

Final Fantasy VIII Triple Triad Guide

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Updated to v1.0 on Oct 22, 2015

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.



Version History

Version	Date	Notes
1.0	10/21/2015	Initial release

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Introduction

This guide is designed to provide players with a comprehensive guide to the massive mini-game that is Final Fantasy VIII's Triple Triad. While many guides exist on the topic, the primary aim of this guide is to help you maximize your gains with the game and deal with some of the most common questions that arise.

How to Navigate This Guide

To navigate this document, there are two main methods for you to use. The first is to click links to be taken to more information on a topic. The other is to use the Search button in the right-hand corner of the site header if you want to look up a specific search term. Using Ctrl + F also works to search for a term, but only if it's on your current page (or you're using Single-Page View/Printable Version).

If you want to print the document, please scroll to the bottom of the page to find the Printable Version, made particularly for printing with no background colors and a simplified layout.

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Triple Triad Walkthrough

Note that this walkthrough is not intended as a step-by-step guide to the game, but rather a guide to help you get the most out of Triple Triad as you proceed through the game. For a complete FFVIII walkthrough, follow the link below:

<http://www.gamefaqs.com/ps/197343-final-fantasy-viii/faqs/72431>

If you want to skip the walkthrough and jump right into the nitty-gritty mechanics, click [here](#).

Triple Triad Walkthrough - Disc 1

Balamb Garden

When you gain control, speak to the guy near the 2F elevator to receive a **Geezard Card**, **Funguar Card**, **Red Bat Card**, **Gayla Card**, **Gesper Card**, **Fastitacalon-F Card**, and **Caterchipillar Card**. Generally, it's best to wait until after completing the Fire Cavern to begin playing Triple Triad (you'll also receive the **Ifrit Card** during this intro sequence). Before returning to Balamb Garden, go to Balamb and head for the train station (left at the fork in the center of town). Here, play the Queen (the woman in the distinctive white dress) and check her **Trade Rule**; if she uses **All**, great, quit and leave town; if not, keep quitting and retrying until she does. Be sure not to move her; we need her in Balamb for the moment. You can fight battles on the beach (make sure Quistis is with you, to help reduce the experience Squall will gain) to learn Card Mod (learn Card first, on Quezacotl).

Now return to Balamb Garden. There are two Rare Cards you can win: the **Quistis Card** (from any Trepie; there are some in the 2F Classroom, and one in the Cafeteria. The young boy doing laps in the main hall has the **MiniMog Card**). Don't mod the latter, we'll need it in a little bit.

Your next task is to begin building your deck. For basic card strategy, click [here](#).

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



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

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

Degenerator is highly useful from the beginning of the game to the end; it Ejects anything not immune (which means almost all regular, non-boss enemies).

Don't mod the **Ifrit Card**, we need it to obtain a Rare Card on Disc 2.

There's also a boatload of spells you can snag, which will make your life much easier. The needed magic refinement will be listed (since the beginning inputs are all Cards, you obviously need Card Mod for that part). Like the Blue Magic Items above, these are listed in order of usefulness, along with the rank of the Card. Especially Tornado is really powerful, even moreso considering you've barely even started the game (Junction it to Str and watch the fireworks). Flare is stronger still, but it's a major pain in the ass to accumulate the needed cards to refine it (you need a whopping 50 **Ruby Dragon Cards** to max someone out), so you might want to skip it, but feel free to grab some for casting. Tornado is by far the most important; the -aga spells do junction fairly well, but not as well as you'd expect (except on Elemental Junctions), meaning they're nice but the return may or may not be worth it. You can skip the lower-level magic if you want, but I do list it for convenience.

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

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

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

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

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

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



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

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

Once you're done here, it's time to do the SeeD Exam. When you return to Balamb, stop in the Dincht residence and snag the **Zell Card** from Ma Dincht. After you're given the mission in Timber, don't leave the Garden. Instead, obtain Diablos using the Magical Lamp (talk to Cid to get it) and you'll also receive the **Diablos Card** as a Drop. Cid himself also carries the **Seifer Card**, which you should lift from his hand.

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

- **Quistis Card*** > 3x Samantha Soul > 180x Triple (*Time Mag-RF*) (Level 10)
- **Zell Card*** > 3x Power Wrist (Level 10)
- **Diablos Card*** > 100x Black Hole > 3,000x Demi (*Time Mag-RF*) (Level 9)
- **Gayla Card** > Mystery Fluid > 10x Meltdown (*ST Mag-RF*) (Level 1)
- **Tri-Face Card** > Curse Spike > 10x Pain (*ST Mag-RF*) (Level 3)
- **Armadodo Card** (or 2x **T-Rexaur Card**) > Dino Bone > 20x Quake (*Time Mag-RF*) (Level 3/4)
- **Mesmerize Card** > Mesmerize Blade > 20x Regen (*L Mag-RF*) (Level 2)
- **Tonberry Card** (or **Tonberry King Card**) > Chef's Knife > 30x Death (*L Mag-RF*) (Level 3/5)
- **Belhelmel Card** > Saw Blade > 10x Death (*L Mag-RF*) (Level 2)
- **Cockatrice Card** > Cockatrice Pinion > 20x Break (*ST Mag-RF*) (Level 1)
- **Blitz Card** > Betrayal Sword > 20x Confuse (*ST Mag-RF*) (Level 4)
- **Anacondaur Card** > Venom Fang > 20x Bio (*ST Mag-RF*) (Level 2)
- 4x **Malboro Card** > Malboro Tentacle > 40x Bio (*ST Mag-RF*) (Level 5)
- **Gesper Card** > Black Hole > 30x Demi (*Time Mag-RF*) (Level 1)
- **Wendigo Card** > Steel Orb > 15x Demi (*Time Mag-RF*) (Level 4)
- **Torama Card** > Life Ring > 20x Life (*L Mag-RF*) (Level 4)
- **Elastoid Card** > Steel Pipe > 20x Berserk (*ST Mag-RF*) (Level 5)
- **Grendel Card** > Dragon Fin > 20x Double (*Time Mag-RF*) (Level 2)
- **Blood Soul Card** > Zombie Powder > 20x Zombie (*L Mag-RF*) (Level 1)
- **Imp Card** > Wizard Stone > 5x Stop (*Time Mag-RF*) (Level 4)
- **Caterchipillar Card** > Spider Web > 20x Slow (*Time Mag-RF*) (Level 1)
- **Grat Card/Buel Card/Jelleye Card** > Magic Stone > 5x Haste (*Time Mag-RF*) (Level 2)
- **Ochu Card** > Ochu Tentacle > 20x Blind (*ST Mag-RF*) (Level 3)
- 10x **Chimera Card** > Regen Ring > 20x Full-Life (*L Mag-RF*) (Level 5)

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

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



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

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

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

Back in Balamb, don't get on the train just yet. Instead, save first, then lose the **MiniMog Card** to the Queen of Cards (the one who gave you the All rule earlier) to start her **quest**. Speak to her afterwards; if she goes to Dollet, you're done, otherwise retry (use **these methods** if you're having trouble getting her to Dollet). In terms of cards, there's now nothing left to except board the train.

Galbadia Continent

As far as Cards are concerned, there's nothing of note to do until you're in the Forest Owls' base. Here, save first, then spread **Open** to Galbadia (use the methods [here](#) if you're having difficulties), the play Watts to win the **Angelo Card**, which Card Mods into 100x Elixir (I strongly advise doing this).



Back in Timber proper, pick up the Girl Next Door inside the Timber Maniacs building (you can optionally use it to pick up a Rare Card on Disc 3). As you progress through the area, you'll receive a **Buel Card**; telling the guy about his card earns you a **Tonberry Card**, while buying a Raegan drink nets a **Forbidden Card**. Either way, continue through the rest of the area.

When you leave Timber, board the train, but ride it all the way to Dollet instead of just to East Academy, and go down the nearby road to the town proper. Save in the hotel, the hard reset and reload your save. Use the procedure given [here](#) to spread **Open**, then return to Galbadia. Challenge the guard and refuse until he stops asking to mix rules, then play a game and quit. Return to Dollet (stay on the road if you want to avoid encounters), and repeat the previous process to

abolish **Random** (leave **Elemental** alone for the time being). Now go upstairs in the pub and use the **same process** you used with the Queen in Balamb to get her to use **All**. Beat the nearby pub owner, then follow him to his room and play him again and snatch the . Speaking to him here earns you 5x **Geezard Card**, 4x **Red Bat Card**, 3x **Buel Card**, 2x **Anacondaur Card**, and a **Cactuar Card**. Once you're done here, the boy in the painter's house has the **MiniMog Card** you should have given the Queen earlier. Win it from him. Remember this location; it will be used throughout the **Queen of Cards Quest** to win back the cards you needed to give the Queen.

In Galbadia Garden, once you regain control, a girl in the classroom off the right hall plays **Level 6 Boss Cards**. Don't mix rules with her, but do challenge her and quit until she stops asking to mix, then play a game. Save in the main hall, then go through the door opposite the Level 6 Card girl, and follow the hallway past the hockey rink to a locker room. You'll see a boy in red here; he plays with Trabia rules, and gives us an easy opportunity to modify this region's rules, and it's the most important card region late-game. You'll want to spread **Open** and abolish both **Random** and **Plus**. Use the procedures [here](#) to do each step (do them in order); after a successful rule change, challenge and quit with the girl across the hall until she stops asking to mix rules, then play a game, then save in the main hall and repeat for any remaining rules. Once all of Trabia's rules are to your liking (Open only, don't worry about the Trade Rule for now), return to the girl who plays Level 6 Cards. As usual, don't mix rules, but you can now mod some decent cards from her, listed below (Energy Crystals also mod into Pulse Ammo if you have them lying around):

- **Krysta Card** > 10x Holy Stone > 10x Holy (*L Mag-RF*)
- **Siren Card*** > 3x Status Atk (*Level 8*)
- **Trauma Card** > 30x **Demolition Ammo** (*Level 6*)
- **Grand Mantis Card** or **Death Claw Card** > Sharp Spike > 10x AP Ammo (*Level 2/3*)
- **Abadon Card** > 30x Dark Ammo (*Level 6*)
- **Anacondaur Card** > Venom Fang > 20x Dark Ammo (*Level 2*)
- **Oilboyle Card** > 30x Fire Ammo (*Level 6*)
- **Elvoret Card** > 10x Death Stone > 10x Death (*L Mag-RF*)
- **Iguion Card** > Cockatrice Pinion > 20x Break (*ST Mag-RF*)
- 2x **X-ATM092 Card** > Turtle Shell
- 5x **Shumi Tribe Card** > Gambler Spirit
- 10x **Gerogero Card** > Circlet

After you're all set, set out for Deling City. Here, in the shopping arcade, look for a man in all black across the street from the Junk Shop. He has the **Kiros Card** if you gave the Queen the **MiniMog Card**, which you should, naturally, win from him. Mod it into 3x Accelerator items, which are nothing short of awesome. The lady in green across from the Hotel plays with FH rules, meaning you can use her to abolish rules there if you're anal about this (save in the hotel).

Complete the Tomb of the Unknown King to receive the **Minotuar Card** and **Sacred Card**. Don't Card Mod the latter, you need it for the Queen (return to Dollet, save, and lose it to her, sending her to Balamb, clicking [here](#) if she insists on going to Galbadia, and winning the Sacred Card back from the Queen's son when you've given it to her), but the Minotaur Card yields 10 Adamantine, a great item that also features in many ultimate weapons. The rest of the disc has no new cards, so just work your way through to...

Triple Triad Walkthrough - Disc 2

During the Escape

In D-District Prison, there are three card players, but all of them charge fees and give prizes (in addition to the normal card exchange) if you win. Nothing they give you is of interest to Triple Triad directly, but the Character Report is missable, so do make a point to grab it on Level 10.

As Selphie's team, head to Deling City. Lose the **Ifrit Card** to Caraway, then take the **Rinoa Card** he will now hold. Complete the remainder of the sequence and the view switches to...

...Squall! Assuming you sent the Queen to Balamb before completing Disc 1, don't rush into Balamb Garden. Instead, exit and return to Balamb, and **change her Trade Rule to All** (it probably changed when you moved her). Return to Balamb Garden now. You won't be able to play any cards for the moment, so keep going until you complete the MD level. After this is done, you can commence with the **CC Group Quest**, but you won't be able to go past beating **Diamond** at the moment. **Card Magician Joker** also holds the **Leviathan Card**, though he tends not to use it very often. The CC Group also is your first chance to win **Level 7 Boss Cards** aside from the tedious process of using Card and getting lucky.



Once you reach FH, there's lots to do, so go do it. Save your game, then spread **Open** if you didn't do so in Deling City (any other rule changes will have to wait for now). Once you're ready to continue, head to the Mayor's House in the middle of the solar array. Dobe has the **Quetzacotl Card**, while Flo will play the **Irvine Card** if you forked over the **Sacred Card** to the Queen on Disc 1 (if you didn't give her the card, you'll have to settle for doing it later).

Exploring the World

We pick up again after you leave FH. The most critical thing to do now is to complete the **CC Group Quest**. **Card Queen Heart** has the **Carbuncle Card**, while **Card Master King** has the **Gilgamesh Card**. There are several other sidequests, but only completing all the Chocobo Forests (for the **Chicobo Card**) and obtaining Odin from Centra Ruins (for the **Odin Card**). Don't Card Mod the former card (the Queen wants it), and you may want to win the latter on Disc 4 since it requires you to get Odin and, later, Gilgamesh.

The following refinements are new since we last checked in:

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

Now go to Balamb. Liberate it and then win the **Pandemona Card**. You should also hand the **Chicobo Card** to the Queen; you can win it back in Dollet as normal. The boy on the bench to the right of Balamb Garden's main entrance will now have the **Chubby Chocobo Card**, which mods into 100x LuvLuv G.

Your next stop is Trabia Garden. After the scenes, return and play Selphie's friend near the fountain for the **Selphie Card**, which you should Card Mod into 3x Elem Guard.

The only thing left to do on Disc 2 is to win the **Cerberus Card** from Cerberus, who's located in the main hall of Galbadia Garden. Be sure to fight it before taking on Edea, you won't be able to do this once you move to Disc 3.

Triple Triad Walkthrough - Disc 3



When in Edea's House, you can win the **Edea Card**. Save outside first, and then play Edea and attempt to at least spread **Open** (or abolish **Random**). This can be a very tough game to win, so save before playing and reset if it doesn't go your way. You can also wait a bit and go back and forth using other regions to modify more rules.

On the White SeeD Ship, you have the option to give Zone the Girl Next Door magazine. Doing so loses you a unique item, but on the other hand you can win the **Shiva Card** and a Rename Card if you give it to him for free. None of these is unique, so I would just win the Shiva Card on Disc 4, but this is up to you.

Your next significant opportunity comes after going to FH. You can return to Seaside Station and play the old man to modify Esther rules if you like (try to spread **Open**). In Esther proper as Squall, play Odine and grab the **Ward Card**.

Up in space, there are two cards for you to win, but first you'll want to change the rules a little. Save your game, then keep playing games and quitting until a rule abolishes. If **Random** or **Plus** is abolished, great, go back and save, otherwise reset if something else is eliminated (it doesn't matter which rules you're carrying, since Lunar starts with all rules). Once you've gotten one of these out of the way, Piet has the **Alexander Card** (don't mod it yet), while Ellone has the **Laguna Card** (you must win it before speaking to her normally). There will be another chance to win the Alexander Card (but not the Laguna Card) later on Disc 3 if you run into trouble, so just try for Laguna's Card.

Back on earth, Piet will have the **Alexander Card** at the Crash Site south of the Esthar barrier on a small peninsula, assuming you didn't already get it. This is also another shot at sidequests. For us, the most important is PuPu's Quest; be sure to feed him 5 Elixirs after his UFO crashes to earn the **PuPu Card**. Do not mod or lose this card, there's only one in the entire game. The **Queen of Cards Quest** can now be completed as well, resulting in the **Doomtrain Card** and **Phoenix Card** falling into your lap (don't refine the Doomtrain Card until you've lost it to the Queen...yes, her father needs the card he just created to get an idea to make the Phoenix Card). In the Deep Sea Research Center, Bahamut drops the **Bahamut Card**, and Ultima Weapon the **Eden Card**. However, you should have Ultima Weapon alone unless you absolutely do not care about collecting stuff on Disc 4, since it will make acquisition much slower if it's defeated. Also be absolutely sure you have the **CC Group Quest** finished, you really want its reward (and its main reward is on Disc 4, meaning you haven't even seen it yet).

Time for an update on Card Mods:

- **Doomtrain Card*** > 3x Status Guard (Level 9)
- **Alexander Card*** > 3x Glow Curtain (Level 9)
- **Laguna Card*** > 100x Hero > 10x Holy War-trial (*Med LV Up*) > Holy War (*Med LV Up*) (Level 10)
- **Phoenix Card*** > 3x Phoenix Spirit > 300x Full-Life (*L Mag-RF*) (Level 9)
- **Bahamut Card*** > 100x Megalixir (Level 9)
- **PuPu Card** > Hungry Cookpot (Level 5)

For those of you interested in buffing your party on Disc 4, there are two last things you should do before finishing off the disc. The first is to get all regions' rules to your liking. **Open** only is ideal, but **Same Wall** does nothing without **Same** also in effect, meaning you can use Same Wall to abolish rules easily. Be careful to think ahead while doing this; you need to have at least one region with rules not contained in another region at all times, so plan your abolishing maneuvers carefully. If you're going for perfect rules (that is, nothing except Open anywhere, not even Same Wall), you'll need to move the Queen to Balamb and spread a rule there once all regions but one are down to Open only, then use that rule to abolish the other region's rule. The Student Skipping Class sometimes appears on the docks (leave town and re-enter if he doesn't) can then be used to abolish all rules from Balamb, after which re-spreading Open is trivial.



The second task is to get the Queen where you want her with **All** as her **personal Trade Rule**. Neither can be changed once you make the jump to Disc 4, so you should do this now. For region, Trabia or Lunar is best. Trabia is the best source of Rare Cards on Disc 4, meaning you'll be playing there a lot to win Rare Cards (though only one Rare Card can be won per game), while Lunar is the only one with a person who can play all Card Levels. Again, these are set in stone once you continue the game to the next disc, so do this now. Once you have her where you want with the correct Trade Rule, just leave her alone for the remainder of the game.

Once you're completely ready, it's time to storm Lunatic Pandora.

Triple Triad Walkthrough - Disc 4



Assuming you prepared well, now is the time to truly reap the rewards of this great mini-game.

The first thing you'll want to do is to get the Ragnarok back. Take the middle portal to find yourself on the large island north of the Centra Continent mainland. Head to the northeastern section of the island and look for a mountain range. Go around it to reach Forest of Solitude. If you already solved it, great; otherwise complete the puzzle. Either way, ride the Chocobo out. Your goal is Kashkabald Desert; to get there, head to the southwestern edge of the island. Go into the shallows from the beach and cross to the main Centra Continent (you'll find a beach on the northern edge near Edea's House). From here, simply go to Kashkabald Desert on the eastern edge of the continent (where you fought Cactuars before the Ragnarok). There, you'll find the Ragnarok. There is also a portal here; use it to add a portal on the right side of the chain in Ultimcia's Castle (you can now return here whenever you like).

Inside the Ragnarok, the **CC Group** awaits, assuming you completed their quest. You can win unlimited amounts of Rare Cards from them (but you can only hold one at a time, meaning you must Mod the first one before they can play another copy), even Cards you Card Modded or missed. For more information about how this works, click [here](#).

Here are the new possibilities open to you:

- 2x **Minotaur Card*** > 20x Adamantine > Steel Curtain (*GFAbl Med-RF*) (*Level 8*)
- **Eden Card*** > 3x Monk's Code > 3x Str Up (*Forbid Med-RF*) (*Level 9*)
- **Minotaur Card*** > 10x Adamantine > 2x Vit Up (*Forbid Med-RF*) (*Level 8*)
- 5x **Irvine Card*** > 15x Rocket Engine > 3x Spd Up (*Forbid Med-RF*) (*Level 10*)
- 100x **Cactuar Card** or 100x **Jumbo Cactuar Card** > 100x Cactus Thorn > Hundred Needles (*GFAbl Med-RF*) (*Level 3/7*)
- 10x **Edea Card*** > 30x Royal Crown > 3x Mag Up (*Forbid Med-RF*) (*Level 10*)
- 100x **Bomb Card** > 100x Bomb Fragment > Bomb Spirit (*GFAbl Med-RF*) (*Level 4*)
- 10x **Rinoa Card*** > 30x Magic Armlet > 3x Spr Up (*Forbid Med-RF*) (*Level 10*)
- **Bahamut Card*** > 100x Megalixir > 750,000 Gil (*with Sell-High*) (*Level 9*)
- **Angelo Card*** > 100x Elixir > 375,000 Gil (*with Sell-High*) (*Level 8*)
- 10x **Zell Card*** > 30x Hyper Wrist > 3x Str Up (*Forbid Med-RF*) (*Level 9*)

Have fun with this one! Just note that some of these (especially the lower ones) tend not to be the fastest way to acquire these items.

Playing Triple Triad

Triple Triad is FFVIII's card game, and a highly rewarding mini-game. The **Queen of Cards** and **CC Group** quests are closely related to Triple Triad; however, they are covered in their own sections, since they have their own mechanics that differ from simple Triple Triad play.

Basic Rules

To initiate a game, approach an NPC and press Square. If they play Triple Triad and you're "carrying" at least one rule not in effect in the current region, they will mention the regions whose rules you're "carrying," and ask to mix rules as they challenge you to a card game. If you're not carrying any new rules, they'll just challenge you directly.

On the Triple Triad screen, the special rules and Trade Rule in effect will be displayed, and you'll be asked if you want to Play or Quit. Quit returns to the field, while Play proceeds with the game. If you decide to Play, you'll be asked to select the cards in your playing hand (unless the **Random** rule is in effect), then be prompted to start the game.

Triple Triad is played on a 3x3 grid (hence the name). The players alternate turns playing one card at a time from their hand (a coin flip decides who goes first). The opponent's hand will be invisible to you unless the **Open** rule is being used. Each card has four numbers, one for each direction (up, down, left, right); if one of the card's numbers is higher than the neighbor card and it belongs to the opponent, the card captures it. The cards' sides rank from 1-9, with A being higher than numbers and the highest possible rank.

At the end of the game, the winner is the player with the most cards; cards are exchanged based upon the trading rule in effect for that game. Games can also draw, in which case no one is declared to have won.

Game Strategy

So long as the rules are reasonably in your favor, Triple Triad is actually very easy to win (the bigger challenges lie in actually finding Rare Cards and getting the rules for the various regions in your favor). No opponent is capable of using more than one Rare Card at a time, meaning their hands will be relatively weak, so playing high-level cards and keeping their vulnerable edges "covered" (i.e. either facing an edge or a card that was already played) should give you plenty of easy wins. Just watch for Combo rules; these can really mess you up fast if you're not paying attention.

Triple Triad Players

Another thing to take note of is card players themselves. First, every player belongs to a "region," which decides the rules used when you play them. Most players belong to the region in which they're located geographically, but there are a few cases of players using a different region's rules than the local rules. Each Triple Triad player also has a set of Card Levels of **Common Cards** (Levels 1-7) they can play, as well as a specific **Rare Card** in some cases.

Generally, if you're looking for a specific **Common Cards**, the ideal player to play is someone who only uses the Level of the card you want (or, if that's not possible, as few other levels as possible). This increases the chance of the desired card appearing in their hand (fewer possible cards to play means each card they can play has a higher chance of appearing). Obviously, you also need to make sure the player can actually use the card type you want.

Special Rules

There are also a number of special rules, which are not part of the base rule set. These rules are listed when you first challenge someone to a game of cards. Combo rules indicate rules that, when triggered, activate Combos, meaning they can capture additional cards neighboring any card involved in the combo (to Combo, the cards involved must have neighboring cards whose number they beat and are controlled by the opponent).

Open

Opponent's hand is visible.

Sudden Death

If game draws, a rematch is played immediately with the cards each player had in the control at the end of the game.

Random (Triple Triad)

The cards in your playing hand are selected randomly from your inventory.

Same (Triple Triad)

If two or more sides of a card laid have matching numbers and at least one of the matched cards is under control of the opponent, a Combo is started.

Same Wall

The edges of the game board are treated as having a value of A for the purposes of **Same** Combos. If Same isn't also in effect, this rule does nothing, but it can still be involved in rule spreading/abolition.

Plus (Triple Triad)

When a card is laid, its edges are checked for neighboring cards. Any neighboring cards have their edge values facing the card added to the opposite number on the played card (A is treated as 10 for this purpose). If two or more sides add up to the same value, a Combo is initiated.

Elemental (Triple Triad)

Elemental symbols are randomly placed on squares on the game board. Any card with a matching Element has its power on all sides increased by 1, while cards of other elements and non-elemental cards have their power reduced by 1.

Special Rule Discussion

Of these rules, only **Open** is truly beneficial to you (the AI seems to play as if it can see your hand whether Open is in effect or not). The other rules are easily exploited by the AI, giving it an advantage depending on the rule in question, meaning you'll want to abolish them if you want to use Triple Triad to its full effect. The rules, ranked in priority of abolition, are as follows:

1. Random
2. Plus
3. Same
4. Sudden Death
5. Elemental
6. Same Wall

Of these, **Random** is the worst; your hands will often be significantly worse than the opponents' late game if Random is in effect. **Plus** is also a serious pain; the AI is very good at exploiting it with higher-level players, and it gives a chance for the opponent to win even with much poorer cards. **Same** can be a little difficult, but if you're playing good cards the opponent will probably not be able to match your cards. **Sudden Death** and **Elemental** both have relatively little effect; the former just makes you replay the game with part of your opponent's hand, while the latter just slightly modifies some card values. **Same Wall** is a joke; even with Same it does almost nothing, although it's highly useful for abolishing other rules.

Trade Rules

Trade Rules differ from Special Rules in that there is always a trade rule in place, and the methods of changing Trade Rules are different than for **Special Rules**. The trade rule determines how cards are exchanged at the end of the game.

Trade Rule: One

The winner takes one card from the loser.

Trade Rule: Diff

The winner takes a number of cards from the loser equal to their margin of victory. If the winner won by more than 5 cards, he/she takes ALL the opponent's cards.

Trade Rule: Direct

Each side gets the cards it controlled at the end of the game.

Trade Rule: All

The winner takes all cards from the loser.

Trade Rule Discussion

Thankfully, Trade Rules are much simpler than **Special Rules**. **All** is better than **Diff**, which is better than **One**. **Direct** is a horrible rule, since it puts you at great risk of losing good cards, so try not to use it.

However, many FFVIII guides claim that **Diff** is better than **All**. The reason for this, as well as why this is false, will be discussed [later](#).

Triple Triad Terminology

Several terms are used in this guide for clarity. They are listed below:

Carry Rules

This refers to the region (and thus rule set) which you last established as "yours" (generally the last place you played a game without **mixing rules**). Triple Triad players will offer to mix rules if you're carrying a special rule not present in their region.

Challenge

This means to simply approach a Triple Triad player and press Square to initiate the Triple Triad dialog. Unless otherwise specified, you should refuse to actually play the game (choose the negative option in dialog with the NPC).

Rule Screen

The initial Triple Triad screen with the funky music, after agreeing to play cards with the NPC. The rules of the game you're about to play are shown here.

Play (Triple Triad Term)

This means to press Square to initiate a challenge, and agree to play cards. At this point you'll be at the rule screen. Unless you actually intend to play the game against the NPC, you should Quit at the rule screen to save time.

Mix Rules

This means to play a game while carrying one or more rules not present in the NPC's assigned region. The game with mixed rules will contain **all** Special Rules from both regions. After the game, there's a chance that one of the rules in the NPC's region will be Abolished, or a rule from the region you're carrying Spreads to the NPC's region.

Soft Reset

This means to reset using the PlayStation reset combination (R2 + L2 + R1 + L1 + Select + Start all at the same time).

Hard Reset

Resetting using the Reset button on your PlayStation console.

Queen's Region

This is the region with which the Queen of Cards is currently associated. On Discs 1-3, this will almost always be the region in which she is physically present (unless she's about to move). On Disc 4, this will be whichever region she was associated with at the end of Disc 3 (it's not possible to change her region once you're on Disc 4).

Region Dominance

Dominance refers to how strong an effect a given region has in Trade Rule spreading. There is one dominant region, with all other regions having dominance of zero. Playing games in the dominant region increases its dominance (maxes out at 10), while playing in other regions decreases it. If the dominant region's dominance reaches zero, the region in which you last played Triple Triad becomes dominant, with a dominance of one.

Manipulating Special Rules

The primary challenge in Triple Triad is not the actual card game (with the rules set properly and even a modest card selection, winning is extremely easy), but rather getting the rules in the various regions to be more to your liking (for **Trade Rules**, click [here](#)). With that in mind, this section will first cover basic concepts and mechanics, then provide strategies for rule manipulation. If you want to skip the background explanations and go straight to the "how do I do it" stuff, click [here](#).

Triple Triad Regions

A key concept in understanding how Triple Triad works is its region system. Every Triple Triad player (except the Student Skipping Class in Balamb Town, who has his own unique "region" whose rules cannot be changed) belongs to one of eight regions, each of which can have its own rules (**Trade Rules** also are handled by region). The regions are largely geographic, but occasionally you'll encounter someone who doesn't use the local rules and uses a different region's set instead. The interactions of regions and their rules plays a large part in Triple Triad.

The regions' starting rules, as well as where the Queen of Cards will be if she's in the region (Discs 1-3 only), are listed below:

Region	Starting Rules	Queen of Cards Location (Discs 1-3)
Balamb	Open	Outside train station
Dollet	Elemental, Random	Pub (upstairs)
Galbadia	Same	Deling City Hotel
Centra	Same, Plus, Random	Winhill Hotel
FH	Elemental, Sudden Death	Railroad Tracks, near Save Point
Trabia	Random, Plus	Shumi Village Hotel
Esthar	Elemental, Same Wall	Esthar Presidential Palace (by the elevator)

Region	Starting Rules	Queen of Cards Location (<i>Discs 1-3</i>)
Lunar	Open, Elemental, Same, Same Wall, Plus, Random, Sudden Death	Lunar Gate (Hallway)

Mechanics of Modifying Special Rules

There are three special cases of rule changes that should be mentioned before beginning with discussion of the normal process. First, if a region has all possible Triple Triad rules, **playing** a game there will cause one rule (selected at random) to abolish. The most notable case of this is in Lunar, since the region has all rules by default, but this is also possible if you spread every rule to a region. This is not very exploitable, however, so I'm not going to cover this in any more detail. Second, the Queen of Cards can spread a rule to her current region for 30,000 Gil. This normally is pointless, but if you messed up at the end of the game and have a region stuck with a rule that you want to abolish, and the other regions won't work to abolish that rule (because they don't have any rules the region in question doesn't have), you can spread a rule (Balamb is most convenient for this due to the Student Skipping Class) and use it to abolish the unwanted rule. Finally, in Balamb's harbor, there is the Student Skipping Class (he appears randomly; if you can't find him, exit to the World Map and re-enter the town). He plays with his own rule set which cannot be modified (no rules), and will clear Balamb of all **Special Rules** if you play him (including **Open**, although, as we're about to see, it's easily spread using normal methods). He uses Balamb's **Trade Rule**, however, and has no effect on it whatsoever outside of the normal effect a Balamb player would have.

Aside from the above cases, to modify a region's rules, you must **carry** one or more rules from another region that the current region doesn't have, then challenge someone in the region where you want to change rules. (If you're spreading a rule, you must be carrying the rule you want to spread as well.) To change the rules you carry, simply play a card game without mixing rules (challenge and refuse, and keep doing so until they stop asking to mix rules, then play one time when they stop asking) in the region you want to carry. In addition to the obvious possibility of nothing happening, it's possible that one of the rules in the region abolishes, or that a rule you're carrying that the region doesn't have spreads. What rule spreads/abolishes is highly random, and often not the result you want, so saving beforehand is highly recommended.

To get more technical, when you mix rules, the game decides rule changes by selecting "randomly" (see the **next section** for more details about this point) one of the possible Triple Triad rules. In each check, Open has a 25% chance of being selected, while every other rule has a 12.5% chance of being selected. If the check returns a rule that can spread, it will do so. If not, the process is repeated up to twice more, stopping if a rule is selected in either of these checks that can spread. If the third check still returns nothing, the game will then check if the selected rule (that is, the third one picked from the list) can abolish. If not, nothing happens, but if it can, it has a 50% chance of being abolished. **Open** Spreading is the most common result by far if it's a possibility, but aside from that just about anything might happen. As another note, due to the mechanics, abolishing a rule happens relatively rarely compared to spreading, but if only one rule can spread, this limits the effect greatly.

The Random Number Generator

Here's where things get tricky: you'll frequently find that, if you just reload your save, that the exact same result happens every time. This is a result of FFVIII's horrid random number generator (RNG), which is used to do calculations based upon random probabilities. In this case, as in several others in FFVIII, it is possible to exploit it for gain.

But first, it's time for a quick-and-dirty explanation of how the FFVIII RNG works. Anytime you challenge a Triple Triad player, the RNG is checked to determine what, if any, rules will spread/abolish, and if none spread, if the player will continue asking to mix rules (assuming of course that a rule change is actually possible). The catch is that, since FFVIII runs on (basically) a computer, no random number operation will ever be truly random (compare to, for example, rolling a fair die in real life), since computers run on basic logic. Instead, it picks from a list of numbers designed to emulate a random result, and uses this number to return results. Soft-resetting doesn't move the RNG at all, while hard-resetting will always cause the RNG to reset to its initial position in the list, meaning that simply resetting is just going to be waste of time since it will continue returning the same results.

Exploiting the RNG

How can this annoyance be turned into our favor, you ask? By saving and hard-resetting, we now know what the RNG will return given that you don't run around doing random crap. And, given the amount of experimentation that has been done over the years with the RNG as it relates to the card rule algorithm, it's also known what actions do what to the RNG, meaning that, by using specific action sequences, you can actually change the rules to whatever suits your fancy.

The first thing that needs to be considered is the Queen of Cards' location. If she is in the region you're trying to change, the RNG will behave differently than it would if she were absent. Luckily, if you're smart, this will only ever have an effect in Dollet; you should move her between Balamb and Dollet during the **Queen of Cards Quest**, Balamb starts out with ideal rules anyway (**Open** only), and you really shouldn't move her elsewhere until the end of Disc 3.

As to actually manipulating the RNG, the two most typical methods are to examine a Draw Point (don't actually Draw from it) or checking the magazine stack in Dollet (if you're changing rules somewhere else, you'll need to have a save lying around that has access to Dollet). One of these two methods, alongside challenging and refusing a specific number of times, will advance the RNG to the desired point, in turn returning your desired result. All modern rule-changing exploits use the magazine stack, but Draw Points behave exactly the same way if you have easy access to one without passing screens that can mess with the RNG. Some environmental effects advance the RNG as well.

Note that changing screens and fighting encounters do not by themselves do anything to the card rule RNG.

Before going on, it's worth noting that, in nearly all cases, **Open** needs to be unable to spread before you can actually manipulate other rules, due to the fact that Open spreading has a much higher chance of being selected compared to any other rule change.

Changing the Rules

With all the above in mind, it's now time to go into specific procedures for altering the rules to your satisfaction. Before trying these methods, it's a good idea to try first without resetting (but save first), since if you've gone a while without resetting, the process should at least be fairly random.

Before giving the more complex, normal procedures, an easy trick for Dollet: Carry a ruleset that can change Dollet's (Galbadia is ideal) and has **Open** while making sure the Queen of Cards is in Dollet (she'll be in the pub), then save in the hotel. Hard-reset and load your save, then exit and immediately re-enter the hotel (speed is of the essence while outside; the fountain messes with the RNG, so this won't work if you spend too much time out there). **Challenge** the girl in green twice to cards and refuse the first two times, then **play** the third time and quit. **Open** will spread if it hasn't already, otherwise **Random** will be abolished. A similar procedure works for abolishing **Elemental** in Dollet as well, by the way, but you must exit and re-enter the Hotel twice if the QoC is in the region, and three times if she's not, then just play and quit.

The more general procedure uses a set of "safe" save locations and card players (use them to make the process more reliable). They are listed in the table below, based upon the region where you want to change rules. If a region requires you to save on the World Map, save as close as you can to where the card player is.

Region	Where to Save	Whom to Challenge
Balamb	Hotel	Person standing in front of hotel
Dollet	Pub (<i>requires Move-Find</i>)	Man in room upstairs or pub owner
Galbadia	Deling City Hotel	Person standing downstairs
Centra	World Map	Anyone in Edea's House
FH	Railroad Tracks	Mayor Dobe
Trabia	Shumi Village Hotel	Specialist (Shumi at the table outside)
Esthar	World Map	Old man at Seaside Station
Lunar	World Map	NPC inside Lunar Gate

Before doing anything else, unless you're changing rules for Dollet itself you need to have a separate save in the Dollet Pub and access to the magazine stacks upstairs on that save in many cases, so take care of that before starting. You also, obviously, need to carry a ruleset capable of changing the region's rules.

Next, the procedures. There are two for each rule change: one if the Queen of Cards (QoC) is not in the region, and the other if she is. Be sure to use the correct procedure set when doing this, and also be sure to check that the condition listed, if any, is met (shown in *italics*), otherwise you'll get a different rule change. In the table below, only favorable rule changes (that is, spreading **Open** or abolishing other rules) will be shown. All of these methods require you to **hard-reset** before doing anything else, so that will not be shown in the table. In addition, for spreading Open, if you lack a save in Dollet but the Queen is in the region most of the time you can get it to spread just by playing and quitting until it spreads.

Rule Change	Procedure (QoC <u>NOT</u> in region)	Procedure (QoC in region)
Spread Open	1. Load save 2. Challenge and refuse x4 3. Play and quit	1. Load Dollet save 2. Examine magazine stack 3. Soft reset , load save 4. Challenge and refuse x2 5. Play and quit
Abolish Random	<i>Unable to spread Open, Same Wall</i> 1. Load save 2. Challenge and refuse x4 3. Play and quit	<i>Unable to spread Open, Same Wall</i> 1. Load Dollet save 2. Examine magazine stack 3. Soft reset , load save 4. Challenge and refuse x2 5. Play and quit
Abolish Plus	<i>Unable to spread Same, Same Wall</i> 1. Load save 2. Challenge and refuse x8 3. Play and quit	<i>Unable to spread Same, Same Wall</i> 1. Load save 2. Challenge and refuse x5 3. Play and quit
Abolish Same	<i>Unable to spread Open, Sudden Death</i> 1. Load Dollet save 2. Examine magazine stack x17 3. Exit and enter the room 4. Examine magazine stack x3 5. Soft reset , load save 6. Challenge and refuse x3 7. Play and quit	<i>Unable to spread Open, Sudden Death</i> 1. Load Dollet save 2. Examine magazine stack x17 3. Exit and re-enter room 4. Examine magazine stack x5 5. Soft reset , load save 6. Challenge and refuse 7. Play and quit
Abolish Sudden Death	<i>Unable to spread Open, Elemental</i> 1. Load Dollet save 2. Examine magazine stack 3. Soft reset , load save 4. Challenge and refuse x5 5. Play and quit	<i>Unable to spread Open, Elemental</i> 1. Load Dollet save 2. Examine magazine stack 3. Soft reset , load save 4. Challenge and refuse x3 5. Play and quit
Abolish Elemental	1. Load Dollet save 2. Examine magazine stack 3. Soft reset , load save 4. Challenge and refuse 5. Play and quit	<i>Unable to spread Plus</i> 1. Load Dollet save 2. Examine magazine stack 3. Soft reset , load save 4. Play and quit
Abolish Same Wall	<i>Unable to spread Open, Elemental</i> 1. Load Dollet save 2. Examine magazine stack 3. Soft reset , load save 4. Challenge and refuse x3 5. Play and quit	<i>Unable to spread Open, Elemental</i> 1. Load save 2. Challenge and refuse x2 3. Play and quit

Moving the Queen of Cards

Using similar RNG manipulation techniques as would be used to **modify Special Rules**, it's actually possible to determine where the Queen moves to. However, this is much more limited in scope. All methods have the following requirements:

- You must have a save near Dollet's magazine stack.
- The region does not have all 7 rules in place (in this case, just abolish something first).
- You are not able to mix rules in the Queen's region.
- The Queen is not in Esthar (if you're trying to move her from Esthar, you'll have to settle for the old fashioned save-reload method to get her where you want her).

First, as before, the list of safe save locations:

Region	Where to Save	Queen of Cards Location
Balamb*	Hotel	Outside train station
Dollet	Pub (<i>requires Move-Find</i>)	Pub (upstairs)
Galbadia	Deling City Hotel	Deling City Hotel
Centra	World Map outside Winhill (enter from the north end)	Winhill Hotel
FH	Railroad Tracks	Railroad Tracks, near Save Point
Trabia	Shumi Village Hotel	Shumi Village Hotel
Lunar	World Map	Lunar Gate (Hallway)

*The procedures are slightly modified for the case of the Queen being in Balamb; you must check the magazine stack one less time than otherwise.

Next, the two methods. These are labeled "Method 1" and "Method 2," for convenience. Both begin with a hard reset and you must challenge the Queen herself, so it won't be mentioned.

Method 1	Method 2
1. Load Dollet save 2. Examine magazine stack 3. Soft reset , load save 4. Challenge and refuse 5. Play and lose a Rare Card	1. Load Dollet save 2. Examine magazine stack x2 3. Soft reset , load save 4. Play and lose a Rare Card

Now, for what does what:

Region	The Queen of Cards will move to...	
	Method 1	Method 2
Balamb	Dollet	Galbadia
Dollet	Balamb	Galbadia
Galbadia	FH	Centra
Centra	Dollet	FH
FH	Esthar	Dollet
Trabia	Dollet	Balamb
Lunar	Trabia	Esthar

Manipulating Trade Rules

The **Trade Rule** is actually far easier to manipulate than Special Rules, since the RNG plays very little real role. This section will first discuss mechanics, then the nitty-gritty of actually getting favorable Trade Rules.

Where is the Queen of Cards?

This is the first question you must answer. The simple answer is, wherever you last sent her. She starts in Balamb Town, so if you haven't moved her at all, go there. The Queen moves if you win or lose a Rare Card in a game with her (including QoC Cards), and if you speak to her afterwards, she'll announce where she's going. As to her locations within the various regions, see the table below.

Every time you move the Queen (occurs if you win/lose a **Rare Card** in a game with her), she has a certain chance of moving to certain other locations (note that her location is fixed on Disc 4, and the region she's associated with cannot be changed; the latter will be whichever she was associated with on Disc 3). You can change where she goes by saving first, and reloading if she doesn't move where you want her to (you may need to challenge and quit to move the RNG). If she moves from Lunar, no hint will be given, and the Queen can move to any region with an equal chance (you'll have to search manually). Here is where she can move to (if she says she's going "somewhere far away," that means she's going to Lunar):

Current Region	New Region	Location in Region (Disc 1-3)
Balamb	Galbadia (62.5%), Dollet (37.5%)	Outside train station
Dollet	Galbadia (62.5%), Balamb (37.5%)	Pub (upstairs)

Current Region	New Region	Location in Region (Disc 1-3)
Galbadia	FH (62.5%), Balamb (12.5%), Dollet (12.5%), Centra (12.5%)	Deling City Hotel
Centra	Dollet (37.5%), Galbadia (37.5%), FH (25%)	Winhill Hotel
FH	Esthar (62.5%), Winhill (25%), Dollet (12.5%)	Railroad Tracks, near Save Point
Trabia	Dollet (50%), Balamb (25%), Lunar (25%)	Shumi Village Hotel
Esthar	Lunar (50%), Trabia (25%), Dollet (12.5%), FH (12.5%)	Esthar Presidential Palace (by the elevator)
Lunar	Random (all areas 12.5% chance, no hint given)	Lunar Gate (Hallway)

Queen's Personal Trade Rule

A key concept to understand when dealing with **Trade Rules** is the Queen's personal trade rule, which has a very strong effect on Trade Rule patterns. Thankfully, it's very easy to manipulate: her personal Trade Rule is simply the last Trade Rule she used in a game with you. So, to modify the Queen's personal Trade Rule, just keep playing her until she uses the one you want.

Trade Rule Mechanics

For Trade Rules, there are three methods by which they can change. They are listed below:

- Adoption:** If you play a game in the Queen's region, there is a 35.16% chance that everyone in her region adopts her personal **Trade Rule**. This can also happen when you play the Queen herself. Note that playing games in regions where the Queen is not present cannot trigger adoption, whether in the region in which you're playing, the Queen's region, or any other region.
- Spreading:** Anytime you play a game within any region (the Queen's or not), there is a chance, depending on dominance, that the dominant region's **Trade Rule** will be adopted by some other region. Note that the dominant region is not necessarily where you're currently playing. The probability starts at 9.76% for a region with only 1 point dominance, and increases by 9.76% for each dominance point the region in question has. At max dominance (10), it's nearly guaranteed some other region will adopt the dominant region's trade rule, and since dominance tends to be very high, this means the regions will tend to quickly change to the dominant region's Trade Rule (but if it selects a region that already has the same rule, nothing happens). This region may or may not be the one the Queen is located in.
- Degeneration:** Each game you play in any region (regardless of dominance or the Queen's location) has a chance of causing a random region's **Trade Rule** to revert to **One**. The probability increases cyclically, starting at zero and increasing to nearly guaranteed, then reverts to zero and increases again. This can affect only one region per game played, and if that region's rule is already **One**, nothing happens. This can affect the region you're currently playing in, incidentally.

That's it. These three processes are the only means by which a **Trade Rule** can change. It was long believed, and many FFVIII guides still say, that Trade Rules can degenerate in a stair-step fashion, going **All** > **Direct** > **Diff** > **One**, however, this has since been shown to be false. It is possible for Trade Rules other than **One** to change to a different, non-**One** Trade Rule, but this is due to some interaction of adoption and spreading, not degeneration. For this reason, many guides argue for using **Diff** instead of **All** (**Diff** can't degenerate into **Direct** under this hypothesis), but, again, this has been shown conclusively to be incorrect, so use **All** for faster results.

Trade Rule Strategy

From the above, we can conclude that we want to have the **All** rule as much as possible. But how do we get it? Simple. Your first task is to decide which region you want to have as your "base" region and move the Queen there (move her by winning/losing a **Rare Card** in a game with her). You want your "base" region for Trade Rules to be wherever you're going to play the most games.

Up until mid-Disc 3 or so, Balamb is the best "base" region, since most of your games will be played there. However, the **Queen of Cards Quest** requires you to move the Queen to and from Dollet, so you should consider playing in Dollet or just going for Rare Cards when the Queen isn't in Balamb. At the end of Disc 3, Lunar is the best "base" region; if you did the **CC Group Quest**, on Disc 4 King (whose region is Lunar) will be the best source of **Common Cards** (King plays all levels), while no player can ever play more than one **Rare Card** at a time (meaning all Trade Rules not named **Direct** are more or less equal here), so send her to Lunar once you finish her Quest (this also avoids potential problems with the best Rare Card source getting stuck with **Direct**, should you mess up somehow). This must be done before the end of Disc 3: you cannot change the Queen's region on Disc 4.

As to setting the rule in your "base" region, simply play with the Queen, and check her Trade Rule (quitting when you're done). If she uses the **All** rule, great, you're done, otherwise, just keep playing her until she plays with **All**. Once this is done, just leave her alone and play with others to keep her Trade Rule at **All**. When you play in the region, players will adopt the **All** rule very quickly, and even if the rule degenerates to **One**, the Queen's influence will quickly change it right back (just play games with someone associated with her region and quit until the Trade Rule reverts to **All**). Be sure to set her Trade Rule before going to Disc 4; once on Disc 4, her personal Trade Rule is set in stone, and cannot be changed in any way barring hacking your save.

To repeat: On Disc 4, the Queen's associated region and personal Trade Rule cannot be changed, and will be whatever they were when you finished Disc 3. Make sure you have the Queen where you want her with the rules you want her with before going to Disc 4.

Changing the Queen's Personal Rule

The Queen's personal rule can also be modified using RNG exploits. First, the requirements:

- You must have a save near Dollet's magazine stack.
- The region does not have all 7 rules in place (in this case, just abolish something first).
- You are not able to mix rules in the Queen's region.

Next, a list of safe locations to save:

Region	Where to Save	Queen of Cards Location
Balamb*	Hotel	Outside train station
Dollet	Pub (requires Move-Find)	Pub (upstairs)
Galbadia	Deling City Hotel	Deling City Hotel
Centra	World Map outside Winhill (enter from the north end)	Winhill Hotel

Region	Where to Save	Queen of Cards Location
FH	Railroad Tracks	Railroad Tracks, near Save Point
Trabia	Shumi Village Hotel	Shumi Village Hotel
Esthar**	Save Point right of Presidential Palace entrance area	Presidential Palace, near elevator
Lunar	World Map	Lunar Gate (Hallway)

*For Balamb, check the magazine stack 1 less time.

- For Esthar, check the magazine stack 4 less times. If the manipulation method doesn't have that many checks, keep playing the Queen and checking her rule until it does (or until it goes to All, obviously). In addition, to use RNG methods in Esthar, you must clear the Palace entrance screen (with the running soldiers) before they leave the screen.

Before starting the process, save, then play the Queen and check her **Trade Rule**; this will be the start point for this process. Next, hard reset (don't save after checking her prior rule), then use the correct process for her current Trade Rule (if done correctly, her rule will change to All):

Queen's Current Rule	Procedure
One	1. Load Dollet save 2. Examine magazine stack x11 3. Soft reset , load save 4. Challenge and refuse x4
Diff	1. Load Dollet save 2. Examine magazine stack x11 3. Soft reset , load save 4. Challenge and refuse x2
Direct	1. Load Dollet save 2. Examine magazine stack 3. Soft reset , load save 4. Challenge and refuse

Assuming you did everything correctly, the rule will be set, however, you won't be able to check it directly with the Queen. Instead, play someone else in her region, and keep playing them until they switch Trade Rule. If it's All, excellent, otherwise (or if it takes more than 10 or so tries to reset the rule) reset and try again.

Card List

Card List - Common Cards

This section lists all Cards of Levels 1-7, along with their Card Mod yield. All Cards are arranged in order first by level (as shown in the menu), then by order in the menu. For Rare Cards (Levels 8-10), click [here](#).

Level 1 Monster Cards

Image	Card Name	Card Mod
	Geezard	Screw [1:5]
	Funguar	M-Stone Piece [1:1]
	Bite Bug	M-Stone Piece [1:1]
	Red Bat	Vampire Fang [1:1]

Image	Card Name	Card Mod
	Blobra	Rune Armlet [4:1]
	Gayla	Mystery Fluid [1:1]
	Gesper	Black Hole [1:1]
	Fastitocalon-F	Water Crystal [5:1]
	Blood Soul	Zombie Powder [1:1]
	Caterchipillar	Spider Web [1:1]
	Cockatrice	Cockatrice Pinion [1:1]

Level 2 Monster Cards

Image	Card Name	Card Mod
	Grat	Magic Stone [1:1]
	Buel	Magic Stone [1:1]
	Mesmerize	Mesmerize Blade [1:1]
	Glacial Eye	Arctic Wind [1:1]

Image	Card Name	Card Mod
	Belhelmel	Saw Blade [1:1]
	Thrustaevis	Shear Feather [1:1]
	Anacondaur	Venom Fang [1:1]
	Creeps	Coral Fragment [5:1]
	Grendel	Dragon Fin [1:1]
	Jelleye	Magic Stone [1:1]
	Grand Mantis	Sharp Spike [1:1]

Level 3 Monster Cards

Image	Card Name	Card Mod
	Forbidden	Betrayal Sword [1:1]
	Armadodo	Dino Bone [1:1]
	Tri-Face	Curse Spike [1:1]
	Fastitocalon	Water Crystal [1:1]

Image	Card Name	Card Mod
	Snow Lion	North Wind [1:1]
	Ochu	Ochu Tentacle [1:1]
	SAM08G	Running Fire [1:1]
	Death Claw	Sharp Spike [1:1]
	Cactuar	Cactus Thorn [1:1]
	Tonberry	Chef's Knife [1:1]
	Abyss Worm	Windmill [1:1]

Level 4 Monster Cards

Image	Card Name	Card Mod
	Turtapod	Healing Mail [5:1]
	Vysage	Wizard Stone [1:1]
	T-Rexaur	Dino Bone [2:1]
	Bomb	Bomb Fragment [1:1]

Image	Card Name	Card Mod
	Blitz	Dynamo Stone [1:1]
	Wendigo	Steel Orb [1:1]
	Torama	Life Ring [1:1]
	Imp	Wizard Stone [1:1]
	Blue Dragon	Fury Fragment [4:1]
	Adamantoise	Turtle Shell [3:1]
	Hexadragon	Red Fang [3:1]

Level 5 Monster Cards

(Note: The PuPu Card is a special case. While it's listed as a Level 5 Card, no Triple Triad player will ever play it, and the only way to obtain it is to finish PuPu's quest by feeding him 5 Elixirs. Since there are no other ways to get it, the card is both missable and unique, so be sure to pick it up!)

Image	Card Name	Card Mod
	Iron Giant	Star Fragment [3:1]
	Behemoth	Barrier [10:1]
	Chimera	Regen Ring [10:1]

Image	Card Name	Card Mod
	PuPu	Hungry Cookpot [1:1]
	Elastoid	Steel Pipe [1:1]
	GIM47N	Fast Ammo [1:10]
	Malboro	Malboro Tentacle [4:1]
	Ruby Dragon	Inferno Fang [10:1]
	Elnoyle	Energy Crystal [10:1]
	Tonberry King	Chef's Knife [1:1]
	Wedge, Biggs	X-Potion [1:1]

Level 6 Boss Cards

Image	Card Name	Card Mod
	Fujin, Raijin	X-Potion [1:1]
	Elvoret	Death Stone [1:10]
	X-ATM092	Turtle Shell [2:1]

Image	Card Name	Card Mod
	Granaldo	G-Returner [1:1]
	Gerogero	Circlet [10:1]
	Iguion	Cockatrice Pinion [1:1]
	Abadon	Dark Ammo [1:30]
	Trauma	Demolition Ammo [1:30]
	Oilboyle	Fire Ammo [1:30]
	Shumi Tribe	Gambler Spirit [5:1]
	Krysta	Holy Stone [1:10]

Level 7 Boss Cards

Image	Card Name	Card Mod
	Propagator	G-Mega-Potion [1:1]
	Jumbo Cactuar	Cactus Thorn [1:1]
	Tri-Point	Jet Engine [40:1]

Image	Card Name	Card Mod
	Gargantua	Strength Love [10:1]
	Mobile Type 8	Shell Stone [1:10]
	Sphinxara	G-Mega-Potion [1:1]
	Tiamat	Flare Stone [1:10]
	BGH251F2	Protect Stone [1:10]
	Red Giant	Meteor Stone [1:5]
	Catoblepas	Rename Card [1:1]
	Ultima Weapon	Ultima Stone [1:1]

Card List - Rare Cards

Rare Cards differ from Common Cards in that only one of each Rare Card can be carried at a time. However, they tend to be significantly more powerful playing cards than Common Cards, and their **Card Mod** yields are often nothing short of spectacular. On Disc 4, if you've done the **CC Group Quest**, you'll be able to farm them from the CC Group, allowing you to obtain many otherwise rare items very quickly (including Cards you've modded or never obtained). Cards that are played during the CC Group Quest are marked with **[CC Group]**, while those rewarded in the Queen of Cards quest are marked with **[QoC]**. **[QoC]** Cards on Disc 4 can only be won from **Left Diamond** (assuming you did the CC Group Quest), or from the Queen of Cards herself.

Level 8 GF Cards

Image	Card Name	Card Mod	Location (Discs 1-3)
	Chubby Chocobo	100x LuvLuv G	Played by guy on bench near Library in Balamb Garden [QoC]

Image	Card Name	Card Mod	Location (<i>Discs 1-3</i>)
	Angelo	100x Elixir	Played by Watts (<i>Forest Owls Base, Disc 1/ White SeeD Ship , Disc 3</i>)
	Gilgamesh	10x Holy War	Played by King [CC Group]
	MiniMog	100x Pet House	Played by young boy circling Balamb Garden's main hallway
	Chicobo	100x Gysahl Greens	Reward for visiting Chocobo Sanctuary after completing all Chocobo Forest puzzles
	Quetzacotl	100x Dynamo Stone	Played by Mayor Dobe (<i>FH</i>)
	Shiva	100x North Wind	Reward for giving Zone Girl Next Door for free (<i>White SeeD Ship , Disc 3</i>)
	Ifrit	3x Elem Atk	Dropped by Ifrit
	Siren	3x Status Atk	Played by Dollet Pub Owner (<i>private room only</i>)
	Sacred	100x Dino Bone	Dropped by Minotaur
	Minotaur	10x Adamantine	Reward for completing the Tomb of the Unknown King

Level 9 GF Cards

Image	Card Name	Card Mod	Location (<i>Discs 1-3</i>)
	Carbuncle	3x Glow Curtain	Played by Heart [CC Group]

Image	Card Name	Card Mod	Location (<i>Discs 1-3</i>)
	Diablos	100x Black Hole	Dropped by Diablos
	Leviathan	3x Doc's Code	Played by Joker [CC Group]
	Odin	100x Dead Spirit	Dropped by Odin
	Pandemonia	100x Windmill	Played by Balamb Hotel Owner (<i>Disc 2-3</i>)
	Cerberus	100x Lightweight	Dropped by Cerberus
	Alexander	3x Moon Curtain	Played by Piet (<i>Lunar Base/ Crash Site</i>)
	Phoenix	3x Phoenix Spirit	Played by Esthar's Presidential Aide [QoC]
	Bahamut	100x Megalixir	Dropped by Bahamut
	Doomtrain	3x Status Guard	Played by Timber Pub Owner [QoC]
	Eden	3x Monk's Code	Dropped by Ultima Weapon

Level 10 Player Cards

Image	Card Name	Card Mod	Location (<i>Discs 1-3</i>)
	Ward	3x Gaea's Ring	Played by Odine (<i>Esthar</i>)

Image	Card Name	Card Mod	Location (<i>Discs 1-3</i>)
A portrait of a man with short brown hair and a serious expression, wearing a black jacket. The card has a yellow border with the number 9 at the top.	Kiros	3x Accelerator	Played by man in black in Deling City Shopping Arcade, opposite Junk Shop [QoC]
A portrait of a young man with long blonde hair tied back, wearing a white shirt. The card has a yellow border with the number 15 at the top.	Laguna	100x Hero	Played by Ellone (<i>Lunar Base only</i>)
A portrait of a young woman with short brown hair and bangs, wearing a blue dress. The card has a yellow border with the number 18 at the top.	Selphie	3x Elem Guard	Played by Selphie's friend (<i>Trabia Garden</i>)
A portrait of a young woman with long blonde hair, wearing a white dress. The card has a yellow border with the number 19 at the top.	Quistis	3x Samantha Soul	Played by any Trepie (<i>Balamb Garden</i>)
A portrait of a young man with short brown hair, wearing a cap and a white shirt. The card has a yellow border with the number 22 at the top.	Irvine	3x Rocket Engine	Played by Flo in FH [QoC]
A portrait of a young man with short blonde hair, wearing a white shirt. The card has a yellow border with the number 18 at the top.	Zell	3x Hyper Wrist	Played by Ma Dincth (<i>Balamb Town</i>)
A portrait of a young woman with dark hair, wearing a purple dress. The card has a yellow border with the number 14 at the top.	Rinoa	3x Magic Armlet	Played by General Caraway (<i>Deling City, Disc 2-3</i>), after losing the Ifrit Card to him
A portrait of a woman with long dark hair, wearing a purple dress. The card has a yellow border with the number 18 at the top.	Edea	3x Royal Crown	Played by Edea (<i>Edea's House, Disc 3</i>)
A portrait of a young man with blonde hair, wearing a white shirt. The card has a yellow border with the number 16 at the top.	Seifer	3x Diamond Armor	Played by Cid (<i>Balamb Garden Headmaster's Office, Discs 1-2/ Edea's House, Disc 3</i>)
A portrait of a young man with long silver hair, wearing a white shirt. The card has a yellow border with the number 19 at the top.	Squall	3x Three Stars	Played by Laguna (<i>Ragnarok</i>)

Queen of Cards Quest

Items	Kiros [Card], Irvine [Card], Chubby Chocobo [Card], Doomtrain [Card], Phoenix [Card]
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The Queen of Cards quest can be started on Disc 1, but cannot be finished until late in Disc 3. On Disc 4, the normal version of the quest can't be completed, but the cards involved in this quest can still be won even if you didn't do the CC Group Quest (see below the table listing out the card locations).

This quest is actually a subject of some debate. Some consider it to be too much effort to be worth it because the Queen tends not to move to Dollet, and instead advocate picking up the QoC cards on Disc 4 from Left **Diamond**. However, since you can manipulate where the Queen moves to simply by using the same RNG manipulations (that is, keep playing her until she moves where you want her to go) as for **changing Special Rules**, you can easily control where she goes, making the quest much more fruitful and allowing you to reap its rewards (in this case, just save beforehand, and advance the RNG before resetting if she doesn't move where you want her to in a few tries). For this reason, I recommend doing the quest, just be sure to save before losing the next card to her in case she goes to the wrong place.

The way this quest works is that, in order for the Queen's father to create a new card, you must lose a specific card to the Queen, who in turn delivers it to her father. Cards are only delivered if you either lost the card to her in Dollet, or she's going to Dollet, meaning that, for best results, you should save before losing the card to the Queen, then speak to her afterwards to see where she went. The easiest way to complete this quest is to only move her between Balamb and Dollet (except for the final card if she's in Dollet, in which case you can move her wherever you want). Once the card has been delivered, her father in turn delivers it to the Queen's son (located in the Artist's House in Dollet), from whom you can win back the card you lost. The new card, meanwhile, will be in someone's possession; the Queen will tell you which region it's in (but not who actually has it or where they are) if you speak to her in Dollet and ask about her artist father. (In other regions, the option to ask about her artist father will not be available, but the quest advances by giving her the card in question, meaning you don't actually need to ask her about her artist father to advance the quest.)

The table below lists the cards that need to be lost to the Queen, along with the new card created and who has it.

Lose to the Queen	Her Father Creates	Location of New Card
MiniMog Card	Kiros Card	Deling City (man in black across the street from the Junk Shop)
Sacred Card	Irvine Card	FH (Flo, the Mayor's wife)
Chicobo Card	Chubby Chocobo Card	Balamb Garden (student on bench near library's hallway)
Alexander Card	Doomtrain Card	Timber (Pub Owner, rarely plays card)
Doomtrain Card	Phoenix Card	Esthar (Presidential Assistant, in blue)

On Disc 4, the Queen will use the cards her father created in her hand (it doesn't matter if you finished the quest or not, or even if her father ever created the card in question). She is the only one on Disc 4 who will do so, except for Left **Diamond** if you completed the **CC Group Quest**. (If you did the CC Group Quest, Left Diamond is far superior to the Queen herself as a source of these cards.)

CC Group Quest

Items	Leviathan [Card], GF Report [Entry], Carbuncle [Card], Gilgamesh [Card]
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The CC Group Quest is completable on Discs 2-3. It cannot be completed on Disc 4. They do have some Rare Cards, but the more important reason for playing them will become apparent on Disc 4.

To begin the quest, you must win at least 15 **Triple Triad** games in Balamb Garden, with games played in the Cafeteria, Library, or 2F Classroom not counting. Once you've done so, and you're on Disc 2 or 3, you can begin the quest. Incidentally, this is the earliest in the game that you can win **Level 7 Cards**, so be sure to take advantage of this. The CC Group must be played (and defeated) in the order listed, except for Joker, who can be played anytime after playing Jack (but King won't challenge you unless you've beaten Joker). You can play them as many times as you like, should you either fail to beat them or want their Cards.

Jack

Jack is the male student (not the little boy) who appears in the main hall. Once you've won the required number of games, he can be challenged. (An easy way to check is to talk to him; if you've won enough games, he'll tell you to press Square to challenge him).

After winning, he'll list off the other members and give tidbits about the CC Group.

Card Magician Joker

To find Joker, head to Balamb Garden's Training Center, and he will randomly appear on the bridge going right from the first screen (if he doesn't show up, keep leaving and re-entering the screen until he does). He carries the **Leviathan Card**, although he tends not to play it much.

Winning against Joker will earn you the GF Report upgrade to your Battle Meter, which gives stats on your GFs.

Card Knight Club

In the back portion of the 1F circle (where the exit to the Dormitory is), look for a SeeD walking around. He's Club, the next in line.

Card Princess Diamond

In the main hall (where you played **Jack**), look for a pair of twin girls. You won't be able to talk to (or play) them until they stop walking, but once they do, challenge either girl to game.

Card Prince Spade

Spade cannot be challenged until after going to **B1F** in Balamb Garden. In the 2F Hallway, look for a guy sitting near the elevator. He's Spade.

Card Queen Heart

Heart cannot be challenged until after leaving FH. In the Garden's bridge, challenge the female SeeD. She has the **Carbuncle Card**.

Card Master King

Unlike the others, King takes a bit of digging. Once you've beaten all the others (including **Joker**), play Kadowaki in cards (if you speak to Nida on the bridge after defeating **Heart**, he will also give a hint, but it's not necessary to speak to him). After that, keep resting in your Dormitory (it isn't necessary to dismiss your other party members, in spite of what some guides say) until King challenges you (carries the **Gilgamesh Card**). King can be found in the bridge after this. Winning against King completes the quest, but all CC Group members can still be played.

CC Group on Disc 4

On Disc 4, if you completed the CC Group Quest, the CC Group members will all be aboard the Ragnarok. (If you failed to complete the Quest, Joker will still be there, running an Item Shop and a Junk Shop, but he will not play **Rare Cards** like he would if you'd completed the quest.)

Here's where the true reward for the quest is. All CC Group members can play any **Rare Card** in the game that isn't created in the **Queen of Cards Quest** (even if you **Card Mod** them or you missed them on Discs 1-3). More importantly, you can effectively win infinite amounts of any given Rare Card by Card Modding it, then winning it back from the CC Group, even though you can still only carry one copy of each Rare Card at a time. However, before you play them, they will "shuffle their cards," meaning that any Rare Cards missing from your list will reside with one of them, and not necessarily with the person you're playing (except for Left **Diamond**, who ignores the shuffle process and usually just plays the first missing Rare Card in your list). For this reason, it's easily the most rewarding quest in the game, since it gives you an unlimited source of Rare Cards, and thus of many of the game's rarest items. However, as mentioned earlier, Cards that are rewards for the Queen of Cards quest are not played by the CC Group (again, except for Left Diamond, see below the table).

As a reminder, no one (not even the Disc 4 CC Group or Queen of Cards) can play the **PuPu Card**.

Each is in a different room aboard the Ragnarok, and the Card Levels they play differ from those on Discs 2-3 (since there are very few **Triple Triad** players available on Disc 4 and Perfect Games require you to win huge numbers of **Common Cards**, they are listed in the table). Furthermore, each represents a different region, meaning each will inherit the rules in force in his or her region at the end of Disc 3 (you can still change card rules on Disc 4 through the **normal methods**, though the guaranteed methods may or may not work aboard the Ragnarok). This information is laid out in the table below:

CC Group Member	Region	Common Card Levels	Location
Jack	Balamb	3, 4, 6	Storage
Joker	Centra	1, 2, 3, 6, 7	Elevator Room
Club	Dollet	3, 5, 6	Aisle (upper level)
Diamond*	Trabia	3, 4, 5, 7	Hangar
Spade	Esthar	1, 2, 3, 6, 7	Aisle (lower level)
Heart	FH	3, 5, 6, 7	Entrance
King	Lunar	1, 2, 3, 4, 5, 6, 7	Air Room**

*Left **Diamond** (that is, the Diamond girl on the left) is an exception to the normal rules. She can play any Rare Card so long as it's not in your inventory (even those only the Queen can normally play), and she ignores the shuffle process entirely (even though she still claims to be shuffling), normally just playing the first Rare Card missing from your list. She isn't 100% guaranteed to play a Rare Card, but the probability is extremely high. In all other respects (region, **Common Cards**, etc.), the Diamond duo are the same. Right Diamond (the girl on the right) is the same as any other CC Group member in terms of mechanics.

- Quistis must be in your party.

For **Rare Cards**, Left Diamond is obviously best, but what about **Common Cards**? If you're looking for a specific Card, play whomever plays the fewest Card Levels but does play your card. For simple acquisition of as many Common Cards as you can get, **King** is best. King will play all types of Common Cards, meaning that the most efficient method of farming Common Cards in the long run is to send the Queen of Cards to Lunar on Disc 3, then change her **Trade Rule** to **All** (this is covered in the main walkthrough). As an added benefit, doing this avoids potential problems with Left Diamond getting stuck with **Direct**. However, be sure to get Trabia's and Lunar's rules **to your liking** before going to Disc 4, because it's much harder to change rules on Disc 4.

Contact

You can contact me by emailing me at bover87 [at] gmail [dot] com, or send me a PM on GameFAQs (requires a GameFAQs account). You can also post a topic on the GameFAQs Final Fantasy VIII (PSX version) board for gameplay/story questions; while I don't read the board regularly, there's still a fairly active community there. For issues with the guide (errors, broken links, suggestions, etc.), please email me or send me a PM on GameFAQs. Please indicate which guide you are writing about in any inquiries.

Credits

- CJayC, for creating GameFAQs
- Vilurum, ForteGSOmega, Dirjel, and many others who gifted the FFVIII universe with today's extensive card rule manipulation mechanics (including dispelling the old myths about Trade Rule degeneration), allowing us to save countless hours on getting favorable rule changes. You can read the original topic that started it all here: <http://www.gamefaqs.com/boards/197343-final-fantasy-viii/53611093>
- You, for taking the time to read this :)

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