

Final Fantasy VIII FAQ/Walkthrough

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This walkthrough was originally written for Final Fantasy VIII on the PSX, but the walkthrough is still applicable to the PC version of the game.

Introduction



Remaster-friendly!

Final Fantasy VIII is Square's eighth (imagine that) installment in the Final Fantasy franchise. The game is most noted for its extremely flexible Junction system, as well as its unique battle system. Whereas VII was set in a postmodern society, Final Fantasy VIII takes place in a modern world.

How to Navigate This Guide

To navigate this document, there are three main methods for you to use. The first is to use the Table of Contents on the right-hand side of the screen (click Toggle Table of Contents if it doesn't appear). The second is to click links throughout the guide to be taken to more information on a topic. The other is to use the Search button in the right-hand corner of the site header if you want to look up a specific search term. Using Ctrl + F also works to search for a term, but only if it's on your current page

Controls

Controls are for the PSX version.

World Map Controls

X	Examine/Confirm/Exit vehicle
Circle	Enter Menu/cockpit
Square	Move vehicle forward
Triangle	Cancel
Start	Pause
Select	Toggle map
D-Pad	Move character
L1/R1	Rotate camera
L2/R2	Change camera angle

Field Controls

X	Talk/Examine/Confirm
Circle	Enter Menu
Square	Challenge to cards/Talk/Examine/Confirm

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Triangle	Cancel
Start	Pause
Select	None
D-Pad	Move character
L1/R1	None
L2/R2	None

Battle Controls

X	Confirm
Circle	Switch to next character with active turn
Square	Show status details
Triangle	Cancel
Start	Pause
Select	Hide menu
D-Pad	Move cursor
R1	Pull gunblade trigger
L2+R2	Hold both to run from battle

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General Strategy

- In this guide, you'll frequently see the abbreviations *MT*, for multi-target (targets more than one enemy/ally), and *ST* (single-target, targets one only).
- Use your **Junctions!** Junctioning is one of the most important mechanics in the game, since it serves as the equivalent of equipment from other JRPGs.
- Be sure to keep up on Sidequests, Junctions, and GFs. The main walkthrough will give this information as needed.
- Selecting the correct Elemental and Status Junctions will help you greatly over the course of the game. The former can increase your attack damage while decreasing damage taken, while the latter lets you attack with and block status ailments.
- Attacking physically or with Limits is better than attacking with Magic in most cases. Not only is Magic generally poor in damage (except in a few specific cases), but using Magic also reduces the stockpiles of Magic for your Junctions, reducing stats. Curative and Status magic is still very useful, however.
- Play **Triple Triad**--lots of Triple Triad. It is by far the most rewarding quest in the game, and it's available right from the start.
- If you play **Triple Triad**, don't **mix rules** without reading **this** first, otherwise you'll just make things much harder on yourself.
- During the plotline, always try to have at least one character with the **Draw** command. Some bosses have GF's for you to Draw, not to mention powerful spells.
- Once you gain control of the game, go into the Setting menu and change the Cursor setting to Memory. This will make Drawing Magic far quicker and easier, since you don't have to navigate the menus every time.
- While the game's story is mostly linear, due to the amount of importance placed on scavenging in FFVIII, it ends up playing somewhat like an open-world game in terms of buffing up your characters, so be sure to take advantage of any free time you might get!
- The **Strategy Guide** provides a more in-depth discussion of the game's more important elements and how to take advantage of them.
- For a complete discussion of FFVIII's many subsystems, take a look at the **Lists/Reference** section.

The next sections cover various administrative aspects of the guide. To continue with the walkthrough, click [here](#).

Version History

Version	Date	Notes
1.51	12/08/2019	<ul style="list-style-type: none"> ◦ Fixed various links that were broken in format update
1.5	11/28/2019	<ul style="list-style-type: none"> ◦ Updated various parts of the document to better fit the new FFAQ format ◦ Added notes throughout the guide for Remaster players ◦ Added note about lfrit naming screen trick for Steam/Remaster players ◦ Correction to Refinement Moment #2 ◦ Added Ultima Draw Point in FH ◦ Added Timber Maniacs issue to Perfect Game Alert #12 ◦ Updated table formatting for easier reading ◦ Various minor corrections
1.42	11/06/2016	<ul style="list-style-type: none"> ◦ Added note about potential Fire Cavern wrinkle in the Steam version ◦ Added note to Zell Love Quest #2 (if the Conceited Seed doesn't show up here, just continue with the game) ◦ Various minor corrections
1.41	07/24/2016	<ul style="list-style-type: none"> ◦ Rewrote "Big Bad Rascal" trick description in Balamb Town on Disc 2 ◦ Various minor corrections

Version	Date	Notes
1.4	05/01/2016	<ul style="list-style-type: none"> o Slight reformatting of enemy data tables o Made Quezacotl's Junction Ability learning order more specific o Changed Shiva's suggested ability learning order (now learning Str-J second) o Added notes to GF ability learning orders regarding Stat Bonus abilities o Added note about Fastitocalon-F carrying Sleep spells o Linked Refinement Moment #1's Blue Magic skills o Reorganized Timber Mission Preparations section o Added ability learning lists to Timber Mission Preparations section o Corrected Zell Card's yield under Refinement Moment #2 o Added links throughout the main walkthrough to shop inventories. o Added missing Items to Timber walkthrough o Added link to Triple Triad rule change procedures in Dollet Exploration section o Minor reorganization of the Deling City walkthrough o Added an extra note about Card Modding the Sacred Card o Slightly modified Carbuncle's ability learning order o Changed late Disc 1/early Disc 2 GF assignments o Added more details on D-District Prison infinite Rosetta Stone farming o Added Data Upload instruction to Missile Base section o Added Elem-Def and ST-Atk information for Base Leader preparation o Moved Timber "train girl" quest to Disc 2 o Added Rinoa Card to Refinement Moment #8 o Clarifications on Zell Love Quest o Modified Cerberus' ability learning order o Changed late Disc 2 GF assignments o Corrected Seifer 's status vulnerabilities (<i>Galbadia Garden Master Room</i>) o Changed early/mid Disc 3 GF assignments o Added Ward Card to Refinement Moment #11 o Added missing links to Ultimecia Castle section o Added Ward Card method for farming HP Up to Refinement Moment #14 o Added Diablos' ability learning order to sidequest entry o Modified Brothers' ability learning order o Added note about encountering Spade o Corrected error in Cerberus' ability list (Hit-J is pre-learned) o Updated Item List's color system to be more informative o Fixed Snow Lion's Status Vulnerabilities list o Various typos and minor errors fixed
1.31	02/21/2016	<ul style="list-style-type: none"> o Fixed Spd Up locations o Added note about using Card or Devour to prevent Exp gain o Fixed Adel 's (<i>Disc 4, Lunatic Pandora</i>) Draw list o Added note regarding Single-Page View
1.3	01/13/2016	<ul style="list-style-type: none"> o Added mention of woman who uses FH rules in Deling City o Added note about inflicting Float on Sacred and Minotaur to prevent them auto-regenerating HP o Fixed Sleep vulnerability information for a boss at the end of Disc 2 o Added a Spd Up available in Balamb on Disc 2/3 o Added section on The Novice SeeD Candidates' sidequest
1.2	01/11/2016	<ul style="list-style-type: none"> o Fixed some errors relating to card acquisition from the CC Group and QoC on Disc 4 o Fixed descriptions for Expendx3-1, Auto-Haste, Auto-Potion, and Expendx3-1 o Corrected Grendel's low-Level Drop list o Made clarifications regarding Pet Nametag in Timber o Made minor corrections to playing cards while in Lunar Base o Made correction regarding Dollet Pub Owner and Siren Card o Fixed incorrect answer in SeeD Test 11 o Various minor corrections
1.11	11/12/2015	<ul style="list-style-type: none"> o Changed D-District Prison YouTube link to embedded video o Added link to Triple Triad guide
1.1	10/11/2015	<ul style="list-style-type: none"> o Added missable Tutorial entries o Added Diablos Card to Refinements after SeeD Exam o Added final summary of necessities for Perfect Games o Added note about enemy levels to Enemy List intro
1.0	09/28/2015	Initial release

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Walkthrough - Disc 1

 Please insert Disc 1.

This section will contain some spoilers. Many spoilers are covered in spoiler tags (like here--select the text to reveal it), however, due to the nature of the guide it's impossible to completely avoid spoilers, especially well after they happen, so read ahead of where you are in the game at your own risk.

For an abbreviated version of the walkthrough that only details things you can miss permanently, click [here](#).

Note that tips for defeating normal enemies will be contained in the **Enemy List**, while bosses and special fixed encounters will be listed as they are encountered in the walkthrough.

Enjoy the opening movie!

Preparing for the Exam

Watch the scene.

Perfect Game Alert #1

Before starting any actual play, there are a few things that need to be stated right off the bat, for those of you interested in a Perfect Game.

First, there's the question of whether you even want a Perfect Game in the first place. Getting a perfect file takes many hundreds of hours, so be aware of this if you want to try. Your first time through the game, I recommend that you don't try for one, although the information in Perfect Game Alert boxes can still be useful to you.

Second, Final Fantasy VIII tracks the number of times each character has been **KO'd** and the number of times you've escaped battle. For a Perfect Game, you need to have no characters KO'd, and exactly one escaped battle (there is a battle that cannot be won and an escape is forced; I'll let you know when the time comes).

Third, try to keep your levels down. Until you get a certain ability to be named later, you won't be able to directly avoid encounters, and you'll need some encounters to learn **Abilities**, so just not grinding for Exp is enough for the time being. It isn't strictly required to not gain levels, mind you, but it will save you quite a bit of time in the endgame, the lower your levels are throughout the game.

Finally, there are also **Missable Item Alerts**. These are intended for people who want a complete Item list but not necessarily a Perfect Game, but they apply to those of you going for Perfect Games as well, so be on the lookout for them in addition to the obvious Perfect Game Alerts.

Preliminaries

Items	Quezacotl [GF], Shiva [GF], Geezard [Card], Funguar [Card], Red Bat [Card], Gayla [Card] Gesper [Card] Fastitacalon-F [Card], Caterchipillar [Card], Occult Fan I
Enemies	Bite Bug , Caterchipillar , Fastitacalon-F , Glacial Eye , T-Rexaur

Give whatever response you like to Dr. Kadowaki, then you'll be prompted to name your character (Default: **Squall**). There'll be more scenes to follow, then, when you're in control of Squall, examine the desk he's at, turn on the power, and select Tutorial. You'll receive the **Quezacotl** and **Shiva** GFs, and be prompted to name them. Once you're done, exit the tutorial (you can view it later in the menu if you want, and this guide covers everything in detail) and the computer, and go into the menu.

Since the default GF ability learning order is quite useless, we're going to change your new GFs' **ability learning orders** (select the GF option in the menu). For **Quezacotl**, select **Card** first. The ability is crap, but it opens up one of the best abilities in the game. For **Shiva**, just give her **I Mag-RF** for now. Speak to Quistis to proceed the game, then leave, following the hall towards the camera. A girl who's late for class will bump into you, allowing Squall to give her (and you) a tour, surly

style. (If you've already played the game before, feel free to refuse; there's no penalty for doing so except for some very minor changes to dialog later.) Either way, continue along the hall and talk to the lone guy sitting down near the elevator in the next screen to receive a **Geezard Card**, **Funguar Card**, **Red Bat Card**, **Gayla Card**, **Gesper Card**, **Fastitacalon-F Card**, and **Caterpillar Card**. Head to the elevator and ride it down to 1F.



If you agreed to give a tour, Squall will give the girl (and, more importantly, you) a quick rundown of the Garden's sections. Balamb Garden is arranged like a wheel, with a central hallway circling the elevator and "spokes" extending out to the various facilities (see the diagram above). If you didn't give a tour, Squall will be at the elevator. In any case, head to the Library (you can examine the directory at the entrance and select a facility with X to travel to it).

Zell Love Scene #1

Speak to the Library Girl in Pigtales to trigger this scene, which is part of a **sidequest** for a character we haven't met yet. (Note that while the dialogue is very non-descript in relation to the quest, it does still affect the quest's ending.)

Examine the second bookshelf (still on the same screen; the part nearest the aisle) to receive **Occult Fan I**. There are other things to explore and people do have interesting comments, but there'll be a better time for that soon. Once you have it, there's nothing to do for now except save near the directory, then head to the front gate for a scene, after which **Quistis Trepe** will give you a tutorial on Junctioning GF's and then join you. Junction **Quezacotl** to Squall and **Shiva** to Quistis and give both characters **Draw**, **GF**, and **Item**, then head to the World Map.

Before doing anything else, save your progress (simply enter the menu). On the World Map, you can encounter several weak enemies...and occasionally **T-Rexaur** in the forest. If you encounter a **T-Rexaur**, either run (not possible in a Perfect Game) or summon GFs and hope you can knock it off, or just reset (you did save, didn't you). From other monsters, try to **Draw** some Magic. It won't give you huge boosts, and we'll have better methods soon, but it's your only source of Magic for the time being. Remember that Squall can trigger his gunblade (with R1) for 50% extra damage. The Fire Cavern is on the east end of the island.

Fire Cavern

Items	Ifrit [Card], Ifrit [GF]
Enemies	Bomb, Buel, Red Bat, Ifrit (boss)

(Note: All regular enemies in Fire Cavern are Level 5, regardless of your party's Levels. This is unlike most other areas of the game, where their Levels scale with yours.)

As you run down the path, Quistis will give a tutorial on **Junctioning Magic to stats**, followed by an opportunity to go over Squall's gunblade settings. After that's over with, approach the Faculties, and you'll be prompted to select a time limit. 10 minutes is plenty (and you want to come as close to hitting the limit as possible), so long as you took the time to **Draw** some Magic outside.

Your physicals will be more than enough to dispose of the enemies here, so don't waste time with Summons unless you encounter multiple **Bomb** monsters (Summon animations waste too much time), and don't waste time on Drawing from the enemies either (a better time to draw from them is coming very soon). **Buel** and **Red Bat** should both go down in a single attack. **Bomb** is much sturdier than the others; if you encounter it in a group, considering Summoning **Shiva** to wipe them out fast. Simply follow the linear path (ignore the Draw Point for now) to the end to face...

Boss: Ifrit



HP Range	1,068	Level Range	6
AP	20	Exp	0
<u>Level-Dependent Data</u>			
<u>Level 6</u>			
Draw List			
Fire Cure Scan			
Mug (Overall Chance: 0%)			
Nothing			
Drop (Overall Chance: 100%)			
3x G-Returner (69.5%); 4x G-Returner (19.9%); 5x G-Returner (5.9%); 6x G-Returner (4.7%)			
<u>Non Level-Dependent Data</u>			
Card Drop	Ifrit (100%)		
Vulnerable to Gravity?	Yes		
Elemental Weaknesses	Ice		
Elemental Resistances	Fire (Absorbs)		
Status Vulnerabilities	The End		

Ifrit, being the game's first boss, is actually somewhat strong, but nothing you can't handle. He's also rather unusual for having a fixed Level (6) instead of leveling with you.

Ifrit will spend his time either casting **Fire** on a character, or using Jump Punch for around 100 damage. The trick here is that if you have the **Draw** command equipped, you can Draw **Cure** to cast on characters with low HP, and I suggest doing so if either character drops under 100 HP. Summoning **Shiva** will do high damage as well, so do that with Quistis while Squall attacks physically. Soon enough, Ifrit will drop, just keep an eye on the timer. Limit Breaks will out-damage both Shiva and normal physicals, so use it if you get one. Just be sure to keep track of the time if you're playing the Steam/Remaster versions; you'll see why soon.

Upon victory, Ifrit will drop at least 3 **G-Returner** items, which revive a **KO'd** GF (don't bother resetting to try to get more), as well as the **Ifrit Card**, which makes a great playing card well into the game.

Ifrit will join you as a GF. If you're playing the PSX version, at the naming screen, just leave the game sit for a while (long enough to let the timer hit zero, although it will be invisible) before exiting. On the Steam/Remaster versions, you'll have to track the time yourself and exit the naming screen between 0:00 and 0:03 for best results—the PSX timer trick does not work. This will help you out later (for more information, although with some spoilers, click [here](#)). Junction Ifrit to Squall, and be sure to **junction some Magic to his Strength** stat, as well as give your GF's new abilities to learn if they mastered their previous ones (for **Quezacotl**, **Card Mod** once you're finished with **Card**; for **Shiva**, **Str-J** once **I Mag-RF** is learned; and for Ifrit, **F Mag-RF**). On the way back, feel free to grab the Draw Point (**Fire**), as well as Draw any **Magic** you feel like getting from the enemies, since the timer is gone. Exit the way you came to return to the World Map.

Pre-Exam Free Time

Items	Quistis [Card], MiniMog [Card]
Enemies	Bite Bug, Caterpillar, Fastitocalon-F, Glacial Eye, T-Rexaur

Back outside, your next destination is Balamb Garden, but I strongly suggest taking a detour to Balamb Town. This is optional, but really helps to buff you up a lot; if you don't want to, skip to the next required section by clicking [here](#).

Building Your Card Supply

In Balamb, go find the Queen of Cards by the train station (left from the central intersection, in front of the train station entrance; she's dressed in a distinctive white dress). Challenge her to cards, and check the **Trade Rule** she uses. If she uses something other than **All**, quit and try again until she does use All. Once she does use All, you're in business. You don't need to actually play her (and I recommend you don't, since there's a strong chance she'll start using a different Trade Rule), just seeing All as the Trade Rule is enough. Once you get All as the Trade Rule, don't challenge her again (you will need to in the future for a sidequest, but you'll be informed when it's time).

You can also check out the **Shop** here, but it doesn't have anything special. Leave Balamb once you're done.

Your next task is to farm AP. Yes, this will cause you to gain some levels, but you need to learn the basic refinements to make your upcoming work be of any use. The best place to fight is on the beach (Junction **Thunder** to **Elem-Atk**), since the **Fastitocalon-F** enemies here drop decent (3 each) AP as well **Fish Fins**, which will be useful in refinements. (If you're worried about gaining Levels, you can use **Card** to kill them off without gaining any Exp, although this does slow the process significantly.) Train your GFs in the following order:

- **Quezacotl**: **Card**, **Card Mod**, **T Mag-RF**, **Mid Mag-RF**, **Boost**, **Vit-J**, **Elem-Def-J**, **Elem-Defx2**, other **Junctions**, everything else
- **Shiva**: **I Mag-RF**, **Str-J**, **Boost**, **Elem-Atk-J**, **Spr+20%** (to unlock **Elem-Def-J**), **Elem-Def-J**, **Elem-Defx2**, **Vit-J**, everything else
- **Ifrif**: **F Mag-RF**, **Ammo-RF** (requires **Ifrif** to be Level 10), **Boost**, **Str+%** abilities (to unlock **Str Bonus**), **Str Bonus**, **Junctions**, everything else

How long should you grind, you ask? Really, you only need to grind long enough to learn all the refinement abilities not named **Mid Mag-RF** or **Ammo-RF**. If your **Ifrif** is leveled highly enough, do learn **Ammo-RF**, but don't sit here grinding just for this ability, it's less urgent and can be learned in due time (just make sure to watch **Ifrif's** Level and learn it as soon as you can). Make sure to learn the elemental refinements and (especially) **Card Mod**, they're the main reason to come here. It's also possible to draw **Sleep Magic** from them, but it will come available soon enough, and there's nothing of major significance between now and then that's vulnerable.

Feel free to mod the **Fish Fin** items Dropped by the **Fastitocalon-F** monsters into 20x **Water** each using **I Mag-RF** (don't bother **Drawing** for Water Magic, they don't carry it). Water Magic Junctions quite well for this stage, but that's only the beginning.

Once all that's done, return to Balamb Garden (once you enter, Quistis will give a tutorial on GF Ability learning and HP, then leave you). The **Ifrif Card** you won earlier, along with the **All** rule, will help you build a deck quickly. Your first task should be to get the two **Rare Cards** currently available in Balamb Garden. The Trephe Groupies (there are some in the 2F classroom, as well as in the Cafeteria) play the **Quistis Card**, which should be your first priority due to its power as a playing card, while the young boy running around the lower-level hallway has the **MiniMog Card**, which sucks as a card, but don't mod it since you need it for a **quest** later.

Refinement Moment #1

This is the first of many good opportunities to abuse **Card Mod** (and other refinements) for fun and profit. At this point, it's important to try to keep a base playing hand, so you can actually win games, meaning don't mod all of the cards you intend to win games with. You'll be able to go all out a little later, when your backup options for your playing hand are much better.

*(Note: If the Trade Rule degenerates to **One**, feel free to just **play** and quit until it changes back to **All**. If you moved the Queen, unfortunately it will not change back to All.)*

A word of caution before continuing: the following will make you insanely overpowered if you do it all. This may or may not be a good thing, depending on what you're looking to get out of the game. If you find the game is too easy, feel free to simply not Junction the overpowered spells, or not use the broken skills.

Now comes the real fun. Using the **All** rule, it's time to amass huge numbers of Common Cards. If the Trade Rule degenerates to **One**, feel free to just **play** and quit until it changes back to All, which it will do eventually if you're following the walkthrough (If you moved the Queen of Cards, unfortunately it will not change back to All.) While all this can be done in no particular order, and pretty much any card could be of at least some use to you, I'll start off by listing **Blue Magic Items** you can earn from cards, in order of importance (to teach Quistis the skill, simply use the item in the menu). For a description of a skill, simply click on it. The Level of the card will be listed after the refinement; in a bit I'll explain who plays which levels. All of the refinements use **Card Mod**, as a reminder.

- **Gesper Card** > **Black Hole** > **Degenerator (Level 1)**
- 4x **Malboro Card** > **Malboro Tentacle** > **Bad Breath (Level 5)**
- 10x **Ruby Dragon Card** > **Inferno Fang** > **Fire Breath (Level 5)**
- 10x **Behemoth Card** > **Barrier** > **Mighty Guard (Level 5)**
- **SAM08G Card** > **Running Fire** > **Gatling Gun (Level 3)**
- **Fastitocalon Card** > **Water Crystal** > **Aqua Breath (Level 3)**
- **Creeps Card** > **Coral Fragment** > **Electrocute (Level 2)**
- **Gayla Card** > **Mystery Fluid** > **Acid (Level 1)**
- **Tri-Face Card** > **Curse Spike** > **L?Death (Level 3)**
- **Caterchipillar Card** > **Spider Web** > **Ultra Waves (Level 1; if you fought a Caterchipillar you might already have this)**

Degenerator is highly useful from the beginning of the game to the end; it **Ejects** anything not immune (which means almost all regular, non-boss enemies). For more information about Quistis' Limits, click [here](#).

Don't mod the **Ifrif Card**, we need it to obtain a Rare Card on Disc 2 as well as to use in our playing hand now.

There's also a boatload of spells you can snag, which will make your life much easier. The needed magic refinement will be listed (since the beginning inputs are all Cards, you obviously need **Card Mod** for that part). Like the **Blue Magic Items** above, these are listed in order of usefulness, along with the rank of the Card. Especially **Tornado** is really powerful, even moreso considering you've barely even started the game (Junction it to Str and watch the fireworks). **Flare** is stronger still, but it's a major pain in the ass to

accumulate the needed cards to refine it (you need a whopping 50 **Ruby Dragon Cards** to max someone out), so you might want to skip it, but feel free to grab some for casting. Tornado is by far the most important; the -aga spells do junction fairly well, but not as well as you'd expect, meaning they're nice but the return may or may not be worth it. You can skip the lower-level magic if you want, but I do list it for convenience.

- **Abbyss Worm Card** > **Windmill** > 20x **Tornado** (*T Mag-RF*) (**Level 3**)
- 10x **Ruby Dragon Card** > **Inferno Fang** > 20x **Flare** (*F Mag-RF*) (**Level 5**)
- **Snow Lion Card** > **North Wind** > 20x **Blizzaga** (*I Mag-RF*) (**Level 5**)
- **Blitz Card** > **Dynamo Stone** > 20x **Thundaga** (*T Mag-RF*) (**Level 4**)
- 3x **Hexadragon Card** > **Red Fang** > 20x **Firaga** (*F Mag-RF*) (**Level 4**)
- **Fastitocalon Card** or 5x **Fastitocalon-F Card** > **Water Crystal** > 50x **Water** (*I Mag-RF*) (**Level 3/1**)
- **Thrustaavis Card** > **Shear Feather** > 20x **Aero** (*T Mag-RF*) (**Level 2**)
- **Bomb Card** > **Bomb Fragment** > 20x **Fira** (*F Mag-RF*) (**Level 4**)
- **Glacial Eye Card** > **Arctic Wind** > 20x **Blizzara** (*I Mag-RF*) (**Level 2**)
- **Creeps Card** > **Coral Fragment** > 20x **Thundara** (*T Mag-RF*) (**Level 2**)

Finally, if you learned **Mid Mag-RF**, you can level up your low-level **Fire/Blizzard/Thunder/Cure** spells into their mid-level versions. This is less efficient than **Card Mod**, but if you feel like it, be my guest.

Another little "cheat" is modding **Elastoid Cards** (*Level 5*) into **Steel Pipes** (1 Steel Pipe per Card). These will teach your GF's the **SumMag+10%** while also unlocking **SumMag+20%** for you to learn. This isn't all that great, mind you, but there's little to no downside to doing this and the extra damage never hurt anyone, so might as well, right? If you have extra Elastoid Cards, mod them and hang on to the Steel Pipes, you'll be able to make use of them later in other ways. Don't go out of your way to get these cards, but if you're playing with **All** it's likely a few will fall into your lap.

While these are the best ones you can exploit at the moment, feel free to accumulate other types of cards; while you can't do much with them now, you will be able to in the future once you have more **Refinement Abilities**. Don't forget to **Junction any new Magic** to reap the full benefits of it.

The next question is whom to play. Generally, you want to play someone who plays only the level(s) of cards you're looking for. Lists of players follow:

1. **Level 1**: All players in the Garden except for the boy sitting down in the library and Trep Groupie #1
2. **Level 2**: All players except random students walking the halls, Trep Groupie #2, girl and black student in Library hallway, and girl in 2F Hallway
3. **Level 3**: Most people in Garden
4. **Level 4**: Trep Groupie #3, Cafeteria Lady, all students in Library area (except Girl in Pigtails behind desk), girls in Dormitory hallway, girl in 2F Hallway
5. **Level 5**: All Trep Groupies, Gatekeeper, Cafeteria Lady, male student in blue in Library, girl in Library reading area

If you're looking for something in particular, for **Level 3 Cards** Trep Groupie #2 has the best and easiest set available, while for **Level 4 Cards** the student that randomly appears in the hallway to the Library is arguably the best source, while for **Level 5 Cards** Trep Groupie #1 is best. If you're looking for someone who plays ALL cards level 1-5 (except PuPu, which no one will ever play), play the girl in the Library's reading room.

Finally, before moving on with the rest of the walkthrough, it's worth pointing out that no one whom you can currently play plays **Level 6** or **Level 7** Cards.

You can also talk to the three students sitting at the table (near the Trep Groupie) in the Cafeteria to start a minor quest (click **here** for more information). Speaking of the Cafeteria, if you want to unlock a minor bit of dialog later, talk to the Cafeteria Lady (the one who gives long speeches) until she stops giving new dialog. This appears to become unavailable at some point in the future.

Zell Love Quest #2

Go to the Library and speak to the Conceited SeeD. (Note that it's possible that he won't show up; if he doesn't, don't worry about it, you'll have opportunities to find him later.)

Once you have everything you need, it's time to continue.

Perfect Game Alert #2

Get 100x **Tornado** (or **Flare**) and Junction it to Squall's **Str** stat before moving on. You'll need this high a Str stat for a certain task to come, Other Magic doesn't matter too much for a Perfect Game, so do whatever else you want to do.

Starting the Exam



Assuming you're not already there from doing the optional stuff just now, your destination is Balamb Garden. (If you're returning directly from Fire Cavern, Quistis will give a tutorial on GF ability learning as you enter Balamb Garden, then leave you.) In any event, you need to head to the Dormitory. Change clothes when prompted (you should also Rest using the bed if your HP is low).

A word of warning: from now until you're dismissed from the exam, do **NOT** speak to **anyone** unless told otherwise (even people like Quistis or Cid). Talking to people (with some exceptions, to mentioned as they arise) will give you poorer exam results, reducing your score every time you do it. You can receive more information on this topic (as well as the grading scheme of the exam) **here**. The walkthrough is written with the idea of getting you the highest score possible. Be

aware also that a "perfect" score isn't possible in all categories at the same time, so don't sweat it if you took a small deduction somewhere.

Anyway, return to the main hall for a scene (forced scenes, like this one, do not count as "talking to someone" in this exam), then, not talking to either Quistis or Cid, drive the car to Balamb Town once you've watched the scene. The car will make its way straight to the harbor (Google was making driverless cars in 1999?), including driving through Balamb Town. When it stops, don't talk to anyone, just board the submarine.

On the submarine is a scene. During the scene, you'll be prompted to choose who you want to talk to; don't speak to anyone, instead choose "Do nothing." Seifer will then tell you to go look outside; obey him to proceed the game (and avoid reducing your score).

The Dollet Mission

Items	2x Elixir or 2x Cottage, Siren [GF], 3x-6x G-Returner
Enemies	Anaconda, Elite Soldier, Geezard, G-Soldier, Biggs (boss), Wedge (boss), Elvoret (boss)

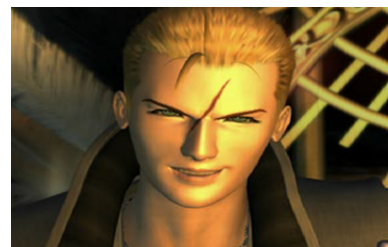
Upon landing, don't speak to Quistis, but do listen to her and equip GFs to your party. Give **Shiva** to **Zell** and **Quezacotl** to Seifer, as well as some Magic for each of them to junction (use Switch in the menu to quickly move stuff off Quistis and onto either Zell or Seifer, although you'll still need to set both of them up manually). Like Squall, Seifer uses a gunblade, which has perfect accuracy and can be triggered (with R1) for extra damage, though the trigger window is much smaller for Seifer's Hyperion than for Squall's gunblades. In addition, from now on, there is no penalty for speaking to Seifer or Zell (though the penalties for speaking to others still do apply). Feel free to refine more **Fish Fins** (or other items you might have lying around in your inventory) if you need **Magic** for Junctioning.

Perfect Game Alert #3

Don't let Seifer get any kills; since you would otherwise have to max them out (which is pretty close to impossible), it's better for a Perfect Game that Seifer just have zero. However, don't let him get **KO'd** either.

Once everyone is equipped to satisfaction, head into town without speaking to anyone. Climb the stairs and use the Save Point, then run towards the town to be attack by two **G-Soldiers**. They're nothing short of pathetic as enemies, but they do have basic spells for you to Draw if you want; especially **Cure** is important to stock up on. Once you're done "borrowing" their Magic, slap them with your weapons to continue on. Once you're finished, continue on into the town proper.

Here, ignore the door to the right and just keep running down the street. In the next screen, you'll encounter two more **G-Soldiers**, just waiting to eat your blades and fists. Defeat them, and, ignoring the Garden students who walk out of the pub, continue onward. Don't bother trying to enter the shop here, just continue on to the Central Square, where a lone **G-Soldier** awaits slaughter. After the battle, run towards the street blocked off by trucks (not the one going out the upper-left corner; going there now nets a score penalty) to find yet another **G-Soldier**. Shove his face into the pavement like you've been doing up until now.



Now, speak to Seifer twice for a scene. When the camera angle changes, speak to Zell first, then to Seifer, then walk away and re-approach him for yet another scene. Once it's over with, follow Seifer up the street towards the tower (the one I told you to ignore earlier).

The path from here is completely linear. You'll get into random encounters with **Elite Soldiers**, **G-Soldiers**, and **Geezards**. **Elite Soldiers** are only slightly stronger than the regular blue-garbed, garden-variety G-Soldier, while **Geezards** mostly just sit there barely even scratching you. After you cross the bridge, do not speak to the wounded Dollet Soldiers, but press on instead. You'll get into a fixed encounter with an **Anaconda**. There's no penalty for Squall or Zell dealing the finishing blow to the Anaconda (Seifer doesn't even comment on it), and if you're playing a Perfect Game it's necessary that Seifer **not** get it.

Continue up the path and past the next screen. Seifer will leave the party. Seifer's GF have been de-equipped, so Junction them to Zell for now. Do not jump off the cliff here--you'll take major penalties. Just follow the path around to the base of the tower. **Selphie** will now join you; she has any Magic Seifer had when he left, but make sure to equip her with a GF (**Quezacotl**, the same one Seifer should have had, is best). Enter the tower and save your progress. There's also a **Blind** Draw Point here; someone should **Draw** from it. Giving whoever has the Blind spells the **Magic** Command is a great idea. Be absolutely sure someone has the Draw Command equipped (besides a couple of useful spells, not being able to **Draw** will cost you a GF), then ride the elevator up for a brawl with...

Boss: Biggs, Wedge



Biggs' Data			
HP Range	467 - 705	Level Range	1-10
AP	4	Exp	0
<u>Level-Dependent Data</u>			
<u>Level 1-10</u>			
Draw List			
Fire Thunder Blizzard Esuna			
Mug (Overall Chance: 25%)			
3x Elixir			
Drop (Overall Chance: 100%)			
2x Elixir			
<u>Non Level-Dependent Data</u>			
Card Drop	Nothing		
Vulnerable to Gravity?	Yes		
Elemental Weaknesses	None		
Elemental Resistances	None		
Status Vulnerabilities	The End		

Wedge's Data			
HP Range	416 - 640	Level Range	1-10
AP	4	Exp	0
<u>Level-Dependent Data</u>			
<u>Level 1-10</u>			
Draw List			
Fire Thunder Blizzard Cure			
Mug (Overall Chance: 25%)			
3x Cottage			
Drop (Overall Chance: 100%)			
2x Cottage			
<u>Non Level-Dependent Data</u>			
Card Drop	Nothing		
Vulnerable to Gravity?	Yes		
Elemental Weaknesses	None		
Elemental Resistances	None		
Status Vulnerabilities	The End		

The battle will begin with Biggs solo. If you wait long enough without defeating Biggs, Wedge will show up. Neither of these two are any sort of threat (unless you somehow break your PlayStation laughing at them or something), but let's take a quick look at them anyway.

Biggs, in addition to a weak physical, has weak **Cure** and **Thunder Magic**, while Wedge has a sword slash (weak) and **Fire Magic** (weak)...I think you notice a pattern here? The only noteworthy feature is that you can **Draw Esuna** from Biggs, and I suggest you do exactly that. Once you're done, just take them down however you like.

The battle ends once either soldier is reduced to 0 HP. Biggs has the better Drop of the two (2x **Elixir**), so I suggest you defeat him rather than Wedge.

Don't celebrate yet, because a mind-blowing (get it?) surprise is headed your way!

Boss: Elvoret



HP Range	1,563 - 3,523	Level Range	1-11
AP	10	Exp	0
<u>Level-Dependent Data</u>			
<u>Level 1-11</u>			
Draw List			
Thunder Cure Double Siren			
Mug (Overall Chance: 25%)			
6x G-Returner			
Drop (Overall Chance: 100%)			
3x G-Returner (69.5%); 4x G-Returner (19.9%); 5x G-Returner (5.9%); 6x G-Returner (4.7%) Weapons Mon Mar (100%)			
<u>Non Level-Dependent Data</u>			
Card Drop	Nothing		
Vulnerable to Gravity?	Yes		
Elemental Weaknesses	None		
Elemental Resistances	Flying, Poison (<i>Nullifies</i>)		
Status Vulnerabilities	Confuse (90%), Darkness (60%), Drain, Slow (90%), The End		

The most important thing to do in this battle is to **Draw** the GF **Siren**. I cannot overstate how important this is; if you miss the chance, you won't be able to do so again until Disc 4 (if at all), and she'll miss out on serious leveling and AP time (and you on some great abilities). It doesn't matter who actually Draws her; she can be Junctioned to anyone just like any of the other GF's you've seen to this point (but you won't be able to Junction her until after the battle). Once you've Drawn Siren, she will disappear from the Draw List.

Elvoret is the first somewhat dangerous boss you've seen in the game. While it's not overpowered by any stretch, it's capable of wearing you down. Storm Breath hits your whole party for heavy damage, while its physicals pack a punch as well. Its Magic (**Fire** and **Thunder**) is much less dangerous, but they can whittle off your HP over time.

If you plan to **Draw Magic** (not just **Siren**), your first task should be to inflict **Darkness** on Elvoret. This will make its physicals miss much more often, taking the heat off your party somewhat. Elvoret does have partial resistance to the status, so it may take a few casts for it to actually stick. (Elvoret's other status weaknesses are only currently available through **Slot**, and are less useful because of this.) In the meantime, the rest of your party should try to Draw **Double** spells. They're overrated as a Junction and you probably won't be able to Draw them very fast this early, but they're decent for how early in the game it is, and they're useful for casting purposes (double-casting Magic never hurt anybody...except the enemies, that is). Be sure to keep healed; Elvoret will whip out Storm Breath every so often, which is its most dangerous attack. Selphie's Full-Cure Limit Break (through **Slot**, but fairly easy to get) is perfect for party upkeep, as is simple Draw-casting **Cure**. Either way, chip away at Elvoret's HP while keeping healed once you're done Drawing and the battle will end soon enough. (You might want to end battle with Squall in critical if you're playing a Perfect Game though; you'll see why in a little while.)

Elvoret drops the **Weapons Mon Mar** magazine upon defeat in addition to 3-6 **G-Returner** items.

After the battle, name your GF if you got it (Default: **Siren**). There'll be a scene, then you'll be given a 30 minute time limit to get back to the beach (and how quickly you can return to the beach affects your score). Quickly (the timer still runs in the menu) Junction **Siren** to Squall (paired with **Ifrit**) and set her to learn **L Mag-RF**. After learning L Mag-RF, have her learn **Tool-RF**, the Mag+% abilities (to unlock Mag Bonus), **Mag Bonus**, **Move-Find**, **ST Med-RF**, **Boost**, the **Junctions**, and finishing with the others. Also Junction **Tornado** (or, even better, **Flare**) to Squall's **Str** if you have it, as well as the strongest Lightning-elemental **Magic** you have to **Elem-Atk** (it doesn't help Limits, but will improve regular physicals).

Your GF setup will look like this if you've followed the walkthrough:

- **Squall:** **Ifrit, Siren**
- **Zell:** **Shiva**
- **Selphie:** **Quezacotl**

Escape from Dollet

Items	Power Wrist or Orihalcon or Hypno Crown or Force Armlet (optional)
Enemies	Elite Soldier, Geezard, G-Soldier, X-ATM092 (boss)

Do not talk to Biggs here (it will just earn you deductions and waste time to boot). Ride the elevator down and quickly save your game at the bottom. Exit the tower and follow the path until...

Boss: X-ATM092



HP Range	5,072 - 5,872	Level Range	1-11
AP	50	Exp	0
<u>Level-Dependent Data</u>			
<u>Level 1-11</u>			
Draw List			
Fire Blizzard Cure Protect			
Mug (Overall Chance: 25%)			
2x Elixir			
Drop (Overall Chance: 100%)			
Power Wrist (25%), Orihalcon (25%), Hypno Crown (25%), Force Armlet (25%)			
<u>Non Level-Dependent Data</u>			
Card Drop	Nothing		

Elemental Weaknesses	Lightning [1.5x]
Elemental Resistances	Poison (Nullifies)
Status Vulnerabilities	The End

X-ATM092 has a number of interesting quirks. The most important is that it's impossible to actually defeat it the first time you fight it (the forced encounter), meaning you have no choice but to escape when prompted. After the initial encounter, it is defeatable, but this requires some preparation.

The robotic spider attacks with Clash, which hits everyone, and Arm Crush to one. There's also Ray-Bomb, which is heavy damage to all. All of its attacks can be halved with **Protect** status, and the **Protect** spell is incidentally available to **Draw**. Once it's knocked down (occurs after knocking off 20% of its max HP), it will do nothing, but will repair itself after a while of being knocked down, fully restoring its HP.

As noted in the introductory blurb above, trying to destroy X-ATM092 in the first fight is futile, since its script makes it immortal. After that, it can be defeated on any subsequent encounters. To damage it, the best options are **Renzokuken** (you Junctioned something good to Squall's **Str**, right?) or Summoning **Quezacotl** (only viable if it has **Boost** and all the SumMag+% abilities). If you lack these, you'll have to settle for basic attacks (but you won't be able to destroy the bot this way) and flee once it's lying on the ground. To actually destroy X-ATM092, you must reduce its HP to zero twice (having knocked it down both times) to eliminate its healing ability, then again to actually destroy it. Alternately, if you OHKO it (without it falling down) you need to do it four times to allow it to be defeated the fifth.

A well-known AP trick among FFVIII vets is to reduce X-ATM's HP to 0 (which causes it to stand back up), then knock it down and flee. You'll get the 50 AP, but you can still fight X-ATM again, and repeat the process to rack up AP (and you can encounter it as many times as you like on the bridge, just be sure to leave enough time to return to the beach). This isn't really all that useful, since you only have four GFs total, and you can't do it in a Perfect Game, but if you want to, be my guest.

Upon destroying (not simply reducing HP to 0) X-ATM092, you'll receive one of a **Power Wrist**, **Orihalcon**, **Hypno Crown**, or **Force Armlet** as a reward. If you're playing a "get everyone's ultimate weapon as early as possible" challenge, you'll need a **Force Armlet** to drop here. I don't recommend bothering, because the upgrade that requires it isn't one of the most important ones and you can get a Force Armlet much easier on Disc 3, not to mention that actually getting the right Drop can be a crapshoot.

X-ATM092 can also be evaded after the first encounter (and this is how the game "intends" for you to deal with the problem). To do so, simply run (be careful not to get stuck behind rocks) until you reach the screen after the cliff Selphie jumped off. Here, walk (Triangle by default; don't run) on the cracked ground, then from here run until you reach the bridge. On the bridge, run until you see X-ATM jump, then stand still (or run away if it gets too close) until it jumps to your other side again (this is the best place to AP farm if you're interested, since it will do this indefinitely if you keep encountering it), making your way right to the town. In the square, examine (with X) the dog to save it if you didn't bust up X-ATM yet (otherwise you get heavy deductions), then just run straight to the beach. In the screen with the pub, do not hide inside (gives crazy deductions), just keep running to the beach (ignore the save point at the beach).

Perfect Game Alert #4

You must save the dog (either by examining it or defeating **X-ATM092** before it gets there), and you must defeat X-ATM before it reaches the screen in town with the store.

As mentioned above, if you intend to destroy **X-ATM092**, evade it until you reach the town, since random encounters will appear after you blow it up (they waste time). If you blew it up, just run straight to the beach to finish the mission. Ignore the save point at the beach and just run to the vessel.

After the Exam

Receiving Your Score

Items	Timber Maniacs [Entry], Zell [Card], Battle Meter [Entry]
Enemies	Bite Bug, Caterchipillar, Fastitocalon-F, Glacial Eye, T-Rexaur



After some scenes (which ones you see depends on whether you destroyed X-ATM and whether or not you hid in the pub), Quistis will dismiss you, and you'll find yourself in Balamb Town again. The exam is now over; you can talk to people without penalty.

First, grab the **Timber Maniacs** issue in Balamb. There's one in the Hotel (stay the night), and another at the train station. You can't grab both, but which you grab will affect a scene later. There's no tangible advantage to either, so just grab whichever.

Next, go to the Dincht house (it's the one nearest the central intersection) and challenge Ma Dincht to a game of cards (you may need to leave the room and come back for her to actually let you play). She has the **Zell Card**, which is a strong playing card. Win it, then return to Balamb Garden (if you follow the road, you won't have any encounters).

*(Note: It may be tempting to grind on the beach to teach **Siren** her skills, but there'll be a better opportunity to do this very soon.)*

In the main hall, approach Cid, Quistis, and Xu for a scene, then go to the hallway leading right and speak to Seifer for another scene. Return to the main hall (where the directory is), and you'll be told to report to the 2F Hallway. Talk to everyone there (note that of the unnamed characters, only the boy on the right side of the hallway says anything; the other unnamed characters can be ignored), then try to leave. A scene will take place, then talk to Cid again to receive the Battle Meter, which provides basic battle stats. Leave and ride the elevator down and head for the classroom, after which you'll receive your **exam score** and be given information about how the **SeeD Salary** works.

SeeD Graduation Party

Items	4x Wizard Stone, 12x Wizard Stone
Enemies	Grat, T-Rexaur, Graldo (boss), Raldo (boss)

You'll find yourself in your dormitory. After the scene, go inside and change into your SeeD uniform, then talk to Selphie outside to begin a long series of scenes.

Once you're back in control, exit the balcony to magically find yourself back in your dormitory, then change clothes and head to the Training Center. Here, if you have **Siren**, Quistis will give a tutorial on **Junctioning Magic to Status**. Give **Quezacotl** and **Ifrit** to Squall, and **Shiva** and **Siren** to Quistis. Give Quistis Zell's Magic for Junctioning (use the **Switch** function in the menu to move all of a character's Magic at once). Once that's in the books, Junction Ice **Magic** to **Elem-Atk**, then head into the training center.

Here, **Grat** will be your source for status magic. You don't have any way to **refine Status Magic** yet, so Drawing will be your only source of Status Magic here. So max out your stocks on a Grat, then defeat it and Junction **Sleep** to **ST-Atk** (note that you can only use magical attacks while **T-Rexaur** dozes or you'll wake it up). **T-Rexaur** is extremely difficult to defeat straight-up; if you meet one right off the bat, either run or just try to duke it out (**Degenerator** will OHKO a T-Rexaur easily, should Quistis get a Limit Break).

In the Training Center, it doesn't make a difference which way you go at the initial intersection. Simply follow the path around until Quistis says you're there, then go inside for a scene. Once it's over, head whichever direction you like, and eventually you'll see another scene, this time with a big, fat, pesky fly you have to swat.

Boss: Graldo, 3x Raldo



Graldo's Data

HP Range	1,314 - 9,700*	Level Range	1-100*
AP	5	Exp	40+10x*
<u>Level-Dependent Data</u>			
<u>Level 1-19</u>	<u>Level 20-29*</u>	<u>Level 30-100*</u>	
Draw List			
Sleep Blind Shell	Sleep Blind Shell	Sleep Confuse Shell Pain	
Mug (Overall Chance: 50%)			
8x Wizard Stone	8x Wizard Stone	8x Wizard Stone	
Drop (Overall Chance: 100%)			
4x Wizard Stone	4x Wizard Stone	4x Wizard Stone	
<u>Non Level-Dependent Data</u>			
Card Drop	Nothing		
LV Up/Down?	Yes		
Vulnerable to Gravity?	Yes		
Elemental Weaknesses	Wind		
Elemental Resistances	Flying		

<u>Granaldo's Data</u>	
Status Vulnerabilities	Doom (40%), Drain, Eject, KO (10%), Poison (40%), Sleep (40%), Slow (90%), Stop (10%), The End

<u>Raldo's Data</u>			
HP Range	111 - 6,700*	Level Range	1-100*
AP	3	Exp	40+10x*

<u>Level-Dependent Data</u>		
<u>Level 1-19</u>	<u>Level 20-29*</u>	<u>Level 30-100*</u>

<u>Draw List</u>		
Fire Thunder Protect	Fira Thundara Protect	Firaga Thundaga Protect

<u>Mug (Overall Chance: 50%)</u>		
8x Wizard Stone	8x Wizard Stone	8x Wizard Stone

<u>Drop (Overall Chance: 100%)</u>		
4x Wizard Stone	4x Wizard Stone	4x Wizard Stone

<u>Non Level-Dependent Data</u>	
Card Drop	Nothing
LV Up/Down?	Yes
Vulnerable to Gravity?	Yes
Elemental Weaknesses	None
Elemental Resistances	None
Status Vulnerabilities	Darkness (40%), Doom (40%), Drain, Eject, KO (20%), Poison (40%), Sleep (40%), Slow (90%), Stop (10%), The End

**In the boss fight in Balamb Garden's Training Center, all enemies have their levels capped at 11 (max HP = 1,538 for Granaldo, 287 for Raldo). The stat tables above list for all versions (when encountered later, they can have higher levels). Note that, since the boss versions' Levels are capped, you can never see the mid- or high-level versions in that fight. The boss versions also drop no Exp.*

This is actually a very easy fight. Their main strength comes in their numbers, but since the Raldos will never attack while Granaldo is alive, even that is completely nullified.

While the Raldos are alive, Granaldo will just throw Raldos at you. It gains a bit of strength alone, but nothing notable. The Raldos themselves, if Granaldo is killed, will just launch themselves at you for crap damage.

As you can see, this is not difficult at all. The biggest value of this battle is that it's your first chance to obtain **Protect** and **Shell** Magic, which Junction extremely well to **Vit** and **Spr** respectively. Once you've gotten 100 of both spells, just wipe them out and move on.

After the battle, simply return to the dormitory.

The Timber Mission

Mission Preparations

Items	Weapons Mon Apr, Magical Lamp, Seifer [Card], Pet Pals Vol.1
Enemies	Bite Bug, Caterchipillar, Fastitocalon-F, Glacial Eye, T-Rexaur

Upon awakening, grab the **Weapons Mon Apr** magazine from your bedside table and save your progress, then head to the front gate to receive your mission briefing and have Zell and Selphie placed into the party. Don't leave the screen just yet, instead speak to Cid to receive the **Magical Lamp**. You don't want to rush off to Timber or Balamb Beach just yet either, we've got a short sidequest to take care of first (do so by clicking **here**). The remainder of this guide will assume you've completed it, and the reward is quite nice, so do that before anything else.

Once you have **Diablos** (and if you don't have it, **go get it**), assign your GFs like so. GFs marked in red have moved since the last time we Junctioned:

- **Squall: Ifrit, Diablos**
- **Zell: Quezacotl, Shiva**
- **Selphie: Siren**

The idea behind this arrangement is to balance out Junctions the best possible, while giving the stat Bonus abilities to the characters who can make best use of them. Selphie does end up a little weak in terms of **Stat Junctions**, but the stat boosts and **Status Junctions** will more than make up for it. If you don't care about stat boosts and insist that all your Junctions be balanced, you can give **Ifrtit** and **Siren** to Squall, **Shiva** and **Diablos** to Zell, and **Quezacotl** to Selphie, but note that this isn't all that much better Junction-wise and is far inferior in the long run due to the lost stat-boosting levels.

Go to Cid's office (3F) and play him in cards to win the **Seifer Card**, an excellent playing card. While you're in the area...

Zell Love Scene #3

Pay a visit to the Pig-Tailed Girl in the Balamb Garden Library to see this scene, the second (or third if you saw the Conceited SeeD earlier) in the **Zell Love Quest**. This scene can only be seen now.

This brief timeframe is also your chance to talk to the **Novice SeeD Candidates** in the Cafeteria, if you're doing that quest.

However you sort out your Junctions, now is an excellent time to fight **Fastitocalon-F** monsters on the beach. You should keep going until **Siren** has at least **Mag Bonus**, and **Diablos** has at least its refinement abilities and **Enc-Half**. (This may be too much time grinding for your taste (about one hour); if it is, feel free to stop whenever you feel like, but getting **Mag Bonus** now will really help you in the long run.)

Suggested GF ability learning orders to this point, for reference:

- **Quezacotl**: **Card**, **Card Mod**, **T Mag-RF**, **Mid Mag-RF**, **Boost**, **Vit-J**, **Elem-Def-J**, **Elem-Defx2**, other **Junctions**, everything else
- **Shiva**: **I Mag-RF**, **Str-J**, **Boost**, **Elem-Atk-J**, **Spr+20%** (to unlock **Elem-Def-J**), **Elem-Def-J**, **Elem-Defx2**, **Vit-J**, everything else
- **Ifrtit**: **F Mag-RF**, **Ammo-RF** (requires **Ifrtit** to be Level 10), **Boost**, **Str+%** abilities (to unlock **Str Bonus**), **Str Bonus**, **Junctions**, everything else
- **Siren**: **L Mag-RF**, **Tool-RF**, the **Mag+%** abilities (to unlock **Mag Bonus**), **Mag Bonus**, **Move-Find**, **ST Med-RF**, **Boost**, the **Junctions**, everything else
- **Diablos**: **ST Mag-RF**, **Time Mag-RF**, **Enc-Half**, **Enc-None**, **Mug**, **Junctions**, everything else

Perfect Game Alert #5

If you're doing a Perfect Game, stick around the beach until you have **Str Bonus**, **Mag Bonus**, and **Enc-None**. While in a normal game you can learn them over time by just fighting battles as they come, in a Perfect Game this will gain you too many levels, so just learn them now. The stat Bonus abilities will save you major time maxing stats in the end-game (compare to the hour or so you'll probably need to learn these abilities), while **Enc-None** will let you keep your level low until you get the other Bonus abilities (there are still three new ones on GF's yet to be found, plus a late-game GF with ALL Bonus abilities). **From this point on and until you have all of these abilities, the only really valid reasons to fight random encounters in a Perfect Game are for AP or because you need something Mugged from or Dropped by an enemy.** (Alternately, if you're playing a Remaster version, you can simply use the No Random Encounters cheat; however, this possibility will not be taken into account in the rest of the guide, since it is, as mentioned, a cheat and not really part of the game per se.)

Save and heal, then it's time for...

Refinement Moment #2

Now that we have a number of new GF's and their refinement abilities, it's time to milk the system even more. (Just like before, if you find the game is too easy, either skip some refinements or just don't use some of the stuff you've picked up). If you followed the walkthrough, the Queen of Cards should still be in Balamb with **All**, so you shouldn't have any issues with winning only one card at a time. Another note (and this applies throughout the entire game, mind you, not just here) is that in some of the **Card Mod** chains especially, you may have an intermediate ingredient already instead of the Card (or other beginning ingredient); in this case you can just do the refinement directly with your inventory stock. The list follows, in order of usefulness and with refinement abilities and Card Levels marked (all chains start with Card Mod unless otherwise noted; **Rare Cards** are marked with *). All **previously-available refinements** can still be done also, in case you didn't do them.

- **Quistis Card*** > 3x **Samantha Soul** > 180x **Triple (Time Mag-RF) (Level 10)**
- **Zell Card*** > 3x **Hyper Wrist (Level 10)**
- **Diablos Card*** > 100x **Black Hole** > 3,000x **Demi (Time Mag-RF) (Level 9)**
- **Gayla Card** > **Mystery Fluid** > 10x **Meltdown (ST Mag-RF) (Level 1)**
- **Tri-Face Card** > **Curse Spike** > 10x **Pain (ST Mag-RF) (Level 3)**
- **Armadodo Card** or 2x **T-Rexaur Card** > **Dino Bone** > 20x **Quake (Time Mag-RF) (Level 3/4)**
- **Mesmerize Card** > **Mesmerize Blade** > 20x **Regen (L Mag-RF) (Level 2)**
- **Tonberry Card** or **Tonberry King Card** > **Chef's Knife** > 30x **Death (L Mag-RF) (Level 3/5)**
- **Belhelmel Card** > **Saw Blade** > 10x **Death (L Mag-RF) (Level 2)**
- **Tent** > 10x **Curaga (L Mag-RF)**
- **Cockatrice Card** > **Cockatrice Pinion** > 20x **Break (ST Mag-RF) (Level 1)**
- **Forbidden Card** > **Betrayal Sword** > 20x **Confuse (ST Mag-RF) (Level 3)**
- **Anaconda Card** > **Venom Fang** > 20x **Bio (ST Mag-RF) (Level 2)**
- 4x **Malboro Card** > **Malboro Tentacle** > 40x **Bio (ST Mag-RF) (Level 5)**
- **Gesper Card** > **Black Hole** > 30x **Demi (Time Mag-RF) (Level 1)**
- **Wendigo Card** > **Steel Orb** > 15x **Demi (Time Mag-RF) (Level 4)**
- **Torama Card** > **Life Ring** > 20x **Life (L Mag-RF) (Level 4)**
- **Elastoid Card** > **Steel Pipe** > 20x **Berserk (ST Mag-RF) (Level 5)**

- **Grendel Card > Dragon Fin > 20x Double (Time Mag-RF) (Level 2)**
- **Blood Soul Card > Zombie Powder > 20x Zombie (L Mag-RF) (Level 1)**
- **Imp Card > Wizard Stone > 5x Stop (Time Mag-RF) (Level 4)**
- **Caterchipillar Card > Spider Web > 20x Slow (Time Mag-RF) (Level 1)**
- **Grat Card/Buel Card/Jelleye Card > Magic Stone > 5x Haste (Time Mag-RF) (Level 2)**
- **Ochu Card > Ochu Tentacle > 20x Blind (ST Mag-RF) (Level 3)**
- **10x Chimera Card > Regen Ring > 20x Full-Life (L Mag-RF) (Level 5)**

Of the list, **Triple** and **Full-Life** Magic are two of the best Junction spells in the game (although Full-Life's horrible refinement yield really hurts its usage at the moment; there'll be more efficient methods to obtain it later), while **Meltdown** gives massive increases when Junctioned to **Vit-J. Pain** is among the best Status Junction spells. Meanwhile, **Quake** is inferior to **Tornado**, but still gives massive boosts to stats, while **Regen** gives serious bonuses to **HP-J** especially. **Death** Junctioned to **ST-Atk** gives a chance to instantly **KO** an enemy in addition to giving big boosts to offensive stats. The others are useful here and there, but not as useful as the ones high up on the list.

The **Hyper Wrist**, obtained by refining the **Zell Card**, teaches a **GF** the **Str+60%** Ability, which naturally is a huge increase in physical power, especially if the character has a high base Str through **Junctions** or **Levels**. If you're crazy for end-game efficiency and plan on using **this guide's end-game GF assignments**, teach **Shiva** the ability; one will learn it naturally much later on, and you'll acquire GFs from the third group relatively soon.

As a reminder: if you're looking for something in particular, in Balamb Garden, for **Level 3 Cards** Treppe Groupie #2 has the best and easiest set available, while for **Level 4 Cards** the student that randomly appears in the hallway to the Library is arguably the best source, and for **Level 5 Cards** Treppe Groupie #1 is best. If you're looking for someone who plays ALL Cards level 1-5 (except PuPu, which no one will ever play), play the girl in the Library's reading room.

In addition, the following refinements can be done now, to prepare to craft the two best ultimate weapons in the game by the end of Disc 1. This is optional, but just another way to make yourself highly overpowered:

- **20x Elnoyle Card > 2x Energy Crystal > 20x Pulse Ammo (Ammo-RF) (Level 5)**
- **9x Iron Giant Card > 3x Star Fragment (Level 5)**

Finally, an important note: once you set out from Balamb, you will not encounter anyone who plays **Level 5 Cards** for quite some time, so be sure you have all of them that you need before leaving.

Once you're finished with this veritable cornucopia, it's time to leave Balamb Garden.

Missable Item Alert #1

This is your last opportunity to obtain the Battle Meter and the **Magical Lamp** (both given to you by Cid). Cid is in his office on 3F, and speaking to him there will cause him to fork over whatever you're missing. The **Seifer Card** will still be available later, but there's absolutely no reason not to grab it now.

Now head to Balamb Town (save outside of town). Here, you can start the **Queen of Cards** sidequest by losing the **MiniMog Card** to her, which I recommend you do (click [here](#) for more information). This will move the Queen, but as alluded to above we won't be back here for quite some time. Make sure she goes to Dollet rather than Galbadia; if she heads to Galbadia, reload your save. You can also visit the **Balamb Shop** or **Balamb Junk Shop** for Items and weapon upgrades respectively. Once you're ready, go to the station, buy a train ticket (3,000 Gil), then board the train for a scene. Follow Selphie and Zell into the hallway, then keep speaking to Selphie until she says she'll meet you inside the cabin. Go inside the cabin and speak to Zell for another scene. You'll receive **Pet Pals Vol.1**, then find yourself in...

Timber Forest

Items	None
Enemies	Funguar, Geezard

...as a new group of characters! Ward will have Selphie's Junctions and stats, Kiros will have Zell's, and Laguna, Squall's. You may want to check that everything is Junctioned well, then it's time to move out.

To give a bit more information about mechanics: during this sequence, anything you do or acquire (or refine, for that matter) will transfer to Squall and co. (or, more specifically, to the associated character) and vice versa. For example, if you **Draw 9x Fire** during this sequence, you'll have 9 more Fire spells later in the associated character's inventory as well. Levels/Exp gained and stat boosts (whether by level or by using stat Bonus abilities or **Stat Boosting Items**) will also carry over between the parties. The only exceptions are that Laguna's 3,000 Gil stash is only available to Laguna's party (though any Items purchased do transfer) while your normal Gil pile will be unavailable during the sequence (you won't be paid SeeD Salary either), that weapons are unique to the user (meaning upgrading a character's weapon only affects that specific character, not the character "Junctioned" to the character who upgraded the weapon), and that you cannot teach Quistis **Blue Magic** Limits during the sequence (but any **Blue Magic Items** you may come across will still be available afterwards, allowing you to teach her then).



Follow the linear path. You should have no issue with the encounters, and **Funguar** can be used to **Draw** status Magic if you want. Of course, you could have massive stocks from refining Cards, but if you didn't play much **Triple Triad**, the option is there. There's also a **Cure** Draw Point on the second screen and a **Water** Draw Point near the truck, but again you should have plenty of both spells. Once you reach the truck, get in to continue.

You'll find yourself in a city. There are no enemies here (unless you feel like fighting in the sewers near the central tower, which is pointless), so just run right and follow the street. The only place you can go is the Hotel; go inside and go downstairs (don't bother paying for a room) and speak to the waitress. "Let's take a load off" will continue the game, but the other options will all give interesting dialog. When Laguna stands up, simply approach the piano and return to your table, then, after you can move again, speak to the hotel receptionist. From here on out, there's little to do but watch the scenes.

Forest Owls Mission

Items	Angelo [Card], Pet Pals Vol.2, 8x Zombie Powder or 2x Phoenix Down
Enemies	Fake President (boss), Gerogero (boss)

You'll find yourself in Timber, as Squall, Zell, and Selphie. You may be tempted to explore the city, but there'll be a better time to do so soon. Instead, approach the man on the stairs by where you got off the train. "But the Owls are still around" will allow you to continue, but feel free to select either of the other options for laughs. Once you're done, simply follow the man to his train.

There'll be a scene. First, go save your game in the next train car, then **play** Watts in **Triple Triad** (agree to play, then quit at the **rule screen**). **Mix rules**; if **Open** spreads, great, if not, keep trying (if **Same** abolishes, or Watts stops asking to mix rules, reset and try again; we need Galbadia to have Same for now, so we can change rules in another region later), then play him for real and win the **Angelo Card** from him. (It mods very nicely, but hold off a bit on modding it; by doing so, we can make a little extra money.) You can talk to people along the car if you want, but your objective is the far-back compartment, where a familiar-looking woman is sleeping. You'll be given a chance to name her (Default: **Rinoa**) and her dog (Default: Angelo), then you'll receive a tutorial on how Rinoa's **Combine** skills work. Once that's all over, go back to where you started.

The Forest Owls will outline the mission. Save your game once they finish the explanation, then talk to Watts to begin (click **here** for information about completing it successfully). Make sure to have won the **Angelo Card** from him first though; if you don't, Watts won't be available to play again for quite a long time.

After you're done playing with trains, your SeeD rank will change as appropriate (depending on whether you got caught or not). You'll then be tossed into the menu. Be sure your Junctions are set up correctly (Zell's and Selphie's GF's will have been removed, so be sure to re-equip **Quezacotl** and **Shiva** to Zell and **Siren** to Selphie and Junction Magic as well); in particular, you should Junction Fire- or Earth-elemental Magic to **Elem-Atk**, and **Slow** to **ST-Atk** (refined from **M-Stone Pieces** or **Spider Webs** using **Time Mag-RF**). Also remove **Mug** if you have it. Once you're done, grab **Pet Pals Vol.2** from Rinoa's bed (now a bench) and save your game, then speak to Rinoa and tell her you're ready. Time for some "serious negotiations!"

Boss: Fake President



HP Range	58 - 778	Level Range	1-12
AP	0	Exp	0
<u>Level-Dependent Data</u>			
<u>Level 1-12</u>			
Draw List			
Cure			
Mug (Overall Chance: 0%)			
Nothing			
Drop (Overall Chance: 0%)			
Nothing			
<u>Non Level-Dependent Data</u>			
Card Drop	Nothing		
Vulnerable to Gravity?	Yes		
Elemental Weaknesses	None		
Elemental Resistances	None		
Status Vulnerabilities	Slow (90%), The End		

Apparently Galbadia knew you were coming, so they decided to leave this...person?...here to attack you. Luckily, he's an absolute joke, with no attacks capable of seriously threatening you and low HP to boot. Just whack him and move on.

As soon as you beat this zombie-like man, he turns into...a zombie! (Funny how that works, isn't it?)

Boss: Gerogero



HP Range	350 - 3,650	Level Range	1-12
AP	20	Exp	0
<u>Level-Dependent Data</u>			
<u>Level 1-12</u>			
Draw List			
Esuna Double Berserk Zombie			
Mug (Overall Chance: 50%)			
2x Phoenix Down			
Drop (Overall Chance: 100%)			
8x Zombie Powder			
<u>Non Level-Dependent Data</u>			
Card Drop	Nothing		
Undead?	Yes		
Vulnerable to Gravity?	Yes		
Elemental Weaknesses	Fire, Earth, Holy [3x]		
Elemental Resistances	Poison (<i>Nullifies</i>)		
Status Vulnerabilities	Slow (90%)		

This is your first experience with an Undead in FFVIII. As in other FF titles, Undeads are damaged by curative abilities. Gerogero loves to spam status attacks, but thankfully the **Esuna** spell in its Draw List combined with its Undead nature more or less negates this threat.

Gerogero's physical attack does fairly decent damage to one, while it also has access to the **Silence** and **Berserk** spells. Its most dangerous trick is its "Brrawghh!" attack, which deals damage and inflicts **Curse**, **Darkness**, and **Slow** to one.

If you plan to **Draw** from it (both **Berserk** and **Double** are useful spells), inflict **Slow** on Gerogero, then get Drawing. If it sets a status, heal the character with a Draw-cast of **Esuna**, then keep drawing. As to actually defeating the thing, you should be aware that physicals will only deal half damage. The easiest way to win is just to use an **X-Potion**, **Elixir**, or **Phoenix Down** on it; the former two will kill it instantly, while the latter has a 25% chance of doing so. If you want to fight it "straight up," magic will likely outdamage physicals (unless your Str stat is very high), just remember to heal any status ailments.

You'll receive 8x **Zombie Powder** upon victory. Mugging isn't recommended, 2x **Phoenix Down** is not really a good result at all.

After the battle, you'll see more scenes. You'll be forced to change your party (Rinoa has to replace one of your party members; I recommend swapping her for Selphie, just be sure to swap out Junctions as well), then talk to Watts and tell him you're ready to be deposited in Timber.

Timber

Items	Girl Next Door, Timber Maniacs [Entry], 500 Gil, Buel [Card], Tonberry [Card] or Forbidden [Card], Potion, Phoenix Down, Soft, Antidote, Remedy
Enemies	Elite Soldier, G-Soldier

Perfect Game Alert #6

If you're planning to do a Perfect Game, do **not** teach Angelo his Angelo Recover or Angelo Reverse skills. These can slow down **Angelo Searching** later in the game (which you will need to do a lot of), and aren't all that great of skills, so avoid teaching these. You can read the associated **Pet Pals** magazines without any problems, just don't go into the menu and set Rinoa to learn either of these abilities. Other Angelo skills are perfectly fine to teach him, since they're only used with the **Combine** command.

The first thing you should do is check out the **Pet Shop** (located to the left of the stairs up to the Balamb train platform). It sells a number of useful Items (**Amnesia Greens** and the **Pet Pals** magazines are the most notable at this point), and you should also sell off any **Elixirs** in your inventory if you got the **Angelo Card** earlier for a little extra cash. Now, it's time for...

Refinement Moment #3

Card Mod the **Angelo Card** into 100x **Elixir**, which more or less eliminates any issue with healing for the rest of the game (you can also sell them for considerable profit). You can also buy **Command Scrolls** (any type is fine) from the **Pet Shop** and refine them into 10x **Wizard Stone** each with **Tool-RF**, and then into 5 of whatever high-level magic you like with the appropriate magic refinement ability (requires 2 scrolls per spell per character to get 100 spells). This isn't that useful, since **Card Mod** recipes usually give faster results without costing as much Gil, but if you didn't Card Mod for whatever reason or you want to make **Firaga** or **Stop** spells (since refining scrolls **is** faster than cards in these cases due to poor Card Mod yields), be my guest. (If you find yourself short on funds, feel free to sell off the **Occult Fan I** you should have grabbed in Balamb Garden, or some Elixirs.)

All **previously-available refinements** can still be done as well, assuming you have the ingredients available.

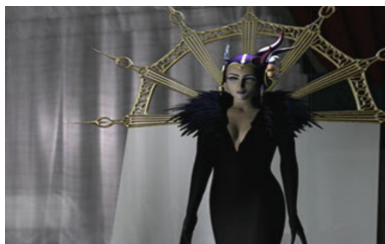
The kiosk on the other side of the stairs from the Pet Shop doesn't sell anything, but does give some minor hints.

While entirely optional, you can veer south from the station area and pass the **Junk Shop** and Hotel to where two **Elite Soldiers** are threatening the Timber guards. Approach them to fight the soldiers. This mostly just gives character development (no tangible rewards that I'm aware of, and they still won't let you leave town), but might as well do it if you're passing that way, right?

Back at the station where you disembarked, veer the other way this time (running parallel with the track the Forest Owls base left on). You should find yourself in front of the Timber Maniacs building, which you should enter. Examine the magazine piles here to find the **Girl Next Door** (no, you can't read it), which is a unique item used in an optional event later. The door on the left leads to a **Blizzaga** Draw Point (your first encounter with an -aga spell if you haven't been refining), while the door at the end of the hall leads to the main newsroom. There's a **Timber Maniacs** issue and two people in here; talking to them is optional, but will give you stories on various subjects you may or may not find interesting. Leave when you're finished (excellent advice in most areas of life, actually).

Missable Item Alert #2

Don't forget to pick up the **Girl Next Door** (the magazine, not your neighbor). It'll be available for quite some time, but this is the only time you're forced to visit Timber and it's very easy to forget, so just take care of it now.



Enter the house next door to Timber Maniacs. The occupants all have interesting comments, but the real draw is the view from the second-story window. You'll see a back alley...hmmm. Return to the street, and follow the street to the Pub. (If you need to heal, you can pass the stairs to the next screen, then head to the Old Man's House. Speak to him to heal; you can also examine the cupboards 4 times for 500 Gil, but you can no longer heal if you do that.) The pub is actually down the steps on the screen to the right of the house. Go there, and you'll be thrust into battle against two **G-Soldier** grunts. They suck just as much as they always have, so have at it. You'll receive a **Buel Card** for defeating them. Check out the **Timber Shop** here, then enter the pub. A drunk is blocking the back exit. You can either tell him about his card, in which case you'll get a **Tonberry Card** (he'll let you keep the Buel Card as well), or buy him a Raegan drink for a **Forbidden Card**. The **Tonberry Card** is marginally better (**Death** spells are better than **Confuse** spells, which the cards respectively refine into), but it doesn't really matter either way. He'll move out of the way, letting you pass through the door.

From here, use the Save Point, then simply follow the path to the TV station, viewing the scenes along the way. You'll eventually find yourself back outside the station; return to the pub, then to the house you visited earlier for more scenes. Back in control, speak to whomever you like; talk to Quistis twice, then try to leave the house to move things along. As you head out, Chief (the woman) will give you a **Potion, Phoenix Down, Soft, Antidote, and Remedy** for the journey.

Head outside now, and speak to the G-Soldier here. Head towards the pub, and you'll receive a ticket to Galbadia Garden; all that's left to do now is to head to the station near Zone, and board the train to Galbadia Garden (heal first at the old man's house if you want).

Aboard the train, you'll see more scenes. Speak to everyone else (you'll also need to speak to Selphie in the hallway until she stops saying new lines), then to Zell. Choose (Leave him alone) to proceed.

Dollet Exploration

Items	Timber Maniacs [Entry], Timber Maniacs [Entry], 5x Geezard [Card], 4x Red Bat [Card], 3x Buel [Card], 2x Anacondaaur [Card], Cactuar [Card], Siren [Card], Occult Fan II
Enemies	Adamantoise , Anacondaaur , Fastitocalon-F , Funguar , Geezard , Wendigo

While your next destination is Galbadia Garden, near East Academy Station, I strongly recommend **NOT** getting off, instead riding the train all the way to Dollet. If you insist on plowing ahead, go to East Academy Station and click [here](#) to continue with the walkthrough.

First, about some useful encounters in the area. If you go to the beach, you can battle **Adamantoise**. Their ridiculous defensive stats combined with their affinity to inflicting **Darkness** status can make for a long battle, but you can **Mug** a **Whisper** from them, which teaches Quistis her **White Wind** Limit and is not available through **Card Mod**. Away from the beaches (best place to look is in forests or near cliff bases), you can fight **Anacondaaur**, which is the only currently-available source of **Dragon Skins** for Zell's higher-level **weapons** (note that it's a Drop, and actually getting it to Drop is a total crapshoot unless the Anacondaaur is Level 30+). You won't be able to actually make Zell's Ergheiz yet, but you'll get the final item in a little while if you did bother to try for the Skin.

Now, onward to Dollet proper. Your first order of business should be to change the **Triple Triad** rules in Dollet to not be so unfavorable (**Random** especially is a nuisance, as is the lack of the **Open** rule). Ideally, you should be **carrying** Galbadia rules with Open spread, so simply **play** (i.e. **challenge**, accept, then quit at the **rule screen**) the girl near the car rental area (in red) until either a rule changes, or she stops asking. If **Same** spread, **Elemental** abolished, or nothing happened and she stops asking, reset (you can also use the methods given [here](#) to guarantee success); otherwise (if either Open spread or Random abolished), return to Timber (follow the road to avoid encounters) and **challenge** the entrance guard on the left. He'll ask to **mix rules**; decline until he stops asking, then play a game with him. You now have Galbadia rules again. The Hotel has a **Timber Maniacs** issue (rent the room). Also, go back to the Timber Maniacs building and speak to the man outside. Encourage him to become a journalist (choose "No way").

Missable Item Alert #3

Be sure to encourage the man outside Timber Maniacs to become a journalist. You can only do this until the end of the disc, and since it's highly unlikely that you'll return to Timber, it's best to just do it now. This is important because not doing it will cause you to miss a copy of an item that's strictly limited in quantity (unless you can access **Chocobo World**, that is).

You're done in Timber for now, so go back, save your game, and try to do the other rule change (most likely abolishing **Random**). If it doesn't work after two or three tries, click [here](#) for sure-fire methods. I recommend keeping **Elemental** for now, in case you need it for changing rules in other, yet-to-be-visited regions (you can abolish it later if you want).

Feel free to stay in the Dollet hotel and grab the **Timber Maniacs** issue here.

Once this is done, I advise manipulating the **Trade Rule** (assuming you sent the Queen to Dollet as part of the **Queen of Cards Quest** while you were in Balamb). Simply **play** the Queen of Cards (she's upstairs in the pub) and check her Trade Rule, and keep quitting until she uses **All**. Once you have All in place here, don't play any more games with her for now (you can still speak to her normally). Also, there's another **Timber Maniacs** issue up here.



Assuming you don't already have one, you should also make a separate save in the pub, for use in **Triple Triad rule manipulation**. (Note that this is unnecessary, and indeed pointless, in the Remaster.)

Now that **Triple Triad** is set up for easy milking, we're ready for the more interesting stuff. Upstairs in the pub is the pub owner (on the left side of the screen); beat him in a game of Triple Triad to gain access to his secret room. Follow him there, and speak to him to receive 5x **Geezard Card**, 4x **Red Bat Card**, 3x **Buel Card**, 2x **Anacondaaur Card**, and a **Cactuar Card**. Play him here in his private room and win the **Siren Card** from him (LancetJades also informs me that you can even win the card before he retires to his game room). Next, you can examine the magazine piles near the door. The only one with anything really useful is the one nearest the door; each time you examine it, there's a chance at receiving some items, including **Occult Fan II** (you can't get more than one). If you receive three items from the stack but no Occult Fan, just exit and re-enter and try again (you must leave and re-enter after every three items).

The **Dollet Bone Quest** is also available (it starts in the Artist's House, south of the pub, where the Queen of Cards' son lives), but I recommend waiting until Disc 3 to do it. The rewards are nothing short of trash right now. Assuming you gave the Queen the **MiniMog Card**, you can also win it back from the boy here. (Once you've won it back, it's now safe to **Card Mod** the MiniMog Card, but the yield it is crap--100x **Pet House**, which are really only useful to sell for Gil.)

The **Item Shop** and **Junk Shop**, incidentally, are down the street from the pub (with "Nautilus" written in the window). Be sure to at least give the Item Shop's inventory a quick browse. If you failed to defeat **X-ATM092**, the car here will have been destroyed, changing the dialog of the owner.

You can also play cards with other people around town. No one can play **Level 5 Cards**, but the lady in yellow near the store only plays **Level 1 Cards**, the pub's bartender, **Level 2 Cards**, the blue-sleeved man near the stairs to the beach, **Level 3 Cards**, and the car rental girl, only **Level 4 Cards**, so if you're looking for a particular Card, these are the best people to play. As usual, if you're using the **All** rule (which you should be), quit if it changes to something else and keep checking until it goes back to All. For currently-available refinement information, click [here](#).

In addition, you can explore the path leading to the Communications Tower (speak to the guard blocking the path twice). However, there's nothing useful to do there, so I wouldn't bother with it unless you really want to see it (you can't re-enter the tower; the path to it is blocked).

Once you're finished in Dollet, head to East Academy Station. You can follow the nearby railroad tracks for no encounters; in fact, your party can even stop approaching trains instantly. Must be that Str Junction on Squall....

Journey to Galbadia Garden

From East Academy Station, you'll notice a forest nearby. Before entering the forest, move all Junctions to Squall, Quistis, and Selphie (even if they're not in your party--you'll see why soon). Enter the forest and...what?

Excavation Site

Items	None
Enemies	Elastoid, Esthar Soldier, Esthar Soldier (Cyborg), Gesper

You're back as Laguna and Co. Squall is once again Laguna, while Quistis will be Kiros and Selphie, Ward. Zell and Rinoa do not participate; if anything is Junctioned to them, it will be unavailable for the duration of the sequence. Placing Lightning on **Elem-Atk** isn't a bad idea; nothing resists it, and the two strongest enemies here (**Elastoid** and **Cyborg Esthar Soldier**) are weak against it.

Time for a few informative bits before exploring the area. First, this sequence works very similarly to the **previous Laguna sequence** (except which character is Junctioned to which character is different). Second, Level 30+ **Elastoids** have **Laser Cannons (Mug them)**, which teach Quistis **Homing Laser**, an extremely powerful attack, along with **Meltdown** Magic to **Draw** (but you really shouldn't be leveled that high yet). In addition, Elastoid has **Dispel** at all levels, and **Stop** at mid- and high levels--neither of the latter two spells are easily acquired this early in the game, so be sure to take advantage of them if they're available. Third, if you were grinding on Balamb's beach earlier, there's a good chance you'll start seeing Level 20+ enemies, which have the -ra spells for Drawing. Finally, and most importantly, the actions you take here will also have important effects on Disc 3, so be sure to follow the walkthrough for best results.

Perfect Game Alert #7

Be wary of the **Gesper** enemies here, they know **Degenerator** (yes, the same one Quistis uses), which will **KO** (and remove from battle) a character and cannot be blocked. In other words, if you're going for zero KO's, take out any Gespers quickly, before they get a chance to use the skill.



Choose whichever option you want, then simply follow the linear path until you reach a fork. There's a **Sleep** Draw Point here, but chances are everyone's already maxed out on the spell. Continue onward to have a Back Attack'd date with an **Esthar Soldier**. Defeat him, then knock off 3 more in the next battle. Take the right fork when you're done and follow the path until you reach a junction after descending to a blue area. Walk around here until a dialog box opens near the junk on the ground--choose to "Pick it up" (unlocks a **LuvLuv G** later). Take the path leading left until you reach a screen with three door-things. Fiddle with the lever on the middle door, then leave for another scene (opens access to a **Silence** Draw Point later, the least valuable of the available goodies).

Return to the fork near the beginning, and take the other (left/straight) path this time until you reach a three-way fork.

There's a **Confuse** Draw Point on the right fork, while the central path leads to our next destination. So use the Draw Point if you want, then climb down the ladder in the middle. Behind the broken barricade on the left (in the blue area) is another Old Key; pick it up to unlock an **Ultima** Draw Point (!) later. Continue down the hall, and mess with the large hatch here (unlocks a **Phoenix Pinion** late-game).

Return to the starting intersection and go back down the right-hand path. Return to where you opened the middle panel earlier, but this time tamper with the right-hand one (opens access to a **Power Generator** later, arguably the rarest item in the game). Return to the junction where the first Old Key was, and head north from there now.

Keep following the path north until you reach a detonator. Examine it and press the red switch first (opens the left panel), then the blue one (opens the right side, also opens access to **Combat King 005** on Disc 3). Once that's done, head upwards until you reach a large rock sticking out of the wall on the left side. Examine it to push it out of the way (later this allows you to access a **Spd-J Scroll**), then just follow the path until you reach a three-way intersection. Use the Save Point then, unless you feel like fighting more here (and there's no reason to do so really), head upward.

The last section consists of forced encounters against various types of E-Soldiers. If you did everything in the walkthrough you'll only fight the final battle, but otherwise you can fight as many as five battles in a row if you didn't do anything. The final one will end battle with Soul Crush, which will be followed by a scene.

Yaulny Canyon

Items	None
Enemies	Belhelmel, Blood Soul, Cockatrice, Fastitocalon-F, Funguar, Geezard, Grendel, Ochu, Thrustaevis, Wendigo

The first thing to note is that, in the game itself, Selphie and Quistis will be at 1 HP, so be sure to heal up if you're going to use them. The forest can also now be walked in on the World Map.

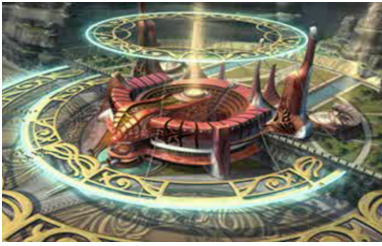
Galbadia Garden is very close, but if you're planning to get Squall's **ultimate weapon**, you need **Dragon Fang** items. These items are easiest to acquire from **Grendel**, and this forest is the best spot to meet them (however, you must fight in the forest while touching the cliffs, or you won't meet Grendels). They are Dropped (Common) by Level 1-20 **Grendel** enemies, as well as by Level 20-30 Grendels (Uncommon). As you can see, your best bet is to have your levels low here, but it is possible as long as you're able to encounter one under Level 30. You cannot **Mug** them; their Mug is **Dragon Fin**, and will prevent the Dragon Fangs from dropping. You need 4 Dragon Fangs to obtain **Lion Heart**. (Note that it's also possible to get Dragon Fangs from Level 20-30 **T-Rexaurs**, but it's very difficult to get the Drop and it requires you to Level far too much, besides the fact that you can't currently fight T-Rexaur.)

Once you're done, or if you don't care to obtain **Lion Heart** right now, just head to Galbadia Garden, which is more or less due west from the forest. It's a very short distance, and you should see it shortly after emerging out the other side of the forest.

Galbadia Garden

Items	20x Normal Ammo
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Simply run towards the main building (if Quistis was in your party, you'll be forced to replace her with someone else). until you see an announcement asking you to go to the 2F Reception Room. Do so (pass through the main hall to the hallway on the other side, take the stairs up and go through the door at the top), then you must talk to your party. Talk to whomever you like for commentary, but to proceed, you must speak to Zell, then Quistis, then Rinoa, then Zell, and finishing with Selphie.



To continue on with the game, simply go back to the front gate. Talk to Rinoa, and after a scene **Irvine Kinneas** (who comes with 20 **Normal Ammo**) will join your party as you're given new orders (talk to anyone when you receive your orders, then pick a party). You then receive another tutorial, this time on the Switch menu option. You may be tempted to rush off to Galbadia, but why not buff yourself up first?

After this, you're welcome to explore the Garden. First, there's a Trabia Exchange Student in the locker room, whom you can use to change Trabia's Triple Triad rules. This may not seem all that important, but the most important source of **Rare Cards** on Disc 4 uses Trabia rules, so it never hurts to spread **Open** and get rid of **Random** and **Plus** now while it's very easy. Simply save your game, then run between a Galbadian player and the Exchange Student (keep Galbadia with **Same**). If you're having trouble, **these techniques** will help you (they work here as listed, just save in the main hall and leave the main hall as quickly as possible when you load your save), or (*non-Remaster versions only*) you can change the rules later, when more conventional methods are available.

(CAUTION: Remaster players who want to change rules the easy way will need to change the rules for Trabia now, using the exchange student. Other than this there are no known RNG-based methods that work for Trabia on Discs 1-3 in Remaster, and while it might be possible to do it on Disc 4, there's no guarantee. Save yourself the trouble and just do it now.)

Second, there's an invisible **Haste** Draw Point in the dead center of the main hall.

Refinement Moment #4

For the first time in the game, you can now win **Level 6 Boss Cards** (from the girl in the classroom in the right-hand door in the hallway leading off the right-hand side of the main hall). You can refine them as follows (all recipes begin with **Card Mod**, and all cards are Level 6 unless otherwise noted):

- **Krysta Card** > 10x **Holy Stone** > 10x **Holy (L Mag-RF)**
- **Siren Card*** > 3x **Status Atk (Level 8)**
- **Elvoret Card** > 10x **Death Stone** > 10x **Death (L Mag-RF)**
- **Iguion Card** > **Cockatrice Pinion** > 20x **Break (ST Mag-RF)**
- 2x **X-ATM092 Card** > **Turtle Shell**
- 5x **Shumi Tribe Card** > **Gambler Spirit**
- 10x **Gerogero Card** > **Circlet**

Of these, only refining **Holy** (and the **Siren Card**) is really noteworthy; the others are either available more easily through other means (**Death**, **Break** spells), or just flat-out not worth your time (**Turtle Shell**, **Gambler Spirit**, **Circlet**). **Holy** gives massive boosts to both **Str** and **Mag** (very similar to **Flare**), but naturally removes any sense of challenge from the game.

Remember **Ammo-RF**, that ability that makes Ammo that no one can actually do anything with? You'll be able to make great use of it soon, now that Irvine has joined you. Here are some recipes that may interest you (again, from most useful to least, and all use **Card Mod** and/or **Ammo-RF** unless otherwise noted):

- **Tonberry Card** or **Tonberry King Card** > **Chef's Knife** > 20x **AP Ammo (Level 3/5)**
- **Cactuar Card** > **Cactus Thorn** > 40x **Demolition Ammo (Level 3)**
- **SAM08G Card** > **Running Fire** > 40x **Demolition Ammo (Level 3)**
- **Trauma Card** > 30x **Demolition Ammo (Level 6)**
- **Grand Mantis Card** or **Death Claw Card** > **Sharp Spike** > 10x **AP Ammo (Level 2/3)**
- **Normal Ammo** > **Fast Ammo**
- **Abadon Card** > 30x **Dark Ammo (Level 6)**
- **Anaconda Card** > **Venom Fang** > 20x **Dark Ammo (Level 2)**
- **Oilboyle Card** > 30x **Fire Ammo (Level 6)**
- **Geezard Card** > 5x **Screw** > 40x **Normal Ammo (Level 1)** (each **Normal Ammo** can be refined again into **Fast Ammo** if you like)
- **GIM47N Card** > 10x **Fast Ammo (Level 5)**
- 10x **Elnoyle Card** > **Energy Crystal** > 10x **Pulse Ammo (Level 5)**
- **Fuel** > 10x **Fire Ammo**

All **previously-available refinements** can still be done also, assuming you have access to the needed ingredients.

When you're done here, leave through the front gate. Go to the train station nearby and pay 3,000 Gil for a ticket to Deling City, then, on the train itself, try to leave for a scene. Enter the corridor, then go back to the entrance to continue (no, you can't just run along the tracks, they're blocked...but then how does the train...never mind).

Deling City

Items	None
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Follow the path out of the station.

Deling City is a relatively confusing place, but thankfully the buses are simple and user-friendly (unlike most real-world bus systems). They make circuits around various parts of the city, branching out from the central plaza where you emerged from the station. Your party will tell you to go to Caraway's Mansion, but if you did the first part of the **Queen of Cards sidequest**, go to the Shopping Arcade (head right from the main square or catch a bus going that way; they come quickly and

don't make you wait unlike, you know, real buses) and play to the man in black across from the Junk Shop (not the screen with the hotel) to collect your reward (if you didn't do it, just skip to the paragraph below the box).

Refinement Moment #5

Once you have the **Kiros Card** (reward for giving the **Queen of Cards** the **MiniMog Card**), use **Card Mod** to turn it into three **Accelerator** items. Accelerators teach **Auto-Haste**, one of the best abilities in the game (and you can get it easily on Disc 1, shockingly enough). A **GF** will come with the ability later, and, depending on your play style, you can either teach it now to two of your GFs, or hold onto them and teach them when your GF arrangements are more stable (at most you can have 6 GF's now). Or, if you want to teach it now but don't want to have to delete/re-learn it around later, click **here** for more information about where your GF's should be end-game, and teach to one GF each from the **Strength** and **Defense** groups (if you use the setup given, the **Magic** group will learn Auto-Haste naturally on a GF yet to be seen).

If you're worried about losing the card permanently, don't be. With proper preparations, you can gain an unlimited number of **Rare Cards** on Disc 4. This is true of all Rare Cards, not just the **Kiros Card**, so if you don't plan to use a given Rare Card in your playing hand, by all means mod it (unless it's needed by the **Queen of Cards**, of course, in which case you need to lose it to her and then win it back from her son before modding it).

As usual, all **previous refinements** can still be completed.

As one would expect, you can check out the **Item Shop** (nothing new, but give it a look anyway), and the **Junk Shop** if you gathered the ingredients for anyone's ultimate weapon (Squall's and Selphie's in particular).

Now head to Caraway's Mansion (it's on the next screen to the left from the main square. Speak to the soldier outside, and he'll tell you to obtain a student's ID number (it's different every time you play through the game). He sells a Location Displayer for 5,000 Gil and two hints for 3,000 Gil each. All of them are useless, but the Location Displayer is unique.

Perfect Game Alert #8

Buy the Location Displayer now (completion purposes). It won't be available after you give the guard the student's ID number.

Once you've received your objective, the guard will offer to escort you out of town; agree to be dropped immediately by the car rental place. Rent a car if you want, or just run out to the World Map.

Obtaining the ID Number

Items	None
Enemies	Abyss Worm, Armadodo, Belhelmel, Blobra, Blood Soul, Buel, Chimera, Fastitocalon, Fastitocalon-F, Forbidden, Funguar, Geezard, Ochu, Thrustaevis, Wendigo

The Tomb of the Unknown King is located on a small cape to the northeast of Deling City (use your map to locate it). Roads don't go there, so if you're not using a car or **Enc-None** you will have some encounters. Enter the area. The outer portion has a **Protect** Draw Point. Use it if you like, then go inside and follow the linear path to the next screen. Examine the sword to see the ID number; either memorize it or write it down (if you forget it, you'll have to return here to get it again). From here, you can either go back right away, or explore the Tomb. I recommend doing the exploration, since it will give you a new GF, which always helps you tremendously (click **here**).

Planning the Operation

Items	Timber Manics [Entry]
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Before proceeding with the story, you can lose the **Sacred Card** to the **Queen of Cards** now if you'd like (I recommend doing it--if you don't want to, or don't have the Sacred Card, skip to the next paragraph). To do this, return to Dollet (where she should be if you followed the walkthrough; stay on the road if you don't have **Enc-None** but are worried about Levels), then save and lose the Sacred Card to her. If she goes back to Balamb, great, otherwise, reset and try again. You can (and should) also win the Sacred Card back from her son before leaving, at which point you can either keep it as a playing card or **Card Mod** it into 100x **Dino Bone**, which turns into oodles of **Quake** Magic.

Once you're finished, return to Deling City.

Refinement Moment #6

If you obtained the **Minotuar Card** from the optional **Tomb of the Unknown King** quest, **Card Mod** it into 10x **Adamantine**, which you'll need to complete many ultimate weapons. They also teach **Vit+60%**, which gives huge bonuses to a character's Vit stat (teach it to **all three groups**, no GF has it naturally). Leave the **Sacred Card** alone for now (unless you already lost it to the Queen and won it back); 100x **Dino Bone** may be tempting for the easy **Quake** Magic, but you still need it for the **Queen of Cards** sidequest.

In line with tradition, any **previously-available refinements** can still be done if you've been collecting ingredients.

Now I recommend heading to the Shopping Arcade. Check out the **Item Shop** (nothing new, but give it a look anyway), and the **Junk Shop** if you gathered the ingredients for anyone's ultimate weapon (Squall's and Selphie's in particular). Stay at the Hotel (100 Gil) to heal HP, and while you're in the (strangely familiar) room, grab the **Timber Manics** issue near the far bed.

In addition, if you're interested in changing **Triple Triad** rules for a yet-to-be-visited place, there's a woman across the street from the Hotel who uses FH rules. (As usual, be sure to save--you can save inside the hotel), so just run between her and whomever else you want to play to get FH's rules to your liking.

Give the soldier the correct number to be admitted to Caraway's Mansion. Go inside. Talking to Rinoa in the waiting room will advance the game (if Rinoa was in your party, you'll be asked to reform; don't bother switching Junctions just yet). Simply follow Caraway around the city at this point to learn of the plan. Once you're done, make any final preparations/purchases you need, then head to Caraway's Mansion and go inside.

The Assassination

Items	Weapons Mon May, 6x G-Returner or 4x G-Returner, Hero (optional), Elixir (optional)
Enemies	Creeps, Grand Mantis, Red Bat, Iguion (boss), Seifer (boss), Edea (boss)

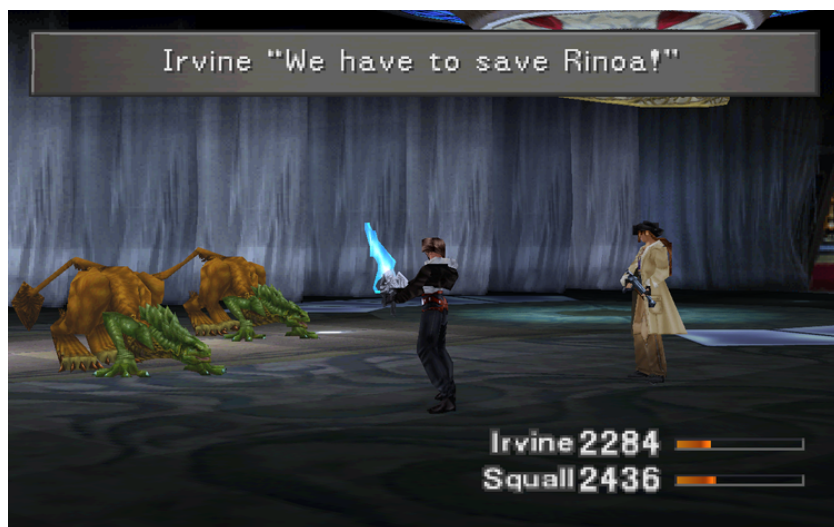
To begin, after the scene, try to leave the room as Quistis, then simply follow Caraway as Squall (again, leave your Junctions alone for now). Talk to Caraway under the arch, then head in the direction Caraway goes until you reach the entrance to the Presidential Palace.

You'll now be in control of Quistis' party (fingers off your Junctions). Return to Caraway's Mansion using the path through the park. Once you go inside, the view will switch to Rinoa. Ignore the boxes for now and examine the manhole cover to enter the sewers (Junction her if she isn't already). Keep running west until you see a magazine on the ground; pick it up to receive **Weapons Mon May**, then leave the sewer the way you came in. Climb (with X) the boxes to the top of the roof, then follow the path until a scene starts. Simply walk forward afterwards.

You're back with Quistis. Examine the glasses on the shelf near the door, then the statue near the window. Exit through the newly-formed passageway (Junction your crew if you're worried about the encounters in this relatively short section) and use the Save Point, then continue until the view changes back to Squall.

Between the FMV's, just keep running right until you reach the gate, then go inside. Strip Rinoa (and everyone else not named Irvine or Squall for that matter) of any GFs they may have Junctioned, and give them to Squall and Irvine. Climb the crates (just like you did with Rinoa) to the top of the roof. Now, Junction **Quake** (if you have it available) to your **Elem-Atk** and Fire-elemental magic to **Elem-Def**, along with **Petrify** protection (if you have it) to **ST-Def**. You can also give someone **Mug**, but the Mug is only marginally better than the Drop, so I leave that up to you. Most importantly, be sure at least one character has the **Draw** Command--**this is absolutely critical!** Run through the door into the room where Rinoa went earlier, and get ready to meet the entertainment Galbadia prepared for you!

Boss: 2x Iguion



HP Range	127 - 1,747	Level Range	1-19
AP	10	Exp	0
<u>Level-Dependent Data</u>			
<u>Level 1-19</u>			
Draw List			
Cure Esuna Break Carbuncle			
Mug (Overall Chance: 25%)			
6x G-Returner			
Drop (Overall Chance: 100%)			
4x G-Returner			
<u>Non Level-Dependent Data</u>			
Card Drop	Nothing		
Vulnerable to Gravity?	Yes		

Elemental Weaknesses	Earth, Holy [2.5x]
Elemental Resistances	Fire (Nullifies)
Inherent Status	Reflect*
Status Vulnerabilities	Drain, The End

*Has **Reflect** status until **Carbuncle** is Drawn. Once Carbuncle has been Drawn, all Iguions will lose the status.

Iguions are lizards with two very important quirks to remember. First, they will have unremovable **Reflect** status until you **Draw Carbuncle** from one of them. Second, as just mentioned, they have **Carbuncle**, a new GF, to Draw. So, in other words, Draw **Carbuncle**!

In spite of their quirks, as monsters Iguion are...not all that special at all. Magma Breath is powerful Fire damage to one that also inflicts **Petrifying**, while Resonance is magical damage to all. They also have a basic physical (a claw attack).

To kick things off, **Draw Carbuncle** to obtain a nice GF and remove their **Reflect** status. If you don't have **Break** Magic, now is an excellent chance to Draw it, although if your Magic stat is low you may find yourself having trouble getting it in large numbers. Healing is pretty easy here--**Cure** and **Esuna** are both available in their Draw lists. Once you're ready to take them down, you'll find a **Quake** spell backed up with a decent Mag stat will probably OHKO both of them in a single cast. Otherwise, just hitting them physically will likewise make them see their final days. You can try to **Mug** six **G-Returner** items (two more than the Drop) if you want, but G-Returners aren't all that useful. Just be sure you have Carbuncle before killing them off!

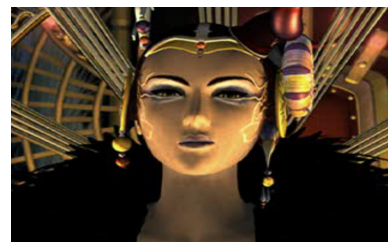
Assuming you Drew, you'll be asked to name your new GF (Default: **Carbuncle**). After the scene, use the hatch in the hallway to reach the clock tower. Examine the sniper rifle and the view switches to...

...Quistis' party! Now's the time to set up your GF's. If you have a **Turtle Shell** item (**Mugged** from **Armadodo** in the **Tomb of the Unknown King**, or **Card Mod** three **Adamantose Cards** or two **X-ATM092 Cards**), use it to teach **Carbuncle Vit+20%**, this will help you learn Vit Bonus quicker (you don't need to unlearn anything, since Vit+20% is learned naturally by Carbuncle; teaching it will automatically unlock **Vit+40%**). Alternately, if you were lucky enough to land an **Orihalcon** from **X-ATM092**, use it to teach Vit+40% and unlock Vit Bonus immediately. Teach **Carbuncle** its abilities in this order: **Recovery Med-RF**, the Vit+% abilities (to unlock Vit Bonus; if you already learned Vit+40%, leave Vit+20% for immediately after Auto-Reflect), **Vit Bonus**, **Mag-J** (see note below), the other **Junctions**, **Counter**, **Auto-Reflect**, and polishing off with all the others. Its Summon is great also, because it sets **Reflect** on all three characters with no fuss.

As to who gets which GF, if you collected all of them available up until now I recommend assigning them like this, to assign each group their stat Bonus abilities while balancing out the Junctions as much as possible (GFs in red have moved since we last did this):

- **Strength** (*Squall, Zell/Irvine*): **Quezacotl, Ifrit**
- **Defense** (*Quistis, Irvine/Zell*): **Brothers, Carbuncle, Diablos** (see note below)
- **Magic** (*Selphie, Rinoa*): **Shiva, Siren**

(*Note: The setup given above is the one I strongly recommend, however, one can also make an argument for giving Diablos to the Magic grouping, to give the Magic grouping HP-J. However, there is a ton of important Magic to Draw from upcoming opponents, some of which will not be refinable for quite some time, and having everyone with Mag-J will help tremendously with this (in addition, the Defense setup's user won't ever have a 255% Hit% weapon like the other two can, so Hit-J is also nice to have on that setup). As to the Magic setup's defenses, remember that it has both Vit-J and Spr-J, which should be more than enough to keep them alive even without HP-J. However, once Carbuncle learns Mag-J, switch Diablos to the Magic grouping. As a reminder, Mag-J needs to be a priority for Carbuncle.*)



The sewers can be a bit confusing (a lot of similar-looking screens). Basically, your goal is to arrive on the other side of the water from the ladder to Caraway's. Water wheels can only ridden in one direction, while some doors open and others do not. If you see any ladders facing the wrong way, examine them to drop them down and make a bridge over the water.

From the screen where you regain control, head north, then make your way around the square of screens (traveling left/clockwise), and you'll come back down on the other side of the water. From here just follow the linear path to a water wheel, then ride it up and follow the path to the exit. There's a map here (it's not in English, and I didn't make it, but it should at least get you by):

http://fantasyheaven.altevista.org/ff8/map_sewers.gif

To be more specific, in the first screen north, simply cross to the other side and go left. In the next screen is a ladder (opens access to a Draw Point), but stay on your current track to continue. Simply follow it around (using environmental objects as needed) until the first screen with a water wheel after the Draw Point. Here, cross the bridge to the other side and open the door, then continue onward. In the next screen with a water wheel, if you want to use a **Zombie** Draw Point cross the bridge and go back to the previous screen on the other side, otherwise ride the two water wheels across to the other side. Continuing to the next junction, use the water wheel here to drop down, then continue as far south as you can, using objects as needed to pass through. Once you've gone as far south as you can, drop the ladder (it makes a shortcut back to Caraway's), then follow the path right (on the same side you entered from) until you hit a water wheel. Ride it, then just follow the walkway the rest of the way until you hit the exit. Up in the tower, simply flip the switch to proceed.

After a scene, you'll be with Squall's party in the menu. Be sure to switch all of your GFs to your active characters (Squall, Irvine, Rinoa), as well as anything else you feel like doing. Equipping **Bio** to Squall's **Elem-Atk** isn't a bad idea, nor is Fire protection on **Elem-Def** for everyone (if you have more slots, equip other basic elements). **Slow** on Squall's ST-Atk is nice to have as well. You won't be seeing any status attacks, so **ST-Def** isn't important. Give Squall **Mug** as well if you feel like moving GFs around, or to whomever has **Diablos** if you don't. Once you're all set, leave the menu, and race to the inevitable showdown!

Boss: Seifer

HP Range	176 - 1,076	Level Range	1-20
AP	0	Exp	0
<u>Level-Dependent Data</u>			
<u>Level 1-19</u>		<u>Level 20</u>	
Draw List			
Fire Cure Life		Fira Cura Life	
Mug (Overall Chance: 6.25%)			
Hero		Hero	
Drop (Overall Chance: 0%)			
Nothing		Nothing	
<u>Non Level-Dependent Data</u>			
Card Drop	Nothing		
Vulnerable to Gravity?	Yes		
Elemental Weaknesses	Poison [1.5x]		
Elemental Resistances	None		
Status Vulnerabilities	Drain, Slow (90%), The End		

Seifer is, quite simply, a joke (how he ended up as the Sorceress' right hand man is something I can never quite figure out), and this is even considering he's fighting Squall one-on-one. On the other hand, he is unique for being the first mandatory boss who has multiple level groups, so if you're **Drawing**, **Mugging**, or checking Drops, be sure you're looking at the version you're actually fighting (the easiest way to check the level group is to check the enemy's Draw List and compare it to the table).

Seifer mostly relies on his Hyperion gunblade for his offense. He rarely pulls the trigger, and his damage is pathetic even when he does. He can also cast **Fira**, which is a bit stronger, but nothing a good **Elem-Def** Junction can't handle.

There's very little to say here. Mug the **Hero** if you can and **Draw** any spells you need, then just slice him up a bit to finish off the battle.

Another big fight follows immediately.

Boss: Edea



HP Range	1,300 - 7,000	Level Range	1 - 20
AP	20	Exp	0
<i>Level-Dependent Data</i>			
Level 1-20			
Draw List			
Cura Dispel Life Double			
Mug (Overall Chance: 12.5%)			
Elixir			
Drop (Overall Chance: 0%)			
Nothing			
<i>Non Level-Dependent Data</i>			
Card Drop	Nothing		
Elemental Weaknesses	None		
Elemental Resistances	None		
Status Vulnerabilities	The End		


Unlike Seifer, Edea has only one level grouping (and thus only one attack set). However, she, also unlike Seifer, is more than capable of burying you under a tide of powerful attacks. On the other hand, if you lose, you won't get a Game Over, but you'll miss out on the AP, so just do yourself a favor and win.

Edea's bread-and-butter is her -aga spells (which you haven't seen yet unless you've been abusing refinements or leveled too much). They do heavy damage (around 300 a crack in their respective elements with no **Elem-Def**), though thankfully not as much as you'd expect. Luckily, her physical isn't too strong. She also can rarely cast **Protect** and **Shell** on herself. Finally, if you set **Reflect** on yourself, she will use **Dispel** to remove it from one character with the status.

The easiest way to keep the Sorceress off your backs is to Summon **Carbuncle**. Edea will then waste her next three turns casting **Dispel**, after which you can just Summon Carbuncle again to reapply the status, and repeat for as long as you want. If you're missing any spells (**Dispel** is most likely, since it can't be refined yet), **Draw** them now. **Mug** that **Elixir** if you can, then just hit her until the battle ends.

Watch the scenes.

Walkthrough - Disc 2

 Please insert Disc 2.

Winhill

Items	Eyes On Me [Entry]
Enemies	Bite Bug, Caterchpillar

After the scene, go downstairs, then exit the house. Don't do anything else just yet, instead just head to the pub (which is the next door south in the square). Go inside, and speak to Kiros for more scenes.

Perfect Game Alert #9

Be sure to ask about Julia before continuing with the game. This is the only way to get the "Eyes On Me" entry, and you won't have the opportunity to get it again.

Once you talked about everything, choose, "Let's talk later." Kiros will join you (he has Irvine's Junctions, though if you went into the menu before he joined his GF's may have been taken off). Be sure they're Junctioned to satisfaction, then rest in the house, Draw from the **Curaga** Draw Point in the wardrobe, then return to the town square. Junctioning Fire-elemental magic to **Elem-Atk** isn't a bad idea; it'll greatly increase damage (not like you'll have any trouble killing them though).

Outside, you're out to hunt bugs (...monsters), and nothing that appears here is much threat at all. So check the **Dispel** Draw Point near the river if you want, then follow the path south from the square. Keep going south (at the intersection, it doesn't matter which way you take, though the lower path has a hidden **Reflect** Draw Point near a truck) until Laguna says you're done.

Before returning back to the pub, you may remember that Laguna has a 3,000 Gil stash that doesn't affect Squall's group at all. Well, now is the time to burn it. Go to the shop (on the southern edge of the screen) and spend it on whatever suits your fancy. Once you've gotten rid of all of it, just return to the square. Rest in the house if you want, then it's on to the pub (go upstairs) for more scenes, then finally return to the house and go upstairs.

The Escape

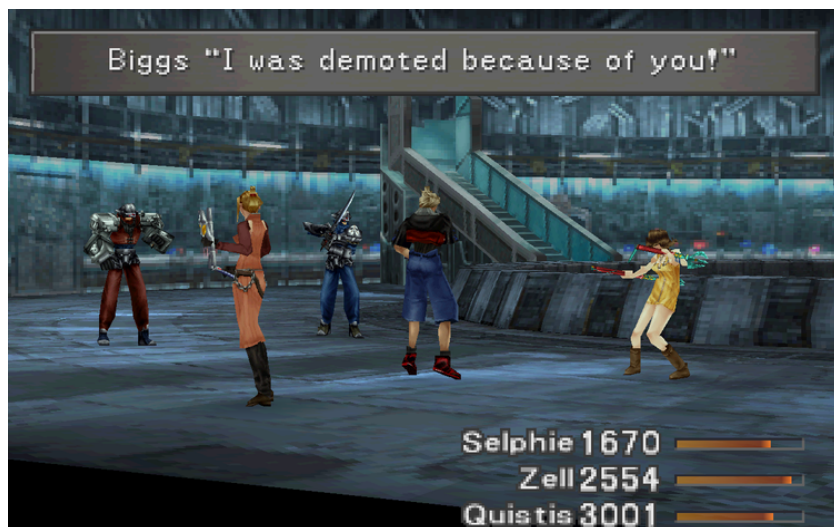
Items	Regen Ring or 3x Elixir , Strength Love or 8x Remedy , Tent , Pet House , Pet Nametag , Str Up , Combat King 001 , Character Report [Entry], Cottage , Rename Card
Enemies	Belhelmel , Elite Soldier , Geezard , GIM47N , GIM52A , Guard , Thrustaervis , Wendigo , Biggs (boss), Wedge (boss)

You'll wake up in an unfamiliar place. Talk to Rinoa twice to advance, then just work through the scenes. For best results, stop the guard when prompted, then, as Squall, answer, "Just let me die." Talk to Quistis, then leave the cell and run upstairs (don't bother checking any cells right now, you can't open them) to trigger a solo battle (Zell vs. 2x **Guard**). They're super-weak, so just beat them up.

After more scenes, the menu will open. Junction your characters (recommended GF assignments are given **here**, just scroll past the Iguion boss box). **Elem-Atk** doesn't matter, but equip your status of choice (except **Death**) to **ST-Atk**. Guard against Fire- and Lightning-elemental attacks (then again, doesn't really matter) in **Elem-Def**, while status attacks will not be seen. Also be sure to give someone **Mug** and everyone the **Draw** command, it's really worth your while here.

Once everyone is up to scratch, leave the menu to receive an unexpected visit from some old faces!

Boss: Biggs, Wedge (Second Battle)



Bigg's Data			
HP Range	1,467 - 2,235	Level Range	1-22
AP	5	Exp	0
Level-Dependent Data			
<u>Level 1-19</u>		<u>Level 20-22</u>	
Draw List			
Cure Haste Slow Regen		Cura Haste Slow Regen	
Mug (Overall Chance: 25%)			
Regen Ring		Regen Ring	
Drop (Overall Chance: 100%)			
3x Elixir		3x Elixir	
Non Level-Dependent Data			
Card Drop	Nothing		

Bigg's Data	
Vulnerable to Gravity?	Yes
Elemental Weaknesses	None
Elemental Resistances	None
Status Vulnerabilities	Confuse (60%), Darkness (40%), Drain, Poison (80%), Silence (80%), Slow (90%), Zombie (70%) The End

Wedge's Data			
HP Range	1,416 - 2,139	Level Range	1-22
AP	5	Exp	0

Level-Dependent Data	
Level 1-19	Level 20-22

Draw List	
Fire Shell Protect Reflect	Fira Shell Protect Reflect

Mug (Overall Chance: 25%)	
Strength Love	Strength Love
Drop (Overall Chance: 100%)	
8x Remedy	8x Remedy

Non Level-Dependent Data	
Card Drop	Nothing
Vulnerable to Gravity?	Yes
Elemental Weaknesses	None
Elemental Resistances	None
Status Vulnerabilities	Confuse (60%), Darkness (40%), Drain, Poison (80%), Silence (80%), Slow (90%), Zombie (70%) The End

The duo from the Comm Tower is back, and not a whole lot has changed, really. If you don't want to get defeated and demoted in a JRPG army, you'd better guard your ass against crippling status ailments, and neither soldier bothered to do that. Both are pathetic, but keep your finger off the **Attack** command while you read this, you can get some very nice goodies in this battle.

Biggs mostly casts support magic (**Haste** and **Regen**) along with using **Thundara** and a physical to attack. Wedge is limited to **Fire** and a physical.

The most striking thing here is their status vulnerabilities. **Darkness** and **Silence** are debilitating enough by themselves, but together they render the duo almost completely inert (even more so if you inflict **Slow** as well), while **Confuse** and **Zombie** are as dangerous (to them) and amusing (to you) as they ever were. Don't inflict **Poison** (or flat-out kill them off) yet though, we need them alive (temporarily). If you pay attention, you'll notice both soldiers have some amazing spells to **Draw**. **Haste** and **Regen** you might already have, depending on how much you abused the refinement skills, while **Protect** and **Shell** you could have had several opportunities to Draw from monsters before now, but they're all awesome spells for this stage, so fill yourself to 100 of each on all characters if you're not there already. **Regen** gives extreme bonuses Junctioned to **HP** (superior even to **Curaga**), while **Protect** and **Shell** give nice boosts to **Vit** and **Spr** respectively. **Haste**, meanwhile, isn't really useful for Junctions, but is still great to cast. However, the real beauty here is **Reflect** (from Wedge). You may have drawn some if you used the hidden Draw Point in **Winhill** (near the truck on the hill), but that won't have been anywhere near enough to Junction with, while the only monsters with the spell that you could have met so far that carry the spell would have required serious over-leveling to Draw it. In other words, once you've tied the pair's arms behind their backs, get to work stocking spells (Reflect especially). Even if it takes a long time for some characters, it's still worth it (unless they're failing most of their Draw attempts). Once you're done Drawing from one of the soldiers, Mug him (keep trying until it succeeds)—their Mugs are far better than their Drops (which suck). Once that's done defeat the soldier (**Poison** will speed this up but isn't really necessary) and continue Drawing from the other, then repeat the process to end the battle.

Junction any new Magic, as well as Lightning-elemental magic to **Elem-Atk**.

Rather than waste time with long, drawn-out explanations of where to go and what to do, I'm going to lay it out in a schematic (in the form of a table). Special (non-numbered) floors do nothing until the appropriate time. Note that on any floor with a barrier, you must go all the way around to reach the stairway continuing on (up or down); if no barrier is present, you can just pass right through. If a cell is marked *N/A*, you should skip it because it's empty. Here's the dirt:

Floor	Notes	Left Cell	Right Cell
Exit			
Control Room (hidden Save Point)			
Torture Room			
12	N/A	N/A	N/A
11	N/A	Card Player (costs 200 Gil)	Thundaga Draw Point (<i>hidden</i>)
10	N/A	Save Point	Card Player (costs 300 Gil)
9	N/A	N/A	Berserk Draw Point
8	No barrier	Man from Garden Shop	N/A
7	No barrier	Starting Location	N/A
6	Save Point	N/A	N/A
5	N/A	N/A	Card Player (costs 500 Gil)
4	N/A	Tent	N/A
3	N/A	N/A	Pet House
2	N/A	Pet Nametag	Str Up
1	No barrier	Save Point (<i>hidden</i>)	Combat King 001
Empty hallway(?)			

As you can see, there are a ton of items on the lower floors, so while your destination is the Torture Room, going down first isn't a bad idea at all. Most of the stuff is pretty straightforward, so I'll just cover the basics.

Missable Item Alert #4

Be sure to snag the **Pet Nametag**. It's one of only two copies available (unless you can access **Chocobo World**), and both copies are missable (in fact, it's even possible you already missed the other one, if you didn't encourage the aspiring journalist in Timber).

You can restock at the **Man from Garden Shop** if you like. The inventory is the usual one, but if you're missing anything, have at it.

The 500 Gil Card Player on Floor 5 has a 1/64 chance of giving you a **Luck Up** if you beat him. You can only do this once.

On Floor 10, there is a card player who charges 300 Gil per game. Beat him once to receive the Character Report, an upgrade to your original Battle Meter (if you missed the Battle Meter, you can't get this upgrade).

Perfect Game Alert #10

Don't forget the Character Report, it can only be obtained here.



Floor 11 features the 200 Gil Card Player, who is well-known among veteran FFXIII players for being a source of unlimited **Rosetta Stone** items. The probability is extremely low, however, and unless you intend to manipulate the RNG to try to get it, it's really not worth it (and even if you do intend to mess with the RNG, it's probably only worthwhile in a Perfect Game, since you can get 3 GF's (enough for one per active character) with **Abilityx4** by the end of the game through far easier methods). Note that it's still possible to get 100 Rosetta Stones even without this exploit, but doing it here is much easier if you do intend to farm the Stones. You will need **Enc-None** in order to do this, and you will need to use the Save Point on Floor 10. This method takes, with correct execution, about 5 minutes per Rosetta Stone as opposed to 15-25 through the fastest end-game method (refining **Curse Spikes**—**challenge** and refuse with the 200 Gil player 54 times, then **play** a game and win. The card player also carries an **HP Up**, which can be won once only (using the same method, challenge 64 times and quit, then play and win). **All of this assumes the Queen of Cards is not in Deling City, and that players are not asking to change rules.** Depending on how fast you are running through the corridors, your numbers may differ slightly. If you're interested in the (theoretically) unlimited Rosetta Stones, use the YouTube video below, which gives the details (note that I claim no credit for the video, as I didn't make it); the only thing I'd add is that if you're on an emulator, you can save a state at around 50 or so and keep checking games until one drops in case your path/counting was a bit off.

Otherwise, head down first to grab the items, then head back and grab the ones above. Talk to the Moomba nearest the door to the torture room, then to Squall in the torture room to proceed. The Moombas here can also remove barriers from three floors, which is a bit late but still nice, so just do it. (Definitely remove the barrier on Floor 9; the others don't matter much.) Leave the room and watch the scenes (examine the control panel when asked to press a red button). Examine the door for more scenes.

As Zell, simply run away from the guards. You'll be caught by at least one or two groups most likely, but they're pretty pathetic, so just punch them out or blast them with Limits. After some scenes, you'll be forced to pick one more party member to fight alongside Rinoa and Squall (Quistis is a good choice). Junction everyone and head upwards until the scene changes to...

...Irvine! Move your Junctions to your new group, and head down until you reach the crane (which is on Floor 3). More scenes will follow.

As Squall, speak to the Moomba near the stairs for a **Cottage**, while the one further away has a **Rename Card**. Switch your Junctions over once again, then continue upwards. At the top is a hidden Save Point (requires **Move-Find**); use it if you want, equip **Mug** and Lightning-elemental magic to **Elem-Atk**, then head outside to find a greeting party consisting of an **Elite Soldier** and 2x **GIM52A**. Take out the Elite Soldier first, then try to Mug a **Missile** (teaches Quistis **Micro Missiles**) from at least one of the GIM's before knocking them out. There'll be more scenes, then you'll find yourself on a bridge. Simply hold down Right on the D-Pad to proceed (failing this results in an automatic Game Over).

Desert

After some scenes, you'll end up somewhere in the Galbadia desert. Use the **Aero** Draw Point if you want. Talking to Selphie twice will allow you to proceed, after which you'll be asked to pick two parties. Selphie will lead the Missile Base team, while Squall will go to Balamb Garden. Putting Zell with Squall will gain you a better item as a reward in one spot (a **Mega Phoenix** with Zell as opposed to a **Remedy** without him), but it doesn't really matter that much either way (there's a very easy way to get Mega Phoenix items later), so form up however you like.

As Squall's team, just board the train for a scene, and the view switches to Selphie.

Return to Deling City

Items	Rinoa [Card]
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(**Note:** As a reminder, if at any point before getting the next GF, **Carbuncle** learns **Mag-J**, remember to put **Diablos** on your **Magic** setup, to help improve your defenses.)

Before doing anything else, be sure to Junction your team.

While your next target is the Missile Base, and the game makes every attempt to make you think it can't wait, it actually can (or rather, it can't, but plot time stops and starts as you desire). There are two things you can do first; both are optional and located in Deling City, but recommended. If you want to skip them, go to the Missile Base and click **here** to continue with the game.

First, you can (ab)use the refinement system once again.

Refinement Moment #7

Another chance to take advantage of refinements. The difference is that, this time, our objective is not **Items** or **Magic**, but rather plain ol' Gil. Go to the **Item Shop** in Deling City and buy 100 **Tents**. Refine them (using **Carbuncle's Recovery Med-RF**; if you don't have it go to the nearby beach and learn it for 30 AP) into 25x **Mega-Potion**, and sell the Mega-Potions. You'll make a tidy profit of 1,000 Gil per Mega-Potion (25,000 Gil per run), which is far better than your salary even if you maxed out your SeeD Rank. The process can be repeated *ad infinitum* until you have whatever amount of Gil you feel like (hence why it's called the *Infinite Money Trick*). Don't go overboard, though—later, there will be improvements to this method that will make it far more efficient, so just farm enough to last yourself into the foreseeable future. Once you're done, make sure to have a few Tents available for usage, as well as buying any other items you need.

Second, you can win another **Rare Card**. Go to Caraway's Mansion and lose the **Ifrith Card** to him. If you speak to him again, he'll say he lost it to Martine (whom we'll see again in a while), and will now use the **Rinoa Card** in his hand. Its refinement isn't overly useful at the moment, but just hang onto it for now.

Anything involving Timber or Dollet isn't available currently (the paths there are blocked off), so drive (going on foot isn't an option) to the Missile Base when you're done in Deling City. (Interestingly, the game will automatically make you enter your car if you drove to Deling City and try to leave on foot.) The Missile Base isn't far from the Desert train station.

Missile Base

Items	Weapons Mon Jun
Enemies	Belhelmel, Elite Soldier, G-Soldier, Geezard, SAM08G, Thrustaevis, Base Leader (boss), Base Soldier (boss), BGH251F2 (boss)

After the scene, you'll be inside. Enter the only building with a door.

Note that your actions in the Missile Base affect your **SeeD Rank**. Choosing to fight when other options are available, or otherwise doing things that could blow your cover (giving wrong information, etc.), your rank will go down. If you choose a "fight" or "run away" option, you'll also see random encounters for the duration of your time in the base, and none of them are of any use to you at all, while "fight" options also pit you against a lone **Base Soldier**. Follow the walkthrough to get the full bonus and avoid these pointless annoyances.

Upon going inside, examine the card reader next to the left-hand door for a scene. Choose whichever option you like ("Walk by quietly" leads to the most positive response, but "Try to sneak by" and "Act casual" both give humorous responses and don't actually impact SeeD Rank). Continue onward until you reach a room with a Save Point. Use it if you like, the exit just to the left of the stairs you entered from. Speak to the maintenance soldiers for a scene, then return to where the Save Point is and go through the northern door this time. Tell the soldiers here "to go on ahead," then go back and speak to the maintenance soldiers.



Return to the lone soldier you passed just after entering (the one where you had three different options for passing him). Speak to him, then go inside. Use the **Blizzara** Draw Point if you want, then examine the controls. Choose whatever options you like, then exit the room again. When confronted by the soldiers, choose, "...Try to talk my way out," then whichever options you like that don't involve fighting (like I mentioned earlier, fighting will give you huge deductions to your SeeD Rank).

Now return to where the Save Point is. Once again, feel free to use it, then head towards the console in the upper-right corner. A soldier will speak to you; choose to "Play it cool," then "Help out" (all of the other options will be considered fighting). Examine the launcher, then repeatedly press Square until it falls into place. Speak to the soldier supervising, but don't leave just yet. Instead, use the invisible **Full-Life** Draw Point on the left side of the screen, just in front of the missile launchers (use the party member with the highest Magic stat to Draw, although you'll probably stock very few spells).

Go back to the Save Point room, then examine the control panel. Most of the options are just there for amusement and don't do anything, but feel free to check them out if you want. What you really need to do is select Error Ratio. Raise it as high as it goes (just hold down Right until it stops increasing), then upload the data and you can exit if you want. (If you mess this up, you'll get a Game Over in a little while, so be sure you did this correctly. To reiterate, Error Ratio needs to be maxed out.) Once you're finished, choose Upload Data, then exit the computer, then speak to the guard on the right side of the screen. Before darting into the room, check that your Junctions are set. **Bio** to **Elem-Atk** is recommended, as are any **ST-Def** you can pull off. Be sure to Junction Ice- or Lightning-elemental spells to **Elem-Def**. For **ST-Atk**, **Silence** infliction (through the **spell of the same name**, or through **Pain**) is nothing short of amazing thanks to their 100% infliction rate on the main baddie.

Also, if anyone is lacking **Reflect** magic, move as much of your Reflect spells to the character(s) with the lowest Magic stat as possible (allows your high-Magic characters to **Draw** instead of the weak ones; this works anytime, actually). Give someone **Mug** also. When prepared, go in for a mandatory fight (this occurs no matter what you do, and has no effect on your SeeD Rank). It's about time you rumbled!

Boss: Base Leader, 2x Base Soldier



Base Leader's Data			
HP Range	806 - 4,400	Level Range	1-100
AP	2	Exp	30+5x
Level-Dependent Data			
<u>Level 1-19</u>	<u>Level 20-29</u>	<u>Level 30-100</u>	
Draw List			
Thunder Confuse Slow Reflect	Thundara Confuse Slow Reflect	Thundaga Confuse Slow Reflect	
Mug (Overall Chance: 50%)			

Base Leader's Data		
Tent (89.5%); Cottage (10.5%)	Tent (89.5%); Cottage (10.5%)	Tent (89.5%); Cottage (10.5%)
Drop (Overall Chance: 75%)		
2x Potion (69.5%); Phoenix Down (19.9%); 8x Shotgun Ammo (5.9%); Cottage (4.7%)	2x Potion (69.5%); Phoenix Down (19.9%); Hi-Potion (5.9%); Cottage (4.7%)	3x Potion (69.5%); Hi-Potion (19.9%); Cottage (10.5%)
Non Level-Dependent Data		
Card Drop	Nothing	
LV Up/Down?	Yes	
Vulnerable to Gravity?	Yes	
Elemental Weaknesses	Poison [1.5x]	
Elemental Resistances	None	
Status Vulnerabilities	Darkness (80%), Drain, Silence, Sleep (80%), Slow (90%), The End	

Base Soldier's Data			
HP Range	217 - 10,400	Level Range	1-100
AP	1	Exp	30+5x
Level-Dependent Data			
Level 1-19	Level 20-29	Level 30-100	
Draw List			
Blizzard Silence Confuse	Blizzara Silence Confuse	Blizzaga Silence Confuse	
Mug (Overall Chance: 50%)			
Hi-Potion (94.1%); 8x Hi-Potion (5.9%)	Hi-Potion (94.1%); 8x Hi-Potion (5.9%)	Hi-Potion (94.1%); 8x Hi-Potion (5.9%)	
Drop (Overall Chance: 75%)			
Potion (89.5%); 8x Normal Ammo (5.9%); Phoenix Down (4.7%)	Potion (89.5%); 8x Normal Ammo (5.9%); Phoenix Down (4.7%)	Potion (89.5%); 8x Normal Ammo (5.9%); Phoenix Down (4.7%)	
Non Level-Dependent Data			
Card Drop	Nothing		
LV Up/Down?	Yes		
Vulnerable to Gravity?	Yes		
Elemental Weaknesses	None		
Elemental Resistances	None		
Status Vulnerabilities	Darkness (80%), Drain, Poison (80%), Silence (80%), Sleep (80%), Slow (90%), The End		

In many ways, these fools are more like regular encounters. On the other hand, they do have a few nifty things about them, so here we are.

The Base Leader is, naturally, the most dangerous of the group. In addition to basic physicals, he can cast a number of spells: **Confuse**, **Thundara**, **Cura**, **Protect**, and **Shell**, in order of danger/annoyance presented. The Base Soldiers attack with **Blizzara** and physicals, while healing (200 HP each time) with **Potions**. All opponents are also capable of using **Remedy** items to remove status effects.

While you may be tempted to blast them with status ailments, remember that they can heal themselves or their comrades with **Remedies**, making it mostly not worth the effort. If you need **Reflect** spells (this is your second opportunity to **Draw** them), kill off the Base Soldiers and **Draw** from Base Leader; if not, but you need **Confuse**, kill off everyone except one Base Soldier and Draw from him (the Base Soldiers are much less of a threat). Actually defeating them is a piece of cake, just watch out for **Confuse** spells from Base Leader.

As to Drops, note that none of them have guaranteed Drops, and their Mugs tend to be better than their Drops, so try to **Mug** them if you can.

Before doing anything else, rearrange your Junctions as needed, equip a Lightning-, Water-, or Earth-elemental spell to **Elem-Atk**, and remove **Mug** if you have it (if you wait, you'll be under a time limit, so just do it now while you can work in peace). To proceed, examine the control panel on the left side of the screen, then go to the next room and examine the control panel on the left again. You'll be asked to set a time limit. 10 minutes is plenty unless you're really been neglecting your Junctions, and any higher limit will cost you SeeD Experience (the higher the limit, the more it deducts).

If you choose 10 minutes as your limit, the door on the right side of the room will open, taking you right back to the entrance room of the base; otherwise, you'll have to return the way you came. Either way, make your way outside to find something large and made of iron blocking your escape!

Boss: BGH251F2



HP Range	4,200 - 8,400	Level Range	1 - 22
AP	0	Exp	0
<i>Level-Dependent Data</i>			
<u>Level 1-22</u>			
Draw List			
Shell Protect Stop			
Mug (Overall Chance: 0%)			
Nothing			
Drop (Overall Chance: 0%)			
Nothing			
<i>Non Level-Dependent Data</i>			
Card Drop	Nothing		
Elemental Weaknesses	Lightning [1.5x], Water [1.5x], Earth [1.5x]		
Elemental Resistances	Poison (<i>Nullifies</i>)		
Status Vulnerabilities	Darkness (50%), Slow (90%), The End		

BGH251F2 exists primarily as a massive block of HP with very respectable defenses in a portion of the game where time is of the essence. It does have a few attacks that can pose a threat to your party, but for the most part it just wastes time.

The "iron clad's" strongest attack is Beam Cannon, which hits one character for very heavy magical damage. Unless you have excellent HP and/or Spirit Junctions (**Reflect!**), there's a good chance the target will die (it ignores **Shell**, in case you're wondering). It also has a basic physical, which isn't too much of a threat.

As to strategy, don't bother Drawing Magic (even though **Stop** may well be new to you), because the time limit makes this a futile exercise unless you gave yourself a really long limit. **Darkness** likewise is fairly pointless, since it doesn't affect BGH's big attack (Beam Cannon). Therefore, inflict **Slow** if you can, then get to work attacking it. Don't bother Summoning, this wastes too much time. Limits are of course welcome, but your damage will be lower than you might expect, due to the thing's respectable defensive stats. As you knock off HP, its turrets will be destroyed one by one. Once only two remain, it will use Beam Cannon every turn, so defeat it fast before it racks up too much damage.

Once defeated, you'll face an **Elite Soldier** and 2x **G-Soldier**. They're no different from the ones you've been knocking off all game long, so just defeat them quickly and end the battle.

After the battle, run to the front gate and press X, then run to the door to the complex and again examine it with X, after which you can return to the middle of the area for scenes.

Return to Balamb Garden

The view now switches to Squall's party.

Garden Crisis

Items	Mega-Potion, Elixir, X-Potion, Gysahl Greens, Tent, Remedy, Remedy or Mega Phoenix
Enemies	Bomb, Bite Bug, Caterchipillar, Glacial Eye, Grinaldo, Grat, Grendel, T-Rexaur

You'll begin at Balamb Garden's front gate. (Interestingly, the game actually does let you leave the Garden, but the only useful place you can access outside is Balamb Town--useful, for example, if you need to **change Trade Rules** with the Queen of Cards and you sent her back to Balamb as advised before the Missile Base (make sure her Trade Rule is **All** before starting in the Garden). This is your only chance for quite some time to do this, so take care of it if you can.) Switch your Junctions to your active party, then head to the next screen. After the scene, keep going until you're stopped by a Faculty. Answer, "I don't get it," then kill off the **Grat** and **Caterchipillar**. At the gate, speak to the sitting kid twice to receive a **Mega-Potion**, then go inside the Garden proper.

Before going any further, if you were grinding on the beach at the beginning of the game, there's a fair chance Squall is at a high enough level for high-level versions of enemies to appear, which often carry high-level spells, so be on the lookout for them. **Bomb** especially is useful in this regard; high-level Bombs have both **Firaga** and **Meltdown** for you to Draw, the latter of which gives huge boosts to **Vit** and sets **Vit0** when cast.

Here, in the Garden's main hall, approach Fujin and Raijin for a scene (the Save Point is gone), then it's time to work your way around the Garden. The elevator is inoperable, as is the directory board, so you'll have to work your way around the Garden (always help out or say you support Cid if asked). What follows is a list of what you fight (fixed encounters, not random ones) and what reward you get from each area (listed going around the 1F circle clockwise; the rewards are given by someone in the area you just fought in). A few areas have multiple possible fixed encounters; they are listed.

Area	Monsters Fought	Speak To	Reward
Infirmary	Caterchipillar or Grinaldo	Dr. Kadowaki	Elixir
Quad	Bomb, Glacial Eye or Nothing	Back-most male SeeD	X-Potion
Cafeteria	Bomb	2nd girl from left (speak twice)	Gysahl Greens
Dormitory	Caterchipillar	N/A	Access to bed/Save Point
Parking Lot	Grendel	Upper SeeD	Tent
Training Center	T-Rexaur	SeeD	Remedy
Library	Grat	Girl With Pigtails	Remedy/Mega Phoenix

Relating to the Library specifically:

Zell Love Scene #4

If Zell is in your party, defeating the Library monster and **speaking to the Girl With Pigtails** will earn you a **Mega Phoenix**, otherwise you'll just receive a **Remedy**. There's very little to the scene itself, but it does count towards the finale of the quest.

Once all these areas have been cleared, head back to the main hall. Ride the elevator and head for the end of the hallway for a scene. Next, ride the elevator again for yet another scene. Keep talking to Cid until he gives you a task, and now take the elevator to the...

MD Level

Items	4x Fuel or 8x Wizard Stone, 4x Fuel or 8x Wizard Stone
Enemies	Blobra, Blood Soul, Buel, Geezard, Tri-Face, Oilboyle (boss)

When the elevator stops, examine the control panel, then the floor panel, and climb down the ladder. In the hallway, simply examine the hatch, and again climb down.

Squall will mention to Junction Fire-elemental magic to **Elem-Atk**. This is actually a very good idea; everything down here except **Buel** (and sometimes **Blobra**) is weak against it, meaning you'll deal very heavy damage this way. When you're ready, run down the hall until you reach a ladder (as usual, climb down it). Cross through this round room to see a valve-like object. You'll have to mash Square to open it, but it's impossible with just Squall (even with a cheating device or turbo controller). Another character will join you after Squall fails, and if you still can't do it, your third character will help out as well (each additional character makes it easier). Once it's open, return to the previous room and climb down yet another ladder, and follow the catwalk.

You'll emerge in a open area with a large column in the middle. Draw from the **Full-Life** Draw Point on the right side of the screen (use the character with the highest Mag stat and pour everything into boosting it for the Draw), then continue until you reach a screen with a ladder...going up? Weird, huh? Anyway, choose one of the top two options when prompted (you can't make your other characters climb up). After a scene, examine the control panel near where you entered this new area, then examine the ladder to go back down.

You'll now notice a flashing light towards the bottom of your screen. Examine it to open a gate and unblock access to yet another ladder going down. Climb down to the bottom, then use the Save Point. Flip the switch, then Junction your party. The only change you probably need to make is to enable **Mug** (keep those Fire Junctions), but you can also Junction **Sleep** to **ST-Atk**, as well as **Blind** to **ST-Def** to make your life simpler. Run towards the nearby doorway to see a pair of blobs jump out of the stratum.

Boss: 2x Oilboyle



HP Range	2,136 - 15,630*	Level Range	1-100*
AP	10	Exp	40+10x*
<u>Level-Dependent Data</u>			
<u>Level 1-19</u>	<u>Level 20-29</u>	<u>Level 30-100*</u>	
Draw List			
Esuna Blind Cure Confuse	Esuna Blind Cura Confuse	Esuna Curaga Confuse Dispel	
Mug (Overall Chance: 25%)			
4x Fuel	4x Fuel	4x Fuel (89.5%); 2x Orihalcon (10.5%)	
Drop (Overall Chance: 100%)			
8x Wizard Stone	8x Wizard Stone	8x Wizard Stone (89.5%); Orihalcon (5.9%); 2x Orihalcon (4.7%)	
<u>Non Level-Dependent Data</u>			
Card Drop	Nothing		
LV Up/Down?	Yes		
Vulnerable to Gravity?	Yes		
Elemental Weaknesses	Fire		
Elemental Resistances	Water (Nullifies)		
Status Vulnerabilities	Drain, Eject, Poison (50%), Sleep (80%), Slow (90%), The End		

*In the boss fight in Balamb Garden's MD Level, all enemies have their levels capped at 26 (max HP = 4,988). The stat tables above list for all versions (when encountered later, they can have higher levels). Note that, since the boss version's levels are capped, you can never see the high-level version in that fight. The boss version also drops no Exp.

While Oilboyle does have a few dangerous attacks, it's another case of, "too many vulnerabilities to survive." Put simply, their weakness to Fire combined with their low HP total (in the boss fight anyway) ends up being their undoing. Even just through Drawing it's very possible you have high-level spells (-aga spells, **Quake**, **Tornado**, etc.) Junctioned to offensive stats, which will squash these slugs in a hurry.

Probably their most dangerous attack is Oil Blast, which knocks off 62.5% of one character's current HP (it's unblockable, but **Protect** does reduce damage). Oil Shot is a basic physical that inflicts **Darkness**, while Sonic Wave inflicts **Curse** in addition to damage on the whole party.

There's really not much to say about attacking them. Fire-elemental physicals work like a charm, just try to **Mug** them (their Mugs are better than their Drops), and you can put them to **Sleep** or **Slow** them if you want. Defeat both to end battle.

After the battle, follow the path to (imagine that) a ladder. Climb down, then follow the catwalk to a console. Examine it for a bunch of scenes.

Talk to Cid twice, agree to check on the others, then go down the lift. Take the elevator, then run to the end of the hallway and onto the balcony. After you're done, return to the hallway for more scenes.

After the Crisis

Items	1-4x Mag Up (optional), 1-4x Spr Up (optional), Leviathan [GF], Circlet or 8x Wizard Stone
Enemies	NORG Pod (boss), NORG (boss), Left Orb (boss), Right Orb (boss)

You can now start the **CC Group Quest**. You can't finish it yet, but you can get the opening segments out of the way, and it's a highly rewarding quest, so just do it.

In addition, the **Novice SeeD Candidates'** quest can be advanced again.

After more scenes, you'll be back in your Dormitory. If Rinoa is in your party, you'll end up giving her an impromptu "tour." Either way, head to the front gate for an announcement. Junction your characters as needed (**Aero** spells on **Elem-Atk** are recommended, as are defenses against **Silence** and **Slow**). Be sure at least one character in your party has **Mug** and **Draw**. Go down to B1 and talk to Cid for a scene, then follow the area around, after which the unknown leader betrays you!

Boss: NORG Pod, Left Orb, Right Orb, NORG



<u>NORG Pod's Data</u>			
HP Range	2,000	Level Range	1-27
AP	0	Exp	0
<u>Level-Dependent Data</u>			
<u>Level 1-19</u>		<u>Level 20-27</u>	
Draw List			
Cure	Cura		
Mug (Overall Chance: 0%)			
Nothing	Nothing		
Drop (Overall Chance: 0%)			
Nothing	Nothing		
<u>Non Level-Dependent Data</u>			
Card Drop	Nothing		
Elemental Weaknesses	None		
Elemental Resistances	None		
Status Vulnerabilities	The End		

<u>Left Orb's Data</u>			
HP Range	57 - 2,865	Level Range	1-27
AP	0	Exp	0
<u>Level-Dependent Data</u>			
<u>Level 1-19</u>		<u>Level 20-27</u>	
Draw List			
Thunder Life	Thundara Life Bio		
Mug (Overall Chance: 25%)			
1x Mag Up (69.5%); 2x Mag Up (19.9%); 3x Mag Up (5.9%); 4x Mag Up (4.7%)	1x Mag Up (69.5%); 2x Mag Up (19.9%); 3x Mag Up (5.9%); 4x Mag Up (4.7%)		
Drop (Overall Chance: 0%)			
Nothing	Nothing		

<u>Left Orb's Data</u>	
<u>Non Level-Dependent Data</u>	
Card Drop	Nothing
Elemental Weaknesses	None
Elemental Resistances	All Elements (<i>Nullifies</i>)
Status Vulnerabilities	Drain

<u>Right Orb's Data</u>			
HP Range	57 - 2,865	Level Range	1-27
AP	0	Exp	0
<u>Level-Dependent Data</u>			
<u>Level 1-19</u>		<u>Level 20-27</u>	
Draw List			
Dispel Confuse Slow		Dispel Confuse Slow	
Mug (<i>Overall Chance: 25%</i>)			
1x Spr Up (69.5%); 2x Spr Up (19.9%); 3x Spr Up (5.9%); 4x Spr Up (4.7%)		1x Spr Up (69.5%); 2x Spr Up (19.9%); 3x Spr Up (5.9%); 4x Spr Up (4.7%)	
Drop (<i>Overall Chance: 0%</i>)			
Nothing		Nothing	
<u>Non Level-Dependent Data</u>			
Card Drop	Nothing		
Elemental Weaknesses	None		
Elemental Resistances	All Elements (<i>Nullifies</i>)		
Status Vulnerabilities	Drain		

<u>NORG's Data</u>			
HP Range	4,400 - 12,200	Level Range	1-27
AP	20	Exp	0
<u>Level-Dependent Data</u>			
<u>Level 1-19</u>		<u>Level 20-27</u>	
Draw List			
Shell Protect Esuna Leviathan		Shell Protect Esuna Leviathan	
Mug (<i>Overall Chance: 25%</i>)			
Cirlet		Cirlet	
Drop (<i>Overall Chance: 100%</i>)			
8x Wizard Stone		8x Wizard Stone	
<u>Non Level-Dependent Data</u>			
Card Drop	Nothing		
Vulnerable to Gravity?	Yes		
Elemental Weaknesses	Wind		
Elemental Resistances	Poison (<i>Nullifies</i>)		
Status Vulnerabilities	Drain, Slow (90%), The End		

At first, this battle probably looks really complicated. It features no less than four different enemies, two of which are essentially immune to any sort of attack. However, it's actually much simpler than it looks. On the other hand, if you enter this battle with no strategy, you'll find yourself drowning in a tide of magic.

NORG Pod has no attacks, and never takes a turn. The two Orbs only attack when they're red; they progress from blue to yellow to red, while hitting them knocks them down a color. On red, the Left Orb will use strong offensive magic (**Fira**, **Thundara**, **Bio**, and **Tornado**, in order of strength), while the Right Orb will cast **Dispel**, **Silence**, and **Slow**. Once he's joined the fight, NORG himself can also attack; he uses **Water** as his mainstay (and Drawing **Leviathan** will prevent him from being able to cast it), but he can also use **Blizzara**, **Silence**, **Slow**, **Protect**, and **Shell**. NORG's signature move is Psycho Blast, which is just magical damage to one.

Before launching into strategy, a word about the progression of the battle. At first, it will just be the NORG Pod and Orbs, but once the NORG Pod is destroyed, NORG himself will enter the battle. The battle ends when NORG is defeated.

The key to staying alive here is to nullify the Orbs' magic, which can be done by either attacking them to keep them off red, or by Summoning **Carbuncle**. If you intend to **Draw** spells from the Orbs (**Bio** from a Level 20+ Left Orb is the only one you probably haven't seen before, though it's easier to get through **Card Mod**), don't destroy the NORG Pod until you're done, since it will not attack you but NORG will, thus cutting damage a bit. Once you're done Drawing any Magic, **Mug** both Orbs for **Stat Boosting Items** (you can get anywhere from 1-4 from each depending on the slot you land on), then bust up the NORG Pod to reveal NORG. At this point, there are two very important things left to do before ending the battle. First, Draw **Leviathan** from NORG. As usual with GF Draws, if you miss it you won't get another shot until Disc 4, and Leviathan will help you immensely with your Junctions and Refinements throughout the remainder of the game. Second, Mug a **Circlet** from NORG, it's far superior to a bunch of **Wizard Stones**. After all that's checked off your list, you can proceed to pummel NORG into submission.

As usual, you'll be prompted to welcome your new GF with a name (Default: **Leviathan**). If you have 4 or more **Blobra Cards**, make a **Rune Armlet** and use it to teach **Spr+20%** to Leviathan. (Alternatively, if you happened to have gotten a **Force Armlet** from **X-ATM092** and don't plan on getting **Rinoa's ultimate weapon** immediately, use it to teach **Spr+40%** to Leviathan, allowing you to skip Spr+20% entirely, and go straight to **Spr Bonus**.) Set Leviathan to learn **Supt Mag-RF**, the penultimate magic refinement ability; after that, have it learn the Spr+% abilities (to unlock Spr Bonus; if you used a Force Armlet, learn Spr+20% after the Junctions), **Spr Bonus**, **GFRecov Med-RF**, **Boost**, the **Junctions**, and finishing off with everything else.

Assuming you have all possible GF's to this point, your Junction setup should look like this:

- **Strength** (*Squall, Zell/Irvine*): **Quezacotl, Ifrit**
- **Defense** (*Quistis, Irvine/Zell*): **Brothers, Carbuncle, Leviathan**
- **Magic** (*Selphie, Rinoa*): **Shiva, Siren, Diablos** (see note below)

(**Note: Carbuncle** should have learned **Mag-J** by now. If not (the only way this is likely is if you're either going for a Perfect Game or didn't follow the suggested ability learning orders), still use the above setup, but move Diablos to the **Defense** grouping temporarily if you need to **Draw Magic** (remember that Drawing potency depends on the Magic stat). However, be sure to make learning **Mag-J** on either Carbuncle or **Leviathan** your top priority after learning refinements and Stat Bonus abilities.)

There is also a hidden **Bio** Draw Point alongside NORG's remains, if you're interested. Once you're done down here, go to the Infirmary. Speak to Kadowaki and tell her you need to see Cid for a scene. Choose each option, then head to the entrance area for another scene. Go to the balcony on 2F, then to the Library.

Zell Love Scene #5

Another **Zell Love** scene, and this one's even right on the way to where you need to be. You'll be just Squall, but the scene will play regardless.

Next, go to the study area and a long series of scenes will play out.

Back in your Dormitory, leave and head south. Another scene will play for your viewing pleasure.

Fishermans Horizon

When it's all over, leave the bridge and head down to 2F Another **CC Group** member can be played now if you've played everyone available up until now.

Exploring Fisherman's Horizon

Items	Timber Maniacs [Entry], Timber Maniacs [Entry], Quezacotl [Card]
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To continue, go to Balamb Garden's 2F balcony and exit out to a linear metallic structure. After the scene, keep talking to the first guy you meet until he leaves, then continue following the path until you reach a large water tank. (If you talked to the Cafeteria Lady here, you can find her son here, and talking to him will elicit some interesting dialog.) On the left side of the tank is a semi-concealed ladder that leads to the beginning of the **Master Fisherman's Quest**, a sidequest that's only available for a short time (that is, right now), and has a unique reward, so I highly recommend completing it.

Missable Item Alert #5

Do the **Master Fisherman's Quest**. It rewards you with the unique **Occult Fan III** (and there's no other way to get one), as well as affecting several scenes later. The first part must be completed before going upstairs in the Mayor's House, otherwise you can't complete the quest.

Once you're finished the first half of the quest, or if for some reason you don't feel like doing the Quest, there are some things you can do in this new area (use the elevator to go to the lower section of the town). Near the Save Point is where the Queen of Cards will be if you sent her here for whatever reason, as well as a **Regen** Draw Point (reusable). On the area with the docks (where the Fisherman's pupil is) is a **Junk Shop** near the boy, as well as an Inn (100 Gil) and **Item Shop** in the building near the tracks. The Item Shop also has a **Timber Maniacs** issue upstairs, so be sure to grab it. The next screen features an abandoned train station. Ignore it and go into the small shack in the upper-right corner of the screen. Examine the Moomba doll here for a scene, and grab the **Timber Maniacs** here also.

When you're ready to continue, head down the stops to the bottom of the solar farm. You'll find Martine here (he has the **Ifrit Card** if you lost it to Caraway earlier, as well as any **Rare Cards** you may have lost in Galbadia Garden). Also, be sure to try and spread **Open** (it shouldn't be overly difficult). Go inside the house and go upstairs for a scene. Mayor Dobe has the **Quezacotl Card**, while Flo will have the **Irvine Card** if you lost the **Sacred Card** to the **Queen of Cards**. There is also an

invisible **Ultima** Draw Point up here, should you be interested (you should be). Once you're finished collecting stuff for now, head back towards the Garden for a scene.

Battle on the Big Bridge

Items	Adamantine or 8x Running Fire/Missile, Mega Phoenix
Enemies	Elite Soldier, G-Soldier, GIM47N, SAM08G, BGH251F2 (boss)

Run up to the railroad tracks for a scene. On the next screen, be sure to use the Save Point.

From here, your destination is the abandoned train station you may have seen earlier (just follow the tracks). There will be random encounters along the path, but you should be long used to spilling Galbadian guts by now. Before going to the station, rearrange your Junctions as needed, equip a Lightning-, Water-, or Earth-elemental spell to **Elem-Atk**, and equip **Mug** if you took it off.

When you reach the station, there'll be a scene (answer however you like), defeat the **Elite Soldier** and 2x **G-Soldier**, then a semi-familiar face...erm, grill, will introduce itself!

Boss: BGH251F2 (Second Fight)



HP Range	5,100 - 7,800	Level Range	1 - 28
AP	20	Exp	0
<u>Level-Dependent Data</u>			
<u>Level 1-28</u>			
Draw List			
Shell Protect Stop			
Mug (Overall Chance: 12.5%)			
Adamantine			
Drop (Overall Chance: 100%)			
8x Running Fire (69.5%); 8x Missile (30.5%)			
<u>Non Level-Dependent Data</u>			
Card Drop	Nothing		
Elemental Weaknesses	Lightning [1.5x], Water [1.5x], Earth [1.5x]		
Elemental Resistances	Poison (Nullifies)		
Status Vulnerabilities	Darkness (50%), Slow (90%), The End		

The Iron Clad is back, but you may have noticed it took some serious damage since the **last battle**. Speaking of the last battle, this will be very similar, so I'll just go over differences instead of regurgitating everything.

BGH's attacks are the same as last time, but Beam Cannon is weaker and can be halved by Shell.

Strategy is very similar to the previous battle as well, but now there's no time limit so feel free to Draw from it, use GF's, etc. **Mug** that **Adamantine** before busting it up, it's fairly difficult to acquire through other methods and teaches a great defensive ability to a GF (**Vit+60%**). Once you're done Drawing and pilfering, take down the robot...thing.

After the battle, talk to Rinoa, then to Dobe. Choose, "I want him to understand us," then, "Try to continue." After finishing with the Mayor, it's time to finish the **Master Fisherman's Quest**. Once that's done, head back towards Balamb Garden until Irvine joins (if he didn't join already during the Master Fisherman's quest), then go to Grease Monkey's house (the one near the station). Speak to the Officer, then exit and re-enter and speak to the Grease Monkey. He'll hand you a **Mega Phoenix**. Once you're done, return to Balamb Garden.

The Garden Festival

Items	Phoenix Down, 15x Fast Ammo, 10x AP Ammo, 5x Pulse Ammo
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Irvine will tell you to go to the Quad; do just that and talk to Selphie, which will trigger a number of long scenes.

Your next task is to select the instruments for the concert. There's no actual reward for choosing a "correct" combination, but the song will not sound good if you don't use one of the two combinations below, and the song you select here appears in several sections to come. It doesn't matter which character plays what, only the combination of instruments.

- **Irish Jig**: Guitar, Violin, Flute, Tap
- **Slow Dance**: Sax, Electric Guitar, Piano, Bass Guitar

Before confirming Zell's instrument, run to the Grease Monkey's house. Speak to the Officer again, then run outside and again back in. Talk to the Grease Monkey to receive a **Phoenix Down**, and the Officer to receive 15 **Fast Ammo**, 10 **AP Ammo**, and 5 **Pulse Ammo**.

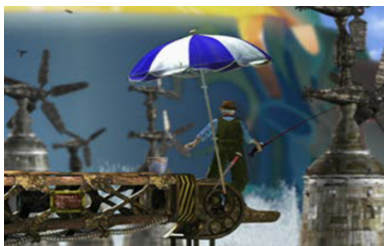
Zell Love Scene #6

As Irvine, pay a visit to the Library Girl with Pigtails for yet another **scene**. This scene is only available for a very short time (i.e. while you're Irvine solo). Be aware that you must talk to the Library Girl with Pigtails herself; only talking to the other Library Committee members won't count.

Once you have everything, return to the area by the Mayor's house and finish selecting your band.

The view will switch to Squall. Simply exit the Dormitory to start a bunch of scenes. Feel free to reply however you like; the negative comments give humorous dialog, but have no negative effect aside from perhaps slightly more dialog. Talk to Irvine twice, then run towards the Mayor's House. From the stage, run right to continue and examine the magazine to continue.

Exploring the World



When you wake up, simply head to the 3F bridge for some scenes. After you regain control again, you can move the Garden to most areas around the world (except for most of the eastern lands). Xu will suggest visiting Balamb, but there are a ton of optional tasks you can (and should) do first to make life easier. If you're rushing (and if you're rushing, why are you playing a JRPG?), go to Balamb and click **here** to continue with the walkthrough.

(Note: It's possible, from this point forward, that you may run into a weird encounter with a UFO. This is part of a quest you can't complete just yet; hold off on actually looking for it for now, there'll be a much easier time later on, but you don't need to actually do anything with the UFO.)

The new fun to be had is listed below:

- The **CC Group Quest** can now be completed. While it's rewards aren't that spectacular right now, just do it now so you don't have to worry about it later--it's the most rewarding sidequest in the game (aside from **Triple Triad** itself, from which this quest is an offshoot), by a very long shot.
- The **Centra Ruins** can be explored. They hold two GF's but I recommend only getting **Tonberry King** for now (Odin is best saved for Disc 4).
- It's possible to farm **Cactuars** in the southeastern corner of Kashbald Desert (on Centra Continent, the southern-most continent, on the far eastern edge). Each Cactuar you defeat gives 20 AP and very little Exp, but they are very difficult to hit. Squall's weapons have a 255% Hit rate, while you can Junction **Triple to Hit** for other characters (sadly, Selphie isn't available to take advantage of her Strange Vision weapon). However, I recommend waiting a bit, because a new GF will soon come available as part of the story, and none of the quests before then involve very much fighting.
- You can visit **Shumi Village** in the Trabia region (the large island north of the northern-most continent), which has some nice rewards.

Ultima Drawing Session #1

In Shumi Village (on Winter Island, the northern-most large island), there is an **Ultima** Draw Point. Pump your magic up as high as you can, then save beforehand and Draw (if you get a low number of spells, reload and retry). If you're doing the **Shumi Village** Quest, you should do this each time you pass the entrance (you'll take a huge amount of steps during the quest, which refill the Draw Point), as well as after completing any of the other sidequests in this section.

- You can solve the puzzles of the **Chocobo Forests**.
- Pay a visit to **Winhill** for a few items.
- If you encouraged the journalist in Timber, you can now collect your reward: a very rare (though useless) **Pet Nametag**. Also in Timber, head to the train station by the pub. You'll see a girl playing on the tracks; after she falls, talk to her, and there'll be a scene. The ticker tape in the Hotel will also change after doing this (no items are given, however).
- If you missed anything in **Dollet** or **Deling City**, feel free to explore them.
- This is yet another opportunity to proceed with the **Novice SeeD Candidates'** sidequest. *(This is only available until the end of Disc 2.)*

Last, but not least..

Refinement Moment #8

It's been a while, so now is a great time to bring you up to speed on refinement possibilities. Assuming you're following the walkthrough, you should now have an additional Magic refinement (**Supt Mag-RF**), players who can play **Level 7 Cards** (Martine in FH or the **CC Group** if you're doing that quest), a few new **Rare Cards**, and access to several new areas with new enemies. Thus, without further ado and in the same format as previous editions, the new possibilities (in order from most important to least):

- **Rinoa Card*** > 3x **Magic Armlet** (Level 10)
- **Carbuncle Card*** > 3x **Glow Curtain** > 300x **Reflect** (**Supt Mag-RF**) (Level 9)
- **Irvine Card*** > 3x **Rocket Engine** > 150x **Triple** (**Time Mag-RF**) (Level 10)
- **Gilgamesh Card*** > 10x **Holy War** (Level 8)
- **Tiamat Card** > 10x **Flare Stone** > 10x **Flare** (**F Mag-RF**) (Level 7)
- **Red Giant Card** > 5x **Meteor Stone** (Level 7)
- **Ultima Weapon Card** > **Ultima Stone** (Level 7)
- **Ifrit Card*** > 3x **Elem Atk** (Level 8)
- **Quezacotl Card*** > 100x **Dynamo Stone** > 2,000x **Thundaga** (**T Mag-RF**) (Level 8)
- **Imp Card** > **Wizard Stone** > 20x **Dispel** (**Supt Mag-RF**) (Level 4)
- 4x **Blobra Card** > **Rune Armlet** > 40x **Shell** (**Supt Mag-RF**) (Level 1)
- 2x **X-ATM092 Card** > **Turtle Shell** > 30x **Protect** (**Supt Mag-RF**) (Level 6)
- **Propagator Card** or **Sphinxara Card** > **G-Mega-Potion** (Level 7)
- **Catoblepas Card** > **Rename Card** (Level 7)

Now time for some comments on the refinements. **Magic Armlet** teaches a GF the **Spr+60%** ability, greatly reducing magical damage (teach it to **all three endgame groupings**). You may want to use the **Rocket Engine** and (especially) **Glow Curtain** items to teach your GFs **Spd+40%** and **Auto-Reflect** respectively instead of refining them into Magic. For Spd+40% only the Defense setup needs it end-game, while for Auto-Reflect both the Strength and Magic setups will lack it if you use the **suggested setups**.

Holy War items are insanely cheap. They cast **Invincible** status on the whole party, practically guaranteeing a victory. Refining **Tiamat Cards** is much faster than **Ruby Dragon Cards** (the method we had to use before) for obtaining **Flare** spells (the yield is five times better for Tiamat compared to Ruby Dragon), although it will still take quite a while if you intend to give three characters 100x Flare. **Meteor Stone** and **Ultima Stone** can't be turned into Magic yet, but they cast extremely powerful spells when used as items. Finally, **Elem Atk** isn't all that great (a huge number of GF's have the ability naturally and with **Cactuars** AP is no longer such an issue), while **Ifrit** makes a very nice playing card, so I don't suggest modding it, but if you insist (or want to learn it faster on one that already has it), be my guest. Everything else you should either have already or isn't all that useful, but if you want them, by all means.

All **previously-available refinements** are still available as well, by the way.

Once you're ready to continue, heal up as needed and head for Balamb.

Return to Balamb

Items	1x-2x Str Up , 1x-2x Str Up , Hero or Megalixir , Combat King 002 , Pandemona [GF], Pandemona [Card], Spd Up
Enemies	G-Soldier , Raijin (boss), Fujin (boss)

In Balamb, head towards the car rental place for a scene, then talk to both the hotel owner and his wife. Talk to the guard, then walk away and re-approach him for a scene. If Zell isn't in your party you'll be forced to put him in; Selphie will also be available if you want to use her. Once you're done, simply head further into the town and go inside Zell's house and go into the room to the right of the entrance for a scene.

Once inside Balamb, you normally can't leave until the story events are completed, but by doing an optional sequence, you can leave if you want (it also lets you get the **Pandemona Card** early, though you could easily have 100x **Tornado** on every character by now). If you don't want to do this, skip to the next paragraph. To do this, first talk to both the girl and the man in Zell's neighbor's house, then speak to the Big Bad Rascal twice and his mother at least once in Zell's house (in the room to the right of the house's entrance). Next, chat with the guards at the hotel, then return to Zell's house and chat up the Rascal again. After that, return to the entrance to town and talk to the guard, but don't close out the text box until the Rascal has finished talking to the Hotel owner and his wife. Finally, return to Zell's house and talk to the Big Bad Rascal again. You can now sneak out with his help, which speaking to the Rascal yet again will let you do (note that Selphie will be forced out of your party while you're not in Balamb). In addition, the hotel owner's daughter (next door to Zell's house) will have the Pandemona Card.



There's a guy in the harbor who will give you hints in exchange for a fee; since you have this guide, there's obviously no reason to pay him.

Head to the Hotel and speak to the guards. They will tell you to find the Captain. Since you can't stay at the Hotel, Zell will let you rest and save in his room, while the other party members will have amusing comments. (If you brought Selphie, do NOT side against her in Zell's room, or you'll lose a SeeD Rank.) There are three ways to do this. The first, and worst, way, is to simply speak to people randomly around town and waste time until the Captain shows up at the Hotel. Not only is this time consuming, but you also get no bonus SeeD Experience at all, so I don't recommend it, but it is an option if you're having trouble triggering the needed dialog for whatever reason.

The other two methods require you to return to Zell's house, then go to the harbor and speak to the guard with the dog. Go back to the Dincht residence, where you should see smoke coming from the door. Go inside and talk to Ma Dincht, then you can choose which option you want.

1. The second method for finding the Captain is to simply go to the train station. Keep talking to the guy blocking the path until you can enter the train, then return to the hotel. This method earns you 65 SeeD Experience.
2. The third, and best, method requires you to return to the dog in the harbor. Talk to it, and follow it to find the Captain. You'll earn 100 SeeD Experience (a full Rank) for doing this.

Whichever method you use to find him, equip **Bio** to **Elem-Atk** and **Darkness** to **ST-Atk**, as well as **Mug**. Give someone **Draw** also, then go meet the Captain outside the Hotel. It turns out he wants to shove his oversized stick somewhere highly uncomfortable--don't let him!

Boss: Raijin, 2x G-Soldier



HP Range	400 - 11,600	Level Range	1 - 29
AP	10	Exp	0
<u>Level-Dependent Data</u>			
<u>Level 1-29</u>			
Draw List			
Thunder Thundara Shell Protect			
Mug (Overall Chance: 25%)			
2x Str Up			
Drop (Overall Chance: 100%)			
Str Up			
<u>Non Level-Dependent Data</u>			
Card Drop	Nothing		
Vulnerable to Gravity?	Yes		
Elemental Weaknesses	Poison [1.5x]		
Elemental Resistances	Lightning (<i>Absorbs</i>)		
Status Vulnerabilities	Darkness (60%), Drain (40%), Silence (20%), Sleep (60%), Slow (60%), The End		

What a joke. Not only does Raijin have a number of crippling status vulnerabilities (including **Darkness** on a physical-only character), he also will not attack female characters if there are no male characters still standing. Because of these factors, it's nearly impossible to lose this battle (unless you accidentally attack yourself or something).

The **G-Soldiers** are as incompetent as ever, so **KO** them before dealing with Raijin himself.

Raijin's only attack is a basic physical. Simply **Mug** him for two **Str Up** items (one more compared to his Drop), then just kick his ass and move on. Be sure your HP is high before ending battle though, because another battle follows with no time at all to heal.

After the battle, say hello to Raijin's partner!

Boss: Fujin, Raijin



Fujin's Data			
HP Range	300 - 8,700	Level Range	1 - 29
AP	10	Exp	0
<u>Level-Dependent Data</u>			
<u>Level 1-29</u>			
Draw List			
Aero Cura Life Pandemona			
Mug (Overall Chance: 25%)			
Megalixir (89.5%); Hero (10.5%)			
Drop (Overall Chance: 100%)			
Megalixir Combat King 002 (100%)			
<u>Non Level-Dependent Data</u>			
Card Drop	Nothing		
Vulnerable to Gravity?	Yes		
Elemental Weaknesses	Poison [1.5x]		
Elemental Resistances	Wind (Absorbs)		
Status Vulnerabilities	Darkness (60%), Drain (40%), Sleep (60%), Slow (60%), The End		

Raijin's Data			
HP Range	400 - 11,600	Level Range	1 - 29
AP	10	Exp	0
<u>Level-Dependent Data</u>			
<u>Level 1-29</u>			
Draw List			
Thunder Thundara Shell Protect			
Mug (Overall Chance: 25%)			
2x Str Up			
Drop (Overall Chance: 100%)			
Str Up			
<u>Non Level-Dependent Data</u>			
Card Drop	Nothing		
Vulnerable to Gravity?	Yes		
Elemental Weaknesses	Poison [1.5x]		
Elemental Resistances	Lightning (Absorbs)		
Status Vulnerabilities	Darkness (60%), Drain (40%), Silence (20%), Sleep (60%), Slow (60%), The End		

It was fated to happen, wasn't it? Luckily, they're not all that tough.

Raijin is exactly the same as **last time** (including not attacking lone females), but he gains Raijin Special, which is unblockable and much more powerful than his basic attack (with poor defensive Junctions you could potentially see **KO's**). Fujin can cast **Aero** and **Tornado** (the latter really hurts a bundle and it's MT--short for *multi-target*), but Drawing **Pandemona** will eliminate these threats. She'll also attack with physicals (Zan is unblockable), but the real threat is Sai. Sai is only used when Fujin's HP is low, and it reduces a character's HP to 1 if it connects. She can also use a **Remedy** on herself, removing status ailments.

There's not much to say here, really. Draw **Pandemona** from Fujin right off the bat, then proceed to **Mug** both of the clowns. Once you have their items, just knock them around until their HP is reduced to 0 (you must defeat both of them to win).

Regardless of whether you **Mugged** her or not, Fujin will always drop **Combat King 002** for Zell.

After the battle, you'll be asked to name the new GF if you Drew it (Default: **Pandemona**), then there'll be the typical scenes, which end with your party in Balamb Garden's bridge.

Zell Love Scene #7

Pay a visit to the Library Committee for yet another **scene**.

Once you're back in control and done with any Zell-related stuff, win the **Pandemona Card** from the Hotel owner, if you didn't get it earlier. You should also lose the **Chicobo Card** to the **Queen of Cards** if you have it (be sure to send her to Dollet). Also in Balamb Town (you may need Zell in your party), go to the port and look for the Big Bad Rascal behind the barrels on the right-hand side. Speak to him, then, after the scene, you can grab a **Spd Up**, quite a rare item, from Zell's bed.

The **Chubby Chicobo Card** can be won from the guy sitting on the bench in Balamb Garden next to the Library if you lost the **Chicobo Card** to the **Queen of Cards**.

As to **Pandemona** (the GF), set it to learn abilities in this order: **Spd-J**, **Elem-Defx2**, the Spd+X% abilities, **Boost**, and cleaning up with the rest. (Pandemona, ability-wise, is mostly a one-trick pony in **Spd-J**.) Its Summon is pretty decent though, since it can nail Wind weaknesses very nicely.

If you've done all sidequests up until now, your GF setup should look like this:

- **Strength** (*Squall, Zell/Irvine*): **Quezacotl, Ifrit, Pandemona**
- **Defense** (*Quistis, Irvine/Zell*): **Brothers, Carbuncle, Leviathan, Tonberry**
- **Magic** (*Selphie, Rinoa*): **Shiva, Siren, Diablos**

After that, there's nothing else to do here, so head to the World Map.

It's time for...

Ultima Drawing Session #2

Return to **Shumi Village** and Draw **Ultima** once again.

You may remember that I mentioned learning abilities easily from **Cactuars** earlier. Well, now is a great time to do it (if you really don't want to, feel free to **skip on ahead**, but this side trip is well worth it). Head to Kashbald Desert, which is on the far west end of Centra continent. You'll reach a small canyon that Balamb Garden can't pass; get out, equip **Enc-None**, and head to the desert on foot. You'll find a number of enemies in most areas, but if you stick to the far southeastern corner of the desert, you'll only ever encounter **Cactuars**, which give 20 AP and practically no Exp. The main catch is hitting them (and most of the time they run away as soon as they get a turn); Squall has a perfect Hit Rate, as does Selphie if you took the time to grab her **Strange Vision** weapon. Any other characters will need **Triple** Junctioned to **Hit** to connect reliably. I recommend sticking around here until **Tonberry** has at least all the "shop" abilities learned. You can go longer if you want, but it's not really necessary.

*(Tip: If you have **Familiar** and access to **Timber Pet Shop** (either physically or through **Call Shop**), you can buy basic **Stat-J Scrolls**, which teach GFs the basic stat junctions that are available to them but not yet learned (HP, Str, Vit, Mag, and Spr). They are fairly expensive (10k Gil each without **Haggle** learned), but it can save a lot of time in learning abilities and money isn't much of an issue at this point in the game. Just remember to check if the GF actually has the ability available to it naturally; if not, you need to unlearn something first. The best abilities to delete are the basic commands (**Magic, GF, Draw, and Item**) since all GFs have them and they're easily re-taught.)*

Trabia Garden

Items | Weapons Mon Aug, Timber Maniacs [Entry], Selphie [Card]

Your next objective is Trabia Garden. It's located in the northeastern part of Trabia Continent (the northern continent on your map); use your big map if you can't find it.

Upon entering, there'll be a scene, after which you need to climb up the net-like thing to get inside. Talk to the girl near Selphie and select, "Play along." Now stand in front of the **Thundaga** Draw Point (in front of the fountain), and hold down Triangle (to walk) and count your steps. Walk south 5 steps, then hit X to receive **Weapons Mon Aug**. Now, head right from the screen (the exit in the northern area) to reach a graveyard; camouflaged in the back is a **Timber Maniacs** issue.

Back at the fountain, head left. You can talk to the people here, but be sure to examine the terminal. Go to the screen to the west and speak to the little girl and boy. Your next goal is the basketball court two screens to the west. Try to leave for a scene.

When Squall appears in phantom form, go out through the northern door and talk to the boy, then follow the stone steps down to the beach. When you regain control, talk to all the kids, then leave the room to enjoy another scene. Back on the beach, speak to Irvine, Quistis, and Selphie in order (though the others will give comments), then approach Rinoa. You'll be prompted to form a party.

You'll be back aboard Balamb Garden.

Zell Love Scene #8

With Zell in your party, pay **another visit to the Library**.

Return to Trabia Garden (enter using the net-thing, just like before). Challenge Selphie's friend (the one she was talking to earlier) to a Triple Triad game, and win the **Selphie Card** from her. Once you're done, return to the World Map.

Refinement Moment #9

Refine the **Selphie Card** you just won into three **Elem Guard** items. They teach the **Elem-Defx4** ability, which you don't have access to just yet. Elem-Defx4 is an awesome defensive ability, and, if you're interested in efficiency, teach it to a GF from the end-game **Magic setup** (currently, you should have **Siren**, **Ifrit**, and **Quezacotl** from this grouping); the other two setups will learn it naturally.

All **previously-available activities** are still available to you as well.

Let us not forget...

Ultima Drawing Session #3

Yet another good opportunity to stock **Ultima** in **Shumi Village**.

To continue, head to the stone house on Centra continent's western edge. You won't be able to actually enter, but you'll notice something extremely familiar nearby. Approach it for a scene.

Battle of the Gardens

Welcome to one of the most fun sequences in the game!

Battle Preparations

Items	Cottage
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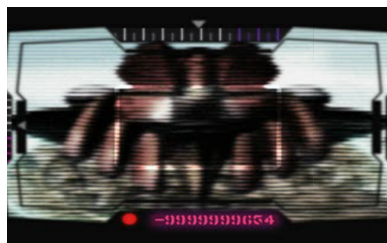
Your first task will be to give orders. The orders you're "supposed" to give are, "Prepare for the attack," "Prepare our defenses," and, "Take care of the junior classmen." Other orders will prompt funny lines, but don't actually do anything bad. Once you're done, go down and talk to Quistis. Choose a party (Zell and Rinoa are unavailable), then head to the 2F Hallway. As Squall mentions, leave your Junctions alone for now; the time will come to change them, but for now you won't be fighting. In the 2F Hallway, speak to everyone in the hallway, then continue to the area with the Classroom entrance. Speak to the pair standing around, as well as to the Junior Classman walking towards the classroom (if he enters the Classroom, just go in and back out and he'll reappear). He'll hand over a **Cottage**.

Next, make your way to the Quad (there's a Save Point along the way if you need it) and talk to Zell for a scene. Speak to Rinoa for more scenes.

Defending the Garden

Items	None
Enemies	Elite Soldier, G-Soldier, Paratrooper, SAM08G

You'll be in control of Zell's team. Junction them to satisfaction, then just run towards the end of the Quad for a scene (exit the screen after the first scene for another one). Run to the front gate now, and you'll be asked to select two party members to accompany Squall (be sure to move your Junctions to this crew).



As Squall's team, head up to the Classroom. You'll fight a massive group of **Paratrooper** enemies, which are much stronger than normal **G-Soldiers** and love to spam status ailments (**GF Summons** work like a charm against them, so long as you don't get **Silenced**). Speak to the SeeD here once they're all defeated, then return to the Bridge.

As Squall, head to the 2F hallway and talk to the Junior Classman here. During the scene, press X and choose, "Look around for another option," then, "Press the button for the emergency exit." After this, you'll be in simple mini-game where you must knock the Paratrooper off rope. All attacks that aren't blocked will stun him. Kicks are weak but quick, punches stronger but slower, and Deathblow (appears if you block a certain number of attacks) stronger still. Simply keep blocking until the Paratrooper winds up for a punch, then quickly Kick to stun and Punch or Deathblow to add damage. Rinse and repeat until you win. (If you lose, you'll start from the beginning of the mini-game and have the option of increasing your starting HP, but there's no Game Over or other penalty.)

When you land, simply run left. There'll be yet another scene, then you'll be prompted to name Squall's ring (Default: Griever). Answer, "Rinoa, let's go." Junction someone with as high a Magic stat as you can, then run towards the trees in the distance. There's an **Aura** Draw Point here. Use it, then go in through the door.

Galbadia Garden Revisited

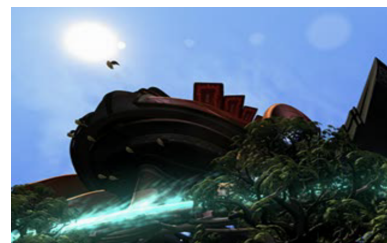
Items	Cerberus [Card], Spd-J Scroll or 8x G-Returner, Cerberus [GF], 8x Mega Phoenix or 8x Mega-Potion, Hero or Holy War, Royal Crown or Force Armlet, Alexander [GF]
Enemies	Blitz, Creeps, Death Claw, Elite Soldier, G-Soldier, GIM52A, Jelleye, SAM08G, Slapper, Tri-Face, Cerberus (boss), Seifer (boss), Seifer (boss), Edea (boss)

The first thing to do is to select a party. Once you're done, head right, then right again and up the stairs. Talk to Raijin and Fujin, then take the hallway leading left, followed by the right-hand door. The student will give you Card Key 1, after which you should return to the where you entered (where the Save Point is). Take the left fork now, followed by the left-hand door (your Key Card will unlock it).

Cross the hockey rink. You can encounter the unique **Slapper** enemies here, but they don't have anything overly useful for you. The left door is a dead end (the locker room), so take the right door to emerge in another hallway. Cross the hallway and get the Card Key 2, then exit to the south (your new key will unlock the door) and go south again to find yourself back at the start.

Now, climb the stairs to the top (go right from where you came in, then right again to reach them), and go through the door at the top. Follow the path down and your party will jump down to the lower level. The door down here in the direction you came from leads to where you entered (it only unlocks from here, oddly enough, not the other side, but opening does make a nice shortcut if you need to save), but your destination is the other way. Keep going until you reach the main hall.

You'll notice an enormous creature in the center. It's optional, but well worth your time. Give everyone the **Draw** command and protection against Wind, Earth, and Lightning in **Elem-Atk**, in order of importance (alternately, you can set **Float** in-battle to nullify **Quake**). In addition, equip protection against **Darkness** and **Silence** in **ST-Atk**. Also give someone **Mug**; you will need someone with the **Magic** command and **Dispel** available to cast as well. Once you're all ready, "talk" to the creature to enter battle.



Boss: Cerberus



HP Range	7,100 - 10,000	Level Range	1-30
AP	30	Exp	0
<u>Level-Dependent Data</u>			
<u>Level 1-19</u>		<u>Level 20-30</u>	
Draw List			
Quake Double		Quake Double Triple	
Mug (Overall Chance: 25%)			
Spd-J Scroll		Spd-J Scroll	
Drop (Overall Chance: 100%)			
8x G-Returner		8x G-Returner	
<u>Non Level-Dependent Data</u>			
Card Drop	Cerberus (100%)		
Elemental Weaknesses	None		
Elemental Resistances	Lightning (Absorbs), Wind (Nullifies)		
Status Vulnerabilities	Drain (80%), The End		

Cerberus represents a veritable cornucopia of goodies. However, it also has some extremely powerful magic. Worse is that it can cast three (!) spells in a turn if it's under **Triple** status, so be sure to **Dispel** it if it casts it.

Cerberus is capable of casting **Silence**, **Berserk**, and **Blind** in addition to a basic physical (Silence and Blind only appear under Triple), but these are far from its greatest threats. Its favorite attacks are **Tornado** and **Quake**, both dealing heavy damage if you don't have any defense against them, as well as **Thundaga**, which is far less dangerous due to it being ST (*single-target*). But the real horror comes from **Triple**, which Cerberus likes to cast on itself. While under the **Triple** status, Cerberus will use no less than three spells each turn (not necessarily three of the same spell), meaning you could easily face three consecutive **Tornado/Quake** spells with no ability to heal in between. With no protection against these attacks, most parties would be taking dirt naps after a single such round of this pummeling (unless you're really high-leveled or have great defensive Junctions). Even if you are protected, or aren't unlucky, Cerberus is quite fast (30-38 Spd) considering you can't have more than one character with **Spd-J** to this point, so the continued onslaught will wear you down very quickly. It's very easy to tell if Cerberus is under Triple (it will change its stance). If you **Dispel** Triple status, it will go back to normal, though it can still re-cast **Triple**.

The first thing you want to do is Draw some Magic while **Dispel**-ing **Triple** status when Cerberus gets it and keeping healed (Draw-casting **Triple** really helps on the healing front). On that note, **Triple** is flat-out awesome, and this is one of the only opportunities to Draw it during the game (regular enemies never carry it), so load up. **Quake** is also well worth your while, should you be lacking it. Once you have all the Magic you can carry, **Mug** Cerberus for a **Spd-J Scroll**, which is far better than the Drop, then defeat it using whatever means of damage you have at your disposal.

You'll earn a **Cerberus Card** once you emerge victorious.

You'll be prompted to name your new companion (Default: **Cerberus**). Teach it **Spd-J**, **Spr-J**, the ST-Def-J abilities, **Mag-J**, **ST-Atk-J**, the Spd+X% abilities, and **Auto-Haste**, in that order, followed by everything else.

Equip your GFs as follows (changed GF assignments from before are marked in red):

- **Strength** (*Squall, Zell/Irvine*): **Quezacotl, Ifrit, Cerberus**
- **Defense** (*Quistis, Irvine/Zell*): **Brothers, Carbuncle, Leviathan, Tonberry**
- **Magic** (*Selphie, Rinoa*): **Shiva, Siren, Diablos, Pandemona**

You may be ready to move on, but if you're at a reasonably high level (enough to encounter high-level monsters at least) and don't have everyone stocked up with **Flare** and **Pain** Magic just yet, consider fighting **Tri-Face** enemies here (they appear in the center of the main hall, where **Cerberus** was and the Garden logo is, with a very high encounter rate). Both spells give huge bonuses to stats, and Pain also gives **Darkness**, **Poison**, and **Silence** to **ST-Atk** (and all these plus **Curse** to **ST-Def**).

Save at the Save Point. Now, take the left hallway out of the main hall. Enter the classroom on the left to claim Card Key 3, the final Card Key here. You can unlock the door at the bottom of the screen if you want (it just leads back to previous areas). Now return to the main hall and take the exit opposite the Save Point. Go up the stairs here (you may remember that this is where the Reception Room is from **last time you were here**) and take the left hallway at the top. Ride the elevator up.

Before stepping forward, set up your party. Equip **Bio** to **Elem-Atk** if you have it, as well as **Drain** to **ST-Atk**. Make sure at least character has **Mug**, then approach Seifer. Out of nowhere (*sarcasm*), he fights you!

Boss: Seifer (Second Battle)



HP Range	1,300 - 10,300	Level Range	1-31
AP	20	Exp	0
<u>Level-Dependent Data</u>			
<u>Level 1-19</u>		<u>Level 20-29</u>	
<u>Level 1-19</u>		<u>Level 30-31</u>	

Draw List		
Fire Thunder Dispel Haste	Fira Thundara Dispel Haste	Firaga Thundaga Dispel Haste
Mug (Overall Chance: 12.5%)		
8x Mega Phoenix	8x Mega Phoenix	8x Mega Phoenix
Drop (Overall Chance: 100%)		
8x Mega-Potion	8x Mega-Potion	8x Mega-Potion
<u>Non Level-Dependent Data</u>		
Card Drop	Nothing	
Vulnerable to Gravity?	Yes	
Elemental Weaknesses	Poison [1.5x]	
Elemental Resistances	None	
Status Vulnerabilities	Darkness (1%), Drain, Silence (1%), Sleep (1%), The End	

Seifer is a chronic case of total hype and no substance. He's still a total pushover...and that's ignoring the fact that you're fighting him with a full party now.

Not much has changed from last time (despite what the **Scan** box will say). Seifer still mostly relies on his Hyperion gunblade (and still doesn't seem to be very adept at pulling the trigger) and the occasional **Fira** spell. What has changed is that, once his HP gets low, he'll start using Demon Slice against Squall, which does heavy damage if you didn't Junction something good to **Vit**. Seifer is also able to use a **Hi-Potion** to restore 1,000 HP, as well as **Firaga**.

Here, you can either abuse Seifer's status weaknesses (they're all total crapshoots though), or just **Mug** from him and take him down in a straight-up fight (Seifer tends not to last too long). However you do it, keep Squall's HP up and just attack Seifer until the battle ends.

After a scene, feel free to use the Save Point here. Now head back to the stairs (where the Reception Room is) and take the hallway leading right this time to find yourself on a balcony. Follow the balcony around to the doorway on the other side. The preparations are very similar to the battle just finished against Seifer, but this time equip **Sleep** in **ST-Atk**. Also, take care to give everyone protection against Ice, Lightning, **Silence**, **KO**, and (if you can) **Curse** (click [here](#) for a listing of ST-Def possibilities; note that **Pain** protects against both Silence and Curse), and make sure someone has **Draw** equipped. Once you're ready, go inside and it's time to rumble!

Boss: Seifer, Edea



Seifer's Data			
HP Range	1,200 - 7,400	Level Range	1-32
AP	0	Exp	0
<u>Level-Dependent Data</u>			
<u>Level 1-19</u>	<u>Level 20-29</u>		<u>Level 30-32</u>
Draw List			

Seifer's Data		
Fire Thunder Dispel Haste	Fira Thundara Dispel Haste	Firaga Thundaga Dispel Haste
Mug (Overall Chance: 12.5%)		
Hero (89.5%); Holy War (10.5%)	Hero (89.5%); Holy War (10.5%)	Hero (89.5%); Holy War (10.5%)
Drop (Overall Chance: 100%)		
Hero (89.5%); Holy War (10.5%)	Hero (89.5%); Holy War (10.5%)	Hero (89.5%); Holy War (10.5%)
<u>Non Level-Dependent Data</u>		
Card Drop	Nothing	
Vulnerable to Gravity?	Yes	
Elemental Weaknesses	Poison [1.5x]	
Elemental Resistances	None	
Status Vulnerabilities	Drain, Sleep (20%), Slow (1%), The End	

Edea's Data			
HP Range	500 - 16,000	Level Range	1-32
AP	50	Exp	0
<u>Level-Dependent Data</u>			
<u>Level 1-19</u>	<u>Level 20-29</u>	<u>Level 30-32</u>	
Draw List			
Blizzard Demi Esuna Alexander	Blizzara Demi Esuna Alexander	Blizzaga Demi Esuna Alexander	
Mug (Overall Chance: 12.5%)			
Royal Crown	Royal Crown	Royal Crown	
Drop (Overall Chance: 100%)			
Force Armlet	Force Armlet	Force Armlet	
<u>Non Level-Dependent Data</u>			
Card Drop	Nothing		
Vulnerable to Gravity?	Yes		
Elemental Weaknesses	None		
Elemental Resistances	None		
Status Vulnerabilities	Darkness (80%), Drain, Sleep (80%), Slow (90%), The End		


This battle is much easier than it looks. Seifer and Edea fight in a tag-team format; you'll begin against Seifer, while Edea will do nothing and be untargetable. Once Seifer is gone, Edea takes over. While both opponents have increased stats over their previous fights, they have some major weaknesses you can exploit.

Seifer still attacks with Hyperion and casts **Fira**, but he's lost his ability to use **Hi-Potion**, **Firaga**, and, most importantly, **Demon Slice**. Edea, meanwhile, has a diverse spell selection, including **Blizzaga**, **Death**, **Silence**, **Slow**, and **Maelstrom**. The first three you've probably seen (or used, heh) before, but **Maelstrom** knocks off half of all characters' HP and inflicts **Curse** status, preventing Limit Breaks. **Thundara** is weaker but makes appearances, as do **Reflect** and **Dispel**.

Seifer is extremely straightforward, chicken-wuss that he is. His Mug is the same as his Drop, so don't worry about trying to Mug him. As to Edea, your first order of business is to Draw **Alexander**. Once you have it, your strategy depends on your defenses. If you have immunity against at least Ice- and Lightning-elemental attacks and **KO** status, you're immortal (an alternate option to equipping **KO** protection to **ST-Def** is to inflict **Zombie** status on yourself). **Silence** does no damage, while **Maelstrom** can never kill you. If you can be hurt by either **Blizzaga** or **Death**, it's best to just put Edea to **Sleep** and blast her with Magic or GFs. Either way, Mug that **Royal Crown** (it beats the Drop), then do what your party does best.

After you've won, you'll be asked to name your new friend (Default: **Alexander**), after which a bunch of scenes will play out.

Walkthrough - Disc 3

 Please insert Disc 3.

The Aftermath

Items	Weapons Mon Jul
Enemies	Grat, T-Rexaur

After the scene, head to the bridge. Our next destination is Edea's House near where we fought the enemy Garden, but there are few odds and ends you should take care of first (if you just want to plow ahead with the game, click [here](#)).

First, it's time to deal with our new GF, **Alexander**. Have it learn **Med Data**, **Med LV Up**, **High Mag-RF**, **Elem-Defx4**, **Elem-Atk-J**, and **Boost**, in that order, followed by the remaining abilities.

Set up your Junctions as follows:

- **Strength** (*Squall, Zell/Irvine*): **Quezacotl, Ifrit, Cerberus, Alexander**
- **Defense** (*Quistis, Irvine/Zell*): **Brothers, Carbuncle, Leviathan, Tonberry**
- **Magic** (*Selphie, Rinoa*): **Shiva, Siren, Diablos, Pandemona**

Refinement Moment #10

Assuming you won the **Leviathan Card** from **Card Magician Joker** (and if you didn't, go do so), **Card Mod** it into 3 **Doc's Code** items. Use one to teach **Alexander** its **Med Data** ability which will save you some time learning its abilities (you don't need to unlearn anything, Alexander learns it naturally). If you're wondering whether it's worth giving up the Card, yes, it is, the Leviathan Card isn't all that great as a playing card.

In addition, you should also **Card Mod** the **Chubby Chocobo Card**, assuming you bothered to pick it up as part of the **Queen of Cards Quest**. It mods into 100x **LuvLuv G**, which increases a character's compatibility with all GF's by 20 points each. If you're using your physicals to win it's not that important, but for you GF spammers out there, this is a godsend.

As you can guess, now is the time for...

Zell Love Scene #9

Pay one last **visit to the Library** with Zell in your party.

Naturally, it's also time for...

Ultima Drawing Session #4

Another chance to snag **Ultima** in **Shumi Village**. If your main Draw-er is getting full, give Ultima spells to someone else to reduce the number they're carrying to 85 (the maximum Draw is 15 at a time) and open up space in their inventory.

In addition, the following activities are now available:

- Still in Balamb Garden, head to the Training Center and take the path going left to find **Weapons Mon Jul**.
- This is the final advancement point for the **Novice SeeD Candidates**, if you're doing their quest.
- At this point, you can complete the **Zell Love Quest** by visiting Balamb.
- Now that it's Disc 3, now is an excellent time to complete the **Dollet Bone Quest**, because now the rewards won't be complete trash.

Any **previously-available quests** are still available as well, if you haven't completed them yet.

Edea's House

Items	Timber Maniacs [Entry], Edea [Card], Esthar (1) [Entry], Esthar (2) [Entry], Time Compression [Entry], The Great Hyne [Entry]
-------	---

Edea's House is located on the western tip of Centra Continent.

Go inside the house proper for a scene. Grab the **Timber Maniacs** issue lying on the ground near the doorway, then follow Cid for a scene. Afterwards you can challenge Edea to a game of cards. She holds the **Edea Card**, but be warned: she is an excellent card player, and the Centra rules are completely unfavorable to you, with **Random**, **Plus**, and **Same** (the three most troublesome rules). Try to at least spread **Open** or abolish **Random** or **Plus** before going for the card, but if not, you can win the card once the rules are changed to your liking. Cid also has the **Seifer Card**, should you not have gotten it on Disc 1 or 2, but he now uses Centra's rules, not Balamb's.

To continue, keep talking to Edea until she stops saying new lines, then attempt to leave for a scene.

Perfect Game Alert #11

Be sure to talk to Edea until you see Adel's name in yellow, which unlocks the **Esthar (1)** and **Esthar (2)** entries in Tutorial. Also talk to Cid until he stops giving new lines to receive the **Time Compression** and **The Great Hyne** tutorial entries.

You'll find yourself back in Balamb Garden's cockpit. Feel free to explore if you want (there's nothing new for you to do however), then head for the Infirmary. Talk to Kadowaki, then approach Rinoa for...wait, now?

Trabia Canyon

Items	None
Enemies	Bite Bug, Mesmerize, Ruby Dragon

You'll be prompted to choose who gets what Junction set. Laguna will always have Squall's, but Kiros (and Ward, if you didn't read the **Timber Maniacs** issue in Shumi Village) can be given whosever Junctions you want. Just make sure everyone actually gets a Junction set (if not, they'll be completely gimped).

There'll be a long scene, after which you'll have a sword fighting mini-game. It looks tough, but is actually fairly easy. Simply block when the dragon attacks and when it recovers quickly from a previous attack (when it does its fast recovery, it'll attack very quickly afterward), and attack when you have an opening. You'll lose a ton of health if you get hit, so try to avoid that. If you lose, you'll be given the option to redo it.

Once you finish on the positive side, answer, "H-Hold on a sec..." to be given control of Laguna and co. Junction Kiros and Ward (their GFs will have been stripped, but they'll have the **Magic** of whomever you Junctioned them to). Return to the Save Point and Save and Tent if needed. (You can also run around the mountainside to fight **Bite Bug** and **Mesmerize** enemies, but there's little point to doing so.) If you're power-gaming, Draw on all characters alongside **LV Up** and **LV Down** on someone is highly recommended. Once you're ready, exit at the bottom and approach the dragon.



Now, a bit of discussion on the fight ahead (if you don't feel like trying to Draw its powerful magic, feel free to just defeat it and skip the **next section**). You're about to fight a **Ruby Dragon**, which you likely haven't seen yet. It's no different than any other Ruby Dragon aside from the fact that the encounter is a fixed encounter, but there are a few key points to understand before engaging it in combat. First, it's weak to Ice and Holy, absorbs Fire and Wind (which are also the elements it uses), and vulnerable to **Sleep** and **Slow**. Second, high-level (45+) Ruby Dragons carry **Flare** and **Meteor** Magic (and this is the best source of the latter, but you can still fight Ruby Dragons elsewhere if you want, though you will have to wait quite some time for the next chance). Third, you can change its level using **Tonberry's LV Down** and **LV Up** commands. Finally, high-level Ruby Dragon monsters have access to **Meteor** and **Breath**, a massively-powerful MT non-elemental physical, when facing a three-headed party with no one **KO'd**.

From the above paragraph, we can arrive at a few different conclusions. If you don't plan to Draw from the **Ruby Dragon**, you probably won't see the high-level version. The low- and mid-level versions will just cast Fire spells and **Aero**, and are only somewhat threatening for their powerful basic physical, so just whack them (Ice spells in **Elem-Atk** speed this up). However, if you intend to Draw from it and Ward is in your party, you need a strategy to deal with Ruby's **Breath** attack (if you lack Ward, it will never be used, even by high level dragons). Even if you have **Meltdown Junctioned to Vit**, your Vitality stat will be around 100 or so, and **Breath** will still be incredibly powerful (you probably won't survive more than one). High HP (from a powerful Junction and/or **HP+80%**) is one option, but it's highly unlikely you can do that for all three characters (you'll need at least 2,600 HP to reliably survive the attack with Meltdown on Vit, if not more). **Sleep** status is another possibility, but Ruby has only 20% vulnerability to the status so it's unlikely to stick, and even then it wears off after a while (combine with **Slow** for best results).

This leaves two realistic methods for us to exploit. The first way is to **KO** a character while the others Draw, then revive them and **KO** a different character to allow the first character to Draw. The "KO a character" trick works like a charm, but sadly it's not a possibility in a Perfect Game (you can't have KO'd characters and still get a Perfect Game). The other method is to have **Meltdown** on your **Vit** stat as well as a decent HP stat (**Regen** or better as a **Junction to HP** is strongly advised) and a stockpile of **Protect** and curative magic. Give the character with **Cerberus** the **GF** command in addition to the LV modification Commands on someone else, then enter battle. Before increasing Ruby's level, Summon Cerberus to set **Double** and **Triple** on the party, the level up Ruby to over 45. Cast **Protect** on the party, then get to work Drawing (re-cast Protect if it wears off). Be sure to heal up anytime **Breath** or **Meteor** are used, both can take off big chunks of health. This second route is slower, but possible for those playing a Perfect Game.

For those of you Drawing, once you're done it's wise to level the dragon back down again, both to reduce Exp gain and to prevent further **Breath** attacks. On the other hand, **Meteor** especially will be very slow to Draw unless you have a good Magic stat (80 or better is ideal, though it can be done reasonably with at least 60 Mag), so you may prefer to Draw it later. However you choose to play, defeat the **Ruby Dragon** for a scene.

Picking up the Trail

Items	Sorceress' Letter
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If you elicited all the **Novice SeeD Candidates'** dialog throughout the game, you can now go to the Cafeteria to view your "reward."

As Squall, head to the cockpit, and from there to Edea's House. Speak with Edea to receive the **Sorceress' Letter**. There's nothing else to do here now (unless you want to play Edea or Cid in **Triple Triad**, or **change the region's rules**), so return to Balamb Garden.

White SeeD Ship

Items	Timber Maniacs [Entry], Shiva [Card] + Rename Card or 25,000 Gil (optional)
-------	---

Use the image below to locate the White SeeD Ship.



Simply "drive" Balamb Garden into the ship to enter it. There'll be a scene, then you can talk to people on the ship. Head towards the stairs for yet another scene. Afterwards, ascend the stairs to find a **Timber Maniacs** issue on the left-hand side of the room. If you speak to Zone here and have the **Girl Next Door** in your inventory, you can give it to him (he gives you the **Shiva Card** and a **Rename Card**), sell it to him (he gives you 25,000 Gil), or keep it. I recommend not giving it to Zone; nothing he gives you is unique, but the Girl Next Door is one-of-a-kind. (If you're wondering, the Shiva Card refines into 100x **North Wind** items, but you could easily have **Blizzaga** on everyone by now, and compatibility isn't that important, especially if you modded the **Chubby Chocobo Card**.)

Perfect Game Alert #12

Do *not* give Zone the **Girl Next Door**. The **Rename Card** can be acquired by modding **Catoblepas Cards**, the **Shiva Card** can be won from the **CC Group** on Disc 4, and 25,000 Gil is not that much at this stage of the game. You also need to grab the **Timber Maniacs** issue here, which is likewise missable.

Back downstairs, Watts (who still uses Galbadia rules) will have the **Angelo Card**, should you not have won it earlier (**Card Mod** it into 100 **Elixirs**, it sucks as a playing card and the reward is just too good). Go downstairs to enter the cabin for a scene. Draw from the **Holy** Draw Point (use whichever character has the highest Magic stat for this) when you're done, then speak to the leader for another scene.

Journey to the Silent Country

After the scene, you'll be back aboard Balamb Garden. If you need anything on the White Seed Ship, you can still return to it (speak to the boy in the starting screen to be returned to the Garden).

Preparations for the Journey

Items	None
Enemies	Cactuar, Caterchipillar, Cockatrice, Forbidden, Hexadragon, Malboro, Mesmerize

This section is entirely optional, but strongly recommended. If you want to skip ahead, click [here](#).

Ultima Drawing Session #5

Time to grab more **Ultima** Magic in **Shumi Village**.

First, go back to Kashbald Desert and fight **Cactuars** until **Alexander** learns **Med LV Up**. You can stay longer if you like, but it's not really necessary.

Ultima Drawing Session #6

The **Shumi Village** Draw Point should have restocked its **Ultima** spells from you running around in the desert, so go back to Shumi Village and Draw again.

Next, you should collect at least 6 each of **Steel Pipe**, **Remedy+**, and **Malboro Tentacle** items (they'll be used for a sidequest later). Steel Pipes are **Mugged** from **Wendigo** monsters (you can fight them where you had the first Laguna dream), or you can use **Card Mod** on **Elastoid Cards** (each Elastoid Card refines into a Steel Pipe). **Remedy+** is the easiest, assuming you came prepared: simply buy 60 **Remedies** from any **shop** that comes to memory, then use **Med LV Up** to turn them into 6 **Remedy+**'s. **Malboro** Tentacles are the toughest. **Malboros** have them, naturally (Drops are the quickest means), but the only place to encounter Malboros currently is in Grandidi Forest, near **Chocobo Sanctuary** (take a Chocobo from **Roaming Forest**, and return by taking one from Chocobo Sanctuary; kill Malboros using Degenerator). The encounter rate is rather low, however. If you don't want to do that, you can also **Card Mod** **Malboro Cards** (4 Malboro Cards refine into 1 Malboro Tentacle, recommended in Perfect Games since you may end up gaining a lot of levels in the forest), or, if you're impatient, just wait until later (they're worth getting now though).

Ultima Drawing Session #7

One last chance to draw **Ultima** from **Shumi Village** before you leave the region.

Setting Out for Esthar

Make your way to FH. Upon entering, there'll be a scene. Just follow the linear path, with scenes occurring as you go. When you gain control, talk to Rinoa, then speak to Edea after the scene. You'll be prompted to form a party, with Edea available as a temporary member.

Perfect Game Alert #13

It's best not to use Edea, to avoid her accumulating kills or **KO**'s. She's completely optional (at this point anyway), despite what the game may try to lead you to believe.

Once your party is formed, simply run into the dried-up lake-thing to the east. (You can re-enter Seaside Station if you like, but the only use to this is if you want to play cards with the old man there.)

Great Salt Lake

Items	None
Enemies	Lefty, Righty, Vysage, Abadon (boss)

Upon entering, you'll be prompted to reform your party, then head up to the next screen.

Climb up to the upper ledge using the skull and spine of...whatever it is, then, on the next screen, you can find a hidden **Meteor** Draw Point to the right of where you entered. When you're ready to continue, cross the spine to the next screen. There's a **Thundaga** Draw Point here; use it if you want, then continue northward and press X to jump off the cliff. Go north to the next screen from here.

On this screen, you can go right to find a Save Point.

Equip the **Recover** or **Revive** (preferable) command, or alternately Fire- or Holy-elemental magic to **Elem-Atk**, as well as **Mug**. Equip protection against **Silence** and **Confuse** in your **ST-Def** as well. If you lack **Flare** but are at a high enough level (average party level of 27 or so should be enough), give your party Draw as well. Save at the Save Point if you need to, then follow the path to meet a new friend.

Boss: Abadon



HP Range	510 - 17,010	Level Range	1-34
AP	40	Exp	0
Level-Dependent Data			
Level 1-19	Level 20-29	Level 30-34	
Draw List			
Cure Esuna Dispel	Cura Esuna Dispel	Curaga Esuna Dispel Flare	
Mug (Overall Chance: 12.5%)			
Power Wrist	Power Wrist	Power Wrist	
Drop (Overall Chance: 100%)			
10x Flare Stone	10x Flare Stone	10x Flare Stone	
Non Level-Dependent Data			
Card Drop	Nothing		
Undead?	Yes		
Vulnerable to Gravity?	Yes		

Elemental Weaknesses	Fire, Holy
Elemental Resistances	None
Status Vulnerabilities	Darkness (40%)

This boss more or less represents Square saying, "hey, there hasn't been a boss in a while, so let's throw one in here for fun." Just like **Gerogero** before it, Abadon's Undead nature really works against it.

In addition to a basic physical attack (which is actually quite strong and very often criticals), Abadon is capable of casting **Blind** and **Silence** while it's sitting down. It also has access to **Dispel**, should you use any positive statuses, and Lick, which is damage and **Curse** status to one. When it stands up, it's Vit increases greatly and it gains access to **Confuse** in addition to the aforementioned moves.

Abadon's Achilles heel is its Undead nature combined with the fact that it doesn't really use anything seriously threatening to you with semi-intelligent Junctions. The most important thing to do here is to **Mug** that **Power Wrist**, but you can also Draw **Flare** from the high-level edition. If you get hit with a status attack, Draw-cast **Esuna** to remove it. Once you're done, **Revive** will off it instantly, and **Recover**, **X-Potion**, or **Elixir** in 1-2 uses. Fire- or Holy-elemental moves also work, but take a lot longer.

After the battle, simply follow the cliff until you see the background flicker. Examine it (go to the edge of the cliff), then follow the new path that opens up.

Mystery Building

Items	None
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There's very little to do in here. On the second screen you can examine the console for some enlightening discoveries, but otherwise, just follow the linear path for some scenes.

The Resistance

Items	Weapons Mon 1st
Enemies	Elastoid, Esthar Soldier, Esthar Soldier [Cyborg], Gesper

Once again, you'll be prompted to Junction your characters to Laguna's gang. Squall is always Laguna, but Kiros and Ward can be assigned to whomever you like.

Start out by talking to the Esthar Soldier near the elevator, followed by the one near the other door. Address the Moomba twice, then speak to the man. Speak to the Moomba again to be greeted by an **Esthar Soldier**. After the scene, choose, "Better check..." to check your Junctions. Kiros' and Ward's GFs have been removed, so you'll need to re-equip them and re-do your Junctions. Once you're ready, choose, "Perfect...!" to be thrust into battle against a **Gesper**, E-Soldier, and Cyborg **Esthar Soldier**. Beat them up like normal, the ride the elevator up.

Here, simply keep approaching Dr. Odine until your group runs out of the building. After the scene, save at the Save Point. Go back inside and grab the **Weapons Mon 1st** lying on the ground inside and then take the elevator down. Be sure to give someone **Mug**, then go towards Odine. You'll fight an **Elastoid**, Esthar Soldier, and Cyborg Esthar Soldier. If the Elastoid is at a high level (30+), you can Draw **Meltdown** Magic from it, as well as Mug a **Laser Cannon**, a rare item that teaches Quistis **Homing Laser**, her second-most powerful ST Limit. (If you don't get the Laser Cannon for whatever reason but your party is capable of meeting Level 30+ monsters, it's worth reloading your save as long as you saved upstairs. Laser Cannons are extremely difficult to get outside of Elastoid encounters, and this is the last time you will see one.) Follow Odine into the elevator, and then outside for still more scenes.

After more scenes, it's time to kick the crap out of two more **Esthar Soldiers**, then try to open the door. Examine the bench thing in the middle of the room to continue. When it stops, go to the next room, then it's time for one last rodeo with two **Cyborg Esthar Soldiers**. Examine the right-hand side of the console, then return to the entrance and go through the previously-locked door for a scene.

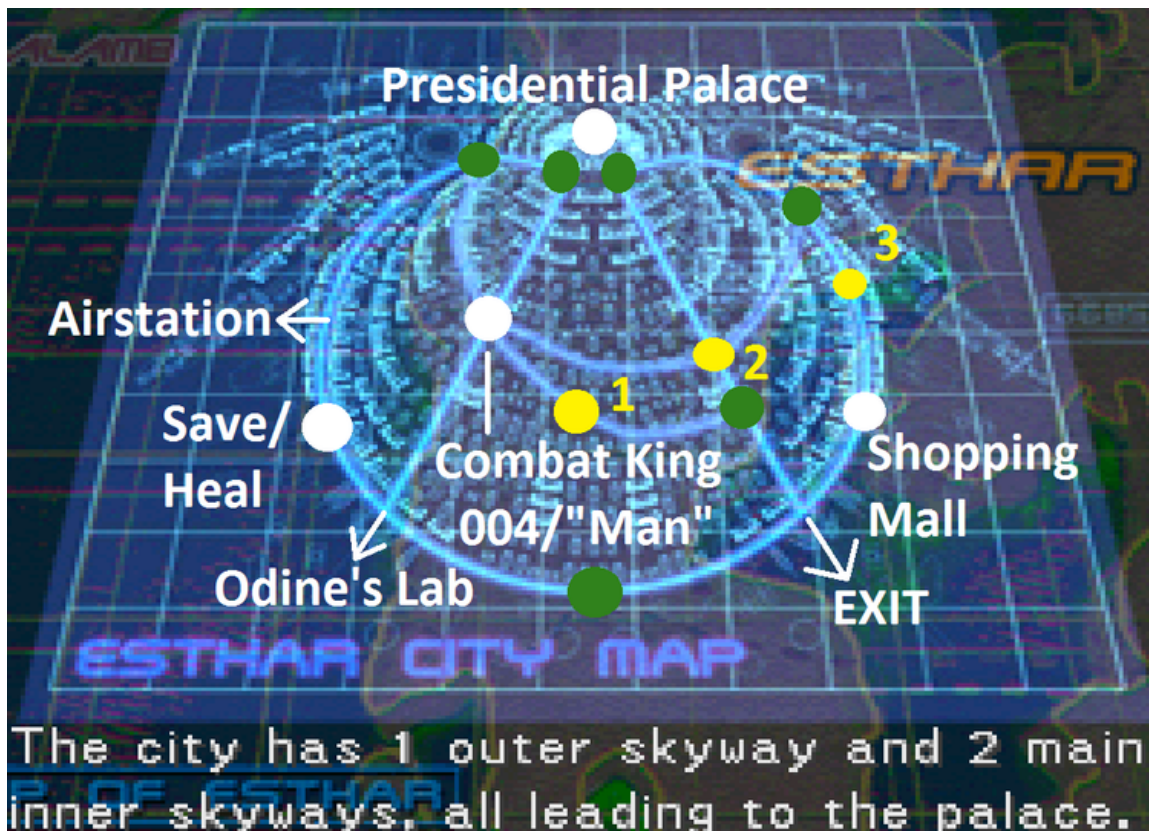
Esthar

Back as Squall, watch the scenes.

Exploring Esthar City

Items	Ward [Card], Occult Fan IV , Hi-Potion , X-Potion , Hi-Potion , Mega-Potion , Hi-Potion , Mega Phoenix , Rosetta Stone
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Once you're back in control, challenge Odine to a game of cards and win the **Ward Card** from him (if you mix Centra rules, be sure to save first). Leave the Palace when you're finished.



Above is a map of Esthar. (It's one of the largest areas of the game.) The yellow numbered points are used for a quest later (but yellow circle locations can still be visited now), while the white marks indicate key locations. The green circles indicate other screens, to help you keep track of where you are. At Yellow Spot #2, note that the paths cross but do not intersect, meaning you must continue along the same path you entered from, while the "Combat King" white spot has the paths to Odine's Lab and Yellow Spot #2 intersect, while the "outer spur" path (the one that leads to Yellow Spot #1) does not have a junction with either of the other paths.

Points of Interest:

- You begin at the **Presidential Palace**. If you leave, Odine can still be played in Triple Triad here for the **Ward Card** if you didn't win it before, but only before advancing the plot further. The President's office is inaccessible.
- Upon exiting the palace, head for the area outside the **Airstation** (from the palace, go left twice, then take the bottom-left path). Talk to the Presidential Aide here, then return to the Palace and speak to the Presidential Secretary back in the waiting room. He'll drop the **Occult Fan IV** on the ground for your reading pleasure.
- Go to the point marked **Combat King 004/'Man'** (from the Palace, head left twice, then right twice). Talk to the soldier here; this will allow you to obtain **Combat King 004** for free later. (He doesn't say anything interesting, but this does need to be done or he won't hand it over.)
- **Odine's Lab** cannot be entered at this time.
- At the point marked **Save/Heal** is a Save Point, underneath a device that automatically heals your characters to full HP.
- The **Shopping Mall** is in the eastern part of the city. No less than five shops can be visited here, four of which are unique. The shops are listed in the table below. Click on a shop's name to be taken to its inventory. Be sure to visit each shop at least once (a shop being closed or giving you a free item doesn't count) to make the shop appear in **Call Shop**. In Call Shop, the shops are never closed (though you can't get the gifts there either), and work like any other shop. Cheryl's Store is never open; its use is for its gift, which is discussed below the table.

Column 1	Items	Column 2	Items
Rinrin's Store	None	Cloud's Shop	Hi-Potion, X-Potion
Johnny's Shop	Hi-Potion, Mega-Potion	Don Juan's Shop	None
Karen's Store	Hi-Potion, Mega Phoenix	Cheryl's Store	Rosetta Stone
EXIT			

In addition, most shops have gifts. The way the shopping mall works is that each shop has a probability (which varies depending on the selected Shop) of being closed. If a shop is closed, there is then a random probability of receiving a gift instead (again, depending on the shop). All of the gifts are high-end **Character Recovery Items**...except the **Rosetta Stone** from Cheryl's Store, which is an extremely powerful and rare item (teaches **Abilityx4**), so be sure to get at least the Rosetta Stone (it can take many attempts, but it's well worth your while). Each gift can only be gotten once.

Missable Item Alert #6

You must, at minimum, visit all of Esthar's shops (except Don Juan's, which is a **Junk Shop**, and Cheryl's, which is never open) at least once to make them appear in **Call Shop**. If you fail to do this, several items will become unattainable come Disc 4. Also, be sure to grab the **Occult Fan IV** if you haven't already. It can only be obtained during a brief time frame, which is right now.

Don't leave the Mall just yet. It's time for...

Refinement Moment #11

Now that you have access to **Esthar Shop!!!** (yes, that's how it's shown in-game...maybe the owner was extremely excited to open a shop?), as well as **Tonberry's** shop abilities, we now have access to the best incarnation of the Infinite Money Trick. It works like this:

1. Enter **Esthar Shop!!!** (you can do it either in the mall or through **Call Shop**)
2. Buy 100 each of **Tent** and **Cottage** (costs 210,000 Gil in total with **Haggle**)
3. Refine the **Tents** and **Cottages** into 75x **Mega-Potion** using **Recovery Med-RF**
4. Sell the **Mega-Potions** (75 sell for 562,500 Gil with **Sell-High**)
5. Repeat steps 1-4 as desired

If you have both **Haggle** and **Sell-High**, you'll make a whopping 352,500 Gil for each round of the trick, and the trick can be repeated indefinitely. Even better, if you're quick you can complete a round in around 30 seconds.

A few new refinements have come available since we last checked in, so let's get down to business. If you lack money, just use the Infinite Money Trick above to get more.

- **Power Wrist** or **Hypno Crown** (*Esthar Pet Shop, 20,000 Gil each without Haggle*) > 10x **Aura Stone** (*Tool-RF*) > 10x **Aura** (*Supt Mag-RF*)
- **Edea Card*** > 3x **Royal Crown** (*Level 10*)
- **Ward Card*** > 3x **Gaea's Ring** (*Level 10*)
- **Giant's Ring** (*Esthar Pet Shop, 20,000 Gil each without Haggle*) > 60x **Protect** (*Supt Mag-RF*)
- **Force Armlet** (*Esthar Pet Shop, 20,000 Gil each without Haggle*) > 30x **Shell** (*Supt Mag-RF*)
- 10x **Elixir** > **Megalixir** (*Med LV Up*)

There's still more to come, so stay tuned. **Previously-available refinements** are of course still available.

Aside from refinements, there are also things sold in Esthar's shops that are useful in their own right. **Esthar Pet Shop** sells **Pet Pals Vol.5** and **Pet Pals Vol.6**. The former teaches **Angelo Search**, which you should set to learn as soon as you get it, while the latter teaches Rinoa's ultimate **Combine** skill. Meanwhile, the **Stat+40%** items are obviously very helpful to you, so grab any you need. You can also buy the **Combat King** and **Weapons Monthly** tomes from **Esthar Book Store** (the high-end ones require **Familiar**), but you should have all of these except **Combat King 004** and **Combat King 005**, both of which you can get in due time. Finally, **Esthar Shop!!!** has the best selection of healing items you'll find anywhere.

When you're done in town, head to the **exit**. You can rent a car if you want (be sure to buy **Fuel** first though), or just run out of the city.

Great Plains of Esthar

Items	None
Enemies	Bite Bug, Caterchipillar, Gayla, Glacial Eye, Hexadragon, Malboro, Mesmerize

First, a word about encounters. You can get **Bite Bug, Gayla, Glacial Eye** in the city area (on the world map, not the field map part you just left), **Bite Bug, Caterchipillar, Gayla, Glacial Eye**, and **Hexadragon** near the northern cliffs, and **Mesmerize** and (very rarely) **Malboro** on the (vast) plains. I recommend using either a car or **Enc-None**, but if you want to fight for whatever reason, go right ahead.

Check your full-size World Map to see where you can go (everything visitable has been marked). Out of all the locations associated with Esthar, only two are of any importance to you at the moment. The first is Tears' Point, which represents the first (or last, if you were smart) step in **acquiring an optional GF**. The other is the Lunar Gate, which is your next destination in the story, so go there once you're done messing around here.

Lunar Gate

Items	None
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Go inside the building. After the scene, follow the woman to the next room.

Here, tell them you're ready, then pick whichever reply you want. You'll be asked to form a party. Rinoa will occupy a slot, so you'll have to pick a third person. This third person will not participating in any battles, so assign accordingly. Answer, "Yeah..." when you're done, then enter the pod.

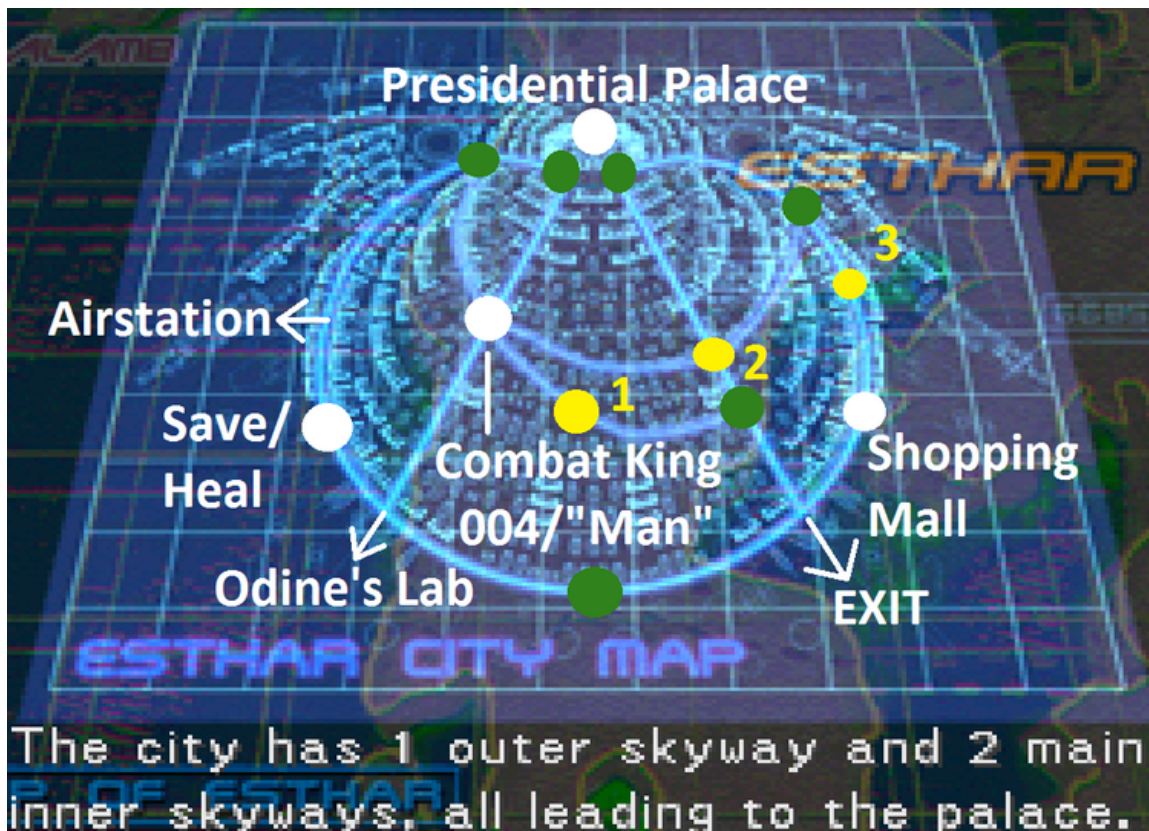
As Zell, run outside for a scene. Now you must form your other party (or, more correctly, select a party member to accompany Zell and Edea). Junction yourself as needed, then return to Esthar (if you're doing a Perfect Game, Junction Edea, but make sure she gets no **KO's** or kills). If you rented a car, it will still be wherever you parked it.

Siege of Esthar

Catching the Lunatic Pandora

Items	Combat King 004
Enemies	Elite Soldier, G-Soldier, GIM52A, SAM08G

Upon entering, be sure your Junctions are set and you're all ready (if not, you can still do stuff around the city), then head left from the entrance until you reach a Save Point. Use it, then return to Odine's Lab and go inside. Ride the platform and go through the door, and there'll be a scene; be sure to ask any questions you feel like (they'll give you some background). Once again, the map of Esthar:



This quest uses the three numbered Yellow Spots shown above. The Lunatic Pandora can be entered at Yellow Spot #1 with 15:00 - 12:00 remaining on the timer; at Yellow Spot #2, with between 10:00 - 5:00 remaining on the timer; and at Yellow Spot #3, with between 3:00 - 0:00 remaining. Once the mission starts, you'll see random battles throughout the city, but **Enc-None** will prevent them as usual.

As long as you don't mess around wasting time, 8 minutes is more than enough time to reach Yellow Spot #1, even without using **Enc-None**. On the screen marked above as **Combat King**, you can speak to the soldier here (if you spoke to him before visiting the Lunar Gate) to receive **Combat King 004**, which teaches Zell a powerful finisher.

If you miss Spot #1, you can still catch up to the Lunatic Pandora at Spot #2 or Spot #3 by going there and waiting for the timer to run down. However, you will not be able to do much inside if you don't get on at the first contact point. If the timer hits zero and you still haven't boarded for whatever reason, the next section is skipped completely and the game continues **here**.

Once the Lunatic Pandora is on the screen, approach it. You'll fight a **G-Soldier** and an **Elite Soldier**. They suck at fighting as much as ever, but if you take too long (or, more probable, got to the screen too late) and the timer passes 12:00 for Spot #1, 5:00 for Spot #2, or 0:00 for Spot #3, you'll miss the Pandora and have to catch it at the next stop. Once you win the battle in the time frame, there'll be a scene.

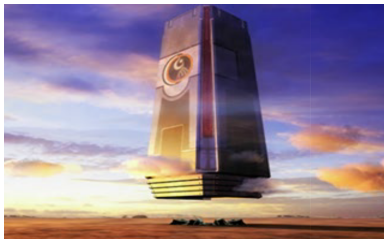
Exploring Lunatic Pandora

Items	LuvLuv G*, Power Generator*, Combat King 005*, Spd-J Scroll*
Enemies	Behemoth, Elite Soldier, Elnoyle, G-Soldier, GIM52A, Imp, Iron Giant, SAM08G, Torama, Turtapod

*(Note: All enemies (except for Galbadian war assets) in Lunatic Pandora are Level 1. As such, even in a Perfect Game, it's worthwhile to take off **Enc-None**, because you'll hardly gain Exp, and the AP and Drops/Mugs here can be very useful.)*

If you got in the Pandora at Spot #2 or Spot #3, you'll be evicted from the premises before you can do much of anything. As such, this walkthrough assumes you entered at the first contact point.

Immediately to the right of where you entered is a **Meteor** Draw Point, likely the first you've seen. Use it if you need to, then go up the stairs. You'll find yourself on a screen with three elevators. Elevator #1 leads to the end of the area, Elevator #2 leads to a dead end, and Elevator #3 leads to treasure. Since we're playing an RPG and there's no time limit, advancing is better than a dead end and treasure is better than either of those, no matter how much the game makes it seem like you need to rush, so take Elevator #3.



Once it reaches the bottom, go right and take the stairs leading down, followed by a ladder. At the bottom is a **Confuse** Draw Point. If you picked up the Old Key as Laguna here, the door will be open; go inside to obtain a **LuvLuv G**. Assuming you got the boulder stuck in the wall as Laguna, head left and over the now-embedded rock to the next screen.

Here, if you opened the panels as Laguna, you can now reap your rewards. The right-hand panel holds a **Power Generator**, one of the rarest items in the game and the thing that teaches Quistis **Ray-Bomb**. The central panel hides a **Silence** Draw Point (eh...), and the left panel opens access to a **Phoenix Pinion**. Once you have everything in this area, continue to the next screen.

On this screen, pick up the **Combat King 005** on the ground. If you grabbed the Old Key near here as Laguna, the door at the end of the hall will be open; it hides an **Ultima** Draw Point, though it's unlikely you'll be able to get more than 8 of the spell, and it's once only, so you may want to consider Drawing later if you want to max out its yield. After obtaining everything, return to the elevator, ride it up, and take Elevator #1 this time.

Simply follow the linear path. On the screen with the elevator, close to the exit, you'll find a cavity if you pushed the rock from the tunnel wall as Laguna. There is a **Spd-J Scroll** in that cavity, so take it. On the next screen, go upward, then just keep going as far as you can for a scene.

Lunar Base

Items	Laguna [Card], Alexander [Card] (optional)
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After the scenes, talk to Piet (the man in white), then head towards Rinoa. Follow Piet afterwards.

Now, use the Save Point in the examination room, then follow the straightforward path to the control room. Before viewing the monitor, keep **playing** Piet in **Triple Triad** and quitting until a rule abolishes. (He won't ask to **Mix** rules, but since all seven rules are initially in effect, he'll eventually Abolish a rule.) If anything other than **Random** or **Plus** abolishes, reload your save (soft reset to avoid issues with the RNG). Once you manage to abolish Random or Plus (either is fine really, since they're the two worst rules), go back and save, then return to Piet and play for real now. He has the **Alexander Card** for picking. If you're having trouble, use the link below for procedures on abolishing a specific rule in this situation, the "all rules" scenario (click "*Manipulating Special Rules*," then scroll down to "*Abolishing a Specific Rule with All Rules in Place*"):

<http://www.gamefaqs.com/ps/197343-final-fantasy-viii/faqs/72525>

It's also possible to win it later, when you can eliminate more rules. Don't **Card Mod** it yet though, it's required for the **Queen of Cards** quest.

Once you're done playing cards, check out the monitor by your partner. A scene will occur, then, if you talk to Piet, he'll tell you to go see Ellone. Save your game again, then go up the stairs outside the room and follow the simple path to Ellone (you can speak to the woman looking out the window on the way to her for some scenes). Do not speak to Ellone yet; instead, play her in **Triple Triad** and win the **Laguna Card** from her. Unlike Piet, you can't play her again once you speak to her, so make sure to do this before continuing further (even if you have to reload your save a few times).

Refinement Moment #12

Sell off any **Hero** items in your inventory (a little extra Gil never hurt you), then **Card Mod** the **Laguna Card** you just won into 100x **Hero**, which grant **Invincible** status to one character.

Once you're ready to move on, chat with Ellone, then head for the med bay. A scene will take place along the way; go to the med bay and talk to Rinoa, then to the control room. Wait for Rinoa to arrive (she takes a while so be patient), after which scenes will play. (If Rinoa doesn't show up after a long while, you can follow her to the control room to make her show up.) Examine the monitor after Rinoa leaves, then head upstairs and into the room off the hall near the unconscious man. Examine the locker to put on a space suit, then follow Rinoa. When the door closes, return to the hallway outside the locker room.

Now head for the control room and speak to Piet, then to Ellone, then leave on the right side of the screen. Save your progress, then talk to Ellone and enter the escape pod for more scenes.

Eventually you'll be prompted to play a mini-game in space. You must catch Rinoa within the time limit, or it's Game Over. To do so, hold down Triangle to activate your boosters (there's no limit on how much fuel you have), then align yourself so that Rinoa is centered on your screen. Keep holding Triangle and you should reach Rinoa.

Ragnarok

Items	None
Enemies	Propagator (boss)

When you regain control, use the Save Point (you don't want to have to re-watch all the scenes, do you?), then head to the next room. After the scene, go through the door for still another scene. Junction your characters and take any magic off Edea and give it to someone else, while making sure to give your characters a good **ST-Atk** Junction (anything besides **Confuse** will work, even **KO**). Lightning protection in **Elem-Atk** is also strongly recommended, as is defenses against **Darkness** and **Silence** on **ST-Def**. Go downstairs to meet face-to-face with...

Boss: Propagator



HP Range	1,100 - 5,200	Level Range	1-42
AP	5	Exp	0
<u>Level-Dependent Data</u>			
<u>Level 1-19</u>	<u>Level 20-29</u>	<u>Level 30-42</u>	
Draw List			
Thunder Cure Esuna Life	Thundara Cura Esuna Life	Thundaga Curaga Esuna Life	
Mug (Overall Chance: 50%)			
6x Wizard Stone (69.9%); 8x Wizard Stone (19.5%); 10x Wizard Stone (5.9%); 12x Wizard Stone (4.7%)	6x Wizard Stone (69.9%); 8x Wizard Stone (19.5%); 10x Wizard Stone (5.9%); 12x Wizard Stone (4.7%)	6x Wizard Stone (69.9%); 8x Wizard Stone (19.5%); 10x Wizard Stone (5.9%); 12x Wizard Stone (4.7%)	
Drop (Overall Chance: 75%)			
Spell Stone based upon Propagator color (see table below)	Spell Stone based upon Propagator color (see table below)	Spell Stone based upon Propagator color (see table below)	
<u>Non Level-Dependent Data</u>			
Card Drop	Nothing		
LV Down/Up?	Yes		
Vulnerable to Gravity?	Yes		
Elemental Weaknesses	None		
Elemental Resistances	None		
Status Vulnerabilities	Berserk (60%), Darkness (40%), Doom (80%), Drain, Eject, KO (70%), Petrify (70%), Petrifying (70%), Poison (80%), Silence (80%), Sleep (80%), Slow (90%), Stop (50%), Zombie (70%), The End		

Propagator Drops	
Color	Drop
Purple	Shell Stone (69.5%); Protect Stone (19.9%); Aura Stone (5.9%); Death Stone (4.7%)
Green	Death Stone (69.5%); Holy Stone (19.9%); Ultima Stone (10.6%)
Yellow	Flare Stone (69.5%); Meteor Stone (19.9%); Ultima Stone (10.6%)
Red	Aura Stone (69.9%); Death Stone (19.9%); Ultima Stone (10.6%)

While treated as a boss in some regards, Propagator just ends up being an above-average normal encounter as opposed to an actual boss. The Drops are dependent on the color, but all other data are the same for all Propagator types.

Propagator has a physical and BiteBite for heavy damage, as well as **Thundaga**, **Blind**, and **Silence**, all of which have their usual effects.

The best way to dispose of the aliens is using status attacks. As alluded to above, Propagators are affected by nearly everything status-wise, so take your pick. **KO** is extremely effective here, as is **Petrify**, but any status will do its job as long as you don't try to **Confuse** it. The only catch offensively is that Rinoa will not have access to **Combine** or any randomly-triggered **Angelo skills** in these battles; instead, a Limit Break for Rinoa will give her **Angel Wing**, which causes her to become uncontrollable and blast the living daylights out of the thing with magic (it's at 5x normal strength, so it actually ends up being very powerful). Should you lack **ST-Atk** for whatever reason, **Angel Wing** and physicals will both get the job done, although you'll have to heal between battles most likely. Don't bother trying to **Mug** them, a pile of **Wizard Stones** is garbage compared to a **Spell Stone** at this stage of the game.

Easy enough, right? The catch is this: the only ways to stop a given **Propagator** from respawning is to either defeat the other Propagator of the same color after (or before) the battle, without fighting any other colors in between, or to have killed at least 25 total Propagators. Getting 25 Propagator kills is extremely time-consuming and gives little useful reward, so we're going to do the "puzzle" of killing them color-by-color.

You've just finished off a purple **Propagator**, so now it's time to find its mate. Go through the large door down here, and quickly run to the door on the left (if you're too slow, you'll be stuck fighting a red one). In the entrance area, fight the second purple Propagator, which permanently eliminates the purple ones from the ship.

From here, go right once to face a red **Propagator**. Defeat it, then return to the previous room and go left from there again. Ignore the green alien here (it won't attack) and go south to reach the second of the pair.

Next for the yellow baddies. Go north two screens (again, ignoring the green fiend) from here to reach a yellow **Propagator**. Read the notice on the controls if you want (it gives a hint on this mini-game of sorts, but it's not necessary), then keep going south from here (stay on the upper level). The second yellow Propagator is here, in front of the air lock. (Once you defeat it, you can go south to save if you want.)

You're on the home stretch now. Return to the hangar (where the first purple Propagator was) and go through the small door to the right this time. Kill the green **Propagator** here (and save here if you like), then do the same with the one in the elevator room that we keep ignoring.

Once you're done, ride the elevator for a long scene.

Back on Earth

There'll be more scenes, after which Rinoa will be unavailable. Go back inside the Ragnarok and go to the cabin (left of the elevator), then try to leave.

Ultima Drawing Session #8

Now that you can return to **Shumi Village**, do so and Draw more **Ultima**. Save first, since you should be able to get a big number this time if your luck isn't bad. Don't forget to continue Drawing here as you do quests in this section.

Next, go to the Sorceress Memorial (it's on the peninsula east of Esthar), and go inside as far as you can for some scenes, after which Rinoa'll be back in your crew (you can now put whomever you like in your party, so long as Squall is in it).

Aerial Exploration

This section is optional, but, as usual, strongly recommended. If you just want to go on with the story, click [here](#).

*(Note: Refinement possibilities are covered at the **end of this section**, to keep them all in one place. However, don't refine the **Alexander** or **Doomtrain** Cards until you've lost them to the Queen in the **Queen of Cards Quest**.)*

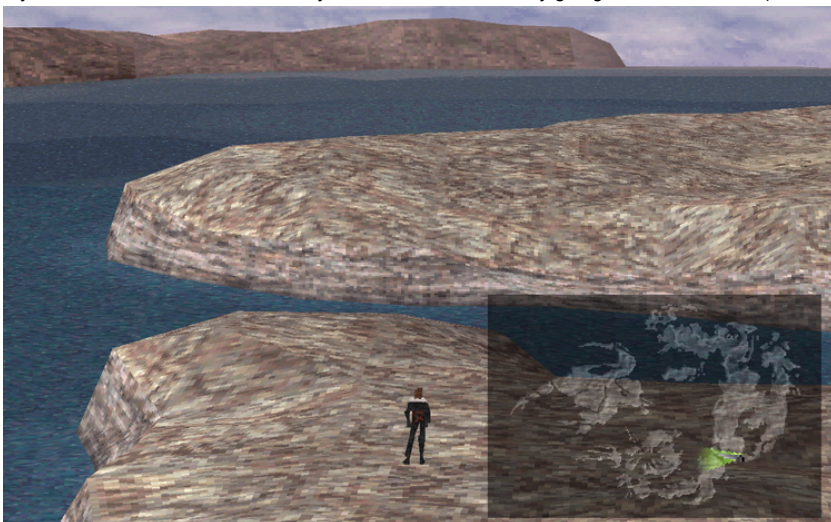
What follows is a list of new quests that have opened up since last time we checked in. They're listed in the order I recommend doing them in, but feel free to do them however you want. (If you need a map of Esthar City, click [here](#).)

- You can **obtain the GF Cactuar**.
- Now is a good time to get everyone's ultimate weapons (click [here](#) for a listing of all characters' weapons). The most difficult items to acquire will likely be **Energy Crystals** and **Moon Stones**, both of which can be obtained from **Einoyle** (talk to the "man" on the spot marked **Combat King 004/"Man"** in Esthar (refer to the map [here](#)); the encounter can be repeated by leaving the screen and returning). If you're too low-leveled for Einoyle to Drop Energy Crystals (and you can't manipulate their Levels, sadly), you can fight **Ruby Dragon** with **Rare Item** equipped (learned by **Bahamut**) to get them fairly often. Weapons for most characters in FFVIII are somewhat marginal, but they're not that hard to get at this point and the extra Str and Hit bonuses never hurt anyone, no?
- Visiting the **Deep Sea Research Center** allows you to get no less than two GFs. However, of the two I only recommend getting **Bahamut** for now; getting the other will remove all encounters from the area, and completionists will need the encounters, so just leave after getting Bahamut.

Perfect Game Alert #14

Do not defeat Ultima Weapon. You really need the fixed encounters in the **Deep Sea Research Center**. In fact, it would take far less time to just restart the game from the beginning than to try to do a Perfect Game without them. Ultima Weapon has nothing unique; **Eden** can be Drawn on Disc 4, the **Eden Card** can be won from the **CC Group** on Disc 4, and **Ultima** Magic is available through other means. Getting **Bahamut** now is perfectly safe though (and necessary, in fact).

- If you missed the **Alexander Card**, you can win it from Piet by going to the Crash Site (location shown below):



- You can complete the **Queen of Cards Quest**. Assuming you've done everything else in the quest available until now, your next task is to lose the **Alexander Card** to the Queen (if you didn't get it yet, go find Piet at the Crash Site), then win it back from her son. The **Doomtrain Card** will then appear in the hand of the Timber Pub Owner (the guy standing near the back wall in the Pub), though he tends not to play it very often. Once you have it, don't **Card Mod** it just yet, instead go straight back to the Queen and lose your shiny new card (why her father needs it when he just painted it is beyond me). If the Queen is in Dollet, I recommend sending her to Galbadia now instead of Balamb. This will make Disc 4 cards much easier. In any case, win back the Doomtrain Card from the

Queen's son as usual. The Presidential Assistant in Esthar's Presidential Palace holds the **Phoenix Card**, which finishes off the quest. At this point, then, all QoC Cards are safe to Mod.

- You should work on getting all regions' rules to only have **Open** (and possibly **Same Wall**, if you're lazy). The two most important places to do this in are in Trabia (especially) and Lunar, since these will likely be your main regions on Disc 4 (meaning you can get away with leaving other areas alone if you prefer). To get every region with Open only (without cheating and leaving Same Wall in place somewhere), you must have all regions with Open except one, and the remaining region with one other rule. Send the Queen of Cards to Balamb, the pay her 30,000 Gil to spread a rule there. Use that rule to abolish the unwanted rule in the other region, the go back to Balamb and find the Student Skipping Class in the Harbor. Challenge him, and Balamb will be cleared of all rules. You can then re-spread Open to Balamb at your leisure. For procedures as to effecting the rule changes you want, click [here](#).
- Next, send the Queen of Cards wherever you want her to be. I suggest moving her to Lunar region (this will help enormously on Disc 4, since she plays all Common Card Levels allowing you to rack up huge card stacks), but good arguments can be made for other regions as well, Trabia mostly. The trick is doing this without leaving a Rare Card in her hand at the end (the fastest route to Lunar is Balamb/Dollet > Galbadia > FH > Esthar > Lunar). Once in Lunar, go to the Lunar Gate, and go inside. Keep **playing** her until she uses **All** as her **Trade Rule**, then don't speak to her again once you have the result you want, to have Lunar's Trade Rule tend towards All. This produces much better results than, say, not speaking to your girlfriend after you get something you want.

Perfect Game Alert #15

Be sure the Queen is in Lunar with **All** as her last-used **Trade Rule** before going to Disc 4. This will help you accumulate **Common Cards** much more rapidly, and a Perfect Game will take plenty of time as it is, so just do it. Some guides suggest Trabia, however, all Trade Rules not named **Direct** are essentially equal there (no player can play more than one **Rare Card** at a time and you're likely not using Trabia simply for Common Cards), and it also avoids potential issues with Left **Diamond** being stuck on **Direct** if you mess up somehow.

- The **Obel Lake Quest** is now available.
- You can complete **PuPu's Quest**.

Missable Item Alert #7

Be sure to get the **PuPu Card** as a reward for PuPu's Quest, and not some other reward. The PuPu Card is missable, but none of the other possible rewards are. In addition, do not **Card Mod** it; you can never get another one.

- Try to get the **best possible Junctions** for your party.
- If you still need AP, you can head to Cactuar Island (where **Jumbo Cactuar** was) and fight **Cactuars**.
- The Esthar region has a number of new encounters, which in turn provide options for acquiring things that weren't available before.
- If you completed the **Shumi Village** quests on Disc 2, you can return to the workshop for a scene (no items). If you didn't finish them until sometime on Disc 3, this scene won't be available. Seeing the scene will also cause a **Full-Life** Draw Point to appear where the Master Fisherman was sitting before in FH.
- If you need anything from Balamb Garden (for example, if you didn't complete the **CC Group Quest** yet), you can return there by landing on FH, then following the path back to the Garden.
- If you fly to the Island Closest to Hell (west of Galbadia Continent) or Island Closest to Heaven (northeast of Grandidi Forest), you'll get a number of strong encounters, all of which are Level 100. I recommend not doing this until you have all GFs though. The Island Closest to Hell features **Blue Dragon**, **Grendel**, **Hexadragon**, **Malboro**, **Ruby Dragon**, and **T-Rexaur**, while the Island Closest to Heaven holds **Chimera**, **Malboro**, **Ochu**, and **Tri-Face**. Both islands also have numerous Draw Points with high-end spells, but in my opinion the yield is too poor to be useful.
- All **previously-available activities** remain available.

Before going on, let us not forget...

Refinement Moment #13

With the wide possibilities that opened before us, now is a great time to cover new exploits in the refinement system. Refinements marked with ** require the GF with the refinement ability to be Level 100. This list assumes that you still lack **Eden** (don't bother getting it yet, but if you already have it, the refinements [here](#) will also be available to you). Without further ado, the listing.

- **Doomtrain Card*** > 3x **Status Guard** (Level 9)
- **Alexander Card*** > 3x **Glow Curtain** (Level 9)
- 100x **Tri-Face Card** > 100x **Curse Spike** > **Dark Matter (Tool-RF)**** (Level 3)
- **Laguna Card*** > 100x **Hero** > 10x **Holy War-trial (Med LV Up)** > **Holy War (Med LV Up)** (Level 10)
- **Phoenix Card*** > 3x **Phoenix Spirit** > 300x **Full-Life (L Mag-RF)** (Level 9)
- **Bahamut Card*** > 100x **Megalixir** (Level 9)
- **Dark Matter** > 100x **Ultima (Forbid Mag-RF)**
- **Three Stars** > 100x **Triple (Time Mag-RF)**
- 10x **Elnoye Card** > **Energy Crystal** > 3x **Ultima (Forbid Mag-RF)** (Level 5)
- **Moon Stone** > 20x **Holy (L Mag-RF)**
- **Gaea's Ring** > **HP Up (Forbid Med-RF)**
- 5x **Adamantine** > **Vit Up (Forbid Med-RF)**
- 3x **Iron Giant Card** > **Star Fragment** > 5x **Meteor (Forbid Med-RF)** (Level 5)
- **Red Giant Card** > 5x **Meteor Stone** > 5x **Meteor (Forbid Med-RF)** (Level 7)
- **Ultima Weapon Card** > **Ultima Stone** > **Ultima (Forbid Mag-RF)** (Level 7)
- **Luck-J Scroll** > **Luck Up (Forbid Med-RF)**
- **Dark Matter** > **Shaman Stone (Tool-RF)**

◦ **PuPu Card > Hungry Cookpot** (Level 5)

Before going on with comments about the products of the refinements, a very important note to keep in mind here: you should notice that, at this stage of the game, using **Card Mod** on **Common Cards** (that is, starting the chain from the very beginning) is generally slower than just directly obtaining the key ingredient from an enemy that carries it. The reason for using Common Cards earlier was most often because of not having access to the enemy that carries a needed ingredient (or being underleveled), but now, we have access to almost all enemies in the game. For example, the best ways to obtain **Curse Spike**, **Energy Crystal**, and **Star Fragment** are to fight **Tri-Face**, **Elnoyle**, and **Iron Giant** respectively, as opposed to refining their Cards (this applies to refinements that were available earlier, too). The Card possibility is still given here, however, in case you already have the needed Cards in your inventory. **Rare Cards** are a completely different story; in most (though not all) cases they are the quickest way to obtain their items at any point in the game.

As another reminder, don't refine the **Alexander** or **Doomtrain** Cards until you've lost them to the Queen in the **Queen of Cards Quest**.

Now for the actual fun to be had here. **Status Guard** simply screams, "awesome;" it teaches **ST-Def**, and blocking four statuses on your ST-Def greatly improves your defense and makes status-spammers (**Malboros** in particular) much simpler. The **Alexander Card** likewise is great for refining. **Auto-Shell** is part of a complete, balanced breakfast--er, rather, it greatly improves your defenses against magic and is unremovable so long as you equip the ability. The **Laguna Card** can be converted into 100 **Hero** items, which are ST **Invincible** status (and I don't think I need to remind you just how cheap that is). Or, if that's not your style, the **Phoenix Card** mods into 3x **Phoenix Spirit**, which you can then either use to teach your GF's **Revive** or refine into 100x **Full-Life** each. As if that weren't enough, the **Bahamut Card** will max you out on **Megalixir** items, making healing completely trivial for the remainder of the game. Finally, it's unlikely your **Siren** is at Level 100, but if she is, collect 100 **Curse Spikes** and reforge them into a **Dark Matter**. Dark Matter teaches Quistis Shockwave Pulsar, her strongest **Blue Magic** Limit by far, besides refining into a number of handy goodies. For now though, the primary use of Dark Matter aside from teaching Blue Magic is to make **Ultima** Magic.

Speaking of **Ultima**, most of the other refinements are aimed at getting high-end magic for your characters. For those of you without access to **Dark Matter**, **Energy Crystals** will be your fastest route to **Ultima** (aside from messing with the Shumi Village Draw Point perhaps). **Moon Stone** will net you **Holy** Magic, should you be missing it. As to **Meteor**, it's best to Draw it from **Ruby Dragon** rather than refining it, but if you insist, collecting **Star Fragments** from **Iron Giant** is your best bet. The **Stat Boosting Items** are great also, but you're severely limited right now, since the items needed to refine them cannot be obtained in infinite quantities right now. Finally, the bottom three refinements (**Luck Up**, **Shaman Stone**, and **Hungry Cookpot**) are ones I don't recommend doing, but I list them in case you really want to. A **Luck-J Scroll** is far superior to a single Luck point to one character, while **Shaman Stone** doesn't have much use at this stage of the game. As to **Hungry Cookpot**, it's a great item that teaches a very rare ability (**Devour**), but the trouble is that it uses the **PuPu Card**, of which there is only one available in the entire game.

All **previously-available refinements** are still there for you to take advantage of as well.

A final comment: especially in a Perfect Game, it's best to just do whatever you need to do here (especially in terms of fighting), then move the game along, since moving to Disc 4 opens up a lot of the most important refinements yet to come if you're holding off on getting **Eden** (and you should be holding off). The only real exception is the fixed **Elnoyle** encounter in Esthar, since it's the only easy source of **Energy Crystals** in the game--Elnoyle is extremely rare on Disc 4 and Cards take too long.

The Promise

Items	None
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Simply go to Edea's House and follow Angelo, then speak to Rinoa for a scene, then return to the Ragnarok.

The Final Mission

For the first time in how long, it's mission time!

The Briefing

Items	Squall [Card]
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Your first task is to head to Esthar's Presidential Palace. Keep in mind there will be random encounters in Esthar City, but on the flip side you can land on the Airstation to save some time. Either way, go to the Palace and go inside. Follow the hallway past the the waiting room to the section we've been ignoring all this time, and go inside.

To continue, speak to the President. Ask whichever other questions you like (they help bring you backstory), then ask about the mission to defeat Ultimecia. Afterwards, speak to the President again; "yes" will advance the dialog. After all the scenes are done, return to the cabin and challenge the President to Triple Triad, and win the **Squall Card**.

Refinement Moment #13

You can (and, frankly, ought to) refine the **Squall Card** into 3x **Three Stars**, which in turn refine into 100x **Triple** each, or, if you already have enough Triple, you can use them to teach **Expendx3-1** to your GF's (give them to your **Strength** and **Magic** setups; the **Defense** setup can learn it naturally).

You can still do the **explorations that were available earlier** if there's more you want to finish. When you're ready, fly the Ragnarok into the Lunatic Pandora for some scenes.

Storming Lunatic Pandora

Items	1-2x Megalixir , Power Wrist or 3-6x Str Up , LuvLuv G* , Power Generator* , Combat King 005* , Spd-J Scroll* , 1-4x Laser Cannon , 2-4x Vit Up (optional) , 2-4x Str Up (optional) , Hero or Holy War
Enemies	Behemoth , Elite Soldier , Elnoyle , G-Soldier , GIM52A , Imp , Iron Giant , SAM08G , Torama , Turtapod , Fujin (boss), Raijin (boss), Mobile Type 8 (boss), Left Probe (boss), Right Probe (boss), Seifer (boss)

*Only if you did the corresponding actions as Laguna on Disc 1, and didn't already obtain the items in the previous visit.

Here, exit the Ragnarok (after taking the elevator from the cockpit, the exit is through the right-hand door).

Before going any further, it's time to equip your party. Poison-elemental Magic to **Elem-Atk** is welcome, as is **Sleep** or **Darkness** on **ST-Atk**. Defensively, try to defend Wind and Lightning in **Elem-Def**, and **Confuse**, **Darkness**, **Silence**, **Slow**, and **Poison**, in order of precedence, in **ST-Def**. Take off **Mug** if you have it, then run forward--looks like Galbadia knew you were coming!

Boss: Fujin, Raijin (Second Battle)



Fujin's Data			
HP Range	5,300 - 18,200	Level Range	1-44
AP	8	Exp	0
<u>Level-Dependent Data</u>			
Level 1-19	Level 20-29	Level 30-44	
Draw List			
Aero Cure Life	Aero Cura Life	Aero Curaga Full-Life Tornado	
Mug (Overall Chance: 25%)			
2x Megalixir	2x Megalixir	2x Megalixir	
Drop (Overall Chance: 100%)			
Megalixir	Megalixir	Megalixir	
<u>Non Level-Dependent Data</u>			
Card Drop	Nothing		
Vulnerable to Gravity?	Yes		
Elemental Weaknesses	Poison [1.5x]		
Elemental Resistances	Wind (Absorbs)		
Status Vulnerabilities	Darkness (40%), Drain (70%), Sleep (80%), Slow (90%), The End		

Raijin's Data			
HP Range	5,400 - 22,600	Level Range	1-44

Raijin's Data		
AP	12	Exp 0
Level-Dependent Data		
<u>Level 1-19</u>	<u>Level 20-29</u>	<u>Level 30-44</u>
Draw List		
Thunder Protect Shell	Thunder Thundara Shell Protect	Thundara Thundaga Shell Protect
Mug (Overall Chance: 25%)		
Power Wrist	Power Wrist	Power Wrist
Drop (Overall Chance: 100%)		
3x Str Up (69.5%); 4x Str Up (19.9%); 5x Str Up (5.9%); 6x Str Up (4.7%)	3x Str Up (69.5%); 4x Str Up (19.9%); 5x Str Up (5.9%); 6x Str Up (4.7%)	3x Str Up (69.5%); 4x Str Up (19.9%); 5x Str Up (5.9%); 6x Str Up (4.7%)
Non Level-Dependent Data		
Card Drop	Nothing	
Vulnerable to Gravity?	Yes	
Elemental Weaknesses	Poison [1.5x]	
Elemental Resistances	Lightning (Absorbs)	
Status Vulnerabilities	Darkness (40%), Drain (70%), Sleep (80%), Slow (90%), The End	

While both Fujin and Raijin have upgraded their arsenals significantly, they're still nothing seriously difficult. Especially considering how late in the game we are, they simply have too many weaknesses to pose a serious threat.

Fujin is mostly a magic user. She's capable of using **Meteor**, **Confuse**, **Pain**, and **Slow** on you, and **Haste**, curative spells, and **Regen** on herself and Raijin, all in order of the level of threat they pose to you. She still has Sai (HP to 1), Zan, and a basic physical as well. Raijin is the brawler, as normal. In addition to his two regular physicals (one is slightly stronger than the other), Raijin can now cast **Aura** on himself. Under **Aura**, his attack power doubles, and he'll use Raijin Special exclusively, which can deal upwards of 2,500 damage to one with poor **Vit** (and if he's under **Haste** as well, you could be in for some real trouble). Removing **Aura** will cause his attack power to go back to normal, but he can still use Raijin Special.

Their bane is status attacks. Both **Doomtrain's** Summon and Quistis' **Bad Breath** Limit will inflict a number of nasty statuses on both Fujin and Raijin, giving you some peace and quiet. If you happen to have the high-level Fujin but lack **Full-Life** or **Tornado**, do Draw them now. Otherwise, just kick the crap out of them (start with Fujin) and use **Dispel** if either **Haste** or **Aura** is cast. Cure any status ailments Fujin may use (as well as your HP if it gets low), and you'll win quite easily. Don't **Mug** Raijin, a pile of **Str Ups** is far better than a **Power Wrist**.

After you're done, head up the stairs. Biggs and Wedge are here, but they won't fight you (you can talk to them for a scene). Use the Save Point, then enter the doorway.

(Note: All enemies here (except bosses) will be Level 1.)

The next room consists of a fork. Stay on the same path and ride the elevator. You'll be at the elevator room now (and there's still a **Meteor** Draw Point in the stairway if you need it). If you didn't get the Lunatic Pandora treasures before, click **here** for instructions on how to get them, otherwise read on.

Ride Elevator #1, then follow the path northward. When you reach the Save Point, equip Lightning-elemental magic to **Elem-Atk** as well as **Mug**, and continue on for (another) encounter with the Pandora's guardian robot.

Boss: Mobile Type 8, Left Probe, Right Probe



Mobile Type 8's Data			
HP Range	30,300 - 42,300	Level Range	1-41
AP	40	Exp	0
<u>Level-Dependent Data</u>			
<u>Level 1-19</u>	<u>Level 20-29</u>	<u>Level 30-41</u>	
Draw List			
Fire Blizzard Thunder Flare	Fira Blizzara Thundara Flare	Firaga Blizzaga Thundaga Flare	
Mug (Overall Chance: 12.5%)			
Laser Cannon (69.5%); 2x Laser Cannon (19.9%); 3x Laser Cannon (5.9%); 4x Laser Cannon (4.7%)	Laser Cannon (69.5%); 2x Laser Cannon (19.9%); 3x Laser Cannon (5.9%); 4x Laser Cannon (4.7%)	Laser Cannon (69.5%); 2x Laser Cannon (19.9%); 3x Laser Cannon (5.9%); 4x Laser Cannon (4.7%)	
Drop (Overall Chance: 100%)			
Laser Cannon (69.5%); 2x Laser Cannon (19.9%); 3x Laser Cannon (5.9%); 4x Laser Cannon (4.7%)	Laser Cannon (69.5%); 2x Laser Cannon (19.9%); 3x Laser Cannon (5.9%); 4x Laser Cannon (4.7%)	Laser Cannon (69.5%); 2x Laser Cannon (19.9%); 3x Laser Cannon (5.9%); 4x Laser Cannon (4.7%)	
<u>Non Level-Dependent Data</u>			
Card Drop	Nothing		
Vulnerable to Gravity?	Yes		
Elemental Weaknesses	Lightning		
Elemental Resistances	None		
Status Vulnerabilities	The End		

Left Probe's Data			
HP Range	5,100 - 9,100	Level Range	1-41
AP	0	Exp	0
<u>Level-Dependent Data</u>			
<u>Level 1-19</u>	<u>Level 20-29</u>	<u>Level 30-41</u>	
Draw List			
Cure Esuna	Cura Esuna	Curaga Esuna	
Mug (Overall Chance: 12.5%)			
2x Vit Up (89.5%); 4x Vit Up (10.5%)	2x Vit Up (89.5%); 4x Vit Up (10.5%)	2x Vit Up (89.5%); 4x Vit Up (10.5%)	
Drop (Overall Chance: 0%)			
Nothing	Nothing	Nothing	
<u>Non Level-Dependent Data</u>			
Card Drop	Nothing		
Elemental Weaknesses	None		

Left Probe's Data			
Elemental Resistances	None		
Status Vulnerabilities	None		
Right Probe's Data			
HP Range	5,100 - 9,100	Level Range	1-41
AP	0	Exp	0
<u>Level-Dependent Data</u>			
<u>Level 1-19</u>	<u>Level 20-29</u>	<u>Level 30-41</u>	
Draw List			
Fire Blizzard Thunder	Fira Blizzara Thundara	Firaga Blizzaga Thundaga	
Mug (Overall Chance: 12.5%)			
2x Str Up (89.5%); 4x Str Up (10.5%)	2x Str Up (89.5%); 4x Str Up (10.5%)	2x Str Up (89.5%); 4x Str Up (10.5%)	
Drop (Overall Chance: 0%)			
Nothing	Nothing	Nothing	
<u>Non Level-Dependent Data</u>			
Card Drop	Nothing		
Elemental Weaknesses	None		
Elemental Resistances	None		
Status Vulnerabilities	None		

Now *this* is more like it. Mobile Type 8 and its Probe "shoulders" can actually pose a serious threat even to well-raised parties if your play is sloppy. Its attacks are generally powerful and non-elemental in nature (but thankfully it can't paralyze you like it did if you were here before). The Probes seem to be immortal (though you can still damage or **Vit0** them).

There are two modes: Mobile Mode (the starting mode, with the Probes close to the main body) and Support Mode (with the Probes far away). When in Mobile Mode, Type 8 will counter damage with Twin Homing Laser, which deals very heavy damage but can only be used if both Probes are still alive. On its turns, Mobile Type 8 will just use a basic physical that shouldn't be too much trouble for you. But the real show takes place in Support Mode. Attacking a Probe in Support Mode will cause it to counter with Homing Laser. Type 8 itself will kick off Support Mode with Corona, which reduces everyone's HP to 1, then follow up the next turn with Megiddo Flame, which can hit for around 2,000 non-elemental, **Spr**-ignoring damage to all, killing you if you haven't healed up enough from Corona.

All of Type 8's attacks are powerful, meaning you need a good strategy to avoid ending the battle on your back. The Probes each carry **Stat Up** items, meaning you should **Mug** them if possible before finishing them off (the main body's Mug is the same as its Drop, meaning it doesn't matter either way if you Mug it). Once you're done Mugging, if you have a good Spirit stat just attack the main body and the counter won't hurt you much during Mobile Mode, but if not, just sit back until it switches to Support Mode. In Support Mode, you must be extremely careful, because Type 8 hits extremely hard. Use a **Megalixir** after Corona (if you don't have any, use a **Holy War** or have everyone Summon a GF), because it's going to use Megiddo Flame the next turn in a nasty combo. If your max HP is somehow below 2,000 this late, you're going to have to either go all out and kill it before it can use Megiddo Flame, or go raise your HP so you can survive it.

After you've junked this dangerous automoton, go back and save (I strongly recommend saving in another slot as well, in case you need to return to this point).

Missable Item Alert #8

There's a lot to cover here, and it's extremely important, so bear with me.

First, be aware that proceeding further will cause all "civilized" areas (towns, train stations, Balamb Garden, etc.) to become inaccessible. As such, any items contained in those areas (except Cards) will be unavailable once you continue on past **Mobile Type 8's** room. You can still return to Elevator #2 and then to the Ragnarok to leave the Lunatic Pandora if there's anything you still need to do. The list below is all the current areas that will be accessible once you move on:

- o **Fire Cavern**
- o **Tomb of the Unknown King**
- o **Centra Ruins**
- o All **Chocobo Forests**
- o **Trabia Canyon** (where the Laguna Dream with the **Ruby Dragon** was)
- o Crash Site

- Tears' Point

In particular, it's important to note that any quest that isn't entirely contained in these areas and/or the World Map will also become unavailable. The quests that must be completed are listed below:

- **Timber Maniacs** (you will not be able to read or collect these entries, though Remaster players need them all for an Achievement)
- **Queen of Cards Quest** (you can still win the cards on Disc 4)
- **Dollet Bone Quest**
- **CC Group Quest**
- **Shumi Village**

Of these, the most important by far is the **CC Group Quest**. While it gives very little reward now (three **Rare Cards**), it gives the best prize of any sidequest in the game once you continue onward (effectively unlimited Rare Cards for you to Card Mod), so be sure you have this done.

A further task you must undertake is to get all the game's shops under **Call Shop** (do this by visiting them). All except one (**Man from Garden Shop**) will be unavailable once you go forward.

There's also the question of the Queen of Cards. This is the last time you can move her or change her personal Trade Rule, so be sure you have her where and how you want her (I recommend at Lunar Base with **All** as her last used Trade Rule, to speed up Common Card acquisition, but arguments can be made for other final locations, specifically Trabia, as well). For a more in-depth discussion of the topic, click [here](#).

If you're interested in getting Gilgamesh (not advised), you must **get Odin** before going on, otherwise you'll never see Gilgamesh. Gilgamesh is a serious downgrade compared to Odin, meaning it's best to just get Odin on Disc 4.

Finally, the **Ultima** Draw Point in **Shumi Village** and fixed **Elnoye** encounter in Esthar will not be accessible after this. The former is fairly marginal at this point (Ultima can still be refined on Disc 4), but the latter is by far the best way to fight Elnoye monsters, since they have extremely low encounter rates aside from that, and Elnoye is the best source of **Energy Crystals** (which, incidentally, are one of the main methods for refining Ultima), so stock up if needed.

Switch the Lighting spell you should have in **Elem-Atk** for **Bio** and remove **Mug**. Once you're sure you're ready, go past Mobile Type 8's room to the next room. There'll be a scene, then it's the moment we've all be waiting for.

Boss: Seifer (Third Battle)



HP Range	3,700 - 34,500	Level Range	1-45
AP	40	Exp	0
<u>Level-Dependent Data</u>			
<u>Level 1-19</u>	<u>Level 20-29</u>	<u>Level 30-45</u>	
Draw List			
Fire Blizzard Thunder	Fira Blizzara Thundara	Firaga Blizzaga Thundaga Aura	
Mug (Overall Chance: 12.5%)			
Hero (89.5%); Holy War (10.5%)	Hero (89.5%); Holy War (10.5%)	Hero (89.5%); Holy War (10.5%)	
Drop (Overall Chance: 100%)			

Hero (89.5%); Holy War (10.5%)	Hero (89.5%); Holy War (10.5%)	Hero (89.5%); Holy War (10.5%)
<u>Non Level-Dependent Data</u>		
Card Drop	Nothing	
Elemental Weaknesses	Poison [1.5x]	
Elemental Resistances	None	
Status Vulnerabilities	Drain, The End	

You'd think that, for all they talk about being a posse, that Seifer would fight together with Raijin and Fujin. He doesn't, and all the worse for him. If you have Odin going into this battle, there'll be a scene to kick things off.


Seifer still uses his gunblade as his mainstay, in addition to **Firaga**. He can also cast **Flare**, which will hurt if your Spr stat isn't all that hot. Finally, at low HP he'll start using Bloodfest, which is heavy damage to your whole party.

Just like previous battles, Seifer is still a pushover. If you don't have it yet but you're at a high enough Level, Draw **Aura Magic** from Seifer, he's the only enemy in the game who carries it. Once you're done **Drawing**, it's a simple matter of attacking and healing when your HP gets low.

If you have Odin to start this battle, it will end automatically after 13 turns (or if Seifer's HP hits zero). You'll also receive Gilgamesh in this case, who replaces Odin.

After Seifer is face-down, watch the scenes. You'll be asked to reform your party if Rinoa was in it.

Walkthrough - Disc 4

 Please insert Disc 4.

The Awakening

Upon regaining control, be sure you're Junctioned properly, especially if you had to change party members.

Defeating Adel

Items	Samantha Soul (optional), 8x Megalixir (optional, not recommended)
Enemies	Adel (boss), Rinoa (boss)

Return to Type 8's room. Climb up the crane-like structure, and follow it around for a scene. (You can actually still visit other areas in Lunatic Pandora if you want, but you won't be able to leave.) Give someone Mug, and get your stats as high as you can as well as defending Earth and Holy in **Elem-Def**, then follow the walkway to face the terror of Esthar.

Boss: Adel, Rinoa



<u>Adel's Data</u>			
HP Range	3,700 - 34,500	Level Range	1-45
AP	40	Exp	0
<u>Level-Dependent Data</u>			
<u>Level 1-19</u>		<u>Level 20-29</u>	
<u>Level 30-45</u>			

<u>Adel's Data</u>		
Draw List		
Fire Blizzard Thunder	Fira Blizzara Thundara	Firaga Blizzaga Thundaga
Mug (Overall Chance: 6.25%)		
Samantha Soul	Samantha Soul	Samantha Soul
Drop (Overall Chance: 0%)		
Nothing	Nothing	Nothing
<u>Non Level-Dependent Data</u>		
Card Drop	Nothing	
Elemental Weaknesses	None	
Elemental Resistances	None	
Status Vulnerabilities	The End	

<u>Rinoa's Data</u>			
HP Range	6,021 - 9,036	Level Range	1 - 45
AP	0	Exp	0
<u>Level-Dependent Data</u>			
<u>Level 1-45</u>			
Draw List			
Esuna Dispel Regen			
Mug (Overall Chance: 25%)			
8x Megalixir			
Drop (Overall Chance: 0%)			
Nothing			
Devour			
All systems go!			
<u>Non Level-Dependent Data</u>			
Card Drop	Nothing		
Elemental Weaknesses	None		
Elemental Resistances	None		
Status Vulnerabilities	Darkness (80%), Doom (80%), Drain, Poison (80%), Silence (80%), The End		

Laguna wasn't joking--Adel is just really freaking powerful. There's another sticking point in this battle, though: if Rinoa dies in any form (including **Devour** usage, damage, whatever), it's Game Over.

Adel loves to use all of your favorite spells (**Meteor**, **Quake**, **Flare**, and **Holy**, from most dangerous to least). She also has Energy Bomber, which is heavy physical damage to one, and will Absorb HP from Rinoa every turn for flavor. If the message, "Magical powers are concentrated on Adel!" appears, it means Adel will cast **Ultima** her next turn, which can hit for around 3,000 damage to your whole party with poor Junctions, though **Shell** will cut the damage in half. Rinoa does not act at all in this battle.

Adel is a powerful opponent, and Rinoa's presence limits your offense, since GFs and most offensive Limits (including **Renzokuken** due to the MT finishers) are out of the question. Kick things off by Draw-casting **Regen** on Rinoa to take care of healing her for the most part. Try to **Mug** Adel's **Samantha Soul**, it's pretty rare and greatly aids a GF's offense, but the probability of actually getting it is 1/16 per try, so it may take a while. You'll have to stick with ST violence when actually damaging Adel; the risk of killing Rinoa is too great to mess with MT moves. Heal Rinoa as needed while you chip away at Adel's health.

After the battle, enjoy the scenes.

Commencement Room

Items	None
Enemies	"Sorceress" A, "Sorceress" B, "Sorceress" C

After the dust (or rather water...or matter...or time...whatever it is) settles, you'll find yourself in a room with a Save Point. Try to use it to spawn a bunch of others (all of them are fake except the initial one). Save and **Tent** as needed. The most important thing to set here is your **Elem-Def**; try to defend as many elements as you can (you won't be able to absorb everything without serious sacrifices though).

Once you're ready, leave the room to enter battle against a group of "Sorceress" enemies. They're pretty weak, and you only fight one at a time, so there's not much need to post stats, but they Drop **Flare Stones**, **Holy Stones**, **Meteor Stones**, and **Ultima Stones**, from most common to rarest (Mug gets you a Meteor Stone or an Ultima Stone). They are three different types, with type A being the weakest (first 6), B in the middle (#7-#10), and C being the last and strongest. The first six "Sorceress" enemies (#1-#6) cast one spell only; going in order, they use **Fire**, **Thunder**, **Fira**, **Blizzara**, **Thundara**, and **Aero**. "Sorceress" #7 will cast **Double**, then blast you with **Thundaga**, while #8 uses **Quake** and **Meltdown** (be sure to remove **Vit0** if the latter is used). #9 casts **Meteor** every turn, and #10 uses **Double** on herself, then hammers you with **Flare** spells.

The final "Sorceress" (#11) is the hardest. She will count down to **Ultima**, and when she's not counting she counters any damage with Creepy Touch, which is an auto-critical attack (be sure to keep healed here). Defeat her for a scene.

You'll now find yourself in Edea's House(?). Simply run through the door on the right, then out the back door for a scene. (You can't exit to the World Map, in case you were thinking about doing that.) Along the path, you'll find a **Triple** Draw Point. Use it if you need it, then follow the linear path. The portals to the left of the large chain allow you to go to the World Map, but unless you have **Eden** already I don't recommend doing that just yet (if you do have it and want to head to the World Map, click [here](#)). Continue on, use the Save Point, and run up the steps to enter...

Ultimecia Castle

Items	Elixir (<i>optional</i>), Megalixir , Siren [GF]*, Rocket Engine , Leviathan [GF]*, Elem Atk , Pandemona [GF]*, Diamond Armor , Carbuncle [GF]*, Elem Guard , Cerberus [GF]*, Magic Armlet , Alexander [GF]*, Status Atk , Rosetta Stone , Eden [GF]*, Status Guard
Bosses	Sphinxaur , Sphinxara , Tri-Point , Trauma , Droma , Red Giant , Krysta , Gargantua , Catoblepas , Tiamat

*Only if not acquired previously

Before launching into how to tackle this enormous area, first a few explanations are due.

First, and most importantly, most of your abilities will be sealed at first upon entering (though you'll still have access to them anytime you're outside the castle). Each boss you defeat within the castle allows you to unlock one of the following abilities. Note that the **Attack** Command, **Junctions**, **Character Abilities**, and **Party Abilities** will always work as normal regardless of what you've unlocked, and GFs can still learn abilities in the castle (even if they ability they're learning hasn't been unlocked yet).

- **Draw**: Unlocks the **Draw** Command and also allows use of Draw Points.
- **Save**: Allows you to save at Save Points inside the castle. (**Shelters** will work at Save Points regardless of activating this so long as you have **Item** unlocked.)
- **Resurrect**: Allows **KO'd** characters to be revived (revivals will miss if this isn't unlocked).
- **GF**: Unlocks the **GF** Command and allows use of **Menu Abilities** inside the castle.
- **Item**: Unlocks the **Item** Command and allows use of Items in the menu.
- **Command**: Unlocks all **Command Abilities** other than **Attack**, **Magic**, **GF**, **Draw**, and **Item**.
- **Magic**: Unlocks the **Magic** Command and allows use of Magic in the menu.
- **Limit Break**: Allows your party to use Limit Breaks.



Second, almost all of the game's regular enemies (except humans, bots, **Elastoid**, and **Gesper**) in addition to **Grinaldo**, **Raldo**, and **Oilboyle** appear in Ultimecia Castle, depending on which room you're in. Their levels will be completely random (except for bosses, which level with you as usual). However, if you're looking for a specific enemy it's usually best to look elsewhere. For a specific enemy, click [here](#) and scroll to/search (using the **Search** button in the site header) the monster in question (they're in alphabetical order). For a room-by-room list of possible encounters, click [here](#).

Third, most of the bosses here (except **Sphinxaur/Sphinxara**) have **GFs** to Draw. If you already got them, or if you're playing the original JP version, they won't appear on Draw Lists and thus can't be (re)acquired.

Finally, this is a two-party dungeon. While you can reach the end with only one party, some optional areas require you to use both parties. You can also take advantage of this if you don't want to use Squall. You can change between parties at Party Switch Points (these are green areas of light), and if both parties are at the same Switch Point, you can also swap characters between the parties.

When you enter, form up your parties, then go inside. Equip **Holy** to **Elem-Atk** and **Slow** to **ST-Atk**, as well as defenses against the three main elements to **Elem-Def** and **Sleep** to **ST-Def**. Up the steps is your first boss, which you naturally should fight.

Boss: Sphinxaur, Sphinxara



<u>Sphinxaur's Data</u>			
HP Range	10,000	Level Range	1-50
AP	0	Exp	0
<u>Level-Dependent Data</u>			
<u>Level 1-19</u>	<u>Level 20-29</u>	<u>Level 30-50</u>	
Draw List			
Fire Thunder Cure	Fira Thundara Cura	Firaga Thundaga Curaga	
Mug (Overall Chance: 25%)			
Elixir	Elixir	Elixir	
Drop (Overall Chance: 0%)			
Nothing	Nothing	Nothing	
<u>Non Level-Dependent Data</u>			
Card Drop	Nothing		
Elemental Weaknesses	Holy		
Elemental Resistances	None		
Status Vulnerabilities	Slow (70%), The End		

<u>Sphinxara's Data</u>			
HP Range	10,000	Level Range	1-100
AP	30	Exp	0
<u>Level-Dependent Data</u>			
<u>Level 1-19</u>	<u>Level 20-29</u>	<u>Level 30-50</u>	
Draw List			
Fire Thunder Blizzard Cure	Fira Thundara Blizzara Cura	Firaga Thundaga Blizzaga Curaga	
Mug (Overall Chance: 0%)			
Nothing	Nothing	Nothing	
Drop (Overall Chance: 100%)			
Megalixir	Megalixir	Megalixir	
<u>Non Level-Dependent Data</u>			
Card Drop	Nothing		
Elemental Weaknesses	Holy		
Elemental Resistances	None		
Status Vulnerabilities	Slow (70%), The End		

While I could go into details about attacks and such, it's really not worth it here because more than likely you only have one command available to you (**Attack**). So...um, Attack. Sphinxara (should be Sphinxaja methinks...nah, it's too weak for that...never mind) can summon a **Forbidden**, **Jelleye**, and **Tri-Face**, but they should fall easily. If you lose, it means you're not prepared well enough to tackle this dungeon, like it or not. Think of it as an entrance test.

After the battle, you'll be prompted to unlock an ability. Which to unlock depends on which method you want to use to complete the rest of the dungeon.

Missable Item Alert #9

If you lack **Siren**, unlock **Draw**. Without Draw, you won't have any way to Draw it, and most of the "later" bosses here will prove extremely difficult with just one command besides **Attack**. If you lack Siren, this is necessary regardless of which path you take, because you'll need the **Draw** Command in either case.

- **The Eden Path:** If you lack **Eden**, you can unlock **Draw** and head straight for **Tiamat**. Tiamat is located in the clock tower near the end of this dungeon in a semi-hidden balcony. To get there, go through the door **Sphinxaur** was blocking. Step on the chandelier to make it fall, then follow the linear path northward to a chapel (check around the fountain for the Treasure Vault Key). Go up the stairs. On the bridge here, walk (don't run) and grab the Armory Key while you're here (this will make life easier for you later), then ascend the clock tower until you see a pendulum-like device. Get near it and mash X to ride it to the other side, then click **here** for information about the Tiamat fight. Be sure to **Draw** Eden, then, once you're done, unlock **Magic** and return to the main hall and continue with the **Canon Path**. I recommend this method unless you already have Eden. (Tiamat is a cakewalk with proper **Elem-Def**, and you can equip **Enc-None** if you're having difficulties with the random encounters.)
- **The Canon Path:** This is a more traditional progression, slowly working your way towards the end of the area (ideal if you already Drew **Eden**). If you lack **Siren**, and haven't unlocked it already to fight **Tiamat**, unlock **Draw**, otherwise unlock **Magic**. Either way, continue your game below.

Go through the door that **Sphinxaur** was blocking before. Step on the chandelier to make it fall, then open the nearby hatch.

Missable Item Alert #10

If you didn't get **Siren** from **Elvoret** on Disc 1, give someone **Draw** and make sure to Draw her from **Tri-Point**.

Down in the cellar, equip protection against Lightning, as well as giving someone access to **Protect** status. Approach the giant insect-thing for an electrifying fight!

Boss: Tri-Point



HP Range	2,400 - 22,400	Level Range	1 - 51
AP	30	Exp	0
<u>Level-Dependent Data</u>			
<u>Level 1-51</u>			
Draw List			
Haste Tornado Blind Siren			
Mug (Overall Chance: 0%)			
Nothing			
Drop (Overall Chance: 100%)			
Rocket Engine			
<u>Non Level-Dependent Data</u>			
Card Drop	Nothing		
Elemental Weaknesses	Fire [4x] or Ice [4x]		
Elemental Resistances	Lightning (Absorbs)		
Status Vulnerabilities	The End		

Tri-Point is a bit of a "gimmick boss." It attacks with a massive Lightning-elemental counterattack should you hit it with anything other than its weakness.

Besides a basic physical, Tri-Point counters all attacks (except for those of its elemental weakness) with Mega Spark, which is heavy MT Spr-ignoring Lightning-elemental damage. If it casts **Scan** on a character, it means they will be the target of Onrush the next turn, which ignores Vit and can hit 9,999 damage depending on Tri-Point's level.

Your strategy really depends on your **Elem-Def** Junction. If you at least nullify Lightning, you can just attack Tri-Point with physicals and enjoy the futility (or free healing) of Mega Spark. If not, you'll need to **Scan** it to figure out if it's weak against Fire or Ice, then use that element. From there, alternate between Fire and Ice to avoid Mega Spark. If Tri-Point uses Scan, set **Protect** on the target or kill Tri-Point before its next turn, because that character is about to take a beating from Onrush.

Once vanquished, Tri-Point will drop a **Rocket Engine**, which teaches a GF the **Spd+40%** ability, greatly improving Speed.

Unlock either **Draw** or **Magic**, whichever you haven't unlocked yet. If you have both unsealed, go for **Item**.

Now return to the entrance hall (use the hallway to the left of the room with the chandelier room). Take the right door this time, and head to the art gallery. Here, you must examine all the paintings, then solve a puzzle. You can either use the clock and the picture titles to solve it, or just enter the following (in order) after examining the big painting on the left side of the room: VIVIDARIUM, INTERVIGILIUM, VIATOR .

Missable Item Alert #11

For those of you who missed **Leviathan** from **NORG**, give someone the **Draw** Command and be sure to get it in the next fight.

Put Wind-elemental magic on **Elem-Atk**, then we have a date with an odd yellow robot.

Boss: Trauma, 2x Droma



<u>Trauma's Data</u>			
HP Range	5,555 - 34,114	Level Range	1 - 56
AP	30	Exp	0
<u>Level-Dependent Data</u>			
<u>Level 1-56</u>			
Draw List			
Meltdown Leviathan			
Mug (Overall Chance: 0%)			
Nothing			
Drop (Overall Chance: 100%)			
Elem Atk			
<u>Non Level-Dependent Data</u>			
Card Drop	Nothing		
Elemental Weaknesses	Wind		
Elemental Resistances	Flying		

Trauma's Data			
Status Vulnerabilities	Drain, Slow (90%), The End		
Droma's Data			
HP Range	1,010 - 3,128	Level Range	1 - 56
AP	30	Exp	0
<u>Level-Dependent Data</u>			
Level 1-56			
Draw List			
Esuna Dispel			
Mug (Overall Chance: 25%)			
2x Meteor Stone			
Drop (Overall Chance: 0%)			
Nothing			
<u>Non Level-Dependent Data</u>			
Card Drop	Nothing		
Elemental Weaknesses	Wind		
Elemental Resistances	Flying		
Status Vulnerabilities	Drain, Slow (90%), The End		

In this battle, you'll be going up against high defenses in Trauma, alongside a powerful MT Spr-ignoring attack. Luckily, Trauma holds the key to its own demise, making this a fairly easy battle.

In addition to a physical, Trauma will normally just cast **Drain** on its Dromas to heal itself (it will also counter attacks this way). However, if both Dromas are **KO'd**, Trauma will use Mega Pulse Cannon for heavy MT non-elemental Spr-ignoring damage to all before reviving them. The Dromas will only use Mini Pulse Cannon, which is much weaker than Trauma's version.

Start out by Drawing **Leviathan** if you didn't snag it from **NORG**, then Draw-cast **Meltdown** on Trauma to inflict **Vit0**. Without doing this, you'll do little damage. Now, it's just a simple matter of knocking off Trauma's HP while keeping healed, but stay away from MT attacks to avoid triggering Mega Pulse Cannon. Sooner or later it'll fall to your attacks. Sooner, that is.

After falling, Trauma leaves behind an **Elem Atk**, which teaches a GF the **Elem-Atk-J** ability.

At this point, you'll be asked to unseal an ability. Unseal **Item**, or else **Limit Break** if you already have **Item**.

Head through the north door, and go down the stairs to the basement. In this watery area, go down the steps through the open door to arrive in a dungeon area.

Missable Item Alert #12

Give someone the **Draw** Command if you missed **Pandemona** from **Fujin** earlier. You need to Draw it from **Red Giant**, or it's permanently missed.

Make sure someone either has **Meltdown** to cast or **Doomtrain** to Summon (it'll speed up the next battle greatly). Grab the Prison Key and approach the massive hunk of metal.

Boss: Red Giant



HP	30,000	Level Range	1 - 52
AP	30	Exp	0
<i>Level-Dependent Data</i>			
Level 1-52			
Draw List			
Demi Pandemona			
Mug (Overall Chance: 0%)			
Nothing			
Drop (Overall Chance: 100%)			
Diamond Armor			
<i>Non Level-Dependent Data</i>			
Card Drop	Nothing		
Vulnerable to Gravity?	Yes		
Elemental Weaknesses	None		
Elemental Resistances	None		
Status Vulnerabilities	Darkness (80%), Slow (30%), The End		

This Iron Giant palette-swap's main calling card is its incredible defenses (maxed out, in fact). Getting damage will be the main challenge here, not surviving.

Above 9,000 HP Red Giant fights exclusively with Gigantic Sword. Below that, it uses a punch, which is unblockable.

Your first order of business here is to Draw **Pandemona** if you don't already have it. Inflicting **Darkness** will reduce Gigantic Sword's accuracy as well, helping you defensively. There are two main methods of getting good damage here. The first method is simply to inflict **Vit0** (both **Meltdown** and **Doomtrain**'s Summon work for this). This will reduce both its Vitality and Spirit to zero, allowing you to ravage the metallic menace in a hurry. The other method, and the one the game intends for you to use, is to use Gravity attacks until its HP is really low (double digits), then finish it off. Conveniently, the boss even has **Demi** for you to **Draw**-cast, but **Diablos**' Summon will also work (so will **Cactuar**'s, incidentally, as its damage is fixed).

At the end of the battle, you'll obtain the **Diamond Armor** that Red Giant had equipped, which teaches a GF the **GFHP+40%** ability.

Unlock **Limit Break**, or, if you already have it, **GF**. Return to the basement area with the waterways when you're done.

*(Note: At this point, if you fought **Tiamat** and already got the **Armory Key**, you can unlock the **Armory** (right-most door) and fight **Gargantua** now. It doesn't really give much reward, and I would advise just waiting a bit, seeing as how you have to come back here later anyway, but if you really want to do it, click [here](#) for information.)*

Head upstairs and walk into the green light. Check your parties, and switch control to whichever party has the most female characters. (Note that if your parties are Irvine/Rinoa/Quistis and Squall/Selphie/Zell, you'll need to use Squall's party for the first part of this, and Irvine's for the second.) Your goal is to get that party to the left-hand elevator in the Elevator Room. If the party that just fought **Red Giant** is the one you're currently using, simply run left from the green light above the stairs to the dungeon, ride the right-hand elevator down, and board the left-hand one. If not, switch to your other party (who should still be in the entrance hall). Go through the left-hand door on the balcony, then go down the stairs to the next room. Follow the hallway to the next room, then go to the green light on the left and switch to your other party. From here, if the party with more males is the one in the entrance hall, follow the path to the basement (right door on the balcony) and to the right-hand elevator; if it's at the basement entrance, simply run left and use the right-hand scale to change parties. However you get there, switch to the "female" party and go to the next room. Grab the shining object on the ground to get the Floodgate Key, then return with both parties to the entrance hall.

From here, go through the upper door with one of your parties. Ride the chandelier to the bottom, then examine the lever near the green light. Switch to your other party.

Missable Item Alert #13

If you didn't Draw **Carbuncle** from **Iguion**, equip a party member with the **Draw** Command. Your next big battle (**Krysta**) is the last possible source for it.

Try to raise your Spirit as high as you can, as well as Magic. Go through the main door on the balcony and cross using the chandelier as a bridge, to reach a...crystal?

Boss: Krysta



HP Range	5,200 - 16,000	Level Range	1 - 55
AP	30	Exp	0
<u>Level-Dependent Data</u>			
<u>Level 1-55</u>			
Draw List			
Holy Carbuncle			
Mug (Overall Chance: 0%)			
Nothing			
Drop (Overall Chance: 100%)			
Elem Guard			
<u>Non Level-Dependent Data</u>			
Card Drop	Nothing		
Vulnerable to Gravity?	Yes		
Elemental Weaknesses	None		
Elemental Resistances	Ice (<i>Nullifies</i>)		
Status Vulnerabilities	Slow (90%), The End		

Krysta is yet another boss with massive defense, but it simply fails to impress. Its counter-attack game is not to be underestimated though.

Normally, Krysta will just attack you with basic physicals. However, any damage dealt to it will be countered with Counter Rocket, which is a physical that deals very heavy damage, and it will wave goodbye with an **Ultima** spell.

Before doing anything else, Draw **Carbuncle** if you didn't obtain it already. Also get **Shell** status on your party. As to damaging it, Krysta has a Spirit stat of exactly zero, meaning Magic will far out-damage physical attacks here, and you need to make your hits count in order to avoid the punishing counters.

Meteor will kill it in one or two casts coming from a caster with a decent Mag stat or Rinoa under **Angel Wing**. Gravity also works, meaning **Diablos** can deal some nice damage, as will any GF really with proper damage boosting abilities for that matter. Once it falls, survive the **Ultima** final attack, and the day is yours.

This crystalline being leaves behind an **Elem Guard**, which teaches a GF the highly-useful **Elem-Defx4** ability to open 4 **Elem-Def** slots.

Unseal **GF**, or if you already have **GF**, **Command Ability**. If you already defeated **Gargantua** and have the Treasure Vault Key, click **here** (scroll past the boss's information box to rejoin the walkthrough), or if you already got the Treasure Vault Key and Amory Key but haven't fought Gargantua yet, skip the next paragraph.



Go back to the entrance hall with both parties, then return to the chandelier to drop down to the lower level of the room. Exit to the north, and look around the fountain to find the Treasure Vault Key. (If you already have the Armory Key, skip ahead to the next paragraph.) Go north from here to reach a chapel and head up the stairs. Here, you'll find a rickety bridge. Walk (don't run or it'll fall) across it to the key, and hit X by it to receive the Armory Key. (If the key falls down, climb down the ladder on the right side of the screen to find it lying down there.)

Return to the main hall, and go back to the basement (follow the right door past the Art Gallery). Examine the lever-like thing twice to drain the waterway (requires the Floodgate Key), then go through the door on the right side of the room (unlock it with the Armory Key).

Missable Item Alert #14

If you didn't bother fighting **Cerberus** before, equip **Draw** now so you can acquire **Cerberus** as a GF from **Gargantua**.

Junction Earth protection to **Elem-Def**, as well as defenses against **Berserk**, **Silence**, **Curse**, and **Slow**, in order of importance. Give someone the ability to inflict the **Zombie** status, as well as someone with either **Revive** (preferable) or **Recover** if you have **Command Ability** unlocked (otherwise equip **Item**). An alternate approach is to simply give someone **Death** in **ST-Atk** (this method is inferior strategically, but requires less setup). Either way, approach the half-buried head for a fight.

Boss: Gargantua



HP Range	10,100 - 15,400	Level Range	1 - 54
AP	30	Exp	0
<u>Level-Dependent Data</u>			
<u>Level 1-54</u>			
Draw List			
Bio Quake Reflect Cerberus			
Mug (Overall Chance: 0%)			
Nothing			
Drop (Overall Chance: 100%)			
Magic Armet			
<u>Non Level-Dependent Data</u>			
Card Drop	Nothing		
Elemental Weaknesses	None		
Elemental Resistances	None		
Status Vulnerabilities	KO (20%), Zombie (50%), The End		

The fight begins as a normal fight against **Vysage**, **Lefty**, and **Righty**. Once you send them off, Gargantua itself will take over the fight.

Gargantua presents us with a bit more variety than the other boss fiends here. Aside from the obvious simple punching attack, it can cast **Berserk**, **Silence**, **Demi**, and **Quake**, all of which do exactly what they've done all game. Evil-Eye is damage plus **Curse**, and **Slow**. All non-fatal damage will result in a Counter Twist counter, which deals very heavy damage.

The first thing you should do (after eliminating the initial fodder obviously) is to Draw **Cerberus** if you lack it. Next, inflict whichever status you chose earlier. Relying on **ST-Atk** will probably cause a few counters (especially if you went with KO as your status, since its hit rate is poor), but just work on setting the status. If you used **Zombie**, the usual methods (**Revive**, **Recover**, **X-Potion**, etc.) will leave their usual marks. Heal any status ailments or low HP.

Destroying this monster will net you a **Magic Armlet**, which teaches a GF the **Spr+60%** ability. You'll also receive any drops (including AP and Exp) from the **Vysage**, **Lefty**, and **Righty** you fought at the beginning of the battle.

Unlock **Command Ability**, or, if you already have it, unseal whatever (it doesn't really matter from here on).

Your next target is the hallway just south of the elevator room. If you just defeated Gargantua, you can simply exit the basement and follow the path left to the elevator room, then ride it down and go south to the hallway. Otherwise, reach it by following the left door on the balcony off the Entrance Hall. However you get there, examine the left wall behind the pillar nearest to the camera to open a hidden door with the Treasure Vault Key.



Here, you must solve a small puzzle. Your goal is to get all of the boxes open at once (opening or closing a box toggles any adjacent boxes). If you're having trouble (leave and re-enter to reset it), use the following sequence (using the numbers in the screenshot above): 2, 3, 1, 4. Once you're done, a red-and-silver Behemoth will appear.

Missable Item Alert #15

Players who forgot to Draw **Alexander** from **Edea** on Disc 2 will need to equip the **Draw** Command so they can take it from **Catoblepas**.

Give someone access to the **Darkness** status and guard yourself against Lightning, equip **Water** or **Quake** to **Elem-Atk**, then approach the monster to meet yet another boss minion!

Boss: Catoblepas



HP Range	10,500 - 38,500	Level Range	1 - 57
AP	30	Exp	0

Level-Dependent Data

Level 1-57	
Draw List	
Meteor Alexander	
Mug (Overall Chance: 0%)	
Nothing	
Drop (Overall Chance: 100%)	
Status Atk	
<i>Non Level-Dependent Data</i>	
Card Drop	Nothing
Elemental Weaknesses	Water, Earth
Elemental Resistances	Lightning (<i>Absorbs</i>)
Status Vulnerabilities	Darkness (60%), Slow (20%), The End

As you might have guessed, you can think of Catoblepas as a **Behemoth** on steroids. Luckily for us, its defenses are flat-out bad.

Besides its basic claw swipe, Catoblepas uses Deadly Horn, which deals heavy damage to one and is auto-critical if it connects. It will cast Thundaga as well. After using Thundaga 3 times, it will use Thunder Summon, which ignores defenses but is Lightning-elemental. Oh, and it likes to go out with a bang, casting **Meteor** for serious damage as a final attack.

Kick things off by Drawing **Alexander** if it's missing from your GF list, then inflict **Darkness** and get to work attacking. Unlike the other bosses we've been fighting lately, Catoblepas has no counter to non-fatal attacks, meaning you can just keep your HP up when it's close to dying to survive the final **Meteor** cast. (Speaking of which, you can also Draw the spell if you don't have it for whatever reason.)

After it keels over, Catoblepas will Drop a **Status Atk** item, which teaches a GF the ever-useful **ST-Atk-J** ability, letting another **GF** Junction Magic to **ST-Atk**.

After the battle, unseal whatever you like, then head for the chapel. At the back of the room is an organ; press X to start playing it, then your task is to press all of the buttons on the controller (except Select, Start, and the D-Pad) at the same time and hold them until the sound stops. To be more technical, the game registers whatever keys were pressed when the note dies. This means that, if you hear the tone change (not just cut off) after you're released the buttons, it means you've done it wrong. (On emulators, a cheap trick is just to map all the buttons used for this to one key.) Once you think you've done it, return to the Courtyard, exit to the northeast, then follow the path southeast. If any bars are still there, you need to return to the organ to try again (no, your characters never thought of turning sideways or going around lone bars on the sides). Once you manage the feat, pass through the now-open doorway and follow the path to the end. Pick up the box here to receive a **Rosetta Stone**, Ultimecia Castle's grand treasure (in a soggy cardboard box no less). Examine the door nearby to unlock it (this makes a nice shortcut to the dungeon area).

If you already defeated **Tiamat** and want to do stuff outside (recommended), click [here](#).

From here, return to the Chapel and go up the stairs. Cross the bridge and go inside the tower. Ascend until you're level with a swinging pendulum; mash X as it approaches to reach a balcony on the other side. Go through the nearby doorway.

Missable Item Alert #16

Equip the **Draw** Command so you can Draw **Eden** from **Tiamat**. If you didn't kill **Ultima Weapon** yet it's still possible to Draw from it, but this is a much easier fight and there are no negative effects from fighting Tiamat compared to those for Ultima Weapon.

Before approaching the dragon, equip enough Fire protection to **Elem-Def** to at least nullify Fire (**Firaga** alone will give you 150% resistance) and, as yet another reminder, **Draw**. You can also equip **Slow** to **ST-Atk**, but it's not really necessary. Be sure you're prepared, then approach the dragon for a fight.

Boss: Tiamat



HP Range	21,200 - 89,600	Level Range	1 - 58
AP	30	Exp	0
<u>Level-Dependent Data</u>			
Level 1-58			
Draw List			
Flare Eden			
Mug (Overall Chance: 0%)			
Nothing			
Drop (Overall Chance: 100%)			
Status Guard			
<u>Non Level-Dependent Data</u>			
Card Drop	Nothing		
Elemental Weaknesses	None		
Elemental Resistances	Flying, Fire (<i>Half</i>), Lightning (<i>Half</i>), Wind (<i>Nullifies</i>)		
Status Vulnerabilities	Slow (20%), The End		

This Bahamut palette-swap can either be very dangerous or very easy depending on how you prepared. The most important thing, though, is to Draw **Eden**! If no one has **Draw**, reload your save and come back here.

Tiamat has exactly one attack: Dark Flare, a Fire-elemental, Spr-ignoring MT attack that far out-powers even Bahamut's Mega Flare. It will charge up to use it; once it's done spelling it out, it will cast it, then repeat the process.

As you can see, you either have Fire protection in **Elem-Def**, or your ashes will be all over this dreary castle (the only ways to survive otherwise are either an extremely high HP total or by sacrificing GFs). Your first order of business is to **Draw** the GF **Eden**. It's the ultimate GF and has a spectacular ability set, so just do it. As to winning, if you have at least Fire immunity, you're invincible. Try not to swallow anything sharp during the battle, it's the only way I can see you dying in this case.

After being wasted, Tiamat Drops a **Status Guard**, which teaches a GF the **ST-Def-Jx4** ability, an awesome one indeed.

You'll be prompted to name your new GF (Default: **Eden**), assuming you Drew it here. After defeating Tiamat, unlock **Magic** (or whatever if you already have Magic unsealed).

Assign your GFs like so (this, as should be obvious, is the **endgame setup**):

- **Strength** (*Squall, Zell/Irvine*): **Shiva, Diablos, Pandemona, Alexander, Cactuar**
- **Defense** (*Quistis, Irvine/Zell*): **Brothers, Carbuncle, Leviathan, Doomtrain, Tonberry, Eden**
- **Magic** (*Selphie, Rinoa*): **Quezacotl, Ifrit, Siren, Cerberus, Bahamut**

Since you probably just got **Eden**, let's take a look at it. Eden is truly the ultimate GF, both in terms of abilities (**GFAbi Med-RF, Eva-J, Spd-J, and Devour** highlight the list) and in terms of its Summon (At Level 100 with all SumMag+x% abilities learned and a 250% **Boost**, it can deal close to 60,000 damage). Have it learn abilities in this order: **GFAbi Med-RF, Boost, Luck+50%**, the **Command Abilities, Expendx3-1**, the SumMag+X% abilities, and finally the GFHP+X% abilities. Note that Eden maxes out its HP naturally around Level 70, so you can unlearn the GFHP+X% abilities safely.

If you were doing the **Eden Path** but don't have all the other minions defeated yet, return to the room with the falling chandelier (the path is very straightforward, just keep trying to head south) and click **here** to rejoin the walkthrough. If you have all the powers unlocked, you can go ahead and complete the area (in fact, you can do this even with powers still sealed), but I recommend leaving to do some things outside. If you insist on going to the final battle, click **here**.

Final Preparations

To go to the World Map, go outside Ultimecia Castle to where the portals are (one screen south of the Save Point and entrance to the castle). There are a number of things you can do now.

- The first thing you'll want to do is get the Ragnarok back. Take the middle portal to find yourself on the large island north of the Centra Continent mainland. Head to the northeastern section of the island and look for a mountain range. Go around it to reach **Forest of Solitude**. If you already solved it, great, otherwise complete the puzzle. Either way, ride the Chocobo out. Your goal is Kashkabald Desert; to get there, head to the southwestern edge of the island. Go into the shallows from the beach and cross to the main Centra Continent (you'll find a beach on the northern edge near Edea's House). From here, simply go to Kashkabald Desert on the eastern edge of the continent (where you fought **Cactuars** before the Ragnarok). There, you'll find the Ragnarok. There is also a portal here; use it to add a portal on the right side of the chain in Ultimecia's Castle (you can now return here whenever you like).
- The Man From Garden/Joker will be on the Ragnarok and, regardless of whether you did the **CC Group Quest** or not, runs a basic **Item Shop** and **Junk Shop**. You can also play him in Triple Triad, though he won't carry any **Rare Cards** (besides the **Leviathan Card** if you didn't win it from him on Discs 1-2) except...
- ...if you did the **CC Group Quest**, the CC Group will now be aboard the Ragnarok, and can be used to farm **Rare Cards**, which is the true reward of the quest. Click **here** for more details about this aspect.
- All towns and most other field areas of the World Map are blocked off, but the following areas remain accessible: **Fire Cavern**, **Tomb of the Unknown King**, **Centra Ruins**, **Chocobo Forests**, **Deep Sea Research Center**, Trabia Canyon, Crash Site, and Tears' Point. Encounters in these areas (and all areas that you can still access, actually) are the same as they were at the end of Disc 3.
- The Queen of Cards can be found at the Crash Site, and will use **Queen of Cards Quest** Cards randomly in her hand if you haven't already won them. If you did the **CC Group Quest** there's no point in playing her (the Queen uses completely random rules), but if not she'll let you get at least her quest's cards as well as all **Common Cards** (other **Rare Cards** will not be used by her). Her associated region and personal trade rule cannot be changed, and will be whatever they were at the end of Disc 3.
- If you held off on getting Odin to avoid being stuck with Gilgamesh, you can now **go get him**. I strongly recommend doing this unless you're playing a Perfect Game (in which case it's best to not get him until you're done farming items).



Perfect Game Alert #15

Don't get Odin until you're finished collecting items, since he will sometimes kill enemies you wanted to Mug.

- If you (or your GFs) need Exp, you can farm on the Island Closest to Hell (immediately west of Galbadia Continent) or Island Closest to Heaven (largest island northeast of Grandid Forest), which feature powerful encounters at a fixed Level 100. The Island Closest to Hell features **Blue Dragon**, **Grendel**, **Hexadragon**, **Malboro**, **Ruby Dragon**, and **T-Rexaur**, while the Island Closest to Heaven holds **Chimera**, **Malboro**, **Ochu**, and **Tri-Face**.
- The **ultimate monster** can be fought in **Ultimecia Castle**.

Time for one last...

Refinement Moment #14

Now that you (should) have Eden's **GFAbI Med-RF**, as well as unlimited access to Rare Cards, you can now take full advantage of the refinement system. Remember that you can only carry one of each Rare Card at a time, so you'll need to refine the card you have before you can win another one if the recipe requires more than one. Let's get going.

- 100x **Tri-Face Card** > 100x **Curse Spike** > **Dark Matter (Tool-RF)**** > **Shaman Stone (Tool-RF)** > **Rosetta Stone (GFAbI Med-RF)** (Level 3)
- 100x **Tri-Face Card** > 100x **Curse Spike** > **Dark Matter (Tool-RF)**** > **Luck-J Scroll (GFAbI Med-RF)** > **Luck Up (Forbid Med-RF)** (Level 3)
- 2x **Minotaur Card*** > 20x **Adamantine** > **Steel Curtain (GFAbI Med-RF)** (Level 8)
- **Eden Card*** > 3x **Monk's Code** > 3x **Str Up (Forbid Med-RF)** (Level 9)
- **Minotaur Card*** > 10x **Adamantine** > 2x **Vit Up (Forbid Med-RF)** (Level 8)
- 5x **Irvine Card*** > 15x **Rocket Engine** > 3x **Spd Up (Forbid Med-RF)** (Level 10)
- **Ward Card*** > 3x **Gaea's Ring** > 3x **HP Up (Forbid Med-RF)** (Level 10)
- 100x **Hypno Crown** (costs 1,500,000 Gil total with **Haggle**) > 10x **Royal Crown (GFAbI Med-RF)** > **Mag Up (Forbid Med-RF)**
- 100x **Force Armlet** (costs 1,500,000 Gil total with **Haggle**) > 10x **Magic Armlet (GFAbI Med-RF)** > **Spr Up (Forbid Med-RF)**
- 100x **Cactuar Card** or 100x **Jumbo Cactuar Card** > 100x **Cactus Thorn** > **Hundred Needles (GFAbI Med-RF)** (Level 3/7)
- 10x **Giant's Ring** (costs 150,000 Gil total with **Haggle**) > **Gaea's Ring (GFAbI Med-RF)** > **HP Up (Forbid Med-RF)**
- 100x **Bomb Card** > 100x **Bomb Fragment** > **Bomb Spirit (GFAbI Med-RF)** (Level 4)
- 100x **Dragon Fang** > **Med Kit (GFAbI Med-RF)**
- 10x **Edea Card*** > 30x **Royal Crown** > 3x **Mag Up (Forbid Med-RF)** (Level 10)
- 10x **Rinoa Card*** > 30x **Magic Armlet** > 3x **Spr Up (Forbid Med-RF)** (Level 10)

- **Bahamut Card*** > 100x **Megalixir** > 750,000 Gil (*with **Sell-High***) (Level 9)
- **Angelo Card*** > 100x **Elixir** > 375,000 Gil (*with **Sell-High***) (Level 8)
- 100x **Power Wrist** (*costs 1,500,000 Gil total with **Haggle***) > 10x **Hyper Wrist** (*GFAbI Med-RF*) > **Str Up** (*Forbid Med-RF*)
- 10x **Zell Card*** > 30x **Hyper Wrist** > 3x **Str Up** (*Forbid Med-RF*) (Level 9)
- 500x **Behemoth Card** > 50x **Barrier** > **Aegis Amulet** (*GFAbI Med-RF*) (Level 5)
- 100x **Whisper** > **Healing Ring** (*GFAbI Med-RF*)
- **Hungry Cookpot** > **Shaman Stone** (*Tool-RF*) > **Rosetta Stone** (*GFAbI Med-RF*)
- 10x **Shaman Stone** > **Hero-trial** (*Forbid Med-RF*)**

I should also point out that the intermediate products of these refinements are often highly valuable as well. In particular, they teach a number of abilities that are very rare, so you may want to teach these abilities to your GFs first before you start going for Stat Up items. Obviously, farming 100x of a type of Card is extremely time-consuming, so fight enemies for these items instead of Card Modding in these cases. The **Aegis Amulet** and **Healing Ring** are best acquired through **Angelo Search** rather than refinement, but I list it here for those of you who hate/don't have access to Angelo Search but don't mind grinding **Behemoths/Adamantoises**. As to modding **Hungry Cookpots**, this is much inferior to modding **Dark Matter** due to the extreme difficulty in getting Hungry Cookpots, but if Angelo Search left you with some lying around, go for it. **Hero-trial** is extremely rare, but once again Angelo Search beats refining 1,000 **Curse Spikes**.

As you can see, if you intend to raise Mag or Spr, you'll be making very heavy use of the Infinite Money Trick to finance the 1.5 million Gil price of each boost. This is faster than using Rare Cards to get them though. An alternate version of the Infinite Money Trick is to mod **Bahamut Cards** and **Angelo Cards** (their **Megalixirs** and **Elixirs** sell for 750,000 Gil and 375,000 Gil total (respectively) each time you mod the card). This is slower than the normal method, but if you don't feel like making **Mega-Potions**, have at it.

With most of these items, it should be pretty obvious what they do. **Steel Curtain** teaches a GF **Auto-Protect**, an awesome defensive ability hitherto only available to **Bahamut**. A **Monk's Code** item will teach your GF's **Counter**. The **Hundred Needles** item is an obscure item that teaches **Return Damage**, an obscure ability. Return Damage causes 25% of damage done to you to also be dealt to the attacker. **Rosetta Stone** is an item you may have seen earlier, but if not, it teaches the awesome **Abilityx4** ability. **Bomb Spirit** teaches **Kamikaze**, which deals extreme damage at the cost of **KO**'ing the user. **Med Kit** teaches **Treatment**, which removes all **status ailments** (except **KO**) from a character. Unfortunately, though, getting the required **Dragon Fang** items is extremely difficult, and **Remedy+** does the same thing and can be acquired extremely easily. Furthermore, Treatment requires you to dedicate an Ability slot to only status removal when **Item** allows you to do that and more.

As normal, all previous refinements are out there for you to take advantage of as well. For more detailed information about acquiring various hard-to-obtain items, click **here**, or refer to the **Lists/Reference** section and navigate to whatever you're trying to acquire.

For those of you doing Perfect Games, let us not forget...

Perfect Game Alert #16

Now that the storyline portion of the game is squared away, it's time for the real work of actually perfecting your file. For more information about this, click **here**.

Once you're done with everything you wanted to do, it's time to polish this thing off!

The Final Battle

Items	None
Enemies	Ultimecia (<i>boss</i>), Griever (<i>boss</i>), Ultimecia (<i>boss</i>), Helix (<i>boss</i>), Ultimecia (<i>final boss</i>)

To reach the end of Ultimecia Castle, from the part of the clock tower with the pendulum (where you crossed the chasm to fight **Tiamat**), simply ascend the rest of the way up the Clock Tower. When you reach the exterior of the clock, run across the hands and climb down the ladder on the other side. Next, go to the bridge. Save your progress.



Before going into battle strategies, there are three main quirks you need to be aware of. First, three party members will be selected at random to begin the battle. Second, if a character is **KO**'d for too long, they'll be "absorbed into time," meaning removed from the battle. A new character will then take their place. If you have no characters left (that is, if your only still-standing characters are currently fighting in the battle) and someone is "absorbed into time," the slot will be empty for the remainder of the battle sequence. Thus, be sure to quickly revive anyone who dies if you want them to stay in the battle, while you can let them be absorbed if you want to replace them with someone else. As normal, if all currently-fighting characters are **KO**'d at once, it's a Game Over. Third, any seals still sealed in the castle (from not fighting all the minion bosses) will remain sealed for this fight.

Give your main Junctions to your strongest three party members. It's wise to give **Tonberry** to a fourth member, to at least give them some abilities (since it has no Junctions or noteworthy battle abilities by default). Other than that, there's really no need to try to make every character powerful, so just use your main Junctions on the characters you prefer. Junction Water- or Wind-elemental magic to **Elem-Atk**; **ST-Atk** is irrelevant here, since no targets have vulnerabilities to anything you can equip there. Try to defend as many elements as you can in **Elem-Def** (the recommended setup works great for this), and defend **Stop**, the **Pain** statuses, **Curse**, and **Slow**, in order of importance, in **ST-Def** (note that equipping **Auto-Haste** will also block Stop and Slow without you needing to block them in ST-Def). Equipping **Pain** to ST-Def is a splendid idea, since it will block Curse in addition to Darkness, Poison, and Silence. For Command Abilities, use the main ones unless you really want some special ability, and for passive ones, equip **Auto-Haste**, **Auto-Shell**, **Auto-Protect**, and Stat+X% abilities, in order of value. Focus on your Spr above all, it'll be very important throughout the remaining battles. Don't waste slots on **Mug** or **Rare Item**, nothing you're about to fight has Mugs or Drops.

Once you're all set, head to the door and choose, "Hell, let's go in." As usual, things go small-talk first (a scene) followed by business (the battle).

Boss: Ultimecia



HP Range	4,600 - 43,000	Level Range	1 - 65
AP	0	Exp	0
<u>Level-Dependent Data</u>			
Level 1-65			
Draw List			
Haste Slow Reflect Demi			
Mug (Overall Chance: 0%)			
Nothing			
Drop (Overall Chance: 0%)			
Nothing			
<u>Non Level-Dependent Data</u>			
Card Drop	Nothing		
Elemental Weaknesses	Poison [1.5x]		
Elemental Resistances	Holy (Nullifies)		
Status Vulnerabilities	The End		

In this battle, Ultimecia is, as one might expect, an almost exclusive spell-caster. Thankfully, magical attacks are pretty weak in FFVIII, but then again, they can still take you down if you're not careful.

Ultimecia uses a number of your all-time favorite spells: **Blizzaga**, **Thundaga**, **Quake**, **Tornado**, **Holy**, **Dispel**, **Stop**, and **Meltdown**, all of which do what they've always done. If she casts **Double**, she'll dual-cast Magic until it's removed. She'll also use Maelstrom, which reduces everyone's HP by 75% and can inflict **Slow** and **Curse**.

The main concern for this battle is removing status ailments (especially **Vit0**). If you get hit with one, use whatever you have on hand to remove it. You should be able to handle Ultimecia's damage spells, just make sure to heal if she uses Maelstrom. Be ready with **Dispel** if she casts **Double**, to avoid her double-casting. Keep in mind that Ultimecia will kill off GFs if she gets a turn while you're summoning one, so it's best not to bother unless you're sure you can get it off before her next turn.

For part two, we have an extra-special guest!

Boss: Griever



HP Range	16,750 - 115,950	Level Range	1 - 65
AP	0	Exp	0
<u>Level-Dependent Data</u>			
<u>Level 1-65</u>			
Draw List			
Bio Quake Tornado			
Mug (Overall Chance: 0%)			
Nothing			
Drop (Overall Chance: 0%)			
Nothing			
<u>Non Level-Dependent Data</u>			
Card Drop	Nothing		
Elemental Weaknesses	Wind, Holy [2.5x]		
Elemental Resistances	Flying, Poison (<i>Absorbs</i>)		
Status Vulnerabilities	The End		

The first Ultimecia battle was mostly a practice round; now's where things start to get more serious. **KO'd** characters can still be absorbed into time (and thus removed from battle), as a reminder. If you named Squall's ring something other than Griever at the end of Disc 2, this boss's name will be whatever you named it.

Griever's **Doom** ability, as one would expect, inflicts **Doom**, which is a status you're probably not that familiar with (from this game anyway) that can only be removed with **Elixir/Megalixir**, **Treatment**, or **Remedy+**. Gravija is 75% of your current HP in damage, while **Draw** steals a random spell and casts it on its normal target(s). **Triple** is extremely dangerous, since it allows triple-casting of spells, and will probably knock you off in a hurry. It uses **Flare** and **Pain**, and these are the same annoyances they've always been. But Griever's true power comes in its ability to blow away a random magic stock, which, depending on your luck, could take your setup from godly to garbage in seconds, and Shockwave Pulsar. Shockwave Pulsar deals very heavy damage to the whole party, and will probably be fatal if you don't have a good Spr stat or the **Shell** or **Invincible** status. Thankfully, Shockwave Pulsar can only be used once, so if you've already seen (and thus survived) it, you're in the clear. If you defeat Griever before it gets a chance to use Shockwave Pulsar, it will use it as its parting gift to your party, otherwise you'll see the background shake when it's about to use the spell.

As long as you have decent stats (especially Spirit), this battle is pretty straightforward, but if not, expect to take a beating. You must keep your HP up; even with high stats, Shockwave Pulsar does a lot of damage (the other moves can be annoying, but pale in comparison to SP). If you have low stats, however, this could be one tough fight. **Shell** is of the utmost importance if your stats are low; it halves the damage, making SP especially much more manageable. **Invincible** status is another option, and is cheap as always. Either way, keep healed and work on defeating it quickly to avoid it destroying your Junctions. Be sure to use **Dispel** if she casts **Triple**.

Now Ultimecia will join up to bring you...

Boss: Ultimecia (Griever Form), Helix



<u>Ultimecia's Data</u>			
HP Range	13,050 - 176,250	Level Range	1 - 65
AP	0	Exp	0
<u>Level-Dependent Data</u>			
<u>Level 1-65</u>			
Draw List			
Firaga Thundaga Blizzaga			
Mug (Overall Chance: 0%)			
Nothing			
Drop (Overall Chance: 0%)			
Nothing			
<u>Non Level-Dependent Data</u>			
Card Drop	Nothing		
Elemental Weaknesses	Lightning, Water		
Elemental Resistances	Flying, Poison (<i>Nullifies</i>), Holy (<i>Absorbs</i>)		
Status Vulnerabilities	The End		

<u>Helix's Data</u>			
HP Range	4,400 - 30,000	Level Range	1 - 65
AP	0	Exp	0
<u>Level-Dependent Data</u>			
<u>Level 1-65</u>			
Draw List			
Esuna Dispel			
Mug (Overall Chance: 0%)			
Nothing			
Drop (Overall Chance: 0%)			
Nothing			
<u>Non Level-Dependent Data</u>			
Card Drop	Nothing		
Elemental Weaknesses	None		
Elemental Resistances	Flying		
Status Vulnerabilities	The End		

As a combined entity, Ultimecia and Griever are stronger than either alone. The difficulty really depends on how many Helixes you leave around.

The battle is divided into two stages: the first stage last until Ultimecia loses her tail (around 65% max HP lost), and the second stage is everything thereafter. The first stage is easily the most dangerous. At first, Ultimecia will just use **Holy** and **Dispel** (though in some cases you may still see **Quake** and **Tornado**). With one or more Helixes alive, **Ultima** is added to the list, and with two, **Meteor**. With both Helixes alive, she will use Great Attractor every second turn, which is very heavy physical damage to all.

(If a Helix is defeated, Ultimecia's spell selection is reduced accordingly, though she can summon another one.) After losing her tail, Ultimecia will use **Quake** and **Tornado** in addition to Holy and Dispel from before, and the Helixes will disappear.

If you read the above carefully, you'll note that the first part of the battle is far more dangerous than the second. So, in the first part, just concentrate on doing damage as fast as you can, before Ultimecia gets a chance to summon any Helixes. If she does make one, you can either defeat the Helix, or just keep hitting Ultimecia herself to drop her HP below 35%. Once she loses her tail, you're mostly out of the woods (for this portion of the battle anyway), since at that point all of her damage moves are elemental, but keep your HP up in the (likely) case that you don't at least nullify all her elements from this stage.

Now that Griever is wiped off the board, now it's time to return to our intended target.

Final Boss: Ultimecia



Ultimecia (Main Body)'s Data

HP Range	16,500 - 278,900	Level Range	1 - 65
AP	0	Exp	0

Level-Dependent Data

Level 1-65

Draw List

Flare Holy

Mug (Overall Chance: 0%)

Nothing

Drop (Overall Chance: 0%)

Nothing

Non Level-Dependent Data

Card Drop Nothing

Elemental Weaknesses None

Elemental Resistances Flying

Status Vulnerabilities The End

Ultimecia (Lower Portion)'s Data

HP Range	2,300 - 21,500	Level Range	1 - 65
AP	0	Exp	0

Level-Dependent Data

Level 1-65

Draw List

Apocalypse

Mug (Overall Chance: 0%)

Nothing

Drop (Overall Chance: 0%)

Nothing

Ultimacia (Lower Portion)'s Data	
<i>Non Level-Dependent Data</i>	
Card Drop	Nothing
Elemental Weaknesses	None
Elemental Resistances	Flying
Status Vulnerabilities	The End

This is the climax of Ultimacia's power. Rather than messing around with fancy attack scripts and the like, here she just blasts the crap out of your party with a variety of the strongest magic in the game. Your task, then, is to survive this onslaught and stop time compression.

Throughout battle, Ultimacia has access to **Ultima**, **Meteor**, **Flare**, **Holy**, and **Dispel**, in order of danger to you. She also gains Griever's power to blow away an random spell from a character's stock. Hell's Judgment, meanwhile, is unblockable and reduces all characters' HP to 1. Throughout the battle, Ultimacia will instantly **KO** any GFs you attempt to summon, assuming she gets a turn while you're still summoning it. When the lower half appears, she will use Draw Apocalypse to stock an **Apocalypse** spell, then cast the spell on her next turn in addition to using Hell's Judgment and blowing away magic stocks (she'll stop using other magic during this time). **Apocalypse** has incredible power, far exceeding even Ultima; depending on your stats and Ultimacia's level, it can surpass 8,000 damage and hits the entire party (even with a good Spirit stat, it can still easily whack you for over 4,000 damage). If you destroy the lower portion, she will stick with Hell's Judgment, destroying Magic, **Meteor**, and **Ultima** almost exclusively for the remainder of the battle, though you may see the occasional Flare spell. (The lower portion itself doesn't act.)

At this stage, you're just going to have to duke it out with her (barring using **Invincible** status, which trumps all in this game), because there aren't really any exploitable flaws in her script. The good news here is that, being the final battle, everything you have available to you is at your disposal (even rare stuff, like those **Holy Wars** you may well have lying around), since there's no way to save after this battle. **Shell** status helps greatly in this department, especially if your stats are low, as does **Vit0** on the offensive end. **Megalixir** items are godsend for healing here (especially after Hell's Judgment), or, if you lack them, use the best of whatever you have available. Heal **KO**'s quickly just like before, she still will remove characters from battle if they sit dead too long. Work quickly, though (use Limit Breaks if you have them), Ultimacia can destroy your Junctions, which greatly weakens your party. Once the lower portion appears, Draw some **Apocalypse** if you want to cast it (don't bother going for 100, you can't Junction it in a normal game), then quickly destroy it (use **Vit0** if you're having trouble getting damage). **Apocalypse** is far more dangerous than either **Meteor** and **Ultima**, and even with high stats you want to see the spell used against you as little as possible. Once it's back to just Ultimacia's main body, quickly destroy her (Limit Breaks!) while keeping healed, because the magic spam can wear you down really fast and Hell's Judgment → Meteor/Ultima combos are very common after destroying the Apocalypse appendage. Incidentally, if you Drew Apocalypse, it actually does very heavy damage to Ultimacia and hits both her and her magic core, and can even be used in conjunction with Angel Wing, should you be using Rinoa, so make use of it if you don't have a Limit Break.

Once you're done, enjoy the final scenes!



This is not a full walkthrough; rather, it's a checklist to help you not miss anything missable. (Chocobo World is not taken into account in this section.) If you're looking for an in-depth guide to completing FFVIII, click [here](#).

1. **Siren: Draw from Elvoret.**
2. **X-ATM092:** Destroy **X-ATM092** before it reaches the town.
3. **Battle Meter, Magical Lamp:** Obtain both items from **Cid** before boarding the train to Timber. (**Diablos** can be obtained at any point in the game so long as you have the **Magical Lamp**.)
4. **Angelo Recover, Angelo Reverse:** Do not teach Rinoa these skills until you're completely finished with **Angelo Searching**.
5. **Girl Next Door:** Grab from **Timber Maniacs** building before Disc 4.
6. **Pet Nametag #2:** After **leaving Timber**, encourage the man outside the Timber Maniacs building to become a journalist (must be done before finishing Disc 1), then return here after completing **Missile Base** and speak to him.
7. **Location Displayer:** Buy it from the soldier outside **Caraway's Mansion** before giving him the student's ID number.
8. **Carbuncle: Draw from Iguion.**
9. **Eyes on Me:** When **speaking to Raine**, ask her about Julia before leaving the conversation.
10. **Pet Nametag #1:** Obtain from **D-District Prison** (Level 2, left cell).
11. **Character Report:** Defeat 300 GII Card Player in **D-District Prison** (Level 10, right cell)
12. **Leviathan: Draw from NORG.**
13. **Master Fisherman's Quest, Occult Fan III:** Do this before going upstairs in **Mayor Dobe's house** (this is the house at the middle of the solar panel array).
14. **Pandemona: Draw from Fujin in Balamb.**
15. **Cerberus:** Defeat **Cerberus** before the end of Disc 2.
16. **Alexander: Draw from Edea on Disc 2.**
17. **Esthar (1), Esthar (2), Time Compression, The Great Hyne:** Receive the first two entries by talking to Edea on Disc 3 until you see Adel's name in yellow, and the latter two by talking to Cid until he says no new lines.
18. **Timber Maniacs:** The copy on the White Seed Ship is only available while the ship itself is.
19. **Zone:** Do not **give Zone** the **Girl Next Door**. It's unique, but nothing he gives in return can't be gotten through other methods.
20. **Occult Fan IV:** Before going to **Lunar Gate**, speak to the Presidential Aide near the Airstation in **Esthar**, then again in the Presidential Palace, then pick up the magazine off the ground.
21. **End of Disc 3:** Click [here](#) for more information.
22. **Missed GFs:** If you missed any missable GFs (any of the ones listed above), **Draw** them from the bosses in **Ultimecia Castle**.
23. **Eden: Draw from Tiamat in Ultimecia Castle** (preferable), or from **Ultima Weapon**.
24. **Ultima Weapon, Omega Weapon:** Do not defeat them (or at least don't save after doing so).
25. **PuPu Card:** Finish **PuPu's Quest** by feeding PuPu 5 **Elixirs** to receive this.

Perfect Game Requirements

This section serves as a list of requirements that need to be fulfilled for a Perfect Game. They are arranged with easier (and more important) tasks first, and more tedious/less important tasks following.

In a Perfect Game, you absolutely must have...

- All **GFs** (except Odin/Gilgamesh), with no unique abilities unlearned
- All **Castle** seals lifted (you don't need to defeat the **superboss**, since it has no seal associated with it)
- All copies of **missable Items** and Tutorial entries (including the Battle Meter and all of its upgrades)
- All Shops in **Call Shop**
- All **Sidequests** completed (except defeating the superbosses in **Deep Sea Deposit** and the **Castle**)
- 0 (or maxed) kills for Seifer and Edea
- No **KO's** for any character or GF
- 1 Escape (the mandatory **X-ATM092** escape)
- Both superbosses still alive

In a Perfect Game, you really should have...

- All Limits (except **Angelo Recover** and **Angelo Reverse**) learned
- All characters and **GFs** at Level 100
- Maximum compatibility with all **GFs** for all characters
- At least one copy of every **Item** (except **Chocobo World** items, **Solomon Ring**, and **Magical Lamp**) and Card
- All characters with ultimate weapons
- **X-ATM092** destroyed
- **SeeD Rank A**
- All (or no) **SeeD Tests** completed
- Rules **Open** and **All** only for all **Triple Triad** regions

In a Perfect Game, you should have...

- Maxed stats (with magic **Junctioned** and excluding Speed and Luck) for all characters
- Maxed Gil
- Maxed Kills for all characters
- 100 of all cards (except **PuPu** and **Rare Cards**)
- At least one of every **Chocobo World** item (*if available to you*)

In a Perfect Game, it would be nice to have...

- All stats maxed for all characters with no **Junctions** (except Luck)
- All items maxed (except **Chocobo World** items, **Hero-trial**, **Rosetta Stone**, **Silver Mail**, **Gold Armor**, **Missile**, **Laser Cannon**, **Power Generator**, **Dark Matter**, **Shaman Stone**, **Stat Boosting Items**, and items that refine directly into Stat Boosting Items)

In a completed Perfect Game, you will have...

- All stats maxed with no **Junctions** (including Luck)
- All non-**Chocobo World** items maxed
- All **GFs** (including Odin)
- Max kills for all **GFs**
- All **Chocobo World** items maxed (*if available to you*)
- **Boko's Summon** powered up to 9,999 (*if available to you*)

Sidequests/Mini-Games

This section explains the various sidequests and mini-games FFVIII has to offer. Note that quests in this section are organized based upon when they are first encountered (except storyline mini-games, which are listed last) to help you avoid spoilers.

Triple Triad

Triple Triad is FFVIII's card game, and a highly rewarding mini-game. The **Queen of Cards** and **CC Group** quests are closely related to Triple Triad; however, they are covered in their own sections, since they have their own mechanics that differ from simple Triple Triad play.

For more in-depth information about Triple Triad (including RNG manipulation techniques not covered here and the Card Rule RNG table itself), please follow the link below:

<http://www.gamefaqs.com/ps/197343-final-fantasy-viii/faqs/72525>

Basic Rules

To **initiate a game**, approach an NPC and press Square. If they play Triple Triad and you're "carrying" at least one rule not in effect in the current region, they will mention the regions whose rules you're "carrying," and ask to **mix rules** as they challenge you to a card game. If you're not carrying any rules other than the ones the NPC uses, they'll just challenge you directly.

On the Triple Triad screen, the special rules and Trade Rule in effect will be displayed, and you'll be asked if you want to Play or Quit. Quit returns to the field, while Play proceeds with the game. If you decide to Play, you'll be asked to select the cards in your playing hand (unless the **Random** rule is in effect), then be prompted to start the game.

Triple Triad is played on a 3x3 grid (hence the name). The players alternate turns playing one card at a time from their hand (a coin flip decides who goes first). The opponent's hand will be invisible to you unless the **Open** rule is being used. Each card has four numbers, one for each direction (up, down, left, right); if one of the card's numbers is higher than the neighbor card and it belongs to the opponent, the card captures it. The cards' sides rank from 1-9, with A being higher than numbers and the highest possible rank.

At the end of the game, the winner is the player with the most cards; cards are exchanged based upon the trading rule in effect for that game. Games can also draw, in which case no one is declared to have won.

Game Strategy

So long as the rules are reasonably in your favor, Triple Triad is actually very easy to win (the bigger challenges lie in actually finding Rare Cards and getting the rules for the various regions in your favor in the first place). No opponent is capable of using more than one Rare Card at a time, meaning their hands will be relatively weak, so playing high-level cards and keeping their weak edges "covered" (i.e. either facing an edge or a card that was already played) should give you plenty of easy wins. Just watch for Combo rules, these can really mess you up fast if you're not paying attention.

Triple Triad Players

Another thing to take note of is card players themselves. First, every player belongs to a "region," which decides the rules used when you play them. Most players belong to the region in which they're located geographically, but there are a few cases of players using a different region's rules than the local rules. Each Triple Triad player also has a set of Card Levels of **Common Cards** (Levels 1-7) they can play, as well as a specific **Rare Card** in some cases.

Generally, if you're looking for a specific **Common Cards**, the ideal player to play is someone who only uses the Level of the card you want (or, if that's not possible, as few other levels as possible). This increases the chance of the desired card appearing in their hand (fewer possible cards to play means each card they can play has a higher chance of appearing).

Special Rules

There are also a number of special rules, which are not part of the base rule set. These rules are listed when you first challenge someone to a game of cards. Combo rules indicate rules that, when triggered, activate Combos, meaning they can capture additional cards neighboring any card involved in the combo (to Combo, the cards involved must have neighboring cards whose number they beat and are controlled by the opponent).

Open

Opponent's hand is visible. (Note that the AI seems to play as if it can see your hand even when Open is not in effect.)

Sudden Death

If game draws, a rematch is played immediately with the cards each player had in the control at the end of the game.

Random (Triple Triad)

The cards in your playing hand are selected randomly from your inventory.

Same (Triple Triad)

If two or more sides of a card laid have matching numbers and at least one of the matched cards is under control of the opponent, a Combo is started.

Same Wall

The edges of the game board are treated as having a value of A for the purposes of **Same** Combos. If Same isn't also in effect, this rule does nothing, but it can still be involved in rule spreading/abolition.

Plus (Triple Triad)

When a card is laid, its edges are checked for neighboring cards. Any neighboring cards have their edge values facing the card added to the opposite number on the played card (A is treated as 10 for this purpose). If two or more sides add up to the same value, a Combo is initiated.

Elemental (Triple Triad)

Elemental symbols are randomly placed on squares on the game board. Any card with a matching Element has its power on all sides increased by 1, while cards of other elements and non-elemental cards have their power reduced by 1.

Special Rule Discussion

Of these rules, only **Open** is truly beneficial to you (the AI seems to play as if it can see your hand whether Open is in effect or not). The other rules are easily exploited by the AI, giving it an advantage depending on the rule in question, meaning you'll want to abolish them if you want to use Triple Triad to its full effect. The rules, ranked in priority of abolition, are as follows:

1. **Random**
2. **Plus**
3. **Same**
4. **Sudden Death**
5. **Elemental**
6. **Same Wall**

Of these, **Random** is the worst; your hands will often be significantly worse than the opponents' late game if Random is in effect. **Plus** is also a serious pain; the AI is very good at exploiting it with higher-level players, and it gives a chance for the opponent to win even with much poorer cards. **Same** can be a little difficult, but if you're playing good cards the opponent will probably not be able to match your cards. **Sudden Death** and **Elemental** both have relatively little effect; the former just makes you replay the game with part of your opponent's hand, while the latter only slightly modifies some card values. **Same Wall** is a joke; even with Same it does almost nothing, although it's highly useful for abolishing other rules.

Trade Rules

Trade Rules differ from Special Rules in that there is always a Trade Rule in place, and the methods of changing Trade Rules are different than for **Special Rules**. The Trade Rule determines how cards are exchanged at the end of the game.

Trade Rule: One

The winner takes one card from the loser.

Trade Rule: Diff

The winner takes a number of cards from the loser equal to their margin of victory. If the winner won by more than 5 cards, he/she takes ALL the opponent's cards.

Trade Rule: Direct

Each side gets the cards it controlled at the end of the game, regardless of who the original owner was.

Trade Rule: All

The winner takes all cards from the loser.

Trade Rule Discussion

Thankfully, Trade Rules are much simpler than **Special Rules**. **All** is better than **Diff**, which is better than **One**. **Direct** is a horrible rule, since it puts you at great risk of losing good cards, so try not to use it.

However, many other FFVIII guides claim that **Diff** is better than **All**. The reason for this, as well as why this is false, will be discussed **later**.

Triple Triad Terminology

Several terms are used in this guide for clarity. They are listed below:

Carry Rules

This refers to the region (and thus rule set) which you last established as "yours" (generally the last place you played a game without **mixing rules**). Triple Triad players will offer to mix rules if you're carrying a special rule not present in their region.

Challenge

This means to simply approach a Triple Triad player and press Square to initiate the Triple Triad dialog. Unless otherwise specified, you should refuse to actually play the game (choose the negative option in dialog with the NPC).

Rule Screen

The initial Triple Triad screen with the funky music, after agreeing to play cards with the NPC. The rules of the game you're about to play are shown here.

Play (Triple Triad Term)

This means to press Square to initiate a challenge, and agree to play cards. At this point you'll be at the rule screen. Unless you actually intend to play the game against the NPC, you should Quit at the rule screen to save time.

Mix Rules

This means to play a game while carrying one or more rules not present in the NPC's assigned region. The game with mixed rules will contain **all** Special Rules from both regions. After the game, there's a chance that one of the rules in the NPC's region will be Abolished, or a rule from the region you're carrying Spreads to the NPC's region.

Soft Reset

This means to reset using the PlayStation reset combination (R2 + L2 + R1 + L1 + Select + Start all at the same time). **Note that soft resets are not possible in the Remaster**; alternative strategies will be covered later in this section.

Hard Reset

Resetting using the Reset button on your console or exiting and restarting the application on PC.

Queen's Region

This is the region with which the Queen of Cards is currently associated. On Discs 1-3, this will almost always be the region in which she is physically present (unless she's just been sent elsewhere). On Disc 4, this will be whichever region she was associated with at the end of Disc 3 (it's not possible to change her region once you're on Disc 4).

Region Dominance

Dominance refers to how strong an effect a given region has in Trade Rule spreading. There is one dominant region, with all other regions having dominance of zero. Playing games in the dominant region increases its dominance (maxes out at 10), while playing in other regions decreases it. If the dominant region's dominance reaches zero, the region in which you last played Triple Triad becomes dominant, with a dominance of one.

Manipulating Special Rules

(Note: This subsection is mostly written with the PSX and Steam versions of Final Fantasy VIII in mind, but will also work on the Remaster version. If you're playing the Remaster, soft-resetting is impossible and the magazine stacks don't affect the rule RNG, but there are workarounds, which will be discussed at the end of this subsection.)

The primary challenge in Triple Triad is not the actual card game (with the rules set properly and even a modest card selection, winning is extremely easy), but rather getting the rules in the various regions to be more to your liking (for **Trade Rules**, click [here](#)). With that in mind, this section will first cover basic concepts and mechanics, then provide strategies for rule manipulation. If you want to skip the background explanations and go straight to the "how do I do it" stuff, click [here](#).

Triple Triad Regions

A key concept in understanding how Triple Triad works is its region system. Every Triple Triad player (except the Student Skipping Class in Balamb Town, who has his own unique "region" whose rules cannot be changed) belongs to one of eight regions, each of which can have its own rules (**Trade Rules** also are handled by region). The regions are largely geographic, but occasionally you'll encounter someone who doesn't use the local rules and uses a different region's set instead. The interactions of regions and their rules play a large part in Triple Triad.

The regions' starting rules, as well as where the Queen of Cards will be if she's in the region (Discs 1-3 only), are listed below:

Region	Starting Rules	Queen of Cards Location (Discs 1-3)
Balamb	Open	Outside train station
Dollet	Elemental, Random	Pub (upstairs)
Galbadia	Same	Deling City Hotel
Centra	Same, Plus, Random	Winhill Hotel
FH	Elemental, Sudden Death	Railroad Tracks, near Save Point
Trabia	Random, Plus	Shumi Village Hotel
Esthar	Elemental, Same Wall	Esthar Presidential Palace (by the elevator)
Lunar	Open, Elemental, Same, Same Wall, Plus, Random, Sudden Death	Lunar Gate (Hallway)

Mechanics of Modifying Special Rules

There are three special cases of rule changes that should be mentioned before beginning with discussion of the normal process. First, if a region has all possible Triple Triad rules, **playing** a game there will cause one rule (selected at random) to abolish. The most notable case of this is in Lunar, since the region has all rules by default, but this is also possible if you spread every rule to a region. This is not very exploitable, however, so I'm not going to cover this in any more detail in this guide. Second, the Queen of Cards can spread a rule to her current region for 30,000 Gil. This normally is pointless, but if you messed up at the end of the game and have a region stuck with a rule that you want to abolish, and the other regions won't work to abolish that rule (because they don't have any rules the region in question doesn't have), you can spread a rule (Balamb is most convenient for this due to the Student Skipping Class) and use it to abolish the unwanted rule. Finally, in Balamb's harbor, there is the Student Skipping Class (he appears randomly; if you can't find him, exit to the World Map and re-enter the town). He plays with his own rule set which cannot be modified (no rules), and will clear Balamb of all **Special Rules** if you play him (including **Open**, although, as we're about to see, it's easily spread using normal methods). He uses Balamb's **Trade Rule**, however, and has no effect on it whatsoever outside of the normal effect a Balamb player would have.

Aside from the above cases, to modify a region's rules, you must **carry** one or more rules from another region that the current region doesn't have, then challenge someone in the region where you want to change rules. (If you're spreading a rule, you must be carrying the rule you want to spread as well.) To change the rules you carry, simply play a card game without mixing rules (challenge and refuse, and keep doing so until they stop asking to mix rules, then play one time when they stop asking) in the region you want to carry. In addition to the obvious possibility of nothing happening, it's possible that one of the rules in the region abolishes, or that a rule you're carrying that the region doesn't have spreads. What rule spreads/abolishes is highly random, and often not the result you want, so saving beforehand is highly recommended.

To get more technical, when you mix rules, the game decides rule changes by selecting "randomly" (see the **next section** for more details about this point) one of the possible Triple Triad rules. In each check, Open has a 25% chance of being selected, while every other rule has a 12.5% chance of being selected. If the check returns a rule that can spread, it will do so. If not, the process is repeated up to twice more, stopping if a rule is selected in either of these checks that can spread. If the third check still returns nothing, the game will then check if the selected rule (that is, the third one picked from the list) is currently in the NPC's region's ruleset. If not, nothing happens, but if it can, it has a 50% chance of being abolished. Therefore, **Open** Spreading is the most common result by far if it's a possibility, but aside from that just about anything might happen. As another note, due to the mechanics, abolishing a rule happens relatively rarely compared to spreading, but if only one rule can spread, this limits the effect greatly.

The Random Number Generator

Here's where things get tricky: you'll frequently find that, if you just reload your save, that the exact same result happens every time. This is a result of FFVIII's horrid random number generator (RNG), which is used to do calculations based upon random probabilities. In this case, as in several others in FFVIII, it is possible to exploit it for gain.

But first, it's time for a quick-and-dirty explanation of how the FFVIII RNG works. Anytime you challenge a Triple Triad player, the RNG is checked to determine what, if any, rules will spread/abolish, and if none spread, if the player will continue asking to mix rules (assuming of course that a rule change is actually possible). The catch is that, since FFVIII runs on (basically) a computer, no random number operation will ever be truly random (compare to, for example, rolling a fair die in real life), since computers run on basic logic. Instead, it picks from a list of numbers designed to emulate a random result, and uses this number to return results. Soft-resetting doesn't move the RNG "seed" (current position in the list) at all, while hard-resetting will always cause the RNG to reset to its initial position in the list, meaning that simply resetting is just going to be waste of time since it will continue returning the same results.

Exploiting the RNG

How can this annoyance be turned into our favor, you ask? By saving and hard-resetting, we now know what the RNG will return given that you don't run around doing random crap. And, given the amount of experimentation that has been done over the years with the RNG as it relates to the card rule algorithm, it's also known what actions do what to the RNG, meaning that, by using specific action sequences, you can actually change the rules to whatever suits you fancy.



The first thing that needs to be considered is the Queen of Cards' location. If she is in the region you're trying to change, the RNG will behave differently than it would if she were absent. Luckily, if you're smart, this will only ever have an effect in Dollet; you should move her between Balamb and Dollet during the **Queen of Cards Quest**, and of the two, Balamb starts out with ideal rules anyway (**Open** only), and you really shouldn't move her elsewhere until the end of Disc 3.

As to actually manipulating the RNG, the two most typical methods, aside from **challenging** and refusing a certain number of times, are to examine a Draw Point (don't actually Draw from it) or to check the magazine stack in Dollet (if you're changing rules somewhere else, you'll need to have a save lying around that has access to Dollet). One of these two methods, alongside challenging and refusing a specific number of times, will advance the RNG to the desired point,

in turn returning your desired result. All modern rule-changing exploits in the PSX/Steam versions use the magazine stack, but Draw Points behave exactly the same way in Remaster if you have easy access to one without passing screens that can mess with the RNG. Some environmental effects (especially moving NPCs) advance the RNG as well.

Note that changing screens and fighting encounters do not by themselves do anything to the card rule RNG.

Before going on, it's worth noting that, in nearly all cases, **Open** needs to be unable to spread before you can actually manipulate other rules, due to the fact that Open spreading has a much higher chance of being selected compared to any other rule change.

Changing the Rules

With all the above in mind, it's now time to go into specific procedures for altering the rules to your satisfaction. Before trying these methods, it's a good idea to try first without resetting (but save first), since if you've gone a while without resetting, the process should at least be fairly random.

Before giving the more complex, normal procedures, an easy trick for Dollet: Carry a ruleset that can change Dollet's (Galbadia is ideal) and has **Open** while making sure the Queen of Cards is in Dollet (she'll be in the pub), then save in the hotel. Hard-reset and load your save, then exit and immediately re-enter the hotel (speed is of the essence while outside; the fountain messes with the RNG, so this won't work if you spend too much time out there). **Challenge** the girl in green twice to cards and refuse the first two times, then **play** the third time and quit. **Open** will spread if it hasn't already, otherwise **Random** will be abolished. A similar procedure works for abolishing **Elemental** in Dollet as well, by the way, but you must exit and re-enter the Hotel twice if the QoC is in the region, and three times if she's not, then just play and quit.

The more general procedure uses a set of "safe" save locations and card players (use them to make the process more reliable). They are listed in the table below, based upon the region where you want to change rules. If a region requires you to save on the World Map, save as close as you can to where the card player is.

Region	Where to Save	Whom to Challenge
Balamb	Hotel	Person standing in front of hotel
Dollet	Pub (<i>requires Move-Find</i>)	Man in room upstairs <i>or</i> pub owner
Galbadia	Deling City Hotel	Person standing downstairs
Centra	World Map	Anyone in Edea's House
FH	Railroad Tracks	Mayor Dobe
Trabia	Shumi Village Hotel	Specialist (Shumi at the table outside)
Esthar	World Map	Old man at Seaside Station
Lunar	World Map	NPC inside Lunar Gate

Before doing anything else, unless you're changing rules for Dollet itself you need to have a separate save in the Dollet Pub and access to the magazine stacks upstairs on that save in many cases, so take care of that before starting. You also, obviously, need to carry a ruleset capable of changing the region's rules.

Next, the procedures. There are two for each rule change: one if the Queen of Cards (QoC) is not in the region, and the other if she is. Be sure to use the correct procedure set when doing this, and also be sure to check that the condition listed, if any, is met (shown in *italics*), otherwise you'll get a different rule change. In the table below, only favorable rule changes (that is, spreading **Open** or abolishing other rules) will be shown. All of these methods require you to **hard-reset** before doing anything else, so that will not be shown in the table. In addition, for spreading Open, if you lack a save in Dollet but the Queen is in the region most of the time you can get it to spread just by playing and quitting until it spreads.

Rule Change	Procedure (QoC <u>NOT</u> in region)	Procedure (QoC in region)
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Rule Change	Procedure (QoC <u>NOT</u> in region)	Procedure (QoC in region)
Spread Open	<ol style="list-style-type: none"> 1. Load save 2. Challenge and refuse x4 3. Play and quit 	<ol style="list-style-type: none"> 1. Load Dollet save 2. Examine magazine stack 3. Soft reset, load save 4. Challenge and refuse x2 5. Play and quit
Abolish Random	<p><i>Unable to spread Open, Same Wall</i></p> <ol style="list-style-type: none"> 1. Load save 2. Challenge and refuse x4 3. Play and quit 	<p><i>Unable to spread Open, Same Wall</i></p> <ol style="list-style-type: none"> 1. Load Dollet save 2. Examine magazine stack 3. Soft reset, load save 4. Challenge and refuse x2 5. Play and quit
Abolish Plus	<p><i>Unable to spread Same, Same Wall</i></p> <ol style="list-style-type: none"> 1. Load save 2. Challenge and refuse x8 3. Play and quit 	<p><i>Unable to spread Same, Same Wall</i></p> <ol style="list-style-type: none"> 1. Load save 2. Challenge and refuse x5 3. Play and quit
Abolish Same	<p><i>Unable to spread Open, Sudden Death</i></p> <ol style="list-style-type: none"> 1. Load Dollet save 2. Examine magazine stack x17 3. Exit and enter the room 4. Examine magazine stack x3 5. Soft reset, load save 6. Challenge and refuse x3 7. Play and quit 	<p><i>Unable to spread Open, Sudden Death</i></p> <ol style="list-style-type: none"> 1. Load Dollet save 2. Examine magazine stack x17 3. Exit and re-enter room 4. Examine magazine stack x5 5. Soft reset, load save 6. Challenge and refuse 7. Play and quit
Abolish Sudden Death	<p><i>Unable to spread Open, Elemental</i></p> <ol style="list-style-type: none"> 1. Load Dollet save 2. Examine magazine stack 3. Soft reset, load save 4. Challenge and refuse x5 5. Play and quit 	<p><i>Unable to spread Open, Elemental</i></p> <ol style="list-style-type: none"> 1. Load Dollet save 2. Examine magazine stack 3. Soft reset, load save 4. Challenge and refuse x3 5. Play and quit
Abolish Elemental	<ol style="list-style-type: none"> 1. Load Dollet save 2. Examine magazine stack 3. Soft reset, load save 4. Challenge and refuse 5. Play and quit 	<p><i>Unable to spread Plus</i></p> <ol style="list-style-type: none"> 1. Load Dollet save 2. Examine magazine stack 3. Soft reset, load save 4. Play and quit
Abolish Same Wall	<p><i>Unable to spread Open, Elemental</i></p> <ol style="list-style-type: none"> 1. Load Dollet save 2. Examine magazine stack 3. Soft reset, load save 4. Challenge and refuse x3 5. Play and quit 	<p><i>Unable to spread Open, Elemental</i></p> <ol style="list-style-type: none"> 1. Load save 2. Challenge and refuse x2 3. Play and quit

Non-Remaster players who want to skip the next section can click [here](#).

Changing the Rules in the FFXIII Remaster

Special thanks to GameFAQs user Xenfernal for the original research for this section.

This is really just a supplement to the **previous section**; everything works exactly the same as in the PSX/Steam versions unless you need to either **soft reset** or use the magazine stack since these methods do not work as they do in the previous versions of the game.

The difference, then, is you need to find a Draw Point that's near enough to both a save point and a player in the region where you want to change the rules that no environmental effects will mess with the RNG during your trip if soft resets or the magazine stack are otherwise required (Draw Points still work the same way as they always did in the Remaster). In other words, you would **check a Draw Point the same number of times as you would the magazine stack** in other versions. You don't need to Draw, nor does the Draw Point actually need to have spells stocked.

In Dollet and Balamb, I'm not aware of any locations that avoid external RNG changes; however, in Dollet, the "exit and reenter the hotel" trick given above will be your best friend for rule changes. (With correct play you shouldn't need to change rules in Balamb.) Note that changing Trabia's rules using these methods is only available for a short time, that being when you visit **Galbadia Garden** on Disc 1.

The table below provides you with your options (as a side note, these work in the older versions as well, though they tend to be less efficient there than the methods given above). **Region** is the Region; **Save Point** is where you need to save, while **Draw Point** is where the Draw Point is and what spell it has, while **Player** is who you should play.

Region	Save Point	Draw Point	Player
Balamb	N/A	N/A	N/A
Dollet	N/A	N/A	N/A
Galbadia	(<i>unconfirmed</i>) Timber Hotel	(<i>unconfirmed</i>) Rest in the Hotel (counts same as Draw Point)	Lady by model train (Timber Hotel)
Centra	World Map	Edea's House bedroom (<i>Curaga</i>)	Edea
Trabia	Galbadia Garden Main Hall (<i>Disc 1 only</i>)	Galbadia Garden Locker Room (<i>Life</i>)	Trabia Exchange Student
FH	Rail Bridge (by entrance to solar farm)	Mayor's House upstairs (<i>Ultima</i>)	Mayor Dobe
Esthar	World Map	Sorceress Memorial exterior (<i>Stop</i>)	Old Man (Seaside Station)
Lunar	World Map	Sorceress Memorial exterior (<i>Stop</i>)	Guard (Lunar Gate)

It should be noted that the Ragnarok also has Draw Points--you can try changing rules with them on Disc 4 if you so desire.

As a final note, non-Remaster players can also use the above table, but the methods given in the previous section will usually be more efficient.

Manipulating Trade Rules

The **Trade Rule** is actually far easier to manipulate than Special Rules, since the RNG plays very little real role. This section will first discuss mechanics, then the nitty-gritty of actually getting favorable Trade Rules.

Where is the Queen of Cards?

This is the first question you must answer. The simple answer is, wherever you last sent her. She starts in Balamb Town, so if you haven't moved her at all, go there. The Queen moves if you win or lose a Rare Card in a game with her (including QoC Cards), and if you speak to her afterwards, she'll announce where she's going. As to her locations within the various regions, see the table below.

Every time you move the Queen (occurs if you win/lose a **Rare Card** in a game with her), she has a certain chance of moving to certain other locations (note that her location is fixed on Disc 4, and the region she's associated with cannot be changed; the latter will be whichever she was associated with on Disc 3). You can change where she goes by saving first, and reloading if she doesn't move where you want her to (you may need to challenge and quit to move the RNG). If she moves from Lunar, no hint will be given, and the Queen can move to any region with an equal chance (you'll have to search manually). Here is where she can move to (if she says she's going "somewhere far away," that means she's going to Lunar):

Current Region	New Region	Location in Region (<i>Disc 1-3</i>)
Balamb	Galbadia (62.5%), Dollet (37.5%)	Outside train station
Dollet	Galbadia (62.5%), Balamb (37.5%)	Pub (upstairs)
Galbadia	FH (62.5%), Balamb (12.5%), Dollet (12.5%), Centra (12.5%)	Deling City Hotel
Centra	Dollet (37.5%), Galbadia (37.5%), FH (25%)	Winhill Hotel
FH	Esthar (62.5%), Winhill (25%), Dollet (12.5%)	Railroad Tracks, near Save Point
Trabia	Dollet (50%), Balamb (25%), Lunar (25%)	Shumi Village Hotel
Esthar	Lunar (50%), Trabia (25%), Dollet (12.5%), FH (12.5%)	Esthar Presidential Palace (by the elevator)
Lunar	Random (<i>all areas 12.5% chance, no hint given</i>)	Lunar Gate (Hallway)

Queen's Personal Trade Rule

A key concept to understand when dealing with **Trade Rules** is the Queen's personal trade rule, which has a very strong effect on Trade Rule patterns. Thankfully, it's very easy to manipulate: her personal Trade Rule is simply the last Trade Rule she used in a game with you. So, to modify the Queen's personal Trade Rule, just keep playing her until she uses the one you want.

Trade Rule Mechanics

For Trade Rules, there are three methods by which they can change. They are listed below:

- Adoption:** If you play a game in the Queen's region, there is a 35.16% chance that everyone in her region adopts her personal **Trade Rule**. This can also happen when you play the Queen herself. Note that playing games in regions where the Queen is not present cannot trigger adoption, whether in the region in which you're playing, the Queen's region, or any other region.
- Spreading:** Anytime you play a game within any region (the Queen's or not), there is a chance, depending on dominance, that the dominant region's **Trade Rule** will be adopted by some other region. Note that the dominant region is not necessarily where you're currently playing. The probability starts at 9.76% for a region with only 1 point dominance, and increases by 9.76% for each dominance point the region in question has. At max dominance (10), it's nearly guaranteed some other region will adopt the dominant region's trade rule, and since dominance tends to be very high, this means the regions will tend to quickly change to the dominant region's Trade Rule (but if it selects a region that already has the same rule, nothing happens). This region may or may not be the one the Queen is located in.
- Degeneration:** Each game you play in any region (regardless of dominance or the Queen's location) has a chance of causing a random region's **Trade Rule** to revert to **One**. The probability increases cyclically, starting at zero and increasing to nearly guaranteed, then reverts to zero and increases again. This can affect only one region per game played, and if that region's rule is already **One**, nothing happens. This can affect the region you're currently playing in, incidentally.

That's it. These three mechanics are the only means by which a **Trade Rule** can change. It was long believed, and many other FFVIII guides still say, that Trade Rules can degenerate in a stair-step fashion, going **All** > **Direct** > **Diff** > **One**, however, this has since been shown to be false. It is possible for Trade Rules other than One to change to a different, non-One Trade Rule, but this is due to some interaction of adoption and spreading, not degeneration. For this reason, many guides argue for using Diff instead of All (Diff can't degenerate into Direct under that hypothesis), but, again, this has been shown conclusively to be incorrect, so **use All for faster results**.

Trade Rule Strategy

From the above, we can conclude that we want to have the **All** rule as much as possible. But how do we get it? Simple. Your first task is to decide which region you want to have as your "base" region and move the Queen there (move her by winning/losing a **Rare Card** in a game with her). You want your "base" region for Trade Rules to be wherever you're going to play the most games.

Up until mid-Disc 3 or so, Balamb is the best "base" region, since most of your games will be played there. However, the **Queen of Cards Quest** requires you to move the Queen to and from Dollet, so you should consider playing in Dollet or just going for Rare Cards when the Queen isn't in Balamb. At the end of Disc 3, Lunar is the best "base" region; if you did the **CC Group Quest**, on Disc 4 King (whose region is Lunar) will be the best source of **Common Cards** (King plays all levels), while no player can ever play more than one **Rare Card** at a time (meaning all Trade Rules not named **Direct** are more or less equal here), so send her to Lunar once you finish her Quest (this also avoids potential problems with the best Rare Card source getting stuck with **Direct**, should you mess up somehow). Arguments can be made for Trabia as well, since you'll be getting your Rare Cards there, but you can never get more than one Rare Card at a time, so this only affects Common Cards. **This must be done before the end of Disc 3**; you cannot change the Queen's region on Disc 4.

As to setting the rule in your "base" region, simply play with the Queen, and check her Trade Rule (quitting when you're done). If she uses the All rule, great, you're done, otherwise, just keep playing her until she plays with **All**. Once this is done, just leave her alone and play with others to keep her Trade Rule at **All**. When you play in the region, players will adopt the All rule very quickly, and even if the rule degenerates to **One**, the Queen's influence will quickly change it right back (just **play** games with someone associated with her region and quit until the Trade Rule reverts to All). Be sure to set her Trade Rule before going to Disc 4; once on Disc 4, her personal Trade Rule is set in stone, and cannot be changed in any way barring hacking your save.

To repeat: On Disc 4, the Queen's associated region and personal Trade Rule cannot be changed, and will be whatever they were when you finished Disc 3. Make sure you have the Queen where you want her with the rules you want her with before going to Disc 4.

Card List - Common Cards

This section lists all Cards of Levels 1-7, along with their **Card Mod** yield. All Cards are arranged in order first by level (as shown in the menu), then by order in the menu. For Rare Cards (Levels 8-10), click [here](#). Remaster uses different images for Level 1-9 Cards.

Level 1 Monster Cards








Image	Card Name	Card Mod
	Geezard	Screw [1:5]
	Funguar	M-Stone Piece [1:1]
	Bite Bug	M-Stone Piece [1:1]
	Red Bat	Vampire Fang [1:1]
	Blobra	Rune Armet [4:1]
	Gayla	Mystery Fluid [1:1]
	Gesper	Black Hole [1:1]

Image	Card Name	Card Mod
	Fastitocalon-F	Water Crystal [5:1]
	Blood Soul	Zombie Powder [1:1]
	Caterchipillar	Spider Web [1:1]
	Cockatrice	Cockatrice Pinion [1:1]

Level 2 Monster Cards





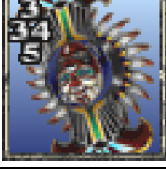
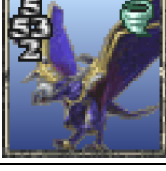


Image	Card Name	Card Mod
	Grat	Magic Stone [1:1]
	Buel	Magic Stone [1:1]
	Mesmerize	Mesmerize Blade [1:1]
	Glacial Eye	Arctic Wind [1:1]
	Belhelmel	Saw Blade [1:1]
	Thrustaevis	Shear Feather [1:1]
	Anacondaur	Venom Fang [1:1]

Image	Card Name	Card Mod
	Creeps	Coral Fragment [5:1]
	Grendel	Dragon Fin [1:1]
	Jelleye	Magic Stone [1:1]
	Grand Mantis	Sharp Spike [1:1]

Level 3 Monster Cards





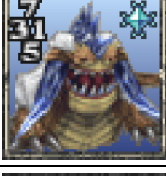
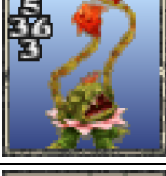





Image	Card Name	Card Mod
	Forbidden	Betrayal Sword [1:1]
	Armadodo	Dino Bone [1:1]
	Tri-Face	Curse Spike [1:1]
	Fastitocalon	Water Crystal [1:1]
	Snow Lion	North Wind [1:1]
	Ochu	Ochu Tentacle [1:1]
	SAM08G	Running Fire [1:1]

Image	Card Name	Card Mod
	Death Claw	Sharp Spike [1:1]
	Cactuar	Cactus Thorn [1:1]
	Tonberry	Chef's Knife [1:1]
	Abyss Worm	Windmill [1:1]

Level 4 Monster Cards





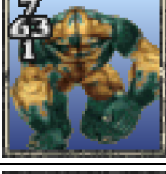





Image	Card Name	Card Mod
	Turtapod	Healing Mail [5:1]
	Vysage	Wizard Stone [1:1]
	T-Rexaur	Dino Bone [2:1]
	Bomb	Bomb Fragment [1:1]
	Blitz	Dynamo Stone [1:1]
	Wendigo	Steel Orb [1:1]
	Torama	Life Ring [1:1]

Image	Card Name	Card Mod
	Imp	Wizard Stone [1:1]
	Blue Dragon	Fury Fragment [4:1]
	Adamantoise	Turtle Shell [3:1]
	Hexadragon	Red Fang [3:1]

Level 5 Monster Cards

*(Note: The PuPu Card is a special case. While it's listed as a Level 5 Card, no Triple Triad player will ever play it, and the only way to obtain it is to finish **PuPu's Quest** by feeding him 5 Elixirs. Since there are no other ways to get it, the card is both missable and unique, so be sure to pick it up!)*





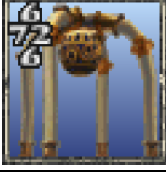






Image	Card Name	Card Mod
	Iron Giant	Star Fragment [3:1]
	Behemoth	Barrier [10:1]
	Chimera	Regen Ring [10:1]
	PuPu	Hungry Cookpot [1:1]
	Elastoid	Steel Pipe [1:1]
	GIM47N	Fast Ammo [1:10]

Image	Card Name	Card Mod
	Malboro	Malboro Tentacle [4:1]
	Ruby Dragon	Inferno Fang [10:1]
	Elnoye	Energy Crystal [10:1]
	Tonberry King	Chef's Knife [1:1]
	Wedge, Biggs	X-Potion [1:1]

Level 6 Boss Cards




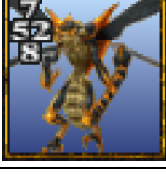
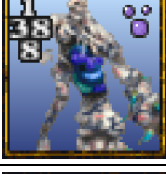






Image	Card Name	Card Mod
	Fujin, Raijin	X-Potion [1:1]
	Elvoret	Death Stone [1:10]
	X-ATM092	Turtle Shell [2:1]
	Granaldo	G-Returner [1:1]
	Gerogero	Circlet [10:1]
	Iguion	Cockatrice Pinion [1:1]

Image	Card Name	Card Mod
	Abaddon	Dark Ammo [1:30]
	Trauma	Demolition Ammo [1:30]
	Oilboyle	Fire Ammo [1:30]
	Shumi Tribe	Gambler Spirit [5:1]
	Krysta	Holy Stone [1:10]

Level 7 Boss Cards



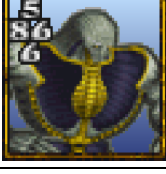



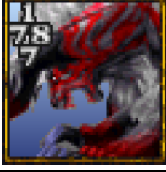

Image	Card Name	Card Mod
	Propagator	G-Mega-Potion [1:1]
	Jumbo Cactuar	Cactus Thorn [1:1]
	Tri-Point	Jet Engine [40:1]
	Gargantua	Strength Love [10:1]
	Mobile Type 8	Shell Stone [1:10]
	Sphinxara	G-Mega-Potion [1:1]

Image	Card Name	Card Mod
	Tiamat	Flare Stone [1:10]
	BGH251F2	Protect Stone [1:10]
	Red Giant	Meteor Stone [1:5]
	Catoblepas	Rename Card [1:1]
	Ultima Weapon	Ultima Stone [1:1]

Card List - Rare Cards

Rare Cards differ from Common Cards in that only one of each Rare Card can be carried at a time. However, they tend to be significantly more powerful playing cards than Common Cards, and their **Card Mod** yields are often nothing short of spectacular. On Disc 4, if you've done the **CC Group Quest**, you'll be able to farm them from the CC Group, allowing you to obtain many otherwise rare items very quickly (including Cards you've modded or never obtained). Cards that are played during the CC Group Quest are marked with **[CC Group]**, while those rewarded in the Queen of Cards quest are marked with **[QoC]**. **[QoC]** Cards on Disc 4 can only be won from Left **Diamond** (assuming you did the CC Group Quest), or from the Queen of Cards herself (note that the Queen of Cards can only play those cards you failed to win from her in the quest (or that were left in her possession), and even then can only play them once).

Level 8 GF Cards





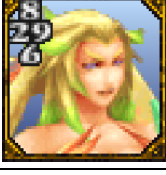

Image	Card Name	Card Mod	Location (Discs 1-3)
	Chubby Chocobo	100x LuvLuv G	Played by guy on bench near Library in Balamb Garden [QoC]
	Angelo	100x Elixir	Played by Watts (Forest Owls Base, Disc 1/ White SeeD Ship, Disc 3)
	Gilgamesh	10x Holy War	Played by King [CC Group]
	MiniMog	100x Pet House	Played by young boy circling Balamb Garden's main hallway

Image	Card Name	Card Mod	Location (Discs 1-3)
	Chicobo	100x Gysahl Greens	Reward for visiting Chocobo Sanctuary after completing all Chocobo Forest puzzles
	Quezacotl	100x Dynamo Stone	Played by Mayor Dobe (FH)
	Shiva	100x North Wind	Reward for giving Zone Girl Next Door for free (White Seed Ship , Disc 3)
	Ifrit	3x Elem Atk	Dropped by Ifrit
	Siren	3x Status Atk	Played by Dollet Pub Owner (private room only)
	Sacred	100x Dino Bone	Dropped by Minotaur
	Minotaur	10x Adamantine	Reward for completing the Tomb of the Unknown King

Level 9 GF Cards

Image	Card Name	Card Mod	Location (Discs 1-3)
	Carbuncle	3x Glow Curtain	Played by Heart [CC Group]
	Diablos	100x Black Hole	Dropped by Diablos
	Leviathan	3x Doc's Code	Played by Joker [CC Group, any disc]
	Odin	100x Dead Spirit	Dropped by Odin

Image	Card Name	Card Mod	Location (Discs 1-3)
	Pandemona	100x Windmill	Played by Balamb Hotel Owner (Disc 2-3)
	Cerberus	100x Lightweight	Dropped by Cerberus
	Alexander	3x Moon Curtain	Played by Piet (Lunar Base/ Crash Site)
	Phoenix	3x Phoenix Spirit	Played by Esthar's Presidential Aide [QoC]
	Bahamut	100x Megalixir	Dropped by Bahamut
	Doomtrain	3x Status Guard	Played by Timber Pub Owner [QoC]
	Eden	3x Monk's Code	Dropped by Ultima Weapon

Level 10 Player Cards









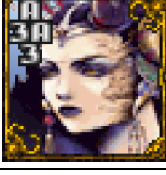
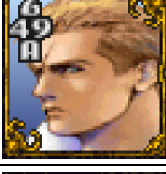

Image	Card Name	Card Mod	Location (Discs 1-3)
	Ward	3x Gaea's Ring	Played by Odine (Esthar)
	Kiros	3x Accelerator	Played by man in black in Deling City Shopping Arcade, opposite Junk Shop [QoC]
	Laguna	100x Hero	Played by Ellone (Lunar Base only)
	Selphie	3x Elem Guard	Played by Selphie's friend (Trabia Garden)

Image	Card Name	Card Mod	Location (<i>Discs 1-3</i>)
	Quistis	3x Samantha Soul	Played by any Trepie (<i>Balamb Garden</i>)
	Irvine	3x Rocket Engine	Played by Flo in FH [<i>QoC</i>]
	Zell	3x Hyper Wrist	Played by Ma Dincht (<i>Balamb Town</i>)
	Rinoa	3x Magic Armlet	Played by General Caraway (<i>Deling City, Disc 2-3</i>), after losing the Ifrit Card to him
	Edea	3x Royal Crown	Played by Edea (<i>Edea's House, Disc 3</i>)
	Seifer	3x Diamond Armor	Played by Cid (<i>Balamb Garden Headmaster's Office, Discs 1-2/ Edea's House , Disc 3</i>)
	Squall	3x Three Stars	Played by Laguna (<i>Ragnarok</i>)

Timber Maniacs

Collecting Timber Maniacs magazines is a minor sidequest in Final Fantasy VIII. There are no tangible rewards for doing so, but each Timber Maniacs magazine you read will add an entry to Selphe's Sir Laguna page (you can find it in the Balamb Garden 2F Classroom computer on Discs 1-3, and on Disc 4 it's unavailable). In the Remaster version, getting all the Magazines available in a playthrough will earn you an Achievement.

Before listing out the magazines, there are two quirks you should be aware of. First, there are two magazines in Balamb (in the Hotel and the train station), but only one can be read during any given playthrough. Which one you read has a minor effect on a scene later. Second, reading the Shumi Village issue on Disc 2 will cause Ward not to be present in the **Trabia Canyon** events. Doing this obviously makes you short-handed, but the Ruby Dragon you fight loses its strongest move. I recommend just leaving Ward in the party to **Draw** Magic and reading the magazine later, but if your party is poorly-raised you may want him left out.

The magazines are listed below:

- Balamb (Hotel or Train Station)
- Timber Maniacs building
- Timber Hotel
- Dollet Pub
- Dollet Hotel
- Deling City Hotel
- FH Hotel
- FH (Grease Monkey's House)
- (Visiting Centra Ruins automatically adds this entry, no magazine required)
- Shumi Village Artisan's House
- Trabia Garden
- Orphanage
- White SeeD Ship (near Zone)

Note that the White SeeD Ship issue is missable.

The Magical Lamp

Items	Diablos [GF], Diablos [Card]
Enemies	Diablos (boss)

(Note: This section assumes you're doing this as soon as you get the **Magical Lamp** from Cid. If you do it later, you should have absolutely no trouble with the battle.)

Requires: **Magical Lamp**

First, set up your Junctions. Give **Ifrit** to Squall, **Quezacotl** and **Shiva** to Zell, and **Siren** to Selphie. The idea behind this arrangement is to balance out Junctions the best possible, while giving the stat Bonus abilities to the characters who can make best use of them. Someone should have some **Blind** Magic lying around (Drawn from the Dollet Comm Tower Draw Point, or from **Granaldo**); and Junction it to Selphie's **ST-Atk**.

Now, go rest (your dormitory in Balamb Garden is ideal for this), then save your progress wherever you feel like (anyplace with a bed, including Squall's dormitory, will have a Save Point nearby). Once you're ready, go into the menu and use the **Magical Lamp** item.

Boss: Diablos



HP Range	1,600 - 80,800	Level Range	1-100
AP	20	Exp	0
Level-Dependent Data			
Level 1-19	Level 20-29	Level 30-100	
Draw List			
Cure Demi	Cura Demi	Curaga Demi Holy Flare	
Mug (Overall Chance: 0%)			
Nothing	Nothing	Nothing	
Drop (Overall Chance: 100%)			
8x G-Returner	8x G-Returner	4x Hero	
Non Level-Dependent Data			
Card Drop	Diablos (100%)		
Vulnerable to Gravity?	Yes		
Elemental Weaknesses	Wind [1.5x]		
Elemental Resistances	None		
Status Vulnerabilities	Darkness (50%), Drain, Slow (90%), The End		

The **Magical Lamp** doesn't summon a genie that grants you three wishes and whisks you away on a magic carpet. Instead, it Summons Diablos, a GF who loves to spam Gravity attacks. Interestingly, if you wait a bit and fight it with a group of characters not yet seen as of the time you first get the Magical Lamp, you'll have these guys fight it instead, with their special music and everything. There's no real reason to do this besides novelty, but I thought I'd point it out.

Diablos' signature move is Gravija, which damages your entire party to the tune of 75% of their current HP. **Demi** is just 25% of one character's current HP in damage. It also has a physical for decent damage to one. Oh, and it will counter **Demi** spells (cast from stock, not Draw-cast) with **Curaga**...on the attacker. Yes, it'll thank you for using its own favorite damage method against it by healing you.

If you try to keep blow-for-blow with Diablos, you'll probably find you just can't keep up; between the Gravity barrage and the physicals to finish you, you'll be hard-pressed just to keep your party alive. Thankfully, there's a simple solution: inflict **Darkness** on Diablos (**Slow** also helps, but it's less important). This makes for an easy win, since Gravija can never kill you and Diablos' physical will rarely

hit (and even on the off chance that it does, it can only target one at a time). Once that's done, you can Draw **Demi** from it. Demi Junctions fairly well to Str, but we can soon obtain it much more easily through refinement and **Tornado** and **Flare** are both superior. Speaking of which, if your party is really over-leveled, you can actually draw both Flare and **Holy** from Diablos. You shouldn't be that high in level if you're doing this as soon as it's available, and it's definitely not worth waiting half the game to do this fight just to Draw these spells, but if for whatever reason you can Draw them, definitely do so, it's the easiest time you'll have drawing either spell. Sadly for Diablos, it has a habit of keeping your HP super low without killing you in a game where lower HP means more powerful attacks, so just blast it with Limits and you should win quickly.

At high-levels, Diablos leaves behind 4 **Hero** items, which grant **Invincible** status to one. Otherwise, you'll get 8 **G-Returner** salves. It also drops its own **Card** 100% of the time.

After battle, you'll get to name your new GF (Default: **Diablos**) and be returned to wherever you were in the game before using the **Magical Lamp** (which will be gone from your inventory). Learn Diablos' abilities in the following order: **ST Mag-RF**, **Time Mag-RF**, **Enc-Half**, **Enc-None**, **Mug**, **Junctions**, and ending with everything else.

If you did this as soon as it came available, you can return to the main walkthrough by clicking [here](#).

Zell Love Quest

Items Mega Phoenix (optional), Combat King 003

This is a very simple quest. There are a number of optional scenes to see, which affect how this quest plays out. Scenes are triggered by talking to the Pig-Tailed Girl in the Library in Balamb Garden at certain points during the storyline with Zell in your party. The scenes are available over the course of the storyline, as follows:

- Before going to **Fire Cavern**, speak to the Library Committee as Squall.
- Disc 1, after **Fire Cavern** but before the SeeD Exam, talk to the Conceited SeeD. (This may not always trigger; if it doesn't, don't worry about it.)
- Disc 1, after the SeeD Exam but **before leaving for Timber**
- Disc 2, **before using the elevator**. If Zell is in your party, you'll receive a **Mega Phoenix** (otherwise, she just gives you a **Remedy**)
- As Irvine, while preparing for the Garden Festival, speak to the Library Girl with Pigtails near the Draw Point (where you decide who plays which instrument; Zell will be absent from the party, but the scene will trigger). This is missable, and can only be done as lone Irvine.
- With Zell *not* in your party, speak to the Library Committee girls.
- Disc 2, speak to the Conceited SeeD
- After finding the Captain in Balamb (make sure to speak to the girl in the Balamb Train Station also), with Zell in your party
- After visiting Trabia Garden (Zell must be in your party)
- Anytime on Disc 3

The quest can be completed anytime after finding the Captain in Balamb. To do so (Zell must be in your party for all of these steps), head to Balamb. Speak to the girl at the entrance wearing a red skirt, and you'll be informed that a girl stopped by Zell's house but he wasn't home; go there for a scene. Next, go to the station and speak to the girl in a Garden uniform (optional, but needed to see the full scene), then rest at Balamb's Hotel. After a scene, you'll receive the **Combat King 003** magazine, which will show the Meteor Barret Limit whenever it's available.

Interestingly, which scenes you see only affect the progression of the scene, not the reward. The scenes are missable, but, again, affect nothing other than missing a bit of side-story. The only exception is the **Mega Phoenix**, which can easily be acquired through other means.

The Novice SeeD Candidates

This nifty little quest gives no rewards except for scenes.

In Balamb Garden's Cafeteria, as you go into the Cafeteria there's a table with three students sitting at it, with a Treppe Groupie nearby. Their dialog changes as the story progresses, with the following ones being available:

1. Before the **SeeD Field Exam**.
2. After the **SeeD Field Exam** but before going to **Timber**.
3. After visiting the **MD Level** but before going to **Fishermans Horizon**.
4. On Disc 2, anytime after visiting **Fishermans Horizon**.
5. On Disc 3, before the **Trabia Canyon** sequence.

The key is to speak to them until they start repeating the same line. If you do this all five times, after returning from **Trabia Canyon** they'll have become full-fledged SeeDs; otherwise, they disappear for the remainder of the game.

Queen of Cards Quest

Items Kiros [Card], Irvine [Card], Chubby Chocobo [Card], Doomtrain [Card], Phoenix [Card]
--

The Queen of Cards quest can be started on Disc 1, but cannot be finished until late in Disc 3. On Disc 4, the normal version of the quest can't be completed, but the cards involved in this quest can still be won even if you didn't do the **CC Group Quest** (see below the table listing out the card locations).

This quest is actually a subject of some debate. Some consider it to be too much effort to be worth it because the Queen tends not to move to Dollet, and instead advocate picking up the QoC cards on Disc 4 from Left **Diamond**. However, since you can manipulate where the Queen moves to simply by using the same method (that is, keep resetting and playing her until she moves where you want her to go) as for **changing Special Rules**, you can easily control where she goes, making the

quest much more fruitful and allowing you to reap its rewards (in this case, just save beforehand, and advance the RNG before resetting if she doesn't move where you want her to in a few tries). For this reason, I recommend doing the quest, just be sure to save before losing the next card to her in case she goes to the wrong place.

RNG methods are also available for moving the Queen with guaranteed results; for more information about this, use the link below:

<http://www.gamefaqs.com/ps/197343-final-fantasy-viii/faqs/72525>

The way this quest works is that, in order for the Queen's father to create a new card, you must lose a specific card to the Queen, who in turn delivers it to her father. Cards are only delivered if you either lost the card to her in Dollet, or she's going to Dollet, meaning that, for best results, you should save before losing the card to the Queen, then speak to her afterwards to see where she went. (If you just lost a card to the Queen to send her to Dollet, you may need to talk to her and pick "About your artist father".) The easiest way to complete this quest is to only move her between Balamb and Dollet (except for the final card if she's in Dollet, in which case you can move her wherever you want). Once the card has been delivered, her father in turn delivers it to the Queen's son (located in the Artist's House in Dollet), from whom you can win back the card you lost. The new card, meanwhile, will be in someone's possession; the Queen will tell you which region it's in (but not who actually has it or where they are) if you speak to her in Dollet and ask about her artist father. (In other regions, the option to ask about her artist father will not be available, but the quest advances by giving her the card in question, meaning you don't actually need to ask her about her artist father except possibly if she wasn't in Dollet when you gave her the card.)

The table below lists the cards that need to be lost to the Queen, along with the new card created and who has it.

Lose to the Queen	Her Father Creates	Location of New Card
MiniMog Card	Kiros Card	Deling City (man in black across the street from the Junk Shop)
Sacred Card	Irvine Card	FH (Flo, the Mayor's wife)
Chicobo Card	Chubby Chocobo Card	Balamb Garden (student on bench near library's hallway)
Alexander Card	Doomtrain Card	Timber (Pub Owner, rarely plays card)
Doomtrain Card	Phoenix Card	Esthar (Presidential Assistant, in blue)

On Disc 4, the Queen will use the cards her father can create in her hand (it doesn't matter if you finished the quest or not, or even if her father ever created the card in question). However, note that if you already won a given card (either from her quest on Discs 1-3 or from the Queen herself on Disc 4), she will not use that Card again (i.e. she can't play a given card more than once), so if you failed to do the **CC Group Quest**, you're not getting more than one of each no matter how hard you try. She is the only one on Disc 4 who will do so, except for Left **Diamond** if you completed the **CC Group Quest**. (If you did the CC Group Quest, Left Diamond is far superior to the Queen herself as a source of these cards.)

Dollet Bone Quest

Items	Potion or X-Potion, Phoenix Down or Mega-Potion, Soft or Elixir
-------	---

(Note: Of the list above, the first reward in each pairing is received if the portion in question is completed on Disc 1-2, while the latter is given if you complete it on Disc 3. Since the Disc 1/2 items are garbage, I strongly recommend waiting to do this until Disc 3. This quest is not available on Disc 4.)

This quest is based in the Dollet artist's house (the one with the boy who plays cards the **Queen of Cards gave to her father**). Go there and examine the painting for a scene. You'll notice that the painting is a location of Dollet, with a picture of a bone. Talk to the boy, then go to the location, and speak to the dog to receive a reward.

The bones are located in the following locations:

1. In the Town Square, not far from the **Silence** Draw Point
2. Outside the pub entrance
3. Outside the Artist's House

Completing the quest in its entirety will also give you a funny scene.

If you're doing this the earliest it's possible, or never took advantage of Dollet's other fine opportunities, click **here** to return to the walkthrough.

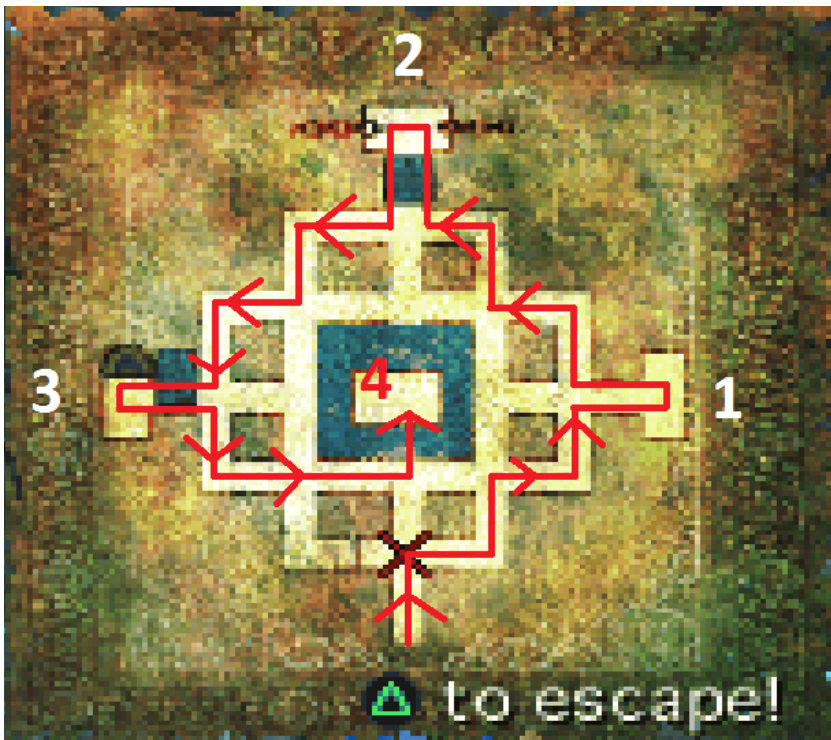
Tomb of the Unknown King

Items	8x G-Hi-Potion, Sacred [Card], Brothers [GF], Minotaur [Card]
Enemies	Armadodo, Blobra, Buel, Forbidden, Sacred (boss), Minotaur (boss)

*(Note: This section only covers the optional exploration in the Tomb of the Unknown King. For the mandatory portion (learning the student's ID number), please refer to the **main walkthrough**.)*

Before launching into explanations, the Tomb of the Unknown King has three important quirks. First, you can display a map by pressing Select, also showing your location if you bought the Location Displayer (similar to the image below). Second, pressing Triangle while the map is up allows you to escape the Tomb of the Unknown King in exchange for losing a SeeD rank. There's really no reason to do this, so just save yourself the loss of a Rank and use the map to navigate (or just keep going in one direction until you hit something). Finally, and most importantly, within the Tomb, your orientation will always be a quasi-first person viewpoint (in other words, the location the camera faces is the direction your character entered from looking forward from the entry point of the room, not necessarily north on the map), meaning it's possible to get lost if you're not careful. Going backward (towards the camera) will always return you to the previous room if you make a mistake, but the angle will be reversed from the first time if you do this.

In visual form, the map below is the fastest solution. The X on the map below is the location of the sword with the ID number on it (used in the **main story**), and by extension where you'll find the exit. The numbered points indicate rooms you need to do stuff in, and they must be done in order. Point #1 and Point #4 will have boss fights, so be sure to check HP and Junctions before messing with stuff in these locations. For a more detailed walkthrough, see below the map.



While the area seems complicated, it's actually very simple: turn right every time you can, and you'll hit all three outer sections in the correct order, then just head for the center area. If you get lost, use the map above and your in-game map to help re-orient yourself.

At Location #1, examine the "statue" for a fight.

Boss: Sacred



HP Range	578 - 27,218	Level Range	1-75
AP	20	Exp	0
<i>Level-Dependent Data</i>			
Level 1-75			
Draw List			
Shell Protect Berserk Life			
Mug (Overall Chance: 0%)			
Nothing			
Drop (Overall Chance: 100%)			
8x G-Hi-Potion			
<i>Non Level-Dependent Data</i>			
Card Drop	Nothing		
Vulnerable to Gravity?	Yes		
Elemental Weaknesses	Wind, Poison		
Elemental Resistances	Earth (<i>Nullifies</i>)		

Status Vulnerabilities	Drain, The End
-------------------------------	-----------------------

Sacred isn't particularly strong. His only attack is his Smash attack for moderate damage to one. Imbuing him with **Float** will prevent him from regenerating HP (if you're concerned about this, **Thrustaevis** just outside the Tomb has Float for you to **Draw**).

Winning is easy. Simply Draw any spells you're missing (**Life** in particular you probably haven't seen yet), then just knock off his HP through whatever method you like to end the battle. Sacred flees after battle. If you actually reduced his HP to zero you'll get the spoils, but if not, you get nothing.

After the battle, return until you reach a fork, then keep turning right whenever you can (following the path if you can't) until you reach a sluice. You'll find a **Float** Draw Point to the left (use it, you'll want the spell soon), then open the sluice by examining the chain opposite the Draw Point.

Now, return until you reach a fork, then keep turning right whenever you can (following the path if you can't) until you reach a water wheel. Examine the weird-looking post on the far wall.

Finally, head for the center. You can reach it easily by turning right at the first fork, then left at the second, then left again at the fourth. Heal up and prepare your party (Junction **Aero** (or better, **Bio**) to **Elem-Atk**, as well as **Quake** to **Elem-Def** if you have it), then cross the bridge for a showdown!

Boss: Sacred, Minotaur



Sacred's Stats			
HP Range	578 - 27,218	Level Range	1-75
AP	20	Exp	0
<u>Level-Dependent Data</u>			
<u>Level 1-75</u>			
Draw List			
Shell Protect Berserk Life			
Mug (Overall Chance: 0%)			
Nothing			
Drop (Overall Chance: 100%)			
8x G-Hi-Potion			
<u>Non Level-Dependent Data</u>			
Card Drop	Nothing		
Vulnerable to Gravity?	Yes		
Elemental Weaknesses	Wind, Poison		
Elemental Resistances	Earth (<i>Nullifies</i>)		
Status Vulnerabilities	Drain, The End		

Minotaur's Stats			
HP Range	855 - 36,375	Level Range	1-75
AP	20	Exp	0
<u>Level-Dependent Data</u>			
<u>Level 1-75</u>			

Minotaur's Stats	
Draw List	
Shell Protect Berserk Double	
Mug (Overall Chance: 0%)	
Nothing	
Drop (Overall Chance: 100%)	
8x G-Returner	
Non Level-Dependent Data	
Card Drop	Sacred (100%)
Vulnerable to Gravity?	Yes
Elemental Weaknesses	Wind, Poison
Elemental Resistances	Earth (<i>Absorbs</i>)
Status Vulnerabilities	Drain, The End

As a duo is where the real fun is. You'll note a strong affinity with ground-based attacks (both self-regenerate HP unless you set **Float**) for both of them...what could that mean...?

Sacred still has Smash from the last battle, while Minotaur uses Steel Orb (physical damage to one) and Mower (heavy damage to all). If both Sacred and Minotaur are alive, they'll use Mad Cow Special as well, which hits everyone for heavy Earth-elemental, ground-based (meaning it misses if the target is under **Float** status) damage.

Hopefully you've Drawn all the magic you need from Sacred; if you have, the only spell Minotaur has that Sacred didn't is **Double**, which you may already have from previous bosses. Draw it if you need it (keep healed though, the duo hits fairly hard and there are two of them), then get to work defeating them. They have nothing to Mug, so just whack them with your ouchies (Wind- and Poison-elemental attacks give double damage) while healing if your HP is low. You should take down Sacred first since his HP is lower, then concentrate on Minotaur.

The battle ends when both Sacred and Minotaur are defeated. You'll win 8 **G-Hi-Potion** Items from Sacred and 8x **G-Returner** from Minotaur, as well as 40 AP total (20 AP each).

After battle, you'll be asked to name your new GF (Default: **Brothers**), then receive the **Minotaur Card** in a scene. Brothers is Earth-elemental, if you're wondering. As to Abilities, learn **Str-J**, **Elem-Atk-J**, then the HP+% abilities (to unlock HP Bonus), then **HP Bonus**, then the other **Junctions**, then **Boost**, and finishing with the rest. Brothers' abilities, aside from **HP Bonus**, are pretty mediocre, even if they do give you a bit of extra flexibility with Junctions when you first get it. (If you're getting this after going to **FH**, go for HP Bonus first.)

*(Note: While it may be tempting to go straight for **HP Bonus**, keep in mind that it takes a whopping 460 AP to learn (100 for the ability itself and 360 for the earlier abilities in the chain, and no HP+% teaching items are currently available)--so much AP, in fact, that you're unlikely to even finish HP+80% in the near future without serious grinding. For this reason I suggest learning **Str-J** first, to provide everyone with at least passable offense, and then **Elem-Atk-J**, to give your **Defense** setup some basic elemental protection. If you're a tightass about level boosts, though, feel free to do the HP+% abilities first, but do note that you're unlikely to learn it before the best AP source in the game comes available even if you start right away. In other words, there's no real benefit to going for HP Bonus straight away.)*

As to Junctions, assign them as follows (assuming you did this on Disc 1 and have all GFs available to this point; if you're coming here on Discs 2-4, ideal setups will vary significantly). GFs in red have moved since the last time we saw a new GF. The Junction set names use the system given **here** (to help characters focus on specific stats especially):

- **Strength** (*Squall, Zell/Irvine*): **Ifrit, Diablos**
- **Defense** (*Quistis, Irvine/Zell*): **Quezacotl, Brothers**
- **Magic** (*Selphie, Rinoa*): **Shiva, Siren**

To leave, simply cross the bridge and keep going straight until you're outside. If you did this as soon as it became available, return to Deling City and click **here** to return to the walkthrough.

CC Group Quest

Items	Leviathan [Card], GF Report [Entry], Carbuncle [Card], Gilgamesh [Card]
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The CC Group Quest is completable on Discs 2-3. It cannot be completed on Disc 4. They do have some Rare Cards, but the more important reason for playing them will **become apparent on Disc 4**.

To begin the quest, you must win at least 15 **Triple Triad** games in Balamb Garden, with games played in the Cafeteria, Library, or 2F Classroom not counting. Once you've done so, and you're on Disc 2 or 3, you can begin the quest. Incidentally, this is the earliest in the game that you can win **Level 7 Cards**, so be sure to take advantage of it. The CC Group must be played (and defeated) in the order listed, except for Joker, who can be played anytime after challenging Jack (but King won't challenge you unless you've beaten Joker). You can play them as many times as you like, should you either fail to beat them or want their Cards.

Jack

Jack is the male student (not the little boy) who appears in the main hall. Once you've won the required number of games, he can be challenged. (An easy way to check your progress for the won games requirement is to talk to him; if you've won enough games, he'll tell you to press Square to challenge him).

After winning, he'll list off the other members and give tidbits about the CC Group.

Card Magician Joker

To find Joker, head to Balamb Garden's Training Center, and he will randomly appear on the bridge going right from the first screen (if he doesn't show up, keep leaving and re-entering the screen until he does). He carries the **Leviathan Card**, although he tends not to play it much.

Winning against Joker will earn you the GF Report upgrade to your Battle Meter, which gives stats on your GFs.

Card Knight Club

In the back portion of the 1F circle (where the exit to the Dormitory is), look for a SeeD walking around. He's Club, the next in line.

Card Princess Diamond

In the main hall (where you played **Jack**), look for a pair of twin girls. You won't be able to talk to (or play) them until they stop walking, but once they do, challenge either girl to game.

Card Prince Spade

Spade cannot be challenged until after **going to B1F** in Balamb Garden. In the 2F Hallway, look for a guy sitting near the elevator (if he doesn't appear, ride the elevator back down and return again). He's Spade. (Incidentally, he's the guy who gave you your first set of Cards.)

Card Queen Heart

Heart cannot be challenged until after leaving FH. In the Garden's bridge, challenge the female SeeD. She has the **Carbuncle Card**.

Card Master King

Unlike the others, King takes a bit of digging. Once you've beaten all the others (including **Joker**), play Kadowaki in cards (if you speak to Nida on the bridge after defeating **Heart**, he will also give a hint, but it's not necessary to speak to him). After that, keep resting in your Dormitory (it isn't necessary to dismiss your other party members, in spite of what some guides say) until King challenges you (carries the **Gilgamesh Card**). King can be found in the bridge after this. Winning against King completes the quest, but all CC Group members can still be played.

CC Group on Disc 4

On Disc 4, if you completed the CC Group Quest, the CC Group members will all be aboard the Ragnarok. (If you failed to complete the Quest, Joker will still be there, running an **Item Shop** and a **Junk Shop**, but he will not play any **Rare Cards** (except for **Leviathan** if you didn't get it from him before) like he would if you'd completed the quest.)

Here's where the true reward for the quest is. On Disc 4, all CC Group members can play any **Rare Card** in the game that isn't created in the **Queen of Cards Quest** (even if you lose/**Card Mod** them or you missed them on Discs 1-3). More importantly, you can effectively win infinite amounts of any given Rare Card by Card Modding it, then winning it back from the CC Group, even though you can still only carry one copy of each Rare Card at a time. However, before you play them, they will "shuffle their cards," meaning that any Rare Cards missing from your list will reside with one of them, and not necessarily with the person you're playing (except for Left **Diamond**, who ignores the shuffle process and usually just plays the first missing Rare Card in your list). For this reason, it's easily the most rewarding quest in the game, since it gives you an unlimited source of Rare Cards, and thus of many of the game's rarest items. However, as mentioned earlier, Cards that are rewards for the Queen of Cards quest are not played by the CC Group (again, except for Left Diamond, see below the table). (I've also received a report that the **Shiva Card** is treated like the Queen of Cards Cards, but I can't confirm this.)

As a reminder, no one (not even the Disc 4 CC Group or Queen of Cards) can play the **PuPu Card**.

Each is in a different room aboard the Ragnarok, and the Card Levels they play differ from those on Discs 2-3 (since there are very few Triple Triad players available on Disc 4 and Perfect Games require you to win huge numbers of **Common Cards**, they are listed in the table). Furthermore, each represents a different region, meaning each will inherit the rules in force in his or her region at the end of Disc 3 (you can still change card rules on Disc 4 through the **normal methods**, though the guaranteed methods may or may not work aboard the Ragnarok). This information is laid out in the table below:

CC Group Member	Region	Common Card Levels	Location
Jack	Balamb	3, 4, 6	Storage
Joker	Centra	1, 2, 3, 6, 7	Elevator Room
Club	Dollet	3, 5, 6	Aisle (upper level)
Diamond*	Trabia	3, 4, 5, 7	Hangar
Spade	Esthar	1, 2, 3, 6, 7	Aisle (lower level)
Heart	FH	3, 5, 6, 7	Entrance
King	Lunar	1, 2, 3, 4, 5, 6, 7	Air Room**

*Left **Diamond** (that is, the Diamond girl on the left) is an exception to the normal rules. She can play any Rare Card so long as it's not in your inventory (even those only the Queen can normally play), and she ignores the shuffle process entirely (even though she still claims to be shuffling), normally just playing the first Rare Card missing from your list. She isn't 100% guaranteed to play a Rare Card, but the probability is extremely high. In all other respects (region, **Common Cards**, etc.), the Diamond duo are the same. Right Diamond (the girl on the right) is the same as any other CC Group member in terms of mechanics.

- Quistis must be in your party.

For **Rare Cards**, Left Diamond is obviously best, but what about **Common Cards**? If you're looking for a specific Card, play whomever plays the fewest Card Levels but does play your card. For simple acquisition of as many Common Cards as you can get, King is best. King will play all types of Common Cards, meaning that the most efficient method of farming Common Cards in the long run is to send the Queen of Cards to Lunar on Disc 3, then change her **Trade Rule** to **All** (this is covered

in the main walkthrough). As an added benefit, doing this avoids potential problems with Left Diamond getting stuck with **Direct**. However, be sure to get Trabia's and Lunar's rules **to your liking** before going to Disc 4, because it's much harder to change rules on Disc 4.

Master Fisherman's Quest

Items	Occult Fan III, Megalixir
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The first part of this quest can only be completed on Disc 2, before going upstairs in the FH Mayor's House, while the second part must be completed before returning to Balamb Garden from FH.

Master Fisherman's Quest, Part 1

On the screen with a large water tank and the elevator leading down to the main section of FH, look for a ladder going down on the left side of the tank. Climb down this ladder, then follow the path to the end to reach the Master Fisherman. Respond however you like, and he'll fork over the (unique) **Occult Fan III** Magazine. Speak to him again, and he'll ask you to check on his pupil at the dock.

Climb back up the ladder and take the lift down, then follow the railroad tracks until you see an area with docks branching off. On the southern-most dock is a boy fishing. Speak to him and answer, "Sort of," then, "I saw him," then, "I was...kind of...impressed," then keep speaking to him until he stops casting. This completes the first part of the quest; click [here](#) to return to the walkthrough.

Master Fisherman's Quest, Part 2

The second part must be done when Squall is by himself in FH (after seeing the Mayor), but before returning to Balamb Garden. Return to the Fisherman's pupil, and speak to him. Now return to the Master Fisherman (he's still fishing in the same spot as before; if Irvine hasn't already, he will join you along the way) and speak to the Master Fisherman. He'll tell you to meet him at the Inn. Do so (he's upstairs), and a long-ish scene will play out. Answer, "Why not...?" then follow the Fisherman to the dock where his pupil is for still more scenes. Speak to the shopkeeper, then answer however you like, then to the Master Fisherman. When he asks if you need help getting back, if you already spoke to Grease Monkey with Irvine and Squall, choose Yes, otherwise tell him No (saves time). He'll hand over a **Megalixir**, as well as adding 20 Seed Experience to your total.

Return to the main walkthrough by clicking [here](#) (scroll past the boss box).

Centra Ruins

The Centra Ruins is located on the large island-continent north of the the main Centra (southern-most) continent. It's really a two-part area: the **lower section** (with the **Tonberry** GF), and the **upper section** (with Odin). This walkthrough is organized as such, because they really end up being two very separate quests in one area. It's recommended to get Tonberry as soon as you can, but hold off on Odin until Disc 4 (and if you plan to play a Perfect Game, do it once you're done stat boosting).

Lower Centra Ruins

Items	Royal Crown, Tonberry [GF]
Enemies	Tonberry, Tonberry King (boss)

This consists of the first five screens of the Centra Ruins (the lower part ends after taking the rising "box" up on the fifth screen), however the first and fifth screens have no encounters. You'll only encounter **Tonberry** monsters here. Tonberry has a very nasty counterattack, so the best way to take it down is by using **Renzokuken** (or **Shot** or **Duel**) combined with a high Strength stat. You can also inflict statuses (**Darkness** and **Silence** are best) to further increase the Crisis Level. Tonberry also has **Death** to Draw at all levels, should you be lacking the spell. They drop only 1 AP but no Exp.

If you're doing a Perfect Game, be warned: Everyone's Grudge is more than capable of killing you, so save often.

Defeating somewhere around 20 **Tonberries** will summon the ultimate Tonberry (the exact number is somewhat random and ranges from 18 to 24). If you haven't defeated Odin yet you have a time limit of 20 minutes, but you can leave the Ruins and re-enter to reset the timer (and save) without losing your defeated Tonberry count. Once you reach 17 or so defeated, leave and save your game after each Tonberry you defeat. Once you've hit the magic number, an avenger appears immediately!

Boss: Tonberry King



HP Range	2,500 - 250,000	Level Range	1-100
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AP	20	Exp	0
<u>Level-Dependent Data</u>			
<u>Level 1-19</u>	<u>Level 20-29</u>	<u>Level 30-100</u>	
Draw List			
Death Cure Life	Death Cura Life	Death Curaga Full-Life	
Mug (Overall Chance: 0%)			
Nothing	Nothing	Nothing	
Drop (Overall Chance: 100%)			
Royal Crown	Royal Crown	Royal Crown	
<u>Non Level-Dependent Data</u>			
Card Drop	Nothing		
Elemental Weaknesses	None		
Elemental Resistances	None		
Status Vulnerabilities	The End		

This massive creature is the ultimate **Tonberry**, but with proper preparations (mostly a good **Str Junction** and getting a Limit), it's not all that tough. The time limit is also in force, should you not have defeated Odin yet, meaning it's best to fight the final Tonberry with a lot of time left. Oddly enough, it's actually possible to run away from Tonberry King. However, doing this will force you to defeat the required number of Tonberry enemies again, making it entirely pointless.

In addition to a basic physical, Tonberry King also has It's Sharp!, which deals 30 times the number of enemies defeated by the target in damage (it's more powerful than Everyone's Grudge). There's also its counter, Junk, which deals random damage to everyone in the party.

If you happened to get Tonberry King at a high Level (30+), you can Draw **Full-Life** from it, and I strongly suggest you do so (it's the easiest method for acquiring it until well into Disc 3). Otherwise, just defeat it like any other **Tonberry** to win.

Tonberry King drops a **Royal Crown** on defeat, which teaches a GF the **Mag+60%** ability.

After the battle, you'll receive a new GF (Default: **Tonberry**). Teach it **Familiar, Haggle, Sell-High, Call Shop, Initiative, Boost**, and the remaining abilities, in that order. **Familiar** is the most urgent, because it opens up the shops' full inventory, allowing you to get rarer items. **Haggle** and **Sell-High** are also great abilities (they make shop transactions more profitable to you), but Familiar is just too good to wait. **Call Shop** is nothing short of awesome late-game, but for now it's not much more than novelty, considering you're rarely far from a shop, so learn it after all the other "shop" abilities.

If you came here immediately after leaving FH on Disc 2, assign your GF's like so:

- **Strength** (*Squall, Zell/Irvine*): **Quezacotl, Ifrit**
- **Defense** (*Quistis, Irvine/Zell*): **Brothers, Carbuncle, Leviathan, Tonberry**
- **Magic** (*Selphie, Rinoa*): **Shiva, Siren, Diablos**

From here, you can either leave or continue on to the **upper section**. If you came here on Disc 2-3, I recommend leaving and doing the upper part on Disc 4. If you came here immediately after leaving FH on Disc 2, click **here** to return to the main walkthrough.

Upper Centra Ruins

Items	Luck-J Scroll or 8x G-Mega-Potion
Enemies	Armadodo, Blobra, Bomb, Buel, Forbidden, Red Bat, Odin (boss)

After riding the elevator from the **lower area**, immediately climb up the left ladder all the way to the top and go through the door. Examine the orb, then climb back down and check the now-glowing altar to reveal a staircase. Climb it to the top.

Climb the left ladder, examine the statue, and take its eye. Climb back down the ladder and this time take the stairs. Continue going upward until you can move no further, then put the eye in the statue and take note of the code. Return to the first statue (the one up the ladder left of the stairs you just took) and put in both eyes, then enter the code. Give someone **Mug** and everyone **Draw**. Go through the now open door to face this medieval comrade.

Boss: Odin



HP Range	1,300 - 31,000	Level Range	1 - 100
AP	20	Exp	0
<i>Level-Dependent Data</i>			
Level 1-100			
Draw List			
Stop Death Double Triple			
Mug (Overall Chance: 25%)			
Luck-J Scroll			
Drop (Overall Chance: 100%)			
8x G-Mega-Potion			
<i>Non Level-Dependent Data</i>			
Card Drop	Odin (100%)		
Elemental Weaknesses	None		
Elemental Resistances	None		
Status Vulnerabilities	The End		

Odin never attacks unless the timer hits zero before defeating him (in which case he'll use Zantetsuken for a guaranteed Game Over). Try to **Mug** the **Luck-J Scroll**, it's an incredibly rare (and useful) item, and Draw as much **Triple** as you can. Simply reduce Odin's HP to zero within the time limit to seal the victory.

Incidentally, it's actually possible to repeat this battle by winning the battle but having the timer hit zero before the final scripts are completed. You'll get any Drops and the like, then be expelled from Centra Ruins and able to repeat the battle as often as you like. This isn't particularly useful, since the only real useful item Odin has is the **Luck-J Scroll** Mug, which you can get in comparable time late-game without having to exploit bugs or cut it so close to a Game Over. On the other hand, you can do this on Disc 2 while the normal methods likely won't be available to you until Disc 4.

Odin leaves you the **Odin Card** when you win. (If you're doing this on Disc 4 and already have the Odin Card in your inventory **from other sources** when you do this, you won't receive the Card.)

After you win, Odin will join you. He can't be Junctioned like a normal GF; instead, he appears randomly at the beginning of a battle against vulnerable opponents and Ejects them, automatically winning. Essentially, Odin is great for non-completionists (free kills!) and a minor annoyance (though not terrible) for those trying for Perfect Games, since he will sometimes defeat enemies you wanted to Mug.

If you have Odin at the end of Disc 3, he will be replaced with Gilgamesh, who is far inferior to Odin. He appears randomly and with a random effect (~25% each of Excalipoor (1 damage), Masamune (heavy damage), Excalibur (heavy damage), or Zantetsuken (same as Odin)), meaning he can really screw with **Angelo Search** and is too unreliable to be of any real use. For this reason, just wait until Disc 4 to obtain Odin.

Shumi Village

Shumi Village is located in Trabia, on the large island north of the large northern continent. On Disc 4 the village cannot be entered, so anything you want to do here must be done on Discs 2 and 3.

Shumi Village has an optional quest, which is a two-part quest (the first part starts **here**), but before going into that, there are two other things you should be aware of.

Shumi Village Points of Interest

Items	Timber Maniacs [Entry]
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The upper level has an **Ultima** Draw Point, one of the only reusable ones in the game, and the only good source of Ultima for quite some time. The catch is that the Shumi charge 5,000 Gil per Draw. Before paying them, make sure it actually has spells (if the sphere looks like a bunch of moving dust, it's empty). You can Save outside before you draw, and as usual you should pump your Magic stat as high as possible before actually Drawing. The best way to take advantage of this is to Draw from it, then do a quest and return and Draw again. Your goal should be to have at least one character maxed out using this method by the end of Disc 3 (but it will take a seriously long time to give all three characters 100x Ultima through this method, and the endgame features some easier tricks).

In Artisan's House (the second-to-last building underground), there's a **Timber Maniacs** issue. However, if you haven't been to **Trabia Canyon**, I recommend not picking it up. Grabbing it before then will cause Ward not to appear in the first Laguna sequence on Disc 3, which puts you at a significant disadvantage against a fairly strong opponent. Once you've done the sequence, you can (and should) grab the magazine with no negative effects at all.

Shumi Village Quest, Part 1: The Colored Stones

Items	Phoenix Pinion
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From the village entrance, keep running north (past the Draw Point) until you reach an elevator. Ride it down to reach the village proper.

Simply run all the way to the end of the village, and enter the building. Run to the far back for a scene. Once you're done, go to the house with the Moomba by it and speak to the Elder inside, then try to leave. Once the scene finishes, go back to the building you entered earlier and speak to Sculptor (the one in back with the statue). He will ask you to collect some stones; answer, "Alright" to continue the quest.

The stones' locations are listed below:

- **Blue Stone:** It's the block rock near Laguna's statue.
- **Wind Stone:** Examine the large gray boulder next to the Hotel (the Hotel is located next to the elevator).
- **Life Stone:** Examine the roots on the screen with the Elder's house.
- **Shadow Stone:** Check the dark areas near the stairs to the elevator on the screen with the **Ultima** Draw Point.
- **Water Stone:** While running past the pond, Squall will comment. Where he does, hit X, then return to Sculptor. After this, enter Artisan's house (the one next door to Sculptor's workshop) and examine the sink (ignoring the **Timber Maniacs** magazine if you haven't been to **Trabia Canyon**) for the Water Stone.

At this point, Sculptor will direct you to return to the Elder, but I recommend talking to him again for some additional dialog (it gives no rewards, but does help flesh out the sidequest's story). Either way, return to the Elder's house and speak to him, after which you'll receive a **Phoenix Pinion**. Phoenix Pinion is a great item; it summons the pseudo-GF Phoenix, which revives your entire party, and, once you've summoned Phoenix at least once, gives roughly a 25% chance of being revived automatically should your whole party be **KO'd**. Now leave and choose, "Explain." For completing this portion of the sidequest, you'll receive 50 SeeD Experience (equivalent to half a rank).

This concludes the first part of the Shumi Village quests. If you intend to do the **second part** (and I strongly suggest you do, because the reward is even better than the first part), you must exit to the World Map and re-enter to trigger the next part of the quest.

Shumi Village Quest, Part 2: Completing the Statue

Items	Status Guard
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*(Note: In order to do this part of the quest, **Part 1** must also have been completed, and you must have exited to the World Map after doing it. You don't actually need to advance the story or do anything else, however, just exiting to the World Map and re-entering Shumi Village after doing Part 1 is enough to trigger Part 2.)*

Go to Sculptor's workshop (remember, it's the last building in the underground portion of the village) and speak to Attendant. Leave the workshop and talk to the Elder. He will ask you to speak to the Moomba outside; do so, then return to the statue for a scene. Report back to the Elder, then talk to Attendant two times. Go speak to Artisan now (as a reminder, he lives next door).

Now leave the village and head to FH. Speak to Grease Monkey (remember, his house is next to the abandoned train station). Return to Artisan's House, and speak with the Artisan. Now speak to the Elder to receive a **Status Guard**.

If you finished this quest on Disc 2 before going to Balamb, click [here](#) to rejoin the walkthrough.

Chocobo Forests

This quest consists of six Chocobo Forests with puzzles to solve, as well as the Chocobo Sanctuary, which is only used for the final part of the quest. Rewards are listed by the associated Forest for your convenience.

When you enter your first forest (doesn't matter which one), speak to the ChocoBoy. He'll give you the two Whistles (ChocoSonar and ChocoZiner) and charge you 1,000 Gil for the information on how to use them (might as well pay it, but if you're stingy feel free not to). You can change whistle types with Square, and blow it with Triangle. The ChocoSonar is used to find points where Chicobos are (in other words, the points used for solving the puzzle), while the ChocoZiner calls the Chicobo. Your goal in all of this is to have exactly one Chicobo on the ground, which, when "spoken" to, summons a large Chocobo that you can ride. Once you have the large Chocobo, you can either ride it out of the forest or use the ChocoSonar to locate the hidden treasure and the ChocoZiner to dig it up. Make sure you're actually using ChocoSonar before trying to use it, if you just used ChocoZiner! (Using the ChocoZiner in a spot where no Chicobo is present will cause it to be stolen, and you'll have to pay the ChocoBoy 700 Gil to get another one...greedy bastard.) The forest is considered completely solved once you have the treasures there; at this point, if you return, the Chocobo will be ready for you to ride without you needing to do anything else.

Catching your first Chocobo also opens up **Chocobo World**, which, while tedious, holds a number of unique items. The PC version of the game has the mini-game built-in, but the PS versions require the PocketStation, which was never released in the US.

If you just want to ride a Chocobo, you can pay the ChocoBoy to catch a Chocobo for you by pressing Square, then choosing "Help Me" (assuming you haven't already solved the forest, in which case you can just talk to the Chocobo to ride it). You cannot solve the forest by having the ChocoBoy catch one, however.




The remainder of this section is devoted to listing off the locations and solutions of each Forest. The Item is always the last to be dug up (you must have summoned the large Chocobo for it to be available) and thus is not listed in solutions, and using the ChocoZiner there with the Chocobo present collects the forest's items and solves it. Asking for a hint (100 Gil) will give you the name of the forest, or just match the appearance of the forest to one of the forests listed below.

(Tip: If an image in the tables below is too small for you to view properly, or is stretched due to small screen sizes (ex. smartphones), select the image in question and open it in a new tab/window to view its full-size version.)

Beginner's Forest

Items **Aura Stone**


As the name suggests, this is the easiest Forest.

<u>Location</u>	
	
<u>Solution Points</u>	
1	Item
	
<u>Solution</u>	1

Basics Snowfield

Items **Flare Stone**

Another very straightforward location.







<u>Location</u>		
		
<u>Solution Points</u>		
1	2	Item



Roaming Forest

Items | Shell Stone, Holy Stone

The Roaming Forest is a noticeable bump up in difficulty, but it's not too hard. It's also unique for being the only forest that starts with Chicobos already placed. Also, be careful when searching for Solution Point #4, that you don't leave the forest by accident (this resets the puzzle, making you do it all over again).

Location				
				
Solution Points				
1	2	3	4	Item
				
Solution	1 or 2; 3; 4; 1 or 2			

Forest of Solitude



Items | Protect Stone, Meteor Stone

The Forest of Solitude really isn't the most difficult forest (**Enclosed Forest**, anyone?), but it is the trickiest. The solution spot is extremely small (match with the image below exactly for best results), meaning you must be in exactly the right spot to get the Chicobo, while the Item spot is covered by...none other than ChocoBoy! To make him move, challenge him to cards, then ask him to move.

Location



Solution Points

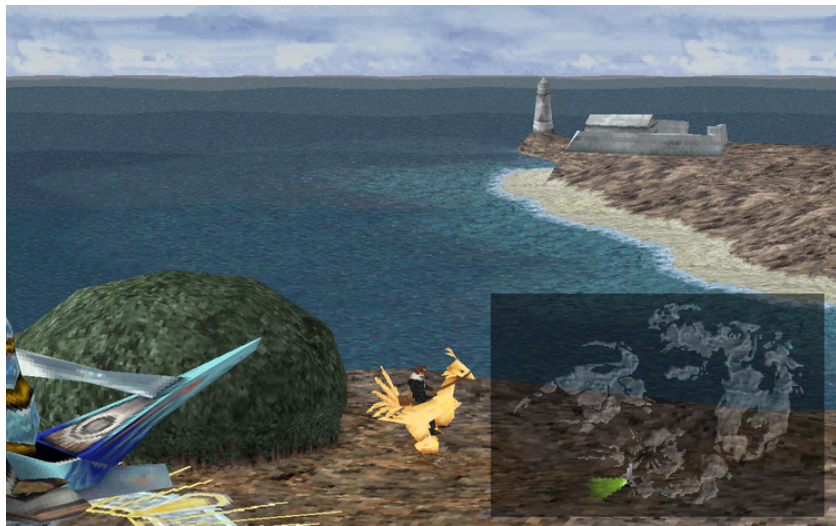
Solution	Item
	
<u>Solution</u>	1

Forest of Fun






Items Meteor Stone, Flare Stone, Ultima Stone

The Forest of Fun is on the southwestern end of the main Centra continent.

Location



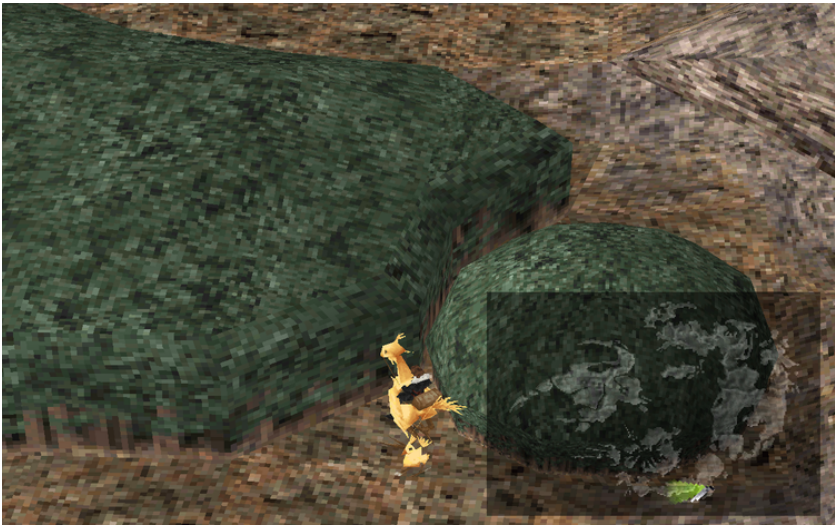






Solution Points

1	2	3	4	Item
				
<u>Solution</u>	1; 2; 3 or 4; 4			

Enclosed Forest

Items Meteor Stone, Holy Stone, Ultima Stone

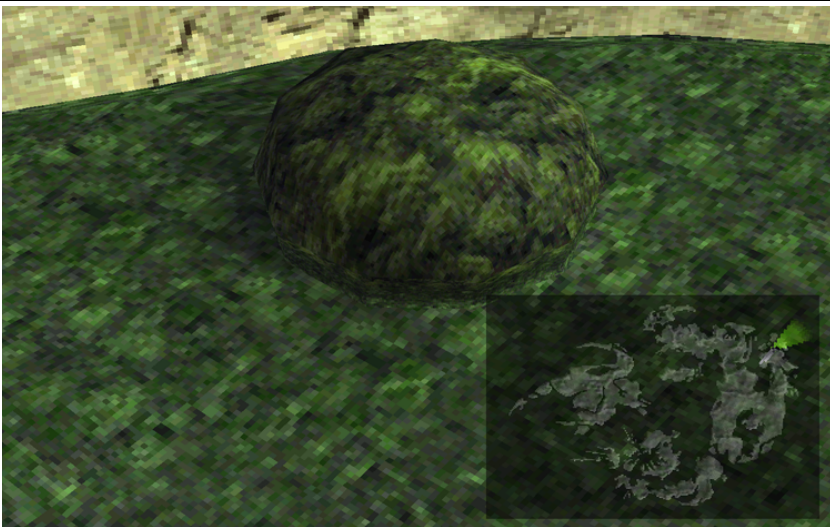
This forest has arguably the hardest solution of any of the forests. You must do the five steps in order, and even finding the forest itself can be difficult (it's south-southwest of where you fight the **Cactuars**).

<u>Location</u>					
					
<u>Solution Points</u>					
1	2	3	4	5	Item
					
<u>Solution</u>	1; 2; 3; 4; 5				

Chocobo Sanctuary

Items **Chicobo** [Card]

Once you've completed all six of the other forests, it's time to head to the Chocobo Sanctuary. To reach it, go to **Roaming Forest**, and ride a Chocobo out. Head south, past the crater, until you're approximately level horizontally with a lagoon-like formation to the east (use your mini-map). Go east past the lagoon and navigate through the shallow water until you reach an area with dense forests and cliffs (this area is Grandidi Forest, which is most well-known for being the first possible encounter of **Malboros** in the game). Once in the forest, simply work your way northeast until you reach the forest (its position is shown below). Note that Chocobos are the only possible means of reaching this area. Ride the Chocobo into the forest (you don't need to dismount like with other forests). Head forward for a scene, then "speak" to the Chicobo and you'll receive the **Chicobo Card**. Don't **Card Mod** it just yet, we need it for the **Queen of Cards Quest**. You can also speak to the Chicobo here to get **Gysahl Greens** (600 Gil each).

<u>Location</u>


To leave, just speak to the ChocoBoy, and ride the Chocobo back to the **Roaming Forest**. To return to the main walkthrough (assuming you did this as soon as possible), click [here](#).

Chocobo World

(*Note: Chocobo World is not available in the Remaster.*)

Chocobo World is a companion game for FFVIII, played on the PocketStation. If you're playing on a PS version (PSX, PSONe Classics, etc.), chances are you don't have access to it, but if you're playing the PC version the functionality comes built-in, so feel free to play around with it. A complete discussion of the game can be found here:

<http://www.gamefaqs.com/pc/197342-final-fantasy-viii/faqs/6959>

By and large, Chocobo World is more or less a modern smartphone game, only 90's-style and not particularly interesting. Choco can be upgraded by progressing in Chocobo World's story (Summon him in FFVIII by using **Gysahl Greens**), but there are much better uses of your time (like farming **Stat Boosting Items**) if your goal is to power up your party. The only real use of Chocobo World is to obtain items that can't be obtained any other way (**Ribbon**, **Friendship**) or that are limited in quantity in the main game (**Girl Next Door**, **Magical Lamp**, **Pet Nametag**). It's certainly possible to obtain other very rare items (like **Hungry Cookpot**), but the odds are very poor, and you may as well use just use in-game methods to obtain them, time consuming though they may be.

...or, you're using Chocobo World with the item duplication glitch. I don't advise attempting it on the PSX version (it follows similar methods to the PC version, but PS memory cards don't accept PocketStation saves so this can corrupt your data), but on the PC version you can (after collecting a set of items in Chocobo World and sending Chocobo back to the main game but before the items are actually added to inventory) simply copy the chocorgp file from the Final Fantasy VIII main directory to some other directory), then accept the items, then Alt+Tab back out of the game, and copy the chocorgp file back to the main directory to get another copy of the items. Rinse and repeat as desired.

Winhill Revisited

Items	Gysahl Greens, Phoenix Pinion, Holy Stone
-------	--

Put either Irvine or Quistis in your party, then head for Winhill. Winhill is located on the southeastern portion of the Galbadian continent.

Enter Winhill from the northern edge, and go into the mansion. Talk to the man standing on the stairs, and he'll ask you to look for pieces of a vase. There are four you must find (you can pick them up in any order):

- In the mansion, with either Quistis or Irvine in the party, examine the suit of armor, then try to walk away.
- Go to Raine's house and speak to the woman upstairs until she mentions the scent of flowers, then examine the flowers on the table in the lower-right corner of the screen. Speak to the woman behind the bar, then examine the cat until it gives you the piece.
- In the flower shop (near the intersection), examine the flowers in the lower-right corner of the screen twice.
- At the spot where the music changes and a Chicobo crosses the road, kick it to receive the final piece. Kick it two more times to receive a **Gysahl Greens** and **Phoenix Pinion** (the Phoenix Pinion is mislabeled in-game as a Phoenix Down).

Once you have all the pieces, return to the man in the mansion, and he'll give you a **Holy Stone**.

Several people here play **Triple Triad**, and this is one of very few areas to use Centra rules. There are no **Rare Cards** here, however.

If you did this as early as possible, you can return to the main walkthrough by clicking [here](#).

Acquiring Doomtrain

Items	Solomon Ring, Doomtrain [GF]
-------	-------------------------------------

This quest cannot be completed until after reaching Esthar on Disc 3.

The idea behind this quest was to have you use the four **Occult Fan** magazines to complete this quest. Unfortunately, their translations are very poor, so many of the hints are unintelligible, and this would be a very difficult quest even if they were translated properly. To summon Doomtrain, you must acquire the following items (the Occult Fan magazines are not required):

- **Solomon Ring**
- 6x **Remedy+**
- 6x **Steel Pipe**
- 6x **Malboro Tentacle**

Now for a brief summary of where to collect the items. The Solomon Ring is found at the foot of the large statue at Tears' Point. **Steel Pipes** are Mugged from **Wendigo** monsters (you can fight them where you had the first Laguna dream), or you can use **Card Mod** on **Elastoid Cards** (each Elastoid Card refines into a Steel Pipe). **Remedy+** is the easiest, assuming you came prepared: simply buy 60 **Remedies** from any **shop** that comes to memory, then use **Med LV Up** to turn them into 6 **Remedy+**'s. **Malboro Tentacles** are the toughest. **Malboros** have them, naturally (Drops are the quickest means), but the only place to encounter Malboros before the Lunar Base is in Grandidi Forest, near **Chocobo Sanctuary** (take a Chocobo from **Roaming Forest**, and return by taking one from Chocobo Sanctuary; kill Malboros using Degenerator), or, if you've already gone to Esthar, they can be encountered very rarely on the continent. After Lunar Base Malboros become much more common in the Esthar region, though you shouldn't really be waiting that long to do this.

Once you have everything, use the **Solomon Ring** in the Item menu (if you lack any of the items, nothing will happen). The required items will all be removed from your inventory. Next, you'll be prompted to name a GF (Default: **Doomtrain**), after which it's now yours. Teach it **Forbid Med-RF**, **ST-Def-Jx4**, **Elem-Defx4**, **Auto-Shell**, **Boost**, and the other abilities, in that order.

Assign your GFs like this (this assumes you're doing this before Lunar Base but have gotten all possible GFs to that point):

- **Strength** (*Squall, Zell/Irvine*): **Quezacotl, Ifrit, Cerberus, Alexander**
- **Defense** (*Quistis, Irvine/Zell*): **Brothers, Carbuncle, Leviathan, Tonberry, Doomtrain**
- **Magic** (*Selphie, Rinoa*): **Shiva, Siren, Diablos, Pandemona**

To return to the main walkthrough (assuming you did this as soon as it came available), click [here](#).

Acquiring Cactuar

Items	3x Cactus Thorn or Gaea's Ring, Cactuar [GF]
Enemies	Jumbo Cactuar (boss)

Requirements: Have gone to Lunar Base

Cactuar is a fairly easy-to-acquire GF. Go to Cactuar Island (near the Cactuar grind spot we've been using up until now). Junction **Water** to **Elem-Atk**, as well as your strongest stuff to **Str**. Entering battle in low HP is nice (for Limits), since you'll want Limits to knock off the upcoming boss' huge HP stack. Make sure no one has **Mug** equipped, then, once you're prepared, touch the cactus that randomly pops out of the sand for a battle.

Boss: Jumbo Cactuar



HP Range	33,000 - 330,000	Level Range	1 - 100
AP	20	Exp	0
<u>Level-Dependent Data</u>			
<u>Level 1-100</u>			
Draw List			
Meltdown Demi Tornado			
Mug (Overall Chance: 12.5%)			
3x Cactus Thorn			
Drop (Overall Chance: 100%)			
Gaea's Ring			
<u>Non Level-Dependent Data</u>			
Card Drop	Nothing		
Elemental Weaknesses	Water [2.9x]		
Elemental Resistances	None		
Status Vulnerabilities	Slow (50%), The End		

The main challenges in this battle are Jumbo's huge HP count and its 10000 Needles counter, which will **KO** whomever it hits. For these reasons, as well as its tendency to try to escape with less than 5% of its HP left, it's best to try to win this battle fast.

Jumbo Cactuar uses a stomp move to one and Ker Plunk to all, both of which deal good damage. It can counter with 10000 Needles, which, as mentioned, is an instant, unblockable **KO** to one. With less than 5% of its HP left, the message, "Jumbo Cactuar is hesitating..." will appear, then, with less than 2% left, it will flee if it gets a turn and the message was displayed.

The best way to win this battle is to start out by Draw-casting **Meltdown**, then go with big multi-hit Limits (**Renzokuken** works very well, as do **Shot** and **Duel**). If you're concerned about 10000 Needles (for example, if you're playing a Perfect Game), get Invincible status before attacking. You can **Slow** it if you want, but the main concern here should be dealing damage. Go fast and hard, and this will end quicker than you think. Don't **Mug** the thing, it's Mug is awful compared to its Drop.

Once you win, a new GF will join your party (Default: Cactuar). Cactuar is most useful for its hard-to-find Junctions as well as having all of the stat Bonus abilities pre-learned. Teach Cactuar **Luck-J**, **Eva+30%**, **Defend**, **Luck+50%**, **Kamikaze**, **Eva+30%**, and the rest, in that order.

Set up your characters as listed below (GFs in red have moved):

- **Strength** (*Squall, Zell/Irvine*): **Shiva**, **Diablos**, **Pandemona**, **Alexander**, **Cactuar**

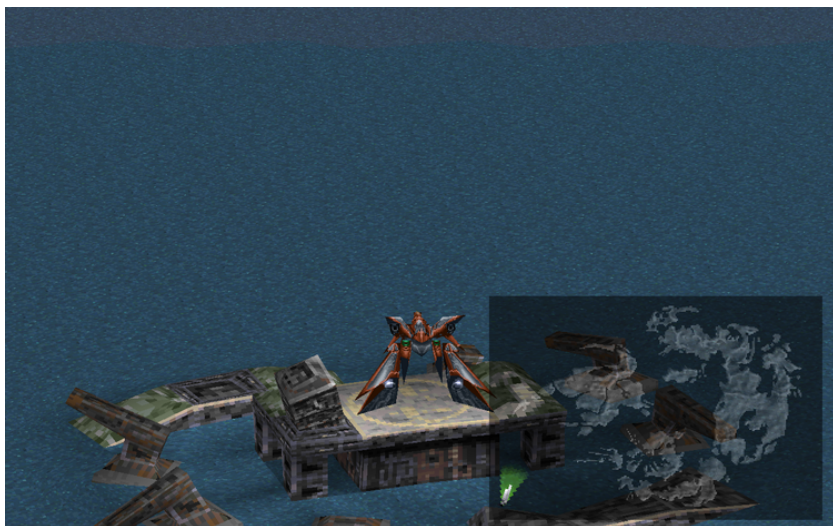
- **Defense** (*Quistis, Irvine/Zell*): **Brothers, Carbuncle, Leviathan, Doomtrain, Tonberry**
- **Magic** (*Selphie, Rinoa*): **Quezacotl, Ifrit, Siren, Cerberus**

A few things worth pointing out before moving on. First, if you're aiming for the **endgame setup advised in this guide**, you'll note that all the GFs you have are now in their endgame groupings, meaning your setups will likely be very stable from here on out. Second, give the person with the Strength grouping (most likely Squall) as many Bonus abilities as possible. Characters max out at 4 possible Ability slots and **Cactuar** has all five Bonus abilities. Assign the abilities in this order of preference: **Str Bonus, Mag Bonus, Vit Bonus, and Spr Bonus**, with **HP Bonus** being left out (it's frankly the least useful of the Bonus abilities, since it's fairly easy to get ridiculously high HP counts even without any HP boosting). Once the character hits Level 100, either switch these abilities for something else (Levels max out at 100) or switch the setup to someone else so they can enjoy the enhanced stat growth. Finally, and along very similar lines, it's no longer necessary to consciously avoid encounters, even in a Perfect Game, because you should now have all the stat boosting abilities available in the game, so fight to your heart's content.

If you did this as soon as possible, return to the main walkthrough by clicking **here**. Or, you can go straight to **acquiring Bahamut** (if you want to do so, read on).

Deep Sea Research Center

The Deep Sea Research Center is an optional area in the southwestern corner of the map (refer to the image below). While it's possible to see it by sailing by on Balamb Garden, the Ragnarok is required to actually enter.



The Deep Sea Research Center is actually divided into three areas: the upper section (the Laboratory), the middle section (the steamworks), and the lower level (Deep Sea Deposit). Be aware that enemies in the Deep Sea Research Center have normal levels, but 15 levels will be added after the final calculation (maxing out at 100 as normal), so it's a good idea to have the stat Bonus abilities equipped when exploring here.

Be sure to save, then simply run inside to enter...

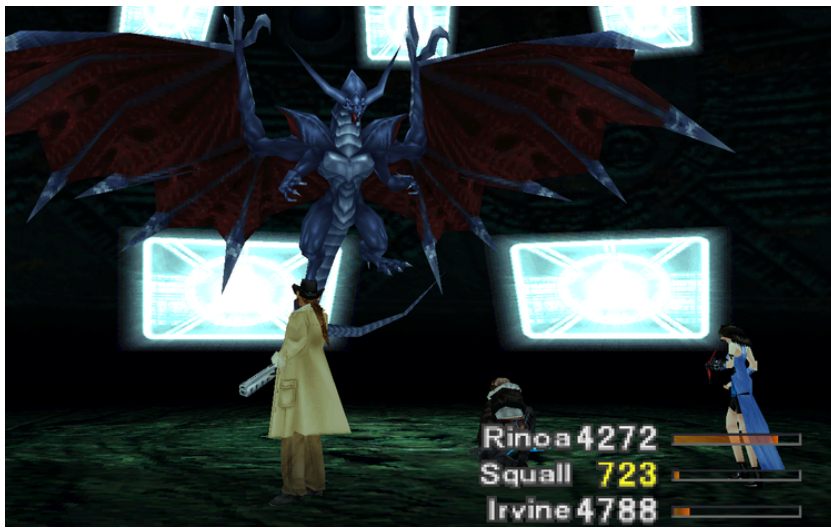
The Laboratory

Items	Hyper Wrist, Bahamut [Card], Bahamut [GF]
Enemies	Anaconda, Blood Soul, Bomb, Buel, Ruby Dragon, Bahamut (boss)

The Laboratory is interesting in that it has no random encounters. Instead, you'll only get into encounters if you move while the core is glowing. You'll only be taking a few steps at a time, but be patient and work your way towards the front of the core. Before reaching it, Junction your party. Give someone the **Magic** command along with the **Blind** and **Shell** spells, equip **Auto-Shell** on everyone you can, and equip defenses against Lighting and Wind in **Elem-Def**. Putting **Stop** protection in **ST-Def** (or equipping **Auto-Haste**) is a great idea too. Equip Draw to everyone and remove **Mug**, Mug serves no purpose here and you can probably use the slot for something else.

Once there, you'll enter dialog. Answer, "It's not our will to fight," to face off with a **Ruby Dragon**. Afterwards, answer, "Never," to take on another one, this time in a forced Back Attack (if it uses Breath before you get a chance to move, you'll probably get a Game Over). You'll then be prompted with a third question; the correct answer is the hidden bottom option, which will drop you into a cagematch with...

Boss: Bahamut



HP Range	10,800 - 90,000	Level Range	1 - 100
AP	40	Exp	0
<i>Level-Dependent Data</i>			
<i>Level 1-100</i>			
Draw List			
Flare Curaga Full-Life Dispel			
Mug (Overall Chance: 12.5%)			
Hyper Wrist			
Drop (Overall Chance: 100%)			
Hyper Wrist			
<i>Non Level-Dependent Data</i>			
Card Drop	Bahamut (100%)		
Elemental Weaknesses	None		
Elemental Resistances	Flying, Lightning (Nullifies), Wind (Nullifies), Poison (Half)		
Status Vulnerabilities	Darkness (50%), Slow (50%), The End		

While Bahamut hits as hard as you'd expect, he actually isn't particularly difficult due to his mediocre defense. The main challenge here is controlling the battle enough to Draw Bahamut's impressive Magic selection.

Bahamut's mainstay is its claw swipe, which deals heavy damage to one. It also uses **Thundaga** and **Tornado** which, while strong, aren't too dangerous at this stage. **Stop** is an annoyance, though it can be blocked in **ST-Def**. The dragon's signature move is Mega-Flare, a move that ignores Spirit and will hit your whole party for around 3,000 damage without **Shell** status, and worse can be used twice in a row.

Kick off the battle by inflicting **Darkness** and **Slow** on Bahamut, and casting Shell on anyone without **Auto-Shell** (**Cerberus** Summon helps for this). Now, get to work **Drawing**. **Full-Life** is by far the most important thing here to Draw (it's one of the best defensive Junction spells in the game), so don't leave until everyone has 100. You can also Draw any other spells here that you may be missing. If Mega Flare is used, be sure to heal quickly (Draw-cast **Curaga** is the easiest way) because Bahamut will rarely fire another one off immediately after. Damaging Bahamut is fairly simple, just use physicals or Limits until he falls. The Mug and Drop are the same, so **Mug** is completely irrelevant here.

Bahamut Drops the **Bahamut Card** upon defeat.

It's now time to name your newly-recruited GF (Default: **Bahamut**). Bahamut's abilities truly stand out; **Abilityx4** and **Forbid Mag-RF** alongside **Str+60%** and **Mag+60%**, all pre-learned, is simply awesome. Teach him **Boost**, **Mug**, **Auto-Protect**, and **Rare Item**, then everything else, in that order. (Rare Item only increases the probability of the Uncommon (2nd) slot dropping, making it nearly worthless.)

Equip your GFs like so (assuming you're doing this as soon as you can and already got **Cactuar**):

- **Strength** (*Squall, Zell/Irvine*): **Shiva, Diablos, Pandemona, Alexander, Cactuar**
- **Defense** (*Quistis, Irvine/Zell*): **Brothers, Carbuncle, Leviathan, Doomtrain, Tonberry**
- **Magic** (*Selphie, Rinoa*): **Quezacotl, Ifrit, Siren, Cerberus, Bahamut**

If you're doing this on Disc 3 and don't want to continue on with the Deep Sea Research Center right now (you can return whenever you like), click **here** to return to the main walkthrough. If you want to keep going, read on.

When you return to the Core area (after defeating **Bahamut**), there will be random encounters, but the "blue light-no light" game won't occur (there will also be a Save Point here). You can simply climb down the vine in the center to proceed.

The Steamworks

Items	None
Enemies	Blue Dragon, Bomb, Grendel, Imp, Oilboyle, Torama, Tri-Face

This represents a giant puzzle. Each level uses a specific number of "steam units," and 10 are needed after the last area to engage the boss at the bottom of Deep Sea Deposit.

There are two methods to go through. The "cheap" (Fixed Encounters) method requires you to put Zell in your party. After a scene at the bottom, you'll have access to Deep Sea Deposit with fixed encounters on each screen. This is useful to those trying for Perfect Games, since the encounters have a number of useful goodies for you to grab and they're much easier to farm than random encounters. The "expensive" (Final Boss) path prevents the fixed encounters in DSD, and is mostly for those of you who just want to defeat the boss without distractions. It also opens access to the otherwise-inaccessible Steam Room, which has some useful encounters (**Oilboyle, Blue Dragon**) that are difficult to find elsewhere.

The computer on Level 1 can also reset the whole area, allowing you to start again (for example, if you want to do the other route).

The area is summed up in the table below, which also lists the possible encounters.

Level	Steam Units to Use	
	Fixed Encounters	Final Boss
1	4	
2	1	2
3	1	1
Steam Room	<i>N/A</i>	4 (to unlock room) Restores 7 Steam Units
4	1	1
5	1	1
6	<i>N/A (Zell punches door)</i>	4

After opening the Level 6 door, go through to reach...

Deep Sea Deposit

Items	Three Stars or 100x Ultima Stone, Eden [GF]
Enemies	Behemoth, Elnoye, Grendel, Imp, Iron Giant, Ruby Dragon, Tri-Face, Ultima Weapon (boss)

From here until the very bottom, your experience depends on your actions above. If you took the Fixed Encounter path, you'll get three fixed encounters per screen (leave and re-enter if you want to farm them), but if you used the "final boss" path, you'll just see random encounters. The path is completely linear, and summed up in the table below.

Screen	Fixed Encounter	Random Encounters	Other
1st	Tri-Face	None	Save Point
2nd	Grendel, Imp	Behemoth Grendel, Imp Tri-Face	None
3rd	Behemoth	Grendel, Imp 2x Iron Giant Tri-Face Ruby Dragon	Triple Draw Point
4th	Ruby Dragon	Elnoye Behemoth 2x Iron Giant Tri-Face	None
5th	2x Iron Giant	Elnoye Grendel, Imp 2x Iron Giant	Ultima Draw Point (hidden)

Of the fixed encounters, all of them (except **Grendel** and **Imp**) are quite useful, since they carry items that are difficult to get in large quantities. Especially **Tri-Face** is helpful, since it's by far the fastest source of **Curse Spikes** (and, by extension, **Dark Matter**) in the game. **Elnoye's** encounter rate in Deep Sea Deposit is extremely low, so it's best to go to Esthar (or use the fixed encounter there if you're still on Disc 3) to fight them.

The bottom level has no encounters. Raise your Spd as high as you can, and equip **Auto-Haste, Auto-Shell, and Auto-Protect** (in order of importance), as well as Earth protection to **Elem-Def**. Be sure to have someone (preferably the whole party) with the **Draw** Command, as well as someone with **Cerberus** and the **GF** Command. There is also a hidden Save Point here (use **Move-Find** to reveal it). Once you're ready, examine the terminal and use 10 steam units to summon the sealed beast.

Boss: Ultima Weapon



HP Range	51,100 - 160,000	Level Range	1 - 100
AP	100	Exp	0
<u>Level-Dependent Data</u>			
<u>Level 1-100</u>			
Draw List			
Regen Dispel Ultima Eden			
Mug (Overall Chance: 3.125%)			
Three Stars			
Drop (Overall Chance: 100%)			
100x Ultima Stone			
<u>Non Level-Dependent Data</u>			
Card Drop	Eden (100%)		
Elemental Weaknesses	None		
Elemental Resistances	None		
Status Vulnerabilities	The End		

The main challenges in this battle lie in Ultima Weapon's incredible Spd stat and its Light Pillar attack, which KO's a character and cannot be blocked. With a good Speed stat, though, and especially with **Auto-Haste**, Ultima isn't that hard at all.

As stated just now, Ultima Weapon's killer move is Light Pillar, which is an unblockable 9,999 damage to one. It also casts Gravija, which deals damage equal to 75% of the character's current HP, and targets everyone. Ultima likes to cast **Meteor** and **Quake**; the former is unlikely to kill anyone and the latter can be absorbed with proper Junctions. Finally, it has a physical attack, which isn't seriously threatening.

Your first order of business should be to inflict **Vit0** on Ultima Weapon (cast **Meltdown** or summon **Doomtrain**) to reduce its very sturdy defenses to nothing. Next, Draw **Eden** if you don't already have it (this is the only real reason to do this fight). You can also Draw **Ultima** if you want (Drawing it here is much faster than refining), but be sure to keep healed. If Light Pillar is used, immediately revive the character, and use a **Megalixir** if Gravija or **Meteor** is used (or **Quake** if it does damage). If it uses its physical, just use an **Elixir** if it connected. For offense, use **Aura** status combined with powerful Limits to quickly defeat the demon (the males' Limits will quickly knock off HP, as will a properly-prepared Rinoa with **Angel Wing**). Alternately, you can keep your HP low and just spam Limits without needing Aura. Or, if you want to be cheap, get **Invincible** status and just watch Ultima attack in vain. In any event, as long as your Spd stat is good you shouldn't have much trouble. Don't **Mug** the thing, **Three Stars** can easily be obtained by playing **Triple Triad**.

Upon defeat, Ultima Weapon Drops 100 **Ultima Stones**. You can refine them into **Ultima Magic**, or just use them as items. You'll also receive the **Eden Card** if you don't already have one in inventory from the **Disc 4 CC Group**.

After the battle, you'll be prompted to name the GF if you Drew it (Default: **Eden**).

Equip your GFs like so (assuming you now have all of them):

- **Strength** (*Squall, Zell/Irvine*): **Shiva, Diablos, Pandemona, Alexander, Cactuar**
- **Defense** (*Quistis, Irvine/Zell*): **Brothers, Carbuncle, Leviathan, Doomtrain, Tonberry, Eden**
- **Magic** (*Selphie, Rinoa*): **Quezacotl, Ifrit, Siren, Cerberus, Bahamut**

Eden is truly the ultimate GF, both in terms of abilities (**GFAbi Med-RF**, **Eva-J**, **Spd-J**, and **Devour** highlight the list) and in terms of its Summon (At Level 100 with all SumMag+x% abilities learned and a 250% **Boost**, it can deal close to 60,000 damage). Have it learn abilities in this order: **GFAbi Med-RF**, **Boost**, **Luck+50%**, the **Command Abilities**, **Expendx3-1**, the SumMag+x% abilities, and finally the GFHP+X% abilities. Note that Eden maxes out its HP naturally around Level 70, so you can unlearn the GFHP+X% abilities safely.

Assign your GF's as shown [here](#), assuming you have all of them now.

From now on, there will be no encounters of any kind in the Deep Sea Research Center, so just return to the Ragnarok. If you defeated **Ultima Weapon** on Disc 3 for whatever reason, click [here](#) to return to the walkthrough.

Obel Lake Quest

Items | **Three Stars, Luck-J Scroll**

This quest cannot be completed until after **Lunar Base**. In addition, I strongly recommend equipping **Enc-None** while doing this, because you'll be doing a lot of running around and encounters will get annoying quickly.



Finding the Shadow

Go to Obel Lake (located near Timber) and go to the tip of the small peninsula in the middle of the lake. Keep humming until a monkey talks to you, then keep talking to it until it asks you to find its friend, Mr. Monkey.

Obtaining the Clues

Mr. Monkey is found in the forest nearest Dollet. Just run around until you find Mr. Monkey, then throw a rock at it and sing. Return to Lake Obel, then, after relaying the message about the monkey, keep talking until you see the bottom four of the following messages. Each corresponds with a different point of interest.

Clue	Point of Interest
"Back in the day, south of here, there used to be a small but beautiful village surrounded by deep forests. Everyone lived a happy life there."	Rubble in a forest in Centra near Almaj Mountains (there are no items there)
"Oh yeah, do you know what? Take a break at the railroad bridge. I wonder what it means?"	Break Draw Point
"Oh yeah, do you know what? Take some time off at Eldbeak Peninsula. I bet it's a wonderful place."	North of Balamb, on Trabia Continent's southwestern portion, is a clue for the Minde Island portion of the quest.
"Oh yeah...You'll find something on the island east of Timber, too."	Check out the beach on the thin island east of Timber's Mandy Beach for a rock.
"Oh yeah...At the beach in Balamb, something special washes ashore at times."	Check the beach in Balamb for a rock.
"Oh yeah...There's also something on top of a mountain with a lake and a cavern."	Follow the river through Galbadia Continent to a waterfall (Monterose Plateau). On top, examine the nest. Either defeat two Thrustaevis monsters, or just keep examining and leaving it alone until they go find food to get a rock.

Of these, only the bottom four clues are required to complete the quest and receive its main rewards. The locations of these treasures are pictured below (the Balamb rock may require some searching, since you'll also run into rocks that are just regular rocks):



The Fourth Rock

To find the fourth and final rock, return to Obel Lake. Keep throwing rocks until you get the message, "The rock skipped many many times." Return to Mr. Monkey in the Dollet forest, and throw a rock at him. He'll cuss you out, then find him and throw another rock (aren't we so kind). He throw the fourth rock at you, with the final clue. We already know about the Minde Island treasure, but we can now assemble the rocks, which, if you look at the assembled text in-game, tells us to go to Mordred Plains.

After completing all of the above, we're now ready to get the goodies.

Mordred Plains



Mordred Plains is the lowlands north of the large cliffs north of the Great Plains of Esthar (where Esthar City is). In the central portion, anytime you hit X a colored rock will talk to you. It's very confusing, but the way to locate the treasure is to use the red rocks. The blue rocks hint at the nature of the different rocks, while the white rocks always give a random direction and the black rocks will always tell you to go north. The red rocks always say the opposite of what they mean, meaning you should do the opposite of what the red rocks say. If a red rock says, "The treasure's not here!" it means you've found the treasure; examine the same spot again to receive a **Three Stars** item.

Minde Island

This is much simpler than the colored rocks. Simply fly to Minde Island (located southwest of Esthar), and examine at the location below to receive a **Luck-J Scroll**.



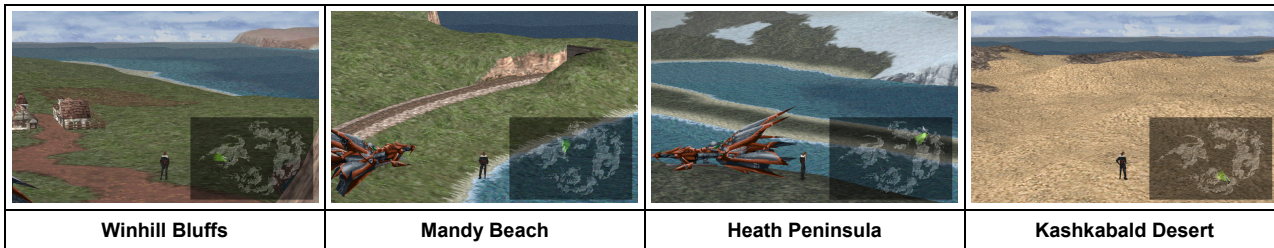
If you're doing this as soon as it came available, click [here](#) to return to the walkthrough, or read on if you're going to continue with **PuPu's Quest**.

PuPu's Quest

Items	Aegis Amulet, PuPu [Card] or Accelerator
Enemies	UFO?, PuPu

This quest cannot be completed until after **Lunar Base**. In addition, I strongly recommend equipping **Enc-None** while doing this, because you'll be doing a lot of running around and encounters will get annoying quickly.

It's possible that, at some point while playing through the game, you've encountered a UFO flying by. These scenes are part of this quest, and can occur even with **Enc-None** equipped. Their locations are shown below:



After you've encountered all four, head to the location shown below (land on the top of the canyon near **Chocobo Sanctuary** in Grandidi Forest), and run around until you meet the UFO? enemy. Attack it until it falls to end battle and receive an **Aegis Amulet**, a very rare item that teaches **Eva-J** to a GF.



Now make sure you have at least 5 **Elixirs** in inventory, then head to Balamb, and simply run around the edge of the crater until you encounter an alien named PuPu. Give him 5 Elixirs to receive the one-of-a-kind **PuPu Card** (alternately, you can kill him for an **Accelerator**, or **Devour** him for Speed +1 to the Devourer, but neither of these is anything unique).

When you're finished, return to the walkthrough by clicking [here](#).

The Ultimate Monster

Items	Three Stars , Proof of Omega [Entry]
Enemies	Omega Weapon (boss)

FFVIII's ultimate monster is located in **Ultimecia Castle**. As such, it's strongly recommended to unseal all abilities (that is, defeat all the minion bosses) before attempting to take on this fight (any sealed abilities will remain that way for this fight). Also make sure you have good stat Junctions.

As to your setup, give **Defend** to everyone who has it (should be two characters). Everyone should have **Item**, as well as 9999 HP (this last part is particularly important--characters with less than that will die a very painful death). If a character has less than 9,999 HP, give them **HP+80%**. **Elem-Def** and **ST-Atk** don't matter, while **Elem-Atk** should be empty. **ST-Def** calls for **Death**; the thing doesn't use any other statuses. For abilities, any open slots should go to **Auto-Haste**, **Auto-Protect**, and **Auto-Shell**, in that order (if you still have an empty slot, equip **Str+60%**). Any remaining **Command Ability** slots can be used for whatever (I recommend **Magic** and **GF** in order of priority). Someone should be capable of casting **Meltdown**, and also try to have a large stock of **Megalixirs** and **Phoenix Downs** (alternately, you can use **Revive** or **Life/Full-Life** in place of Phoenix Downs).

For your party, I recommend the three males (but it's possible with any battle party as long as they're equipped properly and your strategy is sound). Save before starting the battle. Once you're ready, position your main party in the Courtyard in the Party Switch Area (green light) and switch to your other party. With your secondary party, go to the Entrance Hall balcony and exit right. Here, look for a rope. Examine it to ring a bell, then quickly switch to your main party and approach the monster in the Chapel to get this deathmatch underway.

Boss: Omega Weapon



HP Range	111,105 - 1,161,000*	Level Range	1 - 100*
AP	250	Exp	0
<u>Level-Dependent Data</u>			
Level 1-100*			
Draw List			
Flare Holy Meteor Ultima			
Mug (Overall Chance: 0%)			
Nothing			
Drop (Overall Chance: 100%)			
Three Stars			
<u>Non Level-Dependent Data</u>			
Card Drop	Nothing		
Elemental Weaknesses	None		
Elemental Resistances	All Elements (<i>Absorbs</i>)		
Status Vulnerabilities	The End		

*In the PS versions of FFVIII, Omega Weapon will always be at Level 100. In the original PC version, Omega Weapon uses the normal enemy mechanic (Party's average level $\pm 20\%$).

Omega Weapon is by far the strongest monster in the game, and it shows. Unlike most of the other battles in the game, this battle isn't a simple matter of "Junction good Magic and win," while you do need good Junctions to survive, you also need a sound strategy.

Omega Weapon will use Lv5 Death on its first turn, wiping out anyone who is either on a Level that is a multiple of 5 or does block **KO**. It will use **Meteor** on its second turn. Its third turn features Megiddo Flame, which deals exactly 9,998 damage to all characters, KO'ing anyone who isn't at 9,999 HP. It will then use Gravija, which is 75% of all characters' current HP levels (it can't kill anyone). Terra Break follows, and is really the killer move here; it hits 16 times for a whopping 4,000+ physical damage per hit (can be reduced by Protect and **Zombie** statuses). This will be followed up by **Ultima**, which deals very heavy damage to all but should be survivable with a good Spr stat or **Shell**. Light Pillar rounds things off, which is 9,999 unblockable damage to one. The process then repeats from Meteor. In addition, Omega Weapon will randomly use a physical in between attacks.

There are really three main strategies you can try. The first is to use Selphie and try to spin **The End**. This is a total crapshoot, however. The second, and cheapest, one is to simply set **Invincible** status on the party, then hack away and reapply the status if it wears off.

The third, and most important, strategy is to take note of Omega's attack pattern and act accordingly. Unlike Ultima Weapon, Omega's attack sequence is mostly fixed, and its Speed is much lower as well. Your first turn should consist of inflicting **Vit0** on Omega (everyone else can just Attack or use a Limit). After **Meteor**, use a **Megalixir**, because Megiddo Flame is coming next. After Megiddo Flame, keep using Limit Breaks until after Gravija is used, at which point the characters with **Defend** should do just that, while the third character just keeps spamming Limits. After Terra Break, revive the third character if they died and use an **Elixir** (or **Megalixir** if the whole party is still at 1 HP) on them, while everyone else uses Limit Breaks. After **Ultima**, it's attack time again. Once Light Pillar is cast, revive the fallen character to full HP and continue spamming Limit Breaks (the process repeats from here, as Meteor will be next, followed by Megiddo Flame). If at any point Omega uses a physical attack, heal up as needed and continue using Limit Breaks or physical attacks (unless Terra Break is next, in which case you need to Defend). Keep this up and eventually you'll come out on top.

Omega Weapon leaves behind a **Three Stars** item upon defeat, which, frankly, is trash considering how easy they are to get now.

You'll receive the Proof of Omega, which is an entry under Tutorial in the menu. (If you're playing a Perfect Game, it's best not to save after defeating Omega, in case you want to fight it again.) Click **here** to return to the walkthrough.

Storyline Mini-Games

These mini-games take place over the course of the storyline.

The SeeD Exam (Score Calculation)

While not really a mini-game per se, the SeeD Exam is important because it determines your starting SeeD rank and, consequentially, how much money you'll have early on. (Later, you'll have access to infinite-money tricks, which make SeeD Rank more or less pointless aside from you completionists out there.) This section explains the mechanics of how the initial SeeD Rank is calculated; for a walkthrough of that portion of the game, click **here**. (And no, it's not possible to "fail" the SeeD Exam.)

In the SeeD Exam, your score starts at 500 (corresponds to 500 SeeD Experience, or SeeD Rank 5), and is modified from there based upon your performance (the modifiers can be positive, negative, or zero). In all cases, **In-Game Score** means the score shown on your Score Report. Negative modifiers are shown in red; do everything you can to avoid these!

Conduct

Your Conduct score is based upon how much time is left when it's time to leave Dollet. More time left means a higher score.

Time Remaining	In-Game Score	Experience Modifier
30:00 - 25:00	100	+80
24:59 - 24:00	90	+70
23:59 - 23:00	80	+60
22:59 - 20:00	70	+50
19:59 - 19:00	60	+30
18:59 - 17:00	50	+20
16:59 - 15:00	40	+10
14:59 - 10:00	30	0
9:59 - 6:00	20	-30
5:59 - 3:00	10	-50
2:59 - 0:00	0	-100

Judgment

Judgment is calculated how much time it took you to navigate the **Fire Cavern** and defeat **Ifrit**. Unlike **Conduct**, you want as little time left as possible.

Time Remaining*	In-Game Score	Experience Modifier
0:07 - 0:00	100	+80
0:29 - 0:08	90	+70
0:59 - 0:30	80	+60
1:59 - 1:00	70	+50
2:59 - 2:00	60	+30
9:59 - 3:00	50	0
10:59 - 10:00	40	-50
11:59 - 11:00	30	-60
12:59 - 12:00	20	-70
13:59 - 13:00	10	-90
14:59 - 14:00	5	-90
15:00+	0	-100

**Tip: You can simply let the game sit on Ifrit's naming screen for a while; the timer will run, but will never give a Game Over even if it hits zero, giving you an easy perfect score in this category.*

Attack

Your Attack score is based upon the number of kills you earned during the SeeD Exam. More is better, naturally.

Kills	In-Game Score	Experience Modifier
75+	100	+100

Kills	In-Game Score	Experience Modifier
50 - 74	80	+75
25 - 49	80	+50
20 - 24	50	+50
15 - 19	30	0
10 - 14	20	-50
0 - 9	0	-100

Spirit

Your Spirit score is based upon the number of escapes. Fewer escapes means a better score (note that there is a mandatory escape, so finishing with 0 is impossible).

Escapes	In-Game Score	Experience Modifier
1	100	+100
2	90	+85
3 - 4	80	+70
5 - 9	70	+50
10+	60	+30

Attitude

(**Note:** If you got the bonus for destroying **X-ATM092**, this category is referred to in-game as, "Point(s) Deducted".)

Attitude is based upon "deductions" (fewer is better). The table below lists actions that cause you to be charged with deductions.

Action	Deduction(s)
Each time you talk to anyone except Seifer or Zell from the moment Squall has his uniform on until dismissed from the exam (<i>Forced conversations triggered by progress do not count for this, but this does count talking to people like Xu, Quistis, Cid, etc., or to Seifer or Zell while in the submarine</i>)	1
Not obeying Seifer's order in the submarine	1
Each time you try to move towards the Comm Tower before Seifer orders you to	1
Each time you talk to Biggs after defeating him (<i>this does not trigger the standard "talking to people" deduction</i>)	2
Jumping off the cliff	5
Failing to save the dog (<i>save the dog by "talking" to it, or by defeating X-ATM092 before it reaches the dog's screen</i>)	10
Hiding in the pub while X-ATM092 passes	20

Your score is then calculated based upon the total number of deductions you were charged with:

Deductions	In-Game Score	Experience Modifier
0	100	+100
1 - 8	80	+70
9 - 13	70	+50
14 - 17	50	+30
18 - 24	30	0
25 - 29	10	-50
30 - 39	10	-60
40 - 49	10	-80
50+	10	-100

Calculating the Final Rank

The final calculation is very simple. From the "base" score of 500, add the Experience Modifier from each category (remember that negative modifiers subtract that value rather than adding). If you destroyed **X-ATM092**, you also gain 100 bonus points, while having shown your gunblade to the 2F students will cost you 100 points. Then, simply divide by 100 to receive the final **SeeD Rank**. If the final rank ends up being less than 1 or greater than 10, it's changed to 1 or 10 respectively. In equation form:

$$\text{SeeD Rank} = (500 + \text{Modifiers}) / 100 \text{ (Min} = 1, \text{Max} = 10)$$

SeeD Rank

SeeD Rank is only used to calculate your periodic pay. You'll receive a SeeD Rank **early in the game**, and it can range anywhere from 1 to 10. Your rank after that can be anywhere from 1 to 30, and maxes out at A (30,000 - 30,010 SeeD Exp). Note that the maximum SeeD Exp is only 10 points above the minimum to achieve A Rank, which is why you'll see level-downs a lot when you get paid for A Rank.

Gaining SeeD Experience

Once your **initial SeeD Rank** is calculated, experience points will be added/subtracted as you play the game. 100 points is equal to one full SeeD level.

Event	SeeD Experience Change
Defeating an enemy (GF/delayed-status kills don't count)	+1
Receiving SeeD Salary	-10
Passing a SeeD Test (in the menu)	Next Level*

*Passing a SeeD Test rounds your SeeD experience to the next level; it doesn't give you 100 experience. With 100 SeeD points and 190 SeeD points, doing a test will take you to 200 SeeD points in either case.

There are also several fixed events that modify your SeeD experience, as listed below:

- Showing your gunblade to students in Balamb Garden 2F Hallway. Even if you haven't taken the SeeD Exam yet, the rank will still be deducted later. (-1 SeeD Rank)
- Attempting to sneak out of Balamb Garden during the **graduation party** 3 or more times. (-1 SeeD Rank)
- Forest Owls Train Mission:** Your SeeD Rank will change depending on how many times you're caught:

Times Caught	SeeD Rank
0	+1
1-9	0
10+	-1

- Escaping **Tomb of the Unknown King** using the Escape option (as opposed to navigating your way out). (-1 SeeD Rank)
- Missile Base:** You begin with a bonus of 200 SeeD experience in the Missile Base, from which deductions are taken as follows (note that the points are awarded after the view switches to Squall):

Action	Experience Deduction	
Giving incorrect information to inspectors/soldiers	-7	
Fighting instead of "talking your way out of it" (Doesn't apply to forced fights)	-105	
Timer Setting	10 minutes	No deduction
	20 minutes	-15
	30 minutes	-45
	40 minutes	-75
Receiving deductions in more than one category	Random deduction (-2 to -8)	

- After defeating **NORG**, casting Magic in the hallway for the kid on Balamb Garden 2F. (-1 SeeD Rank)
- Master Fisherman:** Complete his quest. (+20 SeeD Experience)
- Shumi Village Quest:** Complete the **stone-collecting** portion of the quest. (+50 SeeD Experience)
- If Selphie is in the party, going to Zell's room in **Balamb** on Disc 2 before finding the Captain and siding with Zell, saying Selphie is being annoying. (-1 SeeD Rank)
- Finding the Captain:** Depending on the method used to **find the Captain**, your SeeD Rank will increase as follows:

Method Used	SeeD Exp
Boarding the train	+65
Using the dog	+100
Captain shows up at hotel (occurs if you take too long)	0

- Ultima Weapon:** Defeat **Ultima Weapon**. (+1 SeeD Rank)

SeeD Tests

You can take SeeD Tests (in the menu) to increase your SeeD Rank (note that this doesn't necessarily add 100 SeeD Experience, it just rounds you up to the next level). In order to take a given exam, you must be at least the same level number as the exam, and have completed all prior exams. You must get all questions correct to pass an exam (but you can retake it as many times as you like). The answers to the questions are listed below (the questions themselves are omitted for space reasons). Naturally, Y is Yes, while N is No.

Test	Question Number									
	1	2	3	4	5	6	7	8	9	10
1	Y	N	Y	Y	Y	N	N	Y	N	N
2	Y	N	Y	Y	Y	N	Y	Y	N	N
3	N	N	Y	N	Y	Y	Y	N	Y	N
4	N	Y	Y	Y	N	N	Y	Y	N	N
5	N	N	N	Y	Y	N	N	Y	Y	Y
6	Y	N	Y	Y	N	N	Y	Y	N	Y

Test	Question Number									
	1	2	3	4	5	6	7	8	9	10
7	Y	Y	Y	Y	Y	Y	N	Y	Y	N
8	N	Y	N	N	Y	Y	N	N	Y	N
9	N	Y	N	N	N	N	N	N	Y	Y
10	Y	N	N	N	N	N	N	N	Y	N
11	Y	Y	N	Y	Y	N	Y	N	N	Y
12	N	Y	N	N	Y	N	Y	N	Y	N
13	Y	N	N	N	Y	N	N	N	N	N
14	Y	Y	Y	Y	N	Y	Y	N	Y	N
15	Y	Y	N	N	N	N	N	Y	N	Y
16	Y	N	N	Y	N	Y	N	N	Y	N
17	Y	N	N	N	Y	N	N	Y	N	N
18	Y	N	N	N	Y	N	N	N	N	N
19	Y	N	N	Y	N	N	N	N	N	Y
20	Y	Y	N	Y	N	Y	Y	Y	N	N
21	Y	Y	Y	Y	N	N	Y	Y	Y	N
22	N	N	N	Y	N	N	N	Y	Y	N
23	Y	N	N	N	N	Y	Y	Y	Y	Y
24	Y	Y	N	N	Y	Y	N	N	N	Y
25	Y	N	Y	Y	Y	N	N	Y	N	N
26	Y	Y	N	Y	N	Y	N	Y	N	N
27	N	Y	N	N	N	Y	N	Y	N	N
28	Y	N	N	Y	Y	Y	N	Y	N	N
29	N	N	N	Y	Y	N	N	N	Y	N
30	N	Y	N	N	N	Y	N	N	N	N

SeeD Salary

Every 24,575 steps (note that a visual "step" is actually 3-5 steps, and driving cars or riding Chocobos counts as 5-7 in that distance), you'll be paid a fixed amount based upon your SeeD rank, and your SeeD Experience decreases by 10. SeeD Salary will be your main money source early on. The table below lists the pay amount for each SeeD Rank.

SeeD Rank	Salary
1	500
2	1,000
3	1,500
4	2,000
5	3,000
6	4,000
7	5,000
8	6,000
9	7,000
10	8,000
11	9,000
12	10,000
13	11,000
14	12,000
15	12,500
16	13,000
17	13,500

SeeD Rank	Salary
18	14,000
19	14,500
20	15,000
21	15,500
22	16,000
23	16,500
24	17,000
25	17,500
26	18,000
27	18,500
28	19,000
29	19,500
30	20,000
A	30,000

Timber Train Mission

The Timber Train Mission gives no rewards per se, but completing it without getting caught will earn you a whole SeeD Rank. The mission has seven phases, which must be completed in 5 minutes (running out of time results in a Game Over):

1. Get on the roof of the "2nd escort" car. Just press X when prompted to do this.
2. Sneak across the roof of the "2nd escort" car. To do this, simply move when the red soldier is using his sensor below you, and stop when the blue soldier uses the sensor underneath you. When the blinds are closed, neither soldier is using a sensor. The sensors have a range of one window to either side.
3. Cross the roof of the President's car.
4. Uncouple the "1st escort" car. This is done by using a rope to go down the side of the train, then entering the codes one at a time. While entering a code, you cannot go back up, so be sure the coast is clear (check with L1) before starting to enter the 4-digit code (Selphie and Zell will warn you if a guard is coming). Circle is 1, X is 2, Square is 3, and Triangle is 4 (the codes will be given as series of numbers). You have 5 seconds per code once you start to enter it (time spent on top doesn't count); if you run out of time, or if you enter it incorrectly, you lose credit for any previously-entered code sequences and must start again (but this doesn't count as being caught). Three correct codes will complete the step.
5. The dummy car and "base" car then move in.
6. Uncouple the "2nd escort" car. This is done by using a rope to go down the side of the train, then entering the codes one at a time. While entering a code, you cannot go back up, so be sure the coast is clear (check with R1) before starting to enter the 4-digit code. Circle is 1, X is 2, Square is 3, and Triangle is 4 (the codes will be given as series of numbers). You have 5 seconds per code once you start to enter it (time spent on top doesn't count); if you run out of time, or if you enter it incorrectly, you lose credit for any previously-entered code sequences and must start again (but this doesn't count as being caught). 5 correct codes will complete the step.
7. Escape with the President's car linked to the "base" car.

If you get caught, you'll be given the option to try again. Trying again will count as getting caught (reducing your **SeeD Rank** accordingly), while declining results in a Game Over, allowing you to try again for the bonus. It isn't terribly hard to avoid being caught as long as you think a bit about what you're doing, and I highly recommend just reloading your save if you do get caught.

You can return to the main walkthrough by clicking [here](#) (you'll resume after the horizontal line).

Strategy Guide

This section is designed to help you navigate the metaphorical jungle that is FFVIII's mechanics. Note that, due to the sheer number of possibilities and quirks, this section will only cover the most common/important ones. For a complete breakdown of various aspects of the game, refer to the **Lists/Reference** section.

Equipping GFs

Your first step in setting up your characters is to equip them with GFs. First off, it's smartest to equip all of your GFs to your three-person active party rather than equipping them to inactive members. This makes your setups much stronger, and Switch lets you switch the entire setup to another party member should you change characters.

Obviously, you need to make a conscious effort to acquire the GF's in the first place. Only three are mandatory, so be on the lookout for more GF's as you proceed, since it will become very difficult to complete the game with just the first three GF's.

As to actually deciding which GF to give which character, there are a few considerations you should take into account, but first it's best to figure out which GF's to group with which other GF's. First, you should aim for a reasonably balanced party. While no setup can give every possible ability to every character even in a three-headed party, you should still aim to spread them out as much as you can. Second, the stat Bonus abilities should be spread out as much as possible amongst the party. In particular, don't pair **Cactuar** with **Ifrit**, **Siren**, **Carbuncle**, or **Leviathan**, since in all cases you'll just end up with one character having the same Bonus ability twice. Third, try to give each character as complete a stat Junction set as possible. While you won't be able to give every character every Junction until late, you should still try to have as many of the main stats (HP, Str, Vit, Mag, Spr, and Spd) Junctioned on as many characters as possible. Fourth, where possible, try to avoid duplicating unique abilities (that is, ones that cannot be taught by Items) on GF's equipped to a given character. Many of them are less important, but having extra abilities available to more characters is always a plus. Finally, remember that, in the grand scheme of things, your GF distribution forms the foundation of your party setup, meaning it underlies anything else you would do with your characters, and doing it poorly can severely cripple your party.

During the storyline, the main walkthrough will give information on distributing your GF's, so if you're not at least at the end of Disc 3, refer to wherever you are in the game for more help. End-game, this is the setup I recommend. Each of the three set-ups has a slightly different focus, but all of your characters will end up quite strong assuming you have good Magic to Junction.

Strength	Defense	Magic
Cactuar Alexander Pandemona Diablos Shiva	Eden Tonberry Doomtrain Leviathan Carbuncle Brothers	Bahamut Cerberus Siren Ifrit Quezacotl

Now comes the question of which set to give whom. The **Strength** setup is focused around physical offense, but ends up giving ideal all-around stat growth due to **Cactuar** having all the Bonus abilities, though lacking greatly in terms of Abilities, making this Junction set overall stronger but much less flexible compared to either of the other two. The **Defense** setup has most of the good Summoning GF's (**Eden, Doomtrain, Carbuncle**) along with all Junctions (except **Abilityx4**) covered and a number of useful and rare/unique abilities on top of having the three defensive Bonus abilities, all at the cost of a small reduction in offense compared to the other setups. Finally, the **Magic** set provides **Abilityx4** alongside lots of Speed-boosting abilities (including the rare **Auto-Haste**) and both offensive stat Bonus Abilities, giving a character that ends up still well suited for offense with a number of neat abilities to boot, albeit a bit weaker defensively (though nothing a good Junction won't resolve).

Squall is a clear candidate for the **Strength** set; being that he's forced into your party in most cases, he needs to have as much stat growth as he can while he gains Levels. If Squall's not in the party (or he's at Level 100), Zell or Irvine should receive this set, to boost their Limits. Selphie and Rinoa are best suited to the **Magic** setup, being mostly mage-like in terms of Limits and stats. Quistis should get the **Defense** setup if she's in your party, If she's not, give the Defense set-up to either Zell or Irvine.

Setting Up Your GFs

This section contains two parts: ability learning order and teaching through items.

Ability Learning Order

If you pay attention, you'll notice the game's default ability learning order is absolute garbage. It will have you essentially learn abilities in reverse order of usefulness, with GFHP+% abilities always being first, followed by SumMag+X% abilities. You don't want this, so anytime a GF learns something new, change it to something more useful. This section contains general hints only; information about specific GFs will be given as they are encountered (either in the main Walkthrough or the relevant **Sidequest** entry).

Typically, you should learn **Menu Abilities** right off the bat, since refinements especially open up a range of possibilities and most Menu Abilities don't require all that much AP. Next, you should aim for any stat Bonus abilities. You'll need to learn other abilities to unlock them in most cases, so look at the ability list of the GF in question to learn how to open access to the Bonus. After this, you'll usually want to learn **Junctions**, then **Boost** and **Character Abilities**, then **Command Abilities**, and finishing with the rest. **Party Abiliites** depend on the specific Ability in question; some (**Enc-None**) are nothing short of awesome, while others (**Alert, Rare Item**) are complete trash.

Abilities Through Items

The other method of setting up your GFs is through **ability-teaching Items**. Many, but not all, Abilities can be taught this way.

The first key idea to understand here is that, anytime you teach a GF an ability, you must unlearn one (through **Amnesia Greens**) unless the GF already has it in its Learning list, since GF's have a fixed number of Ability slots. This is true even if the GF has open slots from not having unlocked all of its abilities yet; if you teach an Ability without deleting one first, clumsy learning orders could result in you losing something important (new abilities cannot be unlocked unless a slot is open). So take the chance out of the equation and just unlearn something yourself each time you teach a GF through an item.

So, what to unlearn? The safest abilities to unlearn by far are **Magic, GF, Draw, and Item**. All of these abilities are universal to all GF's, and can easily be relearned through the appropriate Scroll. If you still need more slots, the GFHP+ abilities are also fairly useless, so unlearn those next. Whatever you do, though, don't unlearn something that can't be re-taught by an item. Also, make sure at least one GF equipped by the character still has these commands, since they will be unavailable if no GF has them.

Of course, you also need to determine what Abilities to teach which GF's. I recommend filling holes in your setup this way (for example, teaching **Eva-J** and **Luck-J** to a GF in the Magic setup above), rather than just teaching abilities willy-nilly. Ability-teaching Items are generally hard to come by, so use them wisely.

Junctioning Magic

The next step is to Junction Magic to your party. This section will only give ideal setups for the endgame; if you lack some part of the setup, either go get it or check the relevant Stat Junction to find alternatives. In this case, if a Stat junctions really high on one stat and poorly on the others, it becomes a strong candidate for that stat, since it leaves the more generally-useful spells available for other Junctions.

The table below gives some ideas for three good end-game setups. It uses the setup system given **above**.

Junction	Strength	Defense	Magic
HP	Full-Life	Ultima	Full-Life
Str	Ultima	Meteor	Meteor
Vit	Meltdown	Meltdown	Meltdown
Mag	Meteor	Holy	Ultima
Spr	Reflect	Full-Life	Reflect
Spd	Triple		
Eva	Tornado		
Hit	Double		
Luck	Aura		
Elem-Atk	Nothing/Depends		
Elem-Def	Flare Life Shell Protect		
ST-Atk	Depends (Death, Sleep, Pain)		
ST-Def	Berserk Confuse Two of Death, Sleep, Pain		

It should be noted that nothing here is set in stone; FFVIII's Junction system is famous for its flexibility, so as long as you put a little thought into what you're doing, it'll probably work out. While these are the theoretically best setups possible, there may be cases, depending on your circumstances, where you might want to modify them. For example, if you intend to use Selphie and Rinoa as physical attackers rather than rely on their Limits or Magic, it makes sense to Junction **Ultima** to **Str** rather than **Meteor**. Similarly, against enemies that use or are weak against statuses, it makes sense to use Junctions that attack these weaknesses rather than the ones listed above.

For **Elem-Atk**, it's generally best to not Junction anything unless you're facing something weak to a particular element, since an incorrect Junction can end up just healing the enemies.

With ST Junctions, try to defend (in **ST-Def**) the worst statuses while giving yourself a devastating status attack in exchange. **Malboros** demand **Sleep** in ST-Def, while **Toramas** and **Omega Weapon** require **Death**. If you're not sure, just give each character a different one of the main three **ST-Atk** spells, and with the other two going into ST-Def.

Assigning Abilities

Which abilities to assign is much more situational. **Command Abilities** depend heavily on what you're trying to do. Most of the time, you'll just use the basic ones (**Draw**, **Magic**, **GF**, **Item**); the other Command Abilities tend to be most important on a defense-oriented character, since due to their poorer offensive stats they'll be more suited to utility and healing than the others. With intelligent **Card Mod** usage (**Angelo** and **Bahamut** Cards in particular), you'll have a shitload of **Elixirs** and **Megalixirs** respectively, making **Recover** and **Treatment** mostly pointless and **Item** a godsend, since it can do all that and more, while buying **Phoenix Downs** makes **Revive** just as much a waste of a slot, since Phoenix Downs do everything Revive does (except for guaranteed defeat of Undeads) and using Item also allows other Items to be used.

The heart of your setup in terms of abilities is really the **Character** and **Party** Abilities. Unless you specifically need a slot for something else, you should try to cram as many of the stat Bonus abilities here as possible until the character reaches Level 100, which can significantly boost a character's power over time. Otherwise, just use Auto-status or StatX% abilities, or feel free to experiment with other abilities.

Weapon Upgrades

Weapon upgrades in FFVIII are severely underpowered compared to their counterparts in most other FF's. For this reason, until the end of Disc 3 or so, it's best not to grind simply to upgrade weapons. The only exceptions are Squall's weapons (open more powerful **Limit Break finishers**) and Selphie's Strange Vision (perfect hit rate). Late Disc 3/Disc 4, it's worth getting everyone to their ultimate weapons, since the Str and Hit bonuses are both very nice (albeit modest).

That said, if you happen to have the materials lying around to buy a weapon upgrade, by all means do so. The difference won't be huge, but hey, better is better, right?

Acquiring Rarities

The rest of this section is dedicated to picking up the trickier goodies available in the game.

How to Use the Lists/Reference Section

To figure out how to get what you need, you first need to know what you need. Once you figure that out, the easiest way to get it is to look up whatever it is you're trying to get, then work backwards using the **Lists/Reference** section until you can find a concrete procedure for finding what you need. Generally, at points where multiple paths are available, you should go for methods that either produce better yield ratios, or that are simply less time consuming.

For example: imagine you want several **Shaman Stone** items. Start by looking up its entry, which provides the methods for obtaining them (refine **Rosetta Stone**, **Hungry Cookpot**, **Mog's Amulet**, or **Dark Matter**). Clicking on the entries for these items, you'll find that Hungry Cookpots and Mog's Amulets are extremely rare, while repeatable Rosetta Stones require Shaman Stones to create (since we want a Shaman Stone in the first place, this takes us nowhere). We're left with Dark Matter. If you review its entry, you'll see that Dark Matter is made (assuming Level 100 **Siren**) from 100x **Curse Spike**. Going in turn to Curse Spike, we see that several enemies have them, but the most reliable method is Mugging **Tri-Face**. But where to fight it? Clicking in turn on its entry, we find that the best place to fight Tri-Face is either in **Galbadia Garden's** main hall near the end of Disc 2, or **Deep Sea Deposit's** first screen on Discs 3 and 4. Using this information to construct a process, we now have a concrete method for obtaining Shaman Stones, summarized below:

Go to **Galbadia Garden** Main Hall/**Deep Sea Deposit** > Mug **Tri-Face** > Refine 100x **Curse Spike** (**Tool-RF**, **LV 100 Siren**) > Refine **Dark Matter** (**Tool-RF**) > 1x **Shaman Stone** > Repeat as desired

While this process is much longer than typical acquisition methods, it illustrates how to work backwards to come up with a specific, executable plan to be able to acquire the desired item. The thought process is the same with any other thing (be it an Item, Ability, Spell, etc.) in the game, with us working backward from the desired end result to the beginning of the acquisition process (which typically involves either shopping, Triple Triad, or fighting monsters).

Be careful if you must do multiple refinements that require more inputs than yields; because of the mathematics involved, the amount of the original item needed in these cases will increase very rapidly. For example, to level up **Fire** into **Firaga**, each step requires 5 inputs to make one output, meaning you need $5 \times 5 = 25$ **Fire** spells to make just one **Firaga** spell, which is obviously highly inefficient. There are some refinement chains that require 1,000 or more inputs to refine just one of the desired result (ex. 1,000x **Curse Spike** > 10x **Dark Matter** > 10x **Shaman Stone** > 1x **Hero-trial**). In these cases, it's obviously best to find an alternate method if possible (in the case of Hero-trial, **Angelo Search**).

Angelo Searching

*This section is an overview of Angelo Search, one of Rinoa's **passive Limits**. For a more complete discussion of the technique (especially manual searching), check out DarkLordOfTheSith's Angelo Search FAQ on GameFAQs, which is linked below:*

<http://www.gamefaqs.com/ps/197343-final-fantasy-viii/faqs/25194>

Note that there could be slight differences in the Remaster.

Before starting, note that Gilgamesh will severely mess with Angelo Search and is actually inferior to Odin, so I strongly recommend **NOT** obtaining him. Odin, **Angelo Reverse**, and **Angelo Recover** can also give you some trouble, but nowhere near as bad as Gilgamesh.

Angelo Searching is a method frequently used to obtain some of the game's rarest items. The most notable rewards of Angelo Searching are **Jet Engine**, **Hero-trial**, **Gold Armor**, **Aegis Amulet**, **Healing Ring**, and **Hungry Cookpot**. All of these items are extremely time consuming to collect through other methods (or, in the case of Hungry Cookpot, impossible to obtain more than one).

The simplest, and most commonly used, method of Angelo Searching is "automated" (e.g. overnight) searching. Doing this is relatively simple. With Angelo Search learned, put Rinoa in the party, and go to Esthar (you don't need to enter the city proper, the Esthar World Map city area works too). Fight a **Turtapod**, and kill off any other enemies appearing with it. Hit the **Turtapod** with physicals until it goes into "defense" mode, then **Confuse** it. You now have an enemy that will never act, which kills two birds with one stone by preventing **KO's** on the part of your party and keep dead time, well, dead. You can then leave the game running and shower, throw a party, go outside, eat, sleep, or whatever, and have it automatically collect items for you. There's very little risk of damaging a console/PC this way, just don't leave the search running for weeks on end without stopping it for a bit. (Unfortunately, I cannot take any responsibility for any damage done to your devices by excessive Angelo Searching.)

The other method is "manual" searching. Manual searching requires you to actively interact with the game, but you can obtain 9 items (a full Angelo Search round) in 3-5 minutes using this trick, as compared to a little less than one hour for automated searching. It's one of the most important exploits of the FFVIII random number generator (RNG), and, if you're reasonably patient, this method can rack up rare items relatively fast. As to how to do it, refer to the FAQ above; there's really no reason to just regurgitate the process here, since the full explanation would only further inflate this guide's size and the aforementioned FAQ explains it perfectly. The best encounter to do this with is the same as above (i.e. a **Confused Turtapod** in "defense" mode).

As a final note, Angelo Search can't be learned before Disc 3.

Acquiring Holy Magic

The two easiest repeatable sources of **Holy** are to Card Mod **Krysta Cards** (1 refines into 10 **Holy Stones**, and in turn into 10x Holy), and to **Draw** from high-level **Elnoyles**. Diablos is the earliest possible source, but this requires serious over-leveling, and it's just not worth it since you lose a lot of levels to use Bonus abilities. If you want to refine it, **Moon Stones** with **L Mag-RF** are your best bet (Mug from Elnoyle), but there's no way to get them until Disc 3. **Holy Stones** can be picked up sooner by doing certain Chocobo Forests, but you won't be able to refine enough this way to actually Junction.

Acquiring Flare Magic

Inferno Fangs and **Flare Stones** are a pain in the ass to acquire in large quantities, so just **Draw Flare** from high-level **Behemoths**, **Tri-Faces** (preferable), or **Ruby Dragons**.

Acquiring Meteor Magic

Draw Meteor from high-level **Ruby Dragons** (the fixed encounter near the beginning of Disc 3 is ideal for this, but you may need to **level it up** first). **Catoblepas** and **Omega Weapon** also have it, but neither is repeatable and the latter will kill you if you fight it just to Draw Magic. Refining **Star Fragments** (or **Meteor Stones**) with **Forbid Mag-RF** is also an option, but it's extremely time consuming, so just Draw the spell.

Acquiring Ultima Magic

Ultima Weapon and **Omega Weapon** both have **Ultima** to **Draw** at all levels, but killing the former eliminates the encounters in the **Deep Sea Research Center**, while the latter will kill you if you fight it just to Draw Magic. Thus, your best bet is to look elsewhere. On Discs 2 and 3, the Shumi Village Draw Point (costs 5,000 Gil per Draw) is fairly effective, just Draw from it each time you do a segment of a quest. There are Draw Points in FH and Lunatic Pandora as well, but both are one use only. Aside from these options, you can refine the spell with **Forbid Mag-RF**. The easiest way is to refine **Dark Matter** with a Level 100 **Siren** (**Mug Tri-Face** for 100x **Curse Spikes** > **Dark Matter** > 100x Ultima). **Energy Crystals** also work (Dropped by **Elnoyle**, yields 3 Ultima per Energy Crystal), especially if your Siren is too low-leveled to refine Curse Spikes, but the yield is far lower. **Ultima Stones** and **Pulse Ammo** are both too slow to bother with.

Acquiring Full-Life Magic

The only monsters with **Full-Life** to **Draw** are one-time-only encounters that tend not to align conveniently with your levels and point in the game (**Bahamut**, high-level **Fujin** on Disc 3, and high-level **Tonberry King**), so you might want to consider looking elsewhere for the spell. If you don't mind waiting a bit, get the **Phoenix** Card and refine it into 3 **Phoenix Spirits**, which in turn refine into 100x Full-Life Magic each. **Regen Rings** are also a good source (Mug **Torama** or Disc 2 **Biggs**, refine using **L Magic-RF** for 20 Full-Life each).

Acquiring Triple Magic

There are two major methods for giving everyone 100 **Triple** spells before Disc 3. The first is to **Card Mod** the **Quistis** and **Irvine** Cards, which, after using **Time Mag-RF** to obtain Magic, return 180 and 150 Triple Magic respectively. The other is to **Draw** from mid-level or high-level **Cerberus**. End-game, the easiest method is just to Card Mod a **Squall Card**; the **Three Stars** items returned refine into 100 Triples each, giving you three awesome Junctions.

Acquiring Pain Magic

The best way to get Pain spells is to fight high-level **Tri-Faces** and **Draw** from them. The **Curse Spikes** they have as Mugs and Drops also refine into the spell.

Acquiring Aura Magic

Get **Tonberry** and learn **Familiar**, then, on Disc 3 (or 4 with **Call Shop**), go to **Esthar Pet Shop** and buy **Power Wrists** or **Hypno Crowns** (it doesn't matter which). Both refine into 10 **Aura Stones** each, which in turn can be converted into **Aura** Magic.

Acquiring Elixirs

The fastest way to obtain **Elixir** items is to **Card Mod** the **Angelo Card** (makes 100). You can also buy them from **Esthar Shop!!!** with **Familiar**, but this costs an arm and a leg.

Acquiring Megalixirs

Card Mod the **Bahamut Card**. It will give you a quick 100x **Megalixir**. There are other methods of refinement, but their yields are very poor.

Acquiring Remedy+

The only way to obtain **Remedy+** medicine is to use **Med LV Up** to refine **Remedy** items.

Acquiring Hero-trial

Angelo Search is your best bet for **Hero-trial** items. The only other method (refining 10x **Dark Matter**) is insanely tedious.

Acquiring Hero

Card Mod the **Laguna Card** into 100x **Hero**.

Acquiring Holy War-trial

Use **Med LV Up** to refine 10 **Hero** items into one **Holy War**-trial. Modding one **Laguna Card** will give you the needed ingredients.

Acquiring Holy War

Card Mod the **Gilgamesh Card** into 10 **Holy War** items.

Acquiring Spd-J Scroll

You can find a **Spd-J Scroll** in **Lunatic Pandora** on Disc 3, and Mug another from **Cerberus**. If you need more copies, use **GFABl Med-RF** to refine 10x **Jet Engine** (easiest to obtain through **Angelo Search**).

Acquiring Luck-J Scroll

You can obtain a **Luck-J Scroll** as a reward for completing the **Obel Lake Quest**. For more, refine a **Dark Matter** using **GFABl Med-RF**. To obtain **Dark Matter**, Mug **Tri-Face** for **Curse Spike** items, then refine 100 into a Dark Matter with **Tool-RF** (requires **Siren** to be Level 100).

Acquiring Aegis Amulet

Angelo Search is the easiest method out there for picking up **Aegis Amulet**. Refining 50x **Barrier** (using **GFABl Med-RF**) into an Aegis Amulet is also an option, but far more tedious.

Acquiring Elem Guard

Card Mod the **Selphie Card** into 3 **Elem Guard**.

Acquiring Status Guard

Card Mod the **Doomtrain Card** into 3 **Status Guard**.

Acquiring Rosetta Stone

On Disc 2, you can play the 200 Gil Card Player on **D-District Prison's** Level 11 to win **Rosetta Stone** items, but this is an extremely low probability (flip side, it can be repeated, and it is possible to manipulate the RNG, which actually makes this the fastest method in the game). On Disc 3, you can visit Cheryl's Store in **Esthar**. The store itself is always closed, but you'll eventually win a Rosetta Stone for visiting (this can't be repeated, sadly). Another one-time method is, on Disc 4 in **Ultimacia Castle**, play the piano in the Chapel and press all buttons at once and use the Sluice Gate near the Prison to drain the water, then enter the passage and grab the Rosetta Stone on the ground. End-game, you'll need to refine a **Shaman Stone** into a Rosetta Stone with **GFABl Med-RF**, which in turn can be refined from **Dark Matter** (preferable) or **Hungry Cookpot** with **Tool-RF**. To obtain **Dark Matter**, Mug **Tri-Face** for **Curse Spike** items, then refine 100 into a Dark Matter with **Tool-RF** (requires **Siren** to be Level 100).

Acquiring Hungry Cookpot

Hungry Cookpot is extremely difficult to acquire, but **Angelo Search** once again saves the day. Outside of Angelo Search, the only way to get one is to **Card Mod** the **PuPu Card**, but the card can only be acquired once and thus it's better to just hang onto the card.

Acquiring Pulse Ammo

Pulse Ammo is only obtainable through refinement. **Energy Crystals** are the easiest source; one Energy Crystal (Dropped by **Elnoyle**) refines into 10 Pulse Ammo with **Ammo-RF**. **Power Generators** yield 20 each, but are near impossible to amass in large quantities, and **Laser Cannons** are harder to obtain than **Energy Crystals** and yield fewer Pulse Ammo. On Disc 2, if you visit Grease Monkey as Irvine **during the concert**, he'll give you 5x Pulse Ammo.

Acquiring Power Generator

The only repeatable way to get a **Power Generator** is to Mug high-level **Blitz** enemies (Rare). You can also obtain a single Power Generator by opening the left panel and using the blue switch in the **Excavation Site** on Disc 1, then investigating the area in **Lunatic Pandora** on Disc 3.

Acquiring Dark Matter

Dark Matter is one of the most coveted items in the game, since it refines into numerous powerful items. To obtain **Dark Matter**, Mug **Tri-Face** for **Curse Spike** items, then refine 100 into a Dark Matter with **Tool-RF** (requires **Siren** to be Level 100).

Acquiring Shaman Stone

To acquire **Shaman Stone** items, you'll need to refine **Rosetta Stone**, **Hungry Cookpot**, **Mog's Amulet**, or **Dark Matter (Tool-RF)**. However, Hungry Cookpots and Mog's Amulets are extremely rare, while repeatable Rosetta Stones require Shaman Stones to create (since we want a Shaman Stone in the first place, this takes us nowhere). We're left with Dark Matter. Dark Matter is made (assuming Level 100 **Siren**) from 100x **Curse Spike**. The most reliable method for obtaining Curse Spikes is Mugging **Tri-Face**.

Acquiring HP Up

HP Up is made by refining **Gaea's Rings** (using **Forbid Med-RF**). The fastest way to do this is to refine the **Ward Card** (3 HP Up per Card). You can also refine **Gaea's Rings** from 10 **Giant's Rings (GFABl Med-RF)**, but an HP Up will cost you a 150,000 Gil a pop to make, so be ready to use the Infinite Money Trick.

Acquiring Str Up

The quickest way to farm **Str Up** is to Card Mod the **Eden Card** into 3 **Monk's Codes**, which in turn refine into 1 Str Up each using **Forbid Med-RF**.

Acquiring Vit Up

The quickest way to farm **Str Up** is to Card Mod the **Minotaur Card** into 10 **Adamantines**, which in turn refine into 2x Vit Up total (5x Adamantine per Vit Up) using **Forbid Med-RF**.

Acquiring Mag Up

Mag Up is made by refining 10 **Royal Crowns** per Mag Up (using **Forbid Med-RF**). You can refine Royal Crowns from 10 **Hypno Crowns (GFABl Med-RF)**, but a Mag Up will cost you a 1,500,000 Gil a pop to make, so be ready to use the Infinite Money Trick...a lot. An alternate method of obtaining Royal Crowns is to **Card Mod Edea Cards** (10 Edea Cards will yield 30 Royal Crowns and in turn 3 Mag Up), but this method is somewhat slower than just buying items.

Acquiring Spr Up

Spr Up is made by refining 10 **Magic Armlets** per Spr Up (using **Forbid Med-RF**). You can refine Magic Armlets from 10 **Force Armlets (GFAbI Med-RF)**, but a Spr Up will cost you a 1,500,000 Gil a pop to make, so be ready to use the Infinite Money Trick...a lot. An alternate method of obtaining Royal Crowns is to **Card Mod Rinoa Cards** (10 Rinoa Cards will yield 30 Magic Armlets and in turn 3 Spr Up), but this method is somewhat slower than just buying items.

Acquiring Spd Up

The quickest way to farm **Spd Up** is to **Card Mod** the **Irvine Cards** into 3 **Rocket Engines**. 5 Irvine Card refine into 15x Rocket Engine, which in turn refine into 3x Spd Up total using **Forbid Med-RF**.

Acquiring Luck Up

Refine **Luck Up** from **Luck-J Scroll (Forbid Med-RF)**, which in turn can be refined from **Dark Matter (GFAbI Med-RF)**. To obtain **Dark Matter**, Mug **Tri-Face** for **Curse Spike** items, then refine 100 into a Dark Matter with **Tool-RF** (requires **Siren** to be Level 100). Note that Luck takes ages to raise, so be prepared for a long haul if you intend to max it out.

Acquiring LuvLuv G

Card Mod the **Chubby Chocobo Card** to receive 100x **LuvLuv G**.

Lists/Reference

In this section you will find information on the various items, enemies, and so forth found throughout the game.

Game Mechanics

This section overviews the battle system used in FFVIII. For brevity and clarity I do not generally give full equations/scripts/etc. here, but rather outline general processes. For formulas and the like, refer to the Battle Mechanics FAQ on GameFAQs, linked below:

<http://www.gamefaqs.com/ps/197343-final-fantasy-viii/faqs/58936>

Starting Battle

FFVIII battles take place in a separate screen from the field. Most battles are random encounters, that is, encountered at random in areas where encounters exist, but some battles are forced battles or triggered by certain dialog or quest paths.

Whichever means is used to trigger the battle, once battle starts you'll find your current battle party up against one or more enemies. Your party can have up to three members, and there can be as many as six enemies on the field. Which enemies appear is determined by which "formation" is picked out of the set available to that encounter type (random or non-random, like boss fights and forced encounters) and location. Random encounters most often can produce a variety of formations, but most non-random encounters will always give the same formation.

The opening position (Attacked from behind, Struck First, normal, Chance for first strike, or Back Attack) is determined by the formation. Most formations are normal, and most non-normal formations are either non-random or are regular formations slightly modified to allow the type of attack in question. Equipping **Alert** will prevent non-forced Attacked from Behind or Struck First positions.

Note that if characters (or enemies, though this rare) enter the battle with a status ailment, they will remain in the status, but can be healed through the normal means.

Once you've entered battle, initial setup functions are completed (like placing characters and enemies on the screen), then any "opening attacks" are completed. A few enemies have opening attacks in their scripts (typically animation effects), but most do not. Once any opening attacks have been completed, or if none are available, the normal battle activities begin.

Battle Units

The term "units" in this context refers to all participants in the battle (both enemies and characters). Every unit has an HP level, and if HP is reduced to zero, the unit automatically receives the **KO** status (even if immune).

A unit inflicted with **KO** is flagged as "dead," but can still use any Final Attacks available to it.

Each unit has its own stats in addition to HP. They are listed below. Your characters' stats can be viewed in the Status screen in the menu; the Enemy List in this document omits listings of most of these stats, because it's often more important to just know general quirks and properties rather than specific values.

Stat Name	Abbr.	Effect
Level	LV	General indication of the strength of the unit; also used to determine if certain attacks will hit
Strength	Str	Determines the power of any physical attacks used by the unit
Vitality	Vit	Reduces damage taken from physical attacks
Magic	Mag	Determines the power of any magical attacks used by the unit
Spirit	Spr	Reduces damage taken from magical attacks
Speed	Spd	Determines how much time is required to fill ATB guage
Evade	Eva	Reduces hit rate of physicals targeting the unit
Hit Rate	Hit	Hit rate of regular physical attacks
Luck	Luck	Determines critical hit rate and also increases hit rate and evasion

In addition to the stats listed here, all units also have Status Immunities and Elemental Properties. Status Immunities prevent certain status attacks from working (by providing partial or complete immunity to certain effects), while Elemental Properties grant multipliers to damage dealt by attacks with that element.

Battle Timing

Time in battle in FFVIII is handled using an Active Turn Battle (ATB) system. Any time no actions are taking place that stop battle time (typically any action and being in the menu, depending on your settings, but not while selecting a target), everyone's ATB gauge fills at a rate dependent on the unit's Speed stat (enemies also have ATB gauges, but they are invisible to the player). **Haste** status causes the unit's gauge to fill 1.5x as fast, while **Slow** causes it to fill at half speed. **KO**, **Petrify**, **Sleep**, and **Stop** will stop that character's gauge completely (and prevent action even if the gauge is full), and KO resets the meter to zero in addition to stopping it.

Characters' ATB gauges always start full in a Chance for first strike or Back Attack (or if they are equipped with **Initiative**), while enemies' gauges will start full in Back and Ambush Attacks.

Once a unit has a full ATB meter, it becomes able to take an action (note that counterattacks are not considered "actions" for ATB purposes, though some attacks may stop time for everyone). In most cases, actions are executed in the order they're entered, but Limit Breaks will always take place ahead of other types of actions. After completing an action, the unit's ATB is reset to zero and the gauge rises again until full or stopped.

Effects of Actions

Attacks can be single-target (ST) or multi-target (MT).. Character attacks are determined by the targeting data in the attack data, while enemy attacks target as specified in their scripts.

Once an action is entered and executed, its effects depend on the attack's properties and those of the user and target (and, in the case of status attacks, resistance to the status).

Damage attacks start by checking for a hit based upon hit rate and evasion, but there are several factors determining damage once a hit is determined. The most important consideration is whether the attack is physical or magical. You'll notice in the stat tables that each of the main stats has a physical version and a magical version. An attack being physical or magical determines which stats will be used, as well as damage formulas. Given these considerations and the attack's "multiplier," base damage is determined. After this, modifiers for elements, row (physicals only), etc. are applied as applicable, resulting in the final damage (or healing).

A few attacks use a "fixed damage" formula, meaning they are unaffected by normal stats and instead use some other means to determine damage (often a simple multiplication formula using stats not normally seen in damage calculations). In this guide, such attacks are referred to as "fixed-damage" attacks, and are noted where they appear.

Limit Breaks

Limit Breaks in FFVIII differ significantly from those in FFVII. The key concept is "Crisis Level," which increases as the character's HP decreases, as they are inflicted with **Aura** or negative statuses, or as party members are **KO'd**. Crisis Level is a number from 0 through 4. At Crisis Level 0, no Limit is available; the command will only show if the character's Crisis Level is 1 or higher. There is a strong random element in the calculation; cycling through active turns re-does the calculation, meaning you can keep cycling through turns if the Limit command doesn't appear to try to trigger it (the sound will change when it happens). Note, however, that Crisis Level will never reach 1 if the character has more than 32% max HP, no relevant status effects, and no KO'd allies (except Seifer, who can rarely reach Crisis Level 1 with HP as high as 84% maximum HP).

Once you can access to the character's Limit Breaks, the Crisis Level then plays a strong role in determining how strong the Limit is. Higher Crisis Levels will normally give some benefit over lower ones, depending on the Limit ability in question (stronger abilities, more time to enter commands, etc.).

Limit Breaks are specific to each **character**. They can be used even with no GF's Junctioned, so long as the character is at Crisis Level 1 or higher. How to gain access to different abilities also varies by character; for more information, refer to the Limit section for the character in question. Guest characters only have one limit attack, and cannot learn new attacks.

Ending Battle

The key concept to remember here is "flagged as dead," which is different than the **KO** status. Battle continues until all units on one side or the other have either been flagged as "dead" or Ejected (meaning the unit was removed from battle, either by escaping or through an attack capable of Ejecting a unit). A unit is flagged as "dead" if it has the **KO**, **Eject** (the status is not used for escaped units), **Petrify**, or **The End** statuses. Eject, Petrify, and The End are all rather rare, so KO will be the normal ending to most battles on one side or another.

Some enemy AI scripts, especially those of bosses, end the battle before all enemies are defeated if invoked. In these cases, the battle is won, but rewards are only received for the defeated opponents. Exp, however, is still awarded for undefeated opponents, proportional to the amount of damage dealt to them compared to their maximum HP levels. The character who delivered the finishing blow gains a bonus to his/her Exp earned; if no one actually delivered the finishing blow (for instance, GF or Poison kills), no one receives a bonus.

The next check is whether to award a Game Over, a won battle, or an escape. If all enemies have been Ejected/flagged "dead," the battle is always considered won. With characters, it's a bit more nuanced. If all characters are flagged as "dead," it's Game Over. If at least one character escaped battle successfully and you have no more units on the field, you return to wherever you were before charged with an Escape and with all characters with the HP levels and permanent statuses they left battle with.

A Game Over forces you to restart from the last saved game; an Escaped battle rewards no spoils but does allow you to continue your game, while a won battle gives you rewards for any enemies you defeated (but not ones that fled, or ones still alive when the battle ended). Enemies inflicted with **Petrify** give AP only.

After battle, Exp is rewarded to all characters in your current party that did not end the battle in a "dead" status, as well as any AP to the GFs these characters had equipped. Equipped GFs that are not under **KO** status also receive Exp, regardless of whether the character they're equipped to was flagged as "dead" or not; the AP total is the same as received by characters, but it divides amongst all GF's equipped to the party that are not KO'd or at Level 100 already.

Next, the item drop is determined. If you used Steal successfully on an opponent, it will never drop anything; otherwise, the game will Drop an item according to the probabilities in its data. First, the overall Drop chance is considered, then, if an item is Dropped, it will select one of the four slots at random, using their respective probabilities.

Characters

This section outlines the various characters and their Limit Breaks.

Squall Leonheart

How Joins	Initial character
Weapon Type	Gunblades
Starting Weapon	Revolver
Ultimate Weapon	Lion Heart
Limit Break	Renzokuken
Strong Stats	Vitality, Hit
Weak Stats	None

Squall is the game's main character from a plot perspective, and is forced into your party in most areas. His stats are pretty average, except for Hit, where he never misses with physical attacks, and can increase damage by triggering his gunblade, making him in effect the best physical fighter. He also tends to have levels far above the others, further inflating his stats.

Squall's Limit: Renzokuken

Selecting Renzokuken will cause Squall to do a certain number of hits of 22 attack power (slightly more powerful than a normal attack, which has a power of 20), depending on his Crisis Level. Each hit gives you chance to pull the trigger, increasing damage just like it would with Squall's normal attack.

The number of hits you'll get, and the chance of triggering a finisher (discussed below) are listed in the table below. Note that some enemies (ex. X-ATM092) will cause Squall to use a fixed sequence with a fixed number of attacks instead of the normal calculation, but the chance of a finisher is not affected.

Crisis Level	Hits	Finisher%
1	4-5	23.83%
2	5-6	47.26%
3	6-7	70.70%
4	7-8	94.14%

Squall's finishers, if triggered, are used after the initial hit sequence ends. Which finishers are available depends on what weapon Squall currently has equipped. ST finishers will always target will the enemy you targeted initially, and all of Squall's finishers are physical attacks capable of doing criticals (this is the only time Squall uses his Luck stat). The finishers are listed in the table below.

Finisher	Target	Power	Weapon(s)
Rough Divide	One	48	All
Fated Circle	All	40	Shear Trigger, Cutting Trigger, Flame Saber, Twin Lance, Punishment, Lion Heart
Blasting Zone	All	44	Flame Saber, Twin Lance, Punishment, Lion Heart
Lion Heart	17x One	100	Lion Heart

Quistis Treppe

How Joins	Initial character
Weapon Type	Whips
Starting Weapon	Chain Whip
Ultimate Weapon	Save the Queen
Limit Break	Blue Magic
Strong Stats	None
Weak Stats	Vitality, Magic, Speed, Luck

Quistis is a character who is average to below average in most of her stats (thankfully, base stats matter little in FFVIII). Her main draw is her **Blue Magic** Limit, which has a number of nifty tricks, even if it lacks on damage late-game.

Quistis' Limit: Blue Magic

Quistis' Blue Magic skills are listed below, along with the item that must be used to teach her the ability. The Crisis Level fields indicate what effect occurs at the given crisis level. If a number is given, this is the attack's power. For space reasons, note that any status-setting attack will also set statuses available at lower Crisis Levels than the current one (so, for example, an attack at Crisis Level 3 will also set statuses from Crisis Levels 1 and 2). All skills are magical and target enemies unless otherwise noted.

Skill	Effect by Crisis Level				Target	Notes	Taught By
	1	2	3	4			
Laser Eye	40	48	58	64	One	N/A	[Initial skill]
Ultra Waves	27	33	40	48	All	N/A	Spider Web
Electrocute	30	36	44	50	All	Lightning-elemental	Coral Fragment
L?Death	Level 4	Level 3	Level 2	Level 1	All	KO to enemies with divisible level	Curse Spike
Degenerator	Eject	Eject	Eject	Eject	One	Never fails barring immunity	Black Hole

Skill	Effect by Crisis Level				Target	Notes	Taught By
	1	2	3	4			
Aqua Breath	50	70	80	100	All	Water-elemental	Water Crystal
Micro Missiles	50%	75%	87.5%	93.75%	One	% of current HP	Missile
Acid	30 Poison	38 Darkness	44 Silence, Vit0	52 Petrify	One	N/A	Mystery Fluid
Gatling Gun	60	80	100	120	One	Physical attack	Running Fire
Fire Breath	70	90	100	120	All	Fire-elemental	Inferno Fang
Bad Breath	Confuse, Darkness, Silence, Sleep, Slow	Berserk, Petrifying, Stop	Petrify, Zombie	Doom, KO, Vit0	All	N/A	Malboro Tentacle
White Wind	See Notes	See Notes	See Notes	See Notes	All Characters	Heals for Quistis' (MaxHP - CurrHP)	Whisper
Homing Laser	100	150	200	250	One	N/A	Laser Cannon
Mighty Guard	Protect, Shell	Float, Haste, Regen	Aura	Aura	All Characters	N/A	Barrier
Ray-Bomb	80	90	100	110	All	N/A	Power Generator
Shockwave Pulsar	150	200	200	250	All	Break Damage Limit	Dark Matter

Zell Dinch

How Joins	During SeeD Exam
Weapon Type	Knuckles
Starting Weapon	Metal Knuckle
Ultimate Weapon	Ehrgeiz
Limit Break	Duel
Strong Stats	Strength
Weak Stats	Magic, Spirit, Speed, Hit, Luck

Zell may look like a traditional RPG monk, but in reality the only similarity he has with them stat-wise is his Strength; everything else is average or below. (On the other hand, the differences in base stats in FFVIII are normally miniscule at best.) Zell's **Duel** Limit is the most powerful Limit Break in the game...if you're quick at entering key sequences, that is.

Zell's Limit: Duel

Zell's Duel Limit consists of key combos entered in a time limit. Depending on his Crisis Level, you have one of the time limits and starting attacks below:

Crisis Level	Time (s)	Starting Attack
1	4.66	Punch Rush
2	6.66	Punch Rush
3	9.33	Booya
4	12	Booya

The Combat King magazines will cause their relevant skill to appear on-screen with its key combo when available; however, as long as it's valid at the given time, a skill can be executed whether you have the magazine or not.

Zell's Duel skills are divided into two types. The first type is the normal attacks; these will let you enter another attack afterwards, but they only target one.

Skill	Power	Key Combination	Magazine
Punch Rush	16	Circle, X	N/A
Booya	18	Right, Left	N/A
Heel Drop	20	Up, Down	N/A
Mach Kick	24	Left, Left, Circle	N/A
Dolphin Blow	28	L1, R1, L1, R1	Combat King 001
Meteor Strike	25% max HP	Down, Circle, Up, Circle	Combat King 002

The second type of skill is a finisher, which deals larger damage than the normal attacks and ends the Limit. As such, these are best used at the end of the Limit. The attacks are listed below, along with possible move sequences to permit the finisher:

Skill	Target	Power	Sequences to Use	Key Combination	Magazine
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Skill	Target	Power	Sequences to Use	Key Combination	Magazine
Burning Rave	All	48	Punch Rush -> Mach Kick -> Punch Rush -> Heel Drop/Meteor Strike Booya -> Heel Drop -> Meteor Strike -> Booya	Down x4, Circle	N/A
Meteor Barret	One	52	Punch Rush -> Dolphin Blow Booya -> Meteor Strike -> Dolphin Blow -> Mach Kick	Up, X, Down, Triangle, Circle	Combat King 003
Different Beat	One	70	Punch Rush -> Booya -> Heel Drop -> Mach Kick -> Heel Drop -> Booya Punch Rush -> Booya -> Meteor Strike -> Booya	Triangle, Square, X, Circle, Up	Combat King 004
My Final Heaven	All	50	Punch Rush -> Booya -> Heel Drop -> Mach Kick -> Punch Rush Punch Rush -> Booya -> Heel Drop -> Meteor Strike	Up, Right, Down, Left, Triangle	Combat King 005

Selphie Tilmitt

How Joins	During SeeD Exam
Weapon Type	Nunchaku
Starting Weapon	Flail
Ultimate Weapon	Strange Vision
Limit Break	Slots
Strong Stats	Magic, Spirit, Speed, Hit (<i>with ultimate weapon</i>), Luck
Weak Stats	HP, Strength, Vitality, Hit (<i>without ultimate weapon</i>)

Selphie is the closest thing FFVIII has to a clear mage character: strong magical stats and a Limit Break based on Magic, but with weak physical stats. Selphie's primary draws are her unique **Slots** abilities and her Strange Vision weapon, the only weapon not for Squall that grants a perfect Hit rate.

Selphie's Limit: Slots

Slots is a very simple Limit Break, although it's less like a slot machine and more like a semi-random attack generator. Based upon Selphie's Crisis Level and random chance, a spell is generated along with a number of times to cast it. At higher Crisis Levels, better spells will appear more often, and you'll tend to receive more casts (maximum of three). Most Slots abilities are just normal **Magic** (Slots does not require you to have the spell stocked, nor does it consume stocked Magic), but Selphie does have four unique abilities (these will only ever show 1 cast):

Skill	Effect
Full-Cure	Heals all characters to maximum HP
Rapture	Ejects all opponents (fails on targets that are immune)
Wall	Sets Protect and Shell status on all characters
The End	Inflicts The End status (essentially instant KO that very few enemies, mostly Undead, block)

Rinoa Heartilly

How Joins	During Timber Owls mission
Weapon Type	Blaster Edge
Starting Weapon	Pinwheel
Ultimate Weapon	Shooting Star
Limit Break	Combine, Angel Wing
Strong Stats	HP, Strength, Magic, Luck, Spirit
Weak Stats	Vitality

Rinoa is...a powerhouse. Unusual to FFVIII characters, her Strength and Magic stats start out huge margins above the others, and she has no real weak points in stats. Her Limits are also highly useful; Combine's high-level skills are excellent, while Angel Wing can deal huge damage very quickly if set up correctly.

Angelo

(Note: This section is about Rinoa's passive Angelo skills. For her Combine limits, click [here](#).)

The first type of passive Angelo skill you'll see is a counter. Angelo Rush will randomly counter attacks with a fairly strong (32 power) physical. If you learned it, Angelo Recover may also be used, which heals Rinoa for 62.5% of her maximum HP.

There are also "dead time" attacks, which can trigger every ~13.3 seconds of dead time (time in which no one is acting). These skills will trigger relatively rarely in most battles, since someone is almost always acting, but it's possible to manipulate battles to make better use of these skills. Angelo Recover (mentioned above, requires at least one party member to be below 25% max HP) and Angelo Reverse (requires a **KO'd** party member, revives a **KO'd** party member to 12.5% max HP) can both trigger, but the most important of these abilities is Angelo Search, which can be used to acquire some very rare items. Angelo Search is covered in greater detail [here](#).

Except for Angelo Rush, which is learned by default, all of the passive abilities must be learned by reading the correct Pet Pals magazine, then selecting the trick to learn in the menu. You must then walk the requisite number of steps (with Rinoa in the party) to learn the ability. The list summarizing the most important details is shown below.

Skill	Effect	Steps to Learn	Pet Pals
Angelo Rush	32-power physical attack to one enemy	N/A	[Initial Skill]

Skill	Effect	Steps to Learn	Pet Pals
Angelo Recover	Heals for 62.5% of one character's maximum HP	200	Pet Pals Vol.2
Angelo Reverse	Revives KO'd party member and restores them to 12.5% max HP	260	Pet Pals Vol.4
Angelo Search	Uncovers Items	400	Pet Pals Vol.5

Rinoa's Limit: Combine

Combine is a very simple but powerful Limit Break. The game checks Rinoa's Crisis Level, and performs the attack corresponding to the level in question (if no attack is learned at that Crisis Level, the game checks the next Crisis Level below the current one, and keeps going down until an attack is found). Single-target Limits select a random enemy to target, and all Combine skills target enemies and are physical attacks unless otherwise marked.

Crisis Level	Skill	Target	Power	Notes	Steps to Learn	Pet Pals
1	Angelo Cannon	All	72	N/A	N/A	[Initial skill]
2	Angelo Strike	One	120	N/A	800	Pet Pals Vol.1
3	Invincible Moon	All Characters	N/A	Sets Invincible	920	Pet Pals Vol.3
4	Wishing Star	8x Random	130	Magic damage, each hit targets a random enemy	1,060	Pet Pals Vol.6

Rinoa's Limit: Angel Wing

Angel Wing is only available on Discs 3 and 4.

Selecting the Angel Wing Limit sets **Angel Wing** status on Rinoa. The mechanics are explained [here](#) (Crisis Level plays no role); the rest of this section will focus on how to exploit it.

The best way to exploit Angel Wing is to remove all offensive magic (both damage-dealing and status) from Rinoa except for **Ultima** and **Meteor**. Raise Rinoa's Mag stat as high as you can (**Ultima** junction!) as well as **Triple** to Spd, Engage Angel Wing, and Rinoa will spam Meteor spells. If Rinoa's Mag is at 255 and the enemy doesn't have an extremely high Spr stat, she can deal 99,990 damage a turn (10x9,999) with no input delay whatsoever. Combine this with a high Spd stat and **Haste**, and Rinoa is capable of destroying any enemy in the game by herself as long as someone can keep her healed. (**Double** and **Triple** are ignored by Angel Wing, sadly, in case you were thinking of boosting damage further.) This strategy, often referred to as "Meteor Wing," is the fastest way to deal damage in terms of damage per unit of real-life time in FFVIII (although the **Duel** and **Shot** Limits can both potentially exceed it in damage per turn, as can **Renzokuken** with a Lion Heart finisher).

Irvine Kinneas

How Joins	During first visit to Galbadia Garden
Weapon Type	Rifle
Starting Weapon	Valiant
Ultimate Weapon	Exeter
Limit Break	Shot
Strong Stats	Speed, Hit
Weak Stats	HP, Strength, Vitality, Magic, Spirit, Luck

Stat-wise, Irvine is basically a relatively weak but fast and accurate character (fits his sharpshooter nature pretty well, doesn't it). **Shot** is one of the easiest ways to rack up lots of damage late-game--just pick your ammo and get mashing.

Irvine's Limit: Shot

Irvine's Crisis Level determines how much time you have to execute the Shot Limit, as shown below:

Crisis Level	Time (s)
1	8
2	12
3	20
4	26.6

The type of Shot you selected determines what **Ammo** is used (if you run out, you can't use that shot type anymore until you restock the Ammo), the rate of fire, power, and other effects. In addition, all Shot types are physical attacks and can critical, and 26 is added to Irvine's Luck stat for the purpose of determining if a shot hits critical. With very high stats, Fast Shot can outdamage all the other types of Shots. See the table below:

Skill	Ammo	Target	Power	Rate of Fire (shots/s)	Effects
Normal Shot	Normal Ammo	One	16	1.43	N/A
Scatter Shot	Shotgun Ammo	All	14	1.43	N/A
Dark Shot	Dark Ammo	One	14	1.43	One of Darkness , Poison , Silence , Sleep , or Slow
Flame Shot	Fire Ammo	All	40	0.83	Fire-elemental
Canister Shot	Demolition Ammo	One	60	0.53	N/A
Quick Shot	Fast Ammo	One	7	5.00	N/A

Skill	Ammo	Target	Power	Rate of Fire (shots/s)	Effects
Armor Shot	AP Ammo	One	80	0.56	Ignores Vit
Hyper Shot	Pulse Ammo	One	120	0.53	N/A

Junctions

This section details various Junction effects. For a list of all available effects of a spell, check the spell's listing under the **Magic** section.

Stat Junctions

Click the name of the Junction you're interested in from the list below to see a ranked list of spells for that stat:

HP-J	XXXX
Str-J	Spd-J
Vit-J	Eva-J
Mag-J	Hit-J
Spr-J	Luck-J

Elemental Junctions

Elemental Junctions, naturally, provide elemental effects, both on offense and on defense.

Elem-Atk

Elem-Atk allows you to assign elemental properties to your physicals. Be aware that this does **not** affect Limit Breaks. The percentage of damage that's considered elemental is dependent on the power of the Junction; any remaining percentage of power is considered Non-elemental, meaning that portion of your weapon damage is unaffected by elemental considerations.

The table below lists all spells with a Elem-Atk effect, ordered first by element, then from weakest to strongest **Power**. Spells other than the ones listed below cannot be Junctioned to Elem-Atk.

Spell	Element	Power
Fire	Fire	50%
Fira	Fire	80%
Firaga	Fire	100%
Blizzard	Ice	50%
Blizzara	Ice	80%
Blizzaga	Ice	100%
Thunder	Lightning	50%
Thundara	Lightning	80%
Thundaga	Lightning	100%
Water	Water	100%
Aero	Wind	80%
Tornado	Wind	100%
Bio	Poison	100%
Quake	Earth	100%
Holy	Holy	100%

Elem-Def

Elem-Def allows you to reduce (or even absorb) damage from elemental attacks. The table below lists all spells with a Elem-Def effect, ordered first by element (multi-element spells are last, ordered from fewest different elements resisted to most), then from weakest to strongest **Power**. Any percentage over 100% is absorbed (heals the character), while having an element at exactly 100% will cause you to take 0 damage. If you have multiple Elem-Def-J slots, if multiple spells affect the same element, their effects stack additively, maxing out at 200% (so, for instance, if you have 100 each of **Fire** and **Fira** Junctioned together, the effects are added to arrive at 130%). Spells other than the ones listed below cannot be Junctioned to Elem-Def.

Spell	Element(s)	Power
Fire	Fire	50%
Fira	Fire	80%
Firaga	Fire	150%
Blizzard	Ice	50%
Blizzara	Ice	80%
Blizzaga	Ice	150%
Thunder	Lightning	50%

Spell	Element(s)	Power
Thundara	Lightning	80%
Thundaga	Lightning	150%
Water	Water	150%
Aero	Wind	80%
Tornado	Wind	200%
Bio	Poison	150%
Float	Earth	50%
Quake	Earth	200%
Holy	Holy	200%
Meteor	Wind, Earth	150%
Protect	Fire, Ice, Lightning	20%
Flare	Fire, Ice, Lightning	80%
Shell	All Elements	20%
Life	All Elements	30%
Full-Life	All Elements	40%
Ultima	All Elements	100%

Status Junctions

Status Junctions, naturally, provide status effects, both on offense and on defense.

ST-Atk

ST-Atk allows you to assign **status ailments** to your physicals. Be aware that this does **not** affect Limit Breaks.

The table below lists all spells with a ST-Atk effect, ordered by status inflicted (multi-status spells are listed last). All spells give a 100% base infliction rate if 100 of the spell is Junctioned, so the **Power** column will be omitted. Spells other than the ones listed below cannot be Junctioned to ST-Atk.

Spell	Status(es)
Berserk	Berserk
Confuse	Confuse
Blind	Darkness
Drain	Drain*
Death	KO
Break	Petrify
Bio	Poison
Silence	Silence
Sleep	Sleep
Slow	Slow
Stop	Stop
Zombie	Zombie
Pain	Darkness, Poison, Silence

*In the case of the **Drain** effect, only the ratio of healing to the attacker is affected; damage dealt will remain the same regardless of how strong the effect is or whether the enemy is resistant to it. However, if the target is Undead or a **Zombie**, any Drain effect will be reversed, causing the target to be healed while the user takes damage.

ST-Def

ST-Def allows the character to reduce the probability of being inflicted with a **status ailment**, and blocking it entirely (except for immunity-ignoring attacks, which are very rare) at 100% resistance. The table below is ordered first by status defended (multi-status spells are listed last), then from weakest to strongest **Power**. If you have multiple ST-Def-J slots, if multiple spells affect the same status, their effects stack additively, maxing out at 100% (so, for instance, if you have 100 each of **Life** and **Full-Life** Junctioned together, you'll gain 60% resistance to **KO**).

Spell	Status(es)	Power
Berserk	Berserk	100%
Confuse	Confuse	100%
Aura*	Curse	200%
Blind	Darkness	100%
Dispel	Drain**	50%

Spell	Status(es)	Power
Drain	Drain**	100%
Life	KO	20%
Full-Life	KO	40%
Death	KO	100%
Break	Petrify***	100%
Bio	Poison	100%
Silence	Silence	100%
Sleep	Sleep	100%
Slow	Slow	100%
Stop	Stop	100%
Zombie	Zombie	100%
Pain	Curse, Darkness, Poison, Silence	100%
Holy	Berserk, Confuse, Curse, Drain**, KO, Poison, Sleep, Zombie	40%
Reflect	Berserk, Confuse, Darkness, Petrify***, Poison, Silence, Sleep, Slow, Stop	25%
Esuna	Berserk, Confuse, Curse, Darkness, Petrify***, Poison, Silence, Sleep, Slow, Stop	20%

*Notice that **Aura** provides 200% protection against **Curse**. In other words, with at least 50 **Aura** Junctioned to **ST-Def**, you'll have 100% protection against **Curse**.

Defending against **Drain only stops the effect's caster/user from recovering the relevant percentage of HP; the character attacked will still take damage as normal, making **Drain** entirely pointless to defend in **ST-Def**.

- Any **Petrify** protection in **ST-Def** also blocks **Petrifying** by an equal percentage.

Magic

This section lists each magic spell, as well as its properties when cast or Junctioned. **Stat Junctions** assume 100 of the spell; if you have fewer than 100, the effect decreases linearly (the same effect applies to **Elem** and **ST** Junctions). The ranks given are essentially tiers of strength, meant to give a general idea of where the spell stands in a given stat Junction in comparison to other spells; lower numbers (e.g. 5) indicate better junctions than higher numbers (e.g. 10) for the same stat. If a spell is marked with (--) for a given Junction, it means it's probably too weak to bother with (unless you have nothing else available). For **Elem** and **ST** Junctions, the percentage given is for ALL effects of the spell in that category.

Next is information on how to obtain the spell. **Draw** information will be omitted in most cases to help keep the tables more compact (refinement is usually more efficient late-game); however, if a spell is difficult to refine or can't be refined at all, these will be listed (enemies only; most Draw Points will be ignored since they tend to be much less useful for obtaining spells in large quantities). For enemies, if the Draw is only available at certain levels, this will be marked (*L* = Low, *M* = Medium, *H* = High). The **Refinement** section provides a listing of how to refine the spell, as well as what else it can be refined into. Refinements are listed first by Yield ratio (lowest to highest), then by order of appearance of the ingredient in the menu. (For **Refines Into**, the Yield will always be another spell, so the fact that it yields a spell will not be marked.) **Draw Difficulty** is the modifier that determines how many of a spell you can **Draw** at once from enemies (and, depending on your stats, your chance at succeeding at all). Finally, **Effect when Cast** gives information about the spell's effect when cast using the **Magic** Command or **Angel Wing** Limit Break (Angel Wing multiplies damage by 5). Unless otherwise noted, any statuses inflicted by a spell have a 100% base infliction rate.

Finally, note that GF compatibility effects are not listed here, but casting most magic does have effects on GF compatibility. The reason for not including it is that the effect is extremely small (less than one point out of 1,000 possible per cast), and there are methods to easily counteract any compatibility issues that do arise.

Offensive Magic

Note that this magic is primarily used for Junctions; due to Magic generally doing poor damage in Final Fantasy VIII, the only time you'll probably cast these is in conjunction with Selphie's **Slots** or Rinoa's **Angel Wing**.

Fire

Stat Junctions			
HP	100 (--)	XXX	XXX
Str	10 (20th)	Spd	8 (--)
Vit	4 (--)	Eva	2% (--)
Mag	10 (21st)	Hit	10% (15th)
Spr	4 (--)	Luck	8 (--)
Elem/Status Junctions			
XXXXX	Atk	Def	
Elem	Fire (50%)	Fire (50%)	
Status	None	None	
Refinement/Acquisition			
Refine From	M-Stone Piece [1:5] (<i>F Mag-RF</i>)		
Refine Into	Fira [5:1] (<i>Mid Mag-RF</i>)		
Draw Difficulty	0		
Effect when Cast			

Weak (18 power) Fire-elemental damage to one

Fira

<u>Stat Junctions</u>			
HP	200 (24th)	XXX	XXX
Str	15 (16th)	Spd	12 (12th)
Vit	8 (--)	Eva	3% (--)
Mag	15 (18th)	Hit	16% (12th)
Spr	8 (--)	Luck	12 (9th)
<u>Elem/Status Junctions</u>			
XXXXX	<u>Atk</u>	<u>Def</u>	
Elem	Fire (80%)	Fire (80%)	
Status	None	None	
<u>Refinement/Acquisition</u>			
Refine From	Fire Magic [5:1] (<i>Mid Mag-RF</i>) Magic Stone [1:5] (<i>F Mag-RF</i>) Bomb Fragment [1:20] (<i>F Mag-RF</i>)		
Refine Into	Firaga [5:1] (<i>High Mag-RF</i>)		
Draw Difficulty	16		
<u>Effect when Cast</u>			
Moderate (24 power) Fire-elemental damage to one			

Firaga

<u>Stat Junctions</u>			
HP	1,400 (16th)	XXX	XXX
Str	30 (10th)	Spd	14 (11th)
Vit	16 (17th)	Eva	4% (--)
Mag	30 (12th)	Hit	20% (10th)
Spr	16 (19th)	Luck	14 (9th)
<u>Elem/Status Junctions</u>			
XXXXX	<u>Atk</u>	<u>Def</u>	
Elem	Fire (100%)	Fire (150%)	
Status	None	None	
<u>Refinement/Acquisition</u>			
Refine From	Fira Magic [5:1] (<i>High Mag-RF</i>) Wizard Stone [1:5] (<i>F Mag-RF</i>) Red Fang [1:20] (<i>F Mag-RF</i>) Phoenix Pinion [1:100] (<i>F Mag-RF</i>) Phoenix Spirit [1:100] (<i>F Mag-RF</i>) Bomb Spirit [1:100] (<i>F Mag-RF</i>)		
Refine Into	None		
Draw Difficulty	33		
<u>Effect when Cast</u>			
Moderate (35 power) Fire-elemental damage to one			

Blizzard

<u>Stat Junctions</u>			
HP	100 (--)	XXX	XXX
Str	10 (20th)	Spd	8 (--)
Vit	4 (--)	Eva	2% (--)
Mag	10 (21st)	Hit	10% (15th)
Spr	4 (--)	Luck	8 (--)
<u>Elem/Status Junctions</u>			
XXXXX	<u>Atk</u>	<u>Def</u>	
Elem	Ice (50%)	Ice (50%)	
Status	None	None	
<u>Refinement/Acquisition</u>			
Refine From	M-Stone Piece [1:5] (<i>I Mag-RF</i>)		
Refine Into	Blizzara [5:1] (<i>Mid Mag-RF</i>)		

Draw Difficulty	0
Effect when Cast	
Weak (18 power) Ice-elemental damage to one	

Blizzara

Stat Junctions			
HP	200 (24th)	XXX	XXX
Str	15 (16th)	Spd	12 (12th)
Vit	8 (--)	Eva	3% (--)
Mag	15 (18th)	Hit	16% (12th)
Spr	8 (--)	Luck	12 (9th)
Elem/Status Junctions			
XXXXX	Atk	Def	
Elem	Ice (80%)	Ice (80%)	
Status	None	None	
Refinement/Acquisition			
Refine From	Blizzard Magic [5:1] (<i>Mid Mag-RF</i>) Magic Stone [1:5] (<i>I Mag-RF</i>) Arctic Wind [1:20] (<i>I Mag-RF</i>)		
Refine Into	Blizzaga [5:1] (<i>High Mag-RF</i>)		
Draw Difficulty			16
Effect when Cast			
Moderate (24 power) Ice-elemental damage to one			

Blizzaga

Stat Junctions			
HP	1,400 (16th)	XXX	XXX
Str	30 (10th)	Spd	14 (11th)
Vit	16 (17th)	Eva	4% (--)
Mag	30 (12th)	Hit	20% (10th)
Spr	16 (19th)	Luck	14 (9th)
Elem/Status Junctions			
XXXXX	Atk	Def	
Elem	Ice (100%)	Ice (150%)	
Status	None	None	
Refinement/Acquisition			
Refine From	Blizzara Magic [5:1] (<i>High Mag-RF</i>) Wizard Stone [1:5] (<i>I Mag-RF</i>) North Wind [1:20] (<i>I Mag-RF</i>)		
Refine Into	None		
Draw Difficulty			33
Effect when Cast			
Moderate (35 power) Ice-elemental damage to one			

Thunder

Stat Junctions			
HP	100 (--)	XXX	XXX
Str	10 (20th)	Spd	8 (--)
Vit	4 (--)	Eva	2% (--)
Mag	10 (21st)	Hit	10% (15th)
Spr	4 (--)	Luck	8 (--)
Elem/Status Junctions			
XXXXX	Atk	Def	
Elem	Lightning (50%)	Lightning (50%)	
Status	None	None	
Refinement/Acquisition			
Refine From	M-Stone Piece [1:5] (<i>T Mag-RF</i>)		

Refine Into	Thundara [5:1] (<i>Mid Mag-RF</i>)
Draw Difficulty	0
Effect when Cast	
Weak (18 power) Lightning-elemental damage to one	

Thundara

<u>Stat Junctions</u>			
HP	200 (24th)	XXX	XXX
Str	15 (16th)	Spd	12 (12th)
Vit	8 (--)	Eva	3% (--)
Mag	15 (18th)	Hit	16% (12th)
Spr	8 (--)	Luck	12 (9th)
<u>Elem/Status Junctions</u>			
XXXXX	<u>Atk</u>		<u>Def</u>
Elem	Lightning (80%)		Lightning (80%)
Status	None		None
<u>Refinement/Acquisition</u>			
Refine From	Thunder Magic [5:1] (<i>Mid Mag-RF</i>) Magic Stone [1:5] (<i>T Mag-RF</i>) Coral Fragment [1:20] (<i>T Mag-RF</i>)		
Refine Into	Thundaga [5:1] (<i>High Mag-RF</i>)		
Draw Difficulty			16
<u>Effect when Cast</u>			
Moderate (24 power) Lightning-elemental damage to one			

Thundaga

<u>Stat Junctions</u>			
HP	1,400 (16th)	XXX	XXX
Str	30 (10th)	Spd	14 (11th)
Vit	16 (17th)	Eva	4% (--)
Mag	30 (12th)	Hit	20% (10th)
Spr	16 (19th)	Luck	14 (9th)
<u>Elem/Status Junctions</u>			
XXXXX	<u>Atk</u>		<u>Def</u>
Elem	Lightning (100%)		Lightning (150%)
Status	None		None
<u>Refinement/Acquisition</u>			
Refine From	Thundara Magic [5:1] (<i>High Mag-RF</i>) Wizard Stone [1:5] (<i>T Mag-RF</i>) Dynamo Stone [1:20] (<i>T Mag-RF</i>)		
Refine Into	None		
Draw Difficulty			33
<u>Effect when Cast</u>			
Moderate (35 power) Lightning-elemental damage to one			

Water

<u>Stat Junctions</u>			
HP	300 (23rd)	XXX	XXX
Str	20 (13th)	Spd	12 (12th)
Vit	14 (19th)	Eva	4% (--)
Mag	18 (16th)	Hit	18% (11th)
Spr	14 (21st)	Luck	13 (10th)
<u>Elem/Status Junctions</u>			
XXXXX	<u>Atk</u>		<u>Def</u>
Elem	Water (100%)		Water (150%)
Status	None		None
<u>Refinement/Acquisition</u>			

Refine From	Fish Fin [1:20] (<i>I Mag-RF</i>) Water Crystal [1:50] (<i>I Mag-RF</i>)		
Refine Into	None		
Draw Difficulty			18
Effect when Cast			
Moderate (26 power) Water-elemental damage to one			

Aero

Stat Junctions			
HP	300 (23rd)	XXX	XXX
Str	17 (15th)	Spd	20 (8th)
Vit	10 (20th)	Eva	7% (7th)
Mag	16 (17th)	Hit	22% (9th)
Spr	10 (23rd)	Luck	15 (8th)
Elem/Status Junctions			
XXXXX	Atk	Def	
Elem	Wind (80%)	Wind (80%)	
Status	None	None	
Refinement/Acquisition			
Refine From	Shear Feather [1:20] (<i>T Mag-RF</i>)		
Refine Into	Tornado [10:1] (<i>High Mag-RF</i>)		
Draw Difficulty			17
Effect when Cast			
Moderate (22 power) Wind-elemental damage to one			

Bio

Stat Junctions			
HP	700 (20th)	XXX	XXX
Str	24 (11th)	Spd	5 (--)
Vit	15 (18th)	Eva	2% (--)
Mag	24 (14th)	Hit	4% (--)
Spr	15 (20th)	Luck	4 (--)
Elem/Status Junctions			
XXXXX	Atk	Def	
Elem	Poison (100%)	Poison (150%)	
Status	Poison (100%)	Poison (100%)	
Refinement/Acquisition			
Refine From	Antidote [1:1] (<i>ST Mag-RF</i>) Wizard Stone [1:5] (<i>ST Mag-RF</i>) Venom Fang [1:20] (<i>ST Mag-RF</i>) Malboro Tentacle [1:40] (<i>ST Mag-RF</i>)		
Refine Into	None		
Draw Difficulty			22
Effect when Cast			
Moderate (30 power) Poison-elemental damage and Poison status to one			

Demi

Stat Junctions			
HP	1,600 (14th)	XXX	XXX
Str	34 (9th)	Spd	12 (12th)
Vit	18 (16th)	Eva	3% (--)
Mag	36 (10th)	Hit	14% (13th)
Spr	18 (18th)	Luck	10 (12th)
Elem/Status Junctions			
XXXXX	Atk	Def	
Elem	None	None	
Status	None	None	

Refinement/Acquisition	
Refine From	Steel Orb [1:15] (<i>Time Mag-RF</i>) Black Hole [1:30] (<i>Time Mag-RF</i>)
Refine Into	None
Draw Difficulty	36
Effect when Cast	
Damage equal to 25% of one target's current HP	

Quake

Stat Junctions			
HP	2,600 (9th)	XXX	XXX
Str	40 (8th)	Spd	7 (--)
Vit	20 (15th)	Eva	3% (--)
Mag	40 (8th)	Hit	30% (6th)
Spr	20 (17th)	Luck	12 (11th)
Elem/Status Junctions			
XXXXX	Atk	Def	
Elem	Earth (100%)	Earth (200%)	
Status	None	None	
Refinement/Acquisition			
Refine From	Dino Bone [1:20] (<i>Time Mag-RF</i>)		
Refine Into	None		
Draw Difficulty	38		
Effect when Cast			
Heavy (40 power) Earth-elemental ground-based damage to all enemies			

Tornado

Stat Junctions			
HP	3,000 (7th)	XXX	XXX
Str	48 (6th)	Spd	33 (6th)
Vit	24 (13th)	Eva	13% (3rd)
Mag	42 (7th)	Hit	38% (5th)
Spr	24 (16th)	Luck	14 (9th)
Elem/Status Junctions			
XXXXX	Atk	Def	
Elem	Wind (100%)	Wind (150%)	
Status	None	None	
Refinement/Acquisition			
Refine From	Aero Magic [10:1] (<i>High Mag-RF</i>) Windmill [1:20] (<i>T Mag-RF</i>)		
Refine Into	None		
Draw Difficulty	39		
Effect when Cast			
Moderate (38 power) Wind-elemental damage to all enemies			

Holy

Stat Junctions			
HP	3,800 (4th)	XXX	XXX
Str	55 (5th)	Spd	10 (13th)
Vit	28 (12th)	Eva	8% (6th)
Mag	45 (5th)	Hit	24% (8th)
Spr	48 (8th)	Luck	14 (9th)
Elem/Status Junctions			
XXXXX	Atk	Def	
Elem	Holy (100%)	Holy (200%)	

Status	None	Berserk, Confuse, Curse, Drain, KO, Poison, Sleep, Zombie (40%)	
Refinement/Acquisition			
Refine From	Holy Stone [1:1] (<i>L Mag-RF</i>) Moon Stone [1:20] (<i>L Mag-RF</i>)		
Refine Into	None		
Draw	Einoyle (<i>H</i>), Diablos (<i>H</i>), "Socerness" (<i>H</i>), Krysta, Omega Weapon, Ultimecia (<i>final form</i>)		
Draw Difficulty	40		
Effect when Cast			
Heavy (48 power) Holy-elemental damage to one target			

Flare

Stat Junctions			
HP	3,200 (6th)	XXX	XXX
Str	56 (4th)	Spd	12 (12th)
Vit	24 (13th)	Eva	4% (--)
Mag	44 (6th)	Hit	26% (7th)
Spr	26 (15th)	Luck	12 (14th)
Elem/Status Junctions			
XXXXX	Atk	Def	
Elem	None	Fire, Ice, Lightning (80%)	
Status	None	None	
Refinement/Acquisition			
Refine From	Flare Stone [1:1] (<i>F Mag-RF</i>) Inferno Fang [1:20] (<i>F Mag-RF</i>)		
Refine Into	None		
Draw Difficulty	40		
Effect when Cast			
Heavy (40 power) non-elemental damage to one			

Meteor

Stat Junctions			
HP	4,600 (3rd)	XXX	XXX
Str	75 (2nd)	Spd	30 (7th)
Vit	34 (10th)	Eva	12% (4th)
Mag	52 (4th)	Hit	40% (4th)
Spr	32 (13th)	Luck	22 (5th)
Elem/Status Junctions			
XXXXX	Atk	Def	
Elem	None	Earth, Wind (150%)	
Status	None	None	
Refinement/Acquisition			
Refine From	Meteor Stone [1:1] (<i>Forbid Mag-RF</i>) Star Fragment [1:5] (<i>Forbid Mag-RF</i>)		
Refine Into	None		
Draw	Ruby Dragon (<i>H</i>), Catoblepas, Omega Weapon		
Draw Difficulty	42		
Effect when Cast			
10x Moderate (20 power) damage to random opponent(s)			

Ultima

Stat Junctions			
HP	6,000 (1st)	XXX	XXX
Str	100 (1st)	Spd	60 (2nd)
Vit	82 (1st)	Eva	24% (1st)
Mag	100 (1st)	Hit	60% (2nd)
Spr	95 (1st)	Luck	60% (1st)

<u>Elem/Status Junctions</u>	
XXXXX	<u>Atk</u> <u>Def</u>
Elem	None All Elements (100%)
Status	None None
<u>Refinement/Acquisition</u>	
Refine From	Pulse Ammo [5:1] (<i>Forbid Mag-RF</i>) Ultima Stone [1:1] (<i>Forbid Mag-RF</i>) Energy Crystal [1:3] (<i>Forbid Mag-RF</i>) Dark Matter [1:100] (<i>Forbid Mag-RF</i>)
Refine Into	None
Draw	Draw Points: FH (<i>Mayor's House, invisible, once only</i>); Shumi Village (5,000 Gil per Draw, repeatable); Lunatic Pandora (Disc 3, requires Old Key near barrels on Disc 1, once only) Enemies: Ultima Weapon, Omega Weapon
<u>Draw Difficulty</u>	44
<u>Effect when Cast</u>	
Very heavy (80 power) non-elemental damage to all enemies	

Apocalypse

(*Note: While Junction stats are given here for Apocalypse, remember that in a normal game the spell can never be Junctioned. The main reason for giving these stats is in case you stock it using a cheat device or save editing. If you do hack it in, Apocalypse is second to **Ultima** as a Junction for Str, Vit, Mag, and Spr, and my recommendation is to Junction it to Spr. While it gives a larger bonus relative to the second-best to Mag, Junctioning to Spr allows you to put **Full-Life** on HP for a larger boost, while **Meteor** is relatively useless on stats other than HP, Str, or Mag. Alternatively, for Rinoa you can junction Apocalypse to Mag and use Meteor for HP or Str, and spam **Angel Wing** for massive damage between Meteor and Apocalypse.*)

*It is, however, possible to stock or cast Apocalypse in a normal game. Furthermore, Rinoa can cast Apocalypse using **Angel Wing** if you stock it, then activate the Limit.)*

<u>Stat Junctions</u>			
HP	4,200	XXX	XXX
Str	80	Spd	30
Vit	80	Eva	12%
Mag	80	Hit	30%
Spr	90	Luck	30
<u>Elem/Status Junctions</u>			
XXXXX	<u>Atk</u>	<u>Def</u>	
Elem	None	None	
Status	None	None	
<u>Refinement/Acquisition</u>			
Refine From	None		
Refine Into	None		
Draw	Ultimecia (<i>final form, bottom portion</i>)		
<u>Draw Difficulty</u>	46		
<u>Effect when Cast</u>			
Extreme (120 power) non-elemental damage to all enemies			

Restorative Magic

This magic heals HP or removes status effects.

Cure

<u>Stat Junctions</u>			
HP	200 (<i>24th</i>)	XXX	XXX
Str	4 (--)	Spd	3 (--)
Vit	15 (<i>18th</i>)	Eva	2% (--)
Mag	4 (--)	Hit	2% (--)
Spr	15 (<i>20th</i>)	Luck	2 (--)
<u>Elem/Status Junctions</u>			
XXXXX	<u>Atk</u>	<u>Def</u>	
Elem	None	None	
Status	None	None	
<u>Refinement/Acquisition</u>			

Refine From	M-Stone Piece [1:5] (<i>L Mag-RF</i>)
Refine Into	Cura [5:1] (<i>Mid Mag-RF</i>)
Draw Difficulty	0
Effect when Cast	
Weak (18 power) healing to one	

Cura

Stat Junctions			
HP	500 (21st)	XXX	XXX
Str	8 (--)	Spd	4 (--)
Vit	28 (12th)	Eva	2% (--)
Mag	8 (--)	Hit	3% (--)
Spr	28 (14th)	Luck	3 (--)
Elem/Status Junctions			
XXXXX	Atk	Def	
Elem	None	None	
Status	None	None	
Refinement/Acquisition			
Refine From	Cure Magic [5:1] (<i>Mid Mag-RF</i>) Magic Stone [1:5] (<i>L Mag-RF</i>) Healing Water [1:20] (<i>L Mag-RF</i>)		
Refine Into	Curaga [5:1] (<i>High Mag-RF</i>)		
Draw Difficulty	15		
Effect when Cast			
Moderate (36 power) healing to one			

Curaga

Stat Junctions			
HP	2,200 (11th)	XXX	XXX
Str	20 (13th)	Spd	10 (13th)
Vit	65 (4th)	Eva	4% (--)
Mag	20 (15th)	Hit	10% (15th)
Spr	65 (4th)	Luck	10 (12th)
Elem/Status Junctions			
XXXXX	Atk	Def	
Elem	None	None	
Status	None	None	
Refinement/Acquisition			
Refine From	Cura Magic [5:1] (<i>High Mag-RF</i>) Wizard Stone [1:5] (<i>L Mag-RF</i>) Tent [1:10] (<i>L Mag-RF</i>) Cottage [1:20] (<i>L Mag-RF</i>) Healing Mail [1:20] (<i>L Mag-RF</i>) Whisper [1:50] (<i>L Mag-RF</i>) Healing Ring [1:100] (<i>L Mag-RF</i>)		
Refine Into	None		
Draw Difficulty	34		
Effect when Cast			
Strong (60 power) healing to one			

Life

Stat Junctions			
HP	1,200 (17th)	XXX	XXX
Str	8 (--)	Spd	4 (--)
Vit	50 (5th)	Eva	1% (--)
Mag	10 (21st)	Hit	3% (--)
Spr	50 (7th)	Luck	4 (--)
Elem/Status Junctions			
XXXXX	Atk	Def	
Elem	None	All Elements (30%)	

Status	None	KO (20%)
Refinement/Acquisition		
Refine From	Life Ring [1:20] (<i>L Mag-RF</i>)	
Refine Into	None	
Draw Difficulty	20	
Effect when Cast		
Removes KO status from one target and revives to 12.5% maximum HP		

Full-Life

Stat Junctions			
HP	4,800 (2nd)	XXX	XXX
Str	20 (13th)	Spd	8 (→)
Vit	80 (2nd)	Eva	4% (→)
Mag	20 (15th)	Hit	8% (→)
Spr	85 (2nd)	Luck	20 (6th)
Elem/Status Junctions			
XXXXX	Atk	Def	
Elem	None	All Elements (40%)	
Status	None	KO (40%)	
Refinement/Acquisition			
Refine From	Regen Ring [1:20] (<i>L Mag-RF</i>) Phoenix Spirit [1:100] (<i>L Mag-RF</i>)		
Refine Into	None		
Draw	Tonberry King (<i>H</i>), Bahamut, Fujin (<i>Disc 3, H</i>)		
Draw Difficulty	38		
Effect when Cast			
Removes KO status from one target and revives to maximum HP			

Regen (Spell)

Stat Junctions			
HP	2,600 (9th)	XXX	XXX
Str	18 (14th)	Spd	8 (→)
Vit	70 (3rd)	Eva	3% (→)
Mag	18 (16th)	Hit	8% (→)
Spr	60 (5th)	Luck	8 (→)
Elem/Status Junctions			
XXXXX	Atk	Def	
Elem	None	None	
Status	None	None	
Refinement/Acquisition			
Refine From	Mesmerize Blade [1:20] (<i>L Mag-RF</i>)		
Refine Into	None		
Draw Difficulty	36		
Effect when Cast			
Sets Regen status on one target			

Esuna

Stat Junctions			
HP	500 (21st)	XXX	XXX
Str	6 (→)	Spd	3 (→)
Vit	36 (9th)	Eva	1% (→)
Mag	12 (20th)	Hit	3% (→)
Spr	36 (11th)	Luck	10 (12th)
Elem/Status Junctions			

XXXXX	<u>Atk</u>	<u>Def</u>
Elem	None	None
Status	None	Berserk, Confuse, Curse, Darkness, Poison, Petrifying, Petrify, Silence, Sleep, Slow, Stop (20%)
<u>Refinement/Acquisition</u>		
Refine From	Remedy [1:5] (<i>Supt Mag-RF</i>) M-Stone Piece [1:5] (<i>Supt Mag-RF</i>) Dragon Fang [1:20] (<i>Supt Mag-RF</i>) Med Kit [1:100] (<i>Supt Mag-RF</i>)	
Refine Into	None	
Draw Difficulty		16
<u>Effect when Cast</u>		
Removes Berserk, Confuse, Curse, Darkness, Poison, Petrifying, Petrify, Silence, Sleep, Slow, Stop , and Vit0 from one target		

Indirect Magic

This magic is used to manipulate statuses or apply miscellaneous effects. The spells under Indirect (both here and in-game using the default sort options) are generally arranged with basic Status Magic first, then **Double** and **Triple**, then Support Magic (positive status magic), then Time Magic, and finishing off with ultimate Indirect Magic (**Meltdown, Pain, and Aura**).

Scan

<u>Stat Junctions</u>			
HP	100 (--)	XXX	XXX
Str	5 (--)	Spd	3 (--)
Vit	5 (--)	Eva	3% (--)
Mag	5 (--)	Hit	3% (--)
Spr	5 (--)	Luck	3 (--)
<u>Elem/Status Junctions</u>			
XXXXX	<u>Atk</u>	<u>Def</u>	
Elem	None	None	
Status	None	None	
<u>Refinement/Acquisition</u>			
Refine From	None		
Refine Into	None		
Draw	Bite Bug, Elite Soldier, Fastitocalon, Fastitocalon-F, Funguar, Glacial Eye, Red Bat, Thrustaevis, Ifrit		
Draw Difficulty			1
<u>Effect when Cast</u>			
Displays one enemy's HP, weaknesses, and in-game description.			

Sleep (Spell)

<u>Stat Junctions</u>			
HP	100 (--)	XXX	XXX
Str	6 (--)	Spd	4 (--)
Vit	5 (--)	Eva	4% (--)
Mag	12 (20th)	Hit	3% (--)
Spr	10 (23rd)	Luck	2 (--)
<u>Elem/Status Junctions</u>			
XXXXX	<u>Atk</u>	<u>Def</u>	
Elem	None	None	
Status	Sleep (100%)	Sleep (100%)	
<u>Refinement/Acquisition</u>			
Refine From	Sleep Powder [1:20] (<i>ST Mag-RF</i>)		
Refine Into	None		
Draw Difficulty			2
<u>Effect when Cast</u>			
Inflicts Sleep status on one target			

Blind

<u>Stat Junctions</u>			
HP	100 (--)	XXX	XXX

Str	6 (--)	Spd	3 (--)
Vit	5 (--)	Eva	1% (--)
Mag	12 (20th)	Hit	30% (6th)
Spr	10 (23rd)	Luck	2 (--)
<u>Elem/Status Junctions</u>			
XXXXX	<u>Atk</u>	<u>Def</u>	
Elem	None	None	
Status	Darkness (100%)	Darkness (100%)	
<u>Refinement/Acquisition</u>			
Refine From	Eye Drops [1:1] (ST Mag-RF) Ochu Tentacle [1:20] (ST Mag-RF)		
Refine Into	None		
Draw Difficulty	12		
<u>Effect when Cast</u>			
Inflicts Darkness status on one target			

Silence (Spell)

<u>Stat Junctions</u>			
HP	100 (--)	XXX	XXX
Str	6 (--)	Spd	3 (--)
Vit	5 (--)	Eva	1% (--)
Mag	12 (20th)	Hit	3% (--)
Spr	10 (23rd)	Luck	2 (--)
<u>Elem/Status Junctions</u>			
XXXXX	<u>Atk</u>	<u>Def</u>	
Elem	None	None	
Status	Silence (100%)	Silence (100%)	
<u>Refinement/Acquisition</u>			
Refine From	Echo Screen [1:2] (ST Mag-RF) M-Stone Piece [1:5] (ST Mag-RF) Silence Powder [1:20] (ST Mag-RF)		
Refine Into	None		
Draw Difficulty	2		
<u>Effect when Cast</u>			
Inflicts Silence status on one target			

Confuse (Spell)

<u>Stat Junctions</u>			
HP	700 (20th)	XXX	XXX
Str	22 (12th)	Spd	18 (9th)
Vit	18 (16th)	Eva	3% (--)
Mag	28 (13th)	Hit	8% (--)
Spr	18 (18th)	Luck	8 (--)
<u>Elem/Status Junctions</u>			
XXXXX	<u>Atk</u>	<u>Def</u>	
Elem	None	None	
Status	Confuse (100%)	Confuse (100%)	
<u>Refinement/Acquisition</u>			
Refine From	Betrayal Sword [1:20] (ST Mag-RF)		
Refine Into	None		
Draw Difficulty	26		
<u>Effect when Cast</u>			
Inflicts Confuse status on one target			

Berserk (Spell)

<u>Stat Junctions</u>

HP	300 (23rd)	XXX	XXX
Str	13 (18th)	Spd	5 (--)
Vit	8 (--)	Eva	2% (--)
Mag	14 (19th)	Hit	4% (--)
Spr	8 (--)	Luck	3 (--)
Elem/Status Junctions			
XXXXX	Atk	Def	
Elem	None	None	
Status	Berserk (100%)	Berserk (100%)	
Refinement/Acquisition			
Refine From	Magic Stone [1:5] (<i>ST Mag-RF</i>) Steel Pipe [1:20] (<i>ST Mag-RF</i>)		
Refine Into	None		
Draw Difficulty			13
Effect when Cast			
Inflicts Berserk status on one target			

Break

Stat Junctions			
HP	1,000 (18th)	XXX	XXX
Str	20 (13th)	Spd	10 (13th)
Vit	20 (15th)	Eva	4% (--)
Mag	34 (11th)	Hit	10% (15th)
Spr	35 (12th)	Luck	12 (11th)
Elem/Status Junctions			
XXXXX	Atk	Def	
Elem	None	None	
Status	Petrify (100%)	Petrify (100%)	
Refinement/Acquisition			
Refine From	Soft [1:3] (<i>ST Mag-RF</i>) Cockatrice Pinion [1:20] (<i>ST Mag-RF</i>)		
Refine Into	None		
Draw Difficulty			29
Effect when Cast			
Inflicts Petrify status on one target			

Zombie (Spell)

Stat Junctions			
HP	800 (19th)	XXX	XXX
Str	15 (16th)	Spd	2 (--)
Vit	24 (13th)	Eva	1% (--)
Mag	15 (18th)	Hit	2% (--)
Spr	12 (22nd)	Luck	2 (--)
Elem/Status Junctions			
XXXXX	Atk	Def	
Elem	None	None	
Status	Zombie (100%)	Zombie (100%)	
Refinement/Acquisition			
Refine From	Holy Water [1:2] (<i>L Mag-RF</i>) Zombie Powder [1:20] (<i>L Mag-RF</i>)		
Refine Into	None		
Draw Difficulty			15
Effect when Cast			
Inflicts Zombie status on one target			

Death

<u>Stat Junctions</u>			
HP	1,800 (13th)	XXX	XXX
Str	22 (12th)	Spd	10 (13th)
Vit	22 (14th)	Eva	4% (--)
Mag	38 (9th)	Hit	10% (15th)
Spr	58 (6th)	Luck	38 (3rd)
<u>Elem/Status Junctions</u>			
XXXXX	<u>Atk</u>		<u>Def</u>
Elem	None		None
Status	KO (100%)		KO (100%)
<u>Refinement/Acquisition</u>			
Refine From	Death Stone [1:1] (<i>L Mag-RF</i>) Saw Blade [1:10] (<i>L Mag-RF</i>) Dead Spirit [1:20] (<i>L Mag-RF</i>) Chef's Knife [1:30] (<i>L Mag-RF</i>)		
Refine Into	None		
<u>Draw Difficulty</u>			34
<u>Effect when Cast</u>			
Inflicts KO status on one target			

Double (Spell)

<u>Stat Junctions</u>			
HP	200 (24th)	XXX	XXX
Str	15 (16th)	Spd	10 (13th)
Vit	6 (--)	Eva	4% (--)
Mag	18 (16th)	Hit	40% (4th)
Spr	6 (--)	Luck	2 (--)
<u>Elem/Status Junctions</u>			
XXXXX	<u>Atk</u>	<u>Def</u>	
Elem	None	None	
Status	None	None	
<u>Refinement/Acquisition</u>			
Refine From	Dragon Fin [1:20] (<i>Time Mag-RF</i>)		
Refine Into	Triple [10:1] (<i>High Mag-RF</i>)		
<u>Draw Difficulty</u>			16
<u>Effect when Cast</u>			
Sets Double status on one target			

Triple (Spell)

<u>Stat Junctions</u>			
HP	2,400 (10th)	XXX	XXX
Str	70 (3rd)	Spd	70 (1st)
Vit	10 (20th)	Eva	16% (2nd)
Mag	70 (2nd)	Hit	150% (1st)
Spr	10 (23rd)	Luck	30 (4th)
<u>Elem/Status Junctions</u>			
XXXXX	<u>Atk</u>		<u>Def</u>
Elem	None		None
Status	None		None
<u>Refinement/Acquisition</u>			
Refine From	Double Magic [10:1] (<i>High Mag-RF</i>) Rocket Engine [1:50] (<i>Time Mag-RF</i>) Samantha Soul [1:60] (<i>Time Mag-RF</i>) Three Stars [1:100] (<i>Time Mag-RF</i>)		
Refine Into	None		
Draw	Odin, Cerberus		
<u>Draw Difficulty</u>			36
<u>Effect when Cast</u>			

Sets Triple status on one target

Dispel

<u>Stat Junctions</u>			
HP	1,000 (18th)	XXX	XXX
Str	12 (19th)	Spd	8 (--)
Vit	38 (8th)	Eva	3% (--)
Mag	16 (17th)	Hit	8% (--)
Spr	60 (5th)	Luck	14 (9th)
<u>Elem/Status Junctions</u>			
XXXXX	<u>Atk</u>	<u>Def</u>	
Elem	None	None	
Status	None	Drain (50%)	
<u>Refinement/Acquisition</u>			
Refine From	Magic Stone [1:5] (Supt Mag-RF) Wizard Stone [1:20] (Supt Mag-RF) Saw Blade [1:20] (Supt Mag-RF)		
Refine Into	None		
Draw Difficulty	0		
<u>Effect when Cast</u>			
Removes Aura, Double, Float, Haste, Protect, Reflect, Regen, Shell, and Triple statuses from one target			

Protect (Spell)

<u>Stat Junctions</u>			
HP	400 (22nd)	XXX	XXX
Str	6 (--)	Spd	3 (--)
Vit	40 (7th)	Eva	1% (--)
Mag	10 (21st)	Hit	3% (--)
Spr	18 (18th)	Luck	14 (9th)
<u>Elem/Status Junctions</u>			
XXXXX	<u>Atk</u>	<u>Def</u>	
Elem	None	Fire, Ice, Lightning (20%)	
Status	None	None	
<u>Refinement/Acquisition</u>			
Refine From	Protect Stone [1:1] (Supt Mag-RF) Turtle Shell [1:30] (Supt Mag-RF) Giant's Ring [1:60] (Supt Mag-RF) Steel Curtain [1:100] (Supt Mag-RF)		
Refine Into	None		
Draw Difficulty	17		
<u>Effect when Cast</u>			
Sets Protect status on one target			

Shell (Spell)

<u>Stat Junctions</u>			
HP	400 (22nd)	XXX	XXX
Str	6 (--)	Spd	3 (--)
Vit	18 (16th)	Eva	1% (--)
Mag	10 (21st)	Hit	3% (--)
Spr	40 (10th)	Luck	14 (9th)
<u>Elem/Status Junctions</u>			
XXXXX	<u>Atk</u>	<u>Def</u>	
Elem	None	All Elements (20%)	
Status	None	None	
<u>Refinement/Acquisition</u>			
Refine From	Shell Stone [1:1] (Supt Mag-RF) Rune Armet [1:40] (Supt Mag-RF) Barrier [1:40] (Supt Mag-RF) Moon Curtain [1:100] (Supt Mag-RF)		
Refine Into	None		
Draw Difficulty	17		

Effect when CastSets **Shell** status on one target**Reflect (Spell)**

Stat Junctions			
HP	2,000 (12th)	XXX	XXX
Str	14 (17th)	Spd	10 (13th)
Vit	46 (6th)	Eva	4% (--)
Mag	20 (15th)	Hit	8% (--)
Spr	72 (3rd)	Luck	16 (7th)
Elem/Status Junctions			
XXXXX	Atk	Def	
Elem	None	None	
Status	None	Berserk, Confuse, Darkness, Petrify, Poison, Silence, Sleep, Slow, Stop (25%)	
Refinement/Acquisition			
Refine From	Dragon Skin [1:20] (Supt Mag-RF) Glow Curtain [1:100] (Supt Mag-RF)		
Refine Into	None		
Draw Difficulty	35		
Effect when Cast			
Sets Reflect status on one target			

Float (Spell)

Stat Junctions			
HP	200 (24th)	XXX	XXX
Str	8 (--)	Spd	16 (10th)
Vit	15 (18th)	Eva	3% (--)
Mag	8 (--)	Hit	12% (14th)
Spr	15 (20th)	Luck	20% (6th)
Elem/Status Junctions			
XXXXX	Atk	Def	
Elem	None	Earth (50%)	
Status	None	None	
Refinement/Acquisition			
Refine From	None		
Refine Into	None		
Draw	Blood Soul, Gesper, Thrustaevis		
Draw Difficulty	11		
Effect when Cast			
Sets Float status on one target			

Drain

Stat Junctions			
HP	400 (22nd)	XXX	XXX
Str	13 (18th)	Spd	6 (--)
Vit	30 (11th)	Eva	2% (--)
Mag	20 (15th)	Hit	5% (--)
Spr	24 (16th)	Luck	4 (--)
Elem/Status Junctions			
XXXXX	Atk	Def	
Elem	None	None	
Status	Drain (100%)	Drain (100%)	
Refinement/Acquisition			
Refine From	Vampire Fang [1:20] (Supt Mag-RF)		

Refine Into	None
Draw Difficulty	18
Effect when Cast	
Drains a moderate (26 power) amount of HP from target and transfers it to caster (if target is Undead or a Zombie , the effect is reversed)	

Haste (Spell)

Stat Junctions			
HP	500 (21st)	XXX	XXX
Str	12 (19th)	Spd	50 (3rd)
Vit	16 (17th)	Eva	8% (6th)
Mag	20 (15th)	Hit	10% (15th)
Spr	20 (17th)	Luck	10 (12th)
Elem/Status Junctions			
XXXXX	Atk	Def	
Elem	None	None	
Status	None	None	
Refinement/Acquisition			
Refine From	Magic Stone [1:5] (<i>Time Mag-RF</i>) Lightweight [1:20] (<i>Time Mag-RF</i>) Aegis Amulet [1:100] (<i>Time Mag-RF</i>) Accelerator [1:100] (<i>Time Mag-RF</i>)		
Refine Into	None		
Draw Difficulty			18
Effect when Cast			
Sets Haste status on one target			

Slow (Spell)

Stat Junctions			
HP	500 (21st)	XXX	XXX
Str	12 (19th)	Spd	40 (5th)
Vit	16 (17th)	Eva	8% (6th)
Mag	20 (15th)	Hit	10% (15th)
Spr	20 (17th)	Luck	10 (12th)
Elem/Status Junctions			
XXXXX	Atk	Def	
Elem	None	None	
Status	Slow (100%)	Slow (100%)	
Refinement/Acquisition			
Refine From	M-Stone Piece [1:5] (<i>Time Mag-RF</i>) Spider Web [1:20] (<i>Time Mag-RF</i>)		
Refine Into	None		
Draw Difficulty			18
Effect when Cast			
Inflicts Slow status on one target			

Stop (Spell)

Stat Junctions			
HP	800 (19th)	XXX	XXX
Str	18 (14th)	Spd	48 (4th)
Vit	20 (15th)	Eva	10% (5th)
Mag	30 (12th)	Hit	20% (10th)
Spr	24 (16th)	Luck	10 (12th)
Elem/Status Junctions			
XXXXX	Atk	Def	
Elem	None	None	
Status	Stop (100%)	Stop (100%)	
Refinement/Acquisition			

Refine From	Wizard Stone [1:5] (<i>Time Mag-RF</i>)		
Refine Into	None		
Draw	Caterchipillar (<i>H</i>), Elastoid (<i>M/H</i>), Forbidden (<i>M/H</i>), Tri-Face (<i>H</i>), BGH251F2 (<i>all battles</i>), Odin		
Draw Difficulty			28
Effect when Cast			
Inflicts Stop status on one target			

Meltdown

Stat Junctions			
HP	1,500 (<i>15th</i>)	XXX	XXX
Str	24 (<i>11th</i>)	Spd	3 (--)
Vit	80 (<i>2nd</i>)	Eva	2% (--)
Mag	20 (<i>15th</i>)	Hit	12% (<i>14th</i>)
Spr	20 (<i>17th</i>)	Luck	8 (--)
Elem/Status Junctions			
XXXXX	Atk	Def	
Elem	None	None	
Status	None	None	
Refinement/Acquisition			
Refine From	Mystery Fluid [1:10] (<i>ST Mag-RF</i>)		
Refine Into	None		
Draw	Bomb (<i>H</i>), Elastoid (<i>H</i>), Gayla (<i>H</i>), Jumbo Cactuar, Trauma		
Draw Difficulty			35
Effect when Cast			
Moderate (32 power) non-elemental damage and Vit0 status to one			

Pain

Stat Junctions			
HP	2,800 (<i>8th</i>)	XXX	XXX
Str	42 (<i>7th</i>)	Spd	4 (--)
Vit	38 (<i>8th</i>)	Eva	2% (--)
Mag	60 (<i>3rd</i>)	Hit	4% (--)
Spr	45 (<i>9th</i>)	Luck	40 (<i>2nd</i>)
Elem/Status Junctions			
XXXXX	Atk	Def	
Elem	None	None	
Status	Darkness, Poison, Silence (100%)	Curse, Darkness, Poison, Silence (100%)	
Refinement/Acquisition			
Refine From	Curse Spike [1:10] (<i>ST Mag-RF</i>)		
Refine Into	None		
Draw	Elnoyle, Graldo (<i>H</i>), Tri-Face (<i>H</i>)		
Draw Difficulty			40
Effect when Cast			
Inflicts Darkness, Poison, and Silence on one target			

Aura (Spell)

Stat Junctions			
HP	3,400 (<i>5th</i>)	XXX	XXX
Str	70 (<i>3rd</i>)	Spd	10 (<i>13th</i>)
Vit	22 (<i>14th</i>)	Eva	2% (--)
Mag	24 (<i>14th</i>)	Hit	50% (<i>3rd</i>)
Spr	24 (<i>16th</i>)	Luck	40 (<i>2nd</i>)
Elem/Status Junctions			

XXXXX	<u>Atk</u>	<u>Def</u>
Elem	None	None
Status	None	Curse (200%)*
<u>Refinement/Acquisition</u>		
Refine From	Aura Stone [1:1] (<i>Supt Mag-RF</i>) Fury Fragment [1:5] (<i>Supt Mag-RF</i>)	
Refine Into	None	
Draw	Seifer (<i>Sorceress' Knight, Disc 3</i>)	
Draw Difficulty	40	
<u>Effect when Cast</u>		
Sets Aura status on one target		

*In other words, with at least 50 **Aura** Junctioned to **ST-Def**, you'll have 100% protection against **Curse**.

Guardian Forces

Here, you'll find properties of each of the game's GFs. GF's that cannot be Junctioned, and instead are Summoned using Items, are covered [here](#).

The information tables first provide information on how to obtain the GF. Only **Quezacotl**, **Shiva**, and **Ifrit** are required to be obtained by the game; the others are available as Draws or sidequests. Next are the GF's **Abilities**. They are listed in the order they appear in the menu. They are listed in the order they appear in the menu, along with their AP cost and any requirements to make the **Ability** available for learning. If an ability is listed under **Requires**, that means the ability must be learned (not merely available to learn) for the new ability to appear. It doesn't matter if you learn the required Ability through AP or through **Items**; either method will unlock the ability in question (meaning you can actually skip parts of learning chains if you have the right items on hand). Note that all GF's list **Junction Abilities** first, then **Command Abilities**, then **Character Abilities**, then **Party Abilities**, then **GF Abilities**, and finally **Menu Abilities** (this even holds true if you use Items to teach them new abilities; the new abilities will appear with other abilities of the same type). Afterwards, the table lists the GF's Summon attack properties, followed by some general information about the GF and how to utilize it.

Quezacotl

<u>How Obtained</u>					
Examine computer in 2F Classroom (Balamb Garden) or given by Quistis before going to Fire Cavern					
<u>Abilities</u>					
<u>Ability</u>	<u>AP</u>	<u>Requires</u>	<u>Ability</u>	<u>AP</u>	<u>Requires</u>
HP-J	50	None	Mag+20%	60	None
Vit-J	50	None	Mag+40%	120	Mag+20%
Mag-J	Learned	None	SumMag+10%	40	None
Elem-Atk-J	160	None	SumMag+20%	70	SumMag+10%
Elem-Def-J	100	Vit-J	SumMag+30%	140	SumMag+20%
Elem-Defx2	130	Elem-Def-J	GFHP+10%	40	None
Magic	Learned	None	GFHP+20%	70	GFHP+10%
GF	Learned	None	Boost	10	None
Draw	Learned	None	T Mag-RF	30	T Mag-RF
Item	Learned	None	Mid Mag-RF	60	None
Card	40	None	Card Mod	80	Card
<u>Suggested Ability Learning Order</u>					
Card, Card Mod, T Mag-RF, Mid Mag-RF, Boost, Vit-J, Elem-Def-J, Elem-Defx2, other Junctions , everything else					
<u>Summon Attack</u>					
Thunder Storm: Deals Lightning-elemental damage to all enemies					

Quezacotl, being your first GF, is, as you'd expect, pretty basic, and represents the Lightning element. The Junction Abilities are decent early on, but Quezacotl's real value lies in **Card Mod**, which can be used to turn FFVIII into an absolute joke. You should learn **Card** first (it sucks, but it's needed to unlock a certain ability), then **Card Mod**, then the other **Menu Abilities**, followed by **Boost** and the **Junction Abilities**.

Shiva

<u>How Obtained</u>					
Examine computer in 2F Classroom (Balamb Garden) or given by Quistis before going to Fire Cavern					
<u>Abilities</u>					
<u>Ability</u>	<u>AP</u>	<u>Requires</u>	<u>Ability</u>	<u>AP</u>	<u>Requires</u>
Str-J	50	None	Vit+20%	60	None
Vit-J	50	None	Vit+40%	120	Vit+20%
Spr-J	Learned	None	Spr+20%	60	None

Elem-Atk-J	160	Str-J	Spr+40%	120	Spr+20%
Elem-Def-J	100	Spr+20%	SumMag+10%	40	None
Elem-Defx2	130	Elem-Def-J	SumMag+20%	70	SumMag+10%
Magic	Learned	None	SumMag+30%	140	SumMag+20%
GF	Learned	None	GFHP+10%	40	None
Draw	Learned	None	GFHP+20%	70	GFHP+10%
Item	Learned	None	Boost	10	None
Doom	60	Level 10+	I Mag-RF	30	None
Suggested Ability Learning Order					
I Mag-RF, Str-J, Boost, Elem-Atk-J, Spr+20% (to unlock Elem-Def-J), Elem-Def-J, Elem-Defx2, Vit-J, everything else					
Summon Attack					
Diamond Dust: Ice-elemental damage to all enemies					

Shiva is another early-game GF. While her abilities are pretty shoddy late-game, early game her **I Mag-RF** and Junction Abilities are nice.

Ifrit

How Obtained					
Defeat Ifrit (Fire Cavern)					
Abilities					
Ability	AP	Requires	Ability	AP	Requires
HP-J	50	None	Str+40%	120	Str+20%
Str-J	Learned	None	Str Bonus	100	Str+40%
Elem-Atk-J	Learned	None	SumMag+10%	40	None
Elem-Def-J	100	None	SumMag+20%	70	SumMag+10%
Elem-Defx2	130	Elem-Def-J	SumMag+30%	140	SumMag+30%
Magic	Learned	None	GFHP+10%	40	None
GF	Learned	None	GFHP+20%	70	GFHP+10%
Draw	Learned	None	GFHP+30%	140	GFHP+20%
Item	Learned	None	Boost	10	None
Mad Rush	60	Level 10+	F Mag-RF	30	None
Str+20%	60	None	Ammo-RF	30	Level 10+
Suggested Ability Learning Order					
F Mag-RF, Ammo-RF (requires Ifrit to be Level 10), Boost, Str+% abilities, Str Bonus, Junctions, everything else					
Summon Attack					
Hell Fire: Fire-elemental damage to all enemies					

While Ifrit is an early-game GF, his **Ammo-RF** and **Str Bonus** Abilities really stand out in the end-game. **F Mag-RF** also has several uses throughout the game.

Siren

How Obtained					
Draw from Elvoret or Draw from Tri-Point					
Abilities					
Ability	AP	Requires	Ability	AP	Requires
Mag-J	Learned	None	Mag Bonus	100	Mag+40%
ST-Atk-J	Learned	None	Move-Find	40	None
ST-Def-J	Learned	None	SumMag+10%	40	None
ST-Def-Jx2	130	None	SumMag+20%	70	SumMag+10%
Magic	Learned	None	SumMag+30%	140	SumMag+20%
GF	Learned	None	GFHP+10%	40	None
Draw	Learned	None	GFHP+20%	70	GFHP+10%
Item	Learned	None	Boost	10	None
Treatment	Learned	Level 12+	L Mag-RF	30	None
Mag+20%	Learned	None	ST Med-RF	30	None
Mag+40%	Learned	Mag+20%	Tool-RF	30	None

Suggested Ability Learning Order

L Mag-RF, Tool-RF, the Mag+% abilities (to unlock Mag Bonus), Mag Bonus, Move-Find, ST Med-RF, Boost, the Junctions, everything else

Summon Attack

Silent Voice: Non-elemental damage and **Silence** status to all enemies

Siren has a number of useful skills. The ST Junctions are great, and this is the earliest possible source of them, while the refinements are very helpful also. Siren's Summon is effective and Magic-using enemies, since it stops them from casting spells.

Brothers

How Obtained

Defeat the **Brothers** in the **Tomb of the Unknown King**

Abilities

<u>Ability</u>	<u>AP</u>	<u>Requires</u>	<u>Ability</u>	<u>AP</u>	<u>Requires</u>
HP-J	Learned	None	HP+40%	120	HP+20%
Str-J	50	None	HP+80%	240	HP+40%
Spr-J	50	None	Cover	100	None
Elem-Atk-J	160	Str-J	HP Bonus	100	HP+80%
Elem-Def-J	100	Spr-J	SumMag+10%	40	None
Magic	Learned	None	SumMag+20%	70	SumMag+10%
GF	Learned	None	SumMag+30%	140	SumMag+20%
Draw	Learned	None	GFHP+10%	40	None
Item	Learned	None	GFHP+20%	70	GFHP+10%
Defend	100	None	GFHP+30%	140	GFHP+20%
HP+20%	60	None	Boost	10	None

Suggested Ability Learning Order

Str-J, Elem-Atk-J, the HP+% abilities, HP Bonus, Boost, the other Junctions, everything else

Summon Attack

Brotherly Love: Earth-elemental ground-based damage to all enemies

Aside from **HP Bonus**, Brothers as a GF is...kind of pathetic. None of its other skills are really worth mentioning (aside from **Defend** perhaps), and its Summon can't hit flying enemies.

Diablos

How Obtained

Use **Magical Lamp** in menu, then win battle against **Diablos**

Abilities

<u>Ability</u>	<u>AP</u>	<u>Requires</u>	<u>Ability</u>	<u>AP</u>	<u>Requires</u>
HP-J	50	None	HP+80%	240	HP+40%
Mag-J	Learned	None	Mag+20%	60	None
Hit-J	120	None	Mag+40%	120	Mag+20%
Abilityx3	Learned	None	Mug	200	None
Magic	Learned	None	Enc-Half	30	None
GF	Learned	None	Enc-None	100	Enc-Half
Draw	Learned	None	GFHP+10%	40	None
Item	Learned	None	GFHP+20%	70	GFHP+10%
Darkside	100	None	GFHP+30%	140	GFHP+20%
HP+20%	60	HP-J	Time Mag-RF	30	None
HP+40%	120	HP+20%	ST Mag-RF	30	None

Suggested Ability Learning Order

ST Mag-RF, Time Mag-RF, Enc-Half, Enc-None, Mug, Junctions, everything else

Summon Attack

Dark Messenger: For every level Diablos gains, deals 1% of enemy's current HP as Gravity damage (capped at 9,999)

Diablos has a number of unique abilities to take advantage of. The refinements are both very useful, while **Mug** lets you snag rarities and **Enc-None** helps you keep your levels down (great for taking advantage of the "Bonus" abilities). Its Summon isn't all that great (early-game, the percentage will be too low to bother with, and late-game the 9,999 damage cap limits its use somewhat), but the abilities more than make up for it.

Carbuncle

<u>How Obtained</u>					
Draw from Iguion or Draw from Krysta					
<u>Abilities</u>					
<u>Ability</u>	<u>AP</u>	<u>Requires</u>	<u>Ability</u>	<u>AP</u>	<u>Requires</u>
HP-J	50	None	HP+20%	60	HP-J
Vit-J	Learned	None	HP+40%	120	HP+20%
Mag-J	50	None	Vit+20%	60	None
ST-Atk-J	160	Mag-J	Vit+40%	120	Vit+20%
ST-Def-J	100	None	Vit Bonus	100	Vit+40%
ST-Def-Jx2	130	ST-Def-J	Counter	200	None
Abilityx3	Learned	None	Auto-Reflect	250	Counter
Magic	Learned	None	GFHP+10%	40	None
GF	Learned	None	GFHP+20%	70	GFHP+10%
Draw	Learned	None	GFHP+30%	140	GFHP+20%
Item	Learned	None	Recovery Med-RF	30	None
<u>Suggested Ability Learning Order</u>					
Recovery Med-RF, the Vit+% abilities, Vit Bonus, Mag-J, the other Junctions, Counter, Auto-Reflect, everything else					
<u>Summon Attack</u>					
Ruby Light: Sets Reflect on all party members					

Carbuncle is a good defensive GF. **Vit Bonus** and defensive stat Junctions are all nice, while **Recovery Med-RF** does have occasional uses. Its Summon is highly useful against Magic-spammers, since it will sling their spells right back in their faces.

Leviathan

<u>How Obtained</u>					
Draw from NORG or Draw from Trauma					
<u>Abilities</u>					
<u>Ability</u>	<u>AP</u>	<u>Requires</u>	<u>Ability</u>	<u>AP</u>	<u>Requires</u>
Mag-J	50	None	Spr Bonus	100	Spr+40%
Spr-J	Learned	None	Auto-Potion	150	None
Elem-Atk-J	160	Mag-J	SumMag+10%	40	None
Elem-Defx2	Learned	None	SumMag+20%	70	SumMag+10%
Magic	Learned	None	SumMag+30%	140	SumMag+20%
GF	Learned	None	GFHP+10%	40	None
Draw	Learned	None	GFHP+20%	70	GFHP+10%
Item	Learned	None	GFHP+30%	140	GFHP+20%
Recover	200	None	Boost	10	None
Spr+20%	60	None	Supt Mag-RF	20	None
Spr+40%	120	Spr+20%	GFRecov Med-RF	30	Supt Mag-RF
<u>Suggested Ability Learning Order</u>					
Supt Mag-RF, the Spr+% abilities, Spr Bonus, GFRecov Med-RF, Boost, the Junctions, everything else					
<u>Summon Attack</u>					
Tsunami: Water-elemental damage to all enemies					

Ability-wise, Leviathan is another defensive-minded GF. **Supt Mag-RF** is a great refinement skill, while **Spr Bonus** gives bonuses to Spirit as you level. Leviathan's Summon is decent, but there aren't all that many enemies weak to Water.

Pandemona

<u>How Obtained</u>					
Draw from Fujin (<i>Balamb, Disc 2</i>) or Draw from Red Giant					
<u>Abilities</u>					
<u>Ability</u>	<u>AP</u>	<u>Requires</u>	<u>Ability</u>	<u>AP</u>	<u>Requires</u>
Str-J	Learned	None	Str+40%	120	Str+20%
Spd-J	120	None	Spd+20%	150	Spd-J

Elem-Atk-J	Learned	None	Spd+40%	200	Spd+20%
Elem-Def-J	Learned	None	Initiative	160	None
Elem-Defx2	130	None	SumMag+10%	40	None
Magic	Learned	None	SumMag+20%	70	SumMag+10%
GF	Learned	None	SumMag+30%	140	SumMag+20%
Draw	Learned	None	GFHP+10%	40	None
Item	Learned	None	GFHP+20%	70	GFHP+10%
Absorb	80	None	GFHP+30%	140	GFHP+20%
Str+20%	60	None	Boost	10	None
Suggested Ability Learning Order					
Spd-J, Elem-Defx2, the Spd+X% abilities, Boost , everything else					
Summon Attack					
Tornado Zone: Wind-elemental damage to all enemies					

The first GF to have **Spd-J**, that's really Pandemona's biggest use. Its other skills are alright, but nothing to call home about. A Wind-elemental Summon is nice for helping round out your elemental offense, but overall not all that good.

Cerberus

How Obtained					
Defeat Cerberus or Draw from Gargantua					
Abilities					
Ability	AP	Requires	Ability	AP	Requires
Str-J	Learned	None	GF	Learned	None
Mag-J	50	None	Draw	Learned	None
Spr-J	50	None	Item	Learned	None
Spd-J	120	None	Spd+20%	150	Spd-J
Hit-J	Learned	None	Spd+40%	200	Spd+20%
ST-Atk-J	160	Mag-J	Auto-Haste	250	Spd+40%
ST-Def-J	100	Spr-J	Expendx2-1	250	Level 30+
ST-Def-Jx2	130	ST-Def-J	Alert	200	None
ST-Def-Jx4	180	ST-Def-Jx2	GFHP+10%	40	None
Abilityx3	Learned	None	GFHP+20%	70	GFHP+10%
Magic	Learned	None	GFHP+30%	140	GFHP+20%
Suggested Ability Learning Order					
Spd-J, Spr-J, the ST-Def-J abilities, Mag-J , ST-Atk-J , the Spd+X% abilities, Auto-Haste , everything else					
Summon Attack					
Counter Rockets: Double and Triple status to all characters					

Cerberus is a great GF for magic-focused characters. **Auto-Haste** and **ST-Def-Jx4** both make appearances alongside **Spd-J** and **Hit-J**, and are really the highlights of this GF ability-wise. Counter Rockets is also excellent; it gives your entire party **Double** and **Triple** statuses, great if you want to spam Magic.

Alexander

How Obtained					
Draw from Edea (Disc 2) or Draw from Catoblepas					
Abilities					
Ability	AP	Requires	Ability	AP	Requires
Spr-J	Learned	None	Spr+40%	120	Spr+20%
Elem-Atk-J	160	None	Med Data	200	None
Elem-Defx2	Learned	None	SumMag+10%	40	None
Elem-Defx4	180	None	SumMag+20%	70	SumMag+10%
Abilityx3	Learned	None	SumMag+30%	140	SumMag+20%
Magic	Learned	None	GFHP+10%	40	None
GF	Learned	None	GFHP+20%	70	GFHP+10%
Draw	Learned	None	GFHP+30%	140	GFHP+20%
Item	Learned	None	Boost	10	None

Revive	200	None	High Mag-RF	60	None
Spr+20%	60	None	Med LV Up	120	Med Data
Suggested Ability Learning Order					
Med Data, Med LV Up, High Mag-RF, Elem-Defx4, Elem-Atk-J, Boost, everything else					
Summon Attack					
Holy Judgment: Holy-elemental damage to all enemies					

By and large, Alexander is pretty meh. The only real treat here is **Elem-Defx4**, a great defensive Junction. The refinement abilities have their uses, but for the most part you probably won't use them too much. Its Summon is awesome against Undead and the numerous other enemies weak against Holy.

Doomtrain

How Obtained					
Use Solomon Ring with 6 each of Remedy+ , Steel Pipe , and Malboro Tentacle in inventory					
Abilities					
Ability	AP	Requires	Ability	AP	Requires
Elem-Atk-J	Learned	None	SumMag+10%	40	None
ST-Atk-J	Learned	None	SumMag+20%	70	SumMag+10%
Elem-Defx4	180	None	SumMag+30%	140	SumMag+20%
ST-Def-Jx4	180	None	SumMag+40%	200	SumMag+30%
Magic	Learned	None	GFHP+10%	40	None
GF	Learned	None	GFHP+20%	70	GFHP+10%
Draw	Learned	None	GFHP+30%	140	GFHP+20%
Item	Learned	None	GFHP+40%	200	GFHP+30%
Darkside	100	None	Boost	10	None
Absorb	80	None	Junk Shop	Learned	None
Auto-Shell	250	None	Forbid Med-RF	200	None
Suggested Ability Learning Order					
Forbid Med-RF, ST-Def-Jx4, Elem-Defx4, Auto-Shell, Boost, everything else					
Summon Attack					
Runaway Train: Poison-elemental damage and Berserk , Confuse , Curse , Darkness , Doom , Silence , Sleep , Slow , Stop , and Vit0 to all enemies					

Doomtrain is the first truly high-level GF you can acquire. Its Abilities are great, with the Menu Abilities, **Elem-Defx4**, **ST-Def-Jx4**, and **Auto-Shell** especially standing out. Its Summon is devastating as well; it inflicts a number of crippling statuses in addition to good Poison-elemental damage.

Bahamut

How Obtained					
Defeat Bahamut (Deep Sea Research Center)					
Abilities					
Ability	AP	Requires	Ability	AP	Requires
Abilityx4	Learned	None	Rare Item	250	None
Magic	Learned	None	SumMag+10%	40	None
GF	Learned	None	SumMag+20%	70	SumMag+10%
Draw	Learned	None	SumMag+30%	140	SumMag+20%
Item	Learned	None	SumMag+40%	200	SumMag+30%
Str+60%	Learned	None	GFHP+10%	40	None
Mag+60%	Learned	None	GFHP+20%	70	GFHP+10%
Mug	200	None	GFHP+30%	140	GFHP+20%
Move-HP Up	200	None	GFHP+40%	200	GFHP+30%
Auto-Protect	250	None	Boost	10	None
Expendx2-1	250	None	Forbid Mag-RF	Learned	None
Suggested Ability Learning Order					
Boost, Mug, Auto-Protect, Rare Item, everything else					
Summon Attack					
Mega Flare: Non-elemental, defense-ignoring damage to all enemies					

Bahamut has a large number of top-end abilities (**Forbid Mag-RF**, **Auto-Protect**, **Str+60%**, **Mag+60%**, **Abilityx4**) to buff up your party. Its Summon, meanwhile, is very reliable as it does non-elemental damage that ignores defense (though a bit weaker than most other GF's in terms of pure damage). Definitely make a point to grab it, it'll help you greatly.

Cactuar (GF)

<u>How Obtained</u>					
Defeat Jumbo Cactuar (Cactuar Island)					
<u>Abilities</u>					
<u>Ability</u>	<u>AP</u>	<u>Requires</u>	<u>Ability</u>	<u>AP</u>	<u>Requires</u>
Eva-J	200	None	Move-HP Up	200	None
Luck-J	200	None	HP Bonus	Learned	None
Magic	Learned	None	Str Bonus	Learned	None
GF	Learned	None	Vit Bonus	Learned	None
Draw	Learned	None	Mag Bonus	Learned	None
Item	Learned	None	Spr Bonus	Learned	None
Defend	100	None	Auto-Potion	150	None
Kamikaze	100	None	Expendx2-1	250	Eva+30%
Eva+30%	150	Eva-J	GFHP+10%	40	None
Luck+50%	200	Luck-J	GFHP+20%	70	GFHP+10%
Initiative	160	None	GFHP+30%	140	GFHP+20%
<u>Suggested Ability Learning Order</u>					
Luck-J , Eva+30% , Defend , Luck+50% , Kamikaze , Eva+30% , everything else					
<u>Summon Attack</u>					
1,000 Needles : Deals 1,000 damage per 10 Levels Cactuar has (maxes out at 10,000 damage at Level 100)					

This little guy has a number of unique and useful abilities. It has every "Bonus" ability in the game, as well as **Eva-J** and **Luck-J**, both very difficult-to-obtain Junctions. Its Summon is Ok but nothing special, but still get Cactuar for its Bonus and Junction abilities.

Tonberry (GF)

<u>How Obtained</u>					
Defeat Tonberry King (Centra Ruins)					
<u>Abilities</u>					
<u>Ability</u>	<u>AP</u>	<u>Requires</u>	<u>Ability</u>	<u>AP</u>	<u>Requires</u>
Magic	Learned	None	SumMag+10%	40	None
GF	Learned	None	SumMag+20%	70	SumMag+10%
Draw	Learned	None	SumMag+30%	140	SumMag+20%
Item	Learned	None	GFHP+10%	40	None
LV Down	Learned	None	GFHP+20%	70	GFHP+10%
LV Up	Learned	None	GFHP+30%	140	GFHP+20%
Eva+30%	Learned	None	Boost	10	None
Luck+50%	Learned	None	Haggle	150	None
Initiative	160	None	Sell-High	150	Haggle
Move-HP Up	200	None	Familiar	150	None
Auto-Potion	150	None	Call Shop	200	Familiar
<u>Suggested Ability Learning Order</u>					
Familiar , Haggle , Sell-High , Call Shop , Initiative , Boost , everything else					
<u>Summon Attack</u>					
Chef's Knife : Random non-elemental, damage-ignoring damage to one					

This GF is nothing short of odd. It has no Junction abilities at all, and every ability it has (except the universal ones and **GFHP+30%**) is unable to be taught using items. The Shop abilities are the main draw of Tonberry, but **LV Down** and **LV Up** are useful for scavenging. Its Summon is garbage though.

Eden

<u>How Obtained</u>	
Draw from Ultima Weapon or Draw from Tiamat	
<u>Abilities</u>	

Ability	AP	Requires	Ability	AP	Requires
Spd-J	Learned	None	Expendx3-1	250	None
Eva-J	Learned	None	SumMag+10%	40	None
Hit-J	Learned	None	SumMag+20%	70	SumMag+10%
Magic	Learned	None	SumMag+30%	140	SumMag+20%
GF	Learned	None	SumMag+40%	200	SumMag+30%
Draw	Learned	None	GFHP+10%	40	None
Item	Learned	None	GFHP+20%	70	GFHP+10%
Mad Rush	60	None	GFHP+30%	140	GFHP+20%
Darkside	100	None	GFHP+40%	200	GFHP+30%
Devour	Learned	None	Boost	10	None
Luck+50%	200	None	GFAbi Med-RF	30	None
Suggested Ability Learning Order					
GFAbi Med-RF, Boost, Luck+50%, the Command Abilities, Expendx3-1, the SumMag+X% abilities, the GFHP+X% abilities					
<u>Summon Attack</u>					
Eternal Breath: Deals EXTREME non-elemental damage to all (maxes out at 60,000 damage)					

Eden is truly the ultimate GF. Its Junctions are highly useful, while **GFAbi Med-RF** allows you a great deal of customization of all your GFs. **Devour** also makes an appearance, and for many players this is the only time they'll ever see the ability. Its Summon is by far the most powerful, able to deal over 30,000 damage at Level 100 with all SumMag+ abilities learned. The only disadvantage is that Eden cannot be obtained before Disc 4 except by killing Ultima Weapon. Note that once Eden levels up a bit you can unlearn the GFHP+ abilities without any sort of penalty, Eden can reach 9,999 by level 70 even without them.

Abilities

This section is a list of abilities you can assign to your characters. For a list of specific Magic spells, click [here](#). For GF information (including native abilities, AP costs, stats, and Summon information), click [here](#), and for Items, [here](#).

Available To indicates which GFs either come with the ability learned or can learn it through AP. **AP** is the amount of AP needed to learn the ability; if all GF's that come with the ability have it pre-learned, *N/A* will be written here. **Description** is the description in the menu of the ability, while **Taught By** indicates which item, if any, teaches the ability. If *N/A* is marked here, it means the ability cannot be learned via Items, and thus should not be removed (using **Amnesia Greens**) from the list of any GFs that know it if you're going for a perfect file.

Remember that in order to assign any ability to a character, they must have a GF equipped that knows the ability, then you must go into the Junction menu and assign them. All characters will have the **Attack** command (or some modified form of it if you equip certain Abilities) irregardless of whether a GF is equipped or not.

Junction Abilities

These abilities open up Junction slots (remember that no **Magic** and no more than 3 **Command Abilities** and 2 total **Character/Party** Abilities can be Junctioned without a proper Junction Ability learned), allowing you to increase stats, modify elemental or status properties, or assign more than two Character/Party Abilities.

In this section, the **stat Junctions** will each contain ranked lists of spells in order of best to worst (excluding **Apocalypse**, as it can't be Junctioned in a normal game, but you can still look at its stats if you feel like using a cheating device to hack it in), while the Elem and Status Junction abilities have spell effects covered in their respective Junction Reference sections, with the idea of helping you make efficient use of whatever Magic you have at the moment.

HP-J

Available To	Quezacotl, Ifrif, Brothers, Diablos, Carbuncle	AP	50
Description	Junctions Magic to HP	Taught By	HP-J Scroll

Allows **Magic** to be Junctioned to a character's HP, increasing their total. The spells usable to boost HP, in order:

1. **Ultima** (6,000 HP)
2. **Full-Life** (4,800 HP)
3. **Meteor** (4,600 HP)
4. **Holy** (3,800 HP)
5. **Aura** (3,400 HP)
6. **Flare** (3,200 HP)
7. **Tornado** (3,000 HP)
8. **Pain** (2,800 HP)
9. **Regen/Quake** (2,600 HP)
10. **Triple** (2,400 HP)
11. **Curaga** (2,200 HP)
12. **Reflect** (2,000 HP)
13. **Death** (1,800 HP)
14. **Demi** (1,600 HP)
15. **Meltdown** (1,500 HP)
16. **Firaga/Blizzaga/Thundaga** (1,400 HP)
17. **Life** (1,200 HP)
18. **Dispel/Break** (1,000 HP)

19. **Stop/Zombie** (800 HP)
20. **Bio/Confuse** (700 HP)
21. **Cura/Esuna/Haste/Slow** (500 HP)
22. **Protect/Shell/Drain** (400 HP)
23. **Water/Aero/Berserk** (300 HP)
24. **Fira/Blizzara/Thundara/Cure/Double/Float** (200 HP)
25. Everything else (100 HP)

Str-J

Available To	Shiva, Ifrit, Brothers, Pandemona, Cerberus	AP	50
Description	Junctions Magic to Strength	Taught By	Str-J Scroll

Allows you to junction Magic to a character's Strength stat, increasing your physical attack power. The spells, in order of strength:

1. **Ultima** (100 Str)
2. **Meteor** (75 Str)
3. **Triple/Aura** (70 Str)
4. **Flare** (56 Str)
5. **Holy** (55 Str)
6. **Tornado** (48 Str)
7. **Pain** (42 Str)
8. **Quake** (40 Str)
9. **Demi** (34 Str)
10. **Firaga/Blizzaga/Thundaga** (30 Str)
11. **Bio/Meltdown** (24 Str)
12. **Confuse/Death** (22 Str)
13. **Water/Curaga/Full-Life/Break** (20 Str)
14. **Regen/Stop** (18 Str)
15. **Aero** (17 Str)
16. **Fira/Blizzara/Thundara/Zombie/Double** (15 Str)
17. **Reflect** (14 Str)
18. **Drain/Berserk** (13 Str)
19. **Dispel/Haste/Slow** (12 Str)
20. **Fire/Blizzard/Thunder** (10 Str)
21. Everything else (8 or less Str)

Vit-J

Available To	Quezacotl, Shiva, Carbuncle	AP	50
Description	Junctions Magic to Vitality	Taught By	Vit-J Scroll

Allows you to Junction Magic to a character's Vitality stat, increasing physical defense. See the list below for a list of Junctions.

1. **Ultima** (82 Vit)
2. **Full-Life/Meltdown** (80 Vit)
3. **Regen** (70 Vit)
4. **Curaga** (65 Vit)
5. **Life** (50 Vit)
6. **Reflect** (46 Vit)
7. **Protect** (40 Vit)
8. **Dispel/Pain** (38 Vit)
9. **Esuna** (36 Vit)
10. **Meteor** (34 Vit)
11. **Drain** (30 Vit)
12. **Cura/Holy** (28 Vit)
13. **Flare/Tornado/Zombie** (24 Vit)
14. **Aura/Death** (22 Vit)
15. **Quake/Stop/Break** (20 Vit)
16. **Demi/Shell/Confuse** (18 Vit)
17. **Firaga/Blizzaga/Thundaga/Haste/Slow** (16 Vit)
18. **Bio/Cure/Float** (15 Vit)
19. **Water** (14 Vit)
20. **Aero/Triple** (10 Vit)
21. Everything else (8 or less Vit)

Mag-J

Available To	Quezacotl, Siren, Diablos, Carbuncle, Leviathan, Cerberus	AP	50
Description	Junctions Magic to Magic	Taught By	Mag-J Scroll

Allows you to Junction Magic to a character's Magic stat, increasing magical potency. Good spells to junction:

1. **Ultima** (100 Mag)
2. **Triple** (70 Mag)

3. **Pain** (60 Mag)
4. **Meteor** (52 Mag)
5. **Holy** (45 Mag)
6. **Flare** (44 Mag)
7. **Tornado** (42 Mag)
8. **Quake** (40 Mag)
9. **Death** (38 Mag)
10. **Demi** (36 Mag)
11. **Break** (34 Mag)
12. **Firaga/Blizzaga/Thundaga/Stop** (30 Mag)
13. **Confuse** (28 Mag)
14. **Bio/Aura** (24 Mag)
15. **Curaga/Full-Life/Reflect/Haste/Slow/Drain/Meltdown** (20 Mag)
16. **Water/Regen/Double** (18 Mag)
17. **Aero/Dispel** (16 Mag)
18. **Fira/Blizzara/Thundara/Zombie** (15 Mag)
19. **Berserk** (14 Mag)
20. **Esuna/Blind/Sleep/Silence** (12 Mag)
21. **Fire/Blizzard/Thunder/Life/Protect/Shell** (10 Mag)
22. Everything else (8 or less Mag)

Spr-J

Available To	Shiva, Brothers, Leviathan, Cerberus, Alexander	AP	50
Description	Junctions Magic to Spirit	Taught By	Spr-J Scroll

Allows you to Junction Magic to a character's Spirit stat, reducing damage taken from magical attacks. The best Junctions here are:

1. **Ultima** (95 Spr)
2. **Full-Life** (85 Spr)
3. **Reflect** (72 Spr)
4. **Curaga** (65 Spr)
5. **Regen/Dispel** (60 Spr)
6. **Death** (58 Spr)
7. **Life** (50 Spr)
8. **Holy** (48 Spr)
9. **Pain** (45 Spr)
10. **Shell** (40 Spr)
11. **Esuna** (36 Spr)
12. **Break** (35 Spr)
13. **Meteor** (34 Spr)
14. **Cura** (28 Spr)
15. **Flare** (26 Spr)
16. **Tornado/Aura/Stop/Drain** (24 Spr)
17. **Quake/Haste/Slow/Meltdown** (20 Spr)
18. **Demi/Protect/Confuse** (18 Spr)
19. **Firaga/Blizzaga/Thundaga** (16 Spr)
20. **Bio/Cure/Float** (15 Spr)
21. **Water** (14 Spr)
22. **Zombie** (12 Spr)
23. **Aero/Triple/Blind/Sleep/Silence** (10 Spr)
24. Everything else (8 or less Spr)

Spd-J

Available To	Pandemona, Cerberus, Eden	AP	120
Description	Junctions Magic to Speed	Taught By	Spd-J Scroll

Allows you to Junction Magic to a character's Speed stat, reducing the amount of time between turns. The best options are:

1. **Triple** (70 Spd)
2. **Ultima** (60 Spd)
3. **Haste** (50 Spd)
4. **Stop** (48 Spd)
5. **Slow** (40 Spd)
6. **Tornado** (33 Spd)
7. **Meteor** (30 Spd)
8. **Aero** (20 Spd)
9. **Confuse** (18 Spd)
10. **Float** (16 Spd)
11. **Firaga/Blizzaga/Thundaga** (14 Spd)
12. **Fira/Blizzara/Thundara/Water/Demi/Flare** (12 Spd)
13. **Holy/Curaga/Reflect/Aura/Double/Break/Death** (10 Spd)
14. Everything else (8 or less Spd)

Eva-J

Available To	Cactuar, Eden	AP	200
Description	Junctions Magic to Evade	Taught By	Aegis Amulet

Allows you to Junction Magic to a character's Evasion stat, causing enemy physicals to miss more often. The most useful choices are:

*(Note: Due to the mechanics of the Evasion stat (it's derived from Speed), the exact value of your Evasion% may vary by a point from the spell values listed below. This is because Eva Junctions don't actually Junction directly to Eva; instead, they increase the character's Speed for the sole purpose of calculating Evasion. Thus, the spells Junctioned to **Spd-J** will increase the character's Eva proportional to the amount they raise Speed.)*

1. **Ultima** (24% Eva)
2. **Triple** (16% Eva)
3. **Tornado** (13% Eva)
4. **Meteor** (12% Eva)
5. **Stop** (10% Eva)
6. **Holy/Haste/Slow** (8% Eva)
7. **Aero** (7% Eva)
8. Everything else (4% or less Eva)

Hit-J

Available To	Diablos, Cerberus, Eden	AP	120
Description	Junctions Magic to Hit	Taught By	N/A

Allows you to Junction Magic to a character's Hit stat, causing the character's physicals to hit more often. The strongest Junctions to Hit are:

1. **Triple** (150% Hit)
2. **Ultima** (60% Hit)
3. **Aura** (50% Hit)
4. **Meteor/Double** (40% Hit)
5. **Tornado** (38% Hit)
6. **Quake/Blind** (30% Hit)
7. **Flare** (26% Hit)
8. **Holy** (24% Hit)
9. **Aero** (22% Hit)
10. **Firaga/Blizzaga/Thundaga/Stop** (20% Hit)
11. **Water** (18% Hit)
12. **Fira/Blizzara/Thundara** (16% Hit)
13. **Demi** (14% Hit)
14. **Float/Meltdown** (12% Hit)
15. **Fire/Blizzard/Thunder/Curaga/Haste/Slow/Break/Death** (10% Hit)
16. Everything else (8% or less Hit)

Luck-J

Available To	Cactuar	AP	200
Description	Junctions Magic to Luck	Taught By	Luck-J Scroll

Allows you to Junction Magic to a character's Hit stat, causing their physicals to do critical hits more often. The most useful spells here are:

1. **Ultima** (60 Luck)
2. **Aura/Pain** (40 Luck)
3. **Death** (38 Luck)
4. **Triple** (30 Luck)
5. **Meteor** (22 Luck)
6. **Full-Life/Float** (20 Luck)
7. **Reflect** (16 Luck)
8. **Aero** (15 Luck)
9. **Firaga/Blizzaga/Thundaga/Holy/Tornado/Dispel/Protect/Shell** (14 Luck)
10. **Water** (13 Luck)
11. **Fira/Blizzara/Thundara/Flare/Quake/Break** (12 Luck)
12. **Demi/Curaga/Esuna/Haste/Slow/Stop** (10 Luck)
13. Everything else (8 or less Luck)

Elem-Atk-J

Available To	Quezacotl, Shiva, Ifrit, Brothers, Leviathan, Pandemona, Alexander, Doomtrain	AP	160
Description	Junctions Magic to Elem-Atk	Taught By	Elem Atk

Allows you to Junction **Magic** to **Elem-Atk**, giving your basic attack the associated elemental properties.

ST-Atk-J

Available To	Siren, Carbuncle, Cerberus, Doomtrain	AP	160
Description	Junctions Magic to ST-Atk	Taught By	Status Atk

Allows you to Junction **Magic** to **ST-Atk**, giving your basic attack the associated status effects.

Elem-Def-J

Available To	Quezacotl, Shiva, Ifrit, Brothers, Pandemona, Alexander	AP	100
Description	Junctions Magic to Elem-Def	Taught By	N/A

Allows you to Junction 1 **spell** to **Elem-Def**, reducing damage taken from elemental attacks.

Elem-Defx2

Available To	Quezacotl, Shiva, Ifrit, Brothers, Leviathan, Pandemona, Alexander	AP	130
Description	Junctions 2 Magic to Elem-Def	Taught By	N/A

Allows you to Junction up to 2 **spells** to **Elem-Def**, reducing damage taken from elemental attacks.

Elem-Defx4

Available To	Alexander, Doomtrain	AP	100
Description	Junctions 4 Magic to Elem-Def	Taught By	Elem Guard

Allows you to Junction up to 4 **spells** to **Elem-Def**, reducing damage taken from elemental attacks.

ST-Def-J

Available To	Siren, Carbuncle, Cerberus	AP	100
Description	Junctions Magic to ST-Def	Taught By	N/A

Allows you to Junction 1 **spell** to **ST-Def**, reducing the probability of associated **status ailments** being inflicted.

ST-Def-Jx2

Available To	Siren, Carbuncle, Cerberus	AP	130
Description	Junctions 2 Magic to ST-Def	Taught By	N/A

Allows you to Junction up to 2 **spells** to **ST-Def**, reducing the probability of associated **status ailments** being inflicted.

ST-Def-Jx4

Available To	Cerberus, Doomtrain	AP	180
Description	Junctions 4 Magic to ST-Def	Taught By	Status Guard

Allows you to Junction up to 4 **spells** to **ST-Def**, reducing the probability of associated **status ailments** being inflicted.

Abilityx3

Available To	Diablos, Carbuncle, Cerberus, Alexander	AP	N/A
Description	Set up to 3 Abilities .	Taught By	N/A

Allows you to assign up to a total of 3 **Character** and **Party** Abilities to a character. Note that this does not automatically allow you to equip a given ability; you still must learn the ability in question on a GF equipped to the character.

Abilityx4

Available To	Bahamut	AP	N/A
Description	Set up to 4 Abilities .	Taught By	Rosetta Stone

Allows you to assign up to a total of 4 **Character** and **Party** Abilities to a character. Note that this does not automatically allow you to equip a given ability; you still must learn the desired ability on a GF equipped to the character.

Command Abilities

Command Abilities allow your characters to use commands (in other words, take turns) in battle. They must be Junctioned using the Ability Junction menu.

Attack

Available To	[Native to characters]	AP	N/A
Description	Attack with equipped weapon	Taught By	N/A

Causes character to perform an attack with his/her equipped weapon. **ST-Atk** and **Elem-Atk** properties are considered when this command is used (and in fact this is the only situation in which they are checked). This command is always available in some form and cannot be removed, even if the character has no **GF** Junctioned.

Mug will change the **Attack** command to **Mug**, which is identical to Attack except it adds a chance to steal.

Magic (Command)

Available To	All GFs	AP	N/A
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Description	Cast magic	Taught By	Magic Scroll
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Allows you to cast the character's stocked **Magic**. For information about effects of specific spells when cast, please refer to the data for the spell in question. Remember that casting a **Junctioned** spell will reduce your stock, in turn reducing the potency of the associated stat or elemental/status effect.

GF

Available To	All GFs	AP	N/A
Description	Summons Guardian Force	Taught By	GF Scroll

Allows you to Summon any **Guardian Force** equipped to the character. For information about effects of specific GF Summon effects, please refer to the data for the GF in question.

Once you select a GF to Summon, the GF's HP will replace the character's, and any damage that would be taken by the character will be taken by the GF instead (but the character's defensive and Evasion stats will be used to calculate the damage). The Summon delay will last for a period of time that gets shorter as the character's compatibility with the GF in question increases. If the GF's HP is reduced to zero, the summon will be canceled and the GF will be **KO'd**. Be aware that **KO'd** GF's cannot be Summoned.

Draw

Available To	All GFs	AP	N/A
Description	Draw magic	Taught By	Draw Scroll

Allows character to Draw Magic from enemies, either Stocking it for later use or Casting it directly (Draw-casted spells have a random spell power up to the normal power of the spell). For information about which spell(s) can be Drawn, refer to the data for the **enemy** you wish to draw from. Draw is also required to use Draw Points in the field or on the world map.

Item

Available To	All GFs	AP	N/A
Description	Use item	Taught By	Item Scroll

Allows character to use **Items** in inventory during battle.

Card

Available To	Quezacotl	AP	40
Description	Turn monsters into cards	Taught By	Gambler Spirit

Attempts to turn a **monster** into a Card. The overall chance of Card succeeding is the same as the enemy's current HP as a percentage of its max HP (e.g. if it has 25% of its max HP left, Card will succeed 75% of the time). If the move succeeds, 93.75% of the time you'll receive the Card in the Card (Common) slot (typically the enemy's own card), while 6.25% of the time you'll receive the Card in the Card (Rare) slot (typically a Boss Card). If there is nothing in either Card slot, the enemy is immune and Card will always fail.

Enemies defeated by Card do not leave any Exp.

Doom (Ability)

Available To	Shiva	AP	60
Description	Use Doom on one enemy	Taught By	N/A

Inflicts **Doom** status on one enemy.

Mad Rush

Available To	Ifrid, Eden	AP	60
Description	Use Haste , Berserk , Protect on all	Taught By	N/A

Inflicts **Haste**, **Berserk**, and **Protect** on your entire party. This ignores immunities (i.e. you can't block Berserk by Junctioning **Berserk** to **ST-Def**).

Treatment

Available To	Siren	AP	100
Description	Remove abnormal status	Taught By	Med Kit

Removes **Berserk**, **Confuse**, **Curse**, **Darkness**, **Doom**, **KO**, **Petrifying**, **Petrify**, **Poison**, **Sleep**, **Silence**, **Slow**, **Stop**, **Vit0**, and **Zombie** from one target.

Defend

Available To	Brothers, Cactuar	AP	100
Description	Reduce damage until next command	Taught By	N/A

Inflicts **Defend** status on self, nullifying physical attacks (including those that inflict statuses) and halves damage taken from magical attacks until the character selects another command. This can be used by Selphie in conjunction with her Slots Limit against enemies that rely entirely on physicals to allow her to scroll through her Slots without having to worry about taking damage. Another useful combo here is to pair Defend with **Cover** on the party member in the middle slot and put the other

characters into low HP. Use **Defend**, and all attacks will be targeted against the Defending character for little or no damage, while the other two characters are free to attack or use **Limits**.

Darkside

Available To	Diablos, Doomtrain, Eden	AP	100
Description	Expend HP to attack	Taught By	<i>N/A</i>

Causes character to do a physical attack for triple his/her normal Attack damage, at the expense of losing 10% of their maximum HP each time the command is used.

Recover

Available To	Leviathan	AP	200
Description	Restore HP	Taught By	Healing Ring

Restores target to maximum HP. Instantly **KO's** Undeads and those under **Zombie** status.

Absorb

Available To	Pandemona, Doomtrain	AP	80
Description	Absorb HP	Taught By	<i>N/A</i>

Drains HP from one target, giving it to the caster. Weaker than the **Drain** spell, so it ends up being quite useless.

Revive

Available To	Alexander	AP	200
Description	Removes KO	Taught By	Phoenix Spirit

Removes **KO** from one target and restores them to 12.5% max HP. Instantly **KO's** Undeads and those under **Zombie** status. This is, by and large, identical to a **Life** spell.

LV Down

Available To	Tonberry	AP	<i>N/A</i>
Description	Lower monster level	Taught By	<i>N/A</i>

Halves enemy's level (rounded down, to a minimum of 1). It can be used multiple times to "stack" the effect. Some enemies (usually bosses) are immune to the effect. This is highly useful if you want to reduce the Exp gained from battles, or you need Mugs/Drops from a lower-leveled version of the enemy.

LV Up

Available To	Tonberry	AP	<i>N/A</i>
Description	Lower monster level	Taught By	<i>N/A</i>

Doubles enemy's level (to a maximum of 100). It can be used multiple times to "stack" the effect. Some enemies (usually bosses) are immune to the effect. This is highly useful if you need a higher-leveled version of an enemy for its Draws/Mugs/Drops, or just want to level up faster.

Kamikaze

Available To	Cactuar	AP	100
Description	Damage one enemy before being KO'd	Taught By	Bomb Spirit

Inflicts **KO** on self and removes the character from battle, while damaging one target for six times the user's maximum HP (can exceed 9,999 damage).

Devour

Available To	Eden	AP	<i>N/A</i>
Description	Devour monsters	Taught By	Hungry Cookpot

Attempts to Devour one enemy, which, if successful, has an effect dependent on the enemy and its Level. The overall chance of Devour succeeding is the same as the enemy's current HP as a percentage of the user's current HP (e.g. if the enemy has 1,000 HP and the character using Devour has 4,000 HP, Devour will succeed 75% of the time). Some enemies (usually bosses, but some normal enemies as well) are immune to Devour, in which case it will fail. Enemies defeated by Devour do not give Exp.

A successful Devour attempt will result in one of the following happening in addition to the enemy being defeated, again determined by the enemy type and its Level. Beneficial effects are in green, while negative ones are in red.

Message	Effect
All systems go!	Heals HP to max and raises max HP by 10
Gained strength	Heals HP to max and raises Strength by 1
Feel healthier!	Heals HP to max and raises Vitality by 1
Clear head!	Heals HP to max and raises Magic by 1
Increased morale.	Heals HP to max and raises Spirit by 1

Message	Effect
Light on my feet!	Heals HP to max and raises Speed by 1
Refreshing!	Heals HP to max and removes all status ailments
Delicious!!!	Heals HP to max
Tastes okay...	Heals 50% of max HP
No good!	No effect
Couldn't Devour!	Devour failed
Tastes funny...	Inflicts Petrify on character
Can't see anything	Damage to character for 6.25% of max HP and Darkness status
It's rotten...	Damage to character for 6.25% of max HP and Zombie status
Tastes awful!!!	Damage to character for 6.25% of max HP and Poison status
Barf...Bwahhh!!!	Damage to character for 50% of max HP and Poison status
Shouldn't...have...eaten...it	Damage to character for 75% of max HP and Curse, Darkness, Poison, Silence, Sleep, and Slow status

The stat boosts come from **Ruby Dragon** (HP), **T-Rexaur** (Str), **Adamantoise** (Vit), **Behemoth** (Mag), **Malboro** (Spr), and PuPu (Spd). All must be in their high-level forms to receive a stat boost. No enemies can boost Luck by being Devoured, by the way.

MiniMog

Available To	N/A	AP	N/A
Description	Call MiniMog	Taught By	Mog's Amulet

Summons MiniMog to restore HP to your GFs, which is the only way to heal GF's while in battle. Each use will cost you Gil equal to your party's average level *100.

Character Abilities

These abilities are passive abilities that provide a variety of effects. They must be Junctioned using the Ability Junction menu, and only apply to characters with the ability equipped. Note that the Stat+% abilities stack additively, and directly increase the stat in question, capping at the stat's natural maximum (9,999 for HP, 255 for all other stats).

HP+20%

Available To	Brothers, Diablos, Carbuncle	AP	60
Description	Raises HP by 20%	Taught By	Regen Ring

Raises max HP by 20%.

HP+40%

Available To	Brothers, Diablos, Carbuncle	AP	120
Description	Raises HP by 40%	Taught By	Giant's Ring

Raises max HP by 40%.

HP+80%

Available To	Brothers, Diablos	AP	240
Description	Raises HP by 80%	Taught By	Gaea's Ring

Raises max HP by 80%.

Str+20%

Available To	Ifrit, Pandemona	AP	60
Description	Raises Str by 20%	Taught By	Strength Love

Raises Str by 20%.

Str+40%

Available To	Ifrit, Pandemona	AP	120
Description	Raises Str by 40%	Taught By	Power Wrist

Raises Str by 40%.

Str+60%

Available To	Bahamut	AP	N/A
Description	Raises Str by 60%	Taught By	Hyper Wrist

Raises Str by 60%.

Vit+20%

Available To	Shiva, Carbuncle	AP	60
Description	Raises Vit by 20%	Taught By	Turtle Shell

Raises Vit by 20%.

Vit+40%

Available To	Shiva, Carbuncle	AP	120
Description	Raises Vit by 40%	Taught By	Orihalcon

Raises Vit by 40%.

Vit+60%

Available To	<i>N/A</i>	AP	<i>N/A</i>
Description	Raises Vit by 60%	Taught By	Adamantine

Raises Vit by 60%.

Mag+20%

Available To	Quezacotl, Siren, Diablos	AP	60
Description	Raises Magic damage by 20%	Taught By	Circlet

Raises Mag by 20%.

Mag+40%

Available To	Quezacotl, Siren, Diablos	AP	120
Description	Raises Magic damage by 40%	Taught By	Hyno Crown

Mag+60%

Available To	Bahamut	AP	<i>N/A</i>
Description	Raises Magic damage by 60%	Taught By	Royal Crown

Raises Mag by 60%.

Spr+20%

Available To	Shiva, Leviathan, Alexander	AP	60
Description	Raises Spr by 20%	Taught By	Rune Armlet

Raises Spr by 20%.

Spr+40%

Available To	Shiva, Leviathan, Alexander	AP	120
Description	Raises Spr by 40%	Taught By	Force Armlet

Raises Spr by 40%.

Spr+60%

Available To	<i>N/A</i>	AP	<i>N/A</i>
Description	Raises Spr by 60%	Taught By	Magic Armlet

Raises Spr by 60%.

Spd+20%

Available To	Pandemona, Cerberus	AP	150
Description	Raises Spd by 20%	Taught By	Jet Engine

Raises Spd by 20%.

Spd+40%

Available To	Pandemona, Cerberus	AP	200
Description	Raises Spd by 40%	Taught By	Rocket Engine

Raises Spd by 40%.

Eva+30%

Available To	Cactuar, Tonberry	AP	150
Description	Raises Eva by 30%	Taught By	<i>N/A</i>

Raises Eva by 30% of its current value.

Luck+50%

Available To	Cactuar, Tonberry, Eden	AP	200
Description	Raises Luck by 50%	Taught By	<i>N/A</i>

Raises Luck by 50%.

Mug

Available To	Diablos, Bahamut	AP	200
Description	Change Attack to Mug	Taught By	<i>N/A</i>

Changes the Attack command into Mug, which adds a chance to steal items in addition to dealing damage. The chance is based upon the success rate of the enemy to steal from, and is further increased by half the character's Spd stat as a percentage. Be advised that Mugging successfully will prevent the Mugged target from dropping items, so check in advance if you want the Mug or the Drop.

Med Data

Available To	Alexander	AP	200
Description	Doubles the effect of medicine	Taught By	Doc's Code

Causes healing items (e.g. Potions) to heal double their normal amounts. This also doubles damage dealt to Undeads/**Zombies**.

Counter

Available To	Carbuncle	AP	200
Description	Counterattacks when attacked	Taught By	Monk's Code

Causes the character to counterattack (with the **Attack** command) any time they are targeted by a single-target physical attack. The counterattack will occur even if the attack misses.

Return Damage

Available To	<i>N/A</i>	AP	<i>N/A</i>
Description	Returns 1/4 of the damage to the opponent	Taught By	Hundred Needles

If the character is damaged, 25% of the damage dealt to the character will be returned to the attacker.

Cover

Available To	Brothers	AP	100
Description	Receives attack in place of a party member	Taught By	Knight's Code

Causes the character to intercept any single-target attack against an adjacent ally that would **KO** that ally, and only take half damage. Ideally, a character with Cover should be in the middle slot (characters on the ends can only cover the middle character).

Initiative

Available To	Pandemona, Cactuar, Tonberry	AP	160
Description	Enables action as soon as battle begins	Taught By	<i>N/A</i>

Causes character to begin battle with a full ATB gauge.

Move-HP Up

Available To	Bahamut, Cactuar, Tonberry	AP	160
Description	Restores HP by walking	Taught By	<i>N/A</i>

Causes character to regenerate HP by walking around on the field/world map.

HP Bonus

Available To	Brothers, Cactuar	AP	100
Description	+30 Bonus to HP at level up	Taught By	<i>N/A</i>

Permanently increases character's max HP by 30 any time a level is gained while the ability is equipped. This obviously has no effect if the character is already at Level 100.

Str Bonus

Available To	Ifrit, Cactuar	AP	100
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Description	+1 Bonus to Str at level up	Taught By	N/A
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Permanently increases character's Strength by 1 any time a level is gained while the ability is equipped. This obviously has no effect if the character is already at Level 100.

Vit Bonus

Available To	Carbuncle, Cactuar	AP	100
Description	+1 Bonus to Vit at level up	Taught By	N/A

Permanently increases character's Vitality by 1 any time a level is gained while the ability is equipped. This obviously has no effect if the character is already at Level 100.

Mag Bonus

Available To	Siren, Cactuar	AP	100
Description	+1 Bonus to Mag at level up	Taught By	N/A

Permanently increases character's Magic by 1 any time a level is gained while the ability is equipped. This obviously has no effect if the character is already at Level 100.

Spr Bonus

Available To	Leviathan, Cactuar	AP	100
Description	+1 Bonus to Spr at level up	Taught By	N/A

Permanently increases character's Spirit by 1 any time a level is gained while the ability is equipped. This obviously has no effect if the character is already at Level 100.

Auto-Protect

Available To	Bahamut	AP	250
Description	Protect activates automatically in battle	Taught By	Steel Curtain

Gives the character permanent, unremovable **Protect** status while equipped.

Auto-Shell

Available To	Doomtrain	AP	250
Description	Shell activates automatically in battle	Taught By	Moon Curtain

Gives the character permanent, unremovable **Shell** status while equipped.

Auto-Reflect

Available To	Carbuncle	AP	250
Description	Reflect activates automatically in battle	Taught By	Glow Curtain

Gives the character permanent, unremovable **Reflect** status while equipped.

Auto-Haste

Available To	Cerberus	AP	250
Description	Haste activates automatically in battle	Taught By	Accelerator

Gives the character permanent, unremovable **Haste** status while equipped. Equipping Auto-Haste also has the effect of granting immunity to **Slow** and **Stop**.

Auto-Potion

Available To	Leviathan, Cactuar, Tonberry	AP	150
Description	Use recovery items automatically when hit	Taught By	N/A

Automatically uses the first **Restorative Item** in the main Item list (not the battle menu) when the character is damaged.

Expendx2-1

Available To	Cerberus, Bahamut, Cactuar	AP	250
Description	Only 1 Magic spent while Double	Taught By	N/A

When casting spells under **Double** status, only one spell in inventory will be used. Does not affect spells cast under **Triple**.

Expendx3-1

Available To	Eden	AP	250
Description	Only 1 Magic spent while Triple	Taught By	Three Stars

When casting spells under **Triple** status, only one spell in inventory will be used. Does not affect spells cast under **Double**.

Ribbon

Available To	N/A	AP	N/A
Description	Prevents all status abnormality	Taught By	Ribbon

Prevents all status ailments except **KO**.

Party Abilities

These abilities affect the party as a whole, even if only equipped on one character. They must be Junctioned to a character using the Ability Junction menu.

Alert

Available To	Cerberus	AP	200
Description	Prevents Back Attack	Taught By	N/A

Prevents Back Attacks and First Strikes on the part of the enemies, while increasing the party's chances of receiving one of these advantages starting conditions.

Move-Find

Available To	Siren	AP	40
Description	Finds hidden Save/Draw Points	Taught By	N/A

Shows hidden Save Points and Draw Points in the field, and allows party to use hidden Save Points. Hidden Draw Points can still be used without this ability, however they will be invisible (although solid).

Enc-Half

Available To	Diablos	AP	30
Description	Cuts encounter rate by half	Taught By	N/A

Reduces encounter rate by 1/2.

Enc-None

Available To	Diablos	AP	100
Description	No encounters	Taught By	N/A

Prevents random encounters. Does not prevent fixed encounters (for example, boss battles or battles triggered by crossing a certain area).

Rare Item

Available To	Bahamut	AP	250
Description	More likely to receive rare items	Taught By	N/A

Changes Mug/Drop odds to the following: Common, 128/256 (50%); Uncommon, 114/256 (44.53%); Semi-Rare, 14/256 (5.47%); Rare, never. Interestingly, Rare Item only improves the odds of the Uncommon slot and reduces all the others (including the Rare slot to 0), making this ability nearly always worthless.

GF Abilities

These abilities affect the GF itself (but not other GFs), particularly when it is Summoned. Simply learning them applies their effects.

SumMag+10%

Available To	Quezacotl, Shiva, Ifrit, Siren, Brothers, Leviathan, Pandemona, Alexander, Doomtrain, Bahamut, Tonberry, Eden	AP	40
Description	Raises SumMag damage by 10%	Taught By	Steel Pipe

Raises GF's Summon attack damage by 10%. Does not affect **Cactuar** or GF's that do not use damaging attacks.

SumMag+20%

Available To	Quezacotl, Shiva, Ifrit, Siren, Brothers, Leviathan, Pandemona, Alexander, Doomtrain, Bahamut, Tonberry, Eden	AP	70
Description	Raises SumMag damage by 20%	Taught By	Star Fragment

Raises GF's Summon attack damage by 20%. Does not affect **Cactuar** or GF's that do not use damaging attacks.

SumMag+30%

Available To	Quezacotl, Shiva, Ifrit, Siren, Brothers, Leviathan, Pandemona, Alexander, Doomtrain, Bahamut, Tonberry, Eden	AP	140
Description	Raises SumMag damage by 30%	Taught By	Energy Crystal

Raises GF's Summon attack damage by 30%. Does not affect **Cactuar** or GF's that do not use damaging attacks.

SumMag+40%

Available To	Doomtrain, Bahamut, Eden	AP	200
Description	Raises SumMag damage by 40%	Taught By	Samantha Soul

Raises GF's Summon attack damage by 40%. Does not affect **Cactuar** or GF's that do not use damaging attacks.

GFHP+10%

Available To	All GFs	AP	40
Description	Raises GF's HP by 10%	Taught By	Healing Mail

Raises GF's maximum HP by 10%.

GFHP+20%

Available To	All GFs	AP	70
Description	Raises GF's HP by 20%	Taught By	Silver Mail

Raises GF's maximum HP by 20%.

GFHP+30%

Available To	Ifrit, Brothers, Diablos, Carbuncle, Leviathan, Pandemona, Cerberus, Alexander, Doomtrain, Bahamut, Cactuar, Tonberry, Eden	AP	140
Description	Raises GF's HP by 10%	Taught By	Gold Armor

Raises GF's maximum HP by 30%.

GFHP+40%

Available To	Doomtrain, Bahamut, Eden	AP	200
Description	Raises GF's HP by 40%	Taught By	Diamond Armor

Raises GF's maximum HP by 40%.

Boost

Available To	Quezacotl, Shiva, Ifrit, Siren, Brothers, Leviathan, Pandemona, Alexander, Doomtrain, Bahamut, Tonberry, Eden	AP	10
Description	Boost GF	Taught By	<i>N/A</i>

Allows you to boost the GF's damage during its summon animation. To do this, while the animation is occurring, hold down Select, then hit Square while there's no red X over it. Each tap will increase the GF's damage by 1%, and you start out at 75% of its normal damage (if you don't Boost at all, it will simply deal 100% normal damage). If you tap the button while the red X is covering the screen image, your total will revert to 75%. Boost maxes out at 250% damage, although some early-game GF's can't be boosted that high normally due to their summon animations being too short.

Menu Abilities

These abilities are used directly in the menu (or, in a few cases, work passively without either the ability or **GF** needing to be equipped). To use the menu-based abilities, go into the menu and select **Ability** from the main screen. All refinement abilities (in other words, almost all abilities in this section) will have a complete list of possible refinements listed in their sections. **Ingredient** indicates the inputs, while **Yield** is the **Item/Magic** produced by the refinement. Refinements marked by * require the GF to be Level 100. Except for **Card Mod**, all tables will be arranged first by order of appearance of the Yield (Item, or Magic) in the appropriate menu, then by the yield ratio (worst to best), and then by order of appearance of the Ingredient in the menu. None of these abilities can be taught by items, so never unlearn them!

Haggle

Available To	Tonberry	AP	150
Description	Receive discounts at shops	Taught By	<i>N/A</i>

Reduces shop prices by 25%. If you also have **Sell-High**, most items can be bought and sold for the same price.

Sell-High

Available To	Tonberry	AP	150
Description	Sell high at shops	Taught By	<i>N/A</i>

Increases the value of sold items by 50%. If you also have **Haggle**, most items can be bought and sold for the same price.

Familiar

Available To	Tonberry	AP	150
Description	Easier to buy rare items	Taught By	<i>N/A</i>

Allows you to buy shops' rare items (without Familiar they will not appear in inventory).

Call Shop

Available To	Tonberry	AP	200
Description	Call shops from menu screen	Taught By	<i>N/A</i>

Allows you to access shops from the menu screen at any time. Only shops you have visited at least once will appear on the list. Here is the shop list as it appears in the menu:

Page 1	Page 2
Timber Pet Shop	Esthar Shop!!!
Balamb Shop	---
Dollet Shop	---
Timber Shop	---
Deling City Shop	---
Winhill Shop	---
FH Shop	---
Esthar Shop	---
Man from Garden	---
Esthar Pet Shop	---
Esthar Book Store	---

Junk Shop

Available To	Doomtrain	AP	<i>N/A</i>
Description	Call junk shop from menu screen	Taught By	<i>N/A</i>

Access the **Junk Shop** from the menu.

T Mag-RF

Available To	Quezacotl	AP	30
Description	Refine Lightning/Wind Magic from an item	Taught By	<i>N/A</i>

Refine Lightning- and Wind-elemental **Magic** from **Items**.

Ingredient	Yield
M-Stone Piece	5x Thunder
Magic Stone	5x Thundara
Coral Fragment	20x Thundara
Wizard Stone	5x Thundaga
Dynamo Stone	20x Thundaga
Shear Feather	20x Aero
Windmill	20x Tornado

I Mag-RF

Available To	Shiva	AP	30
Description	Refine Ice/Water Magic from an item	Taught By	<i>N/A</i>

Refine Ice- and Water-elemental **Magic** from **Items**.

Ingredient	Yield
M-Stone Piece	5x Blizzard
Magic Stone	5x Blizzara
Arctic Wind	20x Blizzara
Wizard Stone	5x Blizzaga
North Wind	20x Blizzaga
Water Crystal	50x Water
Fish Fin	20x Water

F Mag-RF

Available To	Ifrit	AP	30
Description	Refine Fire Magic from an item	Taught By	<i>N/A</i>

Refine **Flare** and Fire-elemental **Magic** from **Items**.

Ingredient	Yield
M-Stone Piece	5x Fire
Magic Stone	5x Fira
Bomb Fragment	20x Fira
Wizard Stone	5x Firaga
Red Fang	20x Firaga
Phoenix Pinion	100x Firaga
Phoenix Spirit	100x Firaga
Bomb Spirit	100x Firaga
Flare Stone	1x Flare
Inferno Fang	20x Flare

L Mag-RF

Available To	Siren	AP	30
Description	Refine Life/Recovery Magic from an item	Taught By	N/A

Refine **Death**, **Zombie**, **Holy**, and **Restorative Magic** (except **Esuna**, which is refined using **Supt Mag-RF**) from **Items**.

Ingredient	Yield
Holy Stone	Holy
Moon Stone	20x Holy
M-Stone Piece	5x Cure
Magic Stone	5x Cura
Healing Water	20x Cura
Wizard Stone	5x Curaga
Tent	10x Curaga
Cottage	20x Curaga
Healing Mail	20x Curaga
Whisper	50x Curaga
Healing Ring	100x Curaga
Life Ring	20x Life
Regen Ring	20x Full-Life
Phoenix Spirit	100x Full-Life
Mesmerize Blade	20x Regen
Holy Water	2x Zombie
Zombie Powder	20x Zombie
Death Stone	Death
Saw Blade	10x Death
Dead Spirit	20x Death
Chef's Knife	30x Death

Time Mag-RF

Available To	Diablos	AP	30
Description	Refine Time/Space Magic from an item	Taught By	N/A

Refine **Demi**, **Quake**, **Double**, **Triple**, **Haste**, **Slow**, and **Stop Magic** from **Items**.

Ingredient	Yield
Steel Orb	15x Demi
Black Hole	30x Demi
Dino Bone	20x Quake
Dragon Fin	20x Double
Rocket Engine	50x Triple
Samantha Soul	60x Triple

Ingredient	Yield
Three Stars	100x Triple
Magic Stone	5x Haste
Lightweight	20x Haste
Aegis Amulet	100x Haste
Accelerator	100x Haste
M-Stone Piece	5x Slow
Spider Web	20x Slow
Wizard Stone	5x Stop

ST Mag-RF

Available To	Diablos	AP	30
Description	Refine status Magic from an item	Taught By	N/A

Refine **Bio** and status attack **Magic** (except **Slow** and **Stop**, which are both refined using **Time Mag-RF**) from **Items**.

Ingredient	Yield
Antidote	Bio
Wizard Stone	5x Bio
Venom Fang	20x Bio
Malboro Tentacle	40x Bio
Sleep Powder	20x Sleep
Eye Drops	Blind
Ochu Tentacle	20x Blind
Echo Screen	2x Silence
M-Stone Piece	5x Silence
Silence Powder	20x Silence
Betrayal Sword	20x Confuse
Magic Stone	5x Berserk
Steel Pipe	20x Berserk
Soft	3x Break
Cockatrice Pinion	20x Break
Mystery Fluid	10x Meltdown
Curse Spike	10x Pain

Supt Mag-RF

Available To	Leviathan	AP	20
Description	Refine Support Magic from an item	Taught By	N/A

Refine **Esuna**, **Dispel**, **Drain**, and positive status **Magic** (except **Double**, **Triple**, and **Haste**, which are refined using **Time Mag-RF**) from **Items**.

Ingredient	Yield
Remedy	5x Esuna
M-Stone Piece	5x Esuna
Dragon Fang	20x Esuna
Med Kit	100x Esuna
Magic Stone	5x Dispel
Wizard Stone	20x Dispel
Saw Blade	20x Dispel
Protect Stone	Protect
Turtle Shell	30x Protect
Giant's Ring	60x Protect
Steel Curtain	100x Protect
Shell Stone	Shell
Rune Armlet	40x Shell

Ingredient	Yield
Barrier	40x Shell
Moon Curtain	100x Shell
Dragon Skin	20x Reflect
Glow Curtain	100x Reflect
Vampire Fang	20x Drain
Aura Stone	Aura
Fury Fragment	5x Aura

Forbid Mag-RF

Available To	Bahamut	AP	N/A
Description	Refine Forbidden Magic from an item	Taught By	N/A

Refine **Meteor** and **Ultima Magic** from **Items**. Since both spells (and Ultima especially) are awesome in Junctions, you'll probably be making good use of this ability once you have **Bahamut**.

Ingredient	Yield
Meteor Stone	Meteor
Star Fragment	5x Meteor
5x Pulse Ammo	Ultima
Ultima Stone	Ultima
Energy Crystal	3x Ultima
Dark Matter	100x Ultima

Recovery Med-RF

Available To	Carbuncle	AP	30
Description	Refine Recovery Medicine from an item	Taught By	N/A

Refine **Character Recovery Items** (except **Forbidden Medicine**, which is refined using **Forbid Med-RF**, and **Status Recovery Items**, which are refined using **ST Med-RF**) from other **Items**. In most cases it's better just to buy the items, but making **Mega-Potions** in particular can be useful for profiteering.

Ingredient	Yield
Healing Mail	2x Hi-Potion
Healing Water	6x Hi-Potion
4x Tent	Mega-Potion
2x Cottage	Mega-Potion
Mesmerize Blade	2x Mega-Potion
Healing Ring	20x Mega-Potion
Life Ring	2x Phoenix Down
Regen Ring	8x Phoenix Down
Phoenix Spirit	100x Phoenix Down

ST Med-RF

Available To	Siren	AP	30
Description	Refine status Recovery Medicine from an item	Taught By	N/A

Refine **Status Recovery Items** from other **Items**. In most cases it's better just to buy the items rather than refining other items, but you may find occasional uses for this ability.

Ingredient	Yield
Poison Powder	3x Antidote
Venom Fang	10x Antidote
Cockatrice Pinion	3x Soft
Ochu Tentacle	3x Eye Drops
Silence Powder	3x Echo Screen
Zombie Powder	3x Holy Water
5x Betrayal Sword	Remedy
5x Sleep Powder	Remedy

Ingredient	Yield
Dragon Fang	Remedy
Curse Spike	Remedy
Malboro Tentacle	2x Remedy
Med Kit	20x Remedy

Ammo-RF

Available To	Ifrif	AP	30
Description	Refine Ammunition from an item	Taught By	N/A

Refine **Ammo** from other **Items**.

Ingredient	Yield
Screw	8x Normal Ammo
Poison Powder	10x Dark Ammo
Venom Fang	20x Dark Ammo
Fuel	10x Fire Ammo
Bomb Fragment	20x Fire Ammo
Red Fang	40x Fire Ammo
Missile	20x Demolition Ammo
Running Fire	40x Demolition Ammo
Cactus Thorn	40x Demolition Ammo
Normal Ammo	Fast Ammo
Shotgun Ammo	2x Fast Ammo
Sharp Spike	10x AP Ammo
Chef's Knife	20x AP Ammo
Laser Cannon	5x Pulse Ammo
Energy Crystal	10x Pulse Ammo
Power Generator	20x Pulse Ammo

Tool-RF

Available To	Siren	AP	30
Description	Refine Tools from an item	Taught By	N/A

Refine **Shelters**, **Tools** (except **Hero-trial**, which is made using **Forbid Med-RF**), **Dark Matter** (requires **Siren** to be Level 100), **Wizard Stones**, **Shaman Stones**, and **LuvLuv G's** from other **Items**. In other words, Tool-RF is used to make items not covered by other refinement categories in addition to the obvious Tool items; in most case Tool-RF is just an intermediate step in a refinement chain.

Ingredient	Yield
Healing Water	2x Tent
Regen Ring	5x Tent
Whisper	Cottage
Healing Ring	30x Cottage
Diamond Armor	50x Cottage
Rune Armlet	10x Shell Stone
Force Armlet	30x Shell Stone
Turtle Shell	10x Protect Stone
Orihalcon	30x Protect Stone
Steel Pipe	Aura Stone
Strength Love	2x Aura Stone
Circlet	2x Aura Stone
Fury Fragment	2x Aura Stone
Power Wrist	10x Aura Stone
Hypno Crown	10x Aura Stone
Dead Spirit	2x Death Stone
Inferno Fang	2x Flare Stone

Ingredient	Yield
Moon Stone	2x Holy Stone
Star Fragment	2x Meteor Stone
Energy Crystal	2x Ultima Stone
3x Mega Phoenix	Phoenix Pinion
Magic Scroll	10x Wizard Stone
GF Scroll	10x Wizard Stone
Draw Scroll	10x Wizard Stone
Item Scroll	10x Wizard Stone
Gambler Spirit	10x Wizard Stone
100x Curse Spike	Dark Matter*
Rosetta Stone	Shaman Stone
Hungry Cookpot	Shaman Stone
Mog's Amulet	Shaman Stone
Dark Matter	Shaman Stone
Shaman Stone	LuvLuv G

Forbid Med-RF

Available To	Doomtrain	AP	200
Description	Refine Forbidden Medicine from an item	Taught By	N/A

Refine Forbidden Medicine, Hero-trials, and Stat Boosting Items from other Items.

Ingredient	Yield
20x Mega-Potion	Elixir
Elem Atk	4x Elixir
Elem Guard	4x Elixir
Status Atk	4x Elixir
Status Guard	4x Elixir
Doc's Code	Megalixir
Med Kit	2x Megalixir
10x Shaman Stone	Hero-trial*
Gaea's Ring	HP Up
10x Hyper Wrist	Str Up
Monk's Code	Str Up
5x Adamantine	Vit Up
Knight's Code	Vit Up
10x Royal Crown	Mag Up
10x Magic Armlet	Spr Up
50x Jet Engine	Spd Up
5x Rocket Engine	Spd Up
2x Aegis Amulet	Spd Up
Hundred Needles	Spd Up
Luck-J Scroll	Luck Up

GFRecov Med-RF

Available To	Leviathan	AP	30
Description	Refine Recovery Medicine for GF from an item	Taught By	N/A

Refine Pet Houses and GF Recovery Medicine from other Items. I don't find this ability overly useful (it only gives healing items for GFs and none of the items it can produce are able to converted into anything except other GF Recovery Items), but it doesn't take that much AP to learn, so you might as well learn it early. You'll definitely want it if you use GF Summons a lot though.

Ingredient	Yield
Healing Water	2x G-Hi-Potion
Mesmerize Blade	2x G-Hi-Potion

Ingredient	Yield
Whisper	4x G-Hi-Potion
Healing Ring	20x G-Mega-Potion
Pet House	2x G-Returner
Life Ring	2x G-Returner
Regen Ring	6x G-Returner
Phoenix Spirit	40x G-Returner
Healing Mail	Pet House
Silver Mail	2x Pet House
Gold Armor	4x Pet House
Diamond Armor	16x Pet House

GFAbI Med-RF

Available To	Eden	AP	30
Description	Refine ability learning medicine for GF from items	Taught By	N/A

Refine **GF Ability Items** from other **Items**. This is likely the most useful item-to-item refinement skill (and second only to the almighty **Card Mod** out of all refinement abilities), unless you're big into stat boosting (**Forbid Med-RF**). Not only are the items produced by GFAbI Med-RF useful in and of themselves, but many of them also refine into other very useful things. The only drawback is that how late in the game you get it...

Ingredient	Yield
2x HP Up	HP-J Scroll
2x Str Up	Str-J Scroll
2x Vit Up	Vit-J Scroll
2x Mag Up	Mag-J Scroll
2x Spr Up	Spr-J Scroll
2x Spd Up	Spd-J Scroll
2x Luck Up	Luck-J Scroll
Dark Matter	Luck-J Scroll
50x Barrier	Aegis Amulet
20x Samantha Soul	Elem Atk
5x Diamond Armor	Elem Guard
20x Royal Crown	Status Atk
Ribbon	Status Guard
Shaman Stone	Rosetta Stone
100x Whisper	Healing Ring
20x Phoenix Pinion	Phoenix Spirit
100x Dragon Fang	Med Kit
100x Bomb Fragment	Bomb Spirit
50x Energy Crystal	Samantha Soul
5x Silver Mail	Gold Armor
5x Gold Armor	Diamond Armor
10x HP-J Scroll	Giant's Ring
10x Giant's Ring	Gaea's Ring
10x Str-J Scroll	Power Wrist
10x Power Wrist	Hyper Wrist
10x Vit-J Scroll	Orihalcon
10x Orihalcon	Adamantine
10x Mag-J Scroll	Force Armlet
10x Force Armlet	Magic Armlet
10x Spr-J Scroll	Hypno Crown
10x Hypno Crown	Royal Crown
10x Spd-J Scroll	Jet Engine
10x Jet Engine	Rocket Engine

Ingredient	Yield
100x Malboro Tentacle	Moon Curtain
20x Magic Armlet	Moon Curtain
20x Adamantine	Steel Curtain
100x Dragon Skin	Glow Curtain
100x Lightweight	Accelerator
2x Glow Curtain	Monk's Code
5x Holy War	Knight's Code
10x Elixir	Doc's Code
100x Cactus Thorn	Hundred Needles

Mid Mag-RF

Available To	Quezacotl	AP	60
Description	Refine Mid-Level Magic from other Magic	Taught By	N/A

Refines mid-level Magic from low-level **Magic**. This ability tends to be rather inefficient, but it does provide an alternate means to item hunting for upgrading your Magic inventory.

Ingredient	Yield
5x Fire	Fira
5x Blizzard	Blizzara
5x Thunder	Thundara
5x Cure	Cura

High Mag-RF

Available To	Alexander	AP	60
Description	Refine High Level Magic from other Magic	Taught By	N/A

Refines high-level Magic from mid-level **Magic**. This ability tends to be rather inefficient, but it does provide an alternate means to item hunting for upgrading your Magic inventory.

Ingredient	Yield
5x Fira	Firaga
5x Blizzara	Blizzaga
5x Thundara	Thundaga
10x Aero	Tornado
5x Cura	Curaga
10x Double	Triple

Med LV Up

Available To	Alexander	AP	120
Description	Levels up medicine	Taught By	N/A

Refines **Items** into improved versions. Med LV Up is mostly a novelty, but its most famous (and important) use is to make the **Remedy+** Items needed to recruit **Doomtrain**, so be sure to learn this ability.

Ingredient	Yield
3x Potion	Potion+
3x Potion+	Hi-Potion
3x Hi-Potion	Hi-Potion+
3x Hi-Potion+	X-Potion
3x X-Potion	Mega-Potion
50x Phoenix Down	Mega Phoenix
10x Remedy	Remedy+
10x Remedy+	Elixir
10x Hero-trial	Hero
10x Hero	Holy War-trial
10x Holy War-trial	Holy War

Ingredient	Yield
10x Elixir	Megalixir

Card Mod

Available To	Quezacotl	AP	80
Description	Refine items from cards	Taught By	N/A

Turns Cards into Items. This is by far the best refinement ability in the game, and guess what? It's available right from the get-go, by teaching **Quezacotl Card** first to unlock Card Mod. There are a total of 110 possible refinements, one per card type. For considerations of space, the Card Mod table is integrated into the card list tables, however, a listing of all cards with the links to their respective tables is given below.

Common Cards:

- **Level 1 Monster Cards** - Geezard; Funguar; Bite Bug; Red Bat; Blobra; Gayla; Gesper; Fatitocalon-F; Blood Soul; Caterchipillar; Cockatrice
- **Level 2 Monster Cards** - Grat; Buel; Mesmerize; Glacial Eye; Belhelmel; Thrustaevis; Anaconda; Creeps; Grendel; Jelleye; Grand Mantis
- **Level 3 Monster Cards** - Forbidden; Armadodo; Tri-Face; Fatitocalon; Snow Lion; Ochu; SAM08G; Death Claw; Cactuar; Tonberry; Abyss Worm
- **Level 4 Monster Cards** - Turtapod; Vysage; T-Rexaur; Bomb; Blitz; Wendigo; Torama; Imp; Blue Dragon; Adamantose; Hexadragon
- **Level 5 Monster Cards** - Iron Giant; Behemoth; Chimera; PuPu; Elastoid; GIM47N; Malboro; Ruby Dragon; Elnoye; Tonberry King; Biggs, Wedge
- **Level 6 Boss Cards** - Fujin, Raijin; Elvoret; X-ATM092; Graldo; Gereogero; Iguion; Abadon; Trauma; Oilboyle; Shumi Tribe; Krysta
- **Level 7 Boss Cards** - Propagator; Jumbo Cactuar; Tri-Point; Gargantua; Mobile Type 8; Sphinxara; Tiamat; BGH251F2; Red Giant; Catoblepas; Ultima Weapon

Rare Cards:

- **Level 8 GF Cards** - Chubby Chocobo; Angelo; Gilgamesh; MiniMog; Chicobo; Quezacotl; Shiva; Ifrit; Siren; Sacred; Minotaur
- **Level 9 GF Cards** - Carbuncle; Diablos; Leviathan; Odin; Pandemona; Cerberus; Alexander; Phoenix; Bahamut; Doomtrain; Eden
- **Level 10 Player Cards** - Ward; Kiros; Laguna; Selphie; Quistis; Irvine; Zell; Rinoa; Edea; Seifer; Squall

Status Effects

Here you'll find a list of the status effects that appear in Final Fantasy VIII.

Drain (Effect)

Internally, "Drain" effects (that is, spells/attacks that drain HP from the target and give it to the user) are treated as **status ailments** (you can Junction to defend the effect, and some enemies have partial or complete resistance), but this is only to calculate the HP total transferred; no actual status is inflicted solely by nature of having a "drain" effect, and the damage dealt is likewise unaffected. If targeting a unit under **Zombie**, the effect will be reversed, with the user giving HP to the target.

Status Ailments

These effects will debilitate a unit in some way. Unless otherwise noted, all ailments can be removed by the **Esuna** spell, a **Remedy** or **Remedy+** item (**Elixir/Megalixir** include a **Remedy+** effect on their targets), or the **Treatment** ability. Any other methods of removing the status will be listed as well (if a status wears off over time, ending battle will also remove it, except for inherent abilities). **Tents**, **Cottages**, and **Inns** will remove ALL status ailments, and thus will not be mentioned in individual entries.

Darkness

Unit's Hit stat is reduced by 75%, decreasing hit rate of physicals (if the attack is magical, unblockable, or has 255% Hit, it will not be affected). Permanent until healed. Remove with **Eye Drops**.

Poison

Unit takes 5-7% of its maximum HP as Poison-elemental damage every time it takes a turn. Permanent until healed. Remove with **Antidote**.

Silence

Prevents use of **Magic** in addition to the **GF** and **Draw** commands. Permanent until healed. Remove with **Echo Screen**.

Sleep

Unit cannot act, and physicals targeting it have a perfect Hit Rate. Wears off over time, or remove by inflicting **KO** or striking with a physical attack.

Confuse

Randomly uses the **Attack/Mug**, **Magic** (if equipped), or **Item** (if equipped) Command against random targets. Remove by striking with a physical attack, inflicting **KO**, or ending battle.

Berserk

Unit attacks with a physical targeted to a random opponent, dealing 50% extra damage. Remove by ending battle or inflicting **KO**.

Slow

Nullifies **Haste** and reduces by half the rate at which the unit's ATB gauge increases. Wears off over time, or remove by inflicting **Haste** or **Stop**.

Stop

Nullifies **Haste** and **Slow**, and stops the unit's ATB gauge and any status timers completely. Wears off over time (**Remedy** and **Esuna** do not work).

Zombie

All healing effects deal damage, while the unit gains immunity to **Doom** and instant **KO**. **Drain** effects are reversed, and target gains a weakness [2x] to Holy, while physical damage taken is halved. Permanent until healed. Remove with **Holy Water** (**Elixir/Megalixir** will inflict unblockable **KO** to Zombified targets, and cannot remove the status).

Curse

Prevents use of Limit Breaks. Remove by ending battle or with **Holy Water**.

Vit0

Unit's Vit and Spr stats are reduced to 0. Remove by ending battle or using **Remedy+** (**Esuna** and **Remedy** cannot remove it).

Petrifying

When the timer reaches 0, Petrify status is inflicted (ignoring immunities). Remove with **Soft** or by ending battle.

Petrify

Unit cannot act and is flagged as "dead." Remove with **Soft**.

Doom

When the timer reaches 0, **KO** status is inflicted (ignoring immunities). Remove with **Remedy+** (**Esuna** and normal **Remedy** items will not work).

KO

Unit's HP is reduced to 0. Unit cannot act and is flagged as "dead." Can be inflicted by reducing HP to 0 (ignores immunity in this case) or through attacks that directly inflict the status. Normal healing methods will not work to remove this; you must use **Phoenix Down**, **Mega Phoenix**, **Phoenix's** Summon, **Life/Full-Life**, or the **Revive** command to remove the status.

Eject

Unit is flagged as "dead" and removed from battle. Remove by ending battle.

The End (Status)

The End is a special form of **KO** that uses its own resistance check. It instantly **KO's** anything not immune to it. In multi-stage battles, a successful The End will advance the battle to the next stage (the same as a KO inflicted by any other method). Almost all enemies, including most bosses but excluding some Undeads, are vulnerable to it.

Positive Statuses

These effects assist the unit in some way, ranging from reducing damage to increasing battle speed to allowing Limit Break use to flat-out nullifying damage. All positive statuses (except **Angel Wing** and **Invincible**) can be removed with **Dispel**.

Protect

Halves physical damage taken.

Shell

Halves magical damage taken.

Reflect

Reflects most **Magic** back at the opposing party. Cannot Reflect a spell that has already been Reflected.

Float

Grants immunity to ground-based attacks (note that not all Earth-elemental attacks are ground-based, and those that aren't will still land regardless of Float status).

Regen

Heals target for 5% its maximum HP 16 times during the duration of the status (in other words, 80% in total).

Haste

Unit's ATB gauge fills 50% faster.

Double

Allows double-casting of **Magic**.

Triple

Allows triple-casting of **Magic**. Does not allow double-casting unless **Double** status is also present.

Aura

Unit gains ability to use Limits much more easily, and with a higher Crisis Level.

Angel Wing

Only available to Rinoa in her Angel Wing Limit. Rinoa gains immunity to **Berserk**, **Confuse**, and **Silence**. Angel Wing status causes her to cast, at random, any **Attack** or offensive status magic in her inventory, dealing 5x normal damage. Spells cast under Angel Wing are not expended, and **Double/Triple** statuses are ignored. Higher-level spells tend to have a lower probability of being cast, but you can remove the lower-level spells from Rinoa's inventory to make her use the better spells.

Defend (Status)

Nullifies all physical attacks (including statuses they can inflict) and halves magical damage. Lasts until character takes another action.

Invincible

Character is immune to all forms of damage and status effects (positive or negative). Restorative actions or ones that remove statuses will still work, unlike the status's FFVII counterpart. **Dispel** is not able to remove the status.

Items

This section covers the different items found throughout the game. Note that missable items (and missable sources of items) are colored in red. For Synthed items, remember that all Synthable items can be Synthed on Disc 4, so long as you have the ingredients. Item entries in orange indicate items (or item sources) that are not technically missable, but that are only available in limited quantities at the end of the game (note that these items may be available in unlimited quantities at earlier stages of the game, depending on the item). Items in purple can only be obtained (in unlimited quantities anyway) through Chocobo World (in Remaster, according to some reports these Items can be acquired through Angelo Search). Be aware that that, while Shops are not marked as missable sources in the lists below for clarity reasons, if you reach Disc 4 without having visited a given Shop (except **Man from Garden Shop**), it will never be available again. **Where Found** is a listing of possible sources for the item outside of refining (shops, Steals/Drops, sidequests, etc.); for clarity reasons, refinement options are listed separately. **Refine From** shows you how to obtain the item through refining, while **Refine Into** lists possible refinements of the item. **Sell Value** indicates how much you can sell a given item for, before **Sell-High** is considered (in most cases, shop costs will be double the Sell Value before accounting for **Haggle**).

For Mugs and Drops, if an enemy only has the item at certain levels, this will be indicated next to the enemy's name (*L* = low, *M* = Medium, *H* = High). (As to which levels constitute low versus medium versus high, refer to the enemy's description, but most often 1-19 is low, 20-29 is mid, and 30+ is high.) If the item is only in the Semi-Rare (*S*, 5.9%) and/or Rare (*R*, 4.7%) slot at a given level set, this will be indicated as well. If the item is in different slots at different levels, the format used is Level:Slot(s)/Level:Slot(s). To help you understand the shorthand, an example follows. For instance, (*L:R/M:SR/H*) means that at low levels, the monster has the item but only in the Rare slot, while at mid levels the item is in both the Semi-Rare and Rare slots, while at high levels the monster carries the item in the Common and/or Uncommon slot. If the monster only carries the item at certain levels, the levels it does not carry the item will not be marked (thus, (*M:R/H:SR*) means that low-leveled versions of the monster do not carry the item at all, while if no levels are marked at all, it means all levels of the enemy carry it. The idea is to help you see at a glance which monsters carry the item and at what levels, and which are the easiest sources if you need to farm it; if you have a choice, it's generally best not to bother with items only available in the Semi-Rare and/or Rare slots, since the combined probability of getting from these slots and not one of the more common slots is slightly over 10%. Additionally, Mugs/Drops with a 100% rate irrespective of level (typically bosses) will have a (100%) label after them-take advantage of these! (For Mugs, the Mug itself may fail; the 100% indicator means that if the Mug succeeds, you'll receive the Item in question.) For more details about an enemy, click its name to be taken to its data entry.

For refinements, a ratio will be given in square brackets (e.g. [3:1]), followed by the name of the required refinement ability in parentheses. The ratio is shorthand for writing the overall yield of the recipe (first number is the number of ingredients needed, second number is items yielded). In other words, in the [3:1] example given here, if we're refining item X into item Y, we need 3 of item X to produce 1 of item Y. Naturally, you'll want to stick with refinements that require fewer items and give more, but on the other hand items that do this tend to be rarer. For example, **Potion** [3:1] (**Med LV Up**) as a way to make the item means you need 3 Potions to make 1 of the item in question and the refinement uses Med LV Up. Refinement abilities followed by * require the **GF** with the ability (not the character the GF is equipped on) to be at Level 100. You can click on either the item in question or the refinement ability to be taken to a description of the respective element.

Character Recovery Items

These items are basic healing items for your characters.

Restorative Items

These items restore HP. Note that if used on **Zombies** or Undead, these items will deal damage instead of healing.

Item Name	Effect	Where Found	Refine From	Refine Into	Sell Value
Potion	Restores 200 HP to one	Start with 6 in inventory Buy at Item Shops , Esthar Shop!!! Mug/Drop from many soldier-type enemies	<i>N/A</i>	Potion+ [3:1] (Med LV Up)	50
Potion+	Restores 400 HP to one	<i>N/A</i>	Potion [3:1] (Med LV Up)	Hi-Potion [3:1] (Med LV Up)	100
Hi-Potion	Restores 1,000 HP to one	Buy at Item Shops , Esthar Shop , Esthar Shop!!! Mug/Drop from many high-level soldier-type enemies	Potion+ [3:1] (Med LV Up) Healing Mail [1:6] (Recov Med-RF) Wedge , Biggs Card [1:1] (Card Mod) Fujin , Raijin Card [1:1] (Card Mod)	Hi-Potion+ [3:1] (Med LV Up)	250
Hi-Potion+	Restores 2,000 HP to one	<i>N/A</i>	Hi-Potion [3:1] (Med LV Up)	X-Potion [3:1] (Med LV Up)	500
X-Potion	Fully restores HP to one	Prize for visiting Cloud's Shop (Esthar), Dollet Bone Quest (<i>Disc 3</i>) Buy at Esthar Shop!!! (Familiar)	Hi-Potion+ [3:1] (Med LV Up)	Mega-Potion [3:1] (Med LV Up)	2,500
Mega-Potion	Restores 1,000 HP to all	Prize for visiting Johnny's Shop (Esthar), Dollet Bone Quest (<i>Disc 3</i>) Buy at Esthar Shop!!! (Familiar)	Tent [4:1] (Recov Med-RF) Cottage [2:1] (Recov Med-RF) Healing Ring [1:20] (Recov Med-RF) Mesmerize Blade [1:2] (Recov Med-RF) X-Potion [3:1] (Med LV Up)	Elixir [20:1] (Forbid Med-RF)	5,000

Revival Items

Revival items restore allies from **KO**, and instantly KO **Zombies** and Undead.

Item Name	Effect	Where Found	Refine From	Refine Into	Sell Value
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Item Name	Effect	Where Found	Refine From	Refine Into	Sell Value
Phoenix Down	Revives one ally from KO , and restores 12.5% max HP	Start with 4 in inventory Buy at Item Shops, Esthar Shop, Esthar Shop!!! Mug from/Dropped by many soldier-type enemies	Life Ring [1:2] (<i>Recov Med-RF</i>) Regen Ring [1:8] (<i>Recov Med-RF</i>) Phoenix Spirit [1:100] (<i>Recov Med-RF</i>)	Mega Phoenix [50:1] (<i>Med LV Up</i>)	250
Mega Phoenix	Revives all allies from KO , and restores 12.5% max HP	Prize for visiting Karen's Store (Esthar) Buy at Esthar Shop!!! (Familiar)	Phoenix Down [50:1] (<i>Med LV Up</i>)	Phoenix Pinion [3:1] (<i>Tool-RF</i>)	5,000

Forbidden Medicine

These extremely powerful healing items remove all status ailments (except **KO** and **Zombie**) in addition to restoring HP to full. If the target is Undead or under **Zombie**, these items will kill it instantly.

Item Name	Effect	Where Found	Refine From	Refine Into	Sell Value
Elixir	Restores one target's HP to full Removes Berserk, Confuse, Curse, Darkness, Doom, Poison, Petrifying, Petrify, Silence, Sleep, Slow, Stop, and Vit0	Prize for Dollet Bone Quest Buy at Esthar Shop!!! (Familiar) Mug from X-ATM092, Edea (Disc 1), Sphinxaur Dropped by Biggs (<i>Disc 1, Disc 2</i>)	Mega-Potion [20:1] (<i>Forbid Med-RF</i>) Elem Atk [1:4] (<i>Forbid Med-RF</i>) Elem Guard [1:4] (<i>Forbid Med-RF</i>) Status Atk [1:4] (<i>Forbid Med-RF</i>) Status Guard [1:4] (<i>Forbid Med-RF</i>) Remedy+ [10:1] (<i>Med LV Up</i>) Angelo Card [1:100] (<i>Card Mod</i>)	Megalixir [10:1] (<i>Med LV Up</i>)	2,500
Megalixir	Restores all allies to full HP Removes Berserk, Confuse, Curse, Darkness, Doom, Poison, Petrifying, Petrify, Silence, Sleep, Slow, Stop, and Vit0	Reward for Master Fisherman's Quest Mug from Fujin (<i>Disc 2, 3 (100%)</i>), Rinoa (<i>Disc 4, 100%</i>) Dropped by Fujin (<i>Disc 2, 3, 100%</i>), Sphinxara (<i>100%</i>)	Doc's Code [1:1] (<i>Forbid Med-RF</i>) Med Kit [1:1] (<i>Forbid Med-RF</i>) Elixir [10:1] (<i>Med LV Up</i>) Bahamut Card [1:100] (<i>Card Mod</i>)	N/A	5,000

Status Recovery Items

These items remove harmful statuses. All of these items target one only.

Item Name	Removes	Where Found	Refine From	Refine Into	Sell Value
Antidote	Poison	Buy at Item Shops, Esthar Shop!!!	Poison Powder [1:3] (<i>ST Med-RF</i>) Venom Fang [1:10] (<i>ST Med-RF</i>)	Bio Magic [1:3] (<i>ST Mag-RF</i>)	50
Soft	Petrifying, Petrify	Buy at Item Shops, Esthar Shop, Esthar Shop!!!	Cockatrice Pinion [1:3] (<i>ST Med-RF</i>)	Break Magic [1:3] (<i>ST Mag-RF</i>)	50
Eye Drops	Darkness	Buy at Item Shops, Esthar Shop, Esthar Shop!!!	Ochu Tentacle [1:3] (<i>ST Med-RF</i>)	Blind Magic [1:1] (<i>ST Mag-RF</i>)	50
Echo Screen	Silence	Buy at Item Shops, Esthar Shop!!!	Silence Powder [1:3] (<i>ST Med-RF</i>)	Silence Magic [1:2] (<i>ST Mag-RF</i>)	50
Holy Water	Zombie	Buy at Item Shops, Esthar Shop!!!	Zombie Powder [1:3] (<i>ST Med-RF</i>)	Zombie Magic [1:2] (<i>ST Mag-RF</i>)	50
Remedy	Berserk, Confuse, Curse, Darkness, Petrifying, Petrify, Poison, Silence, Sleep, Zombie	Start with 2 in inventory Buy at Item Shops, Esthar Shop, Esthar Shop!!!	Betrayal Sword [1:1] (<i>ST Med-RF</i>) Sleep Powder [1:1] (<i>ST Med-RF</i>) Dragon Fang [1:1] (<i>ST Med-RF</i>) Curse Spike [1:1] (<i>ST Med-RF</i>) Malboro Tentacle [1:2] (<i>ST Med-RF</i>) Med Kit [1:20] (<i>ST Med-RF</i>)	Esuna Magic [1:5] (<i>Supt Mag-RF</i>) Remedy+ [10:1] (<i>Med LV Up</i>)	500
Remedy+	Berserk, Confuse, Curse, Darkness, Petrifying, Petrify, Poison, Silence, Sleep, Zombie, Doom, Slow, Stop, Vit0	N/A	Remedy [10:1] (<i>Med LV Up</i>)	Elixir [10:1] (<i>Med LV Up</i>)	1,000

Tools

Tools allow your party to cast spells using the Item command, as well as summoning certain GFs that can't be Junctioned (and thus can't be summoned normally).

Invincibility Items

These items grant **Invincible** status, making them extremely powerful (and game-breaking). Have fun!

Item Name	Targets	Where Found	Refine From	Refine Into	Sell Value
Hero-trial	One (<i>despite the menu description, this item always succeeds</i>)	Prize for Angelo Search (<i>1/288 chance</i>)	Shaman Stone [10:1] (<i>Forbid Med-RF</i>)*	Hero [10:1] (<i>Med LV Up</i>)	5

Item Name	Targets	Where Found	Refine From	Refine Into	Sell Value
Hero	One	Mug from Fujin (<i>Disc 2</i>), Seifer (<i>Sorceress' Knight, battles 1, 2</i>) Dropped by Diablos , Seifer (<i>Sorceress' Knight, battles 1, 2</i>)	Hero-trial [10:1] (<i>Med LV Up</i>) Laguna Card [1:100] (<i>Card Mod</i>)	Holy War-trial [10:1] (<i>Med LV Up</i>)	5,000
Holy War-trial	All (<i>despite the menu description, this item always succeeds</i>)	N/A	Hero [10:1] (<i>Med LV Up</i>)	Holy War [10:1] (<i>Med LV Up</i>)	5
Holy War	All	Mug from Seifer (<i>Sorceress' Knight, battles 3, 4</i>) Dropped by Seifer (<i>Sorceress' Knight, battles 3, 4</i>)	Holy War-trial [10:1] (<i>Med LV Up</i>) Gilgamesh Card [1:10] (<i>Card Mod</i>)	Knight's Code [5:1] (<i>GFAbl Med-RF</i>)	5,000

Spell Stones

These stones cast a spell when used. They can also be refined into their corresponding magic spell, although this is often very inefficient.

Item Name	Casts	Where Found	Refine From	Refine Into	Sell Value
Shell Stone	Shell	Prize for completing Roaming Forest (Bika Snowfield, Trabia) Dropped by Propagator	Rune Armlet [1:10] (<i>Tool-RF</i>) Force Armlet [1:30] (<i>Tool-RF</i>)	Shell Magic [1:1] (<i>Supt Mag-RF</i>)	5
Protect Stone	Protect	Prize for completing Forest of Solitude (Nectar Peninsula, Centra) Dropped by Propagator	Turtle Shell [1:10] (<i>Tool-RF</i>) Orihalcon [1:30] (<i>Tool-RF</i>)	Protect Magic [1:1] (<i>Supt Mag-RF</i>)	5
Aura Stone	Aura	Prize for completing Beginner's Forest (near Shumi Village) Dropped by Propagator	Steel Pipe [1:1] (<i>Tool-RF</i>) Fury Fragment [1:2] (<i>Tool-RF</i>) Strength Love [1:2] (<i>Tool-RF</i>) Circlet [1:2] (<i>Tool-RF</i>) Power Wrist [1:10] (<i>Tool-RF</i>) Hypno Crown [1:10] (<i>Tool-RF</i>)	Aura Magic [1:1] (<i>Supt Mag-RF</i>)	5
Death Stone	Death	Dropped by Propagator	Dead Spirit [1:2] (<i>Tool-RF</i>) Elvoret Card [1:10] (<i>Card Mod</i>)	Death Magic [1:1] (<i>L Mag-RF</i>)	5
Holy Stone	Holy	Reward for completing Winhill Vase Quest Prize for completing Roaming Forest (Bika Snowfield, Trabia), Enclosed Forest (Talle Mountains, Centra) Dropped by Propagator , " Sorceress "	Moon Stone [1:2] (<i>Tool-RF</i>) Krysta Card [1:10] (<i>Card Mod</i>)	Holy Magic [1:1] (<i>L Mag-RF</i>)	5
Flare Stone	Flare	Prize for completing Basics Forest (Skobald Snowfield, Trabia), Forest of Fun (Lenown Plains, Centra) Dropped by Abadon , Propagator , " Sorceress "	Inferno Fang [1:2] (<i>Tool-RF</i>) Tiamat Card [1:10] (<i>Card Mod</i>)	Flare Magic [1:1] (<i>F Mag-RF</i>)	5
Meteor Stone	Meteor	Prize for completing Forest of Solitude (Nectar Peninsula, Centra), Forest of Fun (Lenown Plains, Centra) Mug from/Dropped by " Sorceress " Dropped by Propagator	Star Fragment [1:1] (<i>Tool-RF</i>) Red Giant Card [1:5] (<i>Tool-RF</i>)	Meteor Magic [1:1] (<i>Forbid Mag-RF</i>)	5
Ultima Stone	Ultima	Prize for completing Forest of Fun (Lenown Plains, Centra), Enclosed Forest (Talle Mountains, Centra) Mug from/Dropped by " Sorceress " Dropped by Propagator , Ultima Weapon (100x, 100%)	Energy Crystal [1:2] (<i>Tool-RF</i>) Ultima Weapon Card [1:1] (<i>Card Mod</i>)	Ultima Magic [1:1] (<i>Forbid Mag-RF</i>)	5

GF Summon Items

These items summon special (non-equipable) GFs for you in battle.

Item Name	Summon	Summon Effect	Where Found	Refine From	Refine Into	Sell Value
Gysahl Greens	ChocoFire/ChocoFlare/ChocoMeteor/ChocoBocle	Damage to all enemies based upon Chocobo's Chocobo World level	"Given" by Chicobo in Chocobo Sanctuary (Grandidi Forest) in exchange for 600 Gil Prize for "kicking" Chicobo in Winhill Sold by ChocoBoy (<i>before completing the Chocobo Forest</i>)	Chicobo Card [1:100] (<i>Card Mod</i>)	N/A	5
Phoenix Pinion	Phoenix	Fire damage to all enemies and revives all allies from KO to 12.5% max HP. Summoning Phoenix once allows it to randomly appear (65/256 chance) if all party members are KO'd, preventing a Game Over.	Prize for "kicking" Chocobo in Winhill Village Quest Found in Lunatic Pandora (<i>Disc 3, must have opened left panel</i>)	Mega Phoenix [3:1] (<i>Tool-RF</i>)	Firaga Magic [1:100] (<i>F Mag-RF</i>) Phoenix Spirit [20:1] (<i>GFAbl Med-RF</i>)	5

Item Name	Summon	Summon Effect	Where Found	Refine From	Refine Into	Sell Value
Friendship	Moomba	Deals damage equal to (EnemyMaxHP - 1), caps at 9,999 damage	Prize for Chocobo World	N/A	N/A	5

Shelters

These items can only be used on the World Map or at Save Points. They cannot be used in battle.

Item Name	Effect	Where Found	Refine From	Refine Into	Sell Value
Tent	Fully restores HP and status to all characters	Start with 5 in inventory Found in D-District Prison (box on the floor in left cell, level 4) Buy from Item Shops, Esthar Shop, Esthar Shop!!! Mug from Esthar Soldier, Base Leader Dropped by Esthar Soldier	Healing Water [1:2] (<i>Tool-RF</i>) Regen Ring [1:5] (<i>Tool-RF</i>)	Curaga Magic [1:20] (<i>L Mag-RF</i>) Mega-Potion [4:1] (<i>Recov Med-RF</i>)	250
Pet House	Fully restores HP to all GFs	Found in D-District Prison (box on floor in right cell, level 3) Buy from Timber Pet Shop, Esthar Pet Shop	Healing Mail [1:1] (<i>GFRcov Med-RF</i>) Silver Mail [1:2] (<i>GFRcov Med-RF</i>) Gold Armor [1:4] (<i>GFRcov Med-RF</i>) Diamond Armor [1:16] (<i>GFRcov Med-RF</i>) MiniMog Card [1:100] (<i>Card Mod</i>)	G-Returner [1:2] (<i>GFRcov Med-RF</i>)	250
Cottage	Fully restores HP and status to all characters and GFs	Buy from Esthar Shop!!! Mug from Elite Soldier (L:SR/M/H), Wedge (Disc 1), Base Leader Dropped by Elite Soldier (L:R/M:R/H:SR), Esthar Soldier [Cyborg] (R), Wedge (Disc 1), Base Leader	Whisper [1:1] (<i>Tool-RF</i>) Healing Ring [1:30] (<i>Tool-RF</i>) Diamond Armor [1:50] (<i>Tool-RF</i>)	Curaga Magic [1:20] (<i>L Mag-RF</i>) Mega-Potion [2:1] (<i>Recov Med-RF</i>)	450

Miscellaneous GF Items

These are GF items that don't teach abilities.

GF Recovery Medicine

GF Recovery Medicine allows GFs to recover. If you rely on Summons for your offense, these items will come in very handy, but if not you probably won't use them much. None of these items refine into other items.

Item Name	Effect	Where Found	Refine From	Sell Value
G-Potion	Restores 200 HP to one GF	Buy from Item Shops, Timber Pet Shop, Esthar Shop, Esthar Pet Shop, Esthar Shop!!!	N/A	50
G-Hi-Potion	Restores 1,000 HP to one GF	Buy from Item Shops (Familiar), Timber Pet Shop, Esthar Shop, Esthar Pet Shop, Esthar Shop!!!	Healing Water [1:2] (<i>GFRcov Med-RF</i>) Mesmerize Blade [1:2] (<i>GFRcov Med-RF</i>) Whisper [1:4] (<i>GFRcov Med-RF</i>)	150
G-Mega-Potion	Restores 1,000 HP to all GFs	Dropped by Odin (not advised)	Healing Ring [1:20] (<i>GFRcov Med-RF</i>) Propagator Card [1:1] (<i>Card Mod</i>) Sphinxara Card [1:1] (<i>Card Mod</i>)	250
G-Returner	Revives a GF from KO	Buy from Item Shops, Timber Pet Shop, Esthar Shop, Esthar Pet Shop Mug from Elvoret, Iguion Dropped by Ifrit, Elvoret, Diablos, Minotaur, Iguion, Cerberus	Pet House [1:2] (<i>GFRcov Med-RF</i>) Life Ring [1:2] (<i>GFRcov Med-RF</i>) Regen Ring [1:6] (<i>GFRcov Med-RF</i>) Phoenix Spirit [1:40] (<i>GFRcov Med-RF</i>)	150

Rename Card

Item Name	Effect	Refine From	Sell Value
Rename Card	Allows you to rename a GF	Catoblepas Card [1:1] (<i>Card Mod</i>)	125

GF Ability Items

Except for Amnesia Greens, each item in this category teaches an ability to one GF. For this reason, the tables will simply list the ability taught, to conserve space.

Amnesia Greens

Amnesia Greens play no role in refinement (i.e. they can't be refined from other items, nor can they be refined into other items).

Item	Effect	Where Found	Sell Value
Amnesia Greens	<u>Permanently</u> deletes an ability from GF's list, freeing the slot (the only way to relearn the deleted ability is to use the item that teaches it)	Buy from Timber Pet Shop, Esthar Pet Shop	250

Junction Ability Items

Use these items to teach your GFs **Junction Abilities**.

Item Name	Ability	Where Found	Refine From	Refine Into	Sell Value
HP-J Scroll	HP-J	Buy from Timber Pet Shop (<i>Familiar</i>), Esthar Pet Shop	HP Up [2:1] (<i>GFAbl Med-RF</i>)	Giant's Ring [10:1] (<i>GFAbl Med-RF</i>)	2,500
Str-J Scroll	Str-J	Buy from Timber Pet Shop (<i>Familiar</i>), Esthar Pet Shop	Str Up [2:1] (<i>GFAbl Med-RF</i>)	Power Wrist [10:1] (<i>GFAbl Med-RF</i>)	2,500
Vit-J Scroll	Vit-J	Buy from Timber Pet Shop (<i>Familiar</i>), Esthar Pet Shop	Vit Up [2:1] (<i>GFAbl Med-RF</i>)	Orihalcon [10:1] (<i>GFAbl Med-RF</i>)	2,500
Mag-J Scroll	Mag-J	Buy from Timber Pet Shop (<i>Familiar</i>), Esthar Pet Shop	Mag Up [2:1] (<i>GFAbl Med-RF</i>)	Force Armlet [10:1] (<i>GFAbl Med-RF</i>)	2,500
Spr-J Scroll	Spr-J	Buy from Timber Pet Shop (<i>Familiar</i>), Esthar Pet Shop	Spr Up [2:1] (<i>GFAbl Med-RF</i>)	Hypno Crown [10:1] (<i>GFAbl Med-RF</i>)	2,500
Spd-J Scroll	Spd-J	Found in Lunatic Pandora (<i>Disc 3, only if rocks were set up correctly on Disc 1</i>) Mug from Cerberus (<i>100%</i>)	Spd Up [2:1] (<i>GFAbl Med-RF</i>)	Jet Engine [10:1] (<i>GFAbl Med-RF</i>)	12,500
Luck-J Scroll	Luck-J	Reward for Obel Lake Quest Mug from Odin (<i>100%</i>)	Luck Up [2:1] (<i>GFAbl Med-RF</i>) Dark Matter [1:1] (<i>GFAbl Med-RF</i>)	Luck Up [1:1] (<i>GFAbl Med-RF</i>)	12,500
Aegis Amulet	Eva-J	Dropped by UFO? (<i>100%</i>)	Barrier [50:1] (<i>GFAbl Med-RF</i>)	Haste Magic [1:100] (<i>Time Mag-RF</i>) Spd Up [2:1] (<i>Forbid Med-RF</i>)	12,500
Elem Atk	Elem-Atk-J	Dropped by Trauma (<i>100%</i>)	Samantha Soul [20:1] (<i>GFAbl Med-RF</i>) Ifrit Card [1:3] (<i>Card Mod</i>)	Elixir [1:4] (<i>Forbid Med-RF</i>)	12,500
Elem Guard	Elem-Defx4	Dropped by Krysta (<i>100%</i>)	Diamond Armor [5:1] (<i>GFAbl Med-RF</i>) Selphie Card [1:3] (<i>Card Mod</i>)	Elixir [1:4] (<i>Forbid Med-RF</i>)	12,500
Status Atk	ST-Atk-J	Dropped by Catoblepas (<i>100%</i>)	Royal Crown [20:1] (<i>GFAbl Med-RF</i>) Siren Card [1:3] (<i>Card Mod</i>)	Elixir [1:4] (<i>Forbid Med-RF</i>)	12,500
Status Guard	ST-Def-Jx4	Reward for completing second half of Shumi Village Quest Dropped by Tiamat (<i>100%</i>)	Ribbon [1:1] (<i>GFAbl Med-RF</i>) Doomtrain Card [1:3] (<i>Card Mod</i>)	Elixir [1:4] (<i>Forbid Med-RF</i>)	12,500
Rosetta Stone	Abilityx4	Prize for beating Triple Triad Player in D-District Prison (<i>Level 11, repeatable 1/128 chance, costs 200 Gil to try</i>), visiting Cheryl's Store (<i>Esthar</i>) Found in Ultimécia Castle (box in dried-up waterway after opening sluice and using piano to open gate)	Shaman Stone [1:1] (<i>GFAbl Med-RF</i>)	Shaman Stone [1:1] (<i>Tool-RF</i>)	12,500

Command Ability Items

The items in this category teach **Command Abilities** to your party, which enable the use of varied commands in battle. While the basic ones tend to be the most used, never underestimate the power of the others.

Item Name	Ability	Where Found	Refine From	Refine Into	Sell Value
Magic Scroll	Magic	Buy from Timber Pet Shop	N/A	Wizard Stone [1:10] (<i>Tool-RF</i>)	3,750
GF Scroll	GF	Buy from Timber Pet Shop	N/A	Wizard Stone [1:10] (<i>Tool-RF</i>)	3,750
Draw Scroll	Draw	Buy from Timber Pet Shop	N/A	Wizard Stone [1:10] (<i>Tool-RF</i>)	3,750
Item Scroll	Item	Buy from Timber Pet Shop	N/A	Wizard Stone [1:10] (<i>Tool-RF</i>)	3,750
Gambler Spirit	Card	N/A	Shumi Tribe Card [5:1] (<i>Card Mod</i>)	Wizard Stone [1:10] (<i>Tool-RF</i>)	1,250
Healing Ring	Recover	Prize for Angelo Search (<i>1/288 chance</i>)	Whisper [100:1] (<i>GFAbl Med-RF</i>)	Curaga Magic [1:100] (<i>L Mag-RF</i>) Mega-Potion [1:20] (<i>Recov Med-RF</i>) Cottage [1:30] (<i>Tool-RF</i>) G-Mega-Potion [1:20] (<i>GFRcov Med-RF</i>)	12,500
Phoenix Spirit	Revive	N/A	Phoenix Pinion [20:1] (<i>GFAbl Med-RF</i>) Phoenix Card [1:3] (<i>Card Mod</i>)	Firaga Magic [1:100] (<i>F Mag-RF</i>) Full-Life Magic [1:100] (<i>L Mag-RF</i>) Phoenix Down [1:100] (<i>Recov Med-RF</i>) G-Returner [1:40] (<i>GFRcov Med-RF</i>)	12,500
Med Kit	Treatment	N/A	Dragon Fang [100:1] (<i>GFAbl Med-RF</i>)	Esuna Magic [1:100] (<i>Supt Mag-RF</i>) Remedy [1:20] (<i>ST Med-RF</i>) Megalixir [1:2] (<i>Forbid Med-RF</i>)	12,500
Bomb Spirit	Kamikaze	Mug from Bomb (<i>H:SR</i>)	Bomb Fragment [100:1] (<i>GFAbl Med-RF</i>)	Firaga Magic [1:100] (<i>F Mag-RF</i>)	12,500

Item Name	Ability	Where Found	Refine From	Refine Into	Sell Value
Hungry Cookpot	Devour	Prize for Angelo Search (1/288 chance)	PuPu Card [1:1] (<i>Card Mod</i>)	Shaman Stone [1:1] (<i>Tool-RF</i>)	12,500
Mog's Amulet	MiniMog	Prize in Chocobo World	N/A	Shaman Stone [1:1] (<i>Tool-RF</i>)	12,500

GF Enhancement Items

These items teach GF Abilities (that is, abilities affect GF Summons). More importantly, however, they often serve as key ingredients in refining.

Item Name	Ability	Where Found	Refine From	Refine Into	Sell Value
Steel Pipe	SumMag+10%	Mug from Wendigo (100%) Dropped by GIM47N (L:SR/M:S), Wendigo (L/M)	Elastoid Card [1:1] (<i>Card Mod</i>)	Berserk Magic [1:20] (<i>ST Mag-RF</i>) Aura Stone [1:1] (<i>Tool-RF</i>)	75
Star Fragment	SumMag+20%	Mug from Iron Giant (100%) Dropped by Anaconda (H:R), Chimera (M:SR/H:R), Hexadragon (H:SR), Iron Giant (L:SR/M/H), Ruby Dragon (L:R/M:S), T-Rexaur (H), Tri-Face (H:SR)	Iron Giant Card [3:1] (<i>Card Mod</i>)	Meteor Magic [1:5] (<i>Forbid Mag-RF</i>) Meteor Stone [1:2] (<i>Tool-RF</i>)	125
Energy Crystal	SumMag+30%	Dropped by Behemoth (M:SR/H:SR), Einoyle (M:SR/H), Ruby Dragon (M:R/H)	Einoyle Card [10:1] (<i>Card Mod</i>)	Ultima Magic [1:3] (<i>Forbid Mag-RF</i>) Pulse Ammo [1:10] (<i>Ammo-RF</i>) Ultima Stone [1:2] (<i>Tool-RF</i>) Samantha Soul [50:1] (<i>GFAbi Med-RF</i>)	250
Samantha Soul	SumMag+40%	Mug from Adel (<i>Lunatic Pandora, Disc 4</i>)	Energy Crystal [50:1] (<i>GFAbi Med-RF</i>) Quistis Card [1:3] (<i>Card Mod</i>)	Triple Magic [1:60] (<i>Time Mag-RF</i>) Elem Atk [20:1] (<i>GFAbi Med-RF</i>)	500
Healing Mail	GFHP+10%	Mug from Snow Lion (100%) Dropped by Mesmerize (M:SR/H:R), Snow Lion (L:SR/M:S), Turtapod (M/H)	Turtapod Card [5:1] (<i>Card Mod</i>)	Curaga Magic [1:20] (<i>L Mag-RF</i>) Hi-Potion [1:6] (<i>Recov Med-RF</i>) Pet House [1:1] (<i>GFRecov Med-RF</i>)	75
Silver Mail	GFHP+20%	Dropped by Snow Lion (M:R/H:SR)	N/A	Pet House [1:2] (<i>GFRecov Med-RF</i>) Gold Armor [5:1] (<i>GFAbi Med-RF</i>)	125
Gold Armor	GFHP+30%	Prize for Angelo Search (2/288 chance)	Silver Mail [5:1] (<i>GFAbi Med-RF</i>)	Pet House [1:4] (<i>GFRecov Med-RF</i>) Diamond Armor [5:1] (<i>GFAbi Med-RF</i>)	250
Diamond Armor	GFHP+40%	Dropped by Red Giant (100%)	Gold Armor [5:1] (<i>GFAbi Med-RF</i>) Seifer Card [1:3] (<i>Card Mod</i>)	Cottage [1:50] (<i>Tool-RF</i>) Pet House [1:16] (<i>GFRecov Med-RF</i>) Elem Guard [5:1] (<i>GFAbi Med-RF</i>)	500

Character Ability Items

These items teach **Character Abilities**, oftentimes abilities that boost a stat by a percentage..

Item Name	Ability	Where Found	Refine From	Refine Into	Sell Value
Regen Ring	HP+20%	Mug from Torama (100%), Biggs (Disc 2, 100%) Dropped by Chimera (H:S), Lefty (M:R/H:SR), Mesmerize (H:S), Torama (M/H), Turtapod (M:SR/H:SR)	Chimera Card [10:1] (<i>Card Mod</i>)	Full-Life Magic [1:20] (<i>L Mag-RF</i>) Phoenix Down [1:8] (<i>Recov Med-RF</i>) Tent [1:5] (<i>Tool-RF</i>) G-Returner [1:6] (<i>GFRecov Med-RF</i>)	75
Giant's Ring	HP+40%	Buy from Esthar Pet Shop (<i>Familiar</i>) Dropped by Behemoth (M/H)	HP-J Scroll [10:1] (<i>GFAbi Med-RF</i>)	Protect Magic [1:60] (<i>Supt Mag-RF</i>) Gaea's Ring [10:1] (<i>GFAbi Med-RF</i>)	5,000
Gaea's Ring	HP+80%	Dropped by Jumbo Cactuar (100%)	Giant's Ring [10:1] (<i>GFAbi Med-RF</i>) Ward Card [1:3] (<i>Card Mod</i>)	HP Up [1:1] (<i>Forbid Med-RF</i>)	7,500
Strength Love	Str+20%	Mug from Wendigo (M:R/H), Wedge (100%, Disc 2) Dropped by Wendigo (M:S/H)	Gargantua Card [10:1] (<i>Card Mod</i>)	Aura Stone [1:2] (<i>Tool-RF</i>)	75
Power Wrist	Str+40%	Buy from Esthar Pet Shop (<i>Familiar</i>) Mug from Grendel (H:SR), Abadon (100%), Raijin (100%, Disc 3, not advised) Dropped by X-ATM092 (25%)	Str-J Scroll [10:1] (<i>GFAbi Med-RF</i>)	Aura Stone [1:10] (<i>Tool-RF</i>) Hyper Wrist [10:1] (<i>GFAbi Med-RF</i>)	5,000
Hyper Wrist	Str+60%	Mug from Bahamut (100%) Dropped by Bahamut (100%)	Power Wrist [10:1] (<i>GFAbi Med-RF</i>) Zell Card [1:3] (<i>Card Mod</i>)	Str Up [1:1] (<i>Forbid Med-RF</i>)	7,500
Turtle Shell	Vit+20%	Mug from Armadodo (100%) Dropped by Adamantoise (L/M), Armadodo (M:R/H)	Adamantoise Card [3:1] (<i>Card Mod</i>) X-ATM092 Card [2:1] (<i>Card Mod</i>)	Protect Magic [1:30] (<i>Supt Mag-RF</i>) Protect Stone [1:10] (<i>Tool-RF</i>)	75
Orihalcon	Vit+40%	Mug from Adamantoise (H), Oilboyle (H:SR, Disc 4 only) Dropped by Adamantoise (L:R/M), X-ATM092 (25%), Oilboyle (H:SR, Disc 4 only)	Vit-J Scroll [10:1] (<i>GFAbi Med-RF</i>)	Protect Stone [1:30] (<i>Tool-RF</i>) Adamantine [10:1] (<i>GFAbi Med-RF</i>)	5,000

Item Name	Ability	Where Found	Refine From	Refine Into	Sell Value
Adamantine	Vit+60%	Mug from BGH251F2 (<i>second battle</i> , 100%) Dropped by Adamantoise (M:R/H)	Orihalcon [10:1] (<i>GFABl Med-RF</i>) Minotaur Card [1:10] (<i>Card Mod</i>)	Vit Up [5:1] (<i>Forbid Med-RF</i>) Steel Curtain [20:1] (<i>GFABl Med-RF</i>)	7,500
Rune Armlet	Spr+20%	Prize for Angelo Search (2/288 chance) Mug from Blobra (L:SR/M:SR/H:SR), Righty (H) Dropped by Blobra (L:R/M:SR/H:SR), Righty (L:SR/M:SR/H:SR)	Blobra Card [4:1] (<i>Card Mod</i>)	Shell Magic [1:40] (<i>Supt Mag-RF</i>) Shell Stone [1:10] (<i>Tool-RF</i>)	75
Force Armlet	Spr+40%	Buy from Esthar Pet Shop (<i>Familiar</i>) Dropped by Forbidden (H:R), Ochu (H:R), X-ATM092 (25%), Edea (<i>Disc 2</i> , 100%)	Mag-J Scroll [10:1] (<i>GFABl Med-RF</i>)	Shell Stone [1:30] (<i>Tool-RF</i>) Magic Armlet [10:1] (<i>GFABl Med-RF</i>)	5,000
Magic Armlet	Spr+60%	Dropped by Gargantua (100%)	Force Armlet [10:1] (<i>GFABl Med-RF</i>) Rinoa Card [1:3] (<i>Card Mod</i>)	Spr Up [10:1] (<i>Forbid Med-RF</i>) Moon Curtain [20:1] (<i>GFABl Med-RF</i>)	7,500
Circllet	Mag+20%	Prize for Angelo Search (2/288 chance) Mug from Buel (M:R/H:SR), NORG (100%)	Gerogero Card [10:1] (<i>Card Mod</i>)	Aura Stone [1:2] (<i>Tool-RF</i>)	75
Hypno Crown	Mag+40%	Buy from Esthar Pet Shop (<i>Familiar</i>) Dropped by Malboro (H:SR), X-ATM092 (25%)	Spr-J Scroll [10:1] (<i>GFABl Med-RF</i>)	Aura Stone [1:10] (<i>Tool-RF</i>) Royal Crown [10:1] (<i>GFABl Med-RF</i>)	5,000
Royal Crown	Mag+60%	Mug from Edea (<i>Disc 2</i> , 100%) Dropped by Tonberry King (100%)	Hypno Crown [10:1] (<i>GFABl Med-RF</i>) Edea Card [1:3] (<i>Card Mod</i>)	Mag Up [10:1] (<i>Forbid Med-RF</i>) Status Atk [20:1] (<i>GFABl Med-RF</i>)	7,500
Jet Engine	Spd+20%	Prize for Angelo Search (4/288 chance) Dropped by Cactuar (H:R)	Spd-J Scroll [10:1] (<i>GFABl Med-RF</i>) Tri-Point Card [40:1] (<i>Card Mod</i>)	Spd Up [50:1] (<i>Forbid Med-RF</i>) Rocket Engine [10:1] (<i>GFABl Med-RF</i>)	5,000
Rocket Engine	Spd+40%	Dropped by Tri-Point (100%)	Jet Engine [10:1] (<i>GFABl Med-RF</i>) Irvine Card [1:3] (<i>Card Mod</i>)	Triple Magic [1:50] (<i>Time Mag-RF</i>) Spd Up [5:1] (<i>Forbid Med-RF</i>)	7,500
Moon Curtain	Auto-Shell	N/A	Malboro Tentacle [100:1] (<i>GFABl Med-RF</i>) Magic Armlet [20:1] (<i>GFABl Med-RF</i>) Alexander Card [1:3] (<i>Card Mod</i>)	Shell Magic [100:1] (<i>Supt Mag-RF</i>)	10,000
Steel Curtain	Auto-Protect	N/A	Adamantine [20:1] (<i>GFABl Med-RF</i>)	Protect Magic [1:100] (<i>Supt Mag-RF</i>)	10,000
Glow Curtain	Auto-Reflect	N/A	Dragon Skin [100:1] (<i>GFABl Med-RF</i>) Carbuncle Card [1:3] (<i>Card Mod</i>)	Reflect Magic [1:100] (<i>Supt Mag-RF</i>) Monk's Code [2:1] (<i>GFABl Med-RF</i>)	10,000
Accelerator	Auto-Haste	Dropped by PuPu (100%)	Lightweight [100:1] (<i>GFABl Med-RF</i>) Kiros Card [1:3] (<i>Card Mod</i>)	Haste Magic [1:100] (<i>Time Mag-RF</i>)	12,500
Monk's Code	Counter	N/A	Glow Curtain [2:1] (<i>GFABl Med-RF</i>) Eden Card [1:3] (<i>Card Mod</i>)	Str Up [1:1] (<i>Forbid Med-RF</i>)	12,500
Knight's Code	Cover	N/A	Holy War [5:1] (<i>GFABl Med-RF</i>)	Vit Up [1:1] (<i>Forbid Med-RF</i>)	10,000
Doc's Code	Med Data	N/A	Elixir [10:1] (<i>GFABl Med-RF</i>) Leviathan Card [1:3] (<i>Card Mod</i>)	Megalixir [1:1] (<i>Forbid Med-RF</i>)	10,000
Hundred Needles	Return Damage	N/A	Cactuar Thorn [100:1] (<i>GFABl Med-RF</i>)	Spd Up [1:1] (<i>Forbid Med-RF</i>)	10,000
Three Stars	Expendx3-1	Reward for Obel Lake Quest Mug from Ultima Weapon (100%) Dropped by Omega Weapon (100%)	Squall Card [1:3] (<i>Card Mod</i>)	Triple Magic [1:100] (<i>Time Mag-RF</i>)	12,500
Ribbon	Ribbon	Prize in Chocobo World	N/A	Status Guard [1:1] (<i>GFABl Med-RF</i>)	25,000

Ammo

These items are used by Irvine for his Shot Limit. Intuitively, each time you fire a shot with Irvine's Shot Limit, one of the corresponding ammo is used, and if you run out your turn ends, so be sure to keep stocked. Irvine's regular attacks do not use Ammo.

Item Name	Shot	Power/ Effect	Where Found	Refine From	Refine Into	Sell Value
Normal Ammo	Normal	14	Buy from Item Shops , Esthar Shop Dropped by G-Soldier (L:S), Base Soldier	Screw [1:8] (<i>Ammo-RF</i>)	Fast Ammo [1:1] (<i>Ammo-RF</i>)	1
Shotgun Ammo	Scatter	14	Buy from Item Shops , Esthar Shop Dropped by Elite Soldier (L:S), Base Soldier	N/A	Fast Ammo [1:2] (<i>Ammo-RF</i>)	2
Dark Ammo	Dark	14 + Poison, Darkness, Silence, Slow	Buy from Esthar Shop	Poison Powder [1:10] (<i>Ammo-RF</i>) Venom Fang [1:20] (<i>Ammo-RF</i>) Abadon Card [1:30] (<i>Card Mod</i>)	N/A	15

Item Name	Shot	Power/ Effect	Where Found	Refine From	Refine Into	Sell Value
Fire Ammo	Fire	40, Fire-elemental	Buy from Esthar Shop	Bomb Fragment [1:20] (<i>Ammo-RF</i>) Red Fang [1:40] (<i>Ammo-RF</i>) Fuel [1:10] (<i>Ammo-RF</i>) Oilboyle Card [1:30] (<i>Card Mod</i>)	N/A	25
Demolition Ammo	Canister	60	Buy from Esthar Shop (<i>Familiar</i>)	Missile [1:20] (<i>Ammo-RF</i>) Running Fire [1:40] (<i>Ammo-RF</i>) Cactus Thorn [1:40] (<i>Ammo-RF</i>) Trauma Card [1:30] (<i>Card Mod</i>)	N/A	40
Fast Ammo	Fast	7	Given by Grease Monkey in FH if visited during concert (as Irvine) (x15) Buy from Esthar Shop (<i>Familiar</i>)	Normal Ammo [1:1] (<i>Ammo-RF</i>) Shotgun Ammo [1:2] (<i>Ammo-RF</i>) GIM47N Card [1:10] (<i>Card Mod</i>)	N/A	5
AP Ammo	Armor	80, ignores Vit	Given by Grease Monkey in FH if visited during concert (as Irvine) (x10)	Sharp Spike [1:10] (<i>Ammo-RF</i>) Chef's Knife [1:20] (<i>Ammo-RF</i>)	N/A	5
Pulse Ammo	Hyper	120	Given by Grease Monkey in FH if visited during concert (as Irvine) (x5)	Laser Cannon [1:5] (<i>Ammo-RF</i>) Energy Crystal [1:10] (<i>Ammo-RF</i>) Power Generator [1:20] (<i>Ammo-RF</i>)	Ultima Magic [5:1] (<i>Forbid Mag-RF</i>)	250

Refinement Items

These items serve no purpose outside of refinement and upgrading weapons.

Item Name	Where Found	Refine From	Refine Into	Sell Value
M-Stone Piece	Dropped by many low-level enemies	Fuguar Card [1:1] (<i>Card Mod</i>) Bite Bug Card [1:1] (<i>Card Mod</i>)	Thunder Magic [1:5] (<i>T Mag-RF</i>) Blizzard Magic [1:5] (<i>I Mag-RF</i>) Fire Magic [1:5] (<i>F Mag-RF</i>) Cure Magic [1:5] (<i>L Mag-RF</i>) Slow Magic [1:5] (<i>Time Mag-RF</i>) Silence Magic [1:5] (<i>ST Mag-RF</i>) Esuna Magic [1:5] (<i>Supt Mag-RF</i>)	5
Magic Stone	Dropped by many mid-level enemies	Grat Card [1:1] (<i>Card Mod</i>) Buel Card [1:1] (<i>Card Mod</i>) Jelleye Card [1:1] (<i>Card Mod</i>)	Thundara Magic [1:5] (<i>T Mag-RF</i>) Blizzara Magic [1:5] (<i>I Mag-RF</i>) Fira Magic [1:5] (<i>F Mag-RF</i>) Cura Magic [1:5] (<i>L Mag-RF</i>) Haste Magic [1:5] (<i>Time Mag-RF</i>) Berserk Magic [1:5] (<i>ST Mag-RF</i>) Dispel Magic [1:5] (<i>Supt Mag-RF</i>)	12
Wizard Stone	Dropped by some high-level enemies	Magic Scroll [1:10] (<i>Tool-RF</i>) GF Scroll [1:10] (<i>Tool-RF</i>) Draw Scroll [1:10] (<i>Tool-RF</i>) Item Scroll [1:10] (<i>Tool-RF</i>) Gambler Spirit [1:10] (<i>Tool-RF</i>) Vysage Card [1:1] (<i>Card Mod</i>) Imp Card [1:1] (<i>Card Mod</i>)	Thundaga Magic [1:5] (<i>T Mag-RF</i>) Blizzaga Magic [1:5] (<i>I Mag-RF</i>) Firaga Magic [1:5] (<i>F Mag-RF</i>) Curaga Magic [1:5] (<i>L Mag-RF</i>) Stop Magic [1:5] (<i>Time Mag-RF</i>) Bio Magic [1:5] (<i>ST Mag-RF</i>) Dispel Magic [1:20] (<i>Supt Mag-RF</i>)	20
Ochu Tentacle	Mug from Ochu (100%) Dropped by Ochu	Ochu Card [1:1] (<i>Card Mod</i>)	Blind Magic [1:30] (<i>ST Mag-RF</i>) Eye Drops [1:3] (<i>ST Med-RF</i>)	75
Healing Water	Mug from Jelleye (100%) Dropped by Geezard (SR), Mesmerize (L:SR)	N/A	Cura Magic [1:20] (<i>L Mag-RF</i>) Hi-Potion [1:2] (<i>Recov Med-RF</i>) Tent [1:2] (<i>Tool-RF</i>) G-Hi-Potion [1:2] (<i>GFRcov Med-RF</i>)	25
Cockatrice Pinion	Mug from Cockatrice (100%) Dropped by Cockatrice	Cockatrice Card [1:1] (<i>Card Mod</i>) Iguion Card [1:1] (<i>Card Mod</i>)	Break Magic [1:20] (<i>ST Mag-RF</i>) Soft [1:3] (<i>ST Med-RF</i>)	50
Zombie Powder	Mug from Blood Soul (100%) Dropped by Blood Soul, Forbidden (L:SR/M/H), Gerogero (100%)	Blood Soul Card [1:1] (<i>Card Mod</i>)	Zombie Magic [1:20] (<i>L Mag-RF</i>) Holy Water [1:3] (<i>ST Med-RF</i>)	50
Lightweight	Mug from Vysage (100%) Dropped by Cactuar (L:R/M:R), Vysage	Cerberus Card [1:100] (<i>Card Mod</i>)	Haste Magic [1:20] (<i>Supt Mag-RF</i>) Accelerator [100:1] (<i>GFAbl Med-RF</i>)	50
Sharp Spike	Mug from Grand Mantis (100%) Dropped by Armadodo, Death Claw, Grand Mantis	Grand Mantis Card [1:1] (<i>Card Mod</i>) Death Claw Card [1:1] (<i>Card Mod</i>)	AP Ammo [1:10] (<i>Ammo-RF</i>)	50
Screw	Mug from Geezard (100%) Dropped by Geezard, GIM47N, GIM52A (L/M)	Geezard Card [1:5] (<i>Card Mod</i>)	Normal Ammo [1:8] (<i>Ammo-RF</i>)	25
Saw Blade	Mug from Belhelmel (100%) Dropped by Belhelmel	Belhelmel Card [1:1] (<i>Card Mod</i>)	Death Magic [1:10] (<i>L Mag-RF</i>) Dispel Magic [1:20] (<i>Supt Mag-RF</i>)	50
Mesmerize Blade	Mug from Mesmerize (100%) Dropped by Mesmerize	Mesmerize Card [1:1] (<i>Card Mod</i>)	Regen Magic [1:20] (<i>L Mag-RF</i>) Mega-Potion [1:2] (<i>Recov Med-RF</i>) G-Hi-Potion [1:2] (<i>GFRcov Med-RF</i>)	50

Item Name	Where Found	Refine From	Refine Into	Sell Value
Vampire Fang	Mug from Glacial Eye, Red Bat (100%) Dropped by Glacial Eye (L:S/M/H), Red Bat (L:SR/M/H)	Red Bat Card [1:1] (Card Mod)	Drain Magic [1:20] (Supt Mag-RF)	50
Fury Fragment	Mug from Blue Dragon (100%) Dropped by Blue Dragon (SR), Grendel (M:SR/H:SR), Ruby Dragon (L:S/M/H)	Blue Dragon Card [4:1] (Card Mod)	Aura Magic [1:5] (Supt Mag-RF) Aura Stone [1:2] (Tool-RF)	125
Betrayal Sword	Mug from Blitz (L:100%/M:100%/H:CUS) Dropped by Blitz (L/M:SR), Forbidden (L)	Forbidden Card [1:1] (Card Mod)	Confuse Magic [1:20] (ST Mag-RF) Remedy [5:1] (ST Med-RF)	50
Sleep Powder	Mug from Funguar (100%) Dropped by Funguar (SR), Grat	N/A	Sleep Magic [1:20] (ST Mag-RF) Remedy [5:1] (ST Med-RF)	50
Life Ring	Mug from Lefty (100%) Dropped by Lefty (L:SR/M/H), Mesmerize, Torama (L:SR), Turtapod (L:SR/M/H)	Torama Card [5:1] (Card Mod)	Life Magic [1:20] (L Mag-RF) Phoenix Down [1:2] (Recov Med-RF)	50
Dragon Fang	Dropped by Blue Dragon, Grendel (L/M), Hexadragon (L/M), SAM08G (L:R/M:SR/H:SR), T-Rexaur (M)	N/A	Esuna Magic [1:20] (Supt Mag-RF) Remedy [1:1] (ST Med-RF) Med Kit [100:1] (GFABl Med-RF)	50

Blue Magic Items

These items teach Quistis her Blue Magic skills (Limits). She can only be taught each ability once, but many of these items are also used in refinements.

Item Name	Blue Magic	Where Found	Refine From	Refine Into	Sell Value
Spider Web	Ultra Waves	Mug from Caterchipillar (100%) Dropped by Caterchipillar	Caterchipillar Card [1:1] (Card Mod)	Slow Magic [1:20] (Time Mag-RF)	50
Coral Fragment	Electrocute	Mug from Creeps (100%) Dropped by Blitz (L:SR), Cockatrice (L/M), Creeps (L:R/M)	Creeps Card [1:1] (Card Mod)	Thundara Magic [1:20] (T Mag-RF)	75
Curse Spike	LV? Death	Mug from Tri-Face (100%) Dropped by Creeps (M/H), Forbidden (M:SR/H), Grand Mantis (L:S/M:S), Imp, Malboro, Tri-Face (L:SR/M:SR/H)	Tri-Face Card [1:1] (Card Mod)	Pain Magic [1:10] (ST Mag-RF) Remedy [1:1] (ST Med-RF) Dark Matter [100:1] (Tool-RF)*	75
Black Hole	Degenerator	Mug from Gesper (100%) Dropped by Gesper, Wendigo (H:SR)	Gesper Card [1:1] (Card Mod) Diablos Card [1:100] (Card Mod)	Demi Magic [1:30] (Time Mag-RF)	75
Water Crystal	Aqua Breath	Mug from Fastitocalon (100%) Dropped by Chimera, Fastitocalon, Fastitocalon-F (M:SR/H:SR), Grand Mantis (L:R/M:R/H)	Fastitocalon-F Card [5:1] (Card Mod) Fastitocalon Card [1:1] (Card Mod)	Water Magic [1:50] (I Mag-RF)	75
Missile	Micro Missiles	Mug from Death Claw (H:SR), GIM52A (100%) Dropped by GIM52A, BGH251F2 (second battle)	N/A	Demolition Ammo [1:20] (Ammo-RF)	75
Mystery Fluid	Acid	Mug from Gayla (100%) Dropped by Gayla (L:SR/M/H)	Gayla Card [1:1] (Card Mod)	Meltdown Magic [1:10] (ST Mag-RF)	75
Running Fire	Gatling Gun	Mug from SAM08G (100%) Dropped by Iron Giant (M/H), SAM08G, BGH251F2 (second battle)	SAM08G Card [1:1] (Card Mod)	Demolition Ammo [1:40] (Ammo-RF)	75
Inferno Fang	Fire Breath	Mug from Ruby Dragon (100%) Dropped by Hexadragon (M:SR/H), Ruby Dragon (L/M)	Ruby Dragon Card [10:1] (Card Mod)	Flare Magic [1:20] (F Mag-RF) Flare Stone [1:2] (Tool-RF)	75
Malboro Tentacle	Bad Breath	Mug from Malboro (100%) Dropped by Malboro	Malboro Card [4:1] (Card Mod)	Bio Magic [1:40] (ST Mag-RF) Remedy [1:2] (ST Med-RF) Moon Curtain [100:1] (GFABl Med-RF)	100
Whisper	White Wind	Mug from Adamantoise Dropped by Adamantoise (L:S)	N/A	Curaga Magic [1:50] (L Mag-RF) Cottage [1:1] (Tool-RF) G-Hi-Potion [1:4] (GFRecov Med-RF)	100
Laser Cannon	Homing Laser	Mug from Elastoid (H), Mobile Type 8 (100%) Dropped by Belhelme (H:R), Elastoid (M:R/H:SR), Mobile Type 8 (100%)	N/A	Pulse Ammo [1:5] (Ammo-RF)	125
Barrier	Mighty Guard	Mug from Behemoth Dropped by Behemoth (L:SR/M/H)	Behemoth Card [10:1] (Card Mod)	Shell Magic [1:40] (Supt Mag-RF) Aegis Amulet [50:1] (GFABl Med-RF)	125

Item Name	Blue Magic	Where Found	Refine From	Refine Into	Sell Value
Power Generator	Ray Bomb	Found in Lunatic Pandora (<i>Disc 3, only if right panel was opened</i>) Mug from Blitz (<i>H:R</i>)	N/A	Pulse Ammo [1:20] (<i>Ammo-RF</i>)	200
Dark Matter	Shockwave Pulsar	N/A	Curse Spike [100:1] (<i>Tool-RF</i>)*	Ultima Magic [1:100] (<i>Forbid Mag-RF</i>) Shaman Stone [1:1] (<i>Tool-RF</i>) Luck-J Scroll [1:1] (<i>GFAbl Med-RF</i>)	250

GF Compatibility Items

These items give a bonus to GF compatibility for a character each time they're used.

Item Name	GF Affected	Bonus	Where Found	Refine From	Refine Into	Sell Value
Bomb Fragment	Ifrit	1	Mug from Bomb Dropped by Bomb (<i>L:SR/M/H</i>)	Bomb Card [1:1] (<i>Card Mod</i>)	Fira Magic [1:20] (<i>F Mag-RF</i>) Fire Ammo [1:20] (<i>Ammo-RF</i>) Bomb Spirit [100:1] (<i>GFAbl Med-RF</i>)	25
Red Fang	Ifrit	3	Mug from Chimera (<i>100%</i>), Hexadragon (<i>100%</i>) Dropped by Chimera (<i>L:SR/M/H</i>), Hexadragon	Hexadragon Card [3:1] (<i>Card Mod</i>)	Firaga Magic [1:20] (<i>F Mag-RF</i>) Fire Ammo [1:40] (<i>Ammo-RF</i>)	75
Arctic Wind	Shiva	1	Mug from Glacial Eye (<i>L</i>) Dropped by Glacial Eye (<i>L:R/M:SR/H:SR</i>)	Glacial Eye Card [1:1] (<i>Card Mod</i>)	Blizzara Magic [1:20] (<i>I Mag-RF</i>)	25
North Wind	Shiva	3	Mug from Glacial Eye (<i>M/H</i>) Dropped by Glacial Eye (<i>M/H</i>), Snow Lion	Snow Lion Card [1:1] (<i>Card Mod</i>) Shiva Card [1:100] (<i>Card Mod</i>)	Blizzaga Magic [1:20] (<i>I Mag-RF</i>)	75
Dynamo Stone	Quezacotl	3	Mug from Elastoid (<i>L:100%/M:100%</i>) Dropped by Blitz (<i>H:100%</i>), Cockatrice (<i>M:SR/H</i>), Creeps (<i>M:SR/H</i>), GIM47N (<i>M:R/H:SR</i>)	Blitz Card [1:1] (<i>Card Mod</i>) Quezacotl Card [1:100] (<i>Card Mod</i>)	Thundaga Magic [1:20] (<i>T Mag-RF</i>)	125
Shear Feather	Pandemona	1	Mug from Death Claw (<i>L:100%/M:100%/H</i>), Thrustaervis (<i>L/M</i>) Dropped by Death Claw (<i>M/H</i>), Thrustaervis	Thrustaervis Card [1:1] (<i>Card Mod</i>)	Aero Magic [1:20] (<i>T Mag-RF</i>)	125
Venom Fang	Doomtrain	3	Mug from Anacondaaur (<i>100%</i>) Dropped by Anacondaaur (<i>L/M</i>)	Anacondaaur Card [1:1] (<i>Card Mod</i>)	Bio Magic [1:20] (<i>ST Mag-RF</i>) Antidote [1:10] (<i>ST Med-RF</i>) Dark Ammo [1:20] (<i>Ammo-RF</i>)	75
Steel Orb	Diablos	3	Mug from GIM47N (<i>100%</i>) Dropped by GIM47N , Wendigo	Wendigo Card [1:1] (<i>Card Mod</i>)	Demi Magic [1:15] (<i>Time Mag-RF</i>)	75
Moon Stone	Alexander	3	Mug from Elnoyle (<i>100%</i>) Dropped by Elnoyle (<i>L:SR/M</i>), Imp (<i>H:SR</i>), Torama (<i>M:SR/H</i>)	N/A	Holy Magic [1:20] (<i>L Mag-RF</i>) Holy Stone [1:2] (<i>Tool-RF</i>)	75
Dino Bone	Brothers	3	Mug from T-Rexaur (<i>100%</i>) Dropped by T-Rexaur	Armadodo Card [1:1] (<i>Card Mod</i>) T-Rexaur Card [2:1] (<i>Card Mod</i>) Sacred Card [1:100] (<i>Card Mod</i>)	Quake Magic [1:20] (<i>Time Mag-RF</i>)	75
Windmill	Pandemona	3	Mug from Abyss Worm , Thrustaervis (<i>L:SR/M:SR/H</i>) Dropped by Abyss Worm (<i>L:SR/M:SR/H</i>), Death Claw (<i>L:R/M:SR/H:SR</i>), GIM52A (<i>S</i>), Thrustaervis (<i>L:R/M:SR/H</i>)	Abyss Worm Card [1:1] (<i>Card Mod</i>) Pandemona Card [1:100] (<i>Card Mod</i>)	Tornado Magic [1:20] (<i>T Mag-RF</i>)	75
Dragon Skin	Carbuncle	3	Dropped by Anacondaaur (<i>L:R/M:R/H</i>), Blue Dragon , Grendel (<i>L:S</i>), Hexadragon (<i>L:SR</i>)	N/A	Reflect Magic [1:20] (<i>Supt Mag-RF</i>) Glow Curtain [100:1] (<i>GFAbl Med-RF</i>)	75
Fish Fin	Leviathan	2	Mug from Fastitocalon-F (<i>100%</i>) Dropped by Fastitocalon , Fastitocalon-F	N/A	Water Magic [1:20] (<i>I Mag-RF</i>)	25
Dragon Fin	Cerberus	3	Mug from Grendel (<i>100%</i>) Dropped by Grendel , SAM08G (<i>L:S/M/H</i>)	Grendel Card [1:1] (<i>Card Mod</i>)	Double Magic [1:20] (<i>Time Mag-RF</i>)	25
Silence Powder	Siren	3	Mug from Grat (<i>100%</i>) Dropped by Grat	N/A	Silence Magic [1:20] (<i>ST Mag-RF</i>)	25
Poison Powder	Doomtrain	1	Mug from Imp (<i>100%</i>) Dropped by Grat (<i>SR</i>), Tri-Face	N/A	Antidote [1:3] (<i>ST Med-RF</i>) Dark Ammo [1:10] (<i>Ammo-RF</i>)	25
Dead Spirit	N/A	N/A	Mug from Forbidden (<i>100%</i>) Dropped by Forbidden (<i>L/M</i>), Imp (<i>M:SR</i>), Tri-Face (<i>L/M</i>)	Odin Card [1:100] (<i>Card Mod</i>)	Death Magic [1:20] (<i>L Mag-RF</i>) Death Stone [1:2] (<i>Tool-RF</i>)	75
Chef's Knife	Tonberry	3	Mug from Tonberry (<i>100%</i>) Dropped by Tonberry (<i>75%</i>)	Tonberry Card [1:1] (<i>Card Mod</i>) Tonberry King Card [1:1] (<i>Card Mod</i>)	Death Magic [1:30] (<i>L Mag-RF</i>) AP Ammo [1:20] (<i>Ammo-RF</i>)	75

Item Name	GF Affected	Bonus	Where Found	Refine From	Refine Into	Sell Value
Cactus Thorn	Cactuar	3	Mug from Cactuar (100%), Jumbo Cactuar (100%, not advised) Dropped by Cactuar	Cactuar Card [1:1] (<i>Card Mod</i>) Jumbo Cactuar Card [1:1] (<i>Card Mod</i>)	Demolition Ammo [1:40] (<i>Ammo-RF</i>) Hundred Needles [100:1] (<i>GFAbl Med-RF</i>)	75
Shaman Stone	Bahamut	3	N/A	Rosetta Stone [1:1] (<i>Tool-RF</i>) Hungry Cookpot [1:1] (<i>Tool-RF</i>) Mog's Amulet [1:1] (<i>Tool-RF</i>) Dark Matter [1:1] (<i>Tool-RF</i>)	LuvLuv G [1:1] (<i>Tool-RF</i>) Hero-trial [10:1] (<i>Forbid Med-RF</i>)* Rosetta Stone [1:1] (<i>GFAbl Med-RF</i>)	1,250

Miscellaneous Items

These items don't fit in any other category. Most are event or plotline items. Except for **Fuel**, none of these items are involved in refinement, and Fuel cannot be refined from other items, so thus the refinement columns will be omitted as appropriate.

Fuel

Item Name	Effect	Where Found	Refine Into	Sell Value
Fuel	Used to power rental cars Car becomes immobile if no Fuel is available (either in inventory or in the car)	Buy at Item Shops , Esthar Shop Mug from Oilboyle Dropped by GIM52A	Fire Ammo [1:20] (<i>Ammo-RF</i>)	750

Event Items

Item Name	Effect	Where Found	Sell Value
Girl Next Door	Give to Zone (<i>Disc 3</i>) for Shiva Card and Rename Card or Sell to Zone (<i>Disc 3</i>) for 25,000 Gil	Found in magazine pile in Timber Maniacs office	12,500
Sorceress' Letter	Used to advance the plot	Given during scene at Edea's House (<i>Disc 3</i>)	125

Nametags

These are used for renaming.

Item Name	Renames	Where Found	Sell Value
Chocobo Tag	Chocobo	Prize in Chocobo World	125
Pet Nametag	Angelo	Given by man outside Timber Maniacs (<i>Disc 3</i>) if you encouraged him to become a journalist (<i>Disc 1-2</i>) Found in D-District Prison (<i>Level 2, left cell</i>)	125

GF Recruitment Items

These items are used to get certain GFs to join your cause.

Item Name	Recruits	Requirements to Recruit GF	Where Found	Sell Value
Solomon Ring	Doomtrain	6x Malboro Tentacle , 6x Remedy+ , 6x Steel Pipe	Found at Tears' Point	125
Magical Lamp	Diablos	Win Battle	Given by Cid after scene (before Forest Owls Mission)	125

Stat Boosting Items

Use these items to boost characters' stats. Unlike Junctions, which only give effects while the Junction is active, these items produce permanent boosts.

Item Name	Stat	Amount	Where Found	Refine From	Refine Into	Sell Value
HP Up	HP	10	Prize for beating Triple Triad player in D-District Prison (<i>Level 11, left cell, 2/128 chance, once only, costs 200 Gil to try</i>)	Gaea's Ring [1:1] (<i>Forbid Med-RF</i>)	HP-J Scroll [2:1] (<i>GFAbl Med-RF</i>)	250
Str Up	Str	1	Found in D-District Prison (<i>Level 2, box in right cell</i>) Mug from Raijin (<i>battles 1, 2, 100%</i>), Right Probe (100%) Dropped by Raijin (<i>battles 1, 2, 3, 100%</i>)	Hyper Wrist [10:1] (<i>Forbid Med-RF</i>) Monk's Code [1:1] (<i>Forbid Med-RF</i>)	Str-J Scroll [2:1] (<i>GFAbl Med-RF</i>)	250
Vit Up	Vit	1	Mug from Left Probe (100%)	Adamantine [10:1] (<i>Forbid Med-RF</i>) Knight's Code [1:1] (<i>Forbid Med-RF</i>)	Vit-J Scroll [2:1] (<i>GFAbl Med-RF</i>)	250
Mag Up	Mag	1	Mug from Left Orb (100%)	Royal Crown [10:1] (<i>Forbid Med-RF</i>)	Mag-J Scroll [2:1] (<i>GFAbl Med-RF</i>)	250

Item Name	Stat	Amount	Where Found	Refine From	Refine Into	Sell Value
Spr Up	Spr	1	Mug from Right Orb (100%)	Magic Armlet [10:1] (<i>Forbid Med-RF</i>)	Spr-J Scroll [2:1] (<i>GFABl Med-RF</i>)	250
Spd Up	Spd	1	Found on Zell's bed, after talking to Big Bad Rascal on docks (after completing sequence of events in Balamb , Disc 2/3)	Aegis Amulet [10:1] (<i>Forbid Med-RF</i>) Jet Engine [50:1] (<i>Forbid Med-RF</i>) Rocket Engine [5:1] (<i>Forbid Med-RF</i>) Hundred Needles [1:1] (<i>Forbid Med-RF</i>)	Spd-J Scroll [2:1] (<i>GFABl Med-RF</i>)	250
Luck Up	Luck	1	Prize for beating Triple Triad player in D-District Prison (Level 5, right cell, 2/128 chance, once only, costs 500 Gil to try)	Luck-J Scroll [1:1] (<i>Forbid Med-RF</i>)	Luck-J Scroll [2:1] (<i>GFABl Med-RF</i>)	250

LuvLuv G

Item Name	Effect	Where Found	Refine From	Sell Value
LuvLuv G	Raises compatibility with all GFs by 20.2 points for one character	Lunatic Pandora (Disc 3, only if found Old Key on right-hand side)	Chubby Chocobo Card [1:100] (<i>Card Mod</i>) Shaman Stone [1:1] (<i>Tool-RF</i>)	250

Magazines

Magazines can be read in the menu. None are involved in refinement, so those columns will be omitted.

Weapons Monthly

Weapons Monthly magazines provide the requirements for weapon upgrades (reading it will cause the item requirements to show up in Junk Shops, even if you're missing materials). Note that you don't actually need to have read the magazine in question to upgrade a weapon; simply having the materials is enough.

Item Name	Weapons	Where Found	Sell Value
Weapons Mon 1st	Lion Heart, Exeter, Shooting Star, Strange Vision	Found in Lunatic Pandora Laboratory (re-enter as Laguna) Buy from Esthar Bookstore (<i>Familiar</i>)	25,000
Weapons Mon Mar	Revolver, Metal Knuckle, Chain Whip, Flail	Dropped by Elvoret (100%) Buy from Esthar Bookstore	500
Weapons Mon Apr	Shear Trigger, Maverick, Valiant, Pinwheel	Found in Balamb Garden (<i>Squall's Dormitory, after Inaugural Ball</i>) Buy from Esthar Bookstore	500
Weapons Mon May	Cutting Trigger, Ulysses, Slaying Tail, Valkyrie	Found in Deling City Sewers Buy from Esthar Bookstore	500
Weapons Mon Jun	Flame Saber, Gauntlet, Red Scorpion, Morning Star	Dropped by BGH251F2 (first battle , 100%) Buy from Esthar Bookstore	500
Weapons Mon Jul	Twin Lance, Bismarck, Rising Sun, Crescent Wish	Found in Balamb Garden (<i>Training Center, Disc 3</i>) Buy from Esthar Bookstore	500
Weapons Mon Aug	Punishment, Ehrgeiz, Save the Queen, Cardinal	Found in Trabia Garden (<i>five steps walking south of gargoyle statue</i>) Buy from Esthar Bookstore	500

Combat King

Combat King magazines provide information about Zell's **Duel** combos. Having the magazine is not required to use any **Duel** Limits (you can still just key the combo in at the correct time), however, during the Limit, combos which you haven't read will not show up.

Item Name	Skill	Where Found	Sell Value
Combat King 001	Dolphin Blow	Found in D-District Prison (Level 1, right cell) Buy from Esthar Bookstore	500
Combat King 002	Meteor Strike	Dropped by Raijin (<i>second battle, 100%</i>) Buy from Esthar Bookstore	500
Combat King 003	Meteor Barret	Reward for Zell Love Quest Buy from Esthar Bookstore	500
Combat King 004	Different Beat	Given by E-Soldier on overpass bridge in Esthar (Disc 3 after visiting Lunar Gate but before Lunar Base , only if you spoke to him before) Buy from Esthar Bookstore (<i>Familiar</i>)	500
Combat King 005	My Final Heaven	Found in Lunatic Pandora (Disc 3, only if detonators were used correctly) Buy from Esthar Bookstore (<i>Familiar</i>)	15,000

Pet Pals

Pet Pals magazines are used to unlock Combine skills. Unlike **Duel** Limits with **Combat King**, it's impossible to learn a Combine Limit without first reading the appropriate **Pet Pals** (you then must select the skill in the menu and walk a certain number of steps with Rinoa in your party to actually learn it).

Item Name	Skill	Where Found	Sell Value
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Item Name	Skill	Where Found	Sell Value
Pet Pals Vol.1	Angelo Strike	Given by Zell during journey to Timber Buy from Esthar Bookstore	500
Pet Pals Vol.2	Angelo Recover	Found in Forest Owls' Base (Rinoa's Room) Buy from Esthar Bookstore	500
Pet Pals Vol.3	Invincible Moon	Buy from Timber Pet Shop	500
Pet Pals Vol.4	Angelo Reverse	Buy from Timber Pet Shop	500
Pet Pals Vol.5	Angelo Search	Buy from Esthar Pet Shop	500
Pet Pals Vol.6	Wishing Star	Buy from Esthar Pet Shop	500

Occult Fan

These magazines provide semi-subtle hints on **acquiring Doomtrain** and **PuPu's Quest**. None of them need to be read in order to complete either quest.

Item Name	Where Found	Sell Value
Occult Fan I	Found in Balamb Garden (Library, right side of second bookshelf) Buy from Esthar Bookstore (Familiar)	17,500
Occult Fan II	Found in Dollet pub owner's Private Room (left magazine stack) Buy from Esthar Bookstore (Familiar)	17,500
Occult Fan III	Reward for starting Master Fisherman's Quest (<i>must be done before speaking to Dobe</i>)	17,500
Occult Fan IV	Found in Esthar Presidential Palace (<i>speak to Presidential Aide outside Airstation, then again in the palace, before Lunar Base</i>)	20,000

Shops

In FFVIII, most shops carry the **same inventory**; their only difference is their location and name (however, in a perfect game it's necessary to visit them all anyway, to complete your **Call Shop** list). All shop prices are before considering **Haggle**, which reduces the cost of buying items (except **Junk Shops**, which ignore Haggle entirely). The **Special Requirements** column indicates if **Familiar** is needed for the item to appear in the shop.

Junk Shops

Here is the listing of Junk Shop possibilities (all Junk Shops are identical). They are arranged first by character, then in order of strength (similar to the in-game layout). Each weapon will have its requirements listed. Weapons for temporary characters are not listed, since they cannot be upgraded.

Character	Weapon	Required Items	Str	Hit%	Cost	Weapons Monthly	Limit Break(s)
Squall	Revolver	6x M-Stone Piece , 2x Screw	11	255%	75	Mar	Rough Divide
	Shear Trigger	Steel Pipe , 4x Screw	14	255%	150	Apr	Rough Divide, Fated Circle
	Cutting Trigger	8x Screw , Mesmerize Blade	18	255%	300	May	Rough Divide, Fated Circle
	Flame Saber	Turtle Shell , 4x Screw , Betrayal Sword	20	255%	450	Jun	Rough Divide, Fated Circle, Blasting Zone
	Twin Lance	12x Screw , 2x Red Fang , Dino Bone	22	255%	600	Jul	Rough Divide, Fated Circle, Blasting Zone
	Punishment	2x Star Fragment , Turtle Shell , 8x Screw , Chef's Knife	24	255%	750	Aug	Rough Divide, Fated Circle, Blasting Zone
	Lion Heart	Adamantine , 12x Pulse Ammo , 4x Dragon Fang	30	255%	1,500	1st	Rough Divide, Fated Circle, Blasting Zone, Lion Heart
Zell	Metal Knuckle	4x M-Stone Piece , Fish Fin	12	98%	75	Mar	N/A
	Maverick	Spider Web , Dragon Fin	15	99%	150	Apr	N/A
	Gauntlet	Fury Fragment , Dragon Skin	20	101%	300	Jun	N/A
	Ehrgeiz	Adamantine , Fury Fragment , 4x Dragon Skin	25	103%	600	Aug	N/A
Irvine	Valient	Steel Pipe , 4x Screw	12	105%	75	Apr	N/A
	Ulysses	Steel Pipe , 2x Screw , Bomb Fragment	15	108%	150	May	N/A
	Bismarck	2x Steel Pipe , 8x Screw , 4x Dynamo Stone	20	110%	300	Jul	N/A
	Exeter	2x Star Fragment , 18x Screw , Moon Stone , 2x Dino Bone	25	115%	600	1st	N/A
Quistis	Chain Whip	2x M-Stone Piece , Spider Web	12	103%	75	Mar	N/A
	Slaying Tail	2x Magic Stone , Sharp Spike	15	104%	150	May	N/A
	Red Scorpion	2x Ochu Tentacle , 2x Dragon Skin	20	105%	300	Jun	N/A
	Save the Queen	4x Energy Crystal , 4x Sharp Spike , 2x Malboro Tentacle	25	107%	600	Aug	N/A
Rinoa	Pinwheel	3x M-Stone Piece	11	99%	75	Apr	N/A
	Valkyrie	Magic Stone , Shear Feather	14	101%	150	May	N/A
	Rising Sun	8x Screw , Saw Blade	18	103%	300	Jul	N/A
	Cardinal	Cockatrice Pinion , Sharp Spike , Mesmerize Blade	24	104%	600	Aug	N/A

Character	Weapon	Required Items	Str	Hit%	Cost	Weapons Monthly	Limit Break(s)
	Wishing Star	2x Energy Crystal, Regen Ring, Force Armlet, 2x Windmill	28	107%	750	1st	N/A
Selphie	Flail	2x M-Stone Piece, Bomb Fragment	12	98%	75	Mar	N/A
	Morning Star	2x Sharp Spike, 2x Steel Orb	15	99%	150	Jun	N/A
	Crescent Wish	4x Sharp Spike, Life Ring, Inferno Fang	20	100%	300	Jul	N/A
	Strange Vision	3x Star Fragment, Adamantine, 2x Curse Spike	25	255%	600	1st	N/A

Item Shops

Most shops use the inventory below.

Item	Price	Special Requirements
Potion	100	N/A
Hi-Potion	500	N/A
Phoenix Down	500	N/A
Antidote	100	N/A
Eye Drops	100	N/A
Soft	100	N/A
Echo Screen	100	N/A
Holy Water	100	N/A
Remedy	1000	N/A
Tent	1000	N/A
Fuel	3000	N/A
Normal Ammo	20	N/A
Shotgun Ammo	40	N/A
G-Potion	200	N/A
G-Hi-Potion	600	Familiar
G-Returner	500	N/A

Timber Pet Shop

Item	Price	Special Requirements
G-Potion	200	N/A
G-Hi-Potion	600	N/A
G-Returner	500	N/A
Pet House	1000	N/A
Magic Scroll	5000	N/A
GF Scroll	5000	N/A
Draw Scroll	5000	N/A
Item Scroll	5000	N/A
Amnesia Greens	1000	N/A
HP-J Scroll	10000	Familiar
Str-J Scroll	10000	Familiar
Vit-J Scroll	10000	Familiar
Mag-J Scroll	10000	Familiar
Spr-J Scroll	10000	Familiar
Pet Pals Vol.3	1000	N/A
Pet Pals Vol.4	1000	N/A

Esthar Shop

Item	Price	Special Requirements
Hi-Potion	500	N/A
Phoenix Down	500	N/A
Eye Drops	100	N/A

Item	Price	Special Requirements
Soft	100	N/A
Remedy	1000	N/A
Tent	1000	N/A
Fuel	3000	N/A
Normal Ammo	20	N/A
Shotgun Ammo	40	N/A
Dark Ammo	300	N/A
Fire Ammo	500	N/A
Demolition Ammo	800	Familiar
Fast Ammo	100	Familiar
G-Potion	200	N/A
G-Hi-Potion	600	N/A
G-Returner	500	N/A

Esthar Pet Shop

Item	Price	Special Requirements
G-Potion	200	N/A
G-Hi-Potion	600	N/A
G-Returner	500	N/A
Pet House	1000	N/A
Amnesia Greens	1000	N/A
HP-J Scroll	10000	N/A
Str-J Scroll	10000	N/A
Vit-J Scroll	10000	N/A
Mag-J Scroll	10000	N/A
Spr-J Scroll	10000	N/A
Pet Pals Vol.5	1000	N/A
Pet Pals Vol.6	1000	N/A
Giant's Ring	20000	Familiar
Power Wrist	20000	Familiar
Force Armlet	20000	Familiar
Hypno Crown	20000	Familiar

Esthar Book Store

Item	Price	Special Requirements
Weapons Mon 1st	50000	Familiar
Weapons Mon Mar	1000	N/A
Weapons Mon Apr	1000	N/A
Weapons Mon May	1000	N/A
Weapons Mon Jun	1000	N/A
Weapons Mon Jul	1000	N/A
Weapons Mon Aug	1000	N/A
Combat King 001	1000	N/A
Combat King 002	1000	N/A
Combat King 003	1000	N/A
Combat King 004	1000	Familiar
Combat King 005	30000	Familiar
Pet Pals Vol.1	1000	N/A
Pet Pals Vol.2	1000	N/A
Occult Fan I	35000	Familiar
Occult Fan II	35000	Familiar

Esthar Shop!!!

Item	Price	Special Requirements
Potion	100	N/A
Hi-Potion	500	N/A
X-Potion	5000	Familiar
Mega-Potion	10000	Familiar
Phoenix Down	500	N/A
Mega Phoenix	10000	Familiar
Elixir	50000	Familiar
Antidote	100	N/A
Soft	100	N/A
Eye Drops	100	N/A
Echo Screen	100	N/A
Holy Water	100	N/A
Remedy	1000	N/A
Tent	1000	N/A
Cottage	1800	N/A
G-Potion	200	N/A

Enemy List

Enemies in this section are listed A-Z, rather than by area (this is due to quirks in how FFVIII's enemies are placed and the fact that many occur in a number of places). In each enemy's stats, possible encounter locations will be listed; the walkthrough and sidequest sections will also list possible enemies in each section.

The biggest twist in FFVIII compared to many other JRPG's is that most enemies level with you, meaning you'll see higher-leveled enemies as you level. The levels generally divide into three groups: low, mid, and high. Each level grouping has its own attack set, Draw List, Mugs, Drops, and Devour effect; however, elemental and status characteristics are unaffected by level. As such, the stats affected by level are in the middle portion of the table, while level-independent data are at the bottom.

Enemy levels are simple: they will be equal to your party's average level $\pm 20\%$. The only exceptions to this are the **Fire Cavern** (always Level 5), **Lunatic Pandora** on Disc 3/4 (always Level 1), the Islands Closest to Hell/Heaven (always Level 100) and the **Castle** (completely random levels). The **superboss in the Castle** is always Level 100 in the PS version, but uses the normal calculation in the PC releases. The **Deep Sea Research Center** uses the standard calculation, but adds 15 Levels to the average.

For **Mug** and **Drop** sections, the probability listed in the top of the table section is how likely a Mug attempt is to succeed, or a defeated enemy to drop an item at all. As long as the percentage check succeeds, you'll receive one of the items from the appropriate list, based upon each slot's individual probabilities (failed Mugs will still result in a normal physical occurring). Once the Mug/Drop succeeds, the **Common** slot is awarded 69.53% of the time; the **Uncommon** slot, 19.92%; the **Semi-Rare** slot, 5.86%, and the **Rare** slot, 4.69%. (In the tables, the probabilities are the cumulative probabilities of each Mug/Drop, so if the same result is in multiple slots, the result is the summation of all slots under that Level Group. If no probability is listed by a lone item, it means it's obtained 100% of the time the Mug/Drop check succeeds.) If you equip **Rare Item** on a party member, the chances become: **Common**, 50%; **Uncommon**, 44.53%; **Semi-Rare**, 5.47%; and **Rare**, never. In other words, Rare Item is normally disadvantageous to actually getting rare items (it only increases the **Uncommon** slot's chances and reduces all the others), so don't equip it in most cases (and for this reason, Rare Item probabilities are not given in the tables). **Card Drop** is the Card dropped by an enemy, which is always a 1/16 chance, unless otherwise noted. The **Card** slots refer to enemies changed into cards using the **Card** ability.

LV Up/Down? tells you if the enemy's level can be manipulated in-battle using **Tonberry's** LV abilities. A "Yes" next to **Vulnerable to Gravity?** means that Gravity-based attacks (e.g. **Demi**, **Diablos's** Summon) will connect. **Undead?** simply tells you the effect of healing magic on the monster; if a monster is Undead, healing magic will damage it, while **Death** and the **Doom** status will miss.

For **Elemental Weaknesses**, damage from that element doubles unless otherwise noted. If you see "Flying" under **Elemental Resistances**, that means ground-based attacks (e.g. **Quake**) will miss, but non-ground-based Earth-elemental attacks (notably Earth **Elem-J**) will still work normally. With **Status Vulnerabilities**, if no percentage is listed after the status the enemy has no resistance; otherwise, the enemy's base chance of being hit with the status is shown in parentheses. So, **Darkness** (80%) means that an attack setting **Darkness** has an 80% base chance of doing so, before figuring in the attack's status hit rate. For **Drain**, this isn't a hit rate, but rather the amount of HP that will be transferred to the caster on a successful Draining attack. Note that **Vit0** weaknesses are not listed here; the status is unblockable (by both characters and enemies, actually), so it is omitted here to conserve space, but be aware it will always hit. Inherent statuses are listed in [brackets] at the beginning of the Status Vulnerability list.


Castle Monster Directory

What follows is a list of regular monsters that can be encountered in each room of **Ultimecia Castle**.


- **Entrance Hall:** Anacondaur, Belhelmel, Blobra, Buel, Mesmerize
- **Entrance Hall balcony:** Caterchipillar, Cockatrice, Fastitocalon, Geezard, Glacial Eye, Snow Lion
- **Grand Hall:** Bomb, Fastitocalon, Fastitocalon-F, Geezard, Grat, Hexadragon
- **Grand Hall balcony:** No encounters
- **Terrace:** Blood Soul, Granaldo, Jelleye, Thrustaevis
- **Wine Cellar:** Blitz, Funguar, Malboro, Red Bat
- **Hallway (between Grand Hall and Entrance Hall):** Abyss Worm, Grand Mantis, Ruby Dragon, Wendigo
- **Right Stairway Hall:** Blood Soul, Creeps, Forbidden, Gayla, Grendel, Red Bat
- **Left Stairway Hall:** Caterchipillar, Jelleye, Ochu, Tri-Face, Wendigo
- **Stairway Hall to basement:** Bomb, Grand Mantis, Iron Giant, Thrustaevis

- Art Gallery landing: Blue Dragon, Bomb, Cactuar, Glacial Eye, Ochu
- Art Gallery: Armadodo, Behemoth, Blood Soul, Buel, Cactuar, Mesmerize
- Art Gallery balcony: Anacondaur, Belhelmel, Death Claw, Glacial Eye, Grendel, T-Rexaur
- Flood Gate: No encounters
- Prison Cell: Armadodo, Cockatrice, Einoyle, Red Bat
- Armory: Death Claw, Funguar, Malboro, Mesmerize, Raldo, Turtapod
- Passageway: Cockatrice, Creeps, Glacial Eye, Grand Mantis, Tonberry, Torama
- Elevator Hall: Abyss Worm, Cactuar, Chimera, Creeps, Lefty, Righty, Vysage
- Storage Room: Gayla, Geezard, Grendel, Hexadragon, Oilboyle
- Passageway to Treasure Room: Armadodo, Behemoth, Blobra, Oilboyle, Turtapod
- Courtyard: Abyss Worm, Adamantoise, Lefty, Raldo, Righty, T-Rexaur, Torama
- Passageway to lower Waterway: Adamantoise, Blitz, Bomb, Forbidden, Gayla, Wendigo
- Left Waterway: Bite Bug, Chimera, Fastitocalon-F, Granaldo, Tri-Face
- Chapel: Blue Dragon, Einoyle, Grendel, Jelleye, Lefty, Mesmerize, Righty
- Right Waterway: Anacondaur, Caterchipillar, Fastitocalon, Gayla, Grand Mantis, Snow Lion
- Bridge: No encounters
- Lower Clock Tower: Armadodo, Belhelmel, Blitz, Blood Soul, Buel, Iron Giant
- Middle Clock Tower: Buel, Death Claw, Forbidden, Granaldo, Raldo, Vysage
- Clock Tower balcony: Anacondaur, Chimera, Grat, Snow Lion, Tri-Face
- Upper Clock Tower: Abyss Worm, Creeps, Hexadragon, Imp, Tonberry
- Inside the Clock: Bite Bug, Imp, Iron Giant, Malboro
- Bridge to Master Room: Behemoth, Oilboyle, Tonberry

Abyss Worm


 Abyss Worm.					
HP Range	210-26,000		Level Range	1-100	
AP	6		Exp	100+10x	
<u>Level-Dependent Data</u>					
<u>Level 1-19</u>		<u>Level 20-29</u>		<u>Level 30-100</u>	
Draw List					
Aero		Aero		Aero Tornado Quake	
Mug (Overall Chance: 25%)					
3x Magic Stone (69.5%); Windmill (30.5%)		2x Windmill		4x Windmill	
Drop (Overall Chance: 100%)					
6x M-Stone Piece (69.5%); 3x Magic Stone (19.9%); Windmill (10.6%)		6x Magic Stone (69.5%); 4x Wizard Stone (19.9%); 2x Windmill (10.6%)		2x Windmill (69.5%); Windmill (19.9%); 3x Windmill (5.9%); 4x Windmill (4.7%)	
Devour					
Delicious!!!		Delicious!!!		Delicious!!!	
<u>Non Level-Dependent Data</u>					
Card Drop	Abyss Worm	Card Common	Abyss Worm	Card Rare	Abadon
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	Fire, Water [2.2x]				
Elemental Resistances	Earth (Nullifies)				
Status Vulnerabilities	Darkness (80%), Doom (80%), Drain, Eject, KO (70%), Poison (80%), Petrifying (70%), Petrify (70%), Silence (80%), Sleep (80%), The End				
Where Found	Dingo Desert (Galbadia); Kashkabald Desert; Ultimecia Castle (Elevator Hall, Treasure Room, Passageway (between Entrance Hall and Grand Hall), Courtyard, upper Clock Tower)				
Description	Their main attack is Sand Storm, which is decent Earth-elemental damage. Aside from that, Abyss Worm is nothing special. Has Tornado and Quake for you to Draw, should you be lacking either spell.				

Adamantoise

 Adamantoise.					
HP Range	573-42,500		Level Range	1-100	
AP	4		Exp	50+10x	
<u>Level-Dependent Data</u>					
<u>Level 1-19</u>		<u>Level 20-29</u>		<u>Level 30-100</u>	
Draw List					
Blizzard		Blizzara Shell Protect		Blizzaga Shell Protect Reflect	
Mug (Overall Chance: 12.5%)					

Whisper	Whisper (89.5%); 2x Whisper (10.5%)		3x Orihalcon (69.5%); 3x Whisper (19.9%); 4x Whisper (10.6%)		
Drop (Overall Chance: 75%)					
Turtle Shell (69.5%); 2x Turtle Shell (19.9%); Whisper (5.9%); Orihalcon (4.7%)	2x Turtle Shell (69.5%); Orihalcon (25.8%); Adamantine (4.7%)		Adamantine		
Devour					
Delicious!!!		Delicious!!!		Feel healthier	
Non Level-Dependent Data					
Card Drop	Adamantiose	Card Common	Adamantiose	Card Rare	Sphinxara
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	Lightning, Earth				
Elemental Resistances	None				
Status Vulnerabilities	Berserk (60%), Confuse (60%), Darkness (80%), Drain , Eject , Slow (90%), The End				
Where Found	Dollet region (beaches); Talle Mountains (Esthar); Ultimecia Castle (Courtyard, Passageway to lower Waterway)				
Description	If ever there was a "stall" enemy, this is it. Adamantiose does little damage, but its defenses are through the roof and it likes to inflict Darkness on you (Sand Storm) and heal itself (White Wind), meaning this battle can take a very long time. Vit0 is strongly recommended here, it will eliminate their defenses and allow you to do legitimate damage. Try to Mug a Whisper .				

Anacondaaur

					
HP Range	842-24,800		Level Range	1-100	
AP	4		Exp	60+10x	
Level-Dependent Data					
Level 1-19		Level 20-29		Level 30-100	
Draw List					
Fire Cure		Fira Cura		Firaga Curaga Bio	
Mug (Overall Chance: 50%)					
2x Venom Fang		4x Venom Fang		8x Venom Fang	
Drop (Overall Chance: 100%)					
4x M-Stone Piece (69.5%); Venom Fang (19.9%); 2x Venom Fang (5.9%); 2x Dragon Skin (4.7%)		2x Venom Fang (69.5%); 3x Venom Fang (19.9%); 4x Venom Fang (5.9%); 2x Dragon Skin (4.7%)		4x Dragon Skin (69.5%); 6x Dragon Skin (19.9%); 8x Dragon Skin (5.9%); Star Fragment (4.7%)	
Devour					
Tastes awful!!!		Tastes awful!!!		Shouldn't have...eaten...it	
Non Level-Dependent Data					
Card Drop	Anacondaaur	Card Common	Anacondaaur	Card Rare	Mobile Type 8
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	Ice				
Elemental Resistances	Fire (<i>Half</i>), Poison (<i>Half</i>)				
Status Vulnerabilities	Berserk (40%), Confuse (40%), Darkness (70%), Doom (40%), Drain (40%), Eject , KO (50%), Petrifying (60%), Petrify (40%), Silence (40%), Sleep (40%), Slow (40%), Stop (40%), The End				
Where Found	Dollet Mountain Path ; Hasberry Plains (Dollet, canyon tops); Deep Sea Research Center ; Ultimecia Castle (Entrance Hall, Clock Tower balcony, right Waterway, Art Gallery balcony)				
Description	There's nothing special about it, really. Anacondaaur uses physicals most of the time, but once its HP gets low it can use Dark Mist to set Poison . Weak to Ice.				

Armadodo

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HP Range	731-18,700		Level Range	1-100	
AP	3		Exp	80+15x	
<u>Level-Dependent Data</u>					
<u>Level 1-19</u>		<u>Level 20-29</u>		<u>Level 30-100</u>	
Draw List					
Protect		Protect Shell		Protect Shell Quake	
Mug (Overall Chance: 50%)					
Turtle Shell		2x Turtle Shell		3x Turtle Shell	
Drop (Overall Chance: 50%)					
2x M-Stone Piece (69.5%); Sharp Spike (30.5%)		2x Magic Stone (69.5%); 2x Sharp Spike (25.8%); 2x Turtle Shell (4.7%)		Nothing (69.5%); 3x Sharp Spike (25.8%); 2x Turtle Shell (4.7%)	
Devour					
Delicious!!!		Delicious!!!		Delicious!!!	
<u>Non Level-Dependent Data</u>					
Card Drop	Armadodo	Card Common	Armadodo	Card Rare	Catoblepas
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	Berserk (60%), Darkness (80%), Doom (80%), Drain, Eject, KO (70%), Poison (80%), Petrifying (70%), Petrify (70%), Silence (80%), Sleep (80%), Slow (90%), Stop (50%), Zombie (70%), The End				
Where Found	Tomb of the Unknown King; Centra Ruins (upper section); Ultimecia Castle (Passageway to Treasure Vault, Art Gallery, Prison Cell, lower Clock Tower)				
Description	Armadodo has relatively high attack and defensive strength, but any physical attack that hits it has a chance to knock it over, greatly reducing defenses and preventing Armadodo from acting. Not challenging at all.				

Behemoth


HP Range	35,221-67,000		Level Range	1-100	
AP	12		Exp	200+30x	
<u>Level-Dependent Data</u>					
<u>Level 1-29</u>		<u>Level 30-39</u>		<u>Level 40-100</u>	
Draw List					
Regen Tornado		Regen Tornado		Regen Tornado Flare	
Mug (Overall Chance: 25%)					
Barrier		Barrier		2x Barrier	
Drop (Overall Chance: 100%)					
3x Wizard Stone (89.5%); Barrier (10.5%)		Barrier (69.5%); Giant's Ring (19.9%); Energy Crystal (5.9%); 2x Energy Crystal (4.7%)		2x Barrier (69.5%); Giant's Ring (19.9%); 2x Energy Crystal (5.9%); 3x Energy Crystal (4.7%)	
Devour					
Delicious!!!		Delicious!!!		Clear head!	
<u>Non Level-Dependent Data</u>					
Card Drop	Behemoth	Card Common	Behemoth	Card Rare	BGH251F2
LV Up/Down?	Yes	Vulnerable to Gravity?	No	Undead?	No
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	Berserk (40%), Darkness (70%), Doom (40%), Drain, Eject, KO (40%), Poison (40%), Petrifying (70%), Petrify (70%), Silence (40%), Sleep (40%), Slow (40%), Zombie (40%), The End				

Where Found	Lunatic Pandora (<i>caves, elevator room - Disc 3 only</i>); Great Plains of Esthar (<i>after Lunar Base</i>); Deep Sea Deposit (fixed encounter, 3rd screen); Ultimécia Castle (Passageway, Art Gallery)
Description	The main danger here is Behemoth's Meteor counter combined with its powerful physicals. Pain works like a charm against them (either casting the spell or through ST-Atk), and Death on ST-Atk will quickly finish them also.

Belhelmel

					
HP Range	369-5,760		Level Range	1-100	
AP	2		Exp	10+6x	
<u>Level-Dependent Data</u>					
<u>Level 1-19</u>		<u>Level 20-29</u>		<u>Level 30-100</u>	
Draw List					
Sleep Thunder		Confuse Thundara		Confuse Thundaga	
Mug (Overall Chance: 50%)					
Saw Blade		2x Saw Blade		6x Saw Blade	
Drop (Overall Chance: 59.375%)					
M-Stone Piece (74.2%); Saw Blade (25.8%)		Magic Stone (69.5%); 2x Saw Blade (19.9%); Saw Blade (5.9%); 2x Magic Stone (4.7%)		3x Wizard Stone (69.5%); 4x Saw Blade (19.9%); 6x Saw Blade (5.9%); Laser Cannon (4.7%)	
Devour					
Can't see anything		Can't see anything		Can't see anything	
<u>Non Level-Dependent Data</u>					
Card Drop	Belhelmel	Card Common	Belhelmel	Card Rare	Tri-Point
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	Holy				
Elemental Resistances	Flying; Lightning (<i>Half</i>)				
Status Vulnerabilities	Darkness (80%), Doom (80%), Drain , Eject , KO (70%), Poison (80%), Petrifying (70%), Petrify (70%), Silence (80%), Slow (90%), Stop (50%), Zombie (70%), The End				
Where Found	Galbadia Continent; D-District Prison (upper two floors); Missile Base ; Ultimécia Castle (Entrance Hall, lower Clock Tower, Art Gallery balcony)				
Description	This monster has two forms. In "laughing" form, Belhelmel will use magic, and counterattack with Laser Eye, while in "anger" mode it will use physicals and counter with Slice. They're not particularly strong, though, and have many crippling status vulnerabilities as well.				

Bite Bug

					
HP Range	114-2,510		Level Range	1-100	
AP	1		Exp	15+5x	
<u>Level-Dependent Data</u>					
<u>Level 1-19</u>		<u>Level 20-29</u>		<u>Level 30-100</u>	
Draw List					
Fire Scan		Fira Scan		Fira Scan	
Mug (Overall Chance: 50%)					
2x M-Stone Piece		2x Magic Stone		2x Wizard Stone	
Drop (Overall Chance: 50%)					
M-Stone Piece (89.5%); 2x M-Stone Piece (10.5%)		4x M-Stone Piece (69.5%); Magic Stone (19.9%); 2x Magic Stone (10.5%)		Wizard Stone (89.5%); 2x Wizard Stone (10.5%)	
Devour					
Tastes okay...		Tastes okay...		Tastes okay...	
<u>Non Level-Dependent Data</u>					
Card Drop	Bite Bug	Card Common	Bite Bug	Card Rare	Elvoret

LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	Ice, Wind, Holy				
Elemental Resistances	Flying				
Status Vulnerabilities	Berserk (60%), Confuse (60%), Darkness (80%), Doom (80%), Drain, Eject, KO (70%), Poison (80%), Petrifying (70%), Petrify (70%), Silence (80%), Sleep (80%), Slow (90%), Stop (50%), Zombie (70%), The End				
Where Found	Balamb Continent; Balamb Garden (Training Center); Trabia Continent; Esthar Continent (before Lunar Base); Winhill (before FH) ; Vienne Mountains; Ultimecia Castle (Clock mechanism room, Waterway)				
Description	More weak fodder. Bite Bug will fall quickly to your attacks while doing little to nothing to hurt you.				

Blitz

HP Range	611-7,200		Level Range	1-100	
AP	2		Exp	20+10x	
<i>Level-Dependent Data</i>					
<u>Level 1-19</u>		<u>Level 20-29</u>		<u>Level 30-100</u>	
Draw List					
Thunder	Thunder Thundara		Thunder Thundara Thundaga		
Mug (Overall Chance: 50%)					
2x Betrayal Sword	4x Betrayal Sword		8x Betrayal Sword (95.3%); Power Generator (4.7%)		
Drop (Overall Chance: 75%)					
M-Stone Piece (69.5%); Betrayal Sword (19.9%); Coral Fragment (10.6%)	2x Magic Stone (69.5%); 3x Magic Stone (19.9%); 2x Betrayal Sword (5.9%); Betrayal Sword (4.7%)		Dynamo Stone (69.5%); 2x Dynamo Stone (19.9%); 3x Dynamo Stone (5.9%); 4x Dynamo Stone (4.7%)		
Devour					
No good!	No good!		No good!		
<i>Non Level-Dependent Data</i>					
Card Drop	Blitz	Card Common	Blitz	Card Rare	Propagator
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	None				
Elemental Resistances	Lightning (<i>Absorbs</i>)				
Status Vulnerabilities	Berserk (60%), Darkness (80%), Doom, Drain, Eject, KO (70%), Poison (80%), Petrifying (70%), Petrify (70%), Sleep (80%), Slow (90%), Stop (50%), Zombie (70%), The End				
Where Found	Centra Continent; Galbadia Garden (Disc 2) ; Ultimecia Castle (lower Clock Tower, Passageway, Wine Cellar)				
Description	Blitz does fairly good damage, but it has no real tricks other than healing itself with Lightning magic. Good Junctions will take care of any threat as usual, as will Limit Breaks. Try to Mug a Power Generator at high levels, it's one of the game's rarest items.				

Blobra

HP Range	246-3,840		Level Range	1-100	
AP	3		Exp	40+8x	

<u>Level-Dependent Data</u>					
<u>Level 1-19</u>		<u>Level 20-29</u>		<u>Level 30-100</u>	
Draw List					
Shell		Shell Blind Berserk		Shell Reflect Blind Confuse	
Mug (Overall Chance: 50%)					
2x M-Stone Piece (69.5%); 4x M-Stone Piece (19.9%); Rune Armlet (10.6%)		4x M-Stone Piece (89.5%); Rune Armlet (10.5%)		8x Wizard Stone (89.5%); Rune Armlet (10.5%)	
Drop (Overall Chance: 75%)					
2x M-Stone Piece (69.5%); 4x M-Stone Piece (19.9%); 6x M-Stone Piece (5.9%); Rune Armlet (4.7%)		2x M-Stone Piece (69.5%); 4x M-Stone Piece (19.9%); Rune Armlet (10.6%)		3x Wizard Stone (69.5%); 5x Wizard Stone (19.9%); Rune Armlet (10.6%)	
Devour					
Delicious!!!		Delicious!!!		Delicious!!!	
<u>Non Level-Dependent Data</u>					
Card Drop	Blobra	Card Common	Blobra	Card Rare	Grinaldo
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	Random Element [7x] (see notes)				
Elemental Resistances	None				
Status Vulnerabilities	Berserk (60%), Confuse (40%), Darkness (80%), Doom (80%), Drain, Eject, KO (70%), Poison (80%), Petrifying (70%), Petrify (80%), Silence (80%), Sleep, Slow (90%), Stop (50%), Zombie (70%), The End				
Where Found	Tomb of the Unknown King ; Balamb Garden (MD Level); Centra Ruins (upper section); Ultimecia Castle (Entrance Hall, Passageway)				
Description	Like its Flan counterparts from other FF titles, Blobra is highly resistant to physical attacks. Low-levelled Blobra will have a random one of Fire, Ice, or Lightning for a weakness, while mid-level ones can have any of these or Wind or Earth as a weakness, and high-level Blobra are weak to a random one of the eight elements, with their weak element dealing 7x normal damage in all cases (usually killing the Blobra). Has useful status magic if you're looking to Draw .				

Blood Soul

HP Range	510-6,500		Level Range	1-100	
AP	1		Exp	15+5x	
<u>Level-Dependent Data</u>					
<u>Level 1-19</u>		<u>Level 20-29</u>		<u>Level 30-100</u>	
Draw List					
Zombie Float		Zombie Float Silence		Zombie Float Silence Dispel	
Mug (Overall Chance: 50%)					
Zombie Powder		2x Zombie Powder		4x Zombie Powder	
Drop (Overall Chance: 75%)					
M-Stone Piece (80.1%); Zombie Powder (19.9%)		Zombie Powder (89.5%); 2x M-Stone Piece (10.5%)		2x Zombie Powder (89.5%); 2x Magic Stone (10.5%)	
Devour					
It's rotten...		It's rotten...		It's rotten...	
<u>Non Level-Dependent Data</u>					
Card Drop	Blood Soul	Card Common	Blood Soul	Card Rare	Abadon
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	Yes
Elemental Weaknesses	Fire, Holy [3x]				
Elemental Resistances	Flying; Poison (Half)				
Status Vulnerabilities	Confuse (60%), Doom (80%), Drain, Eject, KO, Sleep (80%), Slow (90%)				
Where Found	Galbadia Continent, Balamb Garden (MD Level), Grandidi Forest, Deep Sea Research Center , Ultimecia Castle (Clock Tower, Art Gallery, Stairway Hall, Balcony)				
Description	Blood Soul uses a crapton of status attacks, so if you don't have good ST-Def Junctions, defeat it quickly. At higher levels it will use curative magic on you after inflicting Zombie , which is extremely dangerous. Dies quickly to curative abilities due to being Undead.				

Blue Dragon

HP Range	236-41,000			Level Range	1-100
AP	6			Exp	100+20x
<u>Level-Dependent Data</u>					
<u>Level 1-19</u>		<u>Level 20-29</u>		<u>Level 30-100</u>	
Draw List					
Blind		Blind Drain Bio		Blind Break Death Bio	
Mug (Overall Chance: 50%)					
Fury Fragment (89.5%): 2x Fury Fragment (10.5%)		Fury Fragment (89.5%): 2x Fury Fragment (10.5%)		Fury Fragment (89.5%): 2x Fury Fragment (10.5%)	
Drop (Overall Chance: 100%)					
4x Dragon Fang (69.5%); 3x Dragon Skin (19.9%); Fury Fragment (5.9%): 2x Fury Fragment (4.7%)		6x Dragon Fang (69.5%); 6x Dragon Skin (19.9%); 2x Fury Fragment (10.6%)		8x Dragon Fang (69.5%); 8x Dragon Skin (19.9%); 4x Fury Fragment (5.9%): 6x Fury Fragment (4.7%)	
Devour					
Delicious!!!		Delicious!!!		Delicious!!!	
<u>Non Level-Dependent Data</u>					
Card Drop	Blue Dragon	Card Common	Blue Dragon	Card Rare	Mobile Type 8
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	Ice				
Elemental Resistances	Poison (<i>Absorbs</i>)				
Status Vulnerabilities	Berserk (60%), Confuse (60%), Darkness (70%), Doom (70%), Eject, KO (50%), Petrifying (60%), Petrify (60%), Silence (70%), Slow (90%), Zombie (60%), The End				
Where Found	Trabia continent; Island Closest to Hell; Deep Sea Research Center (Resupply Room); Ultimecia Castle (Treasure Room, Chapel, Art Gallery landing)				
Description	Blue Dragon is basically a Malboro crossed with a dragon. Breath deals good damage, while it inflicts a number of your favorite statuses through Magic (KO, Petrify, Poison, Darkness). Vulnerable to Ice and a number of statuses itself.				

Bomb

HP Range	288-5,080			Level Range	1-100
AP	1			Exp	30+5x
<u>Level-Dependent Data</u>					
<u>Level 1-19</u>		<u>Level 20-29</u>		<u>Level 30-100</u>	
Draw List					
Fire		Fire Fira		Fire Fira Firaga Meltdown	
Mug (Overall Chance: 50%)					
Bomb Fragment (95.3%); 2x Bomb Fragment (4.7%)		2x Bomb Fragment (89.5%); 3x Bomb Fragment (10.5%)		2x Bomb Fragment (89.5%); Bomb Spirit (10.5%)	
Drop (Overall Chance: 25%)					
M-Stone Piece (69.5%); 2x M-Stone Piece (19.9%); Bomb Fragment (5.9%); 2x Bomb Fragment (4.7%)		Bomb Fragment (69.5%); 2x Bomb Fragment (19.9%); 2x Magic Stone (10.5%)		2x Bomb Fragment (89.5%); 3x Bomb Fragment (10.5%)	

Devour					
Shouldn't...have...eaten...it		Shouldn't...have...eaten...it		Shouldn't...have...eaten...it	
Non Level-Dependent Data					
Card Drop	Bomb	Card Common	Bomb	Card Rare	Krysta
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	Ice [3x], Wind [1.5x]				
Elemental Resistances	Flying; Fire (Absorbs)				
Status Vulnerabilities	Berserk (60%), Confuse (40%), Darkness (80%), Drain, Eject, Poison (80%), Petrifying (40%), Petrify (40%), Silence (80%), Sleep (80%), Slow (90%), Stop (50%), Zombie (70%), The End				
Where Found	Fire Cavern; Esthar Continent (after Lunar Base); Centra Ruins (upper section); Deep Sea Research Center; Ultimecia Castle (Grand Hall, Waterway, basement Stairway Hall, Art Gallery)				
Description	At low levels, there's little to see here, since Bomb is just a more-sturdy-than-usual enemy with no other tricks. At mid and high levels, however, Bomb is extremely dangerous. It will grow in response to any attack, and after growing twice it will use Suicide as a counter to any further non-fatal attack, which deals double its max HP in damage.				

Buel

HP Range	43-1,840		Level Range	1-100	
AP	1		Exp	5+1x	
Level-Dependent Data					
<u>Level 1-19</u>		<u>Level 20-29</u>		<u>Level 30-100</u>	
Draw List					
Fire Thunder Blizzard		Fira Thundara Blizzara		Firaga Thundaga Blizzaga	
Mug (Overall Chance: 50%)					
2x M-Stone Piece (89.5%); 3x M-Stone Piece (10.5%)		2x Magic Stone (89.4%); 3x Magic Stone (5.9%); Circlet (4.7%)		2x Wizard Stone (89.5%); Circlet (10.5%)	
Drop (Overall Chance: 25%)					
2x M-Stone Piece (75.4%); M-Stone Piece (19.9%); 3x M-Stone Piece (4.7%)		Magic Stone (89.4%); 2x Magic Stone (5.9%); 3x Magic Stone (4.7%)		Wizard Stone (89.4%); 2x Wizard Stone (5.9%); 3x Wizard Stone (4.7%)	
Devour					
Tastes okay...		Tastes okay...		Tastes okay...	
Non Level-Dependent Data					
Card Drop	Buel	Card Common	Buel	Card Rare	Krysta
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	Wind, Holy				
Elemental Resistances	Flying				
Status Vulnerabilities	Berserk (60%), Confuse (60%), Darkness (80%), Doom (80%), Drain, Eject, KO (70%), Poison (80%), Petrifying (70%), Petrify (70%), Silence (80%), Sleep (80%), Slow (90%), Stop (50%), Zombie (70%), The End				
Where Found	Fire Cavern; Tomb of the Unknown King; Balamb Garden (MD Level); Centra Ruins (upper section); Deep Sea Research Center; Ultimecia Castle (Entrance Hall, lower and middle Clock Tower, Art Gallery)				
Description	More weak crap mostly. The only danger comes with high-level Buels, which can cast Death . Their physical defense is horrendous, and they'll usually die in a single hit from physicals.				

Cactuar

HP Range	202-1,400		Level Range	1-100	
AP	20		Exp	1+1x	
<u>Level-Dependent Data</u>					
<u>Level 1-19</u>		<u>Level 20-29</u>		<u>Level 30-100</u>	
Draw List					
Haste		Haste		Haste	
Mug (Overall Chance: 50%)					
2x Cactus Thorn		2x Cactus Thorn (89.5%); 3x Cactus Thorn (10.5%)		3x Cactus Thorn (89.5%); 4x Cactus Thorn (10.5%)	
Drop (Overall Chance: 100%)					
Cactus Thorn (69.5%); 2x Cactus Thorn (19.9%); 3x Cactus Thorn (5.9%); 2x Lightweight (4.7%)		Cactus Thorn (69.5%); 2x Cactus Thorn (19.9%); 4x Cactus Thorn (5.9%); 4x Lightweight (4.7%)		2x Cactus Thorn (69.5%); 3x Cactus Thorn (19.9%); 4x Cactus Thorn (5.9%); Jet Engine (4.7%)	
Devour					
Tastes okay...		Delicious!!!		Refreshing!	
<u>Non Level-Dependent Data</u>					
Card Drop	Cactuar	Card Common	Cactuar	Card Rare	Gerogero
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	Water [2.9x]				
Elemental Resistances	None				
Status Vulnerabilities	Darkness (80%), Doom (80%), Drain , Poison (80%), Petrifying (70%), Petrify (70%), Silence (80%), Sleep (80%), Slow (90%), Stop (50%), The End				
Where Found	Kashkabald Desert (southeastern corner); Cactuar Island; Ultimecia Castle (Art Gallery, Elevator Hall)				
Description	Aside from their high Eva and strong tendency to flee as soon as they get a turn, Cactuars aren't difficult at all, and are the easiest AP source in the game. A good Hit stat will wipe them out very fast.				

Caterchipillar

HP Range	172-7,360		Level Range	1-100	
AP	2		Exp	28+5x	
<u>Level-Dependent Data</u>					
<u>Level 1-19</u>		<u>Level 20-29</u>		<u>Level 30-100</u>	
Draw List					
Thunder Cure		Thundara Cura Slow		Thundaga Curaga Slow Stop	
Mug (Overall Chance: 50%)					
Spider Web		2x Spider Web		4x Spider Web	
Drop (Overall Chance: 75%)					
Spider Web (69.5%); M-Stone Piece (25.8%); 2x M- Stone Piece (4.7%)		2x Spider Web (69.5%); Magic Stone (19.9%); 2x Magic Stone (10.6%)		4x Spider Web (89.5%); 8x Wizard Stone (10.5%)	

Devour					
Delicious!!!		Delicious!!!		Delicious!!!	
Non Level-Dependent Data					
Card Drop	Caterchipillar	Card Common	Caterchipillar	Card Rare	Trauma
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	Fire [1.5x], Ice				
Elemental Resistances	Earth (Half)				
Status Vulnerabilities	Berserk (60%), Confuse (60%), Darkness (80%), Doom (80%), Drain, Eject, KO (70%), Poison (80%), Petrifying (70%), Petrify (70%), Silence (80%), Sleep (80%), Zombie (70%), The End				
Where Found	Balamb Continent; Winhill (before FH); Esthar Continent (before Lunar Base); Ultimecia Castle (Entrance Hall, left Stairway Hall, Waterway)				
Description	Not very strong. At high levels Sticky Web can inflict Stop on one, but aside from that there's very little challenge here.				

Chimera

HP Range	352-60,000		Level Range	1-100	
AP	10		Exp	250+20x	
Level-Dependent Data					
<u>Level 1-19</u>		<u>Level 20-29</u>		<u>Level 30-100</u>	
Draw List					
Water Thunder Esuna		Water Bio Thundara Esuna		Water Bio Thundaga Esuna	
Mug (Overall Chance: 25%)					
2x Red Fang		4x Red Fang		8x Red Fang	
Drop (Overall Chance: 100%)					
Water Crystal (69.5%); 2x Water Crystal (19.9%); 2x Red Fang (10.6%)		2x Water Crystal (69.5%); 4x Red Fang (19.9%); Star Fragment (5.9%); 2x Star Fragment (4.7%)		6x Water Crystal (69.5%); 6x Red Fang (19.9%); 3x Regen Ring (5.9%); 3x Star Fragment (4.7%)	
Devour					
Refreshing!		Refreshing!		Refreshing!	
Non Level-Dependent Data					
Card Drop	Chimera	Card Common	Chimera	Card Rare	Red Giant
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	Holy [1.5x]				
Elemental Resistances	Lightning (Absorbs), Wind (Absorbs), Water (Absorbs), Poison (Nullifies)				
Status Vulnerabilities	Darkness (80%), Drain (50%), Eject, Slow (50%), The End				
Where Found	Galbadia Continent (deserts, extremely rare), Kashkabald Desert, Island Closest to Heaven; Ultimecia Castle (Elevator Hall, right Waterway, Clock Tower balcony)				
Description	Very powerful. It casts a variety of status magic as well as Aqua Breath and physicals with some power. Equipping to defend Water is advised, but keep healed in any event.				

Cockatrice

HP Range	1,007-5,200		Level Range	1-100	
AP	2		Exp	40+10x	
Level-Dependent Data					
<u>Level 1-19</u>		<u>Level 20-29</u>		<u>Level 30-100</u>	
Draw List					
Thunder		Thundara Break		Thundaga Break	
Mug (Overall Chance: 50%)					
Cockatrice Pinion		2x Cockatrice Pinion		4x Cockatrice Pinion	
Drop (Overall Chance: 100%)					
Coral Fragment (69.5%); Cockatrice Pinion (30.5%)		Cockatrice Pinion (69.5%); Coral Fragment (19.9%); Dynamo Stone (10.6%)		2x Cockatrice Pinion (69.5%); 2x Dynamo Stone (19.9%); 3x Cockatrice Pinion (5.9%); 3x Dynamo Stone (4.7%)	
Devour					
Tastes funny...		Tastes funny...		Delicious!!!	
Non Level-Dependent Data					

Card Drop	Cockatrice	Card Common	Cockatrice	Card Rare	Oilboyle
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	Wind [2.5x]				
Elemental Resistances	Lightning (Nullifies), Poison (Nullifies)				
Status Vulnerabilities	Berserk (60%), Confuse (70%), Darkness (80%), Doom (10%), Drain , Eject , KO (60%), Silence (80%), Sleep (80%), Slow (90%), Stop (50%), Zombie (70%), The End				
Where Found	Timber (mountains); Esthar (mountains); Lallapalooza Canyon (Galbadia); Ultimecia Castle (Entrance Hall balcony, Passage, Prison Cell)				
Description	Another weak enemy. Be wary of its Petrification abilities (Petrify Stare and Break) and its Electric Discharge final attack, however. Weak to Wind.				

Creeps

HP Range	210-6,200		Level Range	1-100	
AP	2		Exp	35+8x	
Level-Dependent Data					
<u>Level 1-19</u>		<u>Level 20-29</u>		<u>Level 30-100</u>	
Draw List					
Thunder		Thundara Life		Thundaga Death Life	
Mug (Overall Chance: 50%)					
Coral Fragment (94.1%); 2x Coral Fragment (5.9%)		4x Coral Fragment		8x Coral Fragment	
Drop (Overall Chance: 100%)					
M-Stone Piece (89.4%); 2x M-Stone Piece (5.9%); Coral Fragment (4.7%)		Curse Spike (69.5%); Coral Fragment (19.9%); Dynamo Stone (10.6%)		Dynamo Stone (69.5%); Curse Spike (19.9%); 2x Dynamo Stone (5.9%); 2x Curse Spike (4.7%)	
Devour					
Couldn't Devour!		Couldn't Devour!		Couldn't Devour!	
Non Level-Dependent Data					
Card Drop	Creeps	Card Common	Creeps	Card Rare	Sphinxara
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	Holy [2.5x]				
Elemental Resistances	Lightning (Nullifies)				
Status Vulnerabilities	Doom (80%), Eject , KO (60%), Silence (40%), Sleep (80%), Slow (90%), The End				
Where Found	Deling City Sewers , Galbadia Garden (Disc 2), Grandidi Forest; Ultimecia Castle (Passage, Elevator Hall, upper Clock Tower)				
Description	Other than decent Evasion, Creeps doesn't really have all that much going for it, though Heartbreak can pack a punch if your stats are poor.				

Death Claw

HP Range	4,231-22,200		Level Range	1-100	
AP	3		Exp	40+15x	
Level-Dependent Data					
<u>Level 1-19</u>		<u>Level 20-29</u>		<u>Level 30-100</u>	
Draw List					
Aero		Aero Dispel		Aero Dispel Reflect	
Mug (Overall Chance: 50%)					
2x Shear Feather		4x Shear Feather		6x Shear Feather (89.5%); 3x Missile (10.6%)	
Drop (Overall Chance: 75%)					
2x M-Stone Piece (69.5%); Sharp Spike (25.8%); Windmill (4.7%)		Sharp Spike (69.5%); Shear Feather (19.9%); Windmill (10.6%)		2x Sharp Spike (69.5%); 2x Shear Feather (19.9%); Windmill (5.9%); 2x Windmill (4.7%)	
Devour					
Delicious!!!		Delicious!!!		Delicious!!!	
Non Level-Dependent Data					
Card Drop	Death Claw	Card Common	Death Claw	Card Rare	Grinaldo

LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	Berserk (60%), Confuse (60%), Darkness (80%), Doom (80%), Drain, Eject, KO (70%), Poison (80%), Petrifying (70%), Petrify (70%), Silence (80%), Sleep (80%), Slow (90%), Stop (50%), Zombie (70%), The End				
Where Found	Centra continent; Galbadia Garden (<i>Disc 2</i>); Ultimecia Castle (Art Gallery balcony, Armory, middle Clock Tower)				
Description	Aside from the fact that its Death Claw attack has a chance at inflicting KO , there's really nothing special at all about this bear-like creature. End-game this is your only source of Missile items.				

Elastoid

HP Range	531-18,500	Level Range	1-100		
AP	3	Exp	80+20x		
Level-Dependent Data					
<u>Level 1-19</u>	<u>Level 20-29</u>	<u>Level 30-100</u>			
Draw List					
Dispel	Dispel Stop	Dispel Stop Meltdown			
Mug (Overall Chance: 50%)					
Dynamo Stone (69.5%); 2x Dynamo Stone (30.5%)	2x Dynamo Stone (94.1%); 4x Dynamo Stone (5.9%)	Laser Cannon			
Drop (Overall Chance: 50%)					
4x M-Stone Piece (89.5%); 8x M-Stone Piece (10.5%)	4x Magic Stone (89.4%); 8x Magic Stone (5.9%); Laser Cannon (4.7%)	4x Wizard Stone (89.5%); Laser Cannon (10.5%)			
Devour					
No good!	No good!	Tastes awful!!!			
Non Level-Dependent Data					
Card Drop	Elastoid	Card Common	Elastoid	Card Rare	Ultima Weapon
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	Lightning [<i>1.5x</i>]				
Elemental Resistances	Flying, Poison (<i>Nullifies</i>)				
Status Vulnerabilities	Eject, Slow (90%), Stop (50%), The End				
Where Found	Excavation Site; Lunatic Pandora Laboratory (<i>as Laguna</i>)				
Description	Their Homing Laser attack hurts, but aside from that Elastoid isn't overly powerful. At high levels try to Mug a Laser Cannon , and Draw Meltdown if you need it.				

Elite Soldier

HP Range	148-4,940	Level Range	1-100
AP	2	Exp	30+5x
Level-Dependent Data			
<u>Level 1-19</u>	<u>Level 20-29</u>	<u>Level 30-100</u>	
Draw List			
Fire Thunder Blizzard Scan	Fira Thundara Blizzara Scan	Firaga Thundaga Blizzaga Dispel	
Mug (Overall Chance: 50%)			
Tent (89.5%); Cottage (10.5%)	Tent (69.5%); Cottage (30.5%)	Cottage	
Drop (Overall Chance: 59.375%)			
2x Potion (69.5%); Phoenix Down (19.9%); 8x Shotgun Ammo (5.9%); Cottage (4.7%)	Potion (69.5%); Phoenix Down (19.9%); Hi-Potion (5.9%); Cottage (4.7%)	Potion (69.5%); Hi-Potion (19.9%); Cottage (10.5%)	

Devour					
Couldn't Devour!		Couldn't Devour!		Couldn't Devour!	
Non Level-Dependent Data					
Card Drop	Nothing	Card Common	None	Card Rare	None
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	Poison [1.5x]				
Elemental Resistances	None				
Status Vulnerabilities	Berserk (35%), Confuse (20%), Darkness (80%), Doom (35%), Drain (35%), Eject, KO (60%), Poison (60%), Petrifying (70%), Petrify (70%), Silence (35%), Sleep (35%), Slow (35%), Stop (35%), Zombie (35%), The End				
Where Found	Areas under Galbadian occupation				
Description	Stronger than their blue counterparts, sure, but there's little to say about them. Beat them up so you can continue.				

Elnoyle

HP Range	30,421-80,000		Level Range	1-100	
AP	18		Exp	220+20x	
Level-Dependent Data					
<u>Level 1-29</u>		<u>Level 30-39</u>		<u>Level 40-100</u>	
Draw List					
Pain Double	Pain Double		Pain Double Holy		
Mug (Overall Chance: 25%)					
Moon Stone (94.1%); 2x Moon Stone (5.9%)	Moon Stone (89.5%); 2x Moon Stone (10.5%)		2x Moon Stone (89.5%); 4x Moon Stone (10.5%)		
Drop (Overall Chance: 100%)					
6x Wizard Stone (89.5%); Moon Stone (5.9%); 2x Moon Stone (4.7%)	8x Wizard Stone (69.9%); Moon Stone (19.9%); Energy Crystal (5.9%); 2x Energy Crystal (4.7%)		2x Energy Crystal (89.4%); 3x Energy Crystal (5.9%); 4x Energy Crystal (4.7%)		
Devour					
Couldn't Devour!		Couldn't Devour!		Couldn't Devour!	
Non Level-Dependent Data					
Card Drop	Elnoyle	Card Common	Elnoyle	Card Rare	Catoblepas
LV Up/Down?	No	Vulnerable to Gravity?	No	Undead?	No
Elemental Weaknesses	Wind				
Elemental Resistances	Flying				
Status Vulnerabilities	Darkness (20%), Doom (20%), Eject, KO (20%), Poison (30%), Petrifying (1%), Petrify (1%), Sleep (20%), Slow (50%), Stop (50%), Zombie (20%), The End				
Where Found	Esthar/Esthar region (after Lunar Base; also a fixed encounter in <i>Esthar City</i> proper for remainder of Disc 3); Deep Sea Deposit; Ultimecia Castle (Prison Cell, Chapel)				
Description	Elnoyle is just plain strong. Sturdy defenses paired with powerful attacks make this one of FFXIII's marquee enemies. It has a KO vulnerability, however, which is the easiest way to take it down (Darkness is also helpful against their physicals). Storm Breath is incredibly powerful, so defeat it quickly if you don't have either a good Spr stat or Wind protection. Weak to Wind.				

Esthar Soldier

HP Range	98-4,890		Level Range	1-100	
AP	1		Exp	20+3x	
<u>Level-Dependent Data</u>					
<u>Level 1-19</u>		<u>Level 20-29</u>		<u>Level 30-100</u>	
Draw List					
Fire Thunder Blizzard Cure	Fira Thundara Blizzara Cura			Firaga Thundaga Blizzaga Curaga	
Mug (Overall Chance: 50%)					
Potion	Potion (69.5%); 2x Potion (30.5%)			Hi-Potion	
Drop (Overall Chance: 50%)					
Potion (89.5%); Phoenix Down (10.5%)	Potion (89.5%); Phoenix Down (10.5%)			Potion (69.5%); Hi-Potion (19.9%); Phoenix Down (10.5%)	
Devour					
Couldn't Devour!	Couldn't Devour!			Couldn't Devour!	
<u>Non Level-Dependent Data</u>					
Card Drop	Nothing	Card Common	None	Card Rare	None
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	Poison				
Elemental Resistances	None				
Status Vulnerabilities	Berserk (60%), Confuse (60%), Darkness (80%), Doom (80%), Drain, Eject, KO (70%), Poison (80%), Petrifying (70%), Petrify (70%), Silence (80%), Sleep (80%), Slow (90%), Stop (50%), Zombie (70%), The End				
Where Found	Areas occupied by Esthar				
Description	Basic cannon fodder, these cool-looking enemies rely upon sheer numbers rather than power to fight. Since there usually aren't enough of them to actually make a dent this way, they end up being a very weak enemy, like most of FFVIII's soldier-type enemies.				

Esthar Soldier [Cyborg]

HP Range	163-7,950		Level Range	1-100	
AP	1		Exp	30+3x	
<u>Level-Dependent Data</u>					
<u>Level 1-19</u>		<u>Level 20-29</u>		<u>Level 30-100</u>	
Draw List					
Fire Thunder Blizzard	Fira Thundara Blizzara			Firaga Thundaga Blizzaga	
Mug (Overall Chance: 50%)					
Phoenix Down	2x Phoenix Down			2x Phoenix Down	
Drop (Overall Chance: 50%)					
2x Potion (69.5%); Phoenix Down (19.9%); Tent (5.9%); Cottage (4.7%)	2x Potion (69.5%); Phoenix Down (19.9%); Tent (5.9%); Cottage (4.7%)			2x Potion (69.5%); Hi-Potion (19.9%); Tent (5.9%); Cottage (4.7%)	
Devour					
Couldn't Devour!	Couldn't Devour!			Couldn't Devour!	
<u>Non Level-Dependent Data</u>					
Card Drop	Nothing	Card Common	None	Card Rare	None

LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	Lightning, Poison				
Elemental Resistances	None				
Status Vulnerabilities	Petrifying (10%), Petrify (1%), Silence, Slow (90%), Stop (10%), The End				
Where Found	Areas occupied by Esthar				
Description	They're stronger than regular Esthar troops, sure, but there's still not much to see here aside from their boomerang attack, which hits all characters for heavy damage. Wipe them out so you can move on with life. Immune to most statuses, so stick to damaging moves.				

Fastitocalon

HP Range	210-9,200		Level Range	1-100	
AP	1		Exp	60+10x	
<u>Level-Dependent Data</u>					
<u>Level 1-19</u>		<u>Level 20-29</u>		<u>Level 30-100</u>	
Draw List					
Blizzard Sleep Scan		Blizzara Sleep Scan		Blizzaga Scan Water	
Mug (Overall Chance: 50%)					
Water Crystal		4x Water Crystal		8x Water Crystal	
Drop (Overall Chance: 75%)					
3x Fish Fin (69.5%); Water Crystal (19.9%); 2x Water Crystal (5.9%); 8x Fish Fin (4.7%)		8x Fish Fin (74.5%); 2x Water Crystal (19.9%); 4x Water Crystal (5.9%)		3x Fish Fin (69.5%); 4x Water Crystal (19.9%); 8x Water Crystal (5.9%); Nothing (4.7%)	
Devour					
Delicious!!!		Delicious!!!		Delicious!!!	
<u>Non Level-Dependent Data</u>					
Card Drop	Fastitocalon	Card Common	Fastitocalon	Card Rare	Tonberry King
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	Lightning, Earth [2.5x]				
Elemental Resistances	Flying (after popping out of the sand); Fire [0.8x], Water (Absorbs)				
Status Vulnerabilities	Berserk (60%), Confuse (60%), Darkness (80%), Doom (80%), Drain, Eject, KO (70%), Poison (80%), Petrifying (70%), Petrify (70%), Silence (80%), Slow (90%), Stop (50%), Zombie (70%), The End				
Where Found	Deserts/Beaches of Galbadia Continent, Trabia Continent, Esthar islands (beaches only); Ultimecia Castle (Entrance Hall upper level, Grand Hall, right Waterway)				
Description	While in the sand, its defenses are high, but it'll pop out randomly after hitting it. Watch out for Sandstorm at high levels, which is MT non-elemental magical damage. Lightning attacks work great here.				

Fastitocalon-F

(Note: In-game, this enemy is just referred to as Fastitocalon, but in Triple Triad its card is called Fastitocalon-F, which is the name used to distinguish it from its larger cousin.)

HP Range	210-9,200		Level Range	1-100	
AP	1		Exp	60+10x	
<u>Level-Dependent Data</u>					
<u>Level 1-19</u>		<u>Level 20-29</u>		<u>Level 30-100</u>	
Draw List					
Blizzard Sleep Scan		Blizzara Sleep Scan		Blizzaga Scan Water	
Mug (Overall Chance: 50%)					
2x Fish Fin		4x Fish Fin		8x Fish Fin	
Drop (Overall Chance: 75%)					
Fish Fin (89.4%); 2x Fish Fin (5.9%); 3x Fish Fin (4.7%)		Fish Fin (69.5%); 2x Fish Fin (19.9%); Water Crystal (10.6%)		3x Fish Fin (69.5%); 4x Water Crystal (19.9%); 8x Water Crystal (5.9%); Nothing (4.7%)	

Devour					
Tastes okay...		Tastes okay...		Tastes okay...	
Non Level-Dependent Data					
Card Drop	Fastotocalon-F	Card Common	Fastotocalon-F	Card Rare	None
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	Lightning, Earth [2.5x]				
Elemental Resistances	Flying (after popping out of the sand); Fire [0.8x], Water (Absorbs)				
Status Vulnerabilities	Berserk (60%), Confuse (60%), Darkness (80%), Doom (80%), Drain, Eject, KO (70%), Poison (80%), Petrifying (70%), Petrify (70%), Silence (80%), Slow (90%), Stop (50%), Zombie (70%), The End				
Where Found	Deserts/Beaches of Balamb Continent, Galbadia Continent, Trabia Continent, Esthar islands (beaches only); Ultimecia Castle (Grand Hall, left Waterway)				
Description	These things are purely physical attackers that fail to impress. They're notable as a great source of both AP and Water magic (through their Fish Fin Drops) early on, so take advantage of them. While they're under the sand their defenses are much higher, but you still shouldn't have too much trouble.				

Forbidden

HP Range	221-22,100		Level Range	1-100	
AP	4		Exp	85+15x	
Level-Dependent Data					
Level 1-19		Level 20-29		Level 30-100	
Draw List					
Zombie	Zombie Blind Stop		Zombie Blind Stop Death		
Mug (Overall Chance: 50%)					
Dead Spirit	2x Dead Spirit		3x Dead Spirit		
Drop (Overall Chance: 100%)					
Betrayal Sword (69.5%); Dead Spirit (19.9%); Zombie Powder (5.9%); 2x Zombie Powder (4.7%)	2x Dead Spirit (69.5%); 3x Zombie Powder (19.9%); Curse Spike (5.9%); 2x Curse Spike (4.7%)		2x Curse Spike (69.5%); 5x Zombie Powder (19.9%); 3x Curse Spike (5.9%); Force Armlet (4.7%)		
Devour					
It's rotten...		It's rotten...		It's rotten...	
Non Level-Dependent Data					
Card Drop	Forbidden	Card Common	Forbidden	Card Rare	Red Giant
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	Yes
Elemental Weaknesses	Fire, Holy [3x]				
Elemental Resistances	Poison (Nullifies)				
Status Vulnerabilities	Eject, KO, Sleep (70%), Slow (90%), Stop (20%)				
Where Found	Centra Ruins (upper section); Esthar (forests, mountains); Ultimecia Castle (Entrance Hall, lower hallway to Waterway, middle Clock Tower)				
Description	Other than the occasional status spell, this undead soldier primarily relies on its weapons for offense. If it has 15% or less of its max HP, it can use lai Strike, which can inflict KO on a target. As an Undead, it's weak to curative abilities as well as Holy.				

Funguar

HP Range	303-2,100		Level Range		1-100
AP	1		Exp		20+3x
<i>Level-Dependent Data</i>					
<u>Level 1-19</u>		<u>Level 20-29</u>		<u>Level 30-100</u>	
Draw List					
Sleep Scan		Sleep Scan Silence		Sleep Scan Silence Confuse	
Mug (Overall Chance: 50%)					
Sleep Powder		2x Sleep Powder		6x Sleep Powder	
Drop (Overall Chance: 50%)					
M-Stone Piece (89.5%); Sleep Powder (10.5%)		Magic Stone (89.5%); 2x Sleep Powder (10.5%)		Wizard Stone (69.5%); Sleep Powder (19.9%); 3x Sleep Powder (5.9%); 4x Sleep Powder (4.7%)	
Devour					
Can't see anything		Tastes awful!!!		Barf...Bwahhh!!!	
<i>Non Level-Dependent Data</i>					
Card Drop	Funguar	Card Common	Funguar	Card Rare	Wedge, Biggs
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	Confuse (60%), Doom (80%), Drain, Eject, KO, Poison (80%), Petrifying (70%), Petrify (70%), Slow (50%), Stop (90%), Zombie (70%), The End				
Where Found	Galbadia Continent (plains, forests); Grandidi Forest; Ultimecia Castle (Wine Cellar, Armory)				
Description	By and large, Funguar will mostly just sit around slinging physicals and Sleep spells at you. They're not all that strong though, so just hit them a few times and you'll be fine.				

G-Soldier

HP Range	45-3,040		Level Range		1-100
AP	1		Exp		20+3x
<i>Level-Dependent Data</i>					
<u>Level 1-19</u>		<u>Level 20-29</u>		<u>Level 30-100</u>	
Draw List					
Fire Thunder Blizzard		Fira Thundara Blizzara		Firaga Thundaga Blizzaga	
Mug (Overall Chance: 50%)					
Potion (89.5%); Phoenix Down (10.5%)		Potion (69.5%); Phoenix Down (19.9%); Hi-Potion (10.5%)		Hi-Potion (89.5%); 2x Phoenix Down (10.5%)	
Drop (Overall Chance: 50%)					
Potion (89.5%); 8x Normal Ammo (5.9%); Phoenix Down (4.7%)		Potion (89.5%); Phoenix Down (10.5%)		Potion (89.5%); Phoenix Down (10.5%)	
Devour					
Couldn't Devour!		Couldn't Devour!		Couldn't Devour!	

<i>Non Level-Dependent Data</i>					
Card Drop	Nothing	Card Common	None	Card Rare	None
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	Poison				
Elemental Resistances	None				
Status Vulnerabilities	Berserk (60%), Confuse (60%), Darkness (80%), Doom (80%), Drain, Eject, KO (70%), Poison (80%), Petrifying (70%), Petrify (70%), Silence (80%), Sleep (80%), Slow (90%), Stop (50%), Zombie (70%), The End				
Where Found	Areas occupied by Galbadia				
Description	Pathetic, these guys are. They should go down in one or two hits, so just beat the crap out of them through your preferred method.				

Gayla

HP Range	1,021-13,000		Level Range	1-100	
AP	2		Exp	30+5x	
<i>Level-Dependent Data</i>					
<u>Level 1-19</u>		<u>Level 20-29</u>		<u>Level 30-100</u>	
Draw List					
Sleep Thunder	Sleep Thundara			Sleep Thundaga Meltdown	
Mug (Overall Chance: 50%)					
Mystery Fluid	Mystery Fluid (89.9%); 2x Mystery Fluid (10.5%)			2x Mystery Fluid (89.9%); 3x Mystery Fluid (10.5%)	
Drop (Overall Chance: 75%)					
M-Stone Piece (89.5%); Mystery Fluid (10.5%)	2x Magic Stone (69.5%); Mystery Fluid (19.9%); 2x Mystery Fluid (5.9%); 4x Magic Stone (4.7%)			3x Wizard Stone (69.5%); 2x Mystery Fluid (19.9%); 3x Mystery Fluid (5.9%); 4x Mystery Fluid (4.7%)	
Devour					
Delicious!!!	Delicious!!!			Delicious!!!	
<i>Non Level-Dependent Data</i>					
Card Drop	Nothing	Card Common	Gayla	Card Rare	Gerogero
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	Wind				
Elemental Resistances	Flying				
Status Vulnerabilities	Berserk (60%), Darkness (80%), Doom (80%), Drain, Eject, KO (70%), Poison (80%), Petrifying (70%), Petrify (70%), Silence (80%), Slow (90%), Stop (50%), Zombie (70%), The End				
Where Found	Trabia continent, Esthar Continent, Ultimecia Castle (Passageway, Waterway, Storage Room, Stairway Hall)				
Description	Not at all a strong enemy, Gayla is most famous as the go-to source for Meltdown spells. The Mystery Fluid items available as Mugs and Drops refine into the spell, while high-level Gayla monsters also have the spell available for Drawing. (Oh, and their Card mods into Mystery Fluid also, should you be early in the game.) The only possible danger is if you didn't guard against Sleep , but even then it shouldn't be much more than an annoyance.				

Geezard

HP Range	43-1,840		Level Range	1-100	
AP	1		Exp	10+5x	
<i>Level-Dependent Data</i>					
<u>Level 1-19</u>		<u>Level 20-29</u>		<u>Level 30-100</u>	
Draw List					
Thunder Cure	Thunder Thundara Cure Cura			Thunder Thundara Cure Cura	
Mug (Overall Chance: 50%)					
8x Screw	12x Screw			16x Screw	
Drop (Overall Chance: 50%)					
2x Screw (69.5%); 4x Screw (19.9%); Healing Water (10.5%)	4x Screw (69.5%); Magic Stone (19.9%); 2x Healing Water (10.5%)			6x Screw (69.5%); Wizard Stone (19.9%); 2x Healing Water (10.5%)	

Devour					
No good!		Tastes awful!!!		Tastes awful!!!	
<i>Non Level-Dependent Data</i>					
Card Drop	Geezard	Card Common	Geezard	Card Rare	None
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	Berserk (60%), Confuse (60%), Darkness (80%), Doom (80%), Drain, Eject, KO (70%), Poison (80%), Petrifying (70%), Petrify (70%), Silence (80%), Sleep (80%), Slow (90%), Stop (50%), Zombie (70%), The End				
Where Found	Galbadia continent (plains); D-District Prison; Missile Base; Ultimecia Castle (Entrance Hall balcony, Grand Hall, Storage Room)				
Description	Probably FFVIII's weakest enemy, Geezard does absolutely nothing of note other than rolling over and dying (just don't use Devour on one). They're most notable as a source of Screw items, used mostly for weapon crafting.				

Gesper

HP Range	525-14,900		Level Range	1-100	
AP	2		Exp	32+8x	
<i>Level-Dependent Data</i>					
<u>Level 1-19</u>		<u>Level 20-29</u>		<u>Level 30-100</u>	
Draw List					
Shell Protect	Shell Protect Confuse		Shell Protect Confuse Float		
Mug (Overall Chance: 50%)					
Black Hole	2x Black Hole		2x Black Hole		
Drop (Overall Chance: 75%)					
Black Hole (69.5%); M-Stone Piece (19.9%); Remedy (10.5%)	2x Black Hole (89.5%); 2x Remedy (10.5%)		Black Hole (69.5%); Wizard Stone (19.9%); 2x Remedy (5.9%); 4x Remedy (4.7%)		
Devour					
Tastes okay...	Tastes okay...		Tastes okay...		
<i>Non Level-Dependent Data</i>					
Card Drop	Gesper	Card Common	Gesper	Card Rare	Iguion
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	Poison				
Elemental Resistances	None				
Status Vulnerabilities	Berserk (60%), Confuse (60%), Darkness (80%), Doom (80%), Drain, Eject, KO (70%), Poison (80%), Petrifying (70%), Petrify (70%), Silence (80%), Sleep, Slow (90%), Stop (50%), Zombie (70%), The End				
Where Found	Excavation Site (upper section); Lunatic Pandora				
Description	These clowns are a joke...until they use Degenerator, an unblockable (for characters anyway) Eject -inflicting attack that also KO 's whomever it hits. It also drops the item (Black Hole) to teach Quistis the attack. Otherwise, it attacks at complete random, not even distinguishing friend from foe.				

GIM47N

HP Range	310-6,300		Level Range	1-100	
AP	3		Exp	30+5x	
<u>Level-Dependent Data</u>					
<u>Level 1-19</u>		<u>Level 20-29</u>		<u>Level 30-100</u>	
Draw List					
Shell Protect		Shell Protect Float		Shell Protect Confuse Float	
Mug (Overall Chance: 50%)					
2x Steel Orb		3x Steel Orb		6x Steel Orb	
Drop (Overall Chance: 75%)					
Steel Orb (69.5%); 4x Screw (19.9%); Steel Pipe (10.6%)		2x Steel Orb (69.5%); 6x Screw (19.9%); Steel Pipe (5.9%); 2x Dynamo Stone (4.7%)		4x Steel Orb (69.5%); 8x Screw (19.9%); 3x Dynamo Stone (10.6%)	
Devour					
No good!		No good!		Tastes awful!!!	
<u>Non Level-Dependent Data</u>					
Card Drop	GIM47N	Card Common		GIM47N	Card Rare
LV Up/Down?	Yes	Vulnerable to Gravity?		Yes	Undead?
Elemental Weaknesses	Lightning [1.5x], Earth [1.5x], Water				
Elemental Resistances	Poison (Nullifies)				
Status Vulnerabilities	Berserk (50%), Confuse (60%), Darkness (60%), Eject, Sleep (40%), Slow (90%), Stop (50%), The End				
Where Found	D-District Prison				
Description	GIM47N will spend most of the fight just punching you. Every once in a while you'll see Snipe Laser, which is more powerful, but chances are if you're Junctioned well, it won't live long enough to actually do this.				

GIM52A

HP Range	1,431-19,400		Level Range	1-100	
AP	3		Exp	30+8x	
<u>Level-Dependent Data</u>					
<u>Level 1-19</u>		<u>Level 20-29</u>		<u>Level 30-100</u>	
Draw List					
Haste Slow		Slow Dispel		Haste Slow Esuna Dispel	
Mug (Overall Chance: 50%)					
Missile		Missile		2x Missile	
Drop (Overall Chance: 75%)					
4x Screw (69.5%), Missile (19.9%); Windmill (5.9%); 2x Fuel (4.7%)		8x Screw (69.5%), Missile (19.9%); Windmill (5.9%); 6x Fuel (4.7%)		2x Missile (69.5%); 3x Fuel (19.9%); 2x Windmill (5.9%); 6x Fuel (4.7%)	
Devour					
No good!		No good!		Tastes awful!!!	
<u>Non Level-Dependent Data</u>					
Card Drop	Nothing	Card Common		None	Card Rare
LV Up/Down?	Yes	Vulnerable to Gravity?		Yes	Undead?
Elemental Weaknesses	Lightning [1.5x], Earth [1.5x], Water [1.5x]				

Elemental Resistances	Poison (<i>Nullifies</i>)
Status Vulnerabilities	Darkness (60%), Eject, Slow (90%), Stop (50%), The End
Where Found	D-District Prison; Galbadia Garden (Disc 2); Lunatic Pandora (before Lunar Base)
Description	This mech has some decent tricks, but it's not too bad. Micro Missiles knocks off 50% of one character's HP, while Ray Bomb does heavy damage (only used by high-level versions). Its other moves are unassuming, but try to snag a Missile (Mug is easier) to teach Quistis Micro Missiles .

Glacial Eye

HP Range	205-3,200	Level Range	1-100
AP	1	Exp	15+5x
<u>Level-Dependent Data</u>			
<u>Level 1-19</u>		<u>Level 20-29</u>	
Draw List			
Blizzard Cure Scan	Blizzara Cura Scan	Blizzara Cura Scan	
Mug (Overall Chance: 25%)			
Vampire Fang (69.5%); Arctic Wind (30.5%)	Vampire Fang (69.5%); North Wind (30.5%)	Vampire Fang (69.5%); North Wind (30.5%)	
Drop (Overall Chance: 100%)			
M-Stone Piece (69.5%); 2x M-Stone Piece (19.9%); Vampire Fang (69.5%); North Wind (4.7%)	Vampire Fang (69.5%); North Wind (19.9%); 2x Arctic Wind (69.5%); 3x Arctic Wind (4.7%)	Vampire Fang (69.5%); North Wind (19.9%); 2x North Wind (10.6%)	
Devour			
Tastes okay...	Tastes okay...	Tastes okay...	
<u>Non Level-Dependent Data</u>			
Card Drop	Glacial Eye	Card Common	Glacial Eye
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes
Elemental Weaknesses	Fire [1.5x]		
Elemental Resistances	Flying, Ice (<i>Nullifies</i>)		
Status Vulnerabilities	Berserk (60%), Confuse (50%), Darkness (80%), Doom (80%), Drain, Eject, Poison (80%), Petrifying (70%), Petrify (70%), Silence (30%), Sleep (80%), Slow (90%), Stop (50%), Zombie (70%), The End		
Where Found	Balamb continent; Trabia (snowfields); Esthar continent; Ultimecia Castle (Entrance Hall, Art Gallery)		
Description	This floating enemy mostly just drains off a small amount of HP from one target with Vampire, but at high levels it can Petrify . Weak to Fire.		

Grand Mantis

HP Range	5,213-13,000	Level Range	1-100
AP	4	Exp	80+20x
<u>Level-Dependent Data</u>			
<u>Level 1-19</u>		<u>Level 20-29</u>	
Draw List			
Water Esuna	Water Esuna	Water Esuna Life	
Mug (Overall Chance: 50%)			
2x Sharp Spike	4x Sharp Spike	8x Sharp Spike	
Drop (Overall Chance: 50%)			
Sharp Spike (69.5%); 2x Sharp Spike (19.9%); Curse Spike (5.9%); Water Crystal (4.7%)	3x Sharp Spike (69.5%); 4x Sharp Spike (19.9%); 2x Curse Spike (5.9%); 2x Water Crystal (4.7%)	6x Sharp Spike (69.5%); 2x Water Crystal (19.9%); 3x Water Crystal (5.9%); 4x Water Crystal (4.7%)	
Devour			
Delicious!!!	Delicious!!!	Delicious!!!	
<u>Non Level-Dependent Data</u>			
Card Drop	Grand Mantis	Card Common	Grand Mantis
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes
Elemental Weaknesses	Ice, Lightning		
Card Rare	BGH251F2		
Undead?	No		

Elemental Resistances	Water (<i>Half</i>)
Status Vulnerabilities	Berserk (60%), Confuse (50%), Doom (80%), Drain, Eject,KO (70%) Poison (80%), Petrifying (70%), Petrify (70%), Silence (30%), Sleep (80%), Slow (90%), Stop (50%), Zombie (70%), The End
Where Found	Deling City Sewers ; Centra continent; Ultimecia Castle (Hallway, Stairs to basement, Grand Hall, Waterway (right side))
Description	Has high Vit and likes to inflict Silence with Bubbles, as well as use its auto-critical Super Arm. The smartest way to approach this battle is to guard Silence and attack with magic.

Grat

HP Range	209-5,600	Level Range	1-100
AP	2	Exp	38+10x
<u>Level-Dependent Data</u>			
<u>Level 1-19</u>	<u>Level 20-29</u>	<u>Level 30-100</u>	
Draw List			
Sleep Silence	Sleep Silence Berserk	Sleep Silence Berserk Confuse	
Mug (Overall Chance: 50%)			
2x Silence Powder	4x Silence Powder	8x Silence Powder	
Drop (Overall Chance: 70%)			
Sleep Powder (69.5%); Silence Powder (19.9%); Poison Powder (10.6%)	2x Sleep Powder (69.5%); 2x Silence Powder (19.9%); 3x Poison Powder (5.9%); 2x Poison Powder (4.7%)	6x Sleep Powder (69.5%); 6x Silence Powder (19.9%); 8x Poison Powder (10.6%)	
Devour			
Tastes awful!!!	Tastes awful!!!	Tastes awful!!!	
<u>Non Level-Dependent Data</u>			
Card Drop	Grat	Card Common	Grat
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes
Elemental Weaknesses	Fire [1.3x], Ice [1.3x]		
Elemental Resistances	None		
Status Vulnerabilities	Confuse (70%), Poison (50%), Petrifying (50%), Petrify (40%), Sleep (70%), The End		
Where Found	Balamb Garden (Training Center); Ultimecia Castle (Art Gallery)		
Description	Grat is pretty weak. It can put a character to Sleep , but aside from that it's just a weak enemy. You can put it to Sleep yourself, which is useful if you want to Draw Magic from it.		

Grendel

HP Range	2,131-30,000	Level Range	1-100
AP	6	Exp	80+15x
<u>Level-Dependent Data</u>			
<u>Level 1-19</u>	<u>Level 20-29</u>	<u>Level 30-100</u>	
Draw List			
Fire Blizzard Double	Fira Blizzara Double	Firaga Blizzaga Double	
Mug (Overall Chance: 100%)			
Dragon Fin	2x Dragon Fin	4x Dragon Fin (89.5%); Power Wrist (10.6%)	
Drop (Overall Chance: 100%)			
Dragon Fang (74.2%); Dragon Fin (19.9%); Dragon Skin (5.9%)	2x Dragon Fin (69.5%); 2x Dragon Fang (19.9%); Fury Fragment (10.6%)	2x Dragon Fin (69.5%); 4x Dragon Fin (19.9%); 2x Fury Fragment (10.6%)	
Devour			
Delicious!!!	Delicious!!!	Delicious!!!	

<i>Non Level-Dependent Data</i>					
Card Drop	Grendel	Card Common	Grendel	Card Rare	Tiamat
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	Earth [1.5x], Wind [1.5x], Holy [1.5x]				
Elemental Resistances	None				
Status Vulnerabilities	Berserk (60%), Confuse (60%), Darkness (80%), Doom (5%), Drain, Eject, KO (30%), Petrifying (20%), Petrify (20%), Silence (80%), Sleep (80%), Slow (90%), Stop (50%), Zombie (70%), The End				
Where Found	Galbadia continent (near bluffs); Deep Sea Research Center ; Island Closest to Hell; Ultimecia Castle (Chapel, Storage Room, Art Gallery)				
Description	The main danger here is its Breath, which deals heavy Lightning-elemental magical damage to the whole party (Lightning protection or a good Spr Junction will help here). At high levels, its Tail Slash attack also deals heavy damage, this time of the physical variety to one character. Overall, this depends on your Junctions; a well-Junctioned party will handle it easily, while a poorly-raised one will have serious problems.				

Guard

HP Range	45-3,040		Level Range	1-100	
AP	1		Exp	20+3x	
<i>Level-Dependent Data</i>					
<u>Level 1-19</u>		<u>Level 20-29</u>		<u>Level 30-100</u>	
Draw List					
Sleep Silence Blind Cure		Sleep Silence Blind Cura		Sleep Silence Blind Curaga	
Mug (Overall Chance: 75%)					
Potion (89.5%); Phoenix Down (19.9%); Remedy (10.5%)		Potion (89.5%); Phoenix Down (19.9%); Remedy (10.5%)		Potion (89.5%); Phoenix Down (19.9%); Remedy (10.5%)	
Drop (Overall Chance: 75%)					
Potion (89.5%); Phoenix Down (19.9%); Remedy (10.5%)		Potion (89.5%); Phoenix Down (19.9%); Remedy (10.5%)		Potion (89.5%); Phoenix Down (19.9%); Remedy (10.5%)	
Devour					
Couldn't Devour!		Couldn't Devour!		Couldn't Devour!	
<i>Non Level-Dependent Data</i>					
Card Drop	Nothing	Card Common	None	Card Rare	None
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	Poison				
Elemental Resistances	None				
Status Vulnerabilities	Berserk (60%), Confuse (60%), Darkness (80%), Doom (80%), Drain, Eject, KO (70%), Poison (80%), Petrifying (70%), Petrify (70%), Silence (80%), Sleep (80%), Slow (90%), Stop (50%), Zombie (70%), The End				
Where Found	D-District Prison				
Description	These cheap prison guards do nothing except cast Sleep spells or slash with their sword, they're vulnerable to Berserk and Silence , and Silence is available to Draw at all levels alongside Curative Magic...off them however you like...				

Hexadragon

HP Range	10,052-40,000	Level Range	1-100
AP	8	Exp	240+30x
<u>Level-Dependent Data</u>			
<u>Level 1-19</u>		<u>Level 20-29</u>	
Draw List			
Fire Shell Protect	Fira Shell Protect	Firaga Dispel Shell Protect	
Mug (Overall Chance: 25%)			
2x Red Fang	4x Red Fang	8x Red Fang	
Drop (Overall Chance: 100%)			
2x Dragon Fang (69.5%); 2x Red Fang (19.9%); 2x Dragon Skin (10.6%)	6x Dragon Fang (69.5%); 3x Red Fang (19.9%); 2x Inferno Fang (10.6%)	6x Red Fang (69.5%); 4x Inferno Fang (19.9%); Star Fragment (5.9%); 2x Star Fragment (4.7%)	
Devour			
Delicious!!!	Delicious!!!	Delicious!!!	
<u>Non Level-Dependent Data</u>			
Card Drop	Hexadragon	Card Common	Hexadragon
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes
Elemental Weaknesses	Water		
Elemental Resistances	Fire (<i>Absorbs</i>), Poison (<i>Absorbs</i>)		
Status Vulnerabilities	Drain, Eject, The End		
Where Found	Grandidi Forest; Island Closest to Hell; Ultimecia Castle (Grand Hall, Storage Room, upper Clock Tower)		
Description	Aside from using Fire magic, Hexadragon's other attacks are non-elemental and deal decent damage (and Breath is MT to boot). Keep healed and use Water-elemental attacks to win.		

Imp

HP Range	4,212-11,400	Level Range	1-100
AP	3	Exp	60+10x
<u>Level-Dependent Data</u>			
<u>Level 1-29</u>		<u>Level 30-39</u>	
Draw List			
Blind Silence Confuse Break	Blind Silence Confuse Break	Blind Silence Confuse Break	
Mug (Overall Chance: 50%)			
4x Poison Powder	8x Poison Powder	12x Poison Powder	
Drop (Overall Chance: 100%)			
2x Dead Spirit (69.5%); 2x Curse Spike (30.5%)	4x Dead Spirit (69.5%); 4x Curse Spike (19.9%); 6x Dead Spirit (10.6%)	4x Dead Spirit (69.5%); 4x Curse Spike (19.9%); 2x Moon Stone (10.6%)	
Devour			
Tastes okay...	Tastes okay...	Tastes okay...	
<u>Non Level-Dependent Data</u>			
Card Drop	Imp	Card Common	Imp
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes
Elemental Weaknesses	Holy		
Elemental Resistances	Earth (<i>Nullifies</i>), Poison (<i>Half</i>)		
Status Vulnerabilities	Doom (1%), Drain, Eject, Petrifying (20%), Petrify (20%), The End		
Where Found	Esthar City (<i>after Lunar Base</i>); Tears Point (<i>after Lunar Base</i>); Lunatic Pandora (<i>Disc 3</i>); Deep Sea Research Center; Ultimecia Castle (Clock Tower)		

Description	Basically the definition of annoying. Normally, Imp will just use Berserk , Confuse , and basic elemental magic, but if it starts flying, it'll use Quake , Tornado , and Meteor . Likes to cast Holy when it dies.
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Iron Giant

HP Range	631-78,000	Level Range	1-100		
AP	8	Exp	140+30x		
<u>Level-Dependent Data</u>					
<u>Level 1-29</u>	<u>Level 30-39</u>	<u>Level 40-100</u>			
Draw List					
Haste Shell Reflect	Haste Quake Shell Reflect	Haste Quake Shell Reflect			
Mug (Overall Chance: 25%)					
Star Fragment	Star Fragment (69.5%); 2x Star Fragment (25.8%); 3x Star Fragment (4.7%)	2x Star Fragment (89.5%); 4x Star Fragment (10.5%)			
Drop (Overall Chance: 100%)					
3x Wizard Stone (89.5%); Star Fragment (10.5%)	4x Running Fire (69.5%); Star Fragment (19.9%); 2x Star Fragment (5.9%); 3x Star Fragment (4.7%)	8x Running Fire (69.5%); 2x Star Fragment (19.9%); 4x Star Fragment (10.6%)			
Devour					
No good!	No good!	No good!			
<u>Non Level-Dependent Data</u>					
Card Drop	Iron Giant	Card Common	Iron Giant	Card Rare	Fujin, Raijin
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	Lightning [1.5x]				
Elemental Resistances	Poison (Nullifies)				
Status Vulnerabilities	Darkness (60%), Drain, Eject, Sleep (80%), Slow (90%), Stop (1%), The End				
Where Found	Esthar continent (after Lunar Base); Lunatic Pandora (Disc 3); Ultimecia Castle (Clock Tower, Clock Mechanism Room, Stairway Hall)				
Description	Iron Giant has very respectable defenses in addition to strong physicals, including an MT one in Grand Sword. Can cast Mighty Guard once its HP drops below 50%. Vit0 and Darkness statuses are both major aids in winning.				

Jelleye

HP Range	510-6,500	Level Range	1-100		
AP	1	Exp	30+5x		
<u>Level-Dependent Data</u>					
<u>Level 1-19</u>	<u>Level 20-29</u>	<u>Level 30-100</u>			
Draw List					
Fire Thunder Blizzard	Fira Thundara Blizzara	Firaga Thundaga Blizzaga			
Mug (Overall Chance: 50%)					
Healing Water (89.5%); 2x Healing Water (10.5%)	2x Healing Water (89.5%); 4x Healing Water (10.5%)	4x Healing Water (89.5%); 8x Healing Water (10.5%)			
Drop (Overall Chance: 75%)					
M-Stone Piece (69.5%); 2x M-Stone Piece (19.9%); 3x M-Stone Piece (5.9%); 4x M-Stone Piece (4.7%)	Magic Stone (69.5%); 2x Magic Stone (19.9%); 3x Magic Stone (5.9%); 4x Magic Stone (4.7%)	Wizard Stone (69.5%); 2x Wizard Stone (19.9%); 3x Wizard Stone (5.9%); 4x Wizard Stone (4.7%)			
Devour					
Tastes okay...	Tastes okay...	Tastes okay...			
<u>Non Level-Dependent Data</u>					
Card Drop	Jelleye	Card Common	Jelleye	Card Rare	Fujin, Raijin

LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	Wind [1.5x], Holy [3x]				
Elemental Resistances	Flying				
Status Vulnerabilities	Berserk (60%), Darkness (80%), Doom (80%), Drain, Eject, KO (70%), Poison (80%), Petrifying (70%), Petrify (70%), Silence (80%), Sleep (80%), Slow (90%), Stop (50%), Zombie (70%), The End				
Where Found	Centra continent; Galbadia Garden (Disc 2); Esthar continent; Ultimécia Castle (Main Hall, Chapel, Balcony, Passageway, Stairway Hall)				
Description	Jelleye mostly just cast the basic elementals, though they can also change their elemental properties. Weak to physical attacks, so just slice and dice them to win.				

Lefty

HP Range	1,821-13,800		Level Range	1-100	
AP	3		Exp	40+10x	
<u>Level-Dependent Data</u>					
<u>Level 1-19</u>		<u>Level 20-29</u>		<u>Level 30-100</u>	
Draw List					
Blind Drain		Blind Drain Slow		Blind Demi Quake Regen	
Mug (Overall Chance: 25%)					
Life Ring		Life Ring		2x Life Ring	
Drop (Overall Chance: 75%)					
3x M-Stone Piece (69.5%); 4x M-Stone Piece (19.9%); Life Ring (10.6%)		Life Ring (69.5%); 4x Magic Stone (19.9%); 6x Magic Stone (5.9%); Regen Ring (4.7%)		2x Life Ring (69.5%); 4x Wizard Stone (19.9%); Regen Ring (5.9%); 2x Regen Ring (4.7%)	
Devour					
Tastes okay...		Tastes okay...		Tastes okay...	
<u>Non Level-Dependent Data</u>					
Card Drop	Nothing	Card Common	None	Card Rare	None
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	Holy				
Elemental Resistances	None				
Status Vulnerabilities	Darkness (80%), Drain, Poison (80%), Silence (80%), The End				
Where Found	Galbadia continent (bluff tops); Great Salt Lake ; Ultimécia Castle (Elevator Hall, Chapel, Courtyard)				
Description	Lefty has a number of annoying abilities, mostly a variety of status spells, but also the ability to steal magic from your party with Draw and heal other foes of status ailments. Either defeat it quickly with physicals or Silence it to avoid these threats.				

Malboro

HP Range	1,410-146,000		Level Range	1-100	
AP	12		Exp	220+40x	
<u>Level-Dependent Data</u>					
<u>Level 1-19</u>		<u>Level 20-29</u>		<u>Level 30-100</u>	
Draw List					

Bio	Bio Demi	Bio Demi Quake			
Mug (Overall Chance: 25%)					
Malboro Tentacle (89.5%); 2x Malboro Tentacle (10.5%)	Malboro Tentacle (89.5%); 2x Malboro Tentacle (19.9%); 3x Malboro Tentacle (5.9%); 4x Malboro Tentacle (4.7%)	2x Malboro Tentacle (89.5%); 4x Malboro Tentacle (10.5%)			
Drop (Overall Chance: 100%)					
Malboro Tentacle (69.5%); 2x Curse Spike (19.9%); 3x Curse Spike (5.9%); 4x Curse Spike (4.7%)	2x Malboro Tentacle (69.5%); 3x Curse Spike (19.9%); 4x Curse Spike (5.9%); 5x Curse Spike (4.7%)	8x Malboro Tentacle (69.5%); 10x Curse Spike (19.9%); Hyno Crown (5.9%); 2x Hyno Crown (4.7%)			
Devour					
Shouldn't have...eaten...it	Shouldn't have...eaten...it	Increased morale.			
Non Level-Dependent Data					
Card Drop	Malboro	Card Common	Malboro	Card Rare	Tonberry King
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	Fire, Ice [1.5x]				
Elemental Resistances	Earth (Nullifies), Poison (Absorbs)				
Status Vulnerabilities	Drain, Eject, The End				
Where Found	Grandidi Forest; Island Closest to Hell; Island Closest to Heaven; Esthar continent; Ultimecia Castle (Clock Mechanism Room, Wine Cellar)				
Description	The big question here is your status defenses. Blocking, at a minimum, Sleep and Confuse , is a must, and equipping Pain and either Berserk or Petrify defenses to ST-Def is highly useful also. The quickest way to win is with Degenerator or Rapture (these work even if you didn't equip good status defenses if you're quick); otherwise, Draw-cast Demi to knock off its massive HP stack while healing any status ailments. Try to get some Malboro Tentacles while you're here, they teach a great Limit and are needed in Quistis' ultimate weapon.				

Mesmerize

HP Range	460-6,450			Level Range	1-100
AP	2			Exp	15+4x
Level-Dependent Data					
<u>Level 1-19</u>		<u>Level 20-29</u>		<u>Level 30-100</u>	
Draw List					
Cure Esuna	Cura Esuna Life			Curaga Esuna Dispel Life	
Mug (Overall Chance: 50%)					
Mesmerize Blade	2x Mesmerize Blade			6x Mesmerize Blade	
Drop (Overall Chance: 75%)					
Life Ring (69.5%); Mesmerize Blade (19.9%); 2x Healing Water (5.9%); 3x Healing Water (4.7%)	Life Ring (69.5%); 2x Mesmerize Blade (19.9%); 2x Healing Mail (5.9%); 3x Healing Mail (4.7%)			4x Mesmerize Blade (69.5%); 2x Life Ring (19.9%); 2x Regen Ring (5.9%); 6x Healing Mail (4.7%)	
Devour					
Delicious!!!	Refreshing!			Refreshing!	
Non Level-Dependent Data					
Card Drop	Mesmerize	Card Common	Mesmerize	Card Rare	Propagator
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	Confuse (60%), Darkness (80%), Doom (80%), Drain, Eject, KO (70%), Poison (80%), Petrifying (70%), Petrify (70%), Slow (90%), Zombie (70%), The End				

Where Found	Trabia continent; Trabia Canyon ; Esthar continent (<i>before Lunar Base</i>); Ultimecia Castle (Entrance Hall, Chapel, Art Gallery, Armory)
Description	This weak horse-like creature is mostly noteworthy for its Mesmerize Blade Mug/Drop, which refines into Regen magic, which in turn is a very powerful HP Junction . Try to snag a few, they'll carry you well into Disc 3.

Ochu

HP Range	152-40,000	Level Range	1-100
AP	7	Exp	140+20x
<u>Level-Dependent Data</u>			
<u>Level 1-19</u>		<u>Level 20-29</u>	
<u>Level 1-19</u>		<u>Level 30-100</u>	
Draw List			
Silence Blind	Silence Blind Confuse	Silence Blind Confuse Pain	
Mug (Overall Chance: 25%)			
2x Ochu Tentacle	4x Ochu Tentacle	8x Ochu Tentacle	
Drop (Overall Chance: 100%)			
2x Magic Stone (69.5%); Ochu Tentacle (19.9%); 3x Magic Stone (5.9%); 2x Ochu Tentacle (4.7%)	3x Ochu Tentacle (69.5%); 4x Ochu Tentacle (19.9%); 6x Magic Stone (5.9%); 8x Magic Stone (4.7%)	8x Ochu Tentacle (69.5%); 8x Wizard Stone (25.8%); Force Armlet (4.7%)	
Devour			
Barf...Bwahhh!!!	Barf...Bwahhh!!!	Barf...Bwahhh!!!	
<u>Non Level-Dependent Data</u>			
Card Drop	Ochu	Card Common	Ochu
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes
Elemental Weaknesses	Fire [1.5x], Ice [1.5x]		
Elemental Resistances	Earth (<i>Nullifies</i>)		
Status Vulnerabilities	Drain, Eject, Slow (90%), The End		
Where Found	Timber region (forests); Trabia continent (forests); Grandidi Forest; Island Closest to Heaven; Ultimecia Castle (Stairways)		
Description	Ochus aren't overly dangerous; their physicals hurt if your Vit stat is low, sure, but aside from that they don't really do a lot. Just don't use non-fatal Magic attacks (including Summons) against it; it will retaliate by stealing a copy of a random spell from your stock with Drink Magic. Ochu Dance inflicts statuses, but if you're quick in defeating it you should never even see it used.		

Paratrooper

HP Range	607-4,800	Level Range	1-100
AP	3	Exp	30+5x
<u>Level-Dependent Data</u>			
<u>Level 1-19</u>		<u>Level 20-29</u>	
<u>Level 1-19</u>		<u>Level 30-100</u>	
Draw List			
Aero Water Esuna	Aero Water Esuna	Aero Water Esuna	
Mug (Overall Chance: 78.125%)			

Remedy		Remedy		Remedy	
Drop (Overall Chance: 50%)					
Potion (69.5%); Phoenix Down (19.9%); Remedy (10.6%)		Hi-Potion (69.5%); Phoenix Down (19.9%); Remedy (10.6%)		Hi-Potion (69.5%); Phoenix Down (19.9%); Remedy (10.6%)	
Devour					
Couldn't Devour!		Couldn't Devour!		Couldn't Devour!	
<u>Non Level-Dependent Data</u>					
Card Drop	Nothing	Card Common	None	Card Rare	None
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	Poison				
Elemental Resistances	None				
Status Vulnerabilities	Berserk, Darkness (80%), Doom (80%), Drain (35%), Eject, KO, Poison, Petrifying, Petrify, Silence, Sleep, Slow (90%), Stop (50%), Zombie, The End				
Where Found	Balamb Garden (Clash of the Gardens , Disc 2)				
Description	Likely the only soldier enemy that's actually a threat, Paratroopers love to spam status magic (Slow and Silence) and appear in large groups. GF Summons are very effective (especially Siren's MT Silence effect), or blast them with status attacks of your own (they have zero resistance to most statuses).				

Red Bat

HP Range	23-1,820		Level Range	1-100	
AP	1		Exp	8+3x	
<u>Level-Dependent Data</u>					
<u>Level 1-19</u>		<u>Level 20-29</u>		<u>Level 30-100</u>	
Draw List					
Thunder Scan	Thundara Scan Drain		Thundara Scan Drain		
Mug (Overall Chance: 75%)					
Vampire Fang	Vampire Fang (69.5%); 2x Vampire Fang (30.5%)		2x Vampire Fang		
Drop (Overall Chance: 75%)					
M-Stone Piece (89.5%); Vampire Fang (10.5%)	Magic Stone (69.5%); Vampire Fang (19.9%); 2x Magic Stone (5.9%); 2x Vampire Fang (4.7%)		Wizard Stone (69.5%); Vampire Fang (19.9%); 2x Wizard Stone (5.9%); 2x Vampire Fang (4.7%)		
Devour					
Tastes okay...		Tastes okay...		Tastes okay...	
<u>Non Level-Dependent Data</u>					
Card Drop	Red Bat	Card Common	Red Bat	Card Rare	X-ATM092
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	Poison, Wind				
Elemental Resistances	Flying				
Status Vulnerabilities	Berserk (60%), Confuse (60%), Doom (80%), Drain, Eject, KO (70%), Poison (80%), Petrifying (70%), Petrify (70%), Silence (80%), Sleep (80%), Slow (90%), Stop (50%), Zombie (70%), The End				
Where Found	Fire Cavern; Deling City Sewers; Tomb of the Unknown King; Centra Ruins (upper section); Ultimecia Castle (Stairway Hall, Prison, Wine Cellar)				
Description	It's about as weak as it looks, so slash/shoot/whatever it and move on.				

Righty

HP Range	1,821-13,800			Level Range	1-100
AP	3			Exp	40+10x
<u>Level-Dependent Data</u>					
<u>Level 1-19</u>		<u>Level 20-29</u>		<u>Level 30-100</u>	
Draw List					
Shell Protect		Shell Protect		Shell Protect	
Mug (Overall Chance: 25%)					
4x Magic Stone		4x Wizard Stone		Rune Armlet	
Drop (Overall Chance: 75%)					
3x M-Stone Piece (69.5%); 4x M-Stone Piece (19.9%); 6x M-Stone Piece (5.9%); Rune Armlet (4.7%)		3x Magic Stone (69.5%); 4x Magic Stone (19.9%); 6x Magic Stone (5.9%); Rune Armlet (4.7%)		3x Wizard Stone (69.5%); 5x Wizard Stone (19.9%); Rune Armlet (5.9%); 2x Rune Armlet (4.7%)	
Devour					
Couldn't Devour!		Couldn't Devour!		Couldn't Devour!	
<u>Non Level-Dependent Data</u>					
Card Drop	Nothing	Card Common	None	Card Rare	None
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	Holy				
Elemental Resistances	None				
Status Vulnerabilities	Darkness (80%), Drain , Poison (80%), Silence (80%), Zombie (70%), The End				
Where Found	Galbadia continent (canyons); Great Salt Lake ; Ultimecia Castle (Elevator Hall, Chapel, Courtyard)				
Description	Righty just uses physical attacks (Shake is auto-critical). Darkness will stop it in its tracks.				

Ruby Dragon

HP Range	668-89,100			Level Range	1-100
AP	14			Exp	210+40x
<u>Level-Dependent Data</u>					
<u>Level 1-34</u>		<u>Level 35-44</u>		<u>Level 45-100</u>	
Draw List					
Aero Fira		Aero Firaga Demi		Firaga Reflect Flare Meteor	
Mug (Overall Chance: 50%)					
Inferno Fang (89.5%); 2x Inferno Fang (10.5%)		2x Inferno Fang (89.5%); 3x Inferno Fang (10.5%)		4x Inferno Fang (89.5%); 5x Inferno Fang (10.5%)	
Drop (Overall Chance: 100%)					
Inferno Fang (69.5%); 2x Inferno Fang (19.9%); 2x Fury Fragment (5.9%); Star Fragment (4.7%)		2x Inferno Fang (69.5%); 2x Fury Fragment (19.9%); Star Fragment (5.9%); Energy Crystal (4.7%)		2x Fury Fragment (69.5%); 2x Energy Crystal (19.9%); 3x Fury Fragment (5.9%); 4x Fury Fragment (4.7%)	
Devour					
Delicious!!!		Delicious!!!		All systems go!	
<u>Non Level-Dependent Data</u>					
Card Drop	Ruby Dragon	Card Common	Ruby Dragon	Card Rare	None
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	Ice [1.5x], Holy [1.5x]				

Elemental Resistances	Fire (<i>Absorbs</i>), Wind (<i>Absorbs</i>)
Status Vulnerabilities	Drain, Eject, Petrifying (40%), Petrify (20%), Sleep (20%), Slow (50%), The End
Where Found	Esthar Region (cliffs); Deep Sea Research Center ; Island Closest to Hell; Ultimecia Castle (Passageway)
Description	Ho boy. Ruby Dragon is truly one of FFVIII's premier monsters, and more powerful than most bosses at that. At low and middle levels its attack set just consists of Fire spells, Aero , and a claw swipe, but at high levels is where the real entertainment is. It ditches the Aero spell in favor of Meteor , which is far more powerful, while the claw swipe and Firaga will still make appearances. Breath is the real killer though; it deals extremely heavy non-elemental physical damage against your whole party, making Ruby more than capable of KO'ing unprepared parties. On the other hand, high-level (45+) Rubies have the best Draw List of any regular (non-boss) enemy in the game; Firaga is decent, Reflect and Flare are excellent, and Meteor is nothing short of awesome (and this is the fastest way to get it). In addition, the high-level ones can be Devoured to add 10 to the user's HP stat. Ice-elemental attacks and Sleep status are both excellent strategies here.

SAM08G

HP Range	747-27,700	Level Range	1-100
AP	4	Exp	30+5x
<u>Level-Dependent Data</u>			
<u>Level 1-19</u>		<u>Level 20-29</u>	
<u>Level 30-100</u>			
Draw List			
Shell Protect	Shell Protect Life	Shell Protect Reflect Life	
Mug (Overall Chance: 50%)			
Running Fire	Running Fire (89.5%); 2x Running Fire (10.5%)	3x Running Fire (89.5%); 4x Running Fire (10.5%)	
Drop (Overall Chance: 100%)			
2x M-Stone Piece (69.5%); Running Fire (19.9%); Dragon Fin (5.9%); Dragon Fang (4.7%)	Dragon Fin (69.5%); Running Fire (19.9%); Dragon Fang (10.6%)	2x Dragon Fin (69.5%); 2x Running Fire (19.9%); 2x Dragon Fang (10.6%)	
Devour			
Delicious!!!	Delicious!!!	Delicious!!!	
<u>Non Level-Dependent Data</u>			
Card Drop	SAM08G	Card Common	SAM08G
Card Rare	X-ATM092	LV Up/Down?	Yes
Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	Lightning [<i>1.3x</i>], Poison		
Elemental Resistances	None		
Status Vulnerabilities	Darkness (80%), Doom (60%), Drain, Eject, Poison (80%), Petrify (70%), Silence (30%), Slow (90%), Stop (50%), The End		
Where Found	Areas occupied by Galbadia (<i>Disc 2-3 only</i>)		
Description	Typical for Galbadian war elements, SAM08G isn't all that tough. It mostly spams Gatling Gun for decent damage. Wild Cannon Blow and Cannon Blow are both extremely powerful, but it must waste three turns to charge for them, and won't use them if it's the last enemy standing (or encountered alone). It features a Poison weakness, though Lightning is effective also.		

Slapper

HP Range	44-8,430	Level Range	1-100
AP	3	Exp	40+10x
<u>Level-Dependent Data</u>			
<u>Level 1-19</u>		<u>Level 20-29</u>	
<u>Level 30-100</u>			
Draw List			
Blizzard	Blizzard Blizzara Water	Blizzard Blizzara Blizzaga Water	
Mug (Overall Chance: 50%)			
2x Hi-Potion	2x Hi-Potion	2x Hi-Potion	

Drop (Overall Chance: 75%)					
Hi-Potion (89.5%); 2x Hi-Potion (10.5%)	Hi-Potion (89.5%); 2x Hi-Potion (10.5%)			Hi-Potion (89.5%); 2x Hi-Potion (10.5%)	
Devour					
Couldn't Devour!		Couldn't Devour!		Couldn't Devour!	
Non Level-Dependent Data					
Card Drop	Nothing	Card Common	None	Card Rare	None
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	Berserk (60%), Confuse (60%), Darkness (80%), Doom (80%), Drain, Eject, KO (70%), Poison (80%), Petrifying (70%), Petrify (70%), Silence (80%), Sleep (80%), Slow (90%), Stop (50%), Zombie (70%), The End				
Where Found	Galbadia Garden Ice Rink (<i>Disc 2</i>)				
Description	While they do have some decent physicals (including one that ignores Vit), these guys are little more than novelty and shouldn't pose too big a problem so long as you Junctioned well.				

Snow Lion

HP Range	1,063-136,000		Level Range	1-100	
AP	8		Exp	150+20x	
Level-Dependent Data					
<u>Level 1-19</u>		<u>Level 20-29</u>		<u>Level 30-100</u>	
Draw List					
Blizzard Berserk		Blizzard Blizzara Berserk		Blizzard Blizzara Blizzaga Berserk	
Mug (Overall Chance: 50%)					
Healing Mail (89.5%); 2x Healing Mail (10.5%)	3x Healing Mail (89.5%); 4x Healing Mail (10.5%)			8x Healing Mail	
Drop (Overall Chance: 100%)					
2x North Wind (89.5%); 2x Healing Mail (10.5%)	4x North Wind (89.5%); 4x Healing Mail (5.9%); Silver Mail (4.7%)		6x North Wind (89.5%); Silver Mail (5.9%); 2x Silver Mail (4.7%)		
Devour					
Delicious!!!		Delicious!!!		Delicious!!!	
Non Level-Dependent Data					
Card Drop	Snow Lion	Card Common	Snow Lion	Card Rare	Wedge, Biggs
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	Fire [2.5x], Wind [1.5x], Earth [1.5x]				
Elemental Resistances	Ice (<i>Absorbs</i>)				
Status Vulnerabilities	Berserk (60%), Confuse (60%), Darkness (80%), Doom (10%), Drain, Eject, KO (1%), Petrifying (10%), Petrify (1%), Silence (80%), Sleep (80%), Slow (90%), The End				
Where Found	Trabia (snowfields); Ultimécia Castle (Main Hall, Waterway, Clock Tower balcony)				
Description	Snow Lion is mostly a brawler, with high HP and decent physical stats. Ice Breath is MT, but you should be able to handle Ice-elemental moves by now.				

T-Rexaur

HP Range	10,363-76,000		Level Range	1-100	
AP	10		Exp	160+10x	

<u>Level-Dependent Data</u>					
<u>Level 1-19</u>		<u>Level 20-29</u>		<u>Level 30-100</u>	
Draw List					
Fire Thunder		Fira Thundara		Firaga Thundaga Quake	
Mug (Overall Chance: 25%)					
Dino Bone (94.1%); 2x Dino Bone (5.9%)		3x Dino Bone (89.5%); 4x Dino Bone (10.5%)		8x Dino Bone (89.5%); 10x Dino Bone (10.5%)	
Drop (Overall Chance: 100%)					
Dino Bone (69.5%); 8x M-Stone Piece (19.9%); 4x Magic Stone (5.9%); 2x Dino Bone (4.7%)		3x Dino Bone (69.5%); 6x Dragon Fang (19.9%); 2x Dino Bone (5.9%); 4x Dino Bone (4.7%)		6x Dino Bone (69.5%); 2x Star Fragment (19.9%); 8x Dino Bone (5.9%); 6x Star Fragment (4.7%)	
Devour					
Delicious!!!		Delicious!!!		Gained strength	
Non Level-Dependent Data					
Card Drop	T-Rexaur	Card Common	T-Rexaur	Card Rare	Shumi Tribe
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	Ice [2.5x]				
Elemental Resistances	Poison (Half)				
Status Vulnerabilities	Berserk (60%), Confuse (40%), Darkness (80%), Doom (10%), Drain, Eject, KO (30%), Poison (80%), Petrifying (50%), Petrify (40%), Silence (80%), Sleep (50%), Slow (90%), Stop (20%), Zombie (70%), The End				
Where Found	Balamb Garden (Training Cener); Balmab continent (forests); Island Closest to Hell; Ultimecia Castle (Courtyard, Art Gallery)				
Description	T-Rexaur has a number of massively-powerful physicals, but it's also vulnerable to numerous status ailments. Use whatever status you like to disable them, then whack it until it falls. (Trying to defeat them without using status attacks is possible, but extremely difficult.)				

Thrustaevis

HP Range	310-6,300		Level Range	1-100	
AP	3		Exp	20+8x	
<u>Level-Dependent Data</u>					
<u>Level 1-19</u>		<u>Level 20-29</u>		<u>Level 30-100</u>	
Draw List					
Blizzard Scan Float		Blizzara Aero Scan Float		Blizzaga Aero Tornado Float	
Mug (Overall Chance: 50%)					
Shear Feather (69.5%); Shear Feather (19.9%); Windmill (10.6%)		2x Shear Feather (69.5%); 3x Shear Feather (19.9%); 2x Windmill (5.9%); 3x Windmill(4.7%)		2x Windmill (89.4%); 3x Windmill (5.9%); 4x Windmill (4.7%)	
Drop (Overall Chance: 75%)					
Shear Feather (89.4%); 2x M-Stone Piece (5.9%); Windmill (4.7%)		2x Shear Feather (89.5%); 2x Windmill (10.5%)		4x Shear Feather (69.5%); 2x Windmill (19.9%); 3x Windmill (5.9%); 4x Windmill (4.7%)	
Devour					
Delicious!!!		Delicious!!!		Delicious!!!	
Non Level-Dependent Data					
Card Drop	Thrustaevis	Card Common	Thrustaevis	Card Rare	Gargantua
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	Wind				
Elemental Resistances	Flying				
Status Vulnerabilities	Berserk (60%), Confuse (60%), Darkness (80%), Doom (80%), Drain, Eject, KO (70%), Poison (80%), Petrifying (70%), Petrify (70%), Silence (80%), Sleep, Slow (90%), Stop (50%), Zombie (70%), The End				
Where Found	Galbadia continent; D-District Prison ; Missile Base ; Ultimecia Castle (Balcony, Stairway Hall)				
Description	Of Thrustaevis' attacks, only Wind Blast (decent Wind-elemental damage to all) is any threat at all, and it's only used once 70% or more of its max HP has been depleted. Otherwise, they're unassuming, so use your favorite tactic to knock them out of the sky.				

Tonberry

HP Range	15,200-35,000		Level Range	1-100	
AP	1		Exp	0	
<u>Level-Dependent Data</u>					
<u>Level 1-19</u>		<u>Level 20-29</u>		<u>Level 30-100</u>	
Draw List					
Death		Death		Death	
Mug (Overall Chance: 6.25%)					
Chef's Knife		Chef's Knife		Chef's Knife	
Drop (Overall Chance: 50%)					
Chef's Knife		Chef's Knife		Chef's Knife	
Devour					
Refreshing!		Refreshing!		Refreshing!	
<u>Non Level-Dependent Data</u>					
Card Drop	Tonberry	Card Common		Tonberry	Card Rare
LV Up/Down?	Yes	Vulnerable to Gravity?		Yes	Undead?
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	The End				
Where Found	Centra Ruins (lower section); Ultimecia Castle (Passageway, Master Room, Clock Tower)				
Description	These creatures are mostly dangerous for their Everyone's Grudge counterattacks, which will probably deal very heavy damage (especially late-game). Chef's Knife will kill whomever it hits, but it's only used after Tonberry walks forward five times, so try to kill it before then. High-powered Limits are your best bet, since it gives the Tonberry fewer chances to counter. It's immune to all statuses except The End , so you're just going to have to duke it out.				

Torama

HP Range	221-32,000		Level Range	1-100	
AP	4		Exp	100+10x	
<u>Level-Dependent Data</u>					
<u>Level 1-29</u>		<u>Level 30-39</u>		<u>Level 40-100</u>	
Draw List					
Death Demi Life		Death Demi Life		Death Demi Life	
Mug (Overall Chance: 25%)					
Regen Ring		2x Regen Ring		4x Regen Ring	
Drop (Overall Chance: 100%)					
2x Wizard Stone (89.5%); 2x Life Ring (10.5%)		Regen Ring (69.5%); 2x Regen Ring (19.9%); Moon Stone (5.9%); 2x Moon Stone (4.7%)		2x Regen Ring (69.5%); Moon Stone (19.9%); 3x Regen Ring (5.9%); 2x Moon Stone (4.7%)	
Devour					
Delicious!!!		Refreshing!		Refreshing!	
<u>Non Level-Dependent Data</u>					
Card Drop	Torama	Card Common		Torama	Card Rare
LV Up/Down?	Yes	Vulnerable to Gravity?		Yes	Undead?
					Tri-Point
					No

Elemental Weaknesses	None
Elemental Resistances	None
Status Vulnerabilities	Doom (20%), Drain, Eject, Petrifying (20%), Petrify (20%), Sleep (80%), Slow (90%), Stop (1%), Zombie (20%), The End
Where Found	Esthar region/City (<i>after Lunar Base</i>); Tears Point; Lunatic Pandora (Disc 3) ; Ultimecia Castle (Courtyard, Grand Hall, Bridge)
Description	Torama just spam magic, but two attacks in particular stand out: Lv5 Death, which will wipe out a party of Lv100 characters if they're not protected against KO (and they sometimes lead off battle with it), and Blaster, which is Petrify to one if it connects. Physicals work nicely for taking these cats down. Their Regen Ring Mug is one of the easiest ways to get Full-Life magic.

Tri-Face

HP Range	6,027-21,600		Level Range	1-100	
AP	8		Exp	130+40x	
<i>Level-Dependent Data</i>					
<u>Level 1-19</u>		<u>Level 20-29</u>		<u>Level 30-100</u>	
Draw List					
Silence Blind		Silence Blind Slow Bio		Stop Bio Pain Flare	
Mug (Overall Chance: 25%)					
Curse Spike (89.5%); 2x Curse Spike (10.5%)		2x Curse Spike (89.5%); 3x Curse Spike (10.5%)		6x Curse Spike (89.5%); 8x Curse Spike (10.5%)	
Drop (Overall Chance: 100%)					
3x Poison Powder (69.5%); 2x Dead Spirit (19.9%); 2x Curse Spike (10.6%)		6x Poison Powder (69.5%); 4x Dead Spirit (19.9%); 2x Curse Spike (5.9%); 3x Curse Spike (4.7%)		8x Poison Powder (69.5%); 8x Curse Spike (19.9%); 3x Star Fragment (10.6%)	
Devour					
It's rotten...		It's rotten...		Barf...Bwahhh!!!	
<i>Non Level-Dependent Data</i>					
Card Drop	Tri-Face	Card Common	Tri-Face	Card Rare	Ultima Weapon
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	Fire [2.5x], Holy [3x]				
Elemental Resistances	Poison (Absorbs)				
Status Vulnerabilities	Darkness (40%), Doom (80%), Drain, Eject, KO (40%), Sleep (80%), Slow (90%), Stop (20%), Zombie (60%), The End				
Where Found	Balamb Garden (MD Level); Galbadia Garden Main Hall (<i>Disc 2</i>); Deep Sea Deposit (uppermost level); Island Closest to Heaven; Ultimecia Castle (Clock Tower balcony, left Stairway, Waterway)				
Description	Tri-Face is a highly useful encounter, for a number of reasons. Mid-level and high-level Tri-Faces have several useful spells for Drawing, while high-level ones are famous as a fast source of Curse Spikes , which are needed for making Dark Matter (which in turn refines into a number of very powerful goodies). Just be sure to have a decent Vit stat, especially Acid can pack a punch, and Poison Gas can inflict Confuse as well.				

Turtapod

HP Range	1,205-4,200		Level Range	1-100	
AP	2		Exp	50+10x	
<i>Level-Dependent Data</i>					
<u>Level 1-29</u>		<u>Level 30-39</u>		<u>Level 40-100</u>	
Draw List					
Cure Esuna Dispel		Cura Esuna Dispel		Cura Esuna Dispel	

Mug (Overall Chance: 50%)					
2x Wizard Stone		4x Wizard Stone		8x Wizard Stone	
Drop (Overall Chance: 100%)					
Wizard Stone (89.5%); Life Ring (10.5%)		2x Life Ring (69.5%); Healing Mail (19.9%); Regen Ring (5.9%); 2x Regen Ring (4.7%)		6x Life Ring (69.5%); 3x Healing Mail (19.9%); 2x Regen Ring (5.9%); 3x Regen Ring (4.7%)	
Devour					
Delicious!!!		Delicious!!!		Delicious!!!	
Non Level-Dependent Data					
Card Drop	Turtapod	Card Common	Turtapod	Card Rare	Trauma
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	Berserk (60%), Confuse (60%), Darkness (80%), Doom (80%), Drain, Eject, KO (70%), Poison (80%), Petrifying (70%), Petrify (70%), Silence (80%), Sleep (80%), Slow (90%), Stop (50%), Zombie (70%), The End				
Where Found	Esthar continent; Lunatic Pandora; Ultimecia Castle (Passageway, Treasure Room, Armory)				
Description	Extremely weak for a late-game enemy, Turtapod is well-known as one of the best enemies to do extended Angelo Searches with. Its attacks are short animations and weak, and its speed is low, and once it enters "defense" mode (attack it), it can be Confused , after which it will do absolutely nothing until the status is removed. There's little else to say about them; they pose no threat whatsoever.				

Vysage

Level-Dependent Data					
Level 1-19		Level 20-29		Level 30-100	
Draw List					
Esuna Haste		Esuna Haste		Esuna Haste Bio	
Mug (Overall Chance: 25%)					
Lightweight		2x Lightweight		6x Lightweight (89.5%); 8x Lightweight (10.5%)	
Drop (Overall Chance: 100%)					
6x M-Stone Piece (89.5%); 2x Lightweight (10.5%)		6x Magic Stone (89.5%); 2x Lightweight (10.5%)		5x Wizard Stone (69.5%); 4x Lightweight (19.9%); 6x Lightweight (5.9%); 8x Lightweight (4.7%)	
Devour					
Couldn't Devour!		Couldn't Devour!		Couldn't Devour!	
Non Level-Dependent Data					
Card Drop	Vysage	Card Common	None	Card Rare	None
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	Holy [1.5x]				
Elemental Resistances	None				
Status Vulnerabilities	Darkness (80%), Drain, Poison (80%), Silence (80%), Zombie (70%), The End				
Where Found	Galbadia continent (canyons); Great Salt Lake; Ultimecia Castle (Elevator Hall, Chapel, Treasure Room, Courtyard)				
Description	Vysage mostly spams support and status attacks, but it gains stronger attacks (Squeeze and Curse) if both Righty and Lefty are present. Take it out quickly to avoid these threats.				

Wendigo

HP Range	1,026-16,000		Level Range	1-100	
AP	2		Exp	30+5x	
<u>Level-Dependent Data</u>					
<u>Level 1-19</u>		<u>Level 20-29</u>		<u>Level 30-100</u>	
Draw List					
Berserk	Berserk Protect			Berserk Protect	
Mug (Overall Chance: 50%)					
Steel Pipe	2x Steel Pipe			4x Steel Pipe	
Drop (Overall Chance: 75%)					
Steel Orb (74.2%); Steel Pipe (25.8%)	2x Steel Orb (69.5%); 2x Steel Pipe (19.9%); Strength Love (5.9%); 3x Steel Orb (4.7%)			6x Steel Orb (69.5%); Strength Love (19.9%); 2x Black Hole (5.9%); 3x Black Hole (4.7%)	
Devour					
Delicious!!!	Delicious!!!			Delicious!!!	
<u>Non Level-Dependent Data</u>					
Card Drop	Wendigo	Card Common	Wendigo	Card Rare	Jumbo Cactuar
LV Up/Down?	Yes	Vulnerable to Gravity?	Yes	Undead?	No
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	Berserk (60%), Confuse (60%), Darkness (80%), Doom (80%), Drain, Eject, KO (70%), Poison (80%), Petrifying (70%), Petrify (70%), Silence (80%), Sleep (80%), Slow (90%), Stop (50%), Zombie (70%), The End				
Where Found	Timber region (forests/canyon ridges); D-District Prison ; Ultimécia Castle (Stairway Hall, Passageway)				
Description	Wendigo uses a variety of powerful physicals, so inflicting Darkness isn't a bad idea. You'll want to Mug a few Steel Pipes from them, since they're needed to obtain a hidden GF.				

FAQ

- **Q: I found a broken link!**
- **A:** Please email or PM me (as described [here](#)) to report it.

Contact

You can contact me by emailing me at bover87 [at] gmail [dot] com, or send me a PM on GameFAQs (requires a GameFAQs account). You can also post a topic on the GameFAQs Final Fantasy VIII (PSX version) board for gameplay/story questions; while I don't read the board regularly, there's still a fairly active community there. For issues with the guide (errors, broken links, suggestions, etc.), please email me or send me a PM on GameFAQs.

Credits

- CJayC, for creating GameFAQs
- Vilurum, ForteGSOmega, Dirjel, and many others who gifted the FFXIII universe with today's extensive card rule manipulation methods (including dispelling the old myths about **Trade Rule** degeneration), allowing us to save countless hours on getting favorable rule changes. You can read the original topic that started it all here: <http://www.gamefaqs.com/boards/197343-final-fantasy-viii/53611093>
- LancelJades, for pointing out numerous corrections and omissions in the guide, including the Dollet Pub Owner playing the **Siren Card** before going to his private room, and the **Pet Nametag** being available in Timber as early as Disc 2 assuming you completed the prerequisite. Also for pointing out the error with **Enclosed Forest**. He also informed me of the cool yet unrewarding **Novice Seed Candidates'** quest and a **Spd Up** in Balamb Town late-game.
- GameFAQs user Vir27, for pointing out several Tutorial Entries that can be missed permanently
- GameFAQs user Master_Faust, for suggesting making mention of the Cafeteria Lady's son and the related dialog
- Ashley, for pointing out issue with elevator in **Ultimécia Castle** relating to party compositions
- Peter, for pointing out that **Perfect Game Alert #12** did not mention the **Timber Maniacs** issue on the White Seed Ship
- GameFAQs user Xenfernal, for information related to Triple Triad in Remaster

- You, for taking the time to read this :)

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