get the Spirits blessing and the total of 240 AP, with that you would have mastered most of your skills! Attaining the Spirits Blessing will allow you to use Physical attacks against Ozma, feed the Yan with a Diamond and he shall say ["Now you can hit the round guy"]

Funny Speech

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In FF9, the creators had funny things set up.. Two of that is this..

Defeat Ozma with not finishing the Friendly Spirit Quest, find 8, don't find Yan yet, now after defeating Ozma, go find Yan, give him the diamond and he shall say ["Now you can hit the round gu...!!What you already defeated him!?"] This is just one of those things worth getting ^_^. Anyways, it's just funny seeing how the Yan reacts..

Another thing I noticed was Hades.

Defeat Ozma, go to Memoria, fight Hades and he shall say, ["What, Ozma defeated!? I Can't Back out now"] I heard from someone he said ["What, Ozma defeated!? I can't retire now"] in the Japanese version, I don't know for sure, anyone can confirm this..??

Ozma and Hades

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Does Ozma and Hades have any connection? I think they do. Let's see what I have figured out [This is turning into More of a Plot Guide]

Ozma Statistics :
HP: 55 535

MP: 9999
Win: Pumice [Some times I got the Dark Matter]
Steal: Elixir, Dark Matter, Pumice Piece, Robe of Lords
EXP: 65 535 [16 383 If everyone is alive]
AP: 100
Gil: 18312

Hades Statistics :

HP: 55 535
MP: 9 999
Win: Wing Edge and Elixir
Steal: Robe of Lords, Battle Boots, Running Shoes, Reflect Ring
Exp: 65 535 [16 383 If everyone is alive]
AP: 30
Gil: 9 638

What we can see by this is, Ozma's Hp and Mp is exactly the same as Hades Hp and Mp. Ozma's Xp is the same as Hades Xp. Also after encountering this Hades [AFTER DEFEATING OZMA] he says ["What Ozma defeated..? I can't back out now!?"]

So basically, this is what I can make out...

1. Hades already knows Ozma in person
2. Ozma is an eidolon [As Mene says [Refer to Finding Ozma section] when you examine the grave the first time]
3. Hades is a Summon from FF7, which would make him an Eidolon in FF9.
4. Hades also has the attack curse which does the doom status instead of Ozma's all status alignment attacks.
5. Hades says He cannot retire in Japanese and back out now in U.S. which practically means, he cannot stop making weapons[stop working as a synthesis] since Ozma has been defeated. [If you think he means since no one has defeated Ozma till you came around, so he was about to quit, but when you defeated Ozma, well that was it! He knew that he cannot quit now, he has to continue his work.
6. In my Opinion I believe Hades is an Eidolon, cause since Ozma is an Eidolon, and Hades Knows this Ozma in person, you can only come to one Conclusion-> Hades is an Eidolon, not a human.

That's about it :)

KALISTO INFORMATION

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I myself, first bought this Kalisto game, I advise you don't buy this. Kalisto is some jack asses from Philipines who destroyed the game with the pirated version. What have these idiots done? Well in Malaysia piracy is very famous, they even already broke the PS2 codes, and have Pirated games for PS2, are they amazing or what, now of course i myself, if i am short of cash buy pirated games, but normally Pirated games don't have the Kalipso or the Wayne Sign! For P.E II in Malaysia it was created by a guy called Wayne, i don't have anything against Wayne, the game play was just as good, but these imbecil Kalipso screwed up. Somehow they managed to get the game out 14 days before the official realease, as i was so anticipated, i purchased it, they had this Big Logo like so

KALISTO

Created by :XXX

XXX by : XXX

YYY By : XXX

etc etc

and a funky background music in Amiga font and the Kalipso screen was as if seeing your reflection in a water after throwing a stone into

it. They had a scrolling marquee in the bottom of the screen saying Final Fantasy IX is (c) Squaresoft 2000. Final Fantasy IX is one of the last greatest game on the PSX so enjoy it while you can. Hey [Some guy's name] here's another amiga font for you to rip :). Final Fantasy IX is brought to you by Kalisto.

Then here's what these guys screwed up.
The coolest FMV's in game were screwed :(
The last fmv of disc 1 [Brahne calling Odin to destroy Cleyra]
The last endings FMV are screwed
The part where the vines drop on Zidane and Kuja are screwed and Tons more, it is a total waste of your money buying this stupid thing.
The game is \$12.00, that is \$4.00 U.S. but it is not worth it. I will not suggest buying this.
One of Steiner's skill's name was changed, i can't remember that name. I have no more information on this guys, and if i do find it i will tell you guys.

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Frequently Asked Question[s] [xii]
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I've got about few hundred email's asking questions about the game and I will try to answer then, I will not give short crap answers no matter how silly the question is. Well what can I say I'm a nice guy.

Q: How do I get to Ozma?

A: To get to Ozma which is only possible in Disc 3~4, you need a gold chocobo and a dead pepper, to evolve into a gold chocobo you need to gain chocographs and find the treasures and one of those treasures would evolve your chocobo in this order
Yellow->Blue->Red->Dark Blue->Gold, you will be using the Blue the longest as there is many treasure's to complete with blue. Anyways for the location of chocograph's refer to Yee Seng Fu's chocobo Hot and Cold game Walkthrough. After Attaining the gold chocobo, go to a forest and press [x] and you will fly, search for a circular shadow on the ground near Alexandria, or the middle of the ocean, if they aren't at this position, save, soft-reset [R1+R2+L1+L2+start+select] and check this area again, not you must be flying, and then go on the shadow, and press [/\] and you will be given a menu as so
Open Chocograph Menu
Feed Him Dead pepper[Remaining : 99]
Nothing
Choose to feed him dead pepper and he will fly onto the hovering island above, now go to the furthest island from the Mog there and examine that rock formation with a green gem in the middle and you will be prompted with some messages, choose examine then ready to fight Ozma.

Q: Is it possible to fight Ozma in disc 1~2

A: No, it is not. You will not get the last few Chocograph in disc 1~2 and the Chocograph piece. If you get a Gold Chocobo before disc 3, then you will be able to go to Forgotten continent, and other places where you are not supposed to visit, so just go to disc 3 fast.

Q: Is there away to defend myself against Curse alignment attacks

A: The answer is simply No! You cannot evade all the status alignment, but you can Guard some of it, You can guard Poison, Sleep, Berserk, but can't guard mini, blindness and such. And the Damage of Curse, well I do not think you can minimize that damage.

Q: I have defeated Ozma many times and I find it not challenging, any way I can increase the challenge?

A: There is 2 ways, you can remove all shadow absorbing equipment and all status guarding ability and try to fight Ozma, but the chances of success is 1 in a 1,000,000 well if you find that impossible then try

the second way.

Wear all the aloha equipment, your status will be decreased tremendously, try Ozma now, even I am having difficulties with this, I only defeated Ozma ONCE! With this equipment.

Q: How Do I get Excalibur I and Excalibur II

A: Excalibur I, go to Daguerro in disc 4, talk to the man near the librarian who acts like an innkeeper at the second floor, he will say, he want's to get the magical fingertip, think of it as a dying man's wish etc etc, now go to Treno, buy all the rare items, sell all the rat tail, une's mirror, doga's artifact and griffin's heart, rebuy then, and then buy all the equipment for sale, now go in the auction and the magical fingertips should be for sale, buy it, go back to the man, and give him this, you will try to leave he would be silent, Zidane asked him what's the matter and he tells you his life story, and he says with his Blacksmith skills and the fingertips help he would make the 'ULTIMATE WEAPON' and some more gibberish and reward you with the Excalibur I.

Excalibur II has 2 ways of attaining it, I believe both ways are hard, but the first way is just much more harder, but the second way required more time. The first way :-

Go to Lich, in Memoria under 12 hours game time, defeat him and quickly check the pillar to the left, [Press [X] rapidly and keep moving from left to right] you must do this quickly or the [!] will disappear, thus destroying your hope of getting Excalibur II, making you reload your save and killing him again, anyways here's a few tips so that you can get to memoria much easily.. If you want to enjoy the game, try getting Excalibur II the second time you play

- Skip all FMV'S, this can be done by opening the cd lid wait for the disc to stop spinning and close the lid, on PS2, just eject the CD and re-insert it.

- Always save with town moogles, stupid world map moogles take 3-4 seconds to show up, destroying precious time [Sorry Aya, I am a moogle hatter]

- When you reach town, and plan to buy weapon, check the stuff you want to buy for your party members, write it down or something, do a soft reset, load save, quickly go to shop, by the items/equipment and finish your duty in that place.

- When moving in a place where you might encounter random battle's try to evade as much battle's as possible, yes I know your level will be very low.

- Easy way to avoid battle [World Map] other places..

- Walk 2 seconds, stop, wait 2 sec, and walk again, repeat process till you arrive at destination.

- During a conversation just rapidly press [x] and skip all talking.

- Skip all ATE except Compulsory ones.

- Don't do any side quest.

- Don't bother getting Quina [save's some time][You can get Quina after you defeat lich, get Excalibur II then go to Qu's Marsh to get Quina, I think her level will be [-2] LEVEL shorter then Zidane, just get him/her so you can see him/her swimming, as if it's in water so you know Hades is Nearby, don't need him/her to complete game I think. Him/Her will still be in ending.

That would help, but there is a second way of getting Excalibur II, no one mentioned it so I think I will tell you this.. :)

Simply go to Memoria, your time doesn't matter, lets hope it is 60:xx:xx above :) take this advantage to level up all characters to 99, that includes the other 4 people, once all are at level 99, try to master all their ability, that includes all the one you don't want, at level 99 all characters, fighting Ozma is a sinch. This is a boring Process, but by the time you actually complete this, your time should be around 90:xx:xx hours. Now just play for 10 more hours, as

in leave PS overnight, better measure for example, if your getting up at 8 Am tommorow, on the PSX at 10 AM, leave yourself near save point at memoria, hopefully near the hidden one before Lich, don't pause the game, the next day just check your timer, after the game has reached 99:59:59 it will reset into 00:00:00, therefore starting the countdown again, so just go defeat lich, and check the pillar, oh be sure to save after this time :) Congratulations on your Excalibur II.

You will find a letter by examining The [!] By pressing [X]
To Brother Gil

Bro, I found the sword, like you told me. But there were two. One of 'em had a lame name, Something II. It was a dingy, old thing with flashy decorations, something you'd probably like. So I went with Excalipur. I'll be back after I find the Tin Armor.

After reading that you will receive the Excalibur II.

Q: Why is meteor doing 9,999 Damage one time and 2,000 the next

A: I cannot really say, it just seems to be random like that.

Q: I Defeated Ozma, I got the Strategy guide, but I already had 100 stock cards, so Mene din't give me the Ozma Card, fat chocobo didn't have the card either is the card lost forever?

A: Heheh, nope it isn't, just go to the rock formation again after discarding a few cards, [If you got 10 fangs try discarding 9, cause you would have more powerful cards then fang] you will see a [!] examine it with [x] and right, you got the Ozma Card.

Q: I found the Friendly Yan, but he ran away? Why?

A: You did find all the other 8 friendly spirits right? And you also completed their request right? If not then you have to do this first and then and only then can you give it a diamond.

Q: Is it a must to find this spirits

A: The answer Is no! The spirits only give you tons of AP and give you their blessing, but you see, Even with Ultima Weapon, Zidane could only deal around 1000~2000 damage with physical attacks, I rather him do thievery which had 6000+ for me.

Q: Does Hades have any connection with Ozma, concidering what he says?

A: Yes, he does, read my Hades and Ozma section.

Q: What is the four-armed-man's real name.

A: The four-armed-man = Alleyway Jack = Gilgamesh. Yeah, remember when you start the game, the alleyway jack tells you I have many aliases, well look at him, he has 4 arms, so what do you think? He reveals himself, after you get S Rank, then go talk to him, he runs to the exit and there talk to him, he confesses his [D] rank! And gives you the S Rank Medal.

Q: I tried stealing many times but I was not able to get the Robes of Lords and Dark matter and Pumice Piece from Ozma, all i got was an Elixir.

A: I myself only had gotten the Robes of Lords Elixir and Pumice piece, I did not get the Dark Matter, but then when I won him, I got the Dark Matter as a spoil, but then again I defeat him without stealing anything I didn't get Dark Matter, but I used Detect on him, it said he had Dark Matter on him, but it kept gaving me the 'You couldn't steal anything' message, im pretty sure if he has nothing it would say ' Nothing to steal' message. So I guess just keep trying.

Q: Is it a rumour or what? I heard some guy found 99 save the queens and got a different ending.

A: 99 save the queens I don't know but there is 2 endings in the

game. A) Win the game with EITHER Save the Queen or Cinna's Hammer, don't use it to systesize it, and you will see Cinna say 'The ship is about to leave' with his hammer. That is the difference I believe <<MAJOR SPOILER>>

Q: My friend told me that he reached Lich in under 12 hours, at around 11:45:30 and defeated lich, now searched the all the pillars but failed to find the brother gil letter why is this? Oh yes he's time was 11:55:45 after deafeating Lich.

A: Well now the thing is, there is a limited time for you to examine them pillars, failing to do so in the limited time makes It impossible to get the Weapon, this must be done immidiately after Lich's death.

Q: Some idiot told me that since one of the black mage dolls said he 50 more days to live, I used up 50 tents and rented 50 times at the black mage in, so I think that makes 50 days but non of the black mages died what's up with this?

A: This will never happen. For example in FF7, The meteor was going to hit in 7 days, 7 Days real life time, in game time later nothing happened, [70] tents later nothing happens, you just got to go through the flow of the game.

Q: Who did Vivi Marry to produce so many Child

A: I have heard he married Quina, but I have no way to prove it, but remember back at the Conde Petite wedding ceremony, well I guess they probably did [IT!!] :)

Q: Why is the last boss of the game so easy compared to Hades

A: Well you see, Hades has this legendary syntheses shop, so to get the last few Cooler weapons, you need him, the last boss is just the last boss, yes he is tough but not as tough as Hades. So it clearly states that Hades plays a more important role then Necron, where as Necron is just someone you are fighting without even knowing about his existence from the beginning.

Q: After defeating Necron, he sent Zidane and the party out of the Lifa tree, Why? When he could have just destroyed them?

A: I would guess that since he said, if you do not wish to perish! That fight me, where Zidane said we shall defeat you and continue with our lives even if to live is to DIE!. What can you make out of it, Yup! Necron kept he's promise.

Q: Is it possible to get 99/99 magic stones?

A: I think so, I have my characters as so

Zidane 91

Vivi 65

Freya 82

Steiner 85

Even Zidane only has 70+, and only 8 more levels away to 99. So I think in 8 levels you would be given a boost of 29 stones. I will try to prove this.

Q: Where can I email you with my question

A: You can email me at ffixfaqs@hotmail.com

Q: What about the Heretic Ozma Faq? Why bother do this one while that one is there?

A: Well, Heretic's faq is very cool, but I just had some information that I wanted to add about Ozma and Other stuff that could be of some nice juicy info, so thus I create this faq.

Q: Where is Hades

A: The first time you enter Memoria, go pass the Red eye in the sky, past the chapel like place, and you will arrive at Memoria/Portal, where there is a save point and waterfall. Enter the waterfall, now you will have a small sequence where Quina will try to catch fishes

and then suddenly have difficulty breathing, Zidane will convince her that it isn't water. Now after this sequence, move forward a bit, up to the stairs, go to the right side, you can go in and Zidane will be off screen, keep examining the Coral Reef, until you get a respond. If he ask you to leave decline and fight hades.

Q: How did you find out about the 12 hour limit, to get Excalibur II.

A: Brady Games Strategy and www.playonline.com has the details.

Q: What is Kalisto?

A: It is a band of Hackers from the Philipines who make pirated games.

Q: Where can i get this Kalisto game?

A: It is not Kalisto game, but it is FFIIX, hacked by Kalisto, and they put their Big Logo there, saying how good they are! I will not purchase this game, the only reason i purchased it was because a)Short of Money and b) It came out 14 days before original realease date from square, You can get this game at any store in Asia where they sell PSX games.

Q: Where is the best place to Level Up.

A: Memoria, before Memoria the grand dragons seem fine, they can also increase your dragon crest damage.

Q: Why does Hades allow you to synt the Pumice?

A: There is only 2 pumice in the game. One is from Hades and one is from Ozma, not everybody is going to defeat Ozma so Square gave them another chance to get Pumice here, but i have to admit, the animation is very cool. Pumice teaches you Ark, and yes It's the same ship-shaped ARK you fought :)

Q: Where is this 13th Stelazzio everybody is talking about?

A: The 13th Stelazzio is at the same place at Quan's dwelling where you got the earlier Stelazzio, it only appears after you talk to the queen about the 13th Stelazzio.

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Credits [xiii]
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Thanks to Yee Seng Fu's Chocobo Hot And Cold guide and Side quest secrets for the Location of the Friendly Spirits.

Thanks to A.Tadeo for his excellent walkthrough.

Thanks to CJAYC for Gamefaqs.

Thanks to me to type this faq out.

Thanks to Square Soft for making Ozma.

Thanks to my Brother Gokul Krishnan, to help me gain some levels.[Yes, he did the iron man's at Memoria for me while I was snoring at bed]

Thanks to Yee Seng Fu's Chocobo Hot and Cold Game FAQ, I would not have been able to get a Gold Chocobo without that Map at Gamefaqs either.

Thanks to CJAYC, for this excellent website.

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THE END [xiv]
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Watch out for My FFX [WEAPON] guide, hehe :) I will try to get one out

as soon as I find that weapon..Well since the weapons tradition has been
going on i guess there will be one weapon! in FFX.

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