

Final Fantasy VIII Guide

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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.

Final Fantasy VIII

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Other Guides/FAQs by me:

www.gamefaqs.com/features/recognition/23119.html

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Email Policy: I do answer game questions via email, so if you have questions, comments, suggestions, or anything of that nature send them on in and I'll reply as soon as I see them, please make sure that you title the email something like "Final Fantasy VIII Question, Help, or something like that so I don't delete it. I welcome response to my work and I enjoy answering questions so its no problem to me at all. Although I do urge you to search my guide to see if your question is already answered. Searching is easily done by pushing Ctrl+F and then putting in what you are searching for into the box to go exactly to what you are looking for. If that doesn't help feel free to contact me.

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1: Introduction

This is the first guide I've written for a game. It took me several playthroughs and over a year of off and on working in order to compile all of the information contained within this guide, but it was my pleasure to have my first opportunity to help others with this great game. Unfortunately my skills at giving directions to things on the world map in this game tend to be terrible, so if my directions are not good enough email me and I will try to explain a little better how to reach your location, and once again I apologize for my terrible directions. During each section of the walkthrough and at every boss I will list my current party I was using and their level, do not feel you have to try to keep up with my level or use whomever I was using in my party. As long as you draw a lot of spells and junction well you could afford to be at a very low level and finish the game with ease. Have fun with your experience with this game and experiment with all of the characters to get a feel of which ones suit your taste, this in my opinion is the best part of an RPG. Feel free to contact me via email at my email listed above, I love to hear from you the reader, Comments, Questions, and Suggestions are always welcome. If you are looking for a certain item, ability ect you can always search the document using Ctrl+F. I think that's enough of my rambling, enjoy the Guide :)

My Review:

Characters: 7/10

Story: 9/10

Script/Translation: 9/10

Music/Sound: 10/10

Gameplay: 4/10
Battle System: 5/10
Character Development: 8/10
Look/Feel: 7/10
Fun Factor: 6/10
Originality: 7/10
Replay Value: 6/10
Side Areas: 5/10
Length: 7/10
Difficulty: 5/10
Intro: 8/10
Final Boss: 7/10
Ending: 8/10
Overall: 7/10

2: Game Basics

The Main Menu:

At any time during the game when you are not involved in a scene you can bring up the main menu by pressing the default button which is O. The entire game revolves around this menu and you should learn to navigate it well. When you open the menu at the top left of the screen is your active party, you can keep three party members with you at all times. The 2nd character that is listed here will be at the front of battle and will be attacked the most so make sure that you choose who to put here carefully. The party members at the bottom of the screen (With red lines under there HP) is your sub party and are not currently with you. On the right side of the screen is a list of commands. I will explain the use of these commands as they are listed on screen below:

Junction

Use: Used to junction magic, GFs, and abilities to your characters.

Item

Use: Views the items you have in your inventory currently. You can use them to heal your characters as well as sort them to your liking. There is also a command to organize how the items are placed in the item menu in battle.

Magic

Use: Views the magic you have stocked by drawing. You can sort the spells here as well as use them to cure your party, give them to other party members, and you can also discard them with the square button.

Status

Use: Views the status of your party members. In this menu you can view your characters limit breaks, stats, current weapon, and compatibility with there GFs.

GF

Use: Views the GFs that have joined you. You can also view there level, abilities, and also select which ability you want them to learn.

Ability

Use: Views the menu abilities that your GFs have learned. These are used to refine items as well as perform other various tasks.

Switch

Use: Used to switch junctions between party members as well as change your active party with members from your sub party, the leader of the party (most commonly Squall) can never be removed. You can only change your active party on the world map or at a save point.

Card

Use: Views the cards that you have gathered throughout the game.

Config

Use: Changes various aspects of the game such as turning on and off the analog vibration, controller settings, initial or memory cursor (memory remembers your last command and automatically puts the cursor on it for you, initial automatically puts the cursor at the top of the command list), changing the sound between stereo and mono, whether the ATB gauge is active or wait (with active selected the battle will progress even when you are selecting commands in your menus, wait will stop the progress until you have selected a command), whether the scan spell works once or always (with it set to once the 2nd time you use the scan spell on an enemy it will display there data quickly then dissappear, with always it displays there data as if you never have cast it on them before), Camera Movement (The higher the percentage the more the camera moves during battle), battle speed (how fast the battle progresses, affecting how fast player characters and enemies get there turns), battle message (effects how fast the message the attack characters/enemies uses dissappears), and field message (effects how fast messages in the field are read).

Tutorial

Use: An overview of just about everything in Final Fantasy VIII. However in the information section there are various things that will not appear until you get certain items, the items and information it displays are listed below:

Battle Report

Use: Shows how many battles won, ran from, and escaped along with how many steps your characters have taken

Location: Given to Squall by Cid after you get your SeeD score

Character Report

Use: Shows how many Kills and KOs your characters have had

Location: D-District Prison

GF Report

Use: Shows how many Kills and KOs your GFs have had

Location: From Joker during the CC Group Side Quest

Proof of Omega

Use: Proof you have defeated Omega Weapon

Location: Received after defeating Omega Weapon

Save

Use: Allows you to save your game to a memory card (one block needed).

Can only save on the world map or at a save point. Save points are a yellow and black star looking thing that are surrounded by several rings that are spinning around.

Junctioning GFs:

Final Fantasy VIII's battle system revolves around the Guardian Force, often referred to as the GF in this guide and in game. Guardian Forces are junctioned to characters via the junction menu that is in the main menu. Junctioning can be very complicated but hopefully I can shed some light on the subject for you. First you will need to junction the Guardian Force to a character. This is easily done by opening your main menu (the default setting is the O button) and then selecting junction followed by which character you want to junction a GF to. In this menu select junction followed by selecting GF. A list of GFs that have joined you will come up, simply select which ones you wish to junction to the character, all abilities that the GF has learned will be added to the character that you have just junctioned the GF to.

Learning GF abilities:

Guardian Forces all have innate abilities that they come with, all of them come with the basic abilities which are Draw, Magic, and Item. Some of these abilities will be available for you to junction to your characters, while others will not. In order to use these abilities you must gather enough AP to use them. Each skill that isn't learned has a set amount of AP that must be gathered in order for you to be able to use it. For example Shiva's Vit+20% ability must gather 60 AP before it can be used. The only way to gather AP is to select the ability that you want the GF to learn in the GF section of your main menu, and fight battles. Each enemy you defeat yields a specific amount of AP for defeating them and after you win the current battle it is added up out of all the monsters you have defeated and then added to your current AP count of all your junctioned GFs selected abilities of any character that participated in the battle, however, if a GF died in battle no AP will be awarded to that GF. After you have gathered enough AP to learn the ability it will be available to you to equip to your character and you can select another ability to learn. Sometimes when you learn a certain ability such as Vit+20% with Shiva, a new ability to learn will become available, in Shiva's case, Vit+40% will become available. You can also teach your GFs abilities using items, for example, the item Circlet will teach any GF you want the Mag+20% ability as long as there is room to learn it in your GFs ability menu. If both pages of abilities is full then you cannot teach a GF a new ability, nor will they be able to learn any advanced abilities by learning others. You can delete any GF ability by using an Amnesia Green on the ability that you want the GF to forget, this makes room for more abilities to be taught to the GF. There are three types of GF abilities that can be learned:

- Command Ability
- Support Ability
- Junction Ability

It is in your best interest to learn all of the abilities that a GF has. The next section goes into detail about these three types of abilities.

Junctioning Command and Support Abilities to a Character:

Now that you know how to learn abilities you need to know how to equip them to a character. In the main menu select junction followed by which character you want to junction. In the next menu select ability. Here

you can set two types of abilities, command, and support. Command abilities are used as actions in battle, for example, if you set the item command ability that character can use items that you have in your inventory in battle, if you were to set the GF ability then you can summon your Guardian Forces in battle. You can set up to 3 command abilities, the attack command can never be exchanged with another command ability. Support abilities are a bit different, they are used to support your characters in battle in various ways, for example, the GF Ifrit has the Str+20% support ability. Equipping this to your characters support ability list will give them a 20% boost to their Str stat. There are other Support Abilities that change certain commands, such as equipping the ability mug that the GF Diablos' has will change your character's attack command to mug. Think long and hard about which abilities you want to equip to your characters, it is one of the keys to success in Final Fantasy VIII.

Drawing and Junctioning Magic via Junction Abilities:

Drawing magic is the most important aspect of the junction system. Each enemy that you encounter has a set list of spells that you can draw from them if you have the draw command ability equipped to your character. As the enemies grow in level with your characters the spells that they have to draw will often change to become more powerful, for example, the Buel enemies at a low level start with the spells Fire, Blizzard, and Thunder. As they grow in levels with your characters these spells will change to a higher class, Fira, Blizzara, and Thundara, then when they reach their highest level you can draw the Firaga, Blizzaga, and Thundaga spells from them. You can also draw magic from draw points that are found in various areas of the game, some are invisible and can only be seen with the Siren GF's Move Find support ability, however the ones on the world map will always remain invisible even with move find equipped. You can also use your menu abilities to refine items into spells. You should keep in mind that you can only stock 32 different types of spells, but can discard magic you don't need by using the square button. These spells that you draw are used in various ways. One is that they can be used outside of battle to restore HP or status effects. You can do this by accessing the main menu, then selecting the magic command, followed by the character that you wish to cast the spell with. In this menu you can also give stocked magic to other party members by selecting Exchange in the menu, followed by how many of the stocked spell you wish to give and then selecting the character you wish to give the magic to. Another way the spells are used is to use them in battle, but only if you have the magic command ability equipped to your character. These spells do many things ranging from dealing damage to the enemy, to causing bad status effects, to curing and reviving your characters. Keep in mind though that every time you cast a spell that it will delete your stock of the particular spell by 1. You can also rearrange the order your magic is in by going back into your magic menu in the main menu of the game and selecting rearrange, you can either do it manually or rearrange it via the type of magic. I personally prefer Restore-Attack-Indirect but you should rearrange to suit your preference. Now to the main purpose of drawing magic, and that is to junction it to your stats, however before you can junction magic to your stats you will first need to learn a junction ability for each of the specific stats. For example in order to junction magic to the Str stat you will first need to learn the Str-J ability. To junction magic to your stats first open your main menu and select junction. In this menu select junction and then magic to junction magic to your stats. You can

also use the auto command in this menu to have the system junction magic to your preferred style. There are three styles to choose from:

Atk: Junctions magic to focus on increasing your Str and attacks.

Mag: Junctions magic to focus on increasing your magic attacks.

Def: Junctions magic to focus on increasing your defenses.

If you prefer to do it manually, which is often the best course of action, please keep in mind how each stat effects the character. Each stats meaning is listed below:

HP: How much damage your character can take in battle, max is 9999.

Str: The power of your attack command and limit breaks, max is 255.

Vit: Your defense against physical attacks, max is 255.

Mag: The power of your magic spells and guardian forces, max is 255.

Spr: Your defense against magical attacks, max is 255.

Spd: Determines how fast your ATB gauge fills in battle, max is 255.

Eva: Determines how often you evade physical attacks. *

Hit: Determines how often you hit with physical attacks, max is 255%

Luck: Determines how often you get critical hits, also effects how often you get a chance for a first strike against enemies. *

*: Now sure what the max is.

To junction manually move the cursor to the stat you wish to junction and select it. A list of your stocked magic that you have drawn will appear. You can now scroll through your list and select which spell is the best to choose to junction to each stat. If the spell increases the stat there will be a yellow arrow point up followed by the finish result of the junction, if there is a red arrow pointing down the stat is decreased followed by the finish result of the junction. It is always in your best interest to find which spells junction best to which stat. Keep in mind that the more of a spell that you have stocked, the more the stat will be increased by the spell when it is junctioned, also remember that if you cast a spell in battle that is junctioned (when you select the magic command in battle there will be an icon next to the spells that are junctioned) that the stat it is junctioned to will go down slightly because you are depleting the number of it you have stocked when you cast it. Besides your stats you can also junction magic to your elemental and status defense, as well as add elements and status effects to your normal attack. To junction magic to your elemental attack and defense you'll first need to learn an elemental junction ability such as Elem-Atk-J to junction to elemental attack and Elem-Def-J to junction to elemental defense. Then enter the menu to junction magic to your stats and press left on the control pad. This will bring up the screen to junction magic to your elemental attack and elemental defense, the first slot on the screen is for elemental attack and the remaining ones are for elemental defense. Before you junction keep in mind the meaning of each icon that is on the screen, below are the list of elements as they are listed on the screen:

Fire

Example: Fire, Fira, Firaga

Ice

Example: Blizzard, Blizzara, Blizzaga

Thunder

Example: Thunder, Thundara, Thundaga

Earth

Example: Quake

Poison

Example: Bio

Wind

Example: Aero, Tornado

Water

Example: Water

Holy

Example: Holy

Junctioning to your elemental attack and defense is almost identical to junctioning to your stats except that you deal with a percentage instead of a number when you select a spell to junction. In elemental attack the percentage means what percent of your attack command deals that type of elemental damage, for example, if you have 40% thunder element in your attack only 40% of your attack would be Thunder elemental, which would result in more damage to an enemy weak against thunder, it would heal an enemy that can absorb thunder, and an enemy that is normal against it would do normal damage. So in a way elemental attack can be a double edged sword, think carefully about what you junction to it. Elemental defense works slightly different. Lets say that you are fighting a enemy that uses fire attacks on you and you have a 50% elemental defense against fire. If he uses a fire attack you will only receive 50% of the damage, so if you had 100% fire defense then the attack would do 0 damage. Also you can go over 100% elemental defense, the percentage will start over at 1% however this time it will have a green star next to it. This represents that now any time you are hit with the element it will heal you instead of taking it as damage. How much the spell heals you is determined by the percentage, for example if you have the spell at 60% you would be healed by 60% of the damage that the attack would have inflicted upon you. To access the menu to junction to your status attack and defense simple press left from the elemental attack and defense screen, the first slot on the screen is for status attack junctioning and the remaining are for status defense. This works exactly like elemental attack and defense except it deals in what percent of a chance you have to avoid the status effect or inflict the effect on the enemy when you strike them with your attack command. Before you start junctioning you should know what each status effect does. They are all listed below in the order you see them on the screen:

KO

Effect: Targest dies instantly

Poison

Effect: Target slowly loses HP

Petrify

Effect: Target is frozen and cannot act

Darkness

Effect: Targest's hit rate is decreased

Silence

Effect: Target cannot use GFs, Magic, or Draw commands

Berserk

Effect: Lose control of target and can only use attack command

Zombie

Effect: Target is hurt by any curative magic

Sleep

Effect: Target cannot act until physically struck

Slow

Effect: Target's ATB gauge fills slowly

Stop

Effect: Target's ATB doesn't fill at all and cannot select commands

Curse

Effect: Target cannot use limit breaks *

Confuse

Effect: Lose control of target and they use random commands

Drain

Effect: Drains HP from target and heals character with it

*: Curse cannot be added to your status attack. Only status defense.

Status attack and status defense works like this. Lets say you have a 20% poison status attack, when you use your attack command you will have a 20% chance of causing the poison status effect on an enemy, unless of course the enemy is immune to the effect completely. If you have a 20% poison status defense then you will have a 20% chance of avoiding being afflicted with the status effect.

Battle Basics:

As in all Final Fantasies before (with the exception of Mystic Quest) Final Fantasy VIII's battles are random and involve the ATB gauge which starts to fill up as soon as the battle begins and your characters can select a command once it fills to max, the same works for the enemy characters. When you get into a battle sometimes you will enter the battle under certain conditions. They are First Attack (Your party gets to act first before the enemies do), Struck First (The enemy gets to act first before your party does), Back Attack (Either the enemies or party has a chance to attack the enemies back which will result in double the normal damage). The commands you can select during battle depend on what command abilitys that your GF have learned and you have equiped in the junction menu. When selecting an attack all you have to do is place the cursor on the target you want to use the command on and the action will take place immediatly unless the enemy's turn has come before yours. If you preass L1 while selecting an enemy to attack a window will appear that lists all enemies that are available to attack. When using the draw command a small menu you will appear with two commands that you can choose from, stock and cast, if you select stock the character will draw the magic and stock it for future use, if you select cast the character will draw and then immediatly cast the spell, which sometimes proves to lessen the damage the spell does. Also if your characters level is low they may fail to draw the spell. If you have learned the GF command Boost that every GF has when you select a GF to summon (one that causes

damage anyway) immediatly press select when there attack animation begins and repededly press the square button to increase the damage of the GFs attack, stop pressing the square button however if an x appears over the square at the button right hand side of the screen. Pressing square during this will result in your boost returning to its original level. In battle you only have one stat to watch, and thats your HP. Enemies will attempt to damage you until your entire party's HP reaches 0, if this happens the game is over, also if your entire party becomes petrified the game is over as well. If a characters HP reaches critical (the numbers will be displayed in yellow) the character can now use there limit break. If the limit break becomes available there will be a blinking arrow beside the attack command, simply press and hold the right arrow and select the limit break you want to use to preform it. You can also keep trying to get the character limit break to come up by switching between character's turns repededly by using the Square button. There are two colors of numbers you need to look for, if the numbers are white, damage has been dealt, if the number is green, then the attack has healed the character/enemy's HP. You can run away from battle by holding down the L2 and R2 buttons and your character turn around and try to run from the enemy (this may take a little while) keep in mind though that if the characters are hit from behind they will take double the damage. After you defeat all of the enemies you will be rewarded with a set amount of experience that is added up out of all the enemies you defeated and it is added to your characters exprience (often shown as EXP) points. If your characters have performed any action in battle or received damage they will receive a small amount of experience even if they run away from the battle. However if a character died died and was not brought back to life or was petrified when the battle ended they will receive no exprience at all. Once this amount reaches 1000 the character will level up and some of there stats will slightly increase. The GFs your characters have equiped also gain a little bit of the exprience you receive after battle and level up, however, if a GF died during battle they will receive no experience at all. Also the enemy may leave behind an item, that will be added to your character inventory, most of these items are very rare. You also get AP after battle which is used to learn GF abilitys, there is more about AP in the learning GF ability section. Each enemy that you encounter will grow in level as Squall's level grows, as does the experience and AP they leave after battle, they may also start to leave even more rare items as there level grows. If you place the cursor on a monster, command or ability and pause the game (start button) it will display either the monster name or a short description of what the command/item/spell/GF does, this can be extremely useful to a first time player of this game.

Acquring Money and Remodeling Weapons:

Unlike the other Final Fantasies, you do not acquire money from winning battles. You only receive money, known as Gil, by Squall's SeeD rank, you can also sell items to get gil. After the Dollet field exam, Squall will be given a SeeD rank, this rank will determine how much the Garden pays Squall for his services. Squall will be payed at random intervaes during the game and the amount he gets paid is determined by his current SeeD rank which you can view from the main menu. You can raise Squall's SeeD rank by taking tests in the tutorial menu of the main menu, keep in mind that Squall can only take a number test that is equal to his current level. For example if his level is 26 he can only take up to SeeD test 26. There are also other parts of the game where Squall will have a chance to raise his SeeD level by performing tasks well. Also

keep in mind that Squall's SeeD rank is not perminate and it may go up or down randomly depending on Squall's actions throughout the game. If this happens its not that big of a deal just take the tests to regain your level back. The following is how much Squall gets paid via each SeeD level:

Level 1: 500 Gil
Level 2: 1000 Gil
Level 3: 1500 Gil
Level 4: 2000 Gil
Level 5: 3000 Gil
Level 6: 4000 Gil
Level 7: 5000 Gil
Level 8: 6000 Gil
Level 9: 7000 Gil
Level 10: 8000 Gil
Level 11: 9000 Gil
Level 12: 10,000 Gil
Level 13: 11,000 Gil
Level 14: 12,000 Gil
Level 15: 12,500 Gil
Level 16: 13,000 Gil
Level 17: 13,500 Gil
Level 18: 14,000 Gil
Level 19: 14,500 Gil
Level 20: 15,000 Gil
Level 21: 15,500 Gil
Level 22: 16,000 Gil
Level 23: 16,500 Gil
Level 24: 17,000 Gil
Level 25: 17,500 Gil
Level 26: 18,000 Gil
Level 27: 18,500 Gil
Level 28: 19,000 Gil
Level 29: 19,500 Gil
Level 30: 20,000 Gil

Gil is not very important in Final Fantasy VIII. You only really need it to buy items and to remodel your weapons, as well as a few other things. Remodeling your character's weapon is easy. In just about every town (and on board the Ragnarok on Disk 4), there is a remodeling shop. If you have read any Weapons Monthly Magazines then the weapons that were featured in them will be listed in the remodel list along with the items and gil needed. Also if you have enough items to remodel a weapon you don't need to have read about it in Weapons Monthly, it will automatically be listed in the remodeling shops list. After selecting to remodel your weapon you pay the shop owner a certain amount of gil and give up the items needed to make it. With each remodeling to a new make of a weapon there is a slight increase in attack power and hit percentage, unless of course you remodel to a weaker weapon.

Playing the Card Game:

The Triple Triad card game may look confusing at first but in fact its actually quite simple to learn how to play. First you need to know how to challenge someone to a game of cards, simply talk to them using the square button and if they are a player they will accept your challenge. You can get your first set of cards by talking to one of the guys

outside of the elevator on the 2nd floor of Balamb Garden during the beginning of the game, you can also turn monsters into cards by using Quenzacotl's Card command ability. During the beginning of the game once you get some rare cards by beating bosses, such as Ifrit and Diablos you will easily be able to defeat your opponents in cards. Basically the idea behind the card game is that each player gets to select five cards (if the random rule is not in effect) and you place them on a board that is similar to a tic tac toe board with 6 areas to place cards. Every card has 4 numbers. One on the top, bottom, right, and left sides of the cards. The idea is to "flip" the other person's card by placing a higher number card next to theirs. That may sound a little confusing but let me try to explain a little better. Say that the opponent places a card in the upper left corner that has these numbers on it:

```
  9
6  8
  3
```

Because the 9 and 6 are facing against the edge of the board you cannot attempt to overpower those numbers so that leaves you to try to best a 8 or 3. Lets say that you have a card that reads:

```
  4
2  A
  5
```

Now since you have an A on the top (which is the equivalent of 10) you can flip there card because an A beats a 3. Each person starts with five points so when you flip there card that will earn you one point and deplete there points by one. So you would be in the lead with 6 to there 4. Now they would try to place a card that they have to try to flip the card you just placed and it goes back and forth until all of the spaces on the board are filled and the player with the most points at the end will be the winner and will be able to choose a card they want from there opponents deck which will be added to your card inventory, however, there are some rules in certain lands you will visit that play by rules that will affect how many cards you can get from winning a card game and some will affect a few aspects of the way you play cards, but in all the cards game the aspect that I just explained will always remain the same. Cards are very important to getting some of the rare items in the game so its in your best interest to play cards with as many people as possible because you never know who has a rare card. There are several rules that each town you visit will inforce you to play with and as you countinue past this town other players may ask you to play with these rules that you have picked up. As long as you save before you play a card game you should do just fine with the card game despite any rules they may throw at you. Below are some tips to help you with the card game:

Always save before playing a card game. This way if you lose a rare card you can always reset and try again.

Use what I like to call a blocker. This is basically a card that has two As on its corners. An example is the Edea card, other cards that have high corner numbers can also be used. If you get the chance to play first and you place this card with the two As facing outward there is no chance that the other player can flip your card for that turn.

Ignore the Card Queen and her attempts to spread rules throughout the regions, especially the random rule. Unless you are really huge into the

card game you'll probably only end up hurting yourself.

3: Characters

Squall

Weapon: Gunblade

Limit Break: Renzokuken

Method of Learning Limit: Wielding Different Weapons

Squall is without a doubt the best character in the game. He will probably be several levels above the rest of your party for most of the game, and with his Lion Heart limit break he can deal tens of thousands of damage to the enemy. With his gunblade Squall has the chance for a critical hit with every attack command by pressing the R1 button right before Squall strikes the enemy, after a couple of battles this will become second nature to you.

Renzokuken:

Renzokuken is Squall's Limit Break. He charges at an enemy and proceeds to slash them many times, how many times depends on the enemy. The amount of damage Squall deals each time he strikes the enemy is determined by pushing the R1 button when the Renzokuken gauge reaches the small box near the end of the gauge, you can also turn off the gauge in Squall's status menu so that you can try to time the strikes without the gauge. Squall will randomly use a finishing technique after using Renzokuken, what technique he can use depends on what weapon he is wielding, the four possible finishing techniques are listed below.

Rough Divide: Squall drives a cut into the enemy and rises up high causing a shockwave to follow that deals damage: Can be used with all of Squall's weapons.

Fated Circle: Squall leaps into the air and spins his gunblade which releases a shock wave at all enemies: Can be used with the Shear Trigger and all weapons above it.

Blasting Zone: Squall forms a large column of light from his gunblade that pierces the atmosphere and he proceeds to drop it on all enemies: Can be used with the Flame Saber and all weapons above it.

Lionheart: This is what I like to call a mass kill move, Squall knocks an enemy into the air and slashes them many many times dealing an insane amount of damage: Can be used with and only by the Lion Heart.

My Personal Squall:

GFs: Shiva, Siren, Diablos, Alexander, Eden

Commands: Attack, Magic, GF, Item

Skills: HP+80%, Strength+60%, Mag+60%, Spr+60%

Junction Info:

HP: Quake

Str: Meteor

Spd: Haste

Vit: Meltdown

Mag: Triple

Eva: Tornado
Hit: Firaga
Luck: Aero
Spr: Curaga
Elem Attack: Water
Status Attack: Pain
Elem Defense: Full-Life, Ultima, Flare, Shell
Status Defense: Esuna, Holy, Bio, Aura

Quistis
Weapon: Whip
Limit Break: Blue Magic
Method of Learning Limit: Items

Quistis is probably one of them most overlooked characters in RPG history. I'd say she is the 4th best character in the game once you acquire all her Blue Magic skills, not only can she protect and shell the entire party, but she can restore HP to them, cause multiple status effects to enemies, and cause five digit damage to all enemies with Shockwave Pulsar. Keep Quistis in mind any time you are having difficulty with a boss.

Blue Magic:

If you have played other Final Fantasies you know how all about the Blue Magic system. It works a little different in Final Fantasy VIII though, but the basic idea remains the same, you use enemy skills. Quistis learns Blue Magic by using items that are found in various ways on her that perminatly teaches her the ability.

Laser Eye: Quistis fires an Eye Beam at an enemy: Already Learned

Ultra Waves: Sonic waves rush around the field and hit all enemies:
Learned from Spider Web

Electrocute: Bolts of Lighting rush around Quistis' body then strike an enemy dealing thunder damage: Learned from Coral Fragment

LV? Death: Casts death on random enemies: Learned from Curse Spike

Degenerator: Eliminates an enemy from battle: Learned from Black Hole

Aqua Breath: Quistis Fires a water wave at all enemies dealing water damage: Learned from Water Crystal

Micro Missiles: Quistis fires several missiles at an enemy that cuts its HP down depending on there level (Similiar to the Demi Spell): Learned from Missile

Acid: Quistis hits enemy with poison, dealing poison damage and sometimes causing the poison status effect: Learned from Mystery Fluid

Gatling Gun: Quistis fires a wave of bullets at enemy: Learned from Running Fire

Fire Breath: Quistis fires a wave of fire at all enemies dealing fire damage: Learned from Inferno Fang

Bad Breath: Inflicts just about every status effect in the book on all enemies: Learned from Marlboro Tentacle

White Wind: Restores the HP of all Party Members: Learned from Whisper

Homing Laser: Quistis fires a laser at an enemy: Learned from Laser Cannon

Mighty Guard: Quistis casts Shell and Protect on the party: Learned from Barrier

Ray Bomb: Quistis sweeps a laser across the battle field that blows all enemies into the air: Learned from Power Generator

Shockwave Pulsar: Greivers special attack and one of the best attacks in the game, with a decent magic stat deals five digit damage. Quistis sucks all enemies up in a ball that carries them up into the sky and they are blasted with a ball of energy: Learned from Dark Matter

Zell

Weapon: Glove

Limit Break: Duel

Method of Learning Limit: Reading Combat Kings Magazines

Zell is a pretty good character, but not as useful as some of the other characters. In the beginning of the game his Limit Break does rather low damage, but toward the end of the game with a high strength rating and if your good at using Duel, he can do pretty good damage. To get more out of Zell's Duel limit break cast meltdown or summon doomtrain to lower an enemies Vit to 0.

Duel:

If you have played Final Fantasy VI, take Sabin's Blitz technique and add the ability to chain them together and you have Zell's Duel Limit Break. Although not as good as Sabin's blitz techniques Zell can do some pretty good damage with them. The idea behind Duel is to input a combination of attacks which are shown at the bottom of the screen when you choose duel. When you choose duel a timer starts, how much time you have to input techniques is random, and basically you just put in a combination of attacks, depending on which ones you chain together you'll have the option to use a finishing techique, which you can choose to use or you can continue with other attacks. Usually chaining attacks and ignoring the finishing techniques does more damage, considering finishing techniques end the timer, although some of them look pretty cool. You can also set Zell's duel to auto in his status menu whichs makes the computer chain techniques instead of you doing it. Zell learns new Duel Skills by reading Combat King Magazines which are located in various places. Below are the techniques Zell can chain together and what chains to put together to use the finishing techniques.

Normal Techniques:

O+X

Punch Rush: Zell performs a double punch on an enemy: Already Learned

Left+Right

Booya: Zell delivers a blow with his knee to an enemy: Already Learned

Up+Down

Heel Drop: Zell drops a forceful heel drop on an enemy: Already Learned

Left+Left+O

Mach Kick: Performs a powerful kick to an enemy: Already Learned

L1+R1+L1+R1

Dolphin Blow: Zell Performs a water uppercut on an enemy: Combat King 001

Down+O+Down+O

Meteor Strike: Zell graps an enemy, leaps into air and slams them back down to the ground, seems to miss alot though: Combat King 002

Finishing Techniques:

PunchRush+MachKick+PunchRush+HeelDrop+Down+Down+Down+Down+O

Burning Rave: Zell punches the ground sending a wave of aura that engulfs all enemies: Already Learned

PunchRush+Booya+HeelDrop+MachKick+HeelDrop+Booya+PunchRush+MachKick+Up+X+Down+Triangle+O

Meteor Barret: Zell leaps into air, powers up, then flies through and enemy causing them to explode: Combat King 003

PunchRush+HeelDrop+MachKick+HealDrop+Booya+Triangle+Square+X+O+Up

Different Beat: Zell knocks an enemy into the air and reperedly kicks them before stomping them back to the ground: Combat King 004

PunchRush+Booya+HeelDrop+MachKick+PunchRush+Up+Right+Down+Left+Triangle

My Final Heaven: Zell runs around the planet, building power, then runs over all enemies burning them with aura (I liked Tifa's better): Combat King 005

My Personal Zell:

GFs: Quenzacotl, Brothers, Pandemonia, Cerberus, Bahamut

Commands: Attack, Magic, GF, Item

Skills: HP+80%, Str+60%, Mag+60%, Spd+40%

Junction Info:

HP: Quake

Str: Meteor

Spd: Haste

Vit: Meltdown

Mag: Triple

Eva: Tornado

Hit: Flare

Luck: Aero

Spr: Curaga
Elem Attack: Water
Status Attack: Pain
Elem Defense: Full-Life, Ultima, Protect, Shell
Status Defense: Esuna, Holy, Bio, Aura

Seifer

Weapon: Gunblade
Limit Break: Fire Cross
Method of Learning Limit: None

Not much to say about Seifer he joins the party for a short time during the SeeD field exam, then he becomes your enemy shortly there after. Fire Cross is pretty useful for the time you do have him though and his gunblade works just like Squall's, pressing R1 before Seifer strikes the enemy for a critical hit.

Fire Cross: Seifer casts fire on an enemy then fires a ball of aura at them from his gunblade.

Selphie

Weapon: Nunchaku
Limit Break: Slot
Method of Learning Limit: Randomly found when using Slot

In battle Selphie is probably the weakest of all the characters. Early in the game she will be of great help with her Full Cure Slot Limit Break, but later in the game once you start getting Curaga and Triple spells this becomes not as useful. Her other slot magics also become quite overshadowed by the ability to cast double and triple on your party, although if you have the patience to try to bring up her The End Limit Break, she could quite possibly be the most powerful character but you'll probably be better off with more powerful characters.

Slot:

Selphie's Limit Break is quite simple, she brings up a menu which will randomly select a spell and how many times it is cast, you can choose to do the slot over again to try to get better spell or if your lucky you may stumble upon one of Selphie's four Limit Breaks. How often these Limit Breaks appear in her slots is determined by her level, so the higher it is, the more likely it is that one of her Limit Breaks will come up. Below are the four possible Slot Limit Breaks.

Full Cure: Selphie fully restores the entire party's HP.

Wall: Casts Shell and Protect on the entire party.

Rapture: Eliminates an enemy from a battle.

The End: Eliminates all enemies from a battle, this move, although very rare, can kill any enemy in the game, that includes bosses.

Laguna

Weapon: Machine Gun
Limit Break: Desperado
Method of Learning Limit: None

You will take control of Laguna multiple times during Squall's "dream" sequences along with Kiros and Ward. As a Character Laguna is not all that great, his limit break only hits once but for pretty decent damage nothing else about him really sticks out though.

Desperado: Laguna tosses a grenade into the enemy ranks, then proceeds to fire his machine gun repeatedly into the enemies. Bailing out just in time for the grenade to explode damaging all enemies.

Kiros
Weapon: Katal
Limit Break: Blood Pain
Method of Learning Limit: None

Unlike his counterparts, Laguna and Ward, Kiros is a great character when given a decent strength stat. His Blood Pain Limit Break does really good damage and is extremely useful during the sequences in which you control Laguna.

Blood Pain: Kiros goes into a frenzy and attacks an enemy multiple times.

Ward
Weapon: Harpoon
Limit Break: Massive Anchor
Method of Learning Limit: None

Ward is basically just like Laguna. Massive Anchor hits all enemies for a little bit more damage than Laguna's Desperado. Its funny to watch him run outside of battle though.

Massive Anchor: Ward launches his harpoon high into the air and then rides it back to the ground causing a shockwave which strikes all enemies.

Rinoa
Weapon: Pinwheel
Limit Break: Combine, Angel Wing
Method of Learning Limit: Reading Pet Pals Magazines

Rinoa is a great character, and the 2nd best in the game behind Squall. Although her Combine limit break is random all of them are great and you can't really lose with any of them. From an high damaging attack with Wishing Star, to making your party invincible with Invincible Moon, as well as random events that will happen from time to time that assist the party in various ways, she is almost invaluable in battle.

Combine:

Rinoa's Combine limit break is very simple, choose combine in battle and

depending on which of her limit breaks you have learned, Angelo will rush out and do various things. Rinoa learns her limit breaks by reading Pet Pals Magazines which are bought and found throughout the game, once you have read the magazine you can choose which limit break to start learning by going to Rinoa's status menu and selecting the limit break you wish to learn. After walking around with Rinoa in your party for a while, the bar will begin to fill and when it fills up Rinoa permanently learns the limit break, you'll hear a ping once the limit break has been learned. Rinoa also has various limit breaks that cannot be used with Combine but rather happen at random intervals during battle. Rinoa's Combine limit breaks and random limit breaks are listed below.

Angelo Rush: Angelo charges through an enemy: Already Learned

Angelo Cannon: Rinoa fires Angelo into the enemy ranks causing an explosion which damages all enemies: Already Learned

Angelo Strike: Angelo performs a body slam on an enemy: Pet Pals 1

Invincible Moon: Angelo runs out onto the battle field and howls to the moon making the party completely invincible for a short period of time: Pet Pals 3

Wishing Star: Angelo and Rinoa repeatedly charge into random enemies causing a massive amount of damage: Pet Pals 6

Random Events:

Angelo Recover: Restores the HP of a party member with HP in the critical: Pet Pals 2

Angelo Reverse: Revives a dead party member: Pet Pals 4

Angelo Search: Angelo comes to battle and gives an item to the party: Pet Pals 5

Angel Wing:

Toward the end of Disk 3 Rinoa will have a new limit break option other than Combine, which is called Angel Wing. Using it in battle will make Rinoa go into a Berserk like state, but instead of using physical attacks, she will attack with magic, all of which will be tripled in power. None of the magic she uses comes from your stocked magic either. Also once Rinoa uses Angel Wing it will last until the battle ends, even if she dies and gets revived.

My Personal Rinoa:

GFs: Ifrit, Carbuncle, Leviathan, Doomtrain, Cactuar, Tonberry

Commands: Attack, Magic, GF, I tem

Skills: HP+80%, Str+60%, Mag+60%, Vit+60%

Junction Info:

HP: Quake

Str: Meteor

Spd: Haste

Vit: Meltdown

Mag: Triple

Eva: Tornado

Hit: None
Luck: Aero
Spr: Curaga
Elem Attack: Water
Status Attack: Pain
Elem Defense: Full-Life, Ultima, Flare, Shell
Status Defense: Esuna, Holy, Bio, Aura

Irvine
Weapon: Shotgun
Limit Break: Shot
Method of Learning Limit: Acquiring Different Ammo

Irvine is a great character and is easily the third strongest character in the game. When you first get him, he won't seem so powerful, but once you get ahold of some of his powerful ammo, such as AP, Fast, and Pulse Ammo, he will start outclassing all the other characters in damage with his Shot limit break. With the exception of Squall of course.

Shot:

Using shot is simple, just select Shot when Irvine gets his limit break and choose the ammo you wish to use, then press R1 rapidly to fire off shots at the enemies. You can press left or right to switch between enemies to fire at, and your ammo count is at the bottom right hand corner of the screen along with the time left to use shot. Keep in mind if your ammo starts doing 0 damage to the enemies they are already dead and you should switch to another target or stop firing. Each Ammo has a different attack power and firing time, and all of Irvine's possible shots are listed below.

Normal Shot: Fires bullets at an enemy: Normal Ammo

Scatter Shot: Fires bullets at all enemies: Shotgun Ammo

Dark Shot: Fires Dark Aura at an enemy and causes various status effects: Dark Ammo

Flame Shot: Fires Flames at all enemies: Fire Ammo

Canister Shot: Fires a slow but powerful blast at an enemy: Demolition Ammo

Quick Shot: Fires a VERY quick and painful blast at all enemies: Fast Ammo

Armor Shot: Fires an armor piercing shot at an enemy, pretty quick too: AP Ammo

Hyper Shot: Fires a powerful laser quickly for maximum damage or close to it: Pulse Ammo

Edea
Weapon: None
Limit Break: Ice Strike
Method of Learning Limit: None

Edea joins for a short while during your trip to Esthar and leaves shortly there after. She really has nothing about her that sticks out and her Ice Strike limit break is rather pathetic.

Ice Strike: Edea forms a large magic ice shard and fires it at the enemy.

4: Tips and Gameplay Advice

DRAW, DRAW, DRAW, AND DRAW SOME MORE! I can't emphasize how important it is to draw as much magic as you can. As soon as you encounter a new enemy draw a large amount of each magic as they have. Especially if it is curative magic such as Cure, Cura, Curaga, Life, Full-Life, and Esuna, these spells are essential to surviving in this game.

After you draw a new spell compare it with other spells you have junctioned to your stats so that you will always be up to date as to which spell should be junctioned to which stat.

The Spell Meltdown and the GF Doomtrain are your best friends in Final Fantasy VIII. Both will almost always inflict the Vit 0 status effect on an enemy which will make your attack command and limit breaks do a ton of damage. You'll know if Vit 0 is inflicted on the enemy because they will become discolored.

Know your characters and know their limit breaks. Experiment with all of them and decide for yourself which ones work toward your preference. You can find success with any party you choose, as long as you know their strengths and weaknesses.

Fight every battle you encounter unless your party is on the verge of death. Although leveling up is not very important in this game, gaining AP to learn GF abilities is. Also a lot of enemies you will encounter carry very rare items you will not be able to find anywhere else, it's in your best interest to fight as many battles as possible.

If at any time you need to reset your game you can perform a soft reset. Pressing L1+L2+R1+R2+Select+Start will reset the current game and return it to the title screen. This has become a common theme in many games.

Raise your characters compatibility with their GFs as high as possible. This will allow your characters to call their GFs quickly in battle before the enemy gets a chance to possibly kill them. There are items that raise compatibility with certain GFs but above all the best method is to summon your GFs often so that your compatibility will raise.

Start to learn the Diablos GFs mug ability as soon as he joins you. This support ability is important to gaining a lot of the rare items in the game needed to refine and remodel your weapons.

Remodel your weapons often, especially Squall's. Although the small attack and hit percentage boost you get for remodeling doesn't mean much, Squall's weapon determines what limit breaks he can use with his Renzokuken skill. These are important to winning some of the harder boss fights in the game.

Play a lot of cards. Once you get the starter deck at the beginning of

the game from the guys outside of the elevator on the 2nd floor of Balamb Garden start playing cards immediately. Even if you don't always get a rare card by playing you can always refine the cards into useful items using Quenzacotl's card mod menu ability. Also make sure that you save before playing any of your rare cards in a card game. In case you lose them you'll want to reload your game and try again.

If you have a large amount of low level spells such as Blizzard, Fire, Cure ect. Use GF menu abilities to refine them into more powerful magic. For example the menu ability I Mag-RF the GF Shiva has refines low level Blizzard magic into the more powerful Blizzara spell. Also you can use it to turn Blizzara spells into Blizzaga spells. There is a refine menu ability for each type of magic, use them to your advantage. The same can be done for items such as Potions.

Learn the boost ability with each of your GFs that can learn it. Using boost (holding select and repeatedly pressing the square button as soon as the GF's attack animation begins) increases the GF's attack considerably. However stop pressing the square button if an X appears over the icon in the bottom right hand side of the screen. If you press square while the X is there the boost gauge will reset itself. The max that you can boost a GF's attack to is 250, however, under most circumstances only certain GFs can reach this mark.

Don't worry too much about how much Gil you have. Gil is of very little importance in this game. You will mainly only be using it to remodel your weapons and buying magazines in stores, both of which come at a very low price especially if you have a high SeeD rank. Buying items is not important unless you are planning to use your item command in battle, which you will probably find yourself avoiding once you get powerful healing magic. Later in the game once you gain the Tonberry GF's familiar ability you will be able to buy rare items at a very hefty price so its best if you stockpile your money till late in the game.

Get your SeeD rank as high as possible. It is one of the only ways to gain Gil. Squall can take tests in the tutorial of the main menu up to the number equal to his level. So whenever Squall gains a level make it a habit to go into the menu and take the next test. The tests go all the way up to 30.

If you use your item command in battle and play the game until Active battle mode its best if you rearrange your battle items so that you can get to your more important ones quickly.

Think carefully before junctioning magic to your elemental attack. You certainly don't want to have a fire elemental attack in an area full of fire elemental monsters.

All towns become sealed off on disk 4 so make sure that you do any side quests that involve towns, and the Obel lake quest before disk 4 (they are all listed in the walkthrough before entering Lunatic Pandora).

5: Walkthrough

After watching the magnificent intro to the game, the main character of the game awakens in a doctors office, respond to her question and you'll get the chance to name him. Quistis comes to get Squall and he follows her to their classroom. After hearing from Quistis in the class room,

check Squall's desk under the Tutorial menu to receive your first two GFs Quenzacotl and Shiva. I suggest giving Shiva to Squall to start out. If your not familiar with how to junction yet, there will be a tutorial about it coming up in the game soon, or it is explained in the game basics section of this guide. Proceed to the front and speak with Quistis. Your first destination is to go to the Fire Cavern, but first you'll have a chance to explore Balamb Garden.

5.1: Balamb Garden

Party: Squall (Level 7)

Items: M-Stone Piece, Spider Web, Occult Fan I

Cards: Quistis, Mini Mog, Starter Deck

Draw Points: Curex2, Esunax2, Blizzardx2

From the classroom head toward the elevator to the south, and you'll run into another student that wants Squall to take her on a tour of the garden. I suggest doing it so you will get to know Balamb Garden a little better. After agreeing or disagreeing to take her speak with the guy near the elevator for a starter set of cards and proceed down the elevator. From the Directory head east into the library, search the bookcases for an Occult Fan I Magazine and there is an Esuna Draw Point to hit in here as well, which will be useful to junction. Leave the library and take the next east into the Training area, I suggest you hit the Blizzard Draw Point here and perhaps gain a level or two the monsters aren't too strong, If you get in trouble just call Shiva in and she will take care of the enemies. There are a few rare cards to pick up in the Garden, head to the Cafeteria which is to the left of the dormitory which is west of the Training Area. Inside you'll run into Seifer, after the scene head to the right, the Treppe Fan in the back has the Quistis Card you can win, he also has some boss cards that are pretty good cards as well but make sure to pick up the Quistis card now, it will be a powerful card for a while. The other Card is the Mini Mog Card, there is a kid jogging around the garden whom you will see from time to time, he has the card, its not as good as the Quistis one but this is the only place to pick it up, although I should note you will have other chances in the game to win these two cards, but I suggest doing it now. When you are finished proceed to the main gate south of the directory, making sure to hit the Cure Draw Point towards the exit. Quistis will teach you how to junction GFs and will give you your first two GFs, Quenzacotl and Shiva, if you have not already gotten them out of Squall's study panel. Then you will set out to the world map toward the Fire Cavern. When out on the world map proceed towards the mountain behind the garden and search for a Cure Draw Point, then head towards the town of balamb to the west to the tracks behind it to hit the Esuna Draw Point, a good spell to junction early in the game. There is one last draw point on the cliff behind the Fire Cavern to the east its a blizzard draw point. Now its time to start gathering items and learning GF abilities, the first items you should concern yourself with getting are the M-Stone Pieces which are dropped by the Bite Bugs, Glacial Eyes, and Caterpillars around the area, also take note that the caterpillars are mostly found in the forest and drop a Spider Web which will teach the blue magic Ultra Waves to Quistis. Get a couple of these because

they are used to remodel weapons as well. Beware of the T-Rexaur enemy in the forest though he is quite the enemy, best to run away for now if you see one. As for GF Abilities I suggest learning Boost before you even go into the cavern on Shiva and Quenzacotl, after that focus on learning junction abilities, like HP-J and Str-J. Card for Quenzacotl is also not a bad idea to start adding monster cards to your collection with Quenzacotl's Card Ability, the Bomb in the Fire Cavern is pretty good to turn into a card. The best place to earn AP here on the plains is on the beach, the Fastitocalons there give good amounts of AP. Also make sure you fight a lot of battles to draw magic from the enemies, I suggest stocking up a lot on Cure and Blizzard Spells for the Cavern.

5.2: The Fire Cavern

Party: Squall (Level 10), Quistis (Level 10)

Items: G-Returner

Cards: Ifrit

Draw Points: Fire

Enter the cavern and Quistis will explain how to junction magic as well as tell how to use the gunblade properly again. Talk to the two guards toward at the entrance and choose a time, I suggest 20 Minutes, because the lower the time left when you defeat the boss of the cavern, the higher your SeeD rank will be when you get ranked. Proceed into the cavern, nothing really to mark here except there is a Fire Draw Point to hit and the enemies here are very weak to blizzard magic so I suggest hitting them with blizzard and continuing through the cave. Quistis will make comments as you proceed, none which matter much just continue on to the boss.

Boss: Ifrit

Party: Squall (Level 10), Quistis (Level 10)

This is a simple boss, whomever has Shiva junctioned should summon her repeatedly, while the other character casts Blizzard Magic or summons Quenzacotl. Use Scan on Ifrit every once in a while until he has enough HP left that you can kill him in one more hit, then wait for the counter to get down to about 10 seconds left then finish him off. You get a G-Returner and Ifrit's Card for winning.

After the fight, the timer is gone and you gain Ifrit as a GF, make your way back outside the Cavern. If you run into a Buel make sure to stock up on all three elements it carries. Before you head back to Balamb Garden though I suggest learning some abilities with Ifrit. When you're done head back to the Garden, at the gate Quistis will explain how to teach GFs abilities. After this go to the Dormatory which is directly east and all the way north of the directory, or you may want to try and win the Quistis or Mini Mog cards now if you got a bomb card this will

be alot easier. Search the bed in Squall's dorm room to change into his uniform, now proceed to the directory to prepare for the SeeD test. You'll meet your team members for the Test Zell and Seifer, when you are in the car on the World Map proceed east to the town of Balamb. Proceed to the dock and board the ship, there will be some conversation explaining the mission in Dollet so pay attention to what is said. After Seifer tells you to go outside, head out to the east exit and the exam will start.

5.3: Dollet Field Exam

Party: Zell (Level 8), Squall (Level 12), Seifer (Level 9)

Items: Elixerx2, Cottagex2, G-Returnerx3, Weapons Mon Mar

Cards: None

Draw Points: Blind

As soon as the boat lands make sure to give each party member a GF and junction your magic then proceed up the stairs and you will be attacked by some soldiers. Use this battle to draw plenty of fire, thunder, cure, and blizzard magic. This area is not complicated at all and is very straight forward just follow Seifer through the streets and take care of the soliders that attack. Note that your actions here determine your grade so make sure to do the following, except in that first battle to stock magic, finish all the soldiers off as quick as possible, also don't talk to anybody unless you have to, and follow all of Seifer's orders and you will be graded well. When you reach the center square, Seifer will order you to look for more soliders, check up behind the fountain and you will engage in another battle finish them and keep speaking with Seifer. When he heads off north follow him, now you will engage in random battles in the areas, take this time to draw more magic and gain some levels before proceeding. When you reach the area where a Dollet soldier is attacked by a monster make sure that Seifer finished it with his Fire Cross Limit Break which will become available when it is almost dead if you do not, your SeeD score will go down some, plus you get more exp if he kills it. Keep proceeding north, after overhearing some converstation between some Galbadian Soldiers, Selphie will appear and Seifer will run off towards the tower. Do not follow Selphie by jumping down the cliff or your SeeD score will be lowered instead take the path to the right, at the bottom Selphie will take Seifer's place in the party so make sure to junction Seifer's GF and Magic to her. Also run around the area and build some levels and draw magic. Head inside the tower, making sure to get the Blind Draw point to the left and saving your game on the right once inside. Take the elevator up and prepare for a boss.

Boss: Wedge, Biggs, Elvoret

Party: Selphie (Level 9), Squall (Level 14), Zell (Level 10)

The battle will start out with you against Biggs. He has Esuna magic which is a great help you should draw as much of it from him as you can,

don't worry much about his attacks they don't do much damage. After you do enough damage to him Wedge will appear, defeat them both and they will be blown away by the real boss Elvoret. Immediately draw a new GF from him, Siren, and stock up on the Double spell he has, it junctions well. I strongly suggest drawing and casting Double on all three party members and have them double cast cure if need be to cure your characters. Elvoret's breath attack is the attack to watch out for it does around 150 damage to all three party members and you will probably need to heal after it. Other than that use normal attacks and your GFs on him and he will fall in no time if you can keep your party healthy. For winning you receive two elixers, two cottages, three G-Returners, and a Weapons Mon Mar Magazine.

After the fight you are ordered to return to the shore to return to Balamb. You have 30:00 to do it and the counter starts as soon as the conversation ends, head down the elevator and save your game. After leaving the tower yet another boss fight starts, although this one is quite different.

Boss: X-ATM092

Party: Selphie (Level 9), Squall (Level 14), Zell (Level 10)

This battle is timed of course and it really isn't a battle you can win, the point is to every battle you get into with the monster you must deplete some of its hp and run away before it fully restores itself. The first battle is unavoidable but all of the others you will not have to fight if you can avoid X-ATM092. When the first battle begins have whomever has Quenzactol junctioned summon him repeatedly and have the other two cast double and then double thunder spells on him, when his HP is depleted (he will fall over and Zell will yell "lets get the hell out of here") run away from the battle. Proceed to the right trail and he will follow you again, in the area where Selphie jumped off the cliff make sure to stay as far away from the cliff as possible and hug the corner of the left path to the next area and you will avoid another fight with X-ATM092. In the next area DO NOT RUN down the path, walk, other wise his footsteps will stun you as you run and you will have to fight him again. The next area, the bridge, it becomes very difficult to avoid him. Run to the right until he jumps over your party, then proceed back to the left, this is where you have to be quick. Keep running and he will jump over your party a second time, this time immediately turn back to the right and run towards the exit, if you don't do it fast enough you will have to fight him. Now there is a way to get a ton of AP from the times you can fight him, if you manage to deplete all of his HP in every battle, you will be rewarded with 400 AP. My suggestion if you are going to try this is to learn Boost, SummonMag 10,20,and 30% with Quenzacotl, this will do a ton of damage to him, and should be enough to deplete his HP in a couple of castings. Note that if you do this, your SeeD rank will go down.

After this Squall jumps onboard the ship and Quistis blows X-ATM092 away with a machine gun and you return to Balamb.

5.4: After the Exam, Back to the Garden

Party: Selphie (Level 9), Squall (Level 14), Zell (Level 10)

Items: Timber Maniacs Magazine, Battle Report, Weapons Mon Apr, Magical Lamp

Cards: Zell, Seifer, Diablos

Draw Points: Thunder

When you return to Balamb Quistis says you have some time off and can do whatever you want but to return to the Garden soon. Take this time to explore the town of Balamb although there is not really much going on here. You can pick up your first Timber Maniacs Magazine either at the Train Station on the floor or on the 2nd floor of the Inn, you cannot pick up them both seeing as once you pick up one of the magazine's the other vanishes. I'm pretty sure that they are both the same magazine so just pick one. You can buy some items from the vendor near the train station and you should try to win the Zell card from Zell's Mother at his house. If you can get that card playing cards will be quite simple for a while to come, it is one of the best in the game. Also make sure to hit the Thunder Draw Point outside of the Junk Shop and make your way back to Balamb Garden. Although you might want to learn some abilities with Siren, your new GF, before you continue. When you return to the Garden you will see Xu, Quistis, and Headmaster Cid speaking after there conversation finished look outside of the library for Seifer and speak with him. After some move conversation there will be an announcement, follow the instructions. There you will find out you passed the SeeD exam and you will be taken to Cid's office to receive your scores. From now on you'll get paid at random intervals as you walk around, fight battles ect, how much your paid depends on your SeeD level you can open up the menu and go to into the Tutorial section and take SeeD tests up to what Squall's level is to raise your SeeD level. After Cid gives you your score speak with him to receive the Battle Report, this will allow you to view your party info such as battles fought, how many times you've run away from battles ect in your Tutorial menu. When in Squall's dorm change into his SeeD uniform which is on the bed and speak to Selphie to go to the party that is being held. After a little bit of conversation and some bad dancing, Quistis will want Squall to meet her at the secret area in the Training Center. Return to Squall's dorm and change into his normal clothes and head towards the training area. Enter the training area and Quistis will join your party and you will head into the training area toward the secret area in the back. Nothing really special about this place, Make sure to give Quistis either Zell or Selphie's junctions. Also make sure to hit the blizzard draw point on the path to the right. Watch out for the T-Rexaur enemies in here because they can pose a big threat, not so much one if you cast blind on them and then use GFs on them but there attack power is really high. Nothing else really to note, you might want to gain a level or two with Squall and Quistis, then proceed to the very back toward the secret area. Squall and Quistis will have a conversation at the area then decide to return. Make sure to save at the save point outside the secret area and then proceed back to the entrance, you will come across some monsters attacking a girl.

Boss: Granaldo, Raldosx2

Party: Squall (Level 17), Quistis (Level 14)

This battle is extremely easy to win. Simply draw and cast sleep from Granaldo on him and his buddies the Raldos won't even attack you with there master asleep. Take this time to stock up on Shell and Protect spells they have, these are great spells and will be needed for the entire game and they junction extremely well. When you have enough spells for your liking simply finish them with GFs.

When the battle is finished the men take the girl off. Return to your dorm and speak to Zell who tells you that you have a new room. Go to sleep in Squall's new room and you will be woken up in the morning by Selphie for your first mission. Pick up the Weapons Mon Apr Magazine on the desk in Squall's Room and head toward the garden entrance. At the entrance Cid will give you your first assignment as a SeeD. Squall, Selphie, and Zell are to go to Timber and help the resistance there. Speak to Cid before you leave to receive the Magical Lamp item. I suggest going back into the garden and hitting all the Draw Points and gaining a few levels for Zell and Selphie in the Training Area, and also head up to Cid's Room by way of the elevator and challenge him to a game of cards. He has the very powerful Seifer card you should try to win it from him before leaving the garden, as well as you should try to get the Quistis and Minimog cards if you haven't yet because once you head off to Timber you won't have a chance to get them for a long time. When you finish in the garden head out to the world map and hit the Esuna Draw Point in the tunnel behind Balamb, make sure your fully healed, replace your characters ability to cast magic with using Items, save, and use the Magical Lamp to call forth the GF Diablos.

Boss: Diablos

Party: Selphie (Level 9), Squall (Level 17), Zell (Level 11)

This battle at this point in the game can be really difficult but can be made easy by doing the following. Diablos' Favorite Attack is Graviija which reduces your partys HP into the critical. When this happens keep hitting the button to change between your party member's turns til Selphie's Limit Break comes up and hit do over until Full Cure comes up, it shouldn't take long, that will restore your characters HP back to Max so you can continue the fight. Have all your characters attempt to draw and cast Demi onto Diablos, this will fail alot especially if your characters levels are really low, but keep trying it will eventually work. Use Demi on him several times until it starts doing really low amounts of damage, say in the low 100s, then Summon GFs and use Squall and Zell's limits when he uses Graviija. Note that Diablos does have a very powerful physical attack which if your characters are not fully healed will most likely kill the character. If this happens use a Phoenix Down and continue the fight. Using the above strategy it shouldn't be too hard if you can just get the draws to work. You receive a Diablos Card for winning.

When you defeat Diablos immediatly junction him and start learning the HP junction ability and then focus on learning mug. Learning mug early in the game will help you acquire alot of items that will be needed later in remodeling your weapons.

5.5: The Train Ride

Party: Selphie (Level 11), Squall (Level 19), Zell (Level 12)

Items: Pet Pals Vol. 1, Pet Pals Vol. 2

Cards: Angelo

Draw Points: Curex2, Water

Make your way to Balamb, there is nothing else really to do here, might want to buy a few items at the shops, hit the Thunder Draw Point and the Cure Draw Point which is where the boat you took to Dollet once was, or try to win Zell's card from his mom. When your finished head toward the train station and pay the 3000 Gil Fee for the train ride. When on the train, save at the save point and follow your party members into the cabin. Once inside Zell will get all excited and notice they have magazines which gives you Pet Pals Vol. 1. Selphie will come in feeling sick and your party will pass out suddenly. You will be in control of 3 new characters, Laguna, Kiros, and Ward. As them proceed through the forest hitting the Cure Draw Point on the way, nothing special about the enemies here nor any interesting draws, might want to build a level or two, considering these three characters levels and junctions are connected to Selphie, Squall, and Zell's. When you reach the area with the vehicle make sure to hit the water draw point and board the vehicle to Deling City. When the three step out of the car head east and into the Galbadia Hotel and down into the bar on the right. Speak to the person in the blue and ask for your usual table. After some conversation as Laguna walk toward Julia at the piano but Laguna's leg will cramp up and he limps off back toward Ward and Kiros in shame. After more conversation head back toward the inn and ask for Julia's room at the front desk. After speaking with Julia the scene will switch back to Squall's party whom is waking up just in time to arrive at Timber. When you gain control of your party again, you'll have to rejunction your party's GFs. When you step off the train reply "But the owls are still here" to the man's question to be taken to the resistance's train. You'll meet Zone and Watts inside and they'll ask you to go get the Princess at the back of the Train. Take this time to challenge Watts to a game of cards to get the Angelo card this will be your only chance for a long time to get it so don't miss this opportunity. Head toward the back room, after speaking with Rinoa she will teach you how her Limit Break works and you will head back to the others. In the meeting room they will explain your mission. Make sure to pay close attention to what to do because if you can do it all correctly your Seed level will rise. After the meeting head back to Rinoa's Room and check the bed for a Pet Pals Vol. 2 Magazine. Make sure to save your game and talk to Watts to begin the mission. When the mission begins jump across to the other car and run toward Rinoa once you are across on the other car. Enter the Codes correctly that Rinoa reads to you and make sure to go back up if one of the guards starts heading your way, do this in both areas and you will succeed in your mission. After the mission the party will head in

to confront Vinzer.

Boss: Fake President, Gerogero

Party: Selphie (Level 12), Squall (Level 20), Zell (Level 13)

This boss will start out as a fake form known as the Fake President, you can draw some cure magic from him if you like, then finish him with a GF or a couple of physical attacks. He will transform himself into Gerogero. The main threat with this guy is status effects, he can induce many of them to one party member at a time with effects such as Blind, Silence, and Berserk. This is easily taken care of by the ability to draw Esuna Magic from him, so take care of status effects as soon as you can because if your whole party gets effected by them you'll be in alot of trouble. Now you can kill Gerogero by using a Phoenix Down on him but if you didn't equip the item ability just summon Ifrit and cast Fire and Cure on him. Note that you can Draw Double and Esuna from him which you should take full advantage of cause these will be great spells throughout the entire game. He also has Berserk and Zombie which are not as great but worth getting a couple of.

After beating Gerogero and some more conversation it seems Vinzer is on his way to Timber to broadcast a message to the world, so it looks like the party is heading for Timber. Choose whether you want to take Selphie or Zell with you to Timber along with Squall and Rinoa. Take this time to try to win the Angelo card from Watts and get the Pet Pals Vol. 2 Magazine if you have not done so yet. Speak to Watts when your ready to head to Timber.

5.6: Timber

Party: Rinoa (Level 11), Squall (Level 20), Zell (Level 13)

Items: Potion, Girl Next Door, Timber Maniacs Magazine

Cards: Buel, Tonberry

Draw Points: Blizzaga, Cure, Scan

When you step off the train head toward the left and check out the Pet Shop on the left side of the screen. Here you can buy two new copies of Pet Pals for Rinoa, as well as GF Hi-Potions which could come in handy. The enemies around the area are nothing new, you've fought them before just some Galbadian Soldiers and Elite Soldiers which if you are near my levels have nothing new to draw. Once you finish at the item store head off to the right where you got off of the train, Rinoa will notice the trains have stop running, continue to the right. There is a weapon remodeling shop here but its doubtful you have the needed items to upgrade yet, there is also an inn with a save point but you cannot stay in the inn at the moment. Continuing to the right you'll run into some elite soldiers threatening the Timber Guards. Rinoa will rush in to save them and you'll fight a battle with some Elite Soldiers. After the

battle head back toward where you got off the train, at the area overlooking the train tracks talk to the boy there to receive a potion. Everytime you enter Timber if you have Rinoa or Quistis in your party he will give you a potion. Heading north from the arrival area, go into the Timber Maniacs office. Check the piles of magazines for the Girl Next Door Magazine, it has no use yet but will later in the game. The room on the left contains a Blizzaga draw point, make sure to hit it. The office to the north has a Timber Maniacs Magazine laying on the floor, make sure to pick it up, and if you talk to the editor and ask about Timber Maniacs you'll get quite a story (notice how Squall really gets into his story). Back outside the office head all the way to the left to the train tracks and enter the house up the stairs. Talk to the old man and tell him you like to drink and then search the faucet and it will heal your party. These are the Owls Tears you have probably been hearing about. After healing check the cupboard several times until the girl tells you to bang on it, once it opens take the 500 gil out, after you take it you cannot get any more owls tears from the old man but who really cares when you can draw cure magic from the soldiers outside? Go back down the stairs and take the staircase down to the pub in the area you came from. Outside the pub you run into some Galbadia Soliders who fight you, after beating them they drop a Buel card. There is a shop on the left which sells the usual items, you might want to buy some of the ammo that is for sell for the character that will be joining soon. Hit the cure draw point on the right and head into the pub. Tell the drifter inside about the card and he'll give you a Tonberry card and let you keep the Buel card, when he moves take the door to the back alley. Hit the Scan draw point, save at the save point and head toward the TV Station up the stairs. After some conversation on the stairs and watching Seifer and Quistis storm Deling's announcement continue up the stairs and into the conference room. Follow Seifer outside the room and he will dissappear with the Sorceress. Follow Quistis and Rinoa down the stairs and into the house beside the Timber Maniacs building. Talk to Quistis when you go upstairs, then head toward the door and Quistis will tell you that they should head toward Galbadia Garden and that you need to take the train from east academy to get there. So form your party and you'll receive some items from the Chief. Outside you'll meet Watts, he'll head off to gather more info. Head to the right toward east station and you'll run into Zone whom will give you some train tickets, head right across the bridge and down to board the train toward Galbadia Garden. On the train talk to your party members a couple of times and you'll arrive at the station.

5.7: The Forest Dream and Galbadia Garden

Party: Rinoa (Level 15), Squall (Level 24), Zell (Level 17)

Items: Shear Feather, Cockatrice Pinion, Magic Stone, Screw, Saw Blade, Ochu Tentacle, Black Hole, Dragon Fin, Steel Pipe

Cards: All Level 6 Boss Cards

Draw Points: Fire, Sleep, Confuse, Cure, Haste, Double, Shell, Life

Once you are off the train now is the time to start acquiring items to remodel your weapons, and alot of items that the enemies have in this area can be used for remodeling. First off the Thrustavis enemies can be

Mugged and also drop Shear Feathers, they also have the spells Aero and Float for you to draw if you are high enough level so make sure to draw alot of those spells. Try to get several shear feathers. Cockatrice Pinions are mugged and dropped by the Cockatrice enemies within the forest areas on the world map around the area so try to get a couple of those as well. Screws are another item that are a must, and they are stolen and dropped from the Geezard enemies in the area, make sure to pick up alot of these, 30+ of them, you'll be needing alot of them. The next item is a Dragon Fin. You can mug a Grendel for it in the forest areas, they also drop Dragon Fins. Be careful though because Grendels are really powerful. One last enemy to look out for is the Wendigo enemy, they can be mugged for Steel Pipes as well as drops them, be sure to pick up several of those as well. After you have done all of this return to the Station where you got off and hit the invisible fire draw point on the right bridge next to the station and proceed to the forested area between the two mountains. Note that you can return to Dollet right now and get some items but if you do the quests there later on Disk 3 the rewards will be alot better. Once inside the forest the party has a conversation and then Squall, Quistis, and Selphie drop into Sleep again and you take control of Laguna, Kiros, and Ward who appear to be lost. Laguna has Squall's junction but if you didn't have anything junctioned to Quistis and Selphie give Kiros and Ward some GFs now and then proceed down the cliff. Hit the Sleep Draw Point at the bottom of the cliff and proceed across the bridge and the party gets attacked by two groups of Esthar Soldiers. Take note of the draws the Esthar Soldiers have in this battle, with a decent level party they should have Cura, Fira, Blizzara, and Thundara. Take full advantage to draw these spells they are great to use in battle and junction really well for this time of the game. Head straight and hit the Confuse Draw Point on the left, take the ladder down, search the area to the left and you'll find the first old key, Laguna of course will lose it like an idiot. Note the Gesper enemies that will appear in this area, they can be mugged for an drop an item called Black Hole, which will teach Quistis Degenerator which will instantly eliminate an enemy from battle so be sure to pick it up. They also have Shell and Protect to draw from so if you didn't get plenty from the Granaldo boss fight this is a good time to stock up. The Elastoid enemies have Dispel to draw from so pick some up of this because you'll be needing this spell in some future boss fights. In the next area have Laguna tamper with the middle panel so that the Esthar soldiers will fall through, also make sure to tamper with the other two panels after tampering with the middle one, you'll have to go all the way around to reach the other one (notice when you leave the area an Esthar Soldier falls for it, Laguna is a genius after all!). Continue to the right and pick up the second old key in the debris near the bottom of the screen, and yet again Laguna loses another key. The path to the right leads back toward the beginning so head up. Continue up until you come across a switch on the ground, hit the red switch, then the blue one, then continue up across the bridge type platform. In the next area examine the boulder to push it away and reveal a Cure Draw Point, hit it and continue up. Save at the save point in the next area, and continue up again. Note that this is the end of the area and if you have not gotten the Black Hole item you should try to get it before heading up. On the cliff you'll fight a battle with some Esthar Soldiers and they will hit Kiros and Ward with an attack called Soul Crush. Laguna, Kiros, and Ward jump off the cliff into the river below and the scene switches back to Squall's Party. Make sure to heal Selphie and Quistis because they will only have 1 HP left. Outside the forest Galbadia Garden is right around the corner but there are a few more items to get from enemies in this area. The Ochu enemies in the forest you came out of carry Ochu Tentacles. You can mug them for some or they can drop them,

they are also a great source of Exp and AP for your party. I suggest right now learning Mug because mugging enemies for items will become crucial for getting some of the items later in the game. Another item to get is the Saw Blade, which will be needed for some of Rinoa's weapons, they are mugged from the Belhelmel enemies outside of Galbadia Garden. They also drop Magic Stones which will be used alot in remodeling later so be sure to pick a bunch of those up as well. After you have picked up the things I listed above and learned Mug head into Galbadia Garden. Proceed through the front gates after Quistis and into Galbadia Garden and hit the Haste draw point that is hidden in the center platform of the garden. Despite the small part of the garden that you are free to explore there are a couple of things to do. From the center of the garden head to the right and through the door on the right. The girl student in this room has all of the Level 6 Boss Cards which are all listed in the card section of the Guide. You should take full advantage of getting these cards right now because this is your only chance to play cards with the girl and it will save you alot of trouble getting those boss cards later in the game. The door on the left leads into the hockey arena, take the door to the left of the one you came through to go into the locker room. Hit the Life draw point and head back to the center. Head up from here and all the way to the track area, hit the Shell draw point and proceed up the stairs that you passed on the way there. When up the stairs take a right and all the way to the auditorium. Hit the invisible Double draw point in here and then head through the door straight from the stairs. Speak to your party members until Squall runs out of the room. Head back down the stairs and toward the center and you'll run into Fujin and Raijin. Heading back outside the gate, Headmaster Martine will explain your mission to assassinate the Sorceress and Irvine will join your party. Squall will teach how to switch out party members and you will need to board the train outside to Deling city. So choose your party and head outside, you might want to take the chance to get those boss cards now, get some of the dropped or mugged items, or gain some levels for Irvine. When finished board the train to Deling City. Follow Irvine when he leaves the room and listen at his failed attempts to charm Selphie. Return to the other room and listen at another failed attempt this time at Rinoa. Quistis tells him to behave himself and Irvine rants on about being a loner. After Zell damages the train a little with a punch due to Irvine's rants, the party arrives in Deling City.

5.8: Deling City and the Tomb of the Unknown King

Party: Rinoa (Level 22), Squall (Level 34), Zell (Level 23)

Items: Rinoa's Valkrye and Rising Sun, Squall's Shear Trigger, Zell's Maverick, Timber Maniacs Magazine, Turtle Shell

Cards: Sacred, Minotaur

Draw Points: Thundara, Esuna, Protect, Float, Cura

After you get off the train head up the stair type device and into the city. Head toward the right into the bussiness section and into the inn. Stay in the inn and pick up the Timber Maniacs Magazine on the floor next to the bed and continue down outside. On the right side of the street you will find a item shop which sells the basic items, and a

weapon remodeling shop, if you have been picking up a couple of the items I've been mentioning in this guide you should be able to make Squall's Shear Trigger, Zell's Maverick, and Rinoa's Valkerye and Rising Sun. Remodel your weapons and continue down and all the way to the right, in this area you'll hear somebody talking about Caraway, this is Caraway's Mansion. First take the bridge to the left side and hit the Thundara draw point, then return and speak to the guard that is across the street. He'll send you off to the Tomb of the Unknown King to find a ID code of a student that was lost there. Speak to him again and ask him to escort you out of town that will be quicker than walking out. Out on the world map check the train tunnel below Deling city to hit an Esuna draw point. Outside you won't find any new enemies, you have encountered most of them already, depending on your level the Thrustaervis enemies outside may have Blizzaga and Tornado to draw from them, I strongly suggest picking these spells up, especially Tornado it is one of the best spells in the game. From Deling City head Northeast to the peninsula to the Tomb of the Unknown King. After watching some students flee, hit the protect draw point to the left, save at the save point and proceed into the Tomb. The enemies in here are nothing to worry about, the Armadodo enemies can be Mugged for Turtle Shells which you should pick up several of, the Blobra enemies are very strong against physical attacks so use magic against them. Toward the entrance you'll run into a blue sword on the ground, it has the ID code your looking for on it. The ID code is random for every play through so remember to write the code down. If you want you can return and give the code to the guard but there is a GF inside the tomb I strongly suggest getting. From that point keep heading right til you come to a statue, examine it to fight a boss.

Boss: Sacred

Party: Rinoa (Level 24), Squall (Level 36), Zell (Level 26)

First off take notice of the boss's draws. He has Life which you should draw alot of, this is one of the best spells to junction and you shouldn't need your item ability much after stocking alot of this spell, other than that draw and cast protect on your entire party, cast Float on Sacred to prevent him from healing each turn, and just pound away with your GFs and Magic such as Aero and Tornado. He only attacks physically so he shouldn't be much of a problem.

From the 4 way section you came from, head right until you come to an area with a draw point and a switch. Hit the Float draw point on the left and hit the switch on the right. Continue heading right till you reach an area with a water wheel, hit the invisible Cura draw point on the right and the switch on the left. Once again continue heading right until you are taken outside of the tomb. Save and heal at the save point and then head back inside, this time heading up until you reach a bridge over water, when you are ready step inside for a boss.

Boss: Sacred and Minotaur

Party: Rinoa (Level 25), Squall (Level 37), Zell (Level 27)

This Boss can be difficult but not too difficult if you do things right. Begin the battle by drawing and casting protect on your party, as well as casting float on your party and the two bosses, this way the mad cow special will not effect your party and they cannot heal some of there HP each turn. Use Diablos to take a big chunk out of there HP repedly and if you have stocked alot of Tornado spells draw and cast double on your party and double Tornado or Aero spells onto them. They won't last too long if you keep casting float on them and using Diablos and Aero and Tornado Spells. For winning you receive a Sacred Card, and then a Minotaur Card shortly after the battle.

After the battle you receive the Brothers as a GF. Junction them immediatly and have them start learning abilities. To exit just walk down until your outside, head back to Deling City and speak with Caraway's Guard, give him the correct code and he will let you inside.

5.9: Caraway and the Battle with Edea

Party: Rinoa (Level 26), Squall (Level 38), Zell (Level 27)

Items: Sharp Spike, Weapons Mon May, Curse Spike, Coral Fragment, Elixer

Cards: None

Draw Points: Esuna, Zombie, Bio

Once inside Caraway's Mansion speak to your party members until General Caraway enters the room. Follow Caraway as he explains the plan to assassinate Edea. After he briefs you, return to his mansion when you are ready to start the operation. After Squall forms the partys and leaves the room, try to leave as Quistis and Rinoa will barge into the room. After some conversation as Squall follow Caraway out of the mansion to the waiting spot. Switching back to Quistis she wants to go and apologize to Rinoa, so head back to Caraway's Mansion. Quistis and the party gets locked in the room by Caraway on accident and the scene switches to Rinoa. Save at the save point and proceed past the boxes over to an open manhole, enter it and proceed to the left to pick up a Weapons Mon May magazine, head back to the ladder and back up the manhole and climb the boxes up to the Sorceress' room. After listening to Edea's speech, you'll take control of Quistis' party again. Take one of the glasses from beside the door and place it in the statues hand to reveal a passage down to the sewer. Make sure to junction your characters with GFs and magic before proceeding because there are enemies down here. There are two enemies down here you should watch for, one is the creeps enemy, you can steal coral fragments from them which will teach Quistis the Electrocute limit break and they also drop Curse Spikes, which teach Quistis LV ? Death make sure to pick up some of those. The other enemy is called Grand Mantis, they can be mugged for Sharp Spikes which will be needed to remodel some of the weapons so make sure to get some of those as well. Search the wheel to the left to climb over to the other side, open the door and as you move to the next area the parade starts. As Squall follow Irvine into the mansion. Climb up the boxes just like you did as Rinoa, Make sure Squall and Irvine are healed and have some GFs equiped because at the top you fight a boss.

Boss: Iguionsx2

Party: Squall (Level 38), Irvine (Level 13)

Once the fight begins make sure to draw the Carbuncle GF from them. This boss is very simple, they have an attack that can cause gradual petrify on you which is easily taken care of by casting Esuna on the affected character. The boss is immune to fire magic, so stick with using spells like Quake and Tornado and calling GFs such as Shiva and Brothers. Note that they do have the spell break to draw which junctions pretty well, you might want to draw some if you have the battle under control.

After the battle equip your new GF and open the hatch in the area you came from and proceed down into it. Examine the rifle on the ground and after some conversation the scene switches back to Quistis' party. Proceed up and into the next area. Head left and down and knock the ladder down into the water, proceed across it and to the left to hit an esuna draw point. Head back across the ladder and to the left again. Head up and through the stretch there taking a right. In the next area proceed to the right, don't use the water wheel in this next area instead head down, not across the wheel in the area but there is a hidden Bio draw point you should hit here, Proceed back to the area you came from with the water wheel and head directly left from the down entrance a little to a Zombie draw point. Now head across the wheel and then across the wheel to the right, proceed down and across the water wheel here, head down once more and across the water wheel in the area. Once again head down and to the right making sure to knock the ladder into the water. Use the water wheel in the next area and proceed up, this is the last area, make sure that you have gotten some Sharp Spikes, save at the save point and head up the later to the 2nd floor. As Quistis hit the switch to trap Edea, Irvine misses his shot so Squall rushes in to attack Edea but he must deal with Seifer first.

Boss: Seifer

Party: Squall (Level 38)

This boss is pitifully easy, if Squall has Carbuncle call it and reflect Seifer's Fira spell back at him. Seifer has very little HP so a GF or two will finish him off.

After Seifer is knocked off Edea steps in.

Boss: Edea

Party: Irvine (Level 13), Squall (Level 38), Rinoa (Level 26)

This battle is not so difficult. Summon carbuncle as soon as the battle begins to send Edea's magic back at her, she will often cast Dispel on

one of your characters at a time to remove the reflect but simply resummon carbuncle when this happens and you shouldn't get hit with anything besides Edea's Astral Punch. While she is casting Dispel have the character with mug try to steal an elixer from her while the others draw dispel and double magic from her. After that a few GFs should put her down, note that you can still lose this battle and continue the game, but you'll miss out on some AP.

When the battle is over Edea sends a giant ice shard toward Squall knocking him off the float to the ground below bringing an end to the first disk.

5.10: Winhill and the D-District Prison

Party: Laguna (Level 38)

Items: Str Up, Pet Nametag, Tent, Pet House, Combat King 001, Character Report, Steel Orb, Missile, Regen Ring, Strength Love, Cottage, Rename Card

Cards: None

Draw Points: Curaga, Dispel, Drain, Reflect, Berserk, Thundaga, Aero

Disk 2 Begins with Laguna being told there is somebody waiting for him in the pub. Check the cabinet in Laguna's room for a hidden Curaga draw point and head downstairs. Downstairs speak to Ellone and then head next door to the pub and speak with Kiros. Speak with him about all the subjects and then head outside. The enemies around the area are nothing new, bite bugs and caterchipillars, if you are high enough level the caterchipillars may be carrying Curaga and Thundaga magic which you should draw alot of because Thundaga is the best thunder magic and curaga is the best curative magic in the game. From outside the pub head all the way to the right and down to hit the dispel draw point then head down into the next area. Proceeding down hit the Drain Draw Point on the right and continue right, in this area search near the truck for a hidden reflect draw point, hit it and continue down into the next area. Continue all the way down until Laguna tells Kiros that the patrol of the area is finished. Before heading back check out the item shop at near the end of the village, Laguna has 3000 Gil on him so spend it all here on items so it will be added to Squall's item list. Proceed back up to the pub and speak with Raine. After speaking with her head back to Laguna's house and rest in his room and the scene will switch back to Squall's party. Seems Zell and the gang have been thrown in jail after attacking Edea. Speak with your party members and after a scene with Squall, some guards come in and take Rinoa away after kicking Zell several times. The scene switches back to Squall once again, Seifer questions him and tortures him several times and the scene once again switches back to Zell's party. A Moomba enters and drops a plate of food and a guard comes in to scorn him, choose the option to stand up for the moomba and Zell will chase the guard away. Seifer tortures Squall some more but when given the option don't lie to the warder about Seed. As Zell they devise a plan to escape and Zell knocks the guard out when he steps into the room. As Zell head up the stairs to the left to retrieve

the party's weapons. On the next floor engage the soldiers with Zell, afterwards he will pick up the weapons. The moombas will free Squall and Zell will return the weapons (notice how cheesy the scene is when Zell gives the weapons back to Selphie and Quistis). After this it seems Biggs and Wedge from earlier are back for round two. This really isn't a boss fight and it is extremley easy to win. Make sure to steal from the two to get a Regen Ring and a Strength Love, also making sure to draw some Regen and Haste spells from Biggs then finish them off with a GF or two. Stepping outside the cell, Biggs sets off an alarm that sets enemies out onto the floors. There are a few enemies to look out for here, one is the GIM52A which can be mugged for a Missile items which teaches Quistis Micro Misslie and the other enemie is called GIM47N which can be mugged for Steel Orbs which are need to remodel some weapons. Instead of heading up the stairs, head down the stairs because there are plenty of items to pick up on the bottom levels. There is nothing on the first floor down so pass it up and head down again. The man in the room on this next floor will play cards with you for 500 Gil per play but will give you an item if you win. He is really easy to beat but the items you can win are really not worth it. I was able to win some HP Up and Gysahl Greens from him as well as some potions but that was about it. Continue down to the next floor. On this floor you can pick up a tent, continue down to the next level. This floor has a Pet House to pick up so continue down to the next floor, this level has a Pet Nametag and a Strength Up to pick up, so pick them up and continue down. This Floor has a Combat King 001 Magazine to pick up which teaches Zell the Dolphin Blow Limit Break. Now head all the way back up to the floor where you escaped from and head up the stairs. This floor has an item shop that sells the normal items, you might want to stock up on some potions and tents. Head up to the next floor, this one has a berserk draw point so hit it and continue up to the next floor. On this floor is another man that will play card with you for 300 Gil, you'll definatly want to win this match though because when you win he'll give you the Character Report which will show your character data in your information section of the tutorial. Proceed up the stairs to the next level. On this level is an invisible Thundaga draw point so hit it and there is also another card player who will give you items if you play, this time for 200 gil, once again the items he give you are not worth your time so continue up to the next level. Nothing in this area so just follow the moombas up the stairs and to Squall. When you take control of Squall, speak to the moombas and have them create some shortcuts. Walk outside and Zell will operate the crain to send Squall's party to the bottom floor, hit the red button when Zell tells you and you get sent to the bottom. Head to the right and open the door to find nothing but sand. You hear gunfire and the party runs back outside to rescue Zell. As Zell head along to the right and you'll probably run into a fight with a few guards, finish them and Squall will come down and rescue Zell (notice how grateful Zell is that Squall saved his life and how Squall reacts heh). Irvine casually walks in and fires his gun off (Notice how Rinoa kicks his ass down the stairs for trying to act so cool). Choose your party and head up the stairs while Irvine holds them off. As Squall continue up the stairs and the scene will switch back to Irvine's party. Proceed down the stairs. This is your last chance to get the Missile item and some Steel Orbs from enemies so take advantage and get some before proceeding to the bottom floors. Once at the bottom the scene switches back to Squall. Speak to the Moomba's there to receive a Rename Card and Cottage and continue into the next area. Head up the stairs and up the stairs in the next room. Make sure you are fully healed then head right into a boss fight.

Boss: Elite Solider, GIM52Ax2

Party: Rinoa (Level 26), Squall (Level 42), Zell (Level 34)

This boss is not so difficult. Draw and cast haste on your party from the GIM52A's. The elite soldier will cast support spells such as Aura and Protect on the two machines which is easily countered by drawing and casting dispel from and on the GIM52A's. Summon a GF early to get rid of the Elite Soldier then just have your way with the two machines.

After the battle head back into the other room and you'll raise the arm for Irvine and the rest of the party to come to the top of the prison. Return outside and across the platform, it will start to give way and Squall will be holding on. Make sure to hold the right directional button the entire time to move Squall to the right because its game over if Squall doesn't make it. At the bottom your party takes vehicles outside the prison and they stop to discuss what to do next. As Squall hit the Aero draw point and speak with your party members some more. Have Squall decide the partys and then the team will head off. As Squall board the train to Balamb and the scene will switch back to Selphie's party.

5.11: The Missile Base and the Return to Balamb Garden

Party: Selphie (Level 22), Quistis (Level 24), Irvine (Level 17)

Items: Mega-Potion, X-Potion, Gysahl Greens, Tent, Mega Phoenix/Remedy, Remedy, Dino Bone, Bomb Fragment, Selphie's Morning Star, Quistis' Slaying Tail, Mag Up, Spr Up, Circlet, Weapons Mon Jun

Cards: Rinoa

Draw Points: Full-Lifex2, Blind, Blizzara, Bio, Demi

Head back to Deling City with Selphie and to Caraway's Mansion. Speak with Caraway about his cards and he says he'll use Rinoa's card if you give him your Ifrit Card. Play cards with him and make sure that the Ifrit card is your best card in your hand and lose to him, he will take it, challenge him again and he will play Rinoa's card, win it from him. You won't be able to get your Ifrit card back just yet but you will later. Next you should head to the Weapon Remodeling Shop and you should be able to make Quistis' Slaying Tail and Selphie's Morning Star. Once finished in Deling City take the vehicle into the Missile Base. Once inside head to the left and through the door. The doors are locked so check beside the door for an ID Card slot. One of your party members mentions to have found one in the truck and you use it to get inside. In the next area try to act casual and blend in to whats going on around the area. If you can get through this area without getting caught your SeeD rank will go up. Take the path to the right and continue right and down the stairs. In this next area you should notice an arrow pointing down, follow that path outside and hit the blind draw point and speak to the soldiers to the right. They want you to deliver a message to the missile room so go back inside and through the door to the north. Hit

the invisible Full-Life draw point on the left and speak to the soldier by the control panel and tell him to go on ahead. Go back outside and speak to the soldiers again. Head back inside and to the door on the left you passed when you came into the base and speak to the guard there. Head inside and hit the Blizzara draw point inside. Choose whatever to mess around with the controls in the Circuit room until the lights go out. Back outside you run into some soldiers whom question you, I strongly suggest talking it out this time because if you choose to fight you'll have to deal with random encounters and a timer inside. Choose to talk it out and Selphie will go inside with the crew and beat the crap out of them. Next head back to the missile control room, choose to help out the soldiers inside, push the square button to help them push the launcher into position. Back outside check the control panel, go to target and to error ratio and hold the right directional button to increase it to max. Then go to data upload and select yes to confirm your decision. Speak to the guard beside the stairs to be let upstairs. Up the stairs you run into the base leader and some soldiers, they discover your an intruder and engage you into a fight, this fight isn't much at all just finish them off with a GF or two. After the fight search the controls on the left, then check the control panel on the right in the room to the north to set the self destruction device for the base. Set the timer and head back outside the base. Make sure your healed because outside is a boss fight.

Boss: BGH251F2

Party: Selphie (Level 25), Quistis (Level 27), Irvine (Level 19)

The only thing really difficult about this boss is beating it before the timer runs out if you set the timer low. As soon as the battle begins draw and cast Protect on your party members. Then I suggest casting double on the two party members that aren't junctioned with Quenzacotl and then have them double Thundara and Water Spells onto it and have the other character summon Quenzacotl. After BGH251F2 is defeated the soldiers come out to take its place, finish them with a GF. For winning you receive a Weapons Mon Jun Magazine.

After the battle Selphie's party is locked inside and the base explodes. The Scene then switches to Squall's party outside the gates of Balamb Garden. Junction your characters and proceed inside. Head past the guy shouting orders and proceed up the stairs. You are stopped and questioned, swear allegiance and you won't have to fight an enemy or say the other and fight a normal battle, proceed into the next area. Speak the the guy outside the gates and he'll give you a Mega-Potion. Inside speak to Fujin and Raijin and head to the right and into the Library. The enemies inside Balamb Garden can be dangerous especially the Grendel and T-Rexaur enemies, but there are a few good items to pick up, first Bombs can be mugged for Bomb Fragments and the T-Rexaurs can be mugged for Dino Bones, make sure to pick up several of those. In the library defeat the monsters that the garden faculty sends at the you and speak to the girl in the Library and she will give you a mega phoenix if Zell is in your party, if not you'll just get a Remedy. Head back outside and up to the Training Area. Save the kids inside and speak to the SeeD to receive a Remedy, also the man from garden is in the Training Center and he will sell your party items. Head back out and up to the Parking Lot area. The SeeD here will give you a Tent for beating the monsters, head

back out and up into the Dormitory. Defeat the monsters here and you can use Squall's room to rest and save from now on, head back out and to the left into the Cafeteria. Defeat the monsters here and speak to the SeeDs (Notice how excited Zell gets about there being hotdogs only to find out the SeeDs already finished them all heh) they will give you some Gysahl Greens make sure to hit the invisible Demi draw point by the tree here then head back out and down to the Quad. Defeat the monsters here and tell the SeeDs your with the Headmaster and one of the SeeDs will give you an X-Potion, proceed back outside and down into the Infirmary. The Granaldo enemy you fight here is probably carrying the Pain Spell to draw. I strongly suggest drawing alot of this spell, junction it to your status attack and you can inflict multiple status effects on an enemy with each strike. Speak with the doctor after beating the monsters to receive an Elixer, now head up to the Elevator and speak to Xu, Follow her up to Headmaster Cid's office and speak with him. Squall volunteers to search the underground levels for controls for the once was shelter at the Garden and he gives Squall a key card to the lower levels. Head back to the elevator and down into the MD Level. When the elevator stops running search the floor for a trap door and proceed down the ladder into the open crawl space below, open the hatch at the end of the crawl space and crawl drop down into the next area. Squall tells the party to junction fire to there elemental attack which can be helpful in this area. proceed down the ladder and into the next area. The enemies here are nothing really to worry about, the Tri-Faces will probably give you the most trouble although you don't run into them very often. Head through the door at the bottom and turn the valve by repededly hitting the square button until you finally do it, then head back outside the door. Head down the ladder and the stairs and hit the Full-Life draw point on the right, as Squall head up the ladder. It will give way and send Squall flying through a window into a control room. Search the controls to open the floor then use the ladder to head back down to your party members. You'll notice a flashing green light near the botton, examine it and head down the ladder there. Save at the save point and hit the switch to the right, head across the bridge and two Oilboyles engage you into a fight.

Boss: Oilboylex2

Party: Rinoa (Level 31), Squall (Level 47), Zell (Level 39)

These guys can present a problem, they have an attack called Oil Shot that does alot of damage and causes status effects. You can draw and cast Esuna from the bosses to get rid of the effects but also make sure to heal the hit character if need be because they will probably be close to critical condition after the attack. The good thing though is that the Oilboyles are extremely weak against fire, so hit them with Diablos to cut there HP then finish them off with an Ifrit or two.

After the fight proceed across the bridge and into the control room. Have Squall mess with the controls until it activates and the Garden raises up from the ground and moves just as the missile connect with where the garden once was. Speak with Cid then head down to the second floor and outside the door past the class room. Head back to Cid's office and speak with Cid. Squall manages to stear the Garden out of the way of Balamb and into the sea. Later Squall wakes up in his room, head to the directory and one of the Garden Faculty members tells you the

Garden Master wants to see Squall, so head to the elevator and down to B1. Speak with Cid and then proceed to the left to speak with the Garden Master. He wants to turn over the SeeDs that were involved in the assassination of the sorceress, after some more conversation NORG gets furious and attacks the party.

Boss: NORG

Party: Rinoa (Level 32), Squall (Level 48), Zell (Level 40)

Start the battle by casting Shell and Double on the entire party and mugging the two orbs for a Mag Up and a Spr Up. After that use GFs and Double Attack Magic onto the NORG pod, stopping to attack the orbs if they change to red to prevent them from using magic on the party. You might even want to Summon Carbuncle to reflect NORG's magic back at him. Once you have done enough damage to the Pod it will open and you can attack NORG. Once the NORG pod is open immediately draw Leviathan a new GF from him and make sure your Shell spells are still on your party members and mug NORG for a Circlet. After this Double Aero and Tornado spells onto NORG and use GFs to finish him off. Note that the Left Orb has the Bio spell to draw so be sure to stock up on it.

After the battle search NORG's pod for a hidden Bio Draw point then head to the Infirmary to speak with Cid. Speak with him about all the subjects then head to the directory and speak with Xu who says a ship has approached. Head up the elevator to the outside deck by the classroom and speak with the White SeeDs whom are looking for a girl named Ellone. She is in the Library so proceed there and speak with her. After some conversation, Squall will wake up in his room, proceed outside the dorm and the garden will crash into Fisherman's Horizon. Speak with Cid and he will want you to go out and apologize to the Mayor of the town. So head down to the outside deck by the classroom to Fisherman's Horizon.

5.12: Fisherman's Horizon and the Invasion of Balamb Town

Party: Rinoa (Level 32), Squall (Level 48), Zell (Level 40)

Items: Timber Maniacs Magazinex2, Occult Fan III, Megalixerx2, Running Fire, Adamantine, Str Upx4, Irvine's Ulysses, Combat King 002

Cards: Quenzacotl, Ifrit, All Level 7 Boss Cards, Pandemona

Draw Points: Full-Life, Ultima, Haste, Shell, Regen

Outside the Garden Squall runs into some Citizens which tell them to go see the Mayor, so head to the right and proceed down the stairs. Keep proceeding right and you'll see some stairs leading down, head down them and then all the way to the left to speak to the Master Fisherman. Tell him what are you talking about and he'll give you an Occult Fan III Magazine. Speak with him again and he'll want you to talk to his Pupil down at the docks, head back to where you went down the ladder before

and continue to the right. Speak with the man operating the elevator to proceed down. From the elevator head to the right, in the next area continue right and hit the Regen draw point you pass by. In the next area take another right to the docks, hit the shell draw point on the far right and speak with the old man there, its a junk shop, you should be able to make Irvine's Ulysses Weapon now. Speak with the kid in the boat out on the water, this is the Master Fisherman's Pupil. Keep speaking with him as he breaks everything in the shopkeepers store and almost kills him (gee what foul language heh). Head back and into the inn on the left, you can also buy the usual set of items here, proceed into the back room and search the stack of magazines for a Timber Maniacs magazine then head back outside and proceed up into the next area. Take the small path down into the circle and head up the stairs to hit the haste draw point. Head back down into the circle and up the path again into the Grease Monk's house on the right. Pick up the Timber Maniacs Magazine laying on the floor and proceed back to the area with the path leading down the the mayor's house. Head to the right beside the mayors house to run into Former Headmaster Martine, he has all the Level 7 Boss Cards and your Ifrit Card if you lost it to Caraway earlier. Now proceed into the mayor's house, on the second floor speak to Mayor Dobe, search the right side of the room for a hidden Ultima draw point and take this time to challenge Mayor Dobe to a game of cards. He has the Quenzacotl card to win so make sure to get it then proceed to head back to the garden. On your way back Galbadia attacks, and mayor dobe heads off to talk to the soldiers. Follow him to the right, the enemies in this area are not tough but you should watch out for the SAM08G's because they can be mugged for an item called Running Fire which will teach Quistis Gatling Gun. Continue to the right all the way to the circle. Seems the Galbadian Soldiers don't like talking things out too much and your party rushes in to save Mayor Dobe. After the battle an old enemy shows up to fight once again.

Boss: BGH251F2

Party: Rinoa (Level 35), Squall (Level 51), Zell (Level 43)

This battle is very simple and basically just an easier repeat of the last battle with it. Draw and cast protect on your entire party, then cast double on the party members not junctioned with either Leviathan or Quenzacotl and double Thundaga and Water Spells onto him. Then have the other characters call Quenzacotl and Leviathan to finish him off. Also make sure to mug an item called Adamantine from the boss it will be needed later to make some of the better weapons.

After the battle Selphie's party emerges from the machine and everybody but Squall and Rinoa heads back to the garden, speak with Rinoa, then return to speak with the Master Fisherman's student. After he succeeds in fishing correctly go speak with the Master Fisherman again, stopping to speak with Irvine on the way. The Master Fisherman wants to talk to you in the inn so head there and speak with him. Then decide to stick around a little longer and follow him over to the docks, after some more conversation and learning about Fisherman's Horizon's history he'll give you a Megalixer. Now at the area where the Master Fisherman once was is a Full-Life draw point so make sure to hit it and head back to the Garden. Irvine wants to go and cheer Selphie up so head down to the Quad and speak with her. Squall gives his report to Headmaster Cid and Squall

is appointed the leader in defeating the Sorceress although he is not to pleased about it. Meanwhile Selphie wants the party members to play at the concert for the garden and you have to choose which party members play which instruments, it really doesn't matter which members get what instrument but the following sounds the best in my opinion.

Zell:Sax

Irvine:Electric Guitar

Selphie:Piano

Quistis:Bass Guitar

After selecting the Instruments speak with Rinoa outside and head to the concert. Speak with Irvine and find the magazine he left. In the morning head to the bridge to speak with Xu, Quistis, and Nida. You now have control of the garden, pilot it back to Balamb which is just north of Fisherman's Horizon and land near Balamb. Enter Balamb and speak with the Galbadian Soldier at the entrance of town. Head inside Zell's house on the right and speak with his mother, then speak with the Big Bad Rascal (oooooo menacing name) inside Zell's house and he will run off, if you need to leave town for some reason return to the entrance and he will help you get out. Head down to the hotel and speak with the guards there, they will tell you to find the captain. Head down onto the docks and speak with the soldier with the dog, he says the captain caught some fish and went to eat them, so head back to Zell's house and speak with his mother. She says he went to eat with his men, before heading to the train station, you can now go up to Zell's room to rest you should check it out because his room is pretty cool in my opinion. Speak with the soldiers at the train station then return to the docks and speak to the soldier with the dog again. Follow the dog back to the train station, and follow Raijin back to the hotel, after some conversation he will engage your party.

Boss: Raijin, GSoldierx2

Party: Rinoa (Level 37), Squall (Level 53), Zell (Level 45)

Start the battle by drawing and casting Protect on your entire party from Raijin and then get rid of the two Galbadian Soldiers with him. Then Cast Pain or Blind on Raijin to take his attack accuracy way down. Then have the character with mug steal some Str Ups from him then pound him with Bio Magic or GF's besides Thunder and Quenzacotl because he absorbs lightning type magic, he shouldn't last too long.

After the fight the party heads inside the hotel to face off with Fujin.

Boss: Raijin, Fujin

Party: Rinoa (Level 37), Squall (Level 53), Zell (Level 45)

This battle can be difficult, as soon as the battle starts draw and cast protect and shell from Raijin and cast it on your party members, then cast Pain or Blind on Rajin. Next draw Pandemona a new GF from Fujin. Now cast double on your party members and have them double Bio Spells onto both the bosses. Make sure to mug them both, Fujin is carrying a

Megalixer and Raijin has two more Str Ups. Then finish them off with any GFs besides Quenzacotl and avoid wind spells against Fujin because she absorbs them. Note that Fujin has a move that brings a party members HP down to one, make sure you have a Curaga or Cura ready for that character after the attack. You receive a Combat King 002 Magazine for winning.

Back on the bridge Selphie wants to head to Trabia Garden, but before that head back to Balamb. The man outside the inn will now play cards and has the Pandemona card. Now board the Garden and head for Trabia Garden.

5.13: Trabia Garden, Winhill, and the Centra Ruins

Party: Rinoa (Level 37), Squall (Level 53), Zell (Level 45)

Items: Weapons Mon Aug, Timber Maniacs Magazinex2, Mesmerize Blade, Fury Fragment, Betrayal Sword, Dynamo Stone, Red Fang, Water Crystal, Mystery Fluid, Dragon Skin, Chef's Knife, Squall's Cutting Trigger, Rinoa's Cardinal, Zell's Gauntlet, Zell's Ehrgeiz, Irvine's Bismarck, Luck-J Scroll, Phoenix Pinion, Gysahl Greens, Holy Stone, Quistis' Red Scorpion, Squall's Flame Saber and Twin Lance

Cards: Selphie

Draw Points: Thundaga, Zombie, Aura, Drain, Aero, Pain

Take the Garden to the continent in the northeast to Trabia Garden. Before entering the Garden though there are a few enemies and items to get outside the garden. You'll run into enemies called Mesmerize and they can be mugged for Mesmerize Blades which with a few of these you can make Squall's Cutting Trigger weapon and Rinoa's Cardinal. Another enemy you should look out for is called Gayla and you can draw a very useful spell called Meltdown from them, this spell not only causes good damage but also drastically lowers an enemies defense, you can also mug it for a Mystery Fluid which teaches Quistis Acid. The last enemy to look out for are Blue Dragons which you can encounter in the forest areas. They can be mugged for Fury Fragments which are needed to make Zell's best weapons so pick them up. Thats it for this area so pick up those items then head inside Trabia Garden. Follow Selphie inside by climbing the netting on the right. Hit the Thundaga draw point by the statue and speak with Selphie. Toward the bottom of the screen, although you will barely be able to see it, is a Weapons Mon Aug issue make sure to pick it up and head to the path on the right. Hit the hidden Zombie draw point here in the graveyard and pick up the Timber Maniacs Magazine then head back to the last area and to the left. There is a save point on the right and the Tech Squad is trying to fix a broken computer so head to the left. Search the stage for a invisible Aura draw point then continue to the basketball court on the left. Speak with all your party members until Selphie arrives. Irvine will begin to speak of his life in an Orphanage and little by little your party members start to remember growing up in the same Orphanage along with Irvine. As Squall follow the kids outside and down to the beach. After some more conversation follow Irvine outside and speak with him. Quistis will reveal some of her

feelings, speak with her after this. More conversation will go on with your party members to find out that Edea was also at the Orphanage with everybody. The party decides to head to Edea's house to check out the Orphanage. Before you leave head back inside Trabia Garden, you can win the Selphie Card from Selphie's friend by the Gargoyle statue. Now there are a couple of side areas that are open at the moment and I'm going to walkthrough a couple of them next so if you want to continue with the story skip the rest of this section and head to the next one. Board the Garden and take it to Winhill, which is located on the southern tip of the Continent to the west of Balamb. When in Winhill head to the big house at the northern end of town. Speak with the man on the stairs and he will tell you about his broken vase, so its up to you to find the broken vase pieces and bring them to him. For the first piece head down to the old woman's house at the middle of town and search the white flowers, the old woman will tell you about Raine giving them to her, then search the flowers for the first vase piece. Head to the Chocobo crossing area and try to catch the chicobos that run across the road. One of them has a vase piece and it will float the ground. Also note that if you catch more Chicobos you can get a Gsyahl Greens and a Phoenix Pinion. Head to what use to be Raine's house in the north party of town and talk to the woman on the top floor until she mentions smelling the fragrance of Flowers. Heading back downstairs and search the table in the bottom right and the party will see Raine's Ghost, go try to speak with it and it turns out to be a cat, speak with the cat and it will drop a vase piece. Now head back to the mansion and search the suit of Armor for the last vase piece(If you are having problems getting this vase piece from the suit of armor come back on Disk 3 once you have the Ragnarok and you should be able to get the piece then, for some reason some people can get it on disk 2 while others may have to wait till disk 3). Speak to the man on the stairs and hand over the pieces and he'll give you a holy stone for your efforts. Now head back outside equip your item command ability and get into a battle. Use the Phoenix Pinion to summon the Phoenix GF. After using this item the Phoenix GF will randomly appear and help your party if all party members die in battle. Now board the Garden and head to Timber. Go to the train area and save the boy from being hit by the train, you'll get a free nights stay in the inn and you can pick up a copy of Timber Maniacs on the table the next morning. Outside Timber head out to the forest areas and try to run into some enemies called Anacondaaur. They will drop Dragon Skin which is necessary for making some of Quistis and Zell's weapons so make sure to get at least 6 of these. Now board the Garden and head toward the Centra Ruins which is on the southwest continent. You'll know it when you see it, it looks kinda like a tripod. Before you enter you should know that throughout the tower you will be timed, so I strongly suggest equipping either Diablos' Encounter None or Encounter Half abilities because you do not want to waste any time with battles while inside. When you are prepared head inside and down the hill, up the stairs in the next area, around to the left side and up the stairs to the right. In the next area climb upon the alter and it will carry you up to the next area. Climb the ladder to the left to the top and flip the switch. Return to the bottom and hit the glowing blue orb on the alter to make a stair way appear to the right, proceed all the way up it. Take the ladder to the left and take the eye out of the statue, now head up the stairs and up the ladder to the left. Place the eye into the statue and remember the code it gives you. Take both eyes from the statue and return to the other statue, put both eyes into the statue then input the code. Head into the door that opens into a boss fight with Odin.

Boss: Odin

Party: Rinoa (Level 43), Squall (Level 58), Zell (Level 50)

The only hard part with this battle is the timer because Odin will not attack you at any time during the battle. Start the battle by reducing his defense by casting Meltdown on him then have the character with the mug ability steal a Luck-J Scroll from him. If you have over 5:00 Left I suggest drawing as much of the Triple spell as possible from him, then finish him off with some GFs or use physical attacks and strong magic if you are short on time.

After the battle Odin will join you as a GF but not as one you might think. Just like the Phoenix he will appear randomly to kill your enemies before a battle. Although he will never appear during a boss fight. Now that the timer is gone there are a few items and Draw Points to pick up on. Head up the stairs on the right and search the right side of the area for a invisible pain draw point, hit it and head back down the stairs to the area where you touched the orb to create the staircase. Head up the stairs to the right and hit the Aero draw point then proceed back down the stairs. Head back down toward the entrance, in the circle area check the area to the far right for a hidden Drain draw point. The only enemy you should look for in this area is the tonberry, there is another side quest that involves them but for now just mug one for a Chef's Knife then run away, the side area will be alot easier later in the game. Thats all for the Centra Ruins so head outside and board the garden. Take the Garden to Edea's house which is located just south of the Centra Ruin. Notice that Galbadia Garden is sitting near Edea's house in the forest area. Make absolutly sure you don't get near it or you will start the next scenario, instead proceed past the Garden and to the tip of the Continent to the north. You'll reach an area you can't pilot the garden through so get off and head through the space between the moutains. Here you will find alot of enemies that carry items you need to remodel your weapons. You'll run into Grand Mantis' here which like before carry Sharp Spikes, you'll also run into enemies called Blitz which can be mugged for Betrayal Swords and they drop Dynamo Stones. Farther in the desert area you'll run into Enemies called Chimeras which can be mugged for Red Fangs and they also drop Water Crystal's which teach Quistis Aqua Breath. I strongly suggest picking up these items and returing to an area like Timber to remodel your weapons. You should be able to make Squall's Flame Saber and Twin Lance, Zell's Gauntlet and his best Weapon Ergheiz, Quistis' Red Scorpion and Irvine's Bismarck. Now Board the Garden and head toward Galbadia Garden.

5.14: Galbadia Garden and the Showdown with Edea

Party: Rinoa (Level 52), Squall (Level 67), Zell (Level 59)

Items: Cottage, Royal Crown, Spd-J Scroll, Mega Phoenix, Hero, Force Armlet

Cards: Cerberus

Draw Points: Aura, Protect

Head toward Galbadia Garden near Edea's house and the battle with Galbadia will begin. As Squall give the orders, you should stick with the important ones like the Garden's defenses and the Junior Classmen although it really doesn't make a difference what orders you give. Head down to your party members and form a party to take down to the quad. Before heading to the Quad go to the 2nd floor and order the people there to there positions, also the Junior Classman there will give you a Cottage, now head down to the Quad. Speak with Zell and Squall will hand over his ring, after speaking with Rinoa head back to the bridge with Squall. Once Galbadia storms the Garden Take Zell's Party down into the Quad. Rinoa falls as the two garden's collide, so take Zell's party to the front gate and speak with Squall. As Squall head up to the 2nd floor classroom and save the junior classmen. Help them then proceed back to the bridge to speak with the Doctor. After Squall's speech head toward the outside deck on the second floor. As soon as you rescue the child a battle between a Galbadian Soldier and Squall ensues. Take the option to look for another way and the two will fly outside and the fight will continue. The best thing to do is try to land at least two punches then just defend and hit with the deathblow when it comes up (it will be the triangle button). Winning this can be very frustrating but keep trying. After the battle Squall rescues Rinoa, she asks what the name of the lion on Squall's Ring is. You get a chance to name it, its name is Griever (although I'm not sure why they let you name it, it really doesn't matter). Before heading inside there is an invisible Aura draw point to the upper right so make sure to hit it and head inside. Select your party and head to the right, then to the right again and up the stairs. Speak with Fujin and Raijin, then head to the left and through the doorway on the right, speak with the student and he'll hand over the Key Card #1. Head back down the stairs and back to the room you where in when you first came into the garden, head to the left and unlock the door on the left. Hit the protect draw point and go through the door on the right. Continue across the hall and into the door on the right, the student here will give you the Key Card #2. Back outside the room head down and back up the stairs and to the third floor. Proceed through the door at the top and jump down onto the track. Head to the left, this area of the garden should look familiar to you, now head down into the center of the garden. Make sure to avoid the beast in the center until you use the save point just behind him. After saving and healing go up to engage him.

Boss: Cerberus

Party: Rinoa (Level 57), Squall (Level 72), Zell (Level 64)

As soon as the battle begins Cerberus will cast Triple on himself, immediatly cast dispel on him to get rid of this. Then draw and cast triple on your party, followed by casting shell and protect on your party, then have the party member with the mug ability steal a Spd-J Scroll from him. Now I suggest drawing as much Quake and Triple magic as you can from Cerberus then triple magic onto him such as Blizzaga and Firaga, or use GFs other than Quenzacotl and Pandemona. You get the Cerberus Card for winning.

After the battle Cerberus joins you as a GF, junction him, then head to the left and through the door on the left, the student here has the Key Card #3. Head back to the center of the garden, head north again and up the stairs to the left. Unlock the elevator and confront Edea and Seifer at the top. After some conversation Seifer will engage the party.

Boss: Seifer

Party: Rinoa (Level 58), Squall (Level 73), Zell (Level 65)

This is a very simple fight, start the battle by drawing and casting haste from Seifer on your party, the cast protect on the party. Then summon Cerberus to double and triple your party, also make sure to mug Seifer for a Mega Phoenix. Then rriple or double Bio Spells onto him along with a few GFs and he won't last too long.

After the battle Edea retreats to the auditorium. head back down the elevator and all the way past the stairs to the right and all the way around the area overlooking the center of the garden and into the auditorium. Inside the party battles with Edea.

Boss: Seifer, Edea

Party: Rinoa (Level 58), Squall (Level 73), Zell (Level 65)

Your first priority in this fight is to take care of Seifer. Once again draw and cast haste from him on your party as well as summoning Cerberus to double and triple your party, then cast shell and protect onto your party. Make sure to mug a Hero from Seifer it will come in handy, then finish Seifer with a GF or two and Edea will step in to take his place. Edea is a strong fighter and can easily overpower your party with magic, so make sure to keep Shell up at all times. Her Maelstrom attack will cut your party's HP in half and curse them so they cannot use there limit breaks. Immediatly triple Cura or Curaga onto your party after this, also make sure to mug Edea for a Royal Crown, as well as making sure to draw Alexander from her a new GF. Also make sure to dispel her reflect magic when she casts it on herself. She also likes to dispel your party's support magic so make sure to resummon Cerberus and recast shell when needed because you need to protect your party from her magic attacks. Keeping your party protected and tripleing magic such as Bio, Tornado, and Quake onto Edea along with any GFs you like will bring her down eventually. You receive a Force Armlet for winning.

After the battle a strange scene happens and Rinoa passes out, but Edea seems to be herself again. This ends Disk 2.

5.15: The White SeeD Ship and the Great Salt Lake

Party: Quistis (Level 28), Squall (Level 73), Zell (Level 65)

Items: Timber Maniacs Magazinex2, Weapons Mon July, Inferno Fang, Life Ring, Rename Card, Sorceress' Letter, Power Wrist, Combat King 003

Cards: Edea, Shiva

Draw Points: Curaga, Holy, Meteor, Thundaga

The disk begins with Squall thinking about what has happened. Quistis tells Squall to head to Edea's house, but first head over to the training area of Balamb Garden. There is now a Weapons Mon July Magazine lying on the ground, after picking it up head for the bridge and then instead of heading to Edea's House head back to Balamb with Zell in your party. At the entrance you'll notice a girl walking toward the exit, speak with her and she will tell Zell that a girl with a pigtail was looking for him. So head to Zell's house and Zell asks his mom if anybody came by for him, she says no, so proceed to the inn and stay the night, the next morning Zell will be nowhere to be found. Downstairs Zell is speaking with the pigtail girl, after some conversation she gives him a Combat King 003 Magazine then leaves. Now head back to the garden and to Edea's House. When inside pick up the Timber Maniacs Magazine on your right and head down the stairs to the north, hit the Curaga draw point then return and speak with Cid, follow him down to speak with Edea. Speak with Edea and she will explain about Sorceress Ultimecia and her plans for Ellone and Sorceress Adel. After speaking with her and returning to the garden head back to Edea's house and Challenge Edea to a game of cards, she has the Edea card so make sure to pick it up. Then head to the Infirmary to see Rinoa. Squall falls into the dream world again and you take control of Laguna's party. Seems this time Laguna has got himself a part in a movie, but it appears a real dragon has become Laguna's costar. Just repeatedly push the circle button to attack the dragon and when the dragon rears back push square to defend and you should put the dragon away soon. Laguna runs away only to have the dragon block his path. Kiros and Ward (for some reason sometimes Ward will not be with Laguna's party) show up to help Laguna fight and you engage the Ruby Dragon, make sure to say to prepare for the battle first because neither Kiros or Ward is junctioned with anything. When your ready engage the Dragon. The battle with the Red Dragon isn't too difficult stick with GFs like Leviathan and Shiva and make sure to steal a Inferno Fang from him. You can either use the Inferno Fang to Remodel Selphie's next weapon or teach Quistis Fire Breath, you won't be able to get any more Inferno Fangs for a while so its your choice. After the battle the scene will switch back to Squall, head back to the bridge and to Edea's house to ask her about the location of the White SeeD Ship. She will give you the Sorceress' Letter and tell you to look around the Centra Area, so return and board the garden and search all around the small islands of Centra. A lot of people have trouble finding it but its just north from Edea's House in a small cove, so search carefully because its easy to miss. Once onboard the White SeeD ship, head to the right and you'll run into Watts and Zone. After some conversation follow Zone up the stairs speak with him many times until he notices you have the Girl Next Door Magazine, hand it over to him for free and he'll give you a Rename Card and the Shiva Card, also pick up the Timber Maniacs Magazine in the cabin, then return and head down the stairs to the right into the leader's cabin. Hit the Holy draw point and continue speaking with the Leader and he informs you that Ellone is in Esthar. So enter the garden and go see Rinoa in the Infirmary and Squall will carry her off toward Esthar. Your party, along with Edea who has joined your party at this point, catches up with you toward the end of the train tracks. Speak with

them, form your party and head into the Great Salt Lake. The only enemies in this area consist of a left and right hand and a head. The head cast protective magic, the right is manly physical attacks and the left bombards the party with powerful magic, make sure to take out the left arm as soon as possible because its Meteor Spell causes a ton of damage to your party, also you can mug the left hand for Life Rings which you should pick up several of those. Head down the hill after your party talks and up the dragon bones to the right and up into the next area. Hit the invisible Meteor draw point on the far right, continue across the bone walkway on the left over to the other side. Hit the Thundaga draw point and drop down to the ground below. Head up and to the right to a save point, then to the left, and a monster drops in on the party.

Boss: Abadon

Party: Quistis (Level 34), Squall (Level 78), Zell (Level 71)

This boss is very simple to beat, when the battle begins summon Cerberus and triple Cura and Curaga Spells onto Abadon and you should kill him in a couple of rounds. Or you can try for an instant kill by using a Phoenix Down or casting Life on him. Abadon does have some nasty attacks though, most having to do with status effects, so if one of your party members gets hit with a status effect draw and cast Esuna on the character from Abadon. When Abadon is standing up tall note that its defense goes way up and you should just draw Flare magic from him until he resumes his normal position. Also make sure to mug him for a Power Wrist. He is also weak against Holy and Fire so Alexander and Ifrit will deal big damage to him.

After the battle continue to the right and examine the flashing screen to reveal the entrance to Esthar.

5.16: Esthar and the Lunar Gate

Party: Quistis (Level 34), Squall (Level 78), Zell (Level 71)

Items: Weapons Mon 1st, Occult Fan IV, Combat King 004, Solomon Ring, Malboro Tentacle, Rosetta Stone, Hi-Potionx3, X-Potion, Mega-Potion, Mega Phoenix, Laser Cannon, Selphie's Crescent Wish

Cards: Ward

Draw Points: Death, Double, Flare, Blizzard, Curagax2, Quake, Life, Reflect, Meteor, Holy

Inside Esthar head to the right. You can see how Esthar cloaks itself by using the control panel you pass on the way by. Once the elevator stops head out the door and into the city of Esthar. At the bottom the party passes out and you take control of Laguna's party once again. Speak with the guards and then the other prisoners until a Soldier comes in an engages Laguna. Another Guard comes down the elevator to stop Laguna.

Kiros and Ward join up with Laguna so make sure to junction them with GFs first. In the battle make sure to take out the Gesper first because of its ability to use Degenerator which removes a party member from battle. After the battle head up the elevator to Odine's Lab. Listen in to Odine's conversation until you hear him mention a copy of Weapons Monthly, then the party heads outside. Hit the Death draw point before heading back inside the lab make sure to pick up the Weapons Mon 1st at the bottom of the screen and head down the elevator to speak with Odine. Some Soldiers will engage the party before they can speak with Odine, the only thing special about this battle is that the Elastoid enemy can be mugged for a Laser Cannon which teaches Quistis Homing Laser. Follow Odine up the Elevator and outside and he'll give the location where Ellone is being held. Laguna's party heads to Odine's lab and is attacked by some Esthar soldiers at the entrance. Hit the double draw point on the right then head up the elevator in the center of the room. Search the upper left for a hidden Flare draw point and proceed through the door. Defeat the soldiers and have Laguna mess with the controls on the right to unlock the door. Proceed back down the elevator and into the room to the north to rescue Ellone. The scene switches back to Squall's party and they are taken to meet with Odine in Esthar. Odine will take you to meet with Ellone as long as you let him observe Rinoa. Squall agrees and he tells your party to head to the Lunar Gate to the northeast of the city. Before leaving the room challenge Odine to a game of cards and win the Ward card from him then head outside the room. Head to the right and use the lift to leave the palace. Hit the Blizzard draw point on the left and then head to the left, then left again, then right in the next area. Speak to the soldier standing there and he will say "Oh yeah, thats right" keep him in mind and continue to the right. Hit the Curaga draw point at the end of the walkway and head down the stairs and down into the next area. Now head all the way left until you run into a man in blue and a woman in green talking, speak with the man in blue who is the Presidential Aide. Now head all the way back to the right and down the first chance you get. Hit the Quake draw point here then head back and keep heading right into the shopping arcade. Search on the left and right sides of the area for shops. There are new Pet Pals Magazines to buy and you should be able to remodel Selphie's weapon into the Crescent Wish if you didn't use the Inferno Fang to teach Quistis Fire Breath that is. The shops here in Esthar will randomly give you an item when you shop with them. The Shops will give Hi-Potions first then give better items such as Mega-Potion, Mega Phoenix, and X-Potions. When your done shopping head out to the north and all the way north heading left at the second left you come to, this will take you back to the Presidential Palace. Head back inside and outside the room where you left Rinoa you will run into the Presidential Secretary whom will complain about the President's growing collection of magazines. When he leaves pick up the Occult Fan IV magazine he leaves behind then head back outside the palace and use the Lift type device to head outside of town via the Shopping Mall. Keep going past the shopping mall then head down to reach outside. In this next area, examine the flashing red control panel to rent a car. I strongly suggest renting one because the way to the Lunar Gate is long and there will be alot or random encounters. Most of the enemies outside are nothing new but you should beware the Marlboro enemies, you can mug them for some Marlboro Tentacles which teach Quistis Bad Breath and they are also used for numerous other things so pick up several of them. But the Marlboro also uses Bad Breath which gives just about every status effect in the book on your party so be cautious when fighting them. Don't head for the Lunar Gate just yet, instead head past it and to Tears' Point. There is a new GF to acquire there. Head all the way down into Tears' Point hitting the Life and Reflect draw points on the way and pick up the Solomon Ring at the end.

In order to draw the GF Doomtrain from the ring you'll need several items. 6 Steel Pipes, 6 Remedy +, and 6 Malboro Tentacles. You should have several Steel Pipes and Malboro Tentacles if you have been following the walkthrough, and you can make Remedy + items by using Alexander's Med LV Up ability along with a few Remedy items. Once you have the items use the ring to obtain the GF Doomtrain. Now head out of Tears' Point and back to the Lunar Gate. Head inside Lunar's Gate and the party will run into Angelo, after some conversation, let Zell be Edea's escort then choose the party you want to take to the Lunar Base, step inside the capsule and the party is launched into space. As Zell head outside to watch Lunatic Pandora head for Esthar. Head back to Esthar and return to the area with the guy I told you to remember earlier who says "Oh yeah, thats right" speak with him and this time he will hand over his Combat King 004 magazine. Now head to Odine's lab which is the first down to the left of the entrance of the city and speak with Odine. He will explain the situation and tell Zell's party the three places they can enter Lunatic Pandora at. Pay close attention to the places as he speaks about them, he will give you a map you can look at with the Square button, head outside and the mission starts. From Odine's Lab head all the way to the right to the shopping mall, Cheryl's shop will give you a Rosetta Stone, but only during this event and this is a VERY worthwhile item so pick it up. Then head back to the left and up, then up the stairs and to the left, this is the first contact point, so wait for Lunatic Pandora to pass by. Defeat the soldiers that come out in time and head inside Lunatic Pandora, if you miss it at this point, head to the Skyway Crossing which is north from the shopping mall and to the first left, if you miss it there head to the screen just north of the Shopping Mall and wait for it. Once inside hit the Meteor draw point on the right and head up the stairs. Hit the Curaga draw point on the left and proceed to the elevator on the left. Continue north making sure to hit the Holy draw point you pass by on the way. At the end of the passage the party meets up with a machine and are thrown out of Lunatic Pandora as it heads for Tears' Point. Zell's team falls back and the scene switchs to Squall's Party.

5.17: The Lunar Base and the Ragnarok

Party: Squall (Level 81), Quistis (Level 37)

Items: None

Cards: Alexander, Laguna

Draw Points: Meteor, Meltdown, Life, Cura, Full-Life

After having there capsules recovered by the people at the Lunar Base, Squall and the party are thawed. Float around the room until Piet comes into the room, speak with him then pick up Rinoa and follow him into the room on the left. Take this time to play cards with Piet, he has the Alexander card, then head into the room to set Rinoa down. Follow Piet out of the room and into the Control Room, speak with Piet here then head back out and up the stairs to Ellone's Room. Hit the hidden Meteor draw point on the left in here then challenge her to a game of cards, she has the Laguna card, then speak with her. Take Ellone to see Rinoa, but on the way something comes over Rinoa and she walks out of her room and down the to the control room, follow her there. She unlocks Adel's

tomb and the Lunar Cry begins, follow her up the stairs and into the door on the right. Rinoa heads outside in a space suit, so as Squall get one of your own on the right and head out the door Rinoa went out. Outside head down and listen to the three men speak then head back up and into the control room. Rinoa will free Adel, Piet and the crew will escape into the escape pods, follow them to the right and down the elevator, hit the hidden Meltdown draw point on the left then head into the door on the right to the escape pods. Speak with Ellone on the escape pods and have her take you back into Rinoa's past. After some more conversation Squall heads outside the escape pod to save Rinoa. As long as you keep Rinoa in vision with the directional buttons you should save her in time. The two drift along for a while and come in contact with a spaceship known as the Ragnarok. Inside is filled with Creatures called Propagators, these are mini boss type creatures that can easily be taken care of by casting pain on them then finishing them with a GF or two, but you must kill them in a certain order, by their color. Once inside make sure to junction Rinoa and save at the save point. After some conversation head into the Ragnarok, and you meet up with your first Propagator. Head down the stairs and kill the purple one here, head north and to the left, kill the purple propagator here, this eliminates the purple ones. Proceed back into the room you came from and eliminate the red one here and hit the cura draw point to the upper left, then back to the other room and up the stairs, kill the other red one here to take care of the Red Propagators. Head down and into the area Rinoa and Squall began in, kill the Yellow one here and proceed back out. Hit the life draw point that is now to the left, then head down the stairs, back to the area you finished the last Purple Propagator in. Head to the left and through the door to the northwest, finish off the other Yellow Propagator here. Then kill the Green one that is blocking the elevator in the next room, then head back to the area below the stairs and enter the door on the right. Finish off the last Propagator here and hit the Full-Life draw point that is hidden in the room, then return to the elevator and ride it up to the bridge. After some more conversation, Squall is told how to take the Ragnarok back down to the planet. (Quite a touching sight on the Ragnarok if I may say so myself). Back on the Planet the Esthar soldiers take Rinoa away, as Squall head back inside the Ragnarok and after some conversation your party members show up and convince you to go to the Sorceress Memorial to save Rinoa. The awesome Ragnarok is now in your possession.

5.18: The Sorceress Memorial and the Meeting with Laguna

Party: Quistis (Level 37), Squall (Level 81), Zell (Level 76)

Items: Regen Ring, Star Fragment, Squall's Punishment, Pulse Ammo, Moon Stone, Irvine's Exeter, Energy Crystal, Quistis' Save the Queen

Cards: Squall

Draw Points: Stop, Tornado

Take the Ragnarok to the Sorceress Memorial near Esthar and head inside, make sure to hit the Stop draw point you pass on the way in. As Squall proceed around to the left to free Rinoa, after you free her the party is confronted by Esthar soldiers outside. A strange man comes and calls

them off and the party boards the Ragnarok. Rinoa wants to go to Edeas House so take the Ragnarok there, note that Rinoa now has a new Limit Break called Angel Wing which you can find more about it in the Character section. At Edea's House follow Angelo to the left to a field of flowers, after some conversation Zell tells the party that a man name Kiros wants to meet them in Esthar and he has a plan to defeat Ultimecia. So board the Ragnarok and fly it to Esthar's Airstation. Unfortunately there are enemies within Esthar this time, there are a couple of enemies to watch out for though. The Iron Giants can be mugged for Star Fragments and the Torama enemy can be mugged for Regen Rings, two items that will be needed to remodel weapons, also here this is your first chance to encounter Elnoyle enemies. Head north from the area where you can enter Doc Odine's lab and down the stairs to the left you will notice a guy in black, talking to him with ALWAYS get you into a battle with a Elnoyle, they can be mugged for Moon Stones which are needed to make Irvine's best weapon the Exeter, and they drop Energy Crystals which are needed to make Quistis' and Rinoa's best weapons, they can also be refined to Pulse Ammo which is needed to make Squall's best weapon the Lion Heart, so make sure you take this chance to beat some Elnoyle's because they are very rare encounters elsewhere. Every time you beat one just leave the area, then return and you can fight the Eloyne again. Next head for the Shopping mall and hit the Tornado draw point that is now here. Also use the Junk shop here, if you acquire a few of the items here you should be able to make Squall's Punishment weapon, Irvine's best weapon the Exeter, and Quistis' best weapon the Save the Queen. Now head north to the Presidential Palace. The President's room is on the far left, enter and come face to face with Laguna. You can challenge him to a game of cards to win the Squall card at this time or when he is on the Ragnarok. Speak with him on the various subjects and he will explain the mission to defeat Ultimecia. Agree to the mission and the party will head back to the Ragnarok to discuss the matter furthur. After the briefing you take control of the Ragnarok again, your destination is Lunatic Pandora but before you head there are a few side areas to do that you won't be able to do once you head inside Lunatic Pandora. I'll go over these side areas in the next few sections so if you want to continue with the story just skip the next few sections.

5.19: The CC Group and Dollet

Party: Rinoa (Level 63), Squall (Level 88), Zell (Level 82)

Items: Adamantine, Whisper, Selphie's Strange Vision, GF Report, X-Potion, Mega-Potion, Elixer, Occult Fan II, Timber Maniacs Magazinex2
Dragon Fang, Windmill, Squall's Lion Heart, Rinoa's Shooting Star

Cards: Siren, Carbuncle, Leviathan, Gilgamesh, Geezardx5, Red Batx4,
Buelx3, Anacondaaurx2, Cactaur

Draw Points: Silence

Fly the Ragnarok back to Fisherman's Horizon and enter Balamb Garden. There is a card playing group here known as the CC Group. In order to challenge them you must have won several card battles within the garden, I'm not sure exactly how many you need to win before you can challenge them but its around 20 games or so and you should be able to challenge

them. The first person to challenge in the group is Jack, and you can find him wandering from the gates of Balamb and up the directory. After beating him you need to challenge Club to a game, He sometimes appears outside the Cafeteria walking in that general area. After beating him next is to challenge Diamond. Diamond is a pair of female students that are near the area where Jack was. Finish off Diamond and the next opponent is Spade, head up the elevator to the 2nd floor and Spade is one of the two Students that is usually in this area, after beating Spade head to the Bridge and Speak with Xu. She is Heart and she also has the Carbuncle card to win. Finish her and head for the training area of Balamb Garden to challenge Joker. He randomly appears on the right side of the area overlooking the water, he has the Leviathan card and will give you the GF Report that will display your GF's kills and KOs in your tutorial menu. Now you are ready to challenge the king, head to the Infirmary and challenge Dr. Kadowaki to a game, she will tell you that King should appear soon, so head back to Squall's room in the Dormitory and take a rest. King will appear when you wake, King is actually Quistis and she has the Gilgamesh card. After you beat King you have beaten all the CC Group members and you can challenge them at any time you wish, plus on disk 4 they will be inside the Ragnarok for you to play cards with. Head back to the Ragnarok and take it to Dollet now. The beach area near Dollet is home to an enemy called Adamntoise, which can be mugged for an item called Whisper which teaches Quistis White Wind, and they also drop Adamantine which is needed to make most of the best weapons in the game and with them you should now be able to make Selphie's best weapon the Strange Vision. Now head inside Dollet. Inside Dollet head down to the right, then to the left. Proceed to the north and into the pub on the left. Head up the stairs and pick up the Timber Maniacs Magazine laying on the table then speak with the pub owner and say yes to his question. He'll challenge you to a game of cards. Beat him in cards and follow him to his secret room to the right. He'll give you several cards a Geezardx5, Red Batx4, Buelx3, Anacondaux2, and a Cactuar Card for beating him. Also he has the Siren card to win so keep challenging him until you get it, also check the various magazine stacks in his room for an Occult Fan II Magazine and there are also several random items such as potions, antidotes, and softs. Head back out of the room and down the stairs and outside the pub. Continue to the north, in the next area there is a item shop that sells the regular items and also a junk shop, continue north, hit the Silence draw point on the right then head into the hotel. Stay the night and pick up the Timber Maniacs Magazine on the table. Head back down the street and you'll notice a boy standing outside his house, speak with him then follow him inside. Inspect the painting then head to the center square where the hotel is located. Search the dog on the right to receive an X-Potion, now head back to the Painter's house and examine the next painting. The dog is now outside the pub, search him this time for a Mega-Potion, and once again head back to the Painter's House and examine the next painting. The dog is now right outside the house, so search him, this time for an Elixer. After this the old man sends his son to "Tickling Hell" (heh) and this completes the events, head out of Dollet and board the Ragnarok. There are a couple more items to get out on the world map though, first Pilot the Ragnarok to the Forests near Trabia Garden. The Blue Dragons here which you should remember from getting the fury fragments, they drop Dragon Fangs so pick up a couple of these, and if you have been getting the items I've been mentioning in the guide you should now be able to make Squall's best weapon the Lion Heart. The next enemy is usually found outside of Deling City, and you should have run into several of these during your play through the game, they are called Thrustaeivius and they should be high enough level for you to be able to mug Windmills from them, make sure to pick up several of these, then

head to a weapon remodeling shop to make Rinoa's best weapon, the Shooting Star. Also if you failed to win the Alexander card from Piet at the Lunar Base you can still win it from him, you'll need to fly the Ragnarok to the crash site of the pod you took down from the base. The crash site is located on the Esthar continent at the bottom right tip of the continent. There is an area here that you cannot see but it is there. Land the Ragnarok near the tip and search around and you should go into the area where the escape pod is. He will only be there on Disc 3 though so this will be your last chance.

5.20: Jumbo Cactuar and Shumi Village

Party: Rinoa (Level 68), Squall (Level 93), Zell (Level 87)

Items: Phoenix Pinion, Status Guard, Timber Maniacs Magazine

Cards: None

Draw Points: Ultima, Firaga, Blizzaga

Board the Ragnarok and take it to Cactuar Island which is a small island north of the desert area north of Edea's House. You'll notice a Cactuar on the island pop in and out of the ground. Land the Ragnarok and engage it in combat, this is the Jumbo Cactuar.

Boss: Jumbo Cactuar

Party: Rinoa (Level 68), Squall (Level 93), Zell (Level 87)

Before the battle make sure to have one of your party members equipped with the Revive command ability and the rest have alot of life and water magic stocked. As soon as the battle begins summon doomtrain to slow and lower Jumbo Cactuar's defenses, then summon Cerberus to double and triple your party. If your Max HP is below 5000 I also suggest Casting protect on your party as well. Being slow Jumbo Cactuar will not attack your party very often so assault him by summoning Leviathan and tripling water Magic onto him because he is extremley weak against water. Jumbo Cactuar also has a random counter attack called 10,000 Needles which is instant death to a party member, when this happens just use the Revive ability or cast life on the party member and continue the assault. Note that if you cast life that party member will be in critical condition and you should be able to use their limit breaks which makes this battle a breeze. When Jumbo Cactuar's HP gets really low you'll see a message he is hesitating, this means he is about to run away, now you must hit him with your most powerful attacks before he escapes. Summoning Leviathan is probably your best bet, so stick with that. After the battle you'll receive the Cactuar GF.

Now board the Ragnarok and take it to Shumi Village which is located at the far tip of the Eastern Continent. Land and head inside. For 5000 Gil you can hit the Ultima draw point on the left on your way inside, I suggest paying the price in order to draw. Ultima is a great spell not only to cast but to junction as well. Anyway when you are ready head

into the elevator and take it down into the village. The house on the right is an Inn with rather familiar music playing in it. Further down is the Elder's house which you cannot enter at this time. Continue down the path, the first house on the right is the Artisan's home, pick up the last issue of Timber Maniacs inside and then head back outside and into the next house on the right. Squall will notice the statue looks like Laguna and the Sculptor will tell you to go speak with the Elder, hit the Firaga draw point here and then head back and into the Elder's House making sure to hit the Blizzaga draw point outside his house first. The Elder will tell you about Laguna then offer you a gift for coming if you help his Sculptor complete the Statue, so head back and speak with the Sculptor. Agree to find the stones then search the Blue Stone to the left of the Laguna statue for the Blue Stone. Now for the Wind Stone head back toward the Inn and inspect the rocks to the left of the Inn, Squall will notice a breeze blowing and you get the Wind Stone, take it back to the Sculptor. For the Life Stone head back to the Elder's House and search the vegetation to the right of his home where there are roots growing on the rocks, take the Life Stone back to the Sculptor. For the Shadow Stone head back up the elevator and search the shadowed area to the right for the Shadow Stone, take the stone back to the Sculptor. Now for the Water Stone head to the Artisan's House and search to the left of where he is standing for the Water Stone, take it back to the Sculptor. Now that you completed your task head for the Elder's house and speak with him. He'll present you with the gift of seeing his hands (Squall sounds kinda pissed at his offering heh) heading outside though the Attendant gives you a Phoenix Pinion. The Quest is not over yet though. Exit the Village then reenter. Visit the Attendant that is supposed to be helping work on the statue, then go speak with the Elder. Speak with the Moomba outside and follow him back to the statue and speak with the Attendant. Once again proceed back to the Elders House and speak with him, return to the statue again and speak with the Attendant. Next head over to the Artisan's house and ask him to help, he won't help, so return and speak with the Elder. Now head back to the Ragnarok and take it to Fisherman's Horizon and speak with the Grease Monk on the far left of town near the train station. He'll tell you to give the Moomba Doll to the Artisan and he'll help, so return to the Ragnarok and take the Moomba Doll to the Artisan. On your way outside if you went through the Master Fisherman event earlier in Fisherman's Horizon he will appear and will have a conversation with Squall. The Artisan decides to help, so head back to the Elder's House and speak with him, he'll give you a Status Guard and this completes the Event. Also now that you have all the Timber Maniacs Magazines take the Ragnarok back to Fisherman's Horizon and enter Balamb Garden. Head into the Classroom and to Squall's Study Panel, choose to look at the Garden Festival Committee's Page, and then choose Sir Laguna's Page. Here is where the Magazine's come into play. With every one you have picked up Selphie has posted the article Laguna wrote in the magazine and you can learn about all the places and things Laguna saw and wrote about during his travels.

5.21: Obel Lake and the Card Queen

Party: Rinoa (Level 69), Squall (Level 94), Zell (Level 87)

Items: Three Stars, Luck-J Scroll

Cards: Kiros, Irvine, Doomtrain, Chubby Chocobo, Phoenix

Draw Points: None

To start the Obel Lake Side Quest take the Ragnarok to the small lake that is near timber, its easy to spot because it has a small circular piece of land jutting out into it. Land on that spot and search the lake area, you'll be given the choice to either Hum or Throw Rocks. Hum until a shadowy Creature appears, continue humming and he'll ask you for a favor, he'll want you to find his friend Mr. Monkey. He also tells you that he is in a forest in the area and he may have took a train to Dollet. So board the Ragnarok and fly to the forest near Dollet. Search it to find Mr. Monkey, you can either throw a rock at him or Sing for him, either way he says "You Suck" and disappears. So head back to Obel Lake and tell the Creature you found him. Speak with him again and he'll tell you several different riddles which I believe its random in what order he tells you them. Listed below are the riddles and what they mean. After completing each one just return and speak with the Creature for another riddle.

"At the beach in Balamb something special washes Ashore at times" Board the Ragnarok and fly to Balamb and search the beaches. You'll find a rock that reads STSLRM.

"Take a break at the railroad bridge" He is refering to the areas where there are bridges that the trains cross, on one of them is a Fire draw point.

"You'll find something on an island east of Timber, too" Board the Ragnarok and land on the island that is beside the tracks that connect the continent where Timber is and Fisherman's Horizon, search here for a rock that reads REAIDR.

"Mr. Monkey had a rock like this I think..." Throw rocks in Obel Lake until you get the message that the rock skipped many many times. Then fly to the Forest near Dollet and throw rocks at Mr. Monkey until he throws one back at you that reads URHAE0.

"Take some time off at Elbeak Peninsula" Take the Ragnarok directly north of the continent where Balamb is and there is a peninsula jutting out into the water half covered with snow. Search here for a pillar that reads TRETMEASUREATMINOFFDEISLE. Now the Riddle says to take time off there, so take the words time and off out of the writing on the pillar and you get Treasure at Minde Isle. So board the Ragnarok and head for Minde Isle which is located at the southern tip of the Esthar continent to the west side of the tip. Search the Island for Luck-J Scroll.

"Back in the day, south of here, there used to be a small but beautiful village surrounded by deep forests. Everybody lived a happy life there" Take the Ragnarok to Edea's House and search in between the many forests that are grouped together to the northern area of her house. Squall will find the rubble remains of the Village.

"There's also something on top of a mountain with a lake and cavern" He is refering to a mountain area near timber where there is a cavern with water flowing into a river and it is located near the area where Galbadia Garden once was. Land on the mountain and search there until you find a bird warming an egg, choose to check it out and you'll get into a fight with some Thrustaevis enemies, defeat them and you find a rock that reads EASNPD.

When you have acquired all four rocks return to speak with the Creature and he'll align the four rocks up for you to figure out the secret message. If you read starting from the left and read down you'll notice the message says Mordred Plains has Treasure. So board the Ragnarok and head toward Mordred Plains which is located directly north of Esthar. You might want to equip the encounter none ability because you'll be searching alot in this area. While searching around the area you'll run into four faces that will tell you diffrent locations of where the treasure is. The only one you need listen to is the red one because he will always lie, just head the opposite of whatever direction he tells you to head and keep searching until he tells you the treasure isn't here, now you know you've found the treasure. Search the area again for a Three Stars, this completes the quest. Now before I begin the next Quest with the Card Queen note that every card you get in this next quest can be won from the Card Queen on Disk 4 and you'll have to do alot of running around the world and losing and then rewinning some of your cards in this quest, so its up to you weither you want to try the Quest or not. Take the Ragnarok to Balamb and to the train station, the Card Queen is here. Challenge her to a game of cards and either lose a rare card to her or win a rare card from her, any level 8 card she has will do. Speak with her again and she will give a hint as to where her next location may be. It is randomly choosen between the following places: Estahr, Fisherman's Horizon, Lunar Gate, Shumi Village, Balamb, Dollet, Deling City, and Winhill. Below are the hints she gives and where she could be headed.

Card Queen Says:

Location:

Fisherman's Horizon or FH	Train Tracks at Fisherman's Horizon
Trabia	Hotel in Shumi Village
Far Away	Lunar Gate
Dollet	Pub in Dollet
Esthar	Presidential Palace in Esthar
Galbadia	Hotel in Deling City
Balamb	Train Station at Balamb
Centra	Hotel in Winhill

Card Queen's Location:

Will Move to:

Fisherman's Horizon	Dollet, Winhill, or Esthar
Shumi Village	Balamb, Dollet, or Lunar Gate
Lunar Gate	Randomly picked out of all areas
Dollet	Balamb or Deling City
Esthar	Dollet, Shumi Village, FH, Lunar Gate
Deling City	Balamb, Dollet, FH, or Winhill
Balamb	Dollet, Deling City
Winhill	Deling City, FH, or Dollet

The idea is to track the Card Queen down where ever she goes and play cards with her, of course losing or winning a rare card every time, until she eventually heads to Dollet. Once there speak with her normally and ask her about her father. At this point she will ask you for a specific card, lose it to her in a card game. Her father will then make a new card and give it to somebody around the world. Once again you'll have to chase the Card Queen around the world until she reaches Dollet again and she will ask you for another card. You must do this 5 times and lose the MiniMog, Sacred, Doomtrain, Chicobo, and Alexander cards to her, for her father to make new rare cards. Note that if you have been following this walkthrough you do not yet have the Chicobo Card, if you

wish to finish the quest, see the Chocobo Forest side Quest later in the guide on where you can get the Chicobo Card. Also while chasing her around to different areas you can pay her gil to spread new rules around the area but I find this worthless unless you are really big into cards. After losing those cards to her, her father will make 5 new cards and spread them throughout the world, here are the locations of them:

MiniMog - Kiros - Deling City, man dressed in black near the junk shop

Sacred - Irvine- Fisherman's Horizon, Flo, Mayor Dobe's Wife

Chicobo - Chubby Chocobo - Balamb Garden, Man outside of Library

Alexander - Doomtrain - Timber, Pub Owner

Doomtrain - Phoenix - Esthar, Presidential Assistant at the Palace

After you obtain the cards this completes the quest. Note that the cards you lose to her that are used to make new cards, can be won back from her brother, who lives in the house with the Artist down the street. If you have been following the walkthrough he is the boy that was messing up his father's paintings.

5.22: Lunatic Pandora and the Beginning of the End

Party: Rinoa (Level 73), Squall (Level 98), Zell (Level 92)

Items: Power Generator, Hero, Laser Cannon, Megalixerx10, Samantha Soul, Phoenix Pinion, Combat King 005, LuvLuvG, Spd-J Scroll, Power Wrist, Barrier, Str Upx2, Vit Upx2

Cards: None

Draw Points: Ultima, Confuse, Silence

Take the Ragnarok into Lunatic Pandora which is hovering over Tear's Point on the Esthar continent. The party blows a hole into it with the Ragnarok and heads inside. When you step outside the Ragnarok you are greeted by Fujin and Raijin.

Boss: Fujin, Raijin

Party: Rinoa (Level 73), Squall (Level 98), Zell (Level 92)

Start the battle by summoning Cerberus to double and triple your party, then Haste your entire party, followed by drawing shell and protect from Raijin and cast it on your party. Now summon Doomtrain, this will blind both Fujin and Raijin, put them to sleep, and lower their defenses drastically. Take this time to draw a lot of the Full-Life spell from Fujin because it junctions extremely well. Then mug Raijin for a Power Wrist and then Fujin for 2 Megalixers. Now finish them off by using Diablos to cut their HP then using GFs such as Cactaur and Ifrit, but once again like the other battles with them stay away from Thunder and Wind Magic, including Quenzacotl and Pandemona. Fujin and Raijin also

like to cast support magic so make sure to use dispel to counter there support magic. Be sure to cast dispel on Raijin as soon as he casts Aura on himself because he will start to use a very powerful attack while it is cast on him.

After Fujin and Raijin run inside follow them and head up the stairs, making sure to talk to your old buddies Biggs and Wedge before heading inside. Follow the walkway heading left, then head to the right and you'll notice at the bottom of the screen some stairs that lead down. The enemies you will run into in these areas may look threatening but they are very low level monsters and are easily taken care of. Note that the Behemoths enemies can be mugged for a Barrier which teaches Quistis Mighty Guard. Take the stairs and then the ladder that leads down, this is the area Laguna went through during the forest dream scenario. At the bottom of the ladder hit the confuse draw point and head to the right into the tunnel to pick up a LuvLuvG Items, then proceed to the left. In the area with the panels search all three of them for a Power Generator which teaches Quistis Ray Bomb, a Phoenix Pinion, and a Silence Draw Point. Continuing to the left, pick up the Combat King 005 Magazine and hit the Ultima draw point at the end of the tunnel, then proceed back up the ladder and stairs you came from and head up the elevator there. In the next area proceed across the room to the elevator on the far left, continue to the end of the tunnel making sure to search the hole in the wall to the left of the path for a Spd-J Scroll. In the next area, save and heal at the save point. Proceed through the north tunnel and Fujin and Raijin have a suprise for you.

Boss: Mobile Type 8

Party: Rinoa (Level 73), Squall (Level 99), Zell (Level 92)

Start the battle as usual with Cerberus and Doomtrain. Then haste and protect your entire party, as well as Mug Mobile Type 8's 3 parts for a Laser Cannon, 2 Str Ups, and 2 Vit ups. This boss basically has two forms, one is when all the parts are connected, if you attack the body the other two parts will shoot lasers at the party member for around 600 damage. The other form is when the three parts are spread out. In this form Mobile Type 8 will use a move called Corona which takes your entire party's HP down to 1, you'll defintly want to triple Curaga onto your party after this one because Mobile Type 8's next attack will be Medigo Flame which does decent damage to your entire party. Quistis works well in this fight so she can use her White Wind Limit Break to fully restore the party's HP after he uses Corona on the party. The good thing about this battle is that Mobile Type 8 is extremly weak against lighting, so put Quenzatcotl to use and triple Thundaga spells onto the main body.

After the battle chase Fujin and Raijin into Seifer's Room to the north. Its time for the last showdown with Seifer.

Boss: Seifer

Party: Rinoa (Level 73), Squall (Level 99), Zell (Level 92)

At the start of the battle Odin rushes Seifer and Seifer defeats Odin, but you'll notice a mysterious hand catches Odin's Sword. This battle is extremely easy, mug a Hero from Seifer then start drawing the Aura spell from him like crazy. Once you have stocked enough of it cast Meltdown on Seifer and draw and cast Aura on your party from him then pummel him into submission with your party's limit breaks. Once you have done enough damage, Gilgamesh will appear and blow away Seifer ending the battle. From now on Gilgamesh will be taking Odin's Place.

When the battle is over Seifer kidnaps Rinoa and takes her to Adel. This ends Disk 3. Head back to the area where you fought Mobile Type 8 and proceed across the platform over to the ladder and head up it. Follow this path to the right and into Adel's Chamber, inside Adel takes ahold of Rinoa, its time to finish Adel.

Boss: Adel

Party: Quistis (Level 39), Squall (Level 99), Zell (Level 92)

Take this boss fight very seriously because if Rinoa dies its game over. Start the battle by drawing and casting Regen from Rinoa onto her, then cast Shell on Rinoa. Then Summon cerberus to double and triple your party, then triple Haste and Shell onto your party. Next cast Meltdown on Adel and mug Adel for a Samantha Soul, you can also mug Rinoa for 8 Megalixers which I strongly suggest doing, but make sure to have a Curaga or two ready for her after you mug her. It would also help if you have any scan spells stocked to cast it on Rinoa so you can keep a track on how much HP she has throughout the battle. Now that your defense is set up Triple your strongest magic onto Adel. Flare, Firaga, Bio, Blizzaga, and Thundaga work extremely well, stay away from holy though because it heals Adel. If you don't have a good amount of spell stocked you can always use physical attacks, which may work better depending on how high your str stat is. Take time outs from casting attacking to cast Curaga onto Rinoa though because Adel will be slowly draining her of HP. Don't worry too much about Adel's magic, its strong but if you keep Shell up you should rarely have to heal. You can also speed up Rinoa's recovery with regen by casting haste on her.

When the battle is finished Laguna and the party carry out there plan and the party is sent into Ultimecia's World. When the party awakens they are within what looks like Edea's Chambers in Deling City, Save at the save point and heal (the first save point in the group is the only real one). When you head outside the door you come face to face with Sorceress' from the past.

Boss: Sorceress

Party: Rinoa (Level 73), Squall (Level 99), Zell (Level 92)

This battle is really not all that hard, you'll be facing a number of enemies just known as sorceress. All of them are pretty easy to defeat

using GFs and Magic. At the start of the battle summon Cereberus for double and triple Magic, and haste and shell your party. Take out the different Sorceress' as they appear with normal attacks and GFs. Your strategy should change when the last Sorceress appears though. Now you'll not only want haste and shell on your party but cast protect because the Sorceress has a counter attack that deals a good bit of damage a party member. She has Flare and Holy Magic which you should definatly take the chance to draw, but do not draw unless she has begun her countdown from 5 or else you'll get a counterattack. At the end of the countdown she'll cast Ultima on the party, make sure to have a few Curagas ready after this one. Now bring in Doomtrain to lower her defense then send a barrage of tripled Magic at her, such as Flare, Holy, and Bio, as well as using your strongest GFs against her. Note that you can steal various stones from the Sorceress' none which are really that important but they can refine into powerful magic.

With the Sorceress' gone now you awake in the Orphanage. Head through the door on the right and head outside, its time to enter Ultimecia Castle.

5.23: The Final Battle, Ultimecia Castle

Party: Rinoa (Level 73), Squall (Level 99), Zell (Level 92)

Items: Rosetta Stone, Elixer

Cards: None

Draw Points: Triplex2, Flare, Meteor, Slow, Dispel, Ultima, Cura, Curaga, Full-Life, Aura, Meltdown, Stop

Outside the scene switchs from what once was the Orphanage to Ultimecia Castle looming overhead. Proceed down to the left and north onto the chain that connects to the castle, making sure to hit the Triple draw point as you head by. Proceed up the chain ignoring the portals to the left for now. At the gates to her castle the party meets up, select your party members and head inside. Inside the party's abilitys get locked by Ultimecia's Servants and you must defeat them one by one to unlock them. I suggest heading back outside to heal and save before heading further also make sure to hit the invisible Flare draw point to the far right of the save point, now head inside. First I must note that every single monster in the game is somewhere within Ultimecia Castle and there levels are random so you may receive alot of experience from battles or you may not, so it can be kinda hard to level up within the castle if you need to. Now head up the stairs you will find the first of Ultimecia's Servants.

Boss: Sphinxaur

Party: Rinoa (Level 73), Squall (Level 99), Zell (Level 92)

If your characters have decent strength this fight is extremely easy.

Before the battle I suggest junctioning the magic to your strength that increases it the most. Also Drain on your elemental Attack with heal some of your HP when you strike and enemy so I strongly suggest that as well. The Sphinxaur is nothing to really worry about in the damage dealing department, just keep hitting him with physical attacks and get rid of the monsters he summons, especially if he summons a Forbidden, they can be deadly so you should get rid of them quickly then continue to pound on Sphinxaur with your normal attacks. He can also be mugged for an Elixer.

After the battle you get the chance to unlock one of your abilities. I strongly suggest getting your GFs back. I must note that if you have missed any GFs throughout your playthrough the many bosses within the Castle have GFs to draw if you have not already got them. If this is the case you may want to unlock your Draw ability first. Below is a list of what GFs you can draw from which bosses:

Siren - Tri Point
Leviathan - Trauma
Pandemona - Red Giant
Carbuncle - Krysta
Cerberus - Gargantua
Alexander - Catoblepas
Eden - Tiamat

Now head up from where Sphinxaur was and through the door, head onto the Chandelier. It will fall to the floor below but will break the rusted hatch below it. Open the hatch and head down inside the Wine Celler for the next of Ultimecia's Servants.

Boss: Tri-Point

Party: Rinoa (Level 73), Squall (Level 99), Zell (Level 93)

Before the battle begins junction Thundaga spells onto your elemental defense because Tri-Point has a counter attack called Mega Spark that is thunder elemental and if you have enough Thunder Magic Junctioned to your elemental Defense you should be able to absorb the attack. Tri-Point also has an elemental weakness to either Fire or Ice which switches each time you strike him so I just suggest starting the battle by summoning Doomtrain to lower his defense then use other GFs such as Leviathan, Pandemona, Alexander and Cactaur.

After the battle unlock your magic ability so you can heal your characters and although you probably cannot draw magic at the moment there is a hidden Aura draw point in the upper right hand corner of the room. Now I suggest you head back outside to save and heal before continuing. Back inside the castle use the green circle to switch to your alternate party and take them through the door on the left and up to the room where the chandelier fell. Step on the green circle to the right and you'll hear a click, switch back to your other party and you can now take them across the Chandelier without it falling, on the other side is the next of Ultimecia's Servants.

Boss: Krysta

Party: Rinoa (Level 73), Squall (Level 99), Zell (Level 93)

This boss can deal some serious damage so begin the battle by summoning cerberus to double and triple your party, then cast shell and protect on the party. Krysta has very high defense and most physical attacks will do 0 damage, this is easily countered though if you summon Doomtrain to lower his defenses. Now finish him with GFs other than Shiva. You can use physical attacks and magic but Krystal counters these with a very powerful counter attack, so stick with GFs. Note that Krysta's final attack is an Ultima spell so make sure your party's HP is high before finishing him off, shell hopefully should take most of the damage.

Unlock your draw ability after the battle and hit the hidden Meteor draw point then head back outside to heal and save. Back inside head up the stairs and through the door on the right. Head down the stairs and into the door at the bottom, the next area is an art gallery. Search around the room and examine every painting in the room, there is also a Meltdown draw point at the top of the stairs to the right. Once you have examined all the paintings examine the large painting at the bottom of the stairs on the far wall. The paintings read as followed:

INTERVIGILIUM (Sleep)
JUDICIUM (Judgment)
VIGIL (Watchman)
IGNUS (Fire)
VIVIDARIUM (Garden)
INANDANTIA (Flood)
VIATOR (Messenger)
INAUDAX (Cowardice)
VENUS (Love)
XERAMPELINAE (Red Clothes)
XIPHIAS (Swordfish)
XYSTUS (Tree-Lined Road)

For the answer to this stand on the balcony overlooking the clock on the floor near the Meltdown draw point. Notice the hands are pointing to VIII, IIII, and VI. The V Represents that you should only use titles with a V in them and the I's represent how many I's are actually in the titles. So for the large painting choose VIVIDARIUM, INTERVIGILIUM, and VIATOR. The next server of Ultimecia will appear behind behind you.

Boss: Trauma

Party: Rinoa (Level 74), Squall (Level 100), Zell (Level 93)

Begin the battle as usual by summoning Cerberus and Doomtrain to slow Trauma and lower his defenses, then triple Protect onto your party. Trauma creates miniture versions of himself called Dromas, they are very fast and blast a party member with there cannons for around 700 damage. Begin by eliminating them any time Trauma creates them, then focus on tripling Aero and Tornado spells onto Trauma as well as Summoning GFs such as Pandemona and Quenzacotl.

When the battle is over unlock your party's ability to revive themselves and head through the door to the north of the big painting. In the next area head down the stairs and into the Dungeon. To the left there door leading into a cell proceed into the cell, hit the invisible Full-Life draw point in the cell and take the key out of the Corpses' Hand and the next of Ultimecia's Servants Appears.

Boss: Red Giant

Party: Rinoa (Level 74), Squall (Level 100), Zell (Level 93)

This is probably the easiest battle inside Ultimecia Castle. When the battle begins summon Doomtrain and this will lower the Red Giant's defenses plus blind him. Now have the character junctioned with Diablos reppededly summon him to cut the Red Giant's HP while your other characters draw and cast Demi onto him. After cutting his HP down drastically with Diablos and Demi, finish him with GFs and physical attacks.

When he is defeated unlock your Item ability and unlock the door you came out of using the Prison Key. Head back up the stairs and up the stairs to the left. Hit the Cura draw point here and continue on to the left. In this area you will find two elevators. The idea here is to get a veavy party to lift the lighter party. Setting the characters up like this should work:

Heavy Party: Squall, Rinoa, Zell or Squall, Zell, Irvine

Lighter Party: Irvine, Quistis, Selphie or Quistis, Selphie, Rinoa

You can switch party members at the save point outside the room if need be, so proceed back to the area where you went up the stairs from the dungeon and switch to the lighter party via the green circle. Have them head up the stairs and through the door on the left. In the next area head down the stairs, through the door and down the hall. Use the green circle to switch to the heavy party. Take it back to the previous room they where in and step on the elevator with the green circle to lift the lighter party up to the other side. Use the green circle to switch to the lighter party and have them head into the room on the left. Hit the Curaga draw point in here and pick up the Floodgate Key lying on the floor, head back outside and switch back to the heavy party. Step off the elevator to bring the lighter party back to the ground, use the green circle to switch your party members if need be. Now head back to the dungeon and with the floodgate key use it to unlock the floodgate which is to the right of the door that leads to the cell you fought the Red Giant in. Pull the lever to close the floodgate, this will drain the water in the castle which will come into play a little later. Now I suggest you head back outside to save and heal. Back inside head back to the area where the chandelier feel and through the door to the north, pick up the Treasure Vault Key from the fountain and hit the Slow draw point on the left side of the room and head into the Chapel via the door to the north. Inside the chapel hit the Dispel draw point to the left, in this area you can also encounter Elyone enemies if you have not picked up some Moon Stones, Energy Crystals, or Pulse Ammo yet. Now head

up the stairs to the right, and WALK NOT RUN on the bridge to pick up the Armory Key, if for some reason you run on the bridge and it falls off you can pick it up in the Dungeon. Now head back down the stairs into the chapel and examine the organ. The key to the organ is to hit all the buttons at the same time this includes X, Square, Triangle, O, R1, R2, L1, L2 and then press start. Now head outside the room and off to the right, if you played the Organ right all the spears should be removed from the door and you can proceed through. Proceed to the right and you'll see a small box in the corner, pick it up for a Rosetta Stone then head down back into the cell you fought the Red Giant in. Head back outside the cell into the Dungeon and use the Armory key to unlock the door on the right. Inside hit the hidden Ultima draw point on the left then search the Vysage head to come face to face with another one of Ultimecia's Servants.

Boss: Vysage, Lefty, Righty, Gargantua

Party: Rinoa (Level 76), Squall (Level 100), Zell (Level 96)

This battle starts out against a Vysage and his pair of arms lefty and righty. Begin the battle as usual, summon Doomtrain to put every status effect in the book on the three parts plus lower there defenses. Then summon Cerberus to double and triple your party, next draw and cast Haste, Protect, and Shell on your entire party from the parts of the Vysage, then finish them with a GF or two and the real servant of Ultimecia shows himself, Gargantua. Summon Doomtrain to lower his defenses immediatly. Gargantua counterattacks every physical attack with a strong physical attack of his own, but does not counter GFs or magic so triple strong magic onto him such as Holy, Flare, Ultima, and Meteor. Gargantua has an attack called Evil Eye which curses and slows your entire party, make sure to triple haste onto your party if he uses this. He also likes to cast berserk on your party so immediatly cure a character with Esuna that has this cast on him. Gargantua shouldn't last too long considering his low HP and having his defenses weakened, just keep up the strong magic and GF attacks and he will go down soon.

Unlock your Command Abilites next and head back outside the castle to heal and save. Back inside head up the stairs and to the left through the door, down the stairs and into the door at the bottom you will find a dark hallway. On the left side of the hallway, although you can barely see it, is the Treasure Vault, unlock it using the Treasure Vault key and step inside. There is another puzzle here although not quite as hard as the one in the Art Gallery, also near the center of the room there is a invisible Holy draw point to hit. The solution to the puzzle is as followed.

- 1: Shut the First Box on the far left
- 2: Shut the Fourth Box from the left
- 3: Shut the Second Box from the left
- 4: Open the Third Box from the left

This will make another one of Ultimecia's Servants appear in the room.

Boss: Catoblepas

Party: Rinoa (Level 77), Squall (Level 100), Zell (Level 96)

Start the battle like always summon Cerberus to double and triple your party, and Doomtrain to Slow, Blind, and lower the defenses of Catoblepas. This battle is rather simple from here on. Catoblepas has the Meteor spell which you should draw until you have 100 of because enemies with this draw are extremely rare. Now finish him off by tripling magic onto him such as Water and Quake, also you can draw and cast Meteor from him but the damage often proves to be random, so just stick with powerful magic and GFs such as Brothers and Leviathan he won't last too long. Stay away from Quenzatcotl and Thunder magic though because Catoblepas absorbs them.

Unseal your Limit Breaks after the battle and head for the Chapel. Head up the stairs to the right, cross the bridge and enter the door to head into the Clock Tower. Climb the stairs as they twist around all the way until you see a bell swinging from side to side. Position yourself next to where the bell swings and when the bell swings near the party have your party jump onto it to swing to the other side. Head through the hole in the wall to the outside, here you'll find the last of Ultimecia's Servants.

Boss: Tiamat

Party: Rinoa (Level 78), Squall (Level 100), Zell (Level 97)

This battle is extremely easy. Start the battle by summoning Doomtrain to slow and reduce Tiamat's defenses, then cast shell onto your party as well as draw Eden from Tiamat it is the strongest GF in the game you don't want to miss this chance. The only attack Tiamat has is called Dark Flare and he uses it when he finishes spelling it out. It causes a ton of damage to the party but most of the damage will be taken by shell being cast on your party. Now finish him with strong magic such as Flare, Meteor, Holy, Blizzaga and strong GF attacks such as Alexander, Leviathan, Cactuar and Shiva. Stay away from Wind, Fire, and Thunder attacks though as they are ineffective against Tiamat.

When the battle is finished unlock your last ability, which is save, and hit the Triple draw point which is on the upper right side of the screen, then proceed back across to the other side of the stairs using the bell, continue climbing the clock tower. When you reach the top of the clock tower hit the Stop draw point then head outside, across the clock and down the ladder. At the end of this walkway lies Ultimecia's Chambers and the final battle. Save and heal at the save point and make absolutely sure you are ready for the final battle with Ultimecia. Some things to do before the final battle are below.

Switch your Draw Command for Item

Junction Water to your Elemental Attack

Have a good supply of Magic Spells, including Shell, Flare, and Meteor

Have over 6000 HP

Your party is near Level 70 or Above

Have a good stock of Megalixers and Mega Phoenixs

Have Esuna Junctioned to your Status Defense

When you are prepared enter Ultimecia's Chambers for the Final Battle.

Final Boss: Ultimecia

Party: Rinoa (Level 80), Squall (Level 100), Zell (Level 99)

The first thing about this battle you should know is that your party members are chosen at random, so quickly kill off any party members you won't be using in the fight until they are replaced by the party members you wish to use for the battle. This battle resembles the last battle with Edea but is ALOT tougher, immediately summon Cerberus and triple Haste and Shell onto your party. Like Edea before her Ultimecia will use Maelstrom which cuts your party's HP in half and curses them to where they cannot use Limit Breaks. Triple Curaga onto your party and Esuna them when this happens. Now start to use your most powerful GFs on Ultimecia as well as cast Meltdown on her to reduce her defenses. Ultimecia will assault your party with magic, some of which includes Meltdown and you will want to Esuna that party member quickly because you can't afford to have that character's defense low in the battle. Also she will cast Double on herself from time to time, quickly eliminate this by casting Dispel. Eden works extremely well in this battle, so use it and your best GF. Try to keep your stocked magic for now. When Ultimecia's HP gets low she summons Griever to face your party.

Final Boss Form Two: Griever

Now the fight starts to get hard. Make sure that your party still has Haste and Shell cast on them, then add protect to it. Griever has some nasty attacks, he has a very strong physical attack, he can cast Diablos' favorite spell Graviija which will take your party's HP into Critical, he can draw magic from you and cast it, and he can also blow away some of your stocked magic. Cast Meltdown on him and assault him with your GFs, Eden, Shiva, Ifrit, Cactaur, and Quenzacotl should work fine if you cast magic stay away from Bio and Doomtrain because it heals him. When you deplete about half of his HP, the sky will turn red. Griever is preparing to use his ultimate attack, Shockwave Pulsar on the party which does a ton of damage, might even kill them if you don't have shell cast. Immediately Triple Curaga onto your party or use a Megalixer after he uses it. If you can survive this keep pounding with powerful GFs and the battle moves onto the next form.

Final Boss Form Three: Ultimecia/Griever

This form is extremely deadly, you cannot use GFs in battle anymore or they will be blown away by Ultimecia so don't even try it. Make sure Haste, Shell, and Protect is still cast onto your party then cast Meltdown on Ultimecia to reduce her defenses. This form of Ultimecia is extremely weak against water so Triple Water spells onto her and use normal attacks, which if you junctioned 100 water onto your elemental attack, your normal attacks should do 9999 damage. Keep using normal attacks and tripling strong magic such as Meteor, Flare, Ultima, and Water onto her, stay away from Holy though because it heals her. When

she summons two Helixs she can now cast Ultima which will deal alot of damage to your party, make sure to keep Shell up throughout this entire fight. Triple Aura onto your party and unleashing your limit breaks onto her helps alot too, especially if Irvine has some Pulse Ammo for Hyper Shot or if Squall has the Lionheart. When this form starts floating in the air after its bottom falls off, it now switches to using very powerful physical attacks and casting Ultima you'll definatly need Shell and Protect for those attacks. Once that form has been defeated its on to the final form of Sorceress Ultimecia.

Final Boss Final Form: Ultimecia

She will begin the battle by using Hell's Judgment on your party which takes there HP down to 1, use a Megalixer to bring your party back to full health again. Begin by casting Meltdown on Ultimecia to lower her defenses and making sure your party has Shell and Haste cast on them. This is the final form so hold nothing back, triple all the magic you have onto her, Ultima, Meteor, Flare, Holy, Tornado and Quake work really well, once again don't try to summon your GFs or they will be killed by Ultimecia. This form really doesn't have a whole lot of attacks she will cast Hell's Judgement repededly and cast Holy and Flare on your party from time to time. The fight is really not that hard until Ultimecia starts to draw Apocalypse magic from her bottom half, this spell is the most powerful in the game and like Griever's Shockwave Pulsar can wipe out your party if they do not have shell casted on them. If you happened to take the draw command into this battle you can draw Apocalypse magic from her bottom half and cast it on her but the draw command is rather useless in these final battles in my opinion. To finish this form quickly cast Aura on your characters and let there Limit Break pound her into submission. When she begins talking to the party she is dying, put Ultimecia to rest and releive the world of Time Compression.

Now that Ultimecia is defeated watch the magnificant and beautiful ending that you have worked oh so hard for. This may be the end of the story but the game is far from over. There are still a few more side areas to complete so reload your game before you fought Ultimecia and head outside of the castle.

5.24: Back to the Ragnarok, Finding the Card Queen and Tonberry King

Party: Rinoa (Level 80), Squall (Level 100), Zell (Level 100)

Items: Holy Warx10

Cards: Gilgamesh, Most Rare Cards

Draw Points: None

Head outside of Ultimecia Castle to the chain area, and jump across and through the portal in the middle. Your now back outside on the world map and you can return anytime through one of these portals to get back to

Ultimécia Castle. Access your big world map that takes up the screen and you will see the location of the Ragnarok marked by a red flashing dot and it is a long ways from here and you will need a chocobo to get there. There is a Chocobo Forest on the far right tip of the continent, its hard to see because it is hidden behind a mountain range and you'll have to go around it to see it. Inside the forest speak with ChocoBoy and he will tell you all about catching Chocobos. I'll go indepth on catching them in the next section, for now just listen to how it works and then ask him for help and to catch you one. He'll give you a chicobo named Boko, which is the chocobo you summon with the Gysahl Greens. The idea of Boko is to use it with the pocketplaystation to build him up, but unfortunately it was never released in North America so I've never had a chance to play it. Anyway take the chocobo back near the area where the gate you came out of is and head down across the continent, past the centra ruins, and across the beach and water to the continent with Edea's House on it. Now use the map to find the Ragnarok which is located at the far tip and across the desert. Back on the Ragnarok you will notice that the CC Group Members are on board, if you completed the CC Group Side Quest that is, and you can play them in cards from now on. Now you should use the Card Mod to refine the Gilgamesh Card for 10 Holy Wars, these will come in handy very soon, and you can win another Gilgamesh Card by playing cards with Xu onboard the Ragnarok. Also the man from garden is onboard and he will sell items and runs a junk shop for the party. The first thing to know about the world map on Disk 4 is that all towns are sealed off due to Time Compression but there are still few areas you can return to, also there is a fourth portal that returns to Ultimécia Castle near where the Ragnarok was, make sure to put it to use. Now you should try to find the Card Queen which is quite a task. Take the Ragnarok to the Esthar Continent at the bottom right tip of the continent, there is an area here that you cannot see but it is there, land the Ragnarok near the tip and search around and you should go into the area where the escape pod from the Lunar Base crashed. The Card Queen is here and you can challenge her to a game, she has most all of the rare cards including some Player Cards, GF Cards, and the Rare Cards from the Card Queen Quest on Disk 3. Play her with caution though, often returning to save after winning a rare card because she uses just about all the rules available including everybody's most hated rule, Random. When you are finished with the Card Queen board the Ragnarok and take it to the Centra Ruins where you fought Odin. In the first couple of areas in the Centra Ruins you will run into Tonberrys which are quite nasty in battle, and in order to get there master, the Tonberry King to show himself you must kill 18+ Tonberrys. Now this may seem very hard but it fact it really isn't, first I suggest not using Irvine or Selphie for this. The first thing you need to do is get your three party member's HP down into the critical so they can use there limit breaks, and then don't heal them, just repededly use your limit breaks on the Tonberrys until they go down which won't take too long. Irvine's Limit Break although very powerful tends to be short lived and your ammo in this quest will be gone after several battles. Selphie's Magic Slots won't do enough damage to the Tonberrys thats why I don't suggest either in these battles. If a tonberry happens to kill off a character just use a Phoenix Down or cast life and resume the process, after killing several Tonberrys the king will show himself.

Boss: Tonberry King

Party: Rinoa (Level 83), Squall (Level 100), Zell (Level 100)

Immediately when this battle begins Curaga your party members or use a Megalixer to bring them back up to full health, then summon Cerberus to double and triple your party. Then Protect and Haste your party. The Tonberry King is extremely fast when compared to his other tonberry pals and deals a lot of physical damage. Thankfully keeping protect up in this fight will keep you alive though. Bring in Doomtrain to lower his defenses and triple powerful magic onto him, Blizzaga, Ultima, and Meteor work wonders as does Shiva, Quenzacotl, Pandemona, Cactuar, Ifrit, and definitely try summoning Eden for big damage to the Tonberry King. The two attacks you should look out for from Tonberry is the "Its Sharp" attack which will do 6000+ damage to a character and his Junk attack which does around 4000 to the entire party. As long as you keep Protect up in this fight you shouldn't have too much of a problem. Note that he has a rare draw in Full-Life and you should try to draw it to 100 if possible.

When the battle is over Tonberry joins you as a GF, he doesn't bring much power to the party but his abilities do allow you to shop from any shop you have ever visited, plus it adds some rare items to the shops with his familiar ability. This completes the quest.

5.25: PuPu and the Chocobo Sanctuary

Party: Rinoa (Level 83), Squall (Level 100), Irvine (Level 23)

Items: Aura Stone, Shell Stone, Holy Stonex2, Flare Stonex2, Meteor Stonex2, Ultima Stonex2, Protect Stone, Gysahl Greens

Cards: PuPu, Chicobo

Draw Points: None

Board the Ragnarok and equip the Item command and Encounter None. Also make sure you have at least 5 Elixers. Take the Ragnarok to the desert near where you found it on the upper right corner of the continent Edea's House is on. Land and walk around the desert until you get into a battle, you'll see a UFO carry away a pyramid type object. Now head back to the Ragnarok and fly it to Winhill. Walk around the area outside of Winhill and you'll run into the UFO again, this time it carries away a Cow (maybe they need milk?). Head back to the Ragnarok and fly it to the beach just south of Timber, here you'll encounter the UFO again, this time it carries away a Moa Head it looks like (wonder where they found that?). Board the Ragnarok once again and fly it to a long peninsula known as Heath Peninsula which is near Trabia Garden. Actually the encounter is not on the peninsula but rather the small island next to it, here you'll run into the UFO again, not exactly sure what they are carrying away here. Anyway board the Ragnarok again and take it to Granddidi Forest which is the large forested area on the Esthar Continent. Land it on the Mountain area just north of the Chocobo Forest which is a sphere shaped forest you can't miss it. Here you'll run into the actual UFO and engage it in battle. It's really easy and won't even attack the party, so defeat it and watch it blow away. Now board the Ragnarok and take it to the continent where Balamb is. Here you'll

encounter the alien PuPu. Give him 5 Elixers and he'll hand over the PuPu card, quite the trade for this one of a kind card if I say so myself. This completes the quest. To begin the Chocobo Sanctuary Quest board the Ragnarok and take it to the Chocobo Forest which is right next to Shumi Village. The Chocobo forest in Final Fantasy VIII are set up like this, The ChocoBoy will give you a ChocoWhis and it has two Functions. One is the ChocoSonar which you will see in the bottom right hand side of the screen, when used it will set off a noise which will make the bar near the bottom rise. In the area where there are chicobos it will rise alot, and when you are far away from the chicobos it will not rise much at all. The other is the ChocoZiner which is used to lure out the chicobos, use this in an area where the ChocoSonar is rising the most to make the Chicobos come out. Now the idea behind each chocobo forest is to lure out the Chicobos in an order that leaves only one chicobo on the ground, this will make the mother chocobo appear. After this you can collect an item hidden in the area and the chocobos of the forest will become friendly with you and you will complete the forest, you also won't have to search for a chocobo next to you enter the forest. Note that if you speak with the ChocoBoy you can buy Gysahl Greens from him and if you use the ChocoZiner in the wrong place a chicobo will come down and steal your ChocoWhis resulting in you having to buy a new one from ChocoBoy for 700 Gil. The solution the forest you are in right now is as followed.

"The Beginner's Forest"

The ChocoBoy will give the hint "Try to find a spot where only one falls down" This is pretty simple, the ChocoSonar will go off like crazy in the upper left hand side of the forest. Use the ChocoZiner to make the lone Chicobo appear, after the mother chocobo shows up search the upper right corner of the screen for an Aura Stone. This completes this forest.

"The Basics Forest"

Take the Ragnarok west of Trabia Garden to the edge of the continent, you'll know the forest when you see it because there are no other forests around it. In this forest ChocoBoy gives the hint "You only need to blow the whistle twice". Just like the hint says, you'll need to use the ChocoZiner twice. The first place to use it is near the center of the forest, you'll know the place by the way the ChocoSonar is going off. This will cause three Chicobos to fall, now use the ChocoZiner to the far left of that exact spot, near the far left chicobo. This will cause two of the chicobos to return leaving only one left. When the mother chocobo shows up search near the last area you used the ChocoZiner at for a Flare Stone. This completes this forest.

"The Roaming Forest"

Back on the Ragnarok take it directly north of Trabia Garden its just over the mountain range behind the Garden. The ChocoBoy's hint in this forest is "Be careful where the sonar reacts". This one is rather tricky, start by using the ChocoZiner on where the chicobo on the right is standing to make the two on the ground return to the top. Now use the ChocoZiner in the middle of the area you are in to drop down three Chicobos. Now head down near the exit of the forest where the ChocoSonar is rising and use the ChocoZiner there, another chicobo will drop down. Now use the ChocoZiner while standing directly on top of the Chicobo on the far left, this will return the three there to the top and leave the one at the bottom along, this will bring out the mother chocobo. Now

search the northern part of the forest for a Shell Stone and a Holy Stone. This completes this forest.

"Forest of Solitude"

This is the forest that you originally had to come to get the Ragnarok. Its south of Fisherman's Horizon behind a mountain range. The ChocoBoy's hint here is "Search carefully where the sonar reacts". There is only one chicobo in this area, its not that simple though, you have to find the exact spot it is at to use the ChocoZiner or you'll have yours stolen. Use the ChocoSonar in the area north of where ChocoBoy is standing until the bar rises almost all the way full, this is the area to use the ChocoZiner and will also make the mother chocobo appear. To get the area's items challenge ChocoBoy to a game of cards but instead of saying yes to playing tell him to move and search where he was standing for a Protect Stone and a Meteor Stone. This completes this forest.

"Forest of Fun"

Take the Ragnarok to Edea's House, its to the far left of her house. The ChocoBoy's hint in this forest is "Chocobowling with 4 bottles and 1 Ball". This one is really tricky and can be annoying. Use the ChocoSonar to the right of where ChocoBoy is standing to find the spot to use the ChocoZiner, this will bring down three chicobos. Then from that very spot walk a little to the left toward ChocoBoy and use the ChocoSonar to find the next spot to use the ChocoZiner, this will bring down one more chicobo. Now use the ChocoSonar behind the chicobo on the far right for the next place to use the ChocoZiner, use it there and it will place a chicobo down from where ChocoBoy is standing. Use the ChocoZiner while standing on top of the chicobo to see the chicobo version of bowling and to bring the mother chocobo out. Search the upper right hand corner of the area for a Meteor Stone, Flare Stone, and an Ultima Stone. This completes the forest. I didn't see what was so "fun" about it.

"The Enclosed Forest"

To find this forest take the Ragnarok directly east of the desert where you found the Ragnarok, it is well hidden behind a mountain range along with some other forests. This is the last and hardest of the chocobo forests. ChocoBoy gives the hint "Collect on outer side, then go in". Use the ChocoSonar in the upper left area of the forest for the place to use the ChocoZiner, this will bring down two chicobos. Now use the ChocoSonar to find the area to the upper left of where the chicobo on the right is standing, this will bring a chicobo down and make one return up. Now use the ChocoZiner on the right where the large rock is, making sure its the exact area using the ChocoSonar first, this will bring down another chicobo. Next use the ChocoZiner in the upper right hand corner of the screen to bring down yet another chicobo. Now head to the direct center of where all the four chicobos are and use the ChocoZiner, this will take all four chicobos back up and bring one down, and also will bring the mother chocobo out. Now search in the right corner of where the mother chocobo is standing for a Meteor Stone, Holy Stone, and a Ultima Stone. This completes the forest.

Now that all the chocobo forest are finished its time to find the Chocobo Sanctuary. Take the Ragnarok back to the Roaming Forest and take the chocobo from there. Take it all the way south, past Trabia Garden and onto the peninsula. Ride the Chocobo into the shallow water and along the mountains up north, until you reach Grandidi Forest. Look for

a beach and head up onto it, there is a chocobo forest in this area known as the Chocobo Sanctuary, it isn't too hard to find and it sticks out considering it is taller than the rest of the forest around the area. Inside the chocobos perform a dance for your party, speak with the chicobo to receive the chicobo card, speak with him again to receive some Gysahl Greens, although he will steal some gil from Squall. To return to the Ragnarok speak with ChocoBoy and he will call a chocobo for you to ride back. This completes the quest.

5.26: The Deep Sea Research Center and Omega Weapon

Party: Rinoa (Level 90), Squall (Level 100), Zell (Level 100)

Items: Dark Matter, Proof of Omega, Hyper Wrist, Three Stars

Cards: Bahamut, Eden

Draw Points: Triple, Ultima, Dispel, Esuna

The last side area of the game is rather tricky to find. Board the Ragnarok and fly it to the bottom left hand corner of the world map, and although you won't be able to see the Research Center on the map, its there floating along. Land on it with the Ragnarok and head inside. Inside the party finds a pulsating blue core. The idea here is to walk when the core is not shining blue, or else you will run into some monsters you have to fight. When you get close enough touch the core and you are asked several questions answer them as followed.

Its not our will is not to fight

Never

The hidden option below none of your bussiness

After each question you are forced to fight a Ruby Dragon, take these fights very seriously, these Ruby Dragon's Breath attack can deal 7000+ damage to the entire party and cast Meteor. Cast Meltdown on him and pummel him with GFs and physical Attacks. After answering the questions you are taken into a fight with Bahamut.

Boss: Bahamut

Party: Rinoa (Level 93), Squall (Level 100), Zell (Level 100)

This battle isn't as hard as it looks. Start the battle by drawing and casting Curaga from Bahamut on any party members who are still weak from the battles with the Ruby Dragons, then summon Doomtrain to weaken his defenses, blind and wlow Bahamut, then summon Cerberus to double and triple the party. Then triple shell onto the party. After this the battle is a breeze, use GFs such as Shiva, Eden, Cactaur, and Leviathan, stay away from Quenzatcotl and Pandemona though because Bahamut is immune to Thunder and Wind Magic. Tripling Meteor and Ultima onto Bahamut also deals good damage, just about anything but Thunder and Wind Magic goes in this fight. With the boss blinded the only thing you should have to worry about from Bahamut is his Mega Flare attack which deals alot of damage to your party, fortunatly if you have up shell the

damage won't be too great. Bahamut also has a Hyper Wrist that you can mug from him. For winning you receive a Bahamut Card.

After the battle Bahamut joins you as a GF, now return to the Ragnarok. Then land at the Research Center again, you can now enter the below levels. Climb down the struncter to the 2nd floor. Hit the Dispel draw point on the left and speak with your party members. Squall will notice a device that controls steam power to open the doors to reach the bottom floor. Squall will automatically spend 4 Units on this floor, so head down the stairs and to the next floor. In these areas you'll start to run into alot of Tri-Face enemies and they can be mugged for several Curse Spikes, now is the best chance to get 100 of them to refine into a Dark Matter to teach Quistis her most powerful limit break Shockwave Pulsar, keep in mind though that your Siren GF must be on level 100 before you can refine the Curse Spikes into a Dark Matter. On the second floor examine the steam device and expend 2 units to open the door to the third floor. On the next floor use the steam device to the left of the stairs and expend 4 units to open the steam room. Head inside the steam room on the left and hit the Esuna draw point to the left, and examine the steam device to the far right, use it to restore 7 of your units, then return outside the door and use the steam device on the far right of the stairs, expend 1 unit here to open the door to the fourth level. On this floor use the steam device on the right and expend 1 unit to open up the entrance to the fifth floor. On then next floor once again expend 1 unit at the steam device on the right, now you can use the elevator to the left to go down the the sixth floor. Here Squall will autmatically expend 4 units at the steam device in the center of the room, this will open the way to the excavation site. Head through the door on the right and proceed down the stairs. In the next area continue down the stairs hitting the Triple draw point as you continue all the way to the bottom, note there is an invisible Ultima draw point to hit to the left at the very bottom of the stairs before heading into the bottom room. At the bottom equip Siren's Move Find ability to see the hidden save point here, make sure to heal up and save, then expend the last 10 units at the steam device. This will make Ultima Weapon appear.

Boss: Ultima Weapon

Party: Rinoa (Level 99), Squall (Level 100), Zell (Level 100)

This guy is extremely deadly and you have not faced a boss like this up to this point so be very prepared, Ultima Weapon has an attack called Light Pillar which is instant death to a party member, immediatly cast Full-Life to bring that party member back when he uses it. He also attacks the party with powerful magic such as Quake and Meteor. Start by trying to summon Cerberus to double and triple the party, if he kills Cerberus just cast Triple on your party members. Then Cast Meltdown on Ultima Weapon, Haste, Shell, and Aura the party. Don't bother with GFs in this fight just pummel him with your limit breaks, if you have Squall's Lion Heart weapon this battle will be over very soon. Irvine's Hyper and Armor Shot work very well in this battle, as does using Quistis' Shockwave Pulsar and Rinoa's Wishing Star. Also if you want to take the chance you can mug a Three Stars from Ultima Weapon. Also note that if you missed drawing Eden from Tiamat in Ultimecia Castle, Ultima Weapon has the GF to draw. For winning you receive the Eden Card.

After the battle simply walk back outside and to the Ragnarok. This completes the quest. Now all the side areas are finished, but there is still one more thing left to do, and that is to take on the strongest monster in the game, Omega Weapon. If you thought Ultima Weapon was hard, you haven't seen anything yet, Omega Weapon is extremely hard to defeat and it takes a sound strategy to defeat him. Take the Ragnarok to one of the portals and back into Ultimecia Castle. Save and heal your characters at the save point outside, make absolutely sure you have refined the Gilgamesh Card for 10 Holy Wars and set your characters up as followed.

Squall:

GFs: Eden

Has Lion Heart Weapon

Magic, GF, Item Commands

Several Haste and Meltdown Spells

HP+80%, Mag+60%, Str+60%, Spd+40% Abilities

Junction 100 Death Spells to Status Defense

Rinoa:

GFs: Cactaur

Knows Wishing Star

Magic, GF, Item Commands

Several Aura Spells

HP+80%, Mag+60%, Str+60%, Spd+40% Abilities

Junction 100 Death Spells to Status Defense

Irvine:

GFs: Bahamut, Cerberus

Has Several Pulse, AP, and Fast Ammo

Has Exeter Weapon

Magic, GF, Item Commands

HP+80%, Mag+60%, Str+60%, Spd+40% Abilities

Junction 100 Death Spells to Status Defense

You can switch the characters junctions up any way you like as long as the basic idea remains the same. Rinoa, Squall, and Irvine is the best party for fighting Omega Weapon, they can deal the most damage to Omega Weapon and that is the key to the fight. You'll need your GFs at the highest possible compatibility with the characters they are equiped with. You can refine the Chubby Chocobo card for 100 LuvLuvGs which works wonders on raising compatibility for all your GFs but you cannot get another Chubby Chocobo Card, you decide if its worth it or not. Below are some other items you can get for raising Compatibility with some of the needed GFs to fight Omega Weapon.

Cerberus: Dragon Fin, which are mugged from Grendels

Cactaur: Cactus Thorn, which are mugged from Cactaurs

Now for the battle take the party that will fight Omega Weapon to the green circle outside of the chapel and use it to switch to the other party, take them up the stairs, through the door on the right and down the stairs. Have them ring the bell on the left at the bottom of the stairs and then quickly use the green circle in the area to switch to the other party, have them head inside the chapel before time runs out

to confront Omega Weapon. Note that if you have an extremely high level Selphie if you are lucky she may find her The End Limit Break in her slots, this will finish Omega Weapon off in one hit. Thats kinda cheap though don't you think?

Boss: Omega Weapon

Party: Rinoa (Level 100), Squall (Level 100), Irvine (Level 54)

Omega Weapon will begin the battle by casting LV 5 Death on your party, killing all whose levels are multiplies of 5, if you junctioned 100 Death spells to your status defense this should miss your party, then have Irvine summon Cerberus to double and triple your party, then have Squall triple Haste onto the party and have Rinoa triple Aura onto the party. When Irvine gets his next turn have him use a Holy War which will make your party invincible to Omega Weapon's Attacks for several turns, now have Squall cast Meltdown on Omega Weapon then pound Omega Weapon with your limit breaks. Squall's Lion Heart, Rinoa's Combined Wishing Star, and Irvine's Hyper Shot will do tons of damage to him. Use your limit breaks until Aura runs out, then start to summon your GFs, Eden, Bahamut, and a high level Cactaur work very well. When the Holy War runs out, recast Aura onto your party then use another Holy War then resume the process of Limit Breaks until Aura runs out then GFs, repeat this until Omega Weapon is defeated. Your Victory over him yields you a Three Stars, 250 AP, and a nice little thing in your tutorial menu called Proof of Omega.

With Omega Weapon defeated that ends the quest and it also ends the Walkthrough. I hope you enjoyed reading it as much as I enjoyed writing it. Some other things to do in Final Fantasy VIII if you have not quite quenched your thirst for this game yet are below.

Take the Ragnarok to the Islands Closest Heaven and Hell which yield enemies with over 1000 EXP per battle and have rare drop points such as Aura, Ultima, Flare, and Meteor scattered throughout them. You should easily be able to get all your characters and GFs to level 100 here. The Island Closest to Hell is a small island off the coast of the Timber Continent to the west. The Island Closest to Heaven is located almost directly west of of the Island Closest to Hell, its a little harder to find considering there are alot of other islands that look exactly like it around the area.

Take the Ragnarok to Cactaur Island where you fought the Jumbo Cactaur and learn all the abilites with your GFs. The cactaurs here yield 20 AP per Cactaur.

Use Eden's Devour Ability to bring most of a characters stats to 255. Check the GF Ability list for the enemies to Devour.

Get your SeeD rank up to 30

Thats about it, the rest of the guide covers the items, magic, GFs, and just about everything else in Final Fantasy VIII.

6: Guardian Forces

Quenzacotl

Attack: Thunder Storm

Element: Thunder

Location: From Squall's Study Panel in Balamb Garden or from Quistis at the Front Gate of Balamb Garden before going to the Fire Cavern

A Bolt of Lightning Strikes the ground and the Thunder Bird Quenzacotl rises from it, it blasts all enemies repeatedly with lightning causing thunder damage. Quenzacotl will be with you from the beginning of the game and will build levels rapidly, making it a powerhouse throughout most of the game, especially if you are fighting a machine type enemy.

Quenzacotl's Abilities:

HP-J	Card Mod
Vit-J	Mag+20%
Mag-J	Mag+40%
Elem-Atk	SumMag+10%
Elem-Def-J	SumMag+20%
Elem-Defx2	SumMag+30%
Magic	GFHP+10%
GF	GFHP+20%
Draw	Boost
Item	T Mag-RF
Card	Mid Mag-RF

Shiva

Attack: Diamond Dust

Element: Ice

Location: From Squall's Study Panel in Balamb Garden or from Quistis at the Front Gate of Balamb Garden before going to the Fire Cavern

An Ice Shard raises from the ground and the ice goddess Shiva breaks out from inside. She blasts all enemies with an ice wall and it breaks causing ice damage. Shiva, like Quenzacotl, will be with you from the beginning of the game and although not as strong as Quenzacotl, Shiva is a nice addition to your GFs being able to cause lots of damage to fire type enemies such as Bombs.

Shiva's Abilities:

Str-J	Vit+20%
Vit-J	Vit+40%
Spr-J	Spr+20%
Elem-Atk-J	Spr+40%
Elem-Def-J	SumMag+10%
Elem-Defx2	SumMag+20%
Magic	SumMag+30%
GF	GFHP+10%
Draw	GFHP+20%
Item	Boost
Doom	I Mag-RF

Ifrit

Attack: Hell Fire
Element: Fire
Location: Defeat Ifrit in the Fire Cavern

Ifrit bursts from the ground in a rage of fire, then is carried into the sky by a meteor which he proceeds to pound down onto all enemies engulfing them in fire. Of the three starting GFs Ifrit is by far the strongest and will be your strongest for quite some time. Its strength abilities are vital in the game for a solid physical attack and its fire elemental attack is perfect for getting rid of ice elemental enemies such as Glacial Eyes and Snow Lions.

Ifrit's Abilities:

HP-J	Str+40%
Str-J	Str Bonus
Elem-Atk-J	SumMag+10%
Elem-Def-J	SumMag+20%
Elem-Defx2	SumMag+30%
Magic	GFHP+10%
GF	GFHP+20%
Draw	GFHP+30%
Item	Boost
Mad Rush	F Mag-RF
Str+20%	Ammo-RF

Siren
Attack: Silent Voice
Element: Non Elemental (Causes Silence)
Location: Draw from Elvoret or Tri-Point

Siren plays her harp and all enemies are beat with sound waves causing non elemental damage and dealing the silence status effect. Siren has the lowest attack in the game and it doesn't prove very useful against bosses, although it is handy to use against normal enemies that use alot of magic.

Siren's Abilities:

Mag-J	Mag Bonus
ST-Atk-J	Move-Find
ST-Def-J	SumMag+10%
ST-Def-Jx2	SumMag+20%
Magic	SumMag+30%
GF	GFHP+10%
Draw	GFHP+20%
Item	Boost
Treatment	L Mag-RF
Mag+20%	ST Med-RF
Mag+40%	Tool-RF

Diablos
Attack: Dark Messenger
Element: Non Elemental (Halves Enemies HP)
Location: Summon with the Magic Lamp and defeat him

A Black Ball of matter descends from the sky and Diablos oozes down from within it. Diablos takes hold of the ball of matter and flings it down onto all enemies cutting their HP by a certain percentage. I personally do not use Diablos too much, his attack is great for cutting down enemies HP and bringing bosses closer to death, I guess I just like to bring them there myself. His mug ability is great to have, you should learn it as soon as you get it to start acquiring items.

Diablos' Abilities:

HP-J	HP+80%
Mag-J	Mag+20%
Hit-J	Mag+40%
Abilityx3	Mug
Magic	Enc-Half
GF	Enc-None
Draw	GFHP+10%
Item	GFHP+20%
Darkside	GFHP+30%
HP+20%	Time Mag-RF
HP+40%	ST Mag-RF

Brothers

Attack: Brotherly Love

Element: Earth

Location: Defeat the 2 Brothers at the Tomb of the Unknown King

Sacred bursts from the ground throwing the enemies up into the sky, then Sacred and Minotaur play rock, paper, scissors. Sacred loses and Minotaur hurls him into the sky straight through the land the enemies are upon sending them to the ground along with several pieces of earth causing earth elemental damage. I don't use the Brothers that often, there are a few bosses that are weak against earth but unless I'm fighting one I usually don't use them. The attack power of the summon is decent but the annoying animation is enough to keep me from using it. The big thing the Brothers bring to the party are their HP Abilities which are vital to a character's stats.

Brothers' Abilities:

HP-J	HP+40%
Str-J	HP+80%
Spr-J	Cover
Elem-Atk-J	HP Bonus
Elem-Def-J	SumMag+10%
Magic	SumMag+20%
GF	SumMag+30%
Draw	GFHP+10%
Item	GFHP+20%
Defend	GFHP+30%
HP+20%	Boost

Carbuncle

Attack: Ruby Light

Element: None (Casts Reflect)

Location: Draw from Iguion or Krysta

Carbuncle leaps from a hole in the ground and fires a beam of Ruby Light onto the party casting reflect on them. The first couple of boss fights after you get Carbuncle it really comes in handy, after that Carbuncle becomes rather ineffective when bosses start using magic such as Meteor and Ultima which cannot be reflected. He is a nice addition to the party though with abilities such as Abilityx3 and Vit Bonus.

Carbuncle's Abilities:

HP-J	HP+20%
Vit-J	HP+40%
Mag-J	Vit+20%
ST-Atk-J	Vit+40%
ST-Def-J	Vit Bonus
ST-Def-Jx2	Counter
Abilityx3	Auto-Reflect
Magic	GFHP+10%
GF	GFHP+20%
Draw	GFHP+30%
Item	Recov Med-RF

Leviathan

Attack: Tsunami

Element: Water

Location: Draw from NORG or Trauma

Leviathan snakes his way onto the battlefield, creates a large rock structure, then turns himself into a Water Avalanche that cascades down the structure washing over all enemies dealing water damage. Leviathan is not that useful because of the lack of enemies that are weak against water type damage. It deals decent damage but is quickly overlooked by your already high level summons such as Quenzacotl and Ifrit. Leviathan's addition to the party is definatly his Recover ability which lets you restore one characters HP to max. Auto-Potion is also quite useful.

Leviathan's Abilities:

Spr-J	Spr Bonus
Magic	Auto-Potion
GF	SumMag+10%
Draw	SumMag+20%
Item	SumMag+30%
Mag-J	GFHP+10%
Elem-Atk-J	GFHP+20%
Elem-Defx2	GFHP+30%
Recover	Boost
Spr+20%	Supt Mag-RF
Spr+40%	GF Recov Med-RF

Pandemona

Attack: Tornado Zone

Element: Wind

Location: Draw from Fujin or Red Giant

A tornado circles around the screen and Pandemona appears from within it. He then sucks all enemies up inside of him, then blows them out dropping them onto the ground with a large gust of wind dealing wind damage. Now here is a GF I really like, its attack once you learn some SumMag abilities is right up there with Ifrit and Quenzacotl plus it has abilities which raise a characters speed greatly and there are plenty of flying enemies out there weak to Pandemona's attack so put it to good use.

Pandemona's Abilities:

Str-J	Str+40%
Spd-J	Spd+20%
Elem-Atk-J	Spd+40%
Elem-Def-J	Initiative
Eelm-Defx2	SumMag+10%
Magic	SumMag+20%
GF	SumMag+30%
Draw	GFHP+10%
Item	GFHP+20%
Absorb	GFHP+30%
Str+20%	Boost

Cerberus

Attack: Counter Rockets

Element: None (Casts Double and Triple)

Location: Defeat Cerberus at Galbadia Garden or Draw from Gargantua

The Gates to Hell open and Cerberus comes running out. His three heads blast several beams of light into the air casting double and triple on the party. This is without a doubt one of the best GFs in the game, the ability to cast double and triple on your entire party in just one summon is priceless. To top it off he has Ability x3, speed boosting abilities, and ST-Def-Jx4. Truly one of the best GFs.

Cerberus' Abilities:

Str-J	GF
Mag-J	Draw
Spr-J	Item
Spd-J	Spd+20%
Hit-J	Spd+40%
ST-Atk-J	Auto-Haste
ST-Def-J	Espendx2-1
ST-Def-Jx2	Alert
ST-Def-Jx4	GFHP+10%
Abilityx3	GFHP+20%
Magic	GFHP+30%

Alexander

Attack: Holy Judgement

Element: Holy

Location: Draw from Edea or Catoblepas

Alexander rises from the sea, opens its cannons, and repededly fires spears of light into the air that crash into all enemies causing a large

column of light that deals holy damage. Another GF I personally like to use in battle, not only is the attack animation really cool, but with a few SumMag abilities learned it will do damage that can compete with Quenzacotl, Ifrit, and Pandemona, especially against undead enemies and enemies weak to holy magic. Alexander brings alot to the party as well, the two best being Med LV up which refines high level recovery items and Revive, which revives a dead character and restores all there HP.

Alexander's Abilities:

Spr-J	Spr+40%
Elem-Atk-J	Med Data
Elem-Defx2	SumMag+10%
Elem-Defx4	SumMag+20%
Abilityx3	SumMag+30%
Magic	GFHP+10%
GF	GFHP+20%
Draw	GFHP+30%
Item	Boost
Revive	High Mag-RF
Spr+20%	Med LV Up

Doomtrain

Attack: Runaway Train

Element: Poison (Plus several other status effects)

Location: Use Solomon Ring with 6 Steel Pipes, Remedy+, and Malboro Tentacles in your inventory

The crosslights come down which means a train is coming, in this case a Runaway Train. Doomtrain speeds down the tracks and slams into all enemies dealing poison damage as well as lowering all the enemies defenses and causing Darkness, Doom, Slow, Sleep, Curse, Petrify, Confuse, Silence, and Berserk status effects. Doomtrain is second best GF in the game hands down. Not only does his attack do decent damage but the status effects it deals are incredible and the ability to lower the enemies defenses is well worth summoning Doomtrain even if they absorb or are immune to his attack. Also Doomtrain has a great set of abilities including ST-Def-Jx4 and Elem-Def-Jx4.

Doomtrain's Abilities:

Elem-Atk-J	SumMag+10%
ST-Atk-J	SumMag+20%
Elem-Defx4	SumMag+30%
ST-Defx4	SumMag+40%
Magic	GFHP+10%
GF	GFHP+20%
Draw	GFHP+30%
Item	GFHP+40%
Darkside	Boost
Absorb	Junk Shop
Auto-Shell	Forbid Med-RF

Cactaur

Attack: 1,000 Needles

Element: Non Elemental

Location: Defeat Jumbo Cactaur on Cactaur Island

Cactaur leaps into the air and does a little cactaur dance which sprays needles down onto all enemies doing non elemental damage. This is the third best GF in the game, it may not seem like it when you first get it but Cactaur's damage increases by a thousand every 10 levels it gains, so on level 100 thats 10,000 damage to all enemies. Cactaur doesn't bring much to the party in abilities although it does have all the bonus abilities and Luck+50% which are not too bad.

Cactaur's Abilities:

Eva-J	Move-HP Up
Luck-J	HP Bonus
Magic	Str Bonus
GF	Vit Bonus
Draw	Mag Bonus
Item	Spr Bonus
Defend	Auto-Potion
Kamikaze	Expendx2-1
Eva+30%	GFHP+10%
Luck+50%	GFHP+20%
Initiative	GFHP+30%

Tonberry

Attack: Chef's Knife

Element: Non Elemental

Location: Defeat 18+ Tonberrys at the Centra Ruins, then Defeat the Tonberry King

Tonberry crawls out of his hole in the ground and proceeds to walk over to an enemy and stab then with the chef's knife dealing non elemental damage. The Tonberry GF, like Siren, has a very weak attack, except Tonberry's doesn't add any status effects. I strongly suggest teaching him SumMag+40% if you plan to summon him. The best thing that the Tonberry brings to the group is its Familiar ability which lets you buy rare items in shops, and the call shop ability which lets you buy items from any shop you have visited in the game, very useful on Disk 4.

Tonberry's Abilities:

Magic	SumMag+10%
GF	SumMag+20%
Draw	SumMag+30%
Item	GFHP+10%
LV Down	GFHP+20%
LV Up	GFHP+30%
Eva+30%	Boost
Luck+50%	Haggle
Initiative	Sell-High
Move-HP Up	Familiar
Auto-Potion	Call Shop

Bahamut

Attack: Mega Flare

Element: Non Elemental

Location: Defeat Bahamut at the Deep Sea Research Center

Bahamut tears from the sky and onto the battlefield, fires four balls of energy down onto the enemies, followed by a huge blast which engulfs all enemies causing non elemental damage. This is my personal favorite GF in the game, the animation is really cool and with all four SumMag abilities learned and the long attack animation to boost the summon it will quickly do 9999 damage. Bahamut's addition to the party is his Abilityx4 and Rare Item abilities which allows you to equip four character abilities and makes an enemy drop rare items more often.

Bahamut's Abilities:

Abilityx4	Rare Item
Magic	SumMag+10%
GF	SumMag+20%
Draw	SumMag+30%
Item	SumMag+40%
Str+60%	GFHP+10%
Mag+60%	GFHP+20%
Mug	GFHP+30%
Move-HP Up	GFHP+40%
Auto-Protect	Boost
Expendx2-1	Forbid Mag-RF

Eden

Attack: Eternal Breath

Element: Non Elemental

Location: Draw from Tiamat or Ultima Weapon

I'm not even gonna attempt to explain what happens in Eden's attack animation, because quite honestly I don't know what the hell is going on in it. Eden is the strongest GF in the game, its strange but long attack animation allows you to fully boost the summon to 250, which with all the SumMag abilities learned will do nearly 40,000 damage. Eden's addition to the party is probably its Devour ability, this odd move allows your characters to eat enemies, which in some monsters case can increase there stats perminatly.

Eden's Abilities:

Spd-J	Expendx3-1
Eva-J	SumMag+10%
Hit-J	SumMag+20%
Magic	SumMag+30%
GF	SumMag+40%
Draw	GFHP+10%
Item	GFHP+20%
Mad Rush	GFHP+30%
Darkside	GFHP+40%
Devour	Boost
Luck+50%	GFAbl Med-RF

Chocobo (Boko)

Attack: ChocoFire

Element: Fire

Location: Catch a Chocobo in any of the Chocobo Forests and ChocoBoy will give you a chicobo named Boko, use Gysahl Greens to summon him

Boko appears and spits a ball of fire that hits all enemies dealing fire damage. Boko's attack is rather pitiful, only doing several hundred points of damage. The original idea behind this GF was to build up his power with the pocketplaystation, but we never saw the it here in the United States so I don't know just exactly how much damage it has the potential to do. Use Gysahl Greens in battle to summon Boko which can be found in several places in the game and bought from ChocoBoy in the chocobo forests before visiting the Chocobo Sanctuary.

Phoenix

Attack: Rebirth Flame

Element: Fire (Casts Life)

Location: Use a Phoenix Pinion in battle to summon him. He will appear randomly when your party dies after you summon him the first time

The form of the mythical bird, Phoenix, is burned into the ground and he rises from it casting life on your party and dealing fire damage to all enemies. Phoenix can be extremely helpful, use a Phoenix Pinion in battle, which are found in several areas and you can also refine them, and it will summon Phoenix. Not only does it deal a couple thousand points of damage and revives all party members, but after the first time you use it the Phoenix will randomly appear when your party dies to revive them.

Odin

Attack: Zantetsuken

Element: None (Deals Death)

Location: Defeat him in the Centra Ruins

It begins to rain and Odin rides out onto the battlefield on his steed. He then proceeds to cut all the enemies on the battlefield in half dealing instant death to them. Odin in my opinion is a curse to your party, he appears randomly at the beginning of battle, often when you have been looking around for hours to find a certain rare enemy and he rides in and kills them, but I guess he is worth getting although he will probably cause you many many headaches.

Gilgamesh

Attack: Zantetsuken, Excalipoor, Excaliber, Masamune

Element: None, Physical Damage

Location: Have Odin before the the last battle with Seifer in Lunatic Pandora, Seifer will kill Odin and Gilgamesh will take his place

Gilgamesh circles up from the floor of the battlefield and chooses one of his four swords to attack all enemies for physical damage. In my opinion Gilgamesh is alot better than having Odin. Unlike Odin, Gilgamesh can appear any time during battle and even boss fights to attack the enemy, the only downside, but sometimes goodside to Gilgamesh is that his Zantetsuken sometimes misses the enemy. Gilgamesh has four attacks. They are listed below:

Zantetsuken: Deals death to all enemies, sometimes misses
Excalipoor: Deals 1 damage to all enemies
Excaliber: Deal a fair amount of damage to all enemies
Masamune: Deals a large amount of damage to all enemies

7: Guardian Force Abilities

Junction Abilities:

HP-J: Can Junction Magic to Characters Hit Points
Str-J: Can Junction Magic to Characters Strength
Vit-J: Can Junction Magic to Characters Vitality
Mag-J: Can Junction Magic to Characters Magic
Spr-J: Can Junction Magic to Characters Spirit
Eva-J: Can Junction Magic to Characters Evasion
Hit-J: Can Junction Magic to Characters Hit
Spd-J: Can Junction Magic to Characters Speed
Luck-J: Can Junction Magic to Characters Luck
Elem-Atk-J: Can Junction Magic to Characters Elemental Attack
Elem-Def-J: Can Junction Magic to Characters Elemental Defense
Elem-Defx2: Can Junction 2 Magic Spells to Characters Elemental Defense
Elem-Defx4: Can Junction 4 Magic Spells to Characters Elemental Defense
ST-Atk-J: Can Junction Magic to Characters Status Attack
ST-Def-J: Can Junction Magic to Characters Status Defense
ST-Defx2: Can Junction 2 Magic Spells to Characters Status Defense
ST-Defx4: Can Junction 4 Magic Spells to Characters Status Defense
Abilityx3: Can Junction 3 GF Abilities to a Character
Abilityx4: Can Junction 4 GF Abilities to a Character

Command Abilities:

Magic: Allows Character to Cast Magic Spells
Draw: Allows Character to Draw Magic Spells from Enemies
GF: Allows Character to summon GFs
Item: Allows Character to use Items
Card: Transforms Enemy into a Card
Doom: Casts Slow Death on an Enemy
Mad Rush: Casts Berserk, Protect, and Haste on the party
Darkside: Triple damage by Attack Command, but loses 1/10 of HP
Absorb: Drains HP from an Enemy and restores Characters
Defend: No Damage from Physical Attacks, cuts Magic Attacks in Half
Treatment: Cures all status effects of a party member
Recover: Restores all HP of a party member
Revive: Revives a dead character and recovers all there HP
Kamikaze: Causes damage to an enemy but removes character from battle
LV Up: Doubles an enemies level
LV Down: Cuts an enemies level in half
Devour: Character eats an enemy causing various things. The following
can be eaten to increase a characters stats:

Adamantoise: Defense+1
Behemoth: Magic+1
Malboro: Spirit+1
Ruby Dragon: HP+10
T-Rexaur: Strength+1

Character and GF Abilities:

HP+20%: Raises Characters Hit Points+20%
HP+40%: Raises Characters Hit Points+40%
HP+80%: Raises Characters Hit Points+80%
Str+20%: Raises Characters Strength+20%
Str+40%: Raises Characters Strength+40%
Str+60%: Raises Characters Strength+60%
Mag+20%: Raises Characters Magic+20%
Mag+40%: Raises Characters Magic+40%
Mag+60%: Raises Characters Magic+60%
Vit+20%: Raises Characters Vitality+20%
Vit+40%: Raises Characters Vitality+40%
Vit+60%: Raises Characters Vitality+60%
Spr+20%: Raises Characters Spirit+20%
Spr+40%: Raises Characters Spirit+40%
Spr+60%: Raises Characters Spirit+60%
Spd+20%: Raises Characters Speed+20%
Spd+40%: Raises Characters Speed+40%
Eva+30%: Raises Characters Evasion+30%
Luck+50%: Raises Characters Luck+50%
HP Bonus: Raises Characters Hit Points+30 at Level Up
Str Bonus: Raises Characters Strength+1 at Level Up
Mag Bonus: Raises Characters Magic+1 at Level Up
Vit Bonus: Raises Characters Vitality+1 at Level Up
Spr Bonus: Raises Characters Spirit+1 at Level Up
Expendx2-1: Reduces the number of magic used in Double from 2 to 1
Expendx3-1: Reduces the number of magic used in Triple from 3 to 1
Mug: Changes Characters attack command to Mug, Steals Items
Med Data: Recovery from Items is Doubled
Cover: Take damage for injured ally, damage reduced by half
Initiative: ATB Gauge is full at the beginning of battle
Return Damage: Returns 1/4 of Phy Damage received back to the attacker
Move-HP Up: Recovers HP while walking around
Counter: Character Counterattacks when hit with a physical attack
Auto-Potion: When damaged character automatically uses a potion
Auto-Protect: Character always has protect cast during battle
Auto-Shell: Character always has shell cast during battle
Auto-Haste: Character always has haste cast during battle
Auto-Reflect: Character always has reflect cast during battle
Move-Find: Hidden Save and Draw Points become visible
Enc-Half: Cuts random encounters in half
Enc-None: No random encounters
Alert: Prevents back attack and first strike from enemies
Rare Item: Rare items are found more often after defeating enemies
GFHP+10%: Raises Guardian Forces Hit Points+10%
GFHP+20%: Raises Guardian Forces Hit Points+20%
GFHP+30%: Raises Guardian Forces Hit Points+30%
GFHP+40%: Raises Guardian Forces Hit Points+40%
MagSum+10%: Raises damage done by GFs attack+10%
MagSum+20%: Raises damage done by GFs attack+20%
MagSum+30%: Raises damage done by GFs attack+30%
MagSum+40%: Raises damage done by GFs attack+40%
Boost: In battle, hold select and rapidly press square to increase
damage done by Guardian Force's attack

Menu Abilities:

Haggle: Get a discount at all shops
Sell-High: Sell items for a higher price at all shops
Familiar: Can buy rare items in shops
Call Shop: Can shop at any shop you have been to before
Junk Shop: Calls a Junk Shop from the menu
T Mag-RF: Refines Thunder and Wind magic from items
I Mag-RF: Refines Ice and Water magic from items
F Mag-RF: Refines Fire magic from items
L Mag-RF: Refines Life magic from items
Time Mag-RF: Refines Time and Space magic from items
ST Mag-RF: Refines Status magic from items
Supt Mag-RF: Refines Support magic from items
Forbid Mag-RF: Refines Forbidden magic from items
Recov Mag-RF: Refines Cure magic from items
ST Med-RF: Refines Status recovery items from other items
Ammo-RF: Refines Ammo for Irvine from items
Tool-RF: Refines tools from items
Forbid Med-RF: Refines Forbidden Items from other items
GFRecov Med-RF: Refines GF Recovery items from other items
GFabl Med-RF: Refines GF ability items from other items
Mid Mag-RF: Refines mid-level magic from low-level magic
High Mag-RF: Refines high-level magic from mid-level magic
Med LV Up: Refines rare medicine from more common medicine
Card Mod: Refines Cards into various items

8: Weapons

Gunblades/Squall:

Revolver

Cost: 200 Gil
Attack: 11
Hit: 255%
Limit Breaks: Rough Divide
Items Needed: M-Stone Piecex2, Screwx2

Shear Trigger

Cost: 200 Gil
Attack: 14
Hit: 255%
Limit Breaks: Rough Divide, Fated Circle
Items Needed: Steel Pipe, Screwx4

Cutting Trigger

Cost: 400 Gil
Attack: 18
Hit: 255%
Limit Breaks: Rough Divide, Fated Circle
Items Needed: Mesmerize Blade, Screwx8

Flame Saber

Cost: 600 Gil
Attack: 20
Hit: 255%
Limit Breaks: Rough Divide, Fated Circle, Blasting Zone
Items Needed: Betrayal Sword, Turtle Shell, Screwx4

Twin Lance
Cost: 800 Gil
Attack: 22
Hit: 255%
Limit Breaks: Rough Divide, Fated Circle, Blasting Zone
Items Needed: Dino Bone, Red Fang, Screwx12

Punishment
Cost: 1000 Gil
Attack: 24
Hit: 255%
Limit Breaks: Rough Divide, Fated Circle, Blasting Zone
Items Needed: Chef's Knife, Star Fragmentx2, Turtle Shell, Screwx8

Lion Heart
Cost: 2000 Gil
Attack: 30
Hit: 255%
Limit Breaks: Rough Divide, Fated Circle, Blasting Zone, Lion Heart
Items Needed: Adamantine, Dragon Fangx4, Pulse Ammox12

Whips/Quistis:

Chain Whip
Cost: 100 Gil
Attack: 12
Hit: 103%
Items Needed: M-Stone Piecex2, Spider Web

Slaying Tail
Cost: 200 Gil
Attack: 15
Hit: 104%
Items Needed: Magic Stonex2, Sharp Spike

Red Scorpion
Cost: 400 Gil
Attack: 20
Hit: 105%
Items Needed: Ochu Tentaclex2, Dragon Skinx2

Save the Queen
Cost: 800 Gil
Attack: 25
Hit: 107%
Items Needed: Malboro Tentaclex2, Sharp Spikex4, Energy Crystalx4

Gloves/Zell:

Metal Knuckle
Cost: 100 Gil
Attack: 12
Hit: 98%
Items Needed: Fish Fin, M-Stone Piecex4

Maverick

Cost: 200 Gil

Attack: 15

Hit: 99%

Items Needed: Dragon Fin, Spider Web

Gauntlet

Cost: 400 Gil

Attack: 20

Hit: 101%

Items Needed: Dragon Skin, Fury Fragment

Ehrgeiz

Cost: 800 Gil

Attack: 25

Hit: 103%

Items Needed: Adamantine, Dragon skinx4, Fury Fragment

Nunchakus/Selphie:

Flail

Cost: 100 Gil

Attack: 12

Hit: 98%

Items Needed: M-Stone Piecex2, Bomb Fragment

Morning Star

Cost: 200 Gil

Attack: 15

Hit: 99%

Items Needed: Steel Orbx2, Sharp Spikex2

Crescent Wish

Cost: 400 Gil

Attack: 20

Hit: 100%

Items Needed: Inferno Fang, Life Ring, Sharp Spikex4

Strange Vision

Cost: 800 Gil

Attack: 25

Hit: 255%

Items Needed: Adamantine, Star Fragmentx3, Curse Spikex2

Pinwheels/Rinoa:

Pinwheel

Cost: 100 Gil

Attack: 11

Hit: 99%

Items Needed: M-Stone Piecex3

Valkyrie

Cost: 200 Gil

Attack: 14

Hit: 101%

Items Needed: Shear Feather, Magic Stone

Rising Sun

Cost: 400 Gil

Attack: 18

Hit: 103%

Items Needed: Saw Blade, Screwx8

Cardinal

Cost: 800 Gil

Attack: 24

Hit: 104%

Items Needed: Cockatrice Pinion, Mesmerize Blade, Sharp Spike

Shooting Star

Cost: 1000 Gil

Attack: 28

Hit: 107%

Items Needed: Windmillx2, Regen Ring, Force Armlet, Energy Crystalx2

Shotguns/Irvine:

Valiant

Cost: 100 Gil

Attack: 12

Hit: 105%

Items Needed: Steel Pipe, Screwx4

Ulysses

Cost: 200 Gil

Attack: 15

Hit: 108%

Items Needed: Steel Pipe, Bomb Fragment, Screwx2

Bismarck

Cost: 400 Gil

Attack: 20

Hit: 110%

Items Needed: Steel Pipe, Dynamo Stonex4, Screwx8

Exeter

Cost: 800 Gil

Attack: 25

Hit: 115%

Items Needed: Dino Bone, Moon Stone, Star Fragment, Screwx18

Misc. Weapons:

Hyperion: Seifer's Gunblade

Machine Gun: Laguna's Weapon

Katal: Kiros' Weapon

Harpoon: Ward's Weapon

9. Items

Recovery Items:

Potion

Use: Restores 200 HP to one Party Member

Location: Buy Various Shops

Refine: Potion+

Potion+

Use: Restores 400 HP to one Party Member

Location: Refine Potion

Refine: Hi-Potion

Hi-Potion

Use: Restores 1000 HP to one Party Member

Location: Buy Various Shops

Refine: Hi-Potion+

Hi-Potion+

Use: Restores 2000 HP to one Party Member

Location: Refine Hi-Potion

Refine: X-Potion

X-Potion

Use: Restores all HP to one Party Member

Location: Refine Hi-Potion+, Refine Fujin/Rajin or Wedge/Biggs Card

Refine: Mega-Potion

Mega-Potion

Use: Restores 1000 HP to all Party Members

Location: Refine X-Potion, Mesmerize Blade, Tent, or Healing Ring

Refine: Elixer

Elixer

Use: Restores all HP and Recovers Status to one Party Member

Location: Refine Mega-Potion, Remedy +, Elem Atk, or Status Guard

Refine: Doc's Code, Megalixer

Megalixer

Use: Restores all HP and Recovers Status to all Party Members

Location: Refine Elixer, Med Kit, or Bahamut Card

Refine: N/A

Phoenix Down

Use: Revives a Dead Party Member

Location: Buy Various Shops

Refine: Mega Phoenix

Mega Phoenix

Use: Revives all Dead Party Members

Location: Refine Phoenix Down

Refine: Phoenix Pinion

G-Potion

Use: Restores 200 HP to one Guardian Force

Location: Buy Various Shops

Refine: N/A

G-Hi-Potion

Use: Restores 1000 HP to one Guardian Force

Location: Buy Various Shops

Refine: N/A

G-Mega-Potion

Use: Restores 1000 HP to all Guardian Forces

Location: Refine Healing Ring, Propagator or Sphinxara Card

Refine: N/A

G-Returner

Use: Revives a Dead Guardian Force

Location: Buy Various Shops

Refine: N/A

Tent

Use: Restores all HP and Status to all Party Members at Save Points

Location: Buy Various Shops

Refine: Mega Potion, Curaga Spell

Pet House

Use: Restores all HP to all Guardian Forces at Save Points

Location: Buy Timber Pet Shop, Refine Silver, Gold, or Diamond Armor

Refine: G-Returner

Cottage

Use: Restores all HP and Status to Party and GFs at Save Points

Location: Refine Diamond Armor or Healing Ring

Refine: Mega-Potion, Curaga Spell

Antidote

Use: Cures Poison Status Effect of one Party Member

Location: Buy Various Shops

Refine: Bio Spell

Eye Drops

Use: Cures Darkness Status Effect of one Party Member

Location: Buy Various Shops

Refine: Blind Spell

Echo Screen

Use: Cures Silence Status Effect of one Party Member

Location: Buy Various Shops

Refine: Silence Spell

Soft

Use: Cures Petrify and Gradual Petrify Status Effects of one Character

Location: Buy Various Shops

Refine: Break Spell

Holy Water

Use: Cures Zombie and Curse Status Effects of one Party Member

Location: Buy Various Shops

Refine: Zombie Spell

Remedy

Use: Cures all Status Effects of one Party Member

Location: Buy Various Shops

Refine: Remedy+, Esuna Spell

Remedy +

Use: Cures all Status Effects and Magic Effects of one Party Member

Location: Refine Remedy

Refine: Elixer

Battle Items:

Shell Stone

Use: Casts Shell on a Party Member

Location: Find Chocobo Forests, Refine Rune or Force Armlet

Refine: Shell Spell

Protect Stone

Use: Casts Protect on a Party Member

Location: Find Chocobo Forests, Refine Turtle Shell or Orihalcon

Refine: Protect Spell

Aura Stone

Use: Casts Aura on a Party Member

Location: Find Chocobo Forests, Refine Fury Fragment or Hypno Crown

Refine: Aura Spell

Death Stone

Use: Casts Death on an Enemy

Location: Refine Dead Spirit or Elvoret Card

Refine: Death Spell

Holy Stone

Use: Casts Holy on an Enemy

Location: Find Chocobo Forests, Refine Moon Stone or Krysta Card

Refine: Holy Spell

Flare Stone

Use: Casts Flare on an Enemy

Location: Find Chocobo Forests, Refine Inferno Fang or Tiamat Card

Refine: Flare Spell

Meteor Stone

Use: Casts Meteor on all Enemies

Location: Find Chocobo Forests, Refine Fury Fragment or Red Giant Card

Refine: Meteor Spell

Ultima Stone

Use: Casts Ultima on all Enemies

Location: Find Chocobo Forests, Refine Ultima Weapon Card

Refine: Ultima Spell

Gysahl Greens

Use: Summons the Chocobo Guardian Force

Location: Buy Chocobo Forests, Refine Chicobo Card

Refine: N/A

Phoenix Pinion

Use: Summons the Phoenix Guardian Force

Location: Find Winhill and Shumi Village, Refine Mega Phoenix

Refine: Firaga Spell, Phoenix Spirit

Hero-Trial

Use: Sometimes makes a Character Invincible

Location: Refine Shaman Stone

Refine: Hero

Hero

Use: Makes a Character Invincible

Location: Refine Hero-Trial or Laguna Card

Refine: Holy War-Trial

Holy War-Trial

Use: Sometimes makes the Party Invincible

Location: Refine Hero

Refine: Holy War

Holy War

Use: Makes the Party Invincible

Location: Refine Holy War-Trial or Gilgamesh Card

Refine: Knight's Code

Quistis Ability Items:

Spider Web

Use: Teaches Quistis Ultra Waves

Location: Mug Caterchipillar

Refine: Slow Spell

Coral Fragment

Use: Teaches Quistis Electrocute

Location: Mug Creeps, Drop Cockatrice

Refine: Thundara Spell

Black Hole

Use: Teaches Quistis Degenerator

Location: Mug Gesper, Refine Gesper or Diablos Card

Refine: Demi Spell

Curse Spike

Use: Teaches Quistis Level ? Death

Location: Drop Creeps and Forbidden, Mug Tri-Face

Refine: Remedy, Dark Matter (Siren Level 100), Pain Spell

Missile

Use: Teaches Quistis Micro Missiles

Location: Mug GIM52A or Death Claw (Rare)

Refine: Demolition Ammo

Running Fire

Use: Teaches Quistis Gatling Gun

Location: Mug SAM08G, Refine SAM08G Card

Refine: Demolition Ammo

Water Crystal

Use: Teaches Quistis Aqua Breath

Location: Mug Fastitocalon, Drop Chimera

Refine: Water Spell

Mystery Fluid

Use: Teaches Quistis Acid

Location: Mug Gayla, Refine Gayla Card

Refine: Meltdown Spell

Inferno Fang

Use: Teaches Quistis Fire Breath

Location: Mug Ruby Dragon, Refine Ruby Dragon Card

Refine: Flare Stone, Flare Spell

Malboro Tentacle

Use: Teaches Quistis Bad Breath

Location: Mug Malboro, Refine Malboro Card

Refine: Remedy, Moon Curtain, Bio Spell

Whisper

Use: Teaches Quistis White Wind

Location: Mug and Dropped from/by Adamantoise

Refine: Cottage, G-Hi-Potion, Healing Ring, Curaga Spell

Laser Cannon

Use: Teaches Quistis Homing Laser

Location: Mug Elastoid and Mobile Type 8

Refine: Pulse Ammo

Barrier

Use: Teaches Quistis Might Guard

Location: Mug Behemoth, Refine Behemoth Card

Refine: Aegis Amulet, Shell Spell

Power Generator

Use: Teaches Quistis Ray-Bomb

Location: Find Lunatic Pandora, Mug Blitz (Very Rare)

Refine: Pulse Ammo

Dark Matter

Use: Teaches Quistis Shockwave Pulsar

Location: Refine Curse Spike (Siren must be Level 100)

Refine: Shaman Stone, Luck J-Scroll, Ultima Spell

Ammo Items:

Normal Ammo

Use: Allows Irvine to use Normal Shot Limit Break

Location: Buy Various Shops

Refine: Fast Ammo

Shotgun Ammo

Use: Allows Irvine to use Scatter Shot Limit Break

Location: Buy Various Shops

Refine: Fast Ammo

Fire Ammo

Use: Allows Irvine to use Flame Shot Limit Break

Location: Buy Esthar, Refine Fire Fang, Bomb Fragment, or Fuel

Refine: N/A

Dark Ammo

Use: Allows Irvine to use Dark Shot Limit Break

Location: Buy Esthar, Refine Poison Powder or Venom Fang

Refine: N/A

Demolition Ammo

Use: Allows Irvine to use Canister Shot Limit Break

Location: Buy Esthar (With Familiar), Refine Cactus Thorn

Refine: N/A

Fast Ammo

Use: Allows Irvine to use Quick Shot Limit Break

Location: Buy Esthar (With Familiar), Refine Normal or Shotgun Ammo

Refine: N/A

AP Ammo

Use: Allows Irvine to use Armor Shot Limit Break

Location: Refine Sharp Spike or Chef's Knife

Refine: N/A

Pulse Ammo

Use: Allows Irvine to use Hyper Shot Limit Break

Location: Refine Energy Crystal, Laser Cannon, or Power Generator

Refine: Ultima Spell

GF Ability Items:

Amnesia Greens

Use: Removes one Guardian Force Ability

Location: Buy Timber Pet Shop

Refine: N/A

GF Scroll

Use: Teaches GF GF Ability

Location: Buy Timber Pet Shop

Refine: Wizard Stone

Draw Scroll

Use: Teaches GF Draw Ability

Location: Buy Timber Pet Shop

Refine: Wizard Stone

Item Scroll

Use: Teaches GF Item Ability

Location: Buy Timber Pet Shop

Refine: Wizard Stone

HP-J Scroll

Use: Teaches GF HP-J Ability

Location: Buy Timber Pet Shop (With Familiar)

Refine: Giant's Ring

Str-J Scroll

Use: Teaches GF Str-J Ability

Location: Buy Timber Pet Shop (With Familiar)

Refine: Power Wrist

Vit-J Scroll

Use: Teaches GF Vit-J Ability

Location: Buy Timber Pet Shop (With Familiar)

Refine: Orihalcon

Mag-J Scroll

Use: Teaches GF Mag-J Ability
Location: Buy Timber Pet Shop (With Familiar)
Refine: Force Armlet

Spr-J Scroll

Use: Teaches GF Spr-J Ability
Location: Buy Timber Pet Shop (With Familiar)
Refine: Hypno Crown

Spd-J Scroll

Use: Teaches GF Spd-J Ability
Location: Mug Cerberus, Find Lunatic Pandora
Refine: Jet Engine

Luck-J Scroll

Use: Teaches GF Luck-J Ability
Location: Mug Odin, Find Obel Lake Quest
Refine: Luck Up

Aegis Amulet

Use: Teaches GF Eva-J Ability
Location: Drop UFO, Refine Barrier
Refine: Spd Up, Haste Spell

Elem Atk

Use: Teaches GF Elem-Atk-J Ability
Location: Refine Samantha Soul or Ifrit Card
Refine: Elixer

Elem Guard

Use: Teaches GF Elem-Defx4 Ability
Location: Refine Diamond Armor or Selphie Card
Refine: Elixer

Status Atk

Use: Teaches GF ST-Atk-J Ability
Location: Refine Royal Crown or Siren Card
Refine: Elixer

Status Guard

Use: Teaches GF ST-Defx4 Ability
Location: Find Shumi Village, Refine Doomtrain Card
Refine: Elixer

Rosetta Stone

Use: Teaches GF Abilityx4 Ability
Location: Find Esthar and Ultimecia Castle, Refine Shaman Stone
Refine: Shaman Stone

Steel Pipe

Use: Teaches GF SumMag+10% Ability
Location: Mug Wendigo, Refine Elastoid Card
Refine: Aura Stone, Berserk Spell

Star Fragment

Use: Teaches GF SumMag+20% Ability
Location: Mug Iron Giant, Refine Iron Giant Card
Refine: Meteor Stone, Meteor Spell

Energy Crystal

Use: Teaches GF SumMag+30% Ability

Location: Dropped by Eloyle and Ruby Dragon, Refine Elnoyle Card

Refine: Pulse Ammo, Ultima Stone, Ultima Spell, Samantha Soul

Samantha Soul

Use: Teaches GF SumMag+40% Ability

Location: Find Lunatic Pandora, Refine Energy Crystal or Quistis Card

Refine: Elem Atk, Triple Spell

Healing Mail

Use: Teaches GF GFHP+10% Ability

Location: Mug Snow Lion, Refine Turtapod Card

Refine: Hi-Potion, Pet House, Curaga Spell

Silver Mail

Use: Teaches GF GFHP+20% Ability

Location: Drop Snow Lion

Refine: Pet House, Gold Armor

Gold Armor

Use: Teaches GF GFHP+30% Ability

Location: Refine Silver Mail

Refine: Pet House, Diamond Armor

Diamond Armor

Use: Teaches GF GFHP+40% Ability

Location: Drop Red Giant, Refine Gold Armor or Seifer Card

Refine: Cottage, Pet House, Elem Guard

Regen Ring

Use: Teaches GF HP+20% Ability

Location: Mug Torama, Drop Lefty, Refine Chimera Card

Refine: Phoenix Down, Tent, G-Returner, Full-Life Spell

Giant's Ring

Use: Teaches GF HP+40% Ability

Location: Buy Esthar (With Familiar), Drop Behemoth, Refine HP-J Scroll

Refine: Gaea's Ring, Protect Spell

Gaea's Ring

Use: Teaches GF HP+80% Ability

Location: Refine Giant's Ring or Ward Card

Refine: HP Up

Strength Love

Use: Teaches GF Str+20% Ability

Location: Mug Wendigo (High Level), Refine Gargantua Card

Refine: Aura Stone

Power Wrist

Use: Teaches GF Str+40% Ability

Location: Buy Esthar (With Familiar), Refine Str-J Scroll

Refine: Aura Stone, Hyper Wrist

Hyper Wrist

Use: Teaches GF Str+60% Ability

Location: Mug Bahamut, Refine Power Wrist or Zell Card

Refine: Str Up

Turtle Shell

Use: Teaches GF Vit+20% Ability

Location: Mug Armadodo, Drop Adamantoise, Refine Adamantoise Card

Refine: Protect Stone, Protect Spell

Orihalcon

Use: Teaches GF Vit+40% Ability

Location: Mug Adamantoise, Refine Vit-J Scroll

Refine: Protect Stone, Adamantine

Adamantine

Use: Teaches GF Vit+60% Ability

Location: Drop Adamantoise, Refine Orihalcon or Minotaur Card

Refine: Vit Up, Steel Curtain

Rune Armlet

Use: Teaches GF Spr+20% Ability

Location: Mug Blobra or Righty

Refine: Shell Stone, Shell Spell

Force Armlet

Use: Teaches GF Spr+40% Ability

Location: Buy Esthar (With Familiar), Drop Ochu, Refine Mag-J Scroll

Refine: Shell Stone, Magic Armlet

Magic Armlet

Use: Teaches GF Spr+60% Ability

Location: Drop Gargantua, Refine Force Armlet or Rinoa Card

Refine: Spr Up, Moon Curtain

Circlet

Use: Teaches GF Mag+20% Ability

Location: Drop Buel, Refine Gerogero Card

Refine: Aura Stone

Hypno Crown

Use: Teaches GF Mag+40% Ability

Location: Buy Esthar (With Familiar), Drop Malboro, Refine Spr-J Scroll

Refine: Aura Stone, Royal Crown

Royal Crown

Use: Teaches GF Mag+60% Ability

Location: Mug Edea (2nd Battle), Refine Hypno Crown or Edea Card

Refine: Mag Up, Status Atk

Jet Engine

Use: Teaches GF Spd+20% Ability

Location: Drop Cactaur (Rare), Refine Spd-J Scroll or Tri-Point Card

Refine: Spd Up, Rocket Engine

Rocket Engine

Use: Teaches GF Spd+40% Ability

Location: Drop Tri-Point, Refine Jet Engine or Irvine Card

Refine: Spd Up, Triple Spell

Gambler Spirit

Use: Teaches GF Card Ability

Location: Refine Shumi Tribe Card

Refine: Wizard Stone

Healing Ring

Use: Teaches GF Recover Ability

Location: Refine Whisper

Refine: Mega-Potion, Cottage, G-Mega-Potion, Curaga Spell

Phoenix Spirit

Use: Teaches GF Revive Ability

Location: Refine Phoenix Pinion or Phoenix Card

Refine: Phoenix Down, G-Returner, Firaga Spell, Full-Life Spell

Med Kit

Use: Teaches GF Treatment Ability

Location: Refine Dragon Fang

Refine: Remedy, Megalixer, Esuna Spell

Bomb Spirit

Use: Teaches GF Kamikaze Ability

Location: Mug Bomb (Rare), Refine Bomb Fragment

Refine: Firaga Spell

Hungry Cookpot

Use: Teaches GF Devour Ability

Location: Refine PuPu Card

Refine: Shaman Stone

Moon Curtain

Use: Teaches GF Auto-Shell Ability

Location: Refine Malboro Tentacle, Magic Armlet or Alexander Card

Refine: Shell Spell

Steel Curtain

Use: Teaches GF Auto-Protect Ability

Location: Refine Adamantine

Refine: Protect Spell

Glow Curtain

Use: Teaches GF Auto-Reflect Ability

Location: Refine Dragon Skin or Carbuncle Card

Refine: Monk's Code, Reflect Spell

Accelerator

Use: Teaches GF Auto-Haste Ability

Location: Refine Lightweight or Kiros Card

Refine: Haste Spell

Monk's Code

Use: Teaches GF Counter Ability

Location: Refine Glow Curtain or Eden Card

Refine: Str Up

Knight's Code

Use: Teaches GF Cover Ability

Location: Refine Holy War

Refine: Vit Up

Doc's Code

Use: Teaches GF Med Data Ability

Location: Refine Elixir or Leviathan Card

Refine: Megalixer

Hundred Needles

Use: Teaches GF Return Damage Ability

Location: Refine Cactus Thorn

Refine: Spd Up

Three Stars

Use: Teaches GF Expendx3-1 Ability

Location: Mug Ultima Weapon, Drop Omega Weapon, Refine Squall Card

Refine: Triple Spell

GF Compatibility Items:

Bomb Fragment

Use: Raises a Characters Compatibility with Ifrit

Location: Mug Bomb, Refine Bomb Card

Refine: Fire Ammo, Bomb Spirit, Firaga Spell

Red Fang

Use: Raises a Characters Compatibility with Ifrit

Location: Mug Chimera or Hexadragon

Refine: Fire Ammo, Firaga Spell

Arctic Wind

Use: Raises a Characters Compatibility with Shiva

Location: Mug Glacial Eye, Refine Glacial Eye Card

Refine: Blizzara Spell

North Wind

Use: Raises a Characters Compatibility with Shiva

Location: Drop Snow Lion, Refine Snow Lion or Shiva Card

Refine: Blizzaga Spell

Dynamo Stone

Use: Raises a Characters Compatibility with Quenzacotl

Location: Drop Blitz, Refine Blitz or Quenzacotl Card

Refine: Thundaga Spell

Shear Feather

Use: Raises a Characters Compatibility with Pandemona

Location: Mug or Drop Thrustaevis, Refine Thrustaevis Card

Refine: Aero Spell

Windmill

Use: Raises a Characters Compatibility with Pandemona

Location: Mug Thrustaevis or Abyss Worm, Refine Pandemona Card

Refine: Tornado Spell

Venom Fang

Use: Raises a Characters Compatibility with Doomtrain

Location: Mug Anacondaaur, Refine Anacondaaur Card

Refine: Antidote, Dark Ammo, Bio Spell

Poison Powder

Use: Raises a Characters Compatibility with Doomtrain

Location: Mug Imp, Drop Tri-Face

Refine: Antidote, Dark Ammo

Steel Orb

Use: Raises a Characters Compatibility with Diablos

Location: Mug GIM47N, Drop Wendigo, Refine Wendigo Card
Refine: Demi Spell

Moon Stone

Use: Raises a Characters Compatibility with Alexander
Location: Mug Elnoyle, Drop Imp or Torama
Refine: Holy Stone, Holy Spell

Dino Bone

Use: Raises a Characters Compatibility with Brothers
Location: Mug and Drop T-Rexaur, Refine Armadodo or Sacred Card
Refine: Quake Spell

Dragon Skin

Use: Raises a Characters Compatibility with Carbuncle
Location: Drop Anacondaur or Blue Dragon
Refine: Glow Curtain, Reflect Spell

Fish Fin

Use: Raises a Characters Compatibility with Leviathan
Location: Mug and Drop Fastitocalon-F
Refine: Water Spell

Dragon Fin

Use: Raises a Characters Compatibility with Cerberus
Location: Mug and Drop Grendel, Refine Grendel Card
Refine: Double Spell

Silence Powder

Use: Raises a Characters Compatibility with Siren
Location: Mug and Drop Grat
Refine: Echo Screen, Silence Spell

Chef's Knife

Use: Raises a Characters Compatibility with Tonberry
Location: Mug and Drop Tonberry, Refine Tonberry Card
Refine: AP Ammo, Death Spell

Cactus Thorn

Use: Raises a Characters Compatibility with Cactaur
Location: Mug and Drop Cactaur, Refine Cactaur Card
Refine: Hundred Needles, Demolition Ammo

Shaman Stone

Use: Raises a Characters Compatibility with Bahamut
Location: Refine Dark Matter, Rosetta Stone, or Hungry Cookpot
Refine: LuvLuvG, Hero-Trial (Doomtrain must be LV100), Rosetta Stone

LuvLuvG

Use: Raises a Characters Compatibility with all GFs
Location: Refine Shaman Stone or Chubby Chocobo Card
Refine: N/A

Misc. Items:

M-Stone Piece

Use: Used to Refine and Make Weapons
Location: Mug Bite Bug, Buel, or Blobra, Refine Bite Bug Card

Refine: Thunder, Fire, Blizzard, Cure, Slow, Silence, Esuna Spells

Magic Stone

Use: Used to Refine and Make Weapons

Location: Mug Jelleye, Drop Belhelmel or Blobra, Refine Jelleye Card

Refine: Thundara, Fira, Cura, Blizzara, Haste, Dispel, Berserk Spells

Wizard Stone

Use: Used to Refine

Location: Mug Turtapod, Refine Vysage or Imp Card

Refine: Thundaga, Firaga, Blizzaga, Curaga, Stop, Bio, Dispel Spells

Ochu Tentacle

Use: Used to Refine and Make Weapons

Location: Mug and Drop Ochu, Refine Ochu Card

Refine: Eyedrops, Blind Spell

Healing Water

Use: Used to Refine

Location: Mug Jelleye, Drop Mesmerize

Refine: Hi-Potion, Tent, G-Hi-Potion, Cura Spell

Dead Spirit

Use: Used to Refine (Number may determine how often Odin appears)

Location: Mug Forbidden, Drop Imp, Refine Odin Card

Refine: Death Stone, Death Spell

Cockatrice Pinion

Use: Used to Refine and Make Weapons

Location: Mug and Drop Cockatrice, Refine Cockatrice or Iguion Card

Refine: Soft, Break Spell

Zombie Powder

Use: Used to Refine

Location: Mug and Drop Blood Soul, Refine Blood Soul Card

Refine: Holy Water, Zombie Spell

Lightweight

Use: Used to Refine

Location: Mug Vysage, Refine Cerberus Card

Refine: Accelerator, Haste Spell

Sharp Spike

Use: Used to Refine and Make Weapons

Location: Mug and Drop Grand Mantis, Refine Grand Mantis Card

Refine: AP Ammo

Screw

Use: Used to Refine and Make Weapons

Location: Mug and Drop Geezard, Refine Geezard Card

Refine: Normal Ammo

Saw Blade

Use: Used to Refine and Make Weapons

Location: Mug and Drop Belhelmel, Refine Belhelmel Card

Refine: Death Spell, Dispel Spell

Mesmerize Blade

Use: Used to Refine and Make Weapons

Location: Mug Mesmerize, Refine Mesmerize Card

Refine: Mega Potion, G-Hi-Potion, Regen Spell

Vampire Fang

Use: Used to Refine

Location: Mug Glacial Eye or Red Bat, Refine Red Bat Card

Refine: Drain Spell

Fury Fragment

Use: Used to Refine and Make Weapons

Location: Mug Blue Dragon, Drop Grendel, Refine Blue Dragon Card

Refine: Aura Stone, Aura Spell

Betrayal Sword

Use: Used to Refine and Make Weapons

Location: Mug Blitz, Drop Forbidden, Refine Forbidden Card

Refine: Remedy, Confused Spell

Sleep Powder

Use: Used to Refine

Location: Mug and Drop Funguar, Drop Grat

Refine: Remedy, Sleep Spell

Life Ring

Use: Used to Refine and Make Weapons

Location: Mug and Drop Lefty, Drop Turtapod, Refine Torama Card

Refine: Phoenix Down, G-Returner, Life Spell

Dragon Fang

Use: Used to Refine and Make Weapons

Location: Drop Blue Dragon, Hexadragon, and Grendel

Refine: Remedy, Med Kit, Esuna Spell

Fuel

Use: Used to drive rental cars

Location: Buy Various Shops

Refine: Fire Ammo

Girl Next Door

Use: Give to Zone to get Shiva Card

Location: Find Timber Maniacs Office

Refine: N/A

Sorceress' Letter

Use: Allows you to speak with the White Seed Ship Leader

Location: Receive from Edea before searching for the White Seed Ship

Refine: N/A

Rename Card

Use: Allows you to change a GF's Name

Location: Find D District Prison and White Seed Ship

Refine: N/A

Pet Nametag

Use: Allows you to change Angelo's Name

Location: Find D District Prison

Refine: N/A

Magical Lamp

Use: Allows you to fight Diablos

Location: Receive from Cid before going to Timber

Refine: N/A

Solomon Ring

Use: Used to receive Doomtrain GF

Location: Find Tears' Point

Refine: N/A

HP Up

Use: Raises a Character's HP+10

Location: Refine Gaea's Ring

Refine: HP-J-Scroll

Str Up

Use: Raises a Character's Strength+1

Location: Refine Hyper Wrist or Monk's Code

Refine: Str-J-Scroll

Vit Up

Use: Raises a Character's Vitality+1

Location: Refine Adamantine or Knight's Code

Refine: Vit-J-Scroll

Mag Up

Use: Raises a Character's Magic+1

Location: Refine Royal Crown

Refine: Mag-J-Scroll

Spr Up

Use: Raises a Character's Spirit+1

Location: Refine Magic Armlet

Refine: Spr-J-Scroll

Spd Up

Use: Raises a Character's Speed+1

Location: Refine Aegis Armlet, Jet Engine, or Hundred Needles

Refine: Spd-J-Scroll

Luck Up

Use: Raises a Character's Luck+1

Location: Refine Luck-J-Scroll

Refine: Luck-J-Scroll

Magazines:

Weapons Mon Mar

Use: Revolver, Metal Knuckle, Nunchaku, and Chain Whip Issue

Location: Received after defeating Elvoret, Buy Esthar

Refine: N/A

Weapons Mon Apr

Use: Shear Trigger, Maverick, Pinwheel, and Valiant Issue

Location: Find in Squall's SeeD Dorm Room, Buy Esthar

Refine: N/A

Weapons Mon May

Use: Cutting Trigger, Valkyrie, Ulysses, and Slaying Tail Issue

Location: Find Deling City Sewers, Buy Esthar

Refine: N/A

Weapons Mon Jun

Use: Flame Saber, Gauntlet, Morning Star, and Red Scorpion Issue

Location: Received after defeating BGH251F2, Buy Esthar

Refine: N/A

Weapons Mon Jul

Use: Twin Lance, Rising Sun, Bismarck, and Crescent Wish Issue

Location: Find Balamb Garden Training Center on Disk 3, Buy Esthar

Refine: N/A

Weapons Mon Aug

Use: Punishment, Ehrgeiz, Cardinal, and Save the Queen Issue

Location: Find Trabia Garden, Buy Esthar

Refine: N/A

Weapons Mon 1st

Use: Lion Heart, Shooting Star, Exeter, and Strange Vision Issue

Location: Find Lunatic Pandora Lab, Buy Esthar (With Familiar)

Refine: N/A

Combat King 001

Use: Teaches Zell Dolphin Blow

Location: Find D-District Prison, Buy Esthar

Refine: N/A

Combat King 002

Use: Teaches Zell Meteor Strike

Location: Received after defeating Fujin and Raijin, Buy Esthar

Refine: N/A

Combat King 003

Use: Teaches Zell Meteor Barret

Location: Received in Balamb Hotel on Disk 3, Buy Esthar

Refine: N/A

Combat King 004

Use: Teaches Zell Different Beat

Location: Receive in Esthar as Zell, Buy Esthar (With Familiar)

Refine: N/A

Combat King 005

Use: Teaches Zell My Final Heaven

Location: Find Lunatic Pandora, Buy Esthar (With Familiar)

Refine: N/A

Pet Pals Vol. 1

Use: Teaches Rinoa Angelo Strike

Location: Received on the Train to Timber, Buy Esthar

Refine: N/A

Pet Pals Vol. 2

Use: Teaches Rinoa Angelo Recover

Location: Find Forest Owl's Train, Buy Esthar

Refine: N/A

Pet Pals Vol. 3

Use: Teaches Rinoa Invincible Moon

Location: Buy Timber

Refine: N/A

Pet Pals Vol. 4
Use: Teaches Rinoa Angelo Reverse
Location: Buy Timber
Refine: N/A

Pet Pals Vol. 5
Use: Teaches Rinoa Angelo Search
Location: Buy Esthar
Refine: N/A

Pet Pals Vol. 6
Use: Teaches Rinoa Wishing Star
Location: Buy Esthar
Refine: N/A

Occult Fan I
Use: Hints at being able to mug Steel Pipes from Wendigos
Location: Find Balamb Garden Library, Buy Esthar (With Familiar)
Refine: N/A

Occult Fan II
Use: Hints at the PuPu Side Quest
Location: Find Dollet Pub, Buy Esthar (With Familiar)
Refine: N/A

Occult Fan III
Use: Hints at how to Obtain Doomtrain
Location: Recieved from Master Fisherman on first visit to F.H.
Refine: N/A

Occult Fan IV
Use: Hints at Obtaining Doomtrain and the PuPu Side Quest
Location: Find Esthar Presidential Palace
Refine: N/A

10: Magic

Life Magic:

Cure
Use: Restores a small amount of HP to a party member
Draw: Caterchipillar, Geezard, Glacial Eye, Mesmerize
Refined From: N/A

Cura
Use: Restores a fair amount of HP to a party member
Draw: Anacondaaur, Geezard, Mesmerize, Turtapod
Refined From: Healing Water

Curaga
Use: Restores a large amount of HP to a party member
Draw: Caterchipillar, Mesmerize, Anacondaaur
Refined From: Tent, Cottage, Whisper, Healing Mail, Healing Ring

Life
Use: Revives a dead party member
Draw: Creeps, Grand Mantis, Mesmerize, Torama

Refined From: Life Ring

Full-Life

Use: Revives a dead party member with there HP fully restored

Draw: Bahamut, Tonberry King

Refined From: Regen Ring, Phoenix Spirit

Regen

Use: Gradually restores a party members HP during battle

Draw: Behemoth, Lefty

Refined From: Mesmerize Blade

Zombie

Use: Inflicts the Zombie status effect on an enemy

Draw: Blood Soul, Forbidden

Refined From: Holy Water, Zombie Powder

Death

Use: Causes instant death to an enemy

Draw: Blue Dragon, Forbidden, Tonberry, Torama

Refined From: Death Stone, Dead Spirit, Chef's Knife, Saw Blade

Holy

Use: Deals a large amount of holy damage to an enemy

Draw: Krysta, Omega Weapon

Refined From: Holy Stone, Moon Stone

Support Magic:

Esuna

Use: Cures all status effects of a party member

Draw: Chimera, Grand Mantis, Mesmerize, Turtpod, Vysage

Refined From: Remedy, Med Kit, M-Stone Piece, Dragon Fang

Protect

Use: Cuts physical damage to an ally in half

Draw: Adamantoise, Armadodo, Hexadragon, Raldo, Righty, Wendigo

Refined From: Protect Stone, Giant's Ring, Steel Curtain, Turtle Shell

Shell

Use: Cuts magical damage to an ally in half

Draw: Adamantoise, Armadodo, Blobra, Righty, Hexadragon, Iron Giant

Refined From: Shell Stone, Barrier, Rune Armllet, Moon Curtain

Reflect

Use: Reflects various magic spells back at the caster

Draw: Adamantoise, Blobra, Death Claw, Iron Giant

Refined From: Glow Curtain, Dragon Skin

Dispel

Use: Removes all magical effects from an enemy/ally

Draw: Blood Soul, Death Claw, Elastoid, Hexadragon, Mesmerize, Turtpod

Refined From: Wizard Stone, Saw Blade

Drain

Use: Drains HP from an enemy to restores casters HP

Draw: Blue Dragon, Red Bat

Refined From: Vampire Fang

Aura

Use: Allys limit break can be used without HP having to be low.

Draw: Seifer (Battle Four)

Refined From: Aura Stone, Fury Fragment

Status Magic:

Scan

Use: Shows an enemies current vital stats, Current HP, Weakness, ect.

Draw: Bite Bug, Fastitocalon, Fastitocalon-F, Glacial Eye, Red Bat

Refined From: N/A

Bio

Use: Deals a fair amount of poison damage to an enemy and causes poison

Draw: Blue Dragon, Anacondaur, Malboro, Tri-Face, Vysage

Refined From: Antidote, Malboro Tentacle, Venom Fang

Sleep

Use: Inflicts the Sleep status effect on an enemy

Draw: Fastitocalon, Fastitocalon-F, Funguar, Gayla, Granaldo, Grat

Refined From: Sleep Powder

Silence

Use: Inflicts the Silence status effect on an enemy

Draw: Blood Soul, Funguar, Grat, Imp, Ochu, Tri-Face

Refined From: Echo Screen, Silence Powder

Blind

Use: Inflicts the Darkness status effect on an enemy

Draw: Blobra, Blue Dragon, Forbidden, Granaldo, Ochu, Lefty, Tri-Face

Refined From: Eye Drops, Ochu Tentacle

Confuse

Use: Inflicts the Confusion status effect on an enemy

Draw: Belhelmel, Blobra, Fungaur, Granaldo, Imp, Ochu

Refined From: N/A

Berserk

Use: Inflicts the Berserk status effect on an enemy

Draw: Belhelmel, Blobra, Grat, Wendigo, Snow Lion

Refined From: Steel Pipe, Magic Stone

Break

Use: Inflicts the Petrify status effect on an enemy

Draw: Blue Dragon, Cockatrice, Imp

Refined From: Soft, Cockatrice Pinion

Pain

Use: Inflicts Poison, Silence, and Blind status effects on an enemy

Draw: Elnoyle, Granaldo, Tri-Face

Refined From: Curse Spike

Meltdown

Use: Deals non elemental damage and lowers the defense of an enemy

Draw: Bomb, Gayla, Elastoid

Refined From: Mystery Fluid

Float

Use: Makes a character float, nulling all earth elemental damage

Draw: Blood Soul, Thrustaevis, Gesper

Refined From: N/A

Fire Magic:

Fire

Use: Deals a small amount of fire elemental damage to an enemy

Draw: Bomb, Buel, Anacondaaur, Bite Bug, Grendel, Hexadragon, Jelleye

Refined From: M-Stone Piece

Fira

Use: Deals a fair amount of fire elemental damage to an enemy

Draw: Bomb, Buel, Anacondaaur, Bite Bug, Grendel, Hexadragon, Jelleye

Refined From: Magic Stone

Firaga

Use: Deals a large amount of fire elemental damage to an enemy

Draw: Bomb, Buel, Anacondaaur, Bite Bug, Grendel, Hexadragon, Jelleye

Refined From: Wizard Stone, Phoenix Pinion, Phoenix Spirit, Red Fang

Flare

Use: Deals a large amount of non elemental damage to an enemy

Draw: Behemoth, Ruby Dragon

Refined From: Flare Stone, Inferno Fang

Ice Magic:

Blizzard

Use: Deals a small amount of ice elemental damage to an enemy

Draw: Adamantoise, Fastitocalon, Glacial Eye, Snow Lion, Buel

Refined From: M-Stone Piece

Blizzara

Use: Deals a fair amount of ice elemental damage to an enemy

Draw: Adamantoise, Fastitocalon, Glacial Eye, Snow Lion, Buel

Refined From: Magic Stone, Arctic Wind

Blizzaga

Use: Deals a large amount of ice elemental damage to an enemy

Draw: Adamantoise, Fastitocalon, Glacial Eye, Snow Lion, Buel

Refined From: Wizard Stone, North Wind

Water

Use: Deals a fair amount of water elemental damage to an enemy

Draw: Chimera, Fastitocalon, Fastitocalon-F, Grand Mantis

Refined From: Water Crystal, Fish Fin

Thunder Magic:

Thunder

Use: Deals a small amount of thunder elemental damage to an enemy

Draw: Blitz, Buel, Cockatrice, Caterchipiller, Creeps, Gayla, Red Bat

Refined From: M-Stone Piece

Thundara

Use: Deals a fair amount of thunder elemental damage to an enemy
Draw: Blitz, Buel, Cockatrice, Caterchipiller, Creeps, Gayla, Red Bat
Refined From: Magic Stone, Coral Fragment

Thundaga

Use: Deals a large amount of thunder elemental damage to an enemy
Draw: Blitz, Buel, Cockatrice, Caterchipiller, Creeps, Gayla, Red Bat
Refined From: Wizard Stone, Dynamo Stone

Aero

Use: Deals a fair amount of wind elemental damage to an enemy
Draw: Abyss Worm, Death Claw, Thrustaervis
Refined From: Shear Feather

Tornado

Use: Deals a large amount of wind elemental damage to all enemies
Draw: Abyss Worm, Thrustaervis, Behemoth
Refined From: Windmill

Time/Space Magic:

Haste

Use: Speeds up a characters ATB Gauge
Draw: Iron Giant, Vysage, Cactaur
Refined From: Aegis Amulet, Accelerator, Lightweight, Magic Stone

Slow

Use: Slows down an enemies ATB Gauge
Draw: Caterchipiller, Lefty
Refined From: Spider Web, M-Stone Piece

Stop

Use: Stops an enemies ATB Gauge
Draw: Caterchipiller, Forbidden, Tri-Face
Refined From: Wizard Stone

Double

Use: Allows a character to cast two magic spells in one turn
Draw: Elnoyle, Grendel
Refined From: Dragon Fin

Triple

Use: Allows a character to cast three magic spells in one turn
Draw: Odin, Cerberus
Refined From: Samantha Soul, Rocket Engine, Three Stars

Demi

Use: Cuts an enemies HP by 1/4
Draw: Lefty, Malboro, Torama
Refined From: Black Hole, Steel Orb

Quake

Use: Deals a large amount of earth elemental damage to all enemies
Draw: Abyss Worm, Armadodo, Iron Giant, T-Rexaur
Refined From: Dino Bone

Forbidden Magic:

Meteor

Use: Deals a large amount of non elemental damage to random enemies

Draw: Ruby Dragon, Omega Weapon

Refined From: Meteor Stone, Star Fragment

Ultima

Use: Deals a large amount of non elemental damage to all enemies

Draw: Ultima Weapon, Omega Weapon

Refined From: Ultima Stone, Dark Matter, Pulse Ammo, Energy Crystal

Apocalypse

Use: Deals a massive amount of non elemental damage to all enemies

Draw: Ultimecia

Refined From: N/A

11: Cards

Level 1 Monster Cards:

Geezard

1

5 4

1

Element: None

Location: Card Geezard, Various Players, Find Dollet

Refine: Screw

Funguar

5

3 1

1

Element: None

Location: Card Funguar, Various Players

Refine: M-Stone Piece

Bite Bug

1

5 3

3

Element: None

Location: Card Bite Bug, Various Players

Refine: M-Stone Piece

Red Bat

6

2 1

1

Element: None

Location: Card Red Bat, Various Players, Find Dollet

Refine: Vampire Fang

Blobra

2

5 3

1

Element: None

Location: Card Blobra, Various Players

Refine: Rune Armlet

Gayla

2

4 1

4

Element: Thunder

Location: Card Gayla, Various Players

Refine: Mystery Fluid

Gesper

1

1 5

4

Element: None

Location: Card Gesper, Various Players

Refine: Black Hole

Fastitocalon-F

3

1 5

2

Element: Earth

Location: Card Fastitocalon-F, Various Players

Refine: Water Crystal

Blood Soul

2

1 1

6

Element: None

Location: Card Blood Soul, Various Players

Refine: Zombie Spider

Caterchipillar

4

3 2

4

Element: None

Location: Card Caterchipillar, Various Players

Refine: Spide Web

Cockatrice

2

6 1

2

Element: Thunder

Location: Card Cockatrice, Various Players

Refine: Cockatrice Pinion

Level 2 Monster Cards:

Grat

6

1 1

3

Element: None

Location: Card Grat, Various Players

Refine: Magic Stone

Buel

6

3 2

2

Element: None

Location: Card Buel, Various Players, Find Timber and Dollet

Refine: Magic Stone

Mesmerize

5

4 3

3

Element: None

Location: Card Mesmerize, Various Players

Refine: Mesmerize Blade

Glacial Eye

6

3 1

4

Element: Ice

Location: Card Glacial Eye, Various Players

Refine: Arctic Wind

Belhmel

3

3 4

5

Element: None

Location: Card Belhmel, Various Players

Refine: Saw Blade

Thrustaevis

5

5 3

2

Element: Wind

Location: Card Thrustaevis, Various Players

Refine: Shear Feather

Anacondaaur

5

5 1

3

Element: Poison

Location: Card Anacondaaur, Various Players, Find Dollet

Refine: Venom Fang

Creeps

5

2 2

5

Element: Thunder

Location: Card Creeps, Various Players

Refine: Coral Fragment

Grendel

4

2 4

5

Element: Thunder

Location: Card Grendel, Various Players

Refine: Dragon Fin

Jelleye

3

7 2

1

Element: None

Location: Card Jelleye, Various Players

Refine: Magic Stone

Grand Mantis

5

3 2

5

Element: None

Location: Card Grant Mantis, Various Players

Refine: Sharp Spike

Level 3 Monster Cards:

Forbidden

6

2 6

3

Element: None

Location: Card Forbidden, Various Players

Refine: Betrayal Sword

Armadodo

6

6 3

1

Element: Earth

Location: Card Armadodo, Various Players

Refine: Dino Bone

Tri-Face

3

5 5

5

Element: Poison

Location: Card Tri-Face, Various Players

Refine: Curse Spike

Fastitocalon

7

3 5

1

Element: Earth

Location: Card Fastitocalon, Various Players

Refine: Water Crystal

Snow Lion

7

3 1

5

Element: Ice

Location: Card Snow Lion, Various Players

Refine: North Wind

Ochu

5

3 6

3

Element: None

Location: Card Ochu, Various Players

Refine: Ochu Tentacle

SAM08G

5

4 6

2

Element: Fire

Location: Card SAM08G, Various Players

Refine: Running Fire

Death Claw

4

2 4

7

Element: Fire

Location: Card Death Claw, Various Players

Refine: Sharp Spike

Cactuar

6

3 2

6

Element: None

Location: Card Cactaur, Various Players, Find Dollet

Refine: Cactus Thorn

Tonberry

3

4 6

4

Element: None

Location: Card Tonberry, Various Players, Find Timber

Refine: Chef's Knife

Abyss Worm

7

5 2

3

Element: Earth

Location: Card Abyss Worm, Various Players

Refine: Windmill

Level 4 Monster Cards:

Turtapod

2

7 3

6

Element: None

Location: Card Turtapod, Various Players

Refine: Healing Mail

Vysage

6

5 5

4

Element: None

Location: Card Vysage, Various Players

Refine: Wizard Stone

T-Rexaur

4

7 6

2

Element: None

Location: Card T-Rexaur, Various Players

Refine: Dino Bone

Bomb

2

3 7

6

Element: Fire

Location: Card Bomb, Various Players

Refine: Bomb Fragment

Blitz

1

7 6

4

Element: Thunder

Location: Card Blitz, Various Players

Refine: Dynamo Stone

Wendigo

7

6 3

1

Element: None

Location: Card Wendigo, Various Players

Refine: Steel Orb

Torama

7

4 4

4

Element: None

Location: Card Torama, Various Players

Refine: Life Ring

Imp

3

6 7

3

Element: None

Location: Card Imp, Various Players

Refine: Wizard Stone

Blue Dragon

6

3 2

7

Element: Poison

Location: Card Blue Dragon, Various Players

Refine: Fury Fragment

Adamantoise

4

6 5

5

Element: Earth

Location: Card Adamantoise, Various Players

Refine: Turtle Shell

Hexadragon

7

3 5

4

Element: Fire

Location: Card Hexadragon, Various Players

Refine: Sharp Spike

Level 5 Monster Cards:

Iron Giant

6

5 5

6

Element: None

Location: Card Iron Giant, Various Players

Refine: Star Fragment

Behemoth

3

7 6

5

Element: None

Location: Card Behemoth, Various Players

Refine: Barrier

Chimera

7

3 6

5

Element: Water

Location: Card Chimera, Various Players

Refine: Regen Ring

PuPu

3

1 A

2

Element: None

Location: Give PuPu 5 Elixers during the PuPu side quest

Refine: Hungry Cookpot

Elastoid

6

7 2

6

Element: None

Location: Card Elastoid, Various Players

Refine: Steel Pipe

GIM47N

5

4 5

7

Element: None

Location: Card GIM47N, Various Players

Refine: Fast Ammo

Malboro

7

2 7

4

Element: Poison

Location: Card Malboro, Various Players

Refine: Malboro Tentacle

Ruby Dragon

7

4 2

7

Element: Fire

Location: Card Ruby Dragon, Various Players

Refine: Inferno Fang

Elnoyle

5

6 3

7

Element: None

Location: Card Elnoyle, Various Players

Refine: Energy Crystal

Tonberry King

4

4 6

7

Element: None

Location: Card Fastitocalon or Malboro (Rare), Various Players

Refine: Chef's Knife

Wedge, Biggs

6

7 6

2

Element: None

Location: Card Fungaur or Snow Lion (Rare), Various Players

Refine: X-Potion

Level 6 Boss Cards:

Fujin, Raijin

2

4 8

8

Element: None

Location: Card Iron Giant or Jelleye (Rare), Various Players

Refine: X-Potion

Elvoret

7

4 8

3

Element: Wind

Location: Card Bite Bug or Ochu (Rare), Various Players

Refine: Death Stone

X-ATM092

4

3 8

7

Element: None

Location: Card Red Bat or SAM08G (Rare), Various Players

Refine: Turtle Shell

Granaldo

7

5 2

8

Element: None

Location: Card Blobra or Death Claw (Rare), Various Players

Refine: G-Returner

Gerogero

1

3 8

8

Element: Poison

Location: Card Cactaur or Gayla (Rare), Various Players

Refine: Circlet

Iguion

8

2 2

8

Element: None

Location: Card Gesper or Tonberry (Rare), Various Players

Refine: Cockatrice Pinion

Abadon

6

5 8

4

Element: None

Location: Card Abyss Worm or Blood Soul (Rare), Various Players

Refine: Dark Ammo

Trauma

4

6 8

5

Element: None

Location: Card Caterchipillar or Turtapod (Rare), Various Players

Refine: Demolition Ammo

Oilboyle

1

8 8

4

Element: None

Location: Card Cockatrice or GIM47N (Rare), Various Players

Refine: Fire Ammo

Shumi Tribe

6

4 5

8

Element: None

Location: Card Grat or T-Rexaur (Rare), Various Players

Refine: Gambler Spirit

Krysta

7

1 5

8

Element: None

Location: Card Bomb or Buel (Rare), Various Players

Refine: Holy Stone

Level 7 Boss Cards:

Propagator

8

8 4

4

Element: None

Location: Card Blitz or Mesmerize (Rare), Win from Martine in F.H.

Refine: G-Mega-Potion

Jumbo Cactaur

8

4 8

4

Element: None

Location: Card Glacial Eye or Wendigo (Rare), Win from Martine in F.H.

Refine: Cactus Thorn

Tri-Point

8

8 5

2

Element: Thunder

Location: Card Torama or Belhelmel (Rare), Win from Martine in F.H.

Refine: Jet Engine

Gargantua

5

8 6

6

Element: None

Location: Card Imp or Thrustaevis (Rare), Win from Martine in F.H.

Refine: Strength Love

Mobile Type 8

8

3 6

7

Element: None

Location: Card Anaconda or Blue Dragon (Rare), Win Martine in F.H.

Refine: Shell Stone

Sphinxara

8

8 3

5

Element: None

Location: Card Adamantose or Creeps (Rare), Win from Martine in F.H.

Refine: G-Mega-Potion

Tiamat

8

4 8

5

Element: None

Location: Card Grendel or Hexadragon (Rare), Win from Martine in F.H.

Refine: Flare Stone

BGH251F2

5

5 7

8

Element: None

Location: Card Grand Mantis or Behemoth (Rare), Win from Martine in FH

Refine: Protect Stone

Red Giant

6

7 8

4

Element: None

Location: Card Chimera or Forbidden (Rare), Win from Martine in F.H.

Refine: Meteor Stone

Catoblepas

1

7 8

7

Element: None

Location: Card Armadodo or Elnoye (Rare), Win from Martine in F.H.

Refine: Rename Card

Ultima Weapon

7

8 7

2

Element: None

Location: Card Elastoid or Tri-Face (Rare), Win from Martine in F.H.

Refine: Ultima Stone

Level 8 Guardian Force Cards:

Chubby Chocobo

4

9 4

8

Element: None

Location: Win from Card Queen on Disk 4 or win during the Card Queen
Side Quest

Refine: LuvLuvG

Angelo

9

3 6

7

Element: None

Location: Win from Watts on the Forest Owl's Train or White Seed Ship

Refine: Elixer

Gilgamesh

3

6 7

9

Element: None

Location: Win from Card King at Balamb Garden or Xu on the Ragnarok

Refine: Holy War

Minimog

9

2 3

9

Element: None

Location: Win from the running boy in Balamb Garden

Refine: Pet House

Chicobo

9

4 4

8

Element: None

Location: Receive at the end of the Chocobo Sanctuary Side Quest

Refine: Gysahl Greens

Quezacotl

2

4 9

9

Element: Thunder

Location: Win from Mayor Dobe at Fisherman's Horizon

Refine: Dynamo Stone

Shiva

6

9 7

4

Element: Ice

Location: Receive from Zone after giving him the Girl Next Door

Refine: North Wind

Ifrit

9

8 6

2

Element: Fire

Location: Receive after defeating Ifrit, Win back from Martine in F.H.
after losing it to Caraway getting the Rinoa Card

Refine: Elem Atk

Siren

8

2 9

6

Element: None

Location: Win from the bar owner at the pub in Dollet

Refine: Status Atk

Sacred

5

9 1

9

Element: Earth

Location: Received after defeating Sacred and Minotaur

Refine: Dino Bone

Minotaur

9

9 5

2

Element: Earth

Location: Received after defeating Sacred and Minotaur

Refine: Adamantine

Level 9 Guardian Force Cards:

Carbuncle

8

4 4

A

Element: None

Location: Win from Heart during the CC Group Side Quest

Refine: Glow Curtain

Diablos

5

3 A

8

Element: None

Location: Received after defeating Diablos

Refine: Black Hole

Leviathan

7

7 A

1

Element: Water

Location: Win from Joker during the CC Group Side Quest

Refine: Doc's Code

Odin

8

5 A

3

Element: None

Location: Received after defeating Odin

Refine: Dead Spirit

Pandemona

A

7 1

7

Element: Wind

Location: Win from the guy outside the Inn in Balamb (After Balamb Garden becomes mobile)

Refine: Windmill

Cerberus

7

A 4

6

Element: None

Location: Received after defeating Cerberus

Refine: Lightweight

Alexander

9

2 A

4

Element: Holy

Location: Win from Piet at the Lunar Base or at the pod crash site on Disk 3

Refine: Moon Curtain

Phoenix

7

A 2

7

Element: Fire

Location: Win from the Card Queen on Disk 4 or Win during the Card Queen Side Quest

Refine: Phoenix Spirit

Bahamut

A

6 8

2

Element: None

Location: Received after defeating Bahamut

Refine: Megalixer

Doomtrain

3

A 1

A

Element: Poison

Location: Win from the Card Queen on Disk 4 or Win during the Card Queen

Side Quest

Refine: Status Guard

Eden

4

A 4

9

Element: None

Location: Received after defeating Ultima Weapon

Refine: Monk's Code

Level 10 Player Cards:

Ward

A

8 7

2

Element: None

Location: Win from Dr. Odine in Esthar

Refine: Gaea's Ring

Kiros

6

A 7

6

Element: None

Location: Win from Card Queen on Disk 4 or win during the Card Queen

Side Quest

Refine: Accelerator

Laguna

5

9 A

3

Element: None

Location: Win from Card Queen on Disk 4 or Ellone on the Lunar Base

Refine: Hero

Selphie

A

4 8

6

Element: None

Location: Win from Selphie's friend near the statue at Trabia Garden

Refine: Elem Guard

Quistis

9

2 6

A

Element: None

Location: Win from any of the Trepes at Balamb Garden

Refine: Samantha Soul

Irvine

2

A 6

9

Element: None

Location: Win from Card Queen on Disk 4 or win during the Card Queen
Side Quest

Refine: Rocket Engine

Zell

8

6 5

A

Element: None

Location: Win from Zell's mother in Balamb

Refine: Hyper Wrist

Rinoa

4

A A

2

Element: None

Location: Ask Caraway about Cards at his Mansion in Deling City, lose
your Ifrit Card to him, then he will play his Rinoa card

Refine: Magic Armlet

Edea

A

3 A

3

Element: None

Location: Win from Edea at the Orphanage

Refine: Royal Crown

Seifer

6

4 9

A

Element: None

Location: Win from Cid at Balamb Garden or Edea's Orphanage

Refine: Diamond Armor

Squall

A

9 4

6

Element: None

Location: Win from Laguna in Esthar or on the Ragnarok

Refine: Three Stars

12: Monster Locations

Abyss Worm

Locations: Desert area near the tip of the continent with Edea's house
on it, Desert near D-District Prison

Adamantoise

Locations: Beach near Dollet

Anaconda

Locations: Forests near Timber and Galbadia Garden, Deep Sea Research Center

Armadodo

Locations: Tomb of the Unknown King

Behemoth

Locations: Outside of Esthar, Lunatic Pandora, Deep Sea Research Center, Ultimecia Castle (Walkway outside of Ultimecia's Chambers)

Belhelmel

Locations: Outside of Galbadia Garden, Ultimecia Castle

Bite Bug

Locations: Outside of Balamb, Forests near Trabia Garden

Blitz

Locations: Plains on the far tip of the continent with Edea's house

Blobra

Locations: Tomb of the Unknown King

Blood Soul

Locations: Outside of Galbadia Garden

Blue Dragon

Locations: Forests near Trabia Garden, Ultimecia Castle (Chapel Area)

Bomb

Locations: Fire Cavern, Deep Sea Research Center

Buel

Locations: Fire Cavern, Tomb of the Unknown King, Centra Ruins

Cactaur

Locations: Cactaur Island, Desert area near the tip of the continent with Edea's house on it

Caterchipiller

Locations: Forests outside of Balamb

Chimera

Locations: Desear area near the tip of the continent with Edea's house on it, Desert area near the D-District Prison

Cockatrice

Locations: Forests outside of Timber

Creeps

Locations: Deling City Sewers, Ultimecia Castle (Clock Area)

Death Claw

Locations: Galbadia Garden, Ultimecia Castle (Clock Area)

Elastoid

Locations: Excavation Site with Laguna, Lunatic Pandora with Laguna

Elnoyle

Locations: Esthar, Ultimecia Castle (Chapel Area)

Fastitocalon

Locations: Desert area near D-District Prison, Beach area near the Centra Ruins

Fastitocalon-F

Locations: Found at most beaches on the world map

Forbidden

Locations: Tomb of the Unknown King, Centra Ruins

Funguar

Locations: Outside of Timber, Forests outside of Timber

Gayla

Locations: Outside of Trabia Garden

Geezard

Locations: Outside of Dollet

Gesper

Locations: Excavation Site with Laguna, Lunatic Pandora Lab with Laguna

GIM47N

Locations: D-District Prison

GIM52A

Locations: D-District Prison

Glacial Eye

Locations: Outside of Balamb

Grinaldo

Locations: Ultimecia Castle (Fountain Area)

Grand Mantis

Locations: Deling City Sewers, Plains near the tip of the continent with Edea's house on it

Grat

Locations: Balamb Garden Training Center, Ultimecia Castle

Grendel

Locations: Forests outside of Timber, Deep Sea Research Center

Hexadragon

Locations: Forest outside of Chocobo Sanctuary, Island Closest to Hell, Ultimecia Castle (Clock Area)

Imp

Locations: Areas in and around Esthar City

Iron Giant

Locations: Areas in and around Esthar City, Lunatic Pandora

Jelleye

Locations: Outside of the Centra Ruins

Lefty

Locations: Great Salt Lake, Outside of Winhill

Malboro

Locations: Forests outside of Chocobo Sanctuary, Outside of Esthar
(Until Lunar Cry)

Mesmerize

Locations: Outside of Trabia Garden and Shumi Village

Ochu

Locations: Forests outside of Timber

Oilboyle

Locations: Ultimecia Castle (Walkway outside of Ultimecia's Chambers)

Raldo

Locations: Ultimecia Castle (Fountain Area)

Red Bat

Locations: Fire Cavern, Deling City Sewers

Righty

Locations: Great Salt Lake, Outside of Winhill

Ruby Dragon

Locations: Island Closest to Hell

SAM08G

Locations: Galbadia Missile Base, Fisherman's Horizon during Galbadia's
attack

Slapper

Locations: Galbadia Garden Hockey Rink

Snow Lion

Locations: Forests outside of Trabia Garden

Thrustaevis

Locations: Outside of Deling City

Tonberry

Locations: Centra Ruins, Ultimecia Castle (Walkway outside of
Ultimecia's Chambers)

Torama

Locations: Outside of Esthar, Ultimecia Castle

T-Rexaur

Locations: Balamb Garden Training Center, Forests outside of Balamb

Tri-Face

Locations: Deep Sea Research Center

Turtapod

Locations: Areas in and around Esthar City

Vysage

Locations: Great Salt Lake, Outside of Winhill

Wendigo

Locations: Outside of Deling City, Forests outside of Timber

13: Location of Timber Maniacs Magazines

These magazines don't appear in your inventory but when you look at one Selphie will write a new article about Laguna on her web site that you can access from Squall's study panel in Balamb Garden.

1: Balamb, Train Station or 2nd floor of the Inn

2: Timber, Timber Maniacs Office Building

3: Timber, Hotel Guest Room

4: Fisherman's Horizon, Grease Monk's House

5: Fisherman's Horizon, Hotel Guest Room

6: Trabia Garden, Graveyard

7: Dollet, Hotel Guest Room

8: Dollet, Pub

9: Shumi Village, Artisan's House

10: White SeeD Ship, Bridge

11: Edea's House, Inside the house

14: SeeD Test Answers

Test 1: Yes, No, Yes, Yes, Yes, No, No, Yes, No, No

Test 2: Yes, No, Yes, Yes, Yes, No, Yes, Yes, No, No

Test 3: No, No, Yes, No, Yes, Yes, Yes, No, Yes, No

Test 4: No, Yes, Yes, Yes, No, No, Yes, Yes, No, No

Test 5: No, No, No, Yes, Yes, No, No, Yes, Yes, Yes

Test 6: Yes, No, Yes, Yes, No, No, Yes, Yes, No, Yes

Test 7: Yes, Yes, Yes, Yes, Yes, Yes, No, Yes, Yes, No

Test 8: No, Yes, No, No, Yes, Yes, No, No, Yes, No

Test 9: No, Yes, No, No, No, No, No, No, Yes, Yes

Test 10: Yes, No, No, No, No, No, No, No, Yes, No

Test 11: Yes, Yes, No, Yes, Yes, No, Yes, No, No, Yes

Test 12: No, Yes, No, No, Yes, No, Yes, No, Yes, No

Test 13: Yes, No, No, No, Yes, No, No, No, No, No

Test 14: Yes, Yes, Yes, Yes, No, Yes, Yes, No, Yes, No

Test 15: Yes, Yes, No, No, No, No, No, Yes, No, Yes

Test 16: Yes, No, No, Yes, No, Yes, No, No, Yes, No

Test 17: Yes, No, No, No, Yes, No, No, Yes, No, No

Test 18: Yes,No,No,No,Yes,No,No,No,No,No

Test 19: Yes,No,No,Yes,No,No,No,No,No,Yes

Test 20: Yes,Yes,No,Yes,No,Yes,Yes,Yes,No,No

Test 21: Yes,Yes,Yes,Yes,No,No,Yes,Yes,Yes,No

Test 22: No,No,No,Yes,No,No,No,Yes,Yes,No

Test 23: Yes,No,No,No,No,Yes,Yes,Yes,Yes,Yes

Test 24: Yes,Yes,No,No,Yes,Yes,No,No,No,Yes

Test 25: Yes,No,Yes,Yes,Yes,No,No,Yes,No,No

Test 26: Yes,Yes,No,Yes,No,Yes,No,Yes,No,No

Test 27: No,Yes,No,No,No,No,Yes,No,Yes,No

Test 28: Yes,No,No,Yes,Yes,Yes,No,Yes,No,No

Test 29: No,No,No,Yes,Yes,No,No,No,Yes,No

Test 30: No,Yes,No,No,No,No,Yes,No,No,No

15: FAQ

Q: What is your favorite party to use regularly and what is the best party to use?

A: My favorite party to use is Rinoa, Squall, and Zell. Out of all the characters, Squall, Rinoa, and Irvine is probably the best party you can use, they deal the most damage, and Rinoa can use Invisible Moon to make your party Invisible. I think you should choose your party out of the characters you personally like though.

Q: Can you get the Lion Heart weapon for Squall on Disk 1?

A: Yes you can but first you'll need Squall to be at level 30 or above before you reach the forest dream with Laguna after the events in Timber. During the Laguna dream you can steal Laser Cannons from Elastoids if Laguna is level 30 or above, then use Ifrit's Ammo Refine ability to change them into some pulse ammo. After you have 12 Pulse Ammo, you'll need 4 Dragon Fangs, if Squall is level 30 or above, the Grendels in the forests near Timber drop them rarely. Next you'll need a piece of Adamantine, the Adamantoises on the beaches near Dollet drop them if Squall is level 30 or above. It will take a while to get all of that, but you can get the Lion Heart on Disk 1.

Q: Is Laguna Squall's father?

A: Yes. Although the game never openly says so they lead you to believe

that he is. If you will remember Raine was pregnant with a child when Laguna left to get Ellone back from Esthar. Raine later died after giving birth to her child, that would explain why Squall was in the orphanage. Also if you talk with Kiros on board the Ragnarok before entering Lunatic Pandora he will say to Squall "At least you don't look like your father". I assume that he was refering to Laguna.

Q: Where is the best place to gain large amounts of EXP and AP?

A: The cactaurs on Cactaur Island wield 20 AP for each one you kill, Cactaur island is a small island near the desert area which is on the far tip of the continent with Edea's house on it. You'll need a high Hit percentage in order to hit the cactaurs, fortunatly Squall already comes with a max hit percentage so boost his speed and take out as many as you can before they run away. Selphie's best weapon, the Strange Vision, also has max hit percentage so if you have it the more Cactuars you can take down. For EXP The Islands Closest Heaven and Hell has enemies which yield over 1000 EXP per battle and have rare draw points such as Aura, Ultima, Flare, and Meteor scattered throughout them. You should easily be able to get all your characters and GFs to level 100 here. The Island closest to Hell is a small island off the coast of the Timber Continent to the west. The Island Closest to Heaven is located almost directly west of of the Island Closest to Hell, its a little harder to find considering there are alot of other islands that look exactly like it around the area.

Q: Why do you not list the HP of the bosses in the game?

A: Every enemies level is determined by Squall's level, therefor the boss' HP will also be determined by your Squall's level. So really if I had to list a boss' HP it would have been at whatever level my Squall was currently on and probably totally diffrent from the player's level.

Q: The levels you mention for your characters during the walkthrough are exceptionally high. Are these recommended levels?

A: In a way yes. The levels I mentioned are the levels in which my characters where when I arrived at that particular point in the game during the time I wrote the walkthrough. I do strongly recommend the levels but of course you shouldn't strive to keep up with my levels, as long as you junction well you could afford to be many many levels under mine.

Q: Why can I not find some of the items you mention in the Lunatic Pandora section?

A: In order to get to alot of the items and draw points you need to have first completed the appropriate task as Laguna on his trip to Lunatic Pandora during the forest dream. Such as finding the old keys and tampering with the panels.

Q: Where can a find a Ribbon, Mog's Amulet, or Chocobo Tag?

A: All of those items are gotten using the pocketplaystation which was never released outside of Japan, so unless you have one there is no way to get them unless you use Gameshark.

Q: How come when I use my Gysahl Greens in battle nothing happens?

A: Before you can use the Gysahl Greens you'll need to have your own Chocobo. You can get one from ChocoBoy by going to any of the chocobo forests and either catching a chocobo yourself, or having ChocoBoy do it for you.

Q: Is there a way to get Seifer, Laguna, Kiros, Ward, or Edea to join Squall's party perminatly?

A: Unfortunatly no. Kinda makes you wonder what Square was thinking.

Q: Is there a connection between how many Dead Spirits you have in your inventory and how often Odin appears in battle?

A: I have tested this and I can say that Odin did appear for me more times when I had a large amount of dead spirits in my inventory, opposed to me having almost none. It could just be a coincidence, but if you like Odin to come and chop up your enemies for you, go ahead and collect a bunch of Dead Spirits, it couldn't hurt could it?

Q: During the Winhill vase sidequest I collected all of the pieces but I can't seem to get the one in the armor. Whats the problem?

A: I noticed this problem during my playthrough while I was writing the walkthrough but had never experienced it before. I noticed after I had gotten several emails asking about it I wasn't the only one having problems. I did find a solution though, if you come back on Disk 3 after getting the Ragnarok, you should be able to get that last piece in the armor, it worked for me anyway. You'll just have to put off getting that Holy Stone for a while.

Q: Is there a SeeD rank above 30?

A: I've heard that there is a SeeD rank A that comes after 30 but I have never been able to get it before so I cannot confirm or deny if you can get it. Maybe if you could get your SeeD level to 30 before doing a mission that will raise your SeeD level by one point, such as the train mission in Timber or the Galbadia Missile Base it would go up to A but I haven't tried it myself.

Q: What is the best spell to junction to each stat?

A: If you go back to the character section of the guide, take a look at the spells I have junctioned to my stats with Squall, Rinoa, and Zell. That should give you some indications of what you should junction. Although I must note that Quake is probably not the best spell to junction to your HP. I prefer to use Quake because I hardly ever cast it so there is no threat of my HP going down if I use it. Also at level 100, 100 Quake Spells keeps your HP at 9999 anyway. The best spell to junction to your HP that I have found other than a rare spell like Ultima, Meteor ect is Tornado and I usually keep that junctioned for alot of the game. Also I usually don't keep any Life Spells once I get Full-Life but it is also a great spell to junction to just about anything. Especially elemental defense.

Q: What are the best cards to use while playing Cards?

A: Squall, Edea, Seifer, Zell, Laguna. Those are the cards I prefer anyway, If you get your turn first make sure to play the Edea Card in a corner with the two As pointing outward so that the opponent cannot flip you regardless of what card they play. I like to call that a blocker.

Q: I forgot to win the Alexander card from Piet on the Lunar Base. Is there anywhere else I can get it?

A: Yes, if you fly the Ragnarok to the crash site of the pod that Squall and the party escaped from the Lunar Base on. Piet is there and you can challenge him and win it. The crash site is located on the Esthar Continent at the bottom right tip of the continent. There is an area here that you cannot see but it is there. Land the Ragnarok near the tip and search around and you should go into the area where the escape pod is. He will only be there on Disc 3 though, so if your on Disc 4 your out of luck unless the Card Queen has the card. She is located at the crash site on Disc 4.

Q: Where can I get back the cards I lost to the Card Queen in order to make the special cards during the Card Queen Quest on Disk 3?

A: They be won back from her brother, who lives in the house with the Artist down the street. If you did the side quest in Dollet earlier he is the boy that was messing up his father's paintings.

Q: Is there anyway to get the Chubby Chocobo, Kiros, Irvine, Doomtrain, or Phoenix cards instead of doing the Card Queen Quest?

A: Yes all of those cards can be won from her on Disk 4 at the Crash Site which you can find directions to in the FAQ I answered above.

Q: I defeated Bahamut but it won't let me go down farther into the Deep Sea Research Center, whats the problem?

A: You'll need to leave the Research Center after you defeat Bahamut, then re-land on it and you should be able to go down to the lower levels. If not keep leaving and reentering.

Q: In the final battle how come Griever is named something other than Griever?

A: Remember when Squall gets his ring back from Rinoa before they storm Galbadia Garden it gives you a chance to name the lion figure on it? The default name is Griever so if you changed it the Griever in the final battle will be named whatever you replaced its name with.

Q: I Heard a Rumor that you can get Cloud from Final Fantasy VII in VIII is it true?

A: Ah Rumors, how they quickly spread just like the many rumors about turning Ramza into a Dark Knight or being able to revive Aeris. Cloud is not in this game in any way, shape, or form, if he was it would have been found out by all the game hackers out there.

16: Credits

These are just a couple of people I would like to thank for either being there for me personally, helping me with the guide, or for some other reason.

- God for giving me hands to type this Guide, the power to finish it, and a brain to remember most of this stuff.
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- The Brandy Games Strategy Guide on a couple of Monster and Item locations.
- You the reader because it means so much to me that people view my work and get the help they need. Drop me a line sometime.

~Fin~