Final Fantasy VIII Seifer/Edea FAQ Final

by Shadow Flare   Updated on Jul 28, 2003

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.

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                        Final Fantasy VIII
                         Seifer/Edea FAQ
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  (Note:  Unless someone E-mails me with some new information, then this is it.
  The final, complete Seifer/Edea hacking guide, available only on GameFAQs)
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  I: Intro
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  I've decided to write this FAQ because I've seen no others like it before,
  and I think it can be helpful to others who wish to use Seifer and Edea. This
  is an exclusive guide on Seifer and Edea when enabled through the means of a
  Gameshark.  I have done this a few times now since I think both of them are
  very cool characters, and it gave me some extra people to mess around with
  and level up. In this FAQ, I have written out the codes to activate them, a
  bit of extra info on the characters, some basic info on the characters
  (weapons, limits, and such), and a table with their basic, unjunctioned
  stats. I also will include places to use them safely, and where to not use
  them. Using them in some parts of the game will cause it to freeze, but this
  has no lasting effects on the game. <Note: You may want to turn the Gameshark
  off until after you load the file, then switch the codes on with a Joker
  Command or the button on your Gameshark (depending on the version). I always
  do this, just to make sure the file loads properly.


  II: Enable Codes
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<Enable Seifer: 80077C2C 0001>

Seifer has his gunblade, Hyperion, which *Cannot* be upgraded. That's right,
you cannot remodel his weapon. Also, the only limit break Seifer can use is
No Mercy, since that is the only limit break he had on the Dollet raid early
on in disc 1. <Note: Seifer, as noted before by others can get his limit
break a lot easier than the rest of the crew. If you put him in Aura status,
even with the other characters at full HP, he will never fail to activate the
limit, even if he is in perfect health. And, if he just takes a nasty hit, he
can get his limit break up even without Aura, even when he's not in critical
condition!> Seifer comes at the level you left him at last in the Dollet
Field Exam, with the same amount of kills he previously had.

<Note: Seifer's basic stat growth seems to be much better than the other
characters. Seifer also always has a perfect 255% for his hit rate. Strange,
but Seifer also has low compatibility with GFs. It takes a big number of
LuvLuv G items to increase the rating for him.>

With Seifer done, I will now move onto Edea

<Enable Edea: 80077CC4 0001>

Edea's weapon is "None", which is what she has when you are able to use her
normally (it looks a lot like the move "Astral Punch" she can use against you
when you face her). You cannot remodel her weapon. She does appear in the
Junk Shop menu when you call up the ability, but like Seifer, you cannot
select her, as they are temporary characters, therefore they have no extra
weapons. The only limit break Edea can use is Ice Strike, which is what she
had during her normal stay in the party. Edea comes at the level she was
last at during the Lunatic Pandora raid in Esthar, also with the same amount
of kills she previously had.

<Note: Edea has a very high compatibility with GFs. It only takes a few
LuvLuv G items to raise her compatibility with all of them to 1000.>

<Note!!!: With these codes, Seifer and Edea will always be available on your
character roster, and will be there even if you save, turn the codes off, and
load without them.>

Just like before when they were party members for a bit, you can junction
both of them, and battle with them to your heart's content. But here is
something. They won't follow Squall around in towns and and such. They are
'invisible' unless you're in battle. I know there isn't really any data in
the game to have Seifer following you in the party, but there is for Edea.
Strange that she does not walk/run around with you, either.

III: Places that you should not use Seifer and Edea
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 -Anyplace where your party is gathered (One example include Lunar Gate on
disc 3, another is the forest where you have the second Laguna dream. Don't
have them in your party when you enter the forest). If you have Seifer or

Edea in these places, some party members might be missing, and the game won't like this. Actually, I tried this in Lunar Gate, and one of my party members was missing, and Edea appeared off screen. Nothing really happened because of this, except it would have allowed Edea to go out to space, where I am sure things would get screwed up, since you're supposed to leave her with Zell. If you bring them to important places like this, it's at your own risk, but I advise against it. Here is a list of places where your party is gathered that it might be risky to bring them.

: Forest where the party goes in the second Laguna dream.
: Timber TV Station.
: Timber, on the way out where you can choose members to board the train with.
: Galbadia Garden when you get Irvine. Just don't board the train with them.
: Lunar Gate when you're about to go into space.
: Trabia Garden where the whole flashback scene takes place.

-Don't bring them to outer space. Because the game only reads that Squall is there, it could, and probably will freeze because Seifer/Edea would be invisible.

-Balamb Garden in disc 2, when you pick Squall and two members to go back with him. The NORG thing may cause a huge glitch (I'll get more details on this soon). Don't bring them to the Missle Base, either, since there will be no text for them, and other members may disappear (not be at places they should be, like FH) as a result of not being with the main parties.

-Balamb Garden during the time when Galbadia Garden is attacking. When you have the option to pick whom goes with you, having Seifer or Edea with Squall would not be a great idea, since it might make some party members not appear where they should, which could cause some freezing.

-Great Salt Lake in disc 3, where you take the high path and must press X to jump off the cliff. I had Seifer with me during this part, and my other party member got stuck there, freezing the game (kept walking towards the edge of the cliff. Music kept playing, but I couldn't move).

<Note: You could bring Seifer with you during this part, but just don't take the upper path. Just take the lower path to the boss, and switch him out of the party before you enter Esthar.

-Never bring them near ladders. Since they are not really there to climb with this code, your other party member may end up stuck on the ladder. -<Note: Bringing both Seifer and Edea with Squall in places with ladders may remedy this, but I'm not sure.>- I once brought Edea and Irvine with me to the Centra Ruins, where I climbed a ladder. The game froze up (music kept playing, but Irvine got stuck and therefore it made it impossible for me to move). My friend tested and told me that it also does the same thing for Seifer.

-Never, EVER bring Edea (Or Seifer for that matter) to the Deling City Inn. A friend of mine (rebirth flame 2002) did some testing for me, and said if you enter the doors of the inn with her, your file could possibly corrupt. It seems that it makes Edea appear on the screen where you cannot talk to her, and she always is there. I guess the only way to fix this is to delete that file from the memory card. It also freezes with Seifer if he is in the first or third position on the menu screen.

IV: Places you can safely use Seifer and Edea
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-The World Map. Fighting random battles with them is alright, and since it
shows only Squall running around, there is no way it could cause a glitch. I
think the World Map is one of the best places to use them.

-I once had Seifer in my party in Galbadia Garden at the end of disc 2. He
fought himself, then himself and Edea. Having two battling Seifers had no
effect on the game, it just seemed strange. I actually beat Seifer (normal
and weakened), and Edea using Seifer. >=D

-Balamb Garden training center. Not only is this safe, but it's also quite
fun. You can get them some kills or play around with their limit breaks and
whatnot around there.

-Tomb of the Unknown King is perfectly fine if you want to use them. I used
Seifer to give the Brothers a whoopin', and I had him throughout the whole
tomb. But, it's kind of funny to have Seifer (or Edea) in the third position
when you face both Brothers. Normally, your third member will insult one of
the brothers, calling them short or something. Seifer or Edea say nothing
(they are 'invisible'), and they still say "Hey Bro! They're makin' fun of
us!" Lol.

-Deep Sea Research Center, Bahamut fight. I had Seifer with me for this
fight. You can also bring him and Edea down lower to challenge Ultima Weapon.

-Any inns except for the Deling City inn.

-Centra Ruins for Tonberry Killing. But don't bring them to the lifter or on
the stairs near Odin's lair unless *both* are with Squall.

-Towns. As long as you don't stay at the Deling City Inn or have to do some
climbing. I never bring them to towns, seeing how it's quite boring. You
don't see them running around, and there are no speech lines for them
anywhere, either. But, the game shouldn't crash walking around in any towns
with either of them.

V: Seifer and Edea in Ultimecia Castle
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Now, I made this section because there are both good and bad places for
Seifer and Edea in Ultimecia Castle. Most parts are alright to have them, but
a few places will freeze the game. I really don't run around much with Seifer
and Edea, I usually just switch them in and out of the party using the
'Switch Party Members' feature at the green switch points. It's alright to
run around with them, but like I said...some places freeze. Anyway, it made
more sense to me to just make this extra than put it in the "Can and Can't"
places.

-The chandelier that drops down to the floor. I once had them with Squall,
and after the fall down to the other room, the game froze with Squall just
standing there. Of course, if the other party is holding the lever down, you
can safely have Seifer and/or Edea cross with Squall or whoever.

-Ladders in the castle... just like other ladders, the game will probably
freeze if you have either Seifer or Edea and a normal party member with
Squall. But if you have both Seifer and Edea with Squall, everything should

work beautifully.

Now, here's the tricky part...The <Switch Points>

-If you have either or both with Squall when you get to a switch point, but
you want to switch to the other party, <switch Seifer and Edea out first!>.
The game probably doesn't like it when it thinks that the second party has
five members.

-I just keep them with Squall when I use them, but you *can* put them in the
other party. Just switch them out whenever you want to play with the other
party (just like above).

<Other Ultimecia Castle notes and such>

-You can use them to challenge the bosses in her castle, including Omega
Weapon (I wouldn't, though. Their limits aren't too useful against him.
Members with multi-hit limits would make the fight easier and faster). I'm
not saying you can't beat Omega with Seifer or Edea, though. And, yes, youuuu
guessed it! Seifer and Edea can fight Ultimecia! They will randomly pop up
to replace KO'ed members as they get absorbed into time. They can also be
absorbed into time themselves if you leave them KO'ed too long. You can fight
the final bosses with them indeed, but it makes it a bit of a tougher battle,
since they have only one hit limit breaks. I still do this, though.

VI: How to fix freezing problems
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If it does freeze, you probably just didn't follow my advice (or you found
something I haven't. If so, contact me please). Anyway, here is what to do if
and when it happens.

Except for the Deling City inn glitch, the way to 'fix' the problem is easy.

-- Just use the soft reset (hold all L and R buttons and Start and Select),
or turn the game off and then back on. Of course, don't use them where it
glitches again. --

VII: Stat Table for Seifer and Edea
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Seifer

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Level   10   20   30   40   50   60   70   80   90   100
Str   22   29   35   41   46   50   53   56   58   60
Vit   8   14   19   24   28   32   34   37   38   39
Mag   9   15   21   26   30   34   38   41   43   45
Spr   10   16   20   25   28   32   34   36   37   38
Spd   18   21   24   27   30   33   36   39   42   45
Luck   13   13   14   15   16   16   17   18   18   19
Hit*   255%   255%   255%   255%   255%   255%   255%   255%   255%   255%
Eva*   1%   1%   2%   2%   2%   3%   3%   3%   3%   3%
HP**   812   1400   1980   2553   3117   3674   4223   4765   5298   5823
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 Edea
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 /------------------------------------------------------------------------\
 |Level   10      20      30      40      50      60      70      80      90      100 |
 |------------------------------------------------------------------------|
 |Str     26      32      38      43      47      51      54      57      59      61   |
 |Vit     2       5       7       10      12      14      16      17      18      20   |
 |Mag     18      25      31      36      41      45      48      51      54      55   |
 |Spr     14      20      25      30      34      37      40      42      44      45   |
 |------------------------------------------------------------------------|
 |Spd     18      19      21      22      24      25      27      28      30      31   |
 |Luck    11      11      12      12      13      13      14      14      15      15   |
 |Hit*    97%     97%     97%     97%     97%     97%     97%     97%     97%     97%  |
 |Eva*    1%      1%      1%      1%      2%      2%      2%      2%      2%      2%   |
 |------------------------------------------------------------------------|
 |HP**    566     954     1334    1707    2071    2428    2777    3119    3452    3777|
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* Hit and Eva are derived stats. Hit depends on your character's weapon, and
Eva depends on your speed stat.
** HP totals vary from game to game. These values are just approximations.

Places this FAQ can be found:
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-http://www.gamefaqs.com

Contact Info:
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Questions? Comments? Find anything new? Contact me at:
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