

Final Fantasy IV Advance Lunar Ruins Walkthrough

by Red Sword Mage

Updated to v1.65 on May 27, 2006

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

Lunar Ruins Walkthrough

By: Red Sword Mage

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I. Copyright Notice

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Thank you for your cooperation.

II. Version history

Version 0.1: Guide Created today, Finished sections 1-3, 4 45% completed.

Version 0.25: Sections 1-4 completed, walkthrough 1/10th completed

Version 0.3: Walkthrough 1/5ths done.

Version 0.35: Walkthrough 2/5ths done.

Version 0.5: Walkthrough 1/2 done.

Version 0.6: Walkthrough 7/10ths done. Added new sections.

Version 0.8: Walkthrough 9/10ths done.

Version 0.95: Walkthrough done, Finishing Brachioradios section.

Version 1.00: Walkthrough fully completed, corrected grammar and spelling.

Version 1.1: Cleaned up some errors that I had left in the walkthrough without realizing it.

Version 1.2: Added a new section, cleaned up some more errors, added some new stuff in the walkthrough (see credits section for who did it.)

Version 1.5: Added new section, added more stuff on Cecil's trial, and revised my strategy on Lunar odin.

Version 1.6: Added more questions to the FAQ's.

Version 1.65: Added some more stuff.

III. Changes

- ATB bar is added in, with some few minor bugs
 - 2 new dungeons, Lunar Ruins and Cave of trials are added
 - Quicksave feature, now you can save anywhere you want!
 - New intro sequence when you start up the game
 - There's a music player and a bestiary
 - Instead of taking forever to walk through a dungeon you can now run.
 - Using Sight or Dwarven bread brings up a mini-map of the area of the outside world.
 - You can now swap out your characters, instead of beating the game with the 5 original characters. There's even Final weapons for the characters.
 - Character portraits when they speak are new and graphically touched-up, as well as the battle fields.
 - The script has been retranslated and new dialogue has been added. The spells have been upgraded. So instead of Fire 3 or White it would be Firaga or Holy.
-

IV FAQs

Question: Is there anyway to go back through the trials again?

Answer: Yes, just use the Grimoire you recieved in the trial.

Question:Is culex in ANY versions of this game?

Answer: To date, Culex IS NOT,I repeat,IS NOT in any Final Fantasy game. Culex was just for Super Mario RPG: Legend of the seven stars for the SNES. Nintendo and Square(now Square-Enix) just did it for a tribute to the FF series. Even though the music is taken from FF2/4's "Dreadful Battle".The Crystals are in some FF games. But you don't have to fight them.

Question:How hard are the 3 versions?

Answer: I think the SNES version is the Easy type, The GBA version is "Normal" and the PSX version(Final Fantasy Chronicles bundle) is the Hard type.

Question:What are the chances of getting a pink tail?

Answer: Mathematically, it would be 5/6272. Making it a breath's away near impossible. You'd have better chance of winning the lottery. Or winning in a bracket contest.

Question: This game is WAY too hard. The enemies are attacking way too fast, It's crazy.

Answer: Hey, buddy. Have you ever noticed that maybe THE BATTLE SPEED IS ON TOO HIGH? Yeah, turning the battle speed on max will do that,especially on this version.

Question: I have heard that there is a glitched telporter room in the lunar ruins. What's glitched up about it?

Answer: Well, the room looks sort of like the "serpent road". When you come to the 1st fork in the road,no matter which path you choose, you'll end up at the beginning of it again. Of course, some of you might get lucky and might go to the correct way the 1st time you go through it. If you do get stuck in that loop, just be patient. Alternate between both of them, you'll eventually reach the right path.

Question:Does the Dark matter do anything?

Answer: It does nothing. IT DOES NOT reduce how much damage you will take.It just so happens that his Big Bang attack has a wide damage inflicting area (800-2500,I believe) that makes it look like it's reduced damage.

Question: Is there a way to get back to that point without having to walk all of it again? The FAQs mentionned using the Grimoire, but I can't do it from the Item screen outside of the battle and in-battle it summons the summon...

Answer: OK,1st off the Grimioire lets you RE-ENTER the trial again. You may have to find which one it is before you can actually enter the trial. So if I wanted to go over Cecil's trial again, I would use the Grimioire LO,because that is the grimioire I got when I beat the trial. It is also the name of the boss from the trial, so remember which one you got from who's trial.

Also, there is no way to get back to specific floor; you have to use the telporter on the right in the trial floor and it will teleport you outside. You'll have to start from the beginning again and have to put up with that damn glitched telporter room and such.

Question:Where can I get the pre-lunar ruins weapons?

Answer: In the Lunar subterrane of course. The Ragnarok(Cecil's weapon) can be obtained by defeating Dark bahamut, Holy lance (kain's wepaon) is found with Plague, Murasame is obtained when you beat white dragon, you recieve Masamune when you beat Ogopogo(both Edge's), and you get the ribbons when you beat the Lunasaurs(equip with Rosa and Rydia). The Crystal(Cecil) and Dragon (Kain,Dragoon?) armors are found in chest in the dungeon.

Question:Can we use the weapon cloning trick in this version?

Answer:Sadly,no. Square-Enix got rid of that bug.

Question: How long does it take to get the Excalibur? I keep asking the old man and he says "I need more time..."

Answer: Go get the Lunar Whale and return to him. If he needs more time, go to the moon and get FuSoYa and return.

Question:Who should I take with me to beat Zeromus or Zeromus EG with?

Answer: These are balanced parties,you can take either the original party (Cecil,Rosa,Kain,Rydia,and Edge) or the advance party (Cecil,Porom,Yang,Edward,and Cid) with Prom and Edward in the back row. Remember that you can beat Zeromus with only one of the twins to unlock their trial, but both to complete it.

Question: What is the Chest that is glitched in the lunar ruins?

Answer: That's the Nirvana chest. When you open it, it will freeze up your game. I have heard that opening it up from the side will bypass the lock-up. Also, the bugs is randomly triggered, so don't expect for it to lock-up every time you open the chest. IT'S THE CHEST,NOT THE WEAPON ITSELF!

Question: What is a good level to be in the start of the Lunar ruins?

Answer: 54,55+ is a good level.

Question: How about when fighting Zeromus?

Answer: 50 is the recommended level. Unless your playing the PSX version. It would probably be better to level up to 56-60 on there,with the battle speed on 5 or 6.

Question: How do I beat Dark Knight Cecil on Mt.Mysidia?

Answer: "A true paladin will sheath his sword..." Just defend and heal when your hp gets low.

Question: What is this "Training Dungeon" the Instruction Booklet is referring to?

Answer: That's the Cave of trials. It's purpose is to get your old characters (Yang,Cid,Edward, and the twins) equipped for the final boss just like the Lunar subterranean for the "Original Party". After you beat the Giant of Babel, you'll go to the moon and you'll get a note from hummingway that tells you that you can go switch your characters at the hall of prayers(Mysidia).

Question: What level should I be for [Insert location]?

Answer: There's 3 ways to tell if you need leveling up:

1. If your getting killed a lot by the enemies, level up.
2. If your killing the enemies with no problem, your fine.
3. If your killing the enemies within a couple of turns, go level up somewhere else.

V. Characters (taken from manual,except for Cid)

Cecil

Entrusted with the command of the Red Wings,Barons' Royal airship fleet, he masters the dark sword under the king's orders.

He is a pure-hearted young man with a strong sense of Justice.

Personal Score: 9/10

Favorite Ability: Fight

When he's a D. Knight I like to use his Dark attack.

Kain

A rival of Cecil's,yet at the same time a close friend.

As the commander of the dragoon unit, Kain possesses great strength

and is admired by all of Baron.

Personal score: 8/10

Favorite Ability: Jump

Rosa

Renowned for her beauty throughout Baron, Rosa harbors feelings for Cecil. Rosa's mother was also a white mage who once fought alongside and saved the king of baron. The determination to follow her mother's footsteps makes Rosa tread the path of the white mage-so that she, herself might save Cecil.

Personal Score: 8.5/10

Favorite Ability: W.Magic

Rydia

A young girl residing in Mist, the village of summoners. While the blood she inherits from her summoner mother gives her the innate ability to summon creatures, within Rydia also lies a great power for both White and Black Magic.

Personal Score: 7.5/10

Favorite Ability: Young Rydia: B.Magic Older Rydia: Summon

Cid

An engineer in baron, he built the Red Wing's airship fleet.

Personal Score: 7/10

Favorite Ability: Study

Edward

The Prince of Damcyan, the desert kingdom. Detesting his own status as royalty, this kind and compassionate young man wanders the countryside freely as a bard

Personal Score: 7.5/10

Favorite Ability: Chant

Tellah

A sage famous amongst mages, Tellah once used mighty magic as he pleased. However, age has dwindled his abilities far more than he would like to admit...

Personal Score: 5.5/10

Favorite Ability: Don't have one for him

Palom & Porom

Twin mage apprentices from the land of Mysidia. Palom trains as a black mage, while Porom trains as a white mage.

Palom Score: 7.5/10 Porom Score 8.5/10

Favorite Ability: Palom: B.Magic, Bluff. Porom: W.Magic, sometimes Twin

Edge

Prince of the Kingdom of Eblan, where a legendary ninja tradition has been passed down for generations. Edge comes off quite self-assured with his advanced arsenal of ninja techniques

Personal Score: 9/10

Favorite Ability: Fight, Ninjutsu, and Throw

Now, the moment you've been waiting for...

VI. Walkthrough.

Yang's Trial

[YANG]

Note: Every Mini-boss in here, you have to fight twice

Head up and prepare to fight a...

*****Mini-boss*****

Soldier Monk

Difficulty: 5/10

HP:6000

Gil: 5000

Exp: 15000

Weakness:Fire

Have Yang use his kick to eliminate the guys with Nunchucks.

After,that use Power, or he can attack.Cecil/Cid/Edge/Edward needs to attack, Rosa/Porom heal when nessecary,Kain Jump,and Rydia/Palom needs to Cast Firaga or Flare,I recommend Firaga because you can use it on everybody and it doesn't cost as much MP as Bahamut does. Use Rydia's whip on them if they are near-death.

After your done fighting that set,head up and fight...

*****Mini-Boss*****

Super Monk

Difficulty: 6/10

HP: 8000

Gil: 8000

Exp: 18000

Weakness: Fire

Have Yang use his kick to eliminate the guys with Nunchucks.

After,that use Power,or he can Attack.Cecil/Cid/Edge/Edward needs to attack, Rosa/Porom heal when necessary,Kain Jump,and Rydia/Palom needs to Cast Firaga or Flare.I recommend Firaga because you can use it on everybody and it doesn't cost as much MP as Bahamut does.Use Rydia's whip on them if they are near-death.

After that set, head up to fight yet another...

*****Mini-Boss*****

Drillmaster

Difficulty: 6.5/10

HP: 10000

Gil: 10000

Exp: 20000

Weakness: Fire

Have Yang use his kick to eliminate the guys with Nunchucks.

After,that use Power,or he can attack.Cecil/Cid/Edge/Edward needs to attack, Rosa/Porom heal when nessecary,Kain Jump,and Rydia/Palom needs to Cast Firaga, Flare,or Bahamut.I recommend Firaga because you can use it on everybody and it doesn't cost as much MP as Bahamut does. Use Rydia's whip on them if they are near-death.

After doing that, Lunar Titan will grow Impatient and decide to finish you off himself.

*****BOSS ALERT!*****

Lunar Titan

Difficulty: 7.5/10

HP: 120,000

Gil: 65000

Exp: 65000

Weakness: None

Be sure to cast Float to take no damage from his Deadly Earthquake attack. Cecil/Edge/Edward/Cid needs to attack. Unless Edward has chant, use that. Rydia can summon Bahamut or summon Asura when you really need the healing, Rosa/Porom heal when necessary, Yang use his Power, Kain Jump, and have Palom cast Flare or such. When he flexes his muscles he is about to use his earthquake, luckily you will float on so you won't receive damage. Later in the fight he uses his Crush attack which is similar to the demon wall you fought inside the sealed cavern and is an Instant K.O. for one of your party members. So have Rosa use Full-life or someone use a Phoenix Down. After beating him you receive the Grimoire LT. Which summons Lunar Titan and deals 9999 damage.

After you hear LT's last words, you see something shiny on the ground, pick it up and you'll receive the discipline armband for Yang, which turns the Power command into Deadly. Now instead of it doing twice as much damage, you'll do 3x as much when you use it.

Edward's Trial

[BARD]

Watch the scene that occurs.

Note: You have to kill the Specter first, then use Edward's sing ability to actually kill it.

After that, go inside and fight every ghost you see in the castle. There are no random Encounters on this trial. After killing the Specters, use the healing pots on the left and right if needed on the top floor. Then go back down to the 1st floor and go behind the doorway to see another specter. After killing it, watch the short-scene. There's 5 specters on this floor. When you're done with that, go to the doorway near the South-west corner. Watch the scene and prepare to fight...

*****BOSS ALERT!*****

Lunar Shiva

Difficulty: 8.5/10

HP: 100,000

Gil: 65000

Exp: 65000

Weakness: Fire (Duh!)

Have Cecil/Cid/Edward/Edge attack. Yang can use Power/Deadly, Rosa/Porom heal, Full-life, etc. Rydia can cast Bahamut, Palom casts Flare, and Kain Jump. When she holds her wand out she's about to use Ice storm that can deal Big damage to your characters. Have Rosa/Porom cast Curaja and bring anyone back to life. She can cast Blizzaga which would deal around 1000-1500 on your characters. If you attack she'll counter with Blizzaga on HERSELF. Which heals her for around 2700, so make sure you deal more damage than she can recover. Her Physical attacks may deal under 1000. After beating her, you'll receive the Grimoire LS.

Watch the scene, and you'll receive the Harmonious Ring, which transforms Edward's sing ability to chant. When you use chant it'll give you Protect and Shell on everybody. Onward to the next trial!

Rydia's Trial

[SUMM]

Head on in, and watch the scene.

To your SW is Ifrit,SE is Shiva,NE is Ramuh,and to the NW is Titan.
I'm going to go in the order I just listed so if you go somewhere else 1st,
scroll down.Once your in the SW corner talk to Ifrit and he'll challenge you.

*****Mini-Boss*****

Ifrit

Difficulty: 3/10

HP:70000

Gil:45000

Exp: 50000

Weakness: Ice,Water

Cecil/Cid/Edward/Edge should attack. Unless you have Edward's chant,use that
1st,then Fight,Hide,Whatever. Yang should use Power/Deadly.Kain can Jump.
Rydia/Palom should cast Blizzaga. Rosa/Porom: Holy is a good spell to use
against him if no one needs healing.When he turns red,he's about to use his
Flame attack,which deals under 1500-1800 damage.Ifrit is so pathetic,he'll
just stand there while you're pummeling him down with your attacks.

Go now to the SE corner,talk to shiva and she will challenge you.

*****Mini-boss*****

Shiva

Difficulty: 6/10

HP: 64000

Gil: 45000

Exp: 50000

Weakness: Fire

Cecil/Cid/Edward/Edge should attack. Unless you have Edward's chant,use that
1st,then do whatever. His harp does pretty good on Shiva. Yang should use
Power/Deadly. Kain can Jump.Rydia/Palom should cast Firaga or Flare.
Rosa/Porom,you know what to do.
She is the hardest of the 4 summon monsters you will fight here.
When she holds her wand out she's about to use Ice storm which can deal a
little under 1500.Her physical attacks can cause much damage as well.

Go to the NE corner and talk to Ramuh. He'll challenge you to a fight.

*****Mini-Boss*****

Ramuh

Difficulty: 5/10

HP: 60000

Gil: 45000

Exp: 50000

Weakness: None

Cecil/Cid/Edward/Edge should attack. Unless you have Edward's chant,use that
1st,then do whatever. Yang should use Power/Deadly. Kain can Jump.
Rydia can summon Leviathan or Bahamut which deals a good chunk of damage.
Palom can use anything he wants.When he holds his staff up high he's about to
use Lightning, which deals good amounts of damage to your characters.
His Blitz attack can also deal a good chunk of damage to a character.

After that go to the final one,Titan. Speak to him and he will offer you a
challenge.

*****Mini-boss*****

Titan

Difficulty: 4.5/10

HP: 75000

Gil: 45000

Exp: 50000

Weakness: None

Be sure to cast float on yourself before you fight Titan.

Cecil/Cid/Edward/Edge should attack. Unless you have Edward's chant, use that 1st, then do whatever. Yang should use Power/Deadly. Kain can Jump.

Rydia can cast Bahamut. Palom can do anything he wants.

When he flexes his muscles he's about to use Earthquake, which deals big time damage, around 2000, that is if you didn't have float on.

His Physical attacks should deal around 700.

After defeating all four, go North, through the fog and watch the scene and prepare to fight...

****BOSS ALERT!****

Lunar Dragon

Difficulty: 8/10

HP: 105,000

Gil: 65000

Exp: 65000

Weakness: None

Cecil/Cid/Edward/Edge should attack. Unless you have Edward's chant, use that 1st, then do whatever. Yang should use Power/Deadly. Kain can Jump.

Rydia can cast Bahamut. Palom can cast flare if nothing else.

Brace yourself for a LONG boss fight. His Physical attacks should deal under 1500. He uses an annoying move called Poison Gas, which is similar to Dr. Lugae's sleeping gas (which he can also use, but not a high chance of putting you to sleep.), except it poisons you. When you get down to the last character who has Poison, and heal them, he'll cast it again. The only one I would heal would be Yang, because he can't use his Power/deadly when he's poisoned. The Poison shouldn't deal too much damage. Do not attack him when he's turned into mist, because it'll miss and he'll counter-attack with cold mist which does about 1 HP worth of damage to your characters. He can also use slow. Later in the fight, you'll hear a sound like he's turned into mist again but won't turn into it. I don't know if this is a glitch or what. Also, don't use holy on him because it will heal him. Speaking of healing, he heals himself for around 9999 later in the fight, just like Zeromus does sometimes. But, you can easily tear that down with Bahamut. Hopefully this boss won't be too much of a pain-in-the-ass. After beating him, you receive the Grimoire LD.

Before leaving, be sure to fight the mist enemies. As you won't see them again until you play through this trial again. For beating Lunar Dragon you get the Mist ring, which increases Rydia's Summoning power.

Cecil's Trial

[PALD]

When you walk in you'll hear someone questioning you about you being a true Paladin. Go through the door to continue.

Note: The below quests are random.

Room setting: (Submitted by Fairygoddess777)

Walk inside and hear his story, don't open the treasure chest, or else you will fail the part of the trial.

Town setting:

Go up and watch the scene. Talk to the Kid on the left and he'll run off. Then talk to the 4 kids surrounding the pig. Watch the scene and continue through the door.

Farm setting: (Submitted by Fairygoddess777)

Walk inside and talk to the girl next to the fence. Go to the next room and successfully capture the chocobos in the room. There's 1 red & 1 blue chocobo near the top, 3 yellow chocobos running around, and a white chocobo near the bottom.

Mountain setting:

Watch the scene and continue on, if you get the megalixer, you fail the part of the trial.

Town setting 2:

Watch the scene and save the kid drowning in the lake. Continue on.

Armory setting:

Watch the scene and go around the corner and get the shiny thing. It is a Golden Apple. Take it back to the man. If you use it you fail part of the trial.

Guard setting:

Go past the soldiers and watch the scene. You heard him, so just take your hands off the control pad and buttons and don't touch them again until the guard comes back. The shiny thing the chocobo drops is an illusion, so are the bombs. So don't go after them.

Guard setting 2:

Go around the corner and talk to the guard. Stand there and don't move. Don't worry, nothing will tempt you to move from your spot. Just wait a while and he'll come back

Castle setting:

Help the soldiers defeat the enemy's. Don't worry, they aren't hard they're those giant robots you see in the 1st part of the Lunar subterranean and in the Babel Giant. Once you're done with that, head out the right side.

Cave setting: (Submitted by Jon spencer)

Go up to the bridge and talk to the enemy blocking your path. DO NOT KILL HIM! Listen to his story and you will pass the trial.

Room setting:

Go up and touch the vase. Answer "Yes" to pass this part of the trail.

Treasure room setting: (submitted by Tonberry)

Walk into the room and you'll pass by a bandit. Listen to him, say "No" and prepare to fight

Bandit

HP: 14651

Difficulty: 2/10

Gil: 0

Exp: 0

Weakness: None

This is just like a normal random encounter. So do whatever you want.

He will run off like a crybaby and you can go on to the next part of the trial. If you say "Yes" you will fail the part of the trial.

There might be some more I'm missing you can e-mail me if you find any more.

Anyway,when you get to the throne room talk to the king.

Take what's in the box and equip it on Cecil. Now,prepare to fight...

****BOSS ALERT!****

Lunar Odin

Difficulty: 8.5/10

HP: 95000

Gil: 65000

Exp: 65000

Weakness: Thunder

There are 2 ways you can beat this guy:

Easy way: Bring Edward along and have him hide, and cast thundaga spells on him. On his 8th turn, a message will appear saying "Lightning courses through Odin's veins" and he will die.

Normally:

Cecil/Cid/Edge:Attack, hopefully Cecil's lightbringer will cast holy.

Edward: Chant, then hide, reappearing whenever he needs to.

Yang: Attack, because his power/deadly takes too long and you need to be quick.

I would only use it if Everyone's alive after the 1st Zantetsuken.

Kain: Jump, hopefully you can time it to avoid his Zantetsuken.

Rosa/Porom: She needs to cast slow on L.O. before his 1st Zantetsuken.

Otherwise,Full-life and curaja.

Rydia:Summon Bahamut,Summon Asura,Cast Thundaga,Cast flare(if you have it)

Palom: Cast Thundaga,or Flare(if you have it)

Later in the fight he'll use haste which means he's getting ready for a double Zantetsuken. There is no way to avoid this unless you have Edward hidden, or Kain somehow jumps right before the Zantetsuken(which I doubt the latter).

You receive the Lightbringer for beating that hard boss,and the Grimoire IO.

When you attack with the Lightbringer it'll sometimes cast Holy.

If you don't pass all the parts of the trails,you don't get the lightbringer, you get other stuff.

Magic kid has a list of things that you can get whether you fail parts of the trial or not.

0 Correct - Scrap Metal-(Throwing weapon for Edge)

1 Correct - Dark Blade(Blade for D.K Cecil)

2 Correct - Shadow Blade(Blade for D.K Cecil)

3 Correct - Caliburn(Legendary Holy weapon,very weak)

4 Correct - Flandango(Weapon effective against flans)

All Correct - Lightbringer / Lunar Curtain / Megalixir (The Lunarcurtain and Megalixir differ from time to time)

Rosa's Trial

[WHIT]

Head in the town and watch the scene that occurs.

Walk around and heal anyone you see,but be careful. If you see something that's not quite right don't heal them. For example,if you see a person stoned and is still moving,don't use esuna. If you do they will turn into a creature called metamorpha and fight you. These creatures are only seen in this trail so fight them if you want the bestiary.Also,you have a certain amount of time to heal everyone so hurry.

When you run out of time,you will have to fight...

*****BOSS ALERT!*****

Lunar Asura

Difficulty: 7.5/10

HP:130,000

Gil:65000

Exp:65000

Weakness:None

Have Cecil/Cid/Edge attack. Edward should use Chant then do whatever. Yang can use Power/Deadly.Rydia can summon Bahamut,Palom could cast flare or whatever.

There is a way to block all of her attacks. 1st of all,cast reflect for her heal spell to bounce off of her. If you have Palom in your party,cast Reflect on someone (namely him) so he can use B.Magic without worrying about it hitting back one of your characters.If you have Lightbringer hope it doesn't cast Holy on someone. If you Have Kain's Trial weapon don't attack,Jump. Blink and Shell help you reduce damage from her Physical and Magical attacks. Use Edward's chant or Rosa/Porom can cast Protect/Blink and Shell on everyone. There's also a weapon that can get past her Immunity for Mute.I dunno what it's called though.The only attack you can't block is her Globe 199,which is an instant K.O for one of your party members,just like the Core you fought in the Center of the Babel Giant. Just like her other counterpart,she's a counter-attacker. So if your party needs healing badly,stop attacking. Later if you hit her Physically she'll counter with Firaga or Blizzaga. She'll use restore later in the fight which will heal her for 9999 HP. If you need extra healing,you can have Rydia summon Asura and maybe she'll heal you.

When you beat her you get the Grimoire LA.Depending on how many villagers you saved you can get a number of things.

Andrew parker has a table which tells you How many people you save and what you'll get:

People Rescued	Prize
0-1	Nothing
2-4	X-Potion
5-7	Dry Ether
8-10	Elixer
11-12	Megalixer
14	White Ring

Edge's Trial

[EDGE]

This trial can be a major pain-in-the-ass if you don't do everything right, so just follow my directions carefully and it may not take too long.

Go in and watch the scene. When you can move,go up a left at the fork.Go up and hug the wall for a secret passageway.Go in the 1st door. Examine the button UNDER the torch,if you touch the other one you will get into a fight. Take notice of the Palace guards for they will come in handy later. After the 1st door,use the switch UNDER the shield. To your left is a MP restoration Pot,use it if you must,then continue to the stairs. Go north to the other side and up the stairs,go left and talk to the king on his throne, watch the scene. Go examine the switches UNDER the torch and shield and go up the stairs. Watch the short scene and go step on the red switch to your left, don't come the way you went for the switch,for the floor is weak. Go through the door that just opened and through the weak floor at the top, go down

through the weak floor and read the sign. It says

"Down 1,Right 2, Down 2,Right 1"

that means you have to move one space down,2 spaces right and so on.

You might wanna turn off the Auto-run under the config. menu.

If not,continue on and be careful. You cannot move anywhere else besides that or you will fall off. Go left and read the next sign,basically you can go 3 to the right,up to the wall,left to the other wall, up the door and right onto the flooring. When you get there, go all the way down and get the Blueish switch. To get back,go down and through the south door and come back in. Go through the newly opened door and hit the greenish switch. There isn't anyway of avoiding falling down so,GERONIMOOooo!

There's treasure in the Basement,and remember that you have to cast float to walk across the lava. When you get done exploring,go find one of those stone teleporters,and go back up to the 1st floor. Go right and use the tower entrance. Walk left to the wall,up to the door(but don't go through it),and right to the floor. Now,go down and use the open door to the right,the one with the stairs in the middle. Go down and through the wall and left. Go through the wall that has a dent in it. Go all the way down,go left 2 spaces,and go all the way down. When Edge,Cecil,whomever is visible again, go west and north into the wall. Head west as much as you can and when you're on the blue sky STOP RIGHT THERE. Take another step west then 2 steps south and all the way west to the wall. Remember what I said about the palace guards? Well,when you kill them they drop keys so get about 3 or 4 of them. The quickest way to kill them is to have Rydia/Palom cast break on them since they are stone-type. But,because they are stone-type they can use embrace which will instantly turn your character into stone,have Cecil or Porom cast Esuna on them. Also,when they are in critical health they will cast Protect on themselves making it harder and harder to kill them so do it quickly.Use the key on the door in front of you. Make your way west and go north there's a MP pot on the right. Go north and west through the wall,and use one of your keys on the door. Go SW through the wall and all the way up. Go right and up to a secret door. Go and talk to the king and prepare to fight...

*****BOSS ALERT!*****

Lunar Ifrit

Difficulty:8/10

HP:130,000

Gil:65000

Exp:65000

Weakness:Ice,Water

Have Cecil/Cid/Edge/Edward attack. Unless Edward has chant use that first then do whatever. Yang should use Power/Deadly,Kain can Jump,and Rydia/Palom need to cast Blizzaga.

When he turns deep purplish he's about to use Flame which deals around 700 damage. Later in the fight he'll use Flame Thrower which won't deal as much as the Flame attack. He is a counter-attacker so if your guys are weary stop attacking,and heal them. His counter-attack can deal quite a bit of good damage,sometimes. He won't counter Kain's jump or Yang's Power/Deadly.

His Firaga can kill you if your not careful. He'll go down soon enough after you deal a lot of damage to him. You receive the Grimoire LI for defeating him.

Examine his chair and you shall receive the Hanzo gloves that turn Edge's steal command into Plunder,which is more effective than steal. If you do this trial again,you'll receive a magazine. Use it and watch the scene that occurs.

Note: A lot of this trail is watching and talking.

DAY 1

Watch the scene and talk to everyone. Then,talk to the soldier near Cecil.
Watch the scene that occurs. Go into the Inn and talk to the guy behind the
counter and turn in for the day.

DAY 2

Examine the Lance in your room,after that, go outside and watch the scene.
Talk to Cecil and then talk to the soldier next to the weapons vendor. Watch
the scene and turn in for the day.
(Good ol' 5 minute days.)

DAY 3

Head outside and watch the scene. Talk to everyone in the town. Head to the
Building North of the Item shop,and head down the stairs. Talk to everyone
down here. Go into the Inn and turn in for the day.

NIGHT 3

Go outside and talk to Cecil. Rosa is in the North corner of the town,tied up.
watch the scene and go to the building north of the Inn and talk to Cecil.
Head in for the Night.

DAY 4

Go outside and go into Rosa's house,watch the scene. Go back to where you
found rosa and examine the white mark on the floor. Go back to the building
North of the Item shop and down the stairs,and Talk to the soldiers. Head back
into the Inn and watch the scene. Talk to the soldier near the door,and watch
the scene.

NIGHT 4

Watch the next scene,and go outside. Chase down the monster,when you catch him,
watch the scene. Head back into the Inn and examine the Lance. Go back outside
and into the Building North of the Item shop. Watch the scene. If you choose
Yes you will be transported outside the Trial and cannot enter it again.
So,choose No and prepare to fight...

*****BOSS ALERT!*****

Dark Kain/Lunar Bahamut

Difficulty: 8.5/10

HP: 0/50000

Gil: 65000

Exp: 65000

Weakness: Ice/Water

This is what you need to do. He's a counter-attacker so I suggest moving Kain
to the back row to receive as little damage as possible. When your fighting
Lunar Bahamut,he'll start the countdown.

3..

2..

JUMP!

1..

Megaflare

JUMP DOWN.

You need to jump between when he says 2 and 1. When your HP gets below 900 use a Lunar/Light curtain and use an X-Potion. You should have wore his HP down enough for him to kill himself off. You'll receive the Grimoire LB after defeating him.

After beating Him, watch the scene and you'll receive Kain's weapon, Abel's Lance. Which Turns Kain's Jump into Dbl Jump, and the dragoon gloves, which increases Kain's power. When you attack it'll sometimes cast tornado on an enemy. Even though they are not weak to it.

Cid's Trial

[CIDT]

Start on the world map and head to the Airship. Do as the guy says and fly South until you reach Mt. Ordeals, then west until you reach Mysidia. Be aware that you can't use Sight or Dwarven Bread in here. When you reach Mysidia watch the scene, and you'll meet another person. Fly him to Troia in under a Minute. Go west a little then north until you reach Baron. If you don't see it fly NW a little more. When you reach Baron, head NW again until you see a lot of forests. Go North and into Troia. Watch the scene and you'll met yet another person you have to take somewhere. Fly him to Fabul under 40 seconds. Go SE until you reach Mt. Hobbs. Go South then east until you reach Fabul. watch another scene and take another man to Kaipo in under 35 seconds. Fly west and south until you reach Damcyan. Keep going south until you find the desert. You can't park in the desert or near the town so find a patch of grass near it and hurry into the town. Watch the scene and take the kid to Agart in 30 seconds. Agart is south of Baron, by the time you reach your airship the timer should be 00:20 unless you found a closer spot to the town. So fly quickly to there. Watch the scene and prepare to fight...

*****BOSS ALERT!*****

Lunar Ramuh

Difficulty: 9/10

HP:90000

Gil:65000

Exp:65000

Weakness:None

Cecil/Cid/Edge/Edward should fight, unless Edward has chant. Yang uses Power/Deadly, Kain Jumps/Dbl Jumps or you can try to use tornado if you have problems in the fight, Rydia should cast Bahamut, and Palom should cast Quake or Flare or whatever.

He's a counter-attacker, he will cast Thundaga on the person who attacked him which can deal under 1500, unless you character like Cid or Edge is weak to Thunder, then it will probably give him near-death status. Unlike Kain whom it will heal him. He'll cast Thundaga and Blitz, sometimes both, whether you attack him or not. When he holds his rod up, he's about to use Lightning which does about 1000-1500 damage to you. His physical attacks deal around 1000. When you defeat him you'll receive the Grimoire LR.

Watch the scene. You should get Cid's weapon, Fiery Hammer which randomly casts Flare on an opponent. Much like Cecil's Lightbringer and Kain's Abel Lance.

Palom and Porom's Trial

[TWIN]

Note: You must have Both twins to enter the trial.

Watch the cut-scene and go after either one of the twins, it doesn't matter and watch the next cut-scene. Use either one of the twins and examine the switch on the wall, watch the cut-scene and continue on.

As Porom:

The stone in front of you that has a little man on it (You guessed it.) makes you have mini-status.

Your probably asking "Pssh. How useless. What am I supposed to do with this?"

Well, you'll see soon enough. For now, step on it and continue, you'll soon see some cracked tiles, you can't go on them yet for your weight is too much. There's a slab just like the mini-status effect one but it has a wing on it. This makes you have Float status so step on it to continue. Press the switch and switch to Palom.

As Palom:

Make note that he is a Black mage (Ya think?) and he can cast Toad, or Pig on himself without the help of the slabs. Anyway, go up and watch the cut-scene go to the left and step on the slab that gives you Toad-status and go through the small hole. Press the small switch and go to the door near the slab. Switch back to Porom.

As Porom:

Go through the newly opened door and watch the short scene. Go through the hole go to the right, press the switch, and Go to the door to the north. Watch the scene, step on the slab and go through the door. Go right and step on the switch, go through the hole and switch to Palom

As Palom:

Go through the next 2 open doors. Step on the mini-status tile and go through the hole. Press the switch and go to the door at the top, use the Pig spell and go through. Step on the Float-status slab to your right and walk across the broken tiles. Get rid of the Pig status by either stepping on the slab or casting pig on yourself. Then cast Toad on yourself and go through the hole. Step on the switch to the left and either step on the slab or cast toad on yourself again. Go through the hole that you passed. Go to the green switch but don't press on it yet. Switch to Porom.

As Porom:

Go through the door and step on the pig tile unless you left it on yourself. Go through the golden door, step on the float-status slab, and walk across the cracked tiles. Go through the bottom doorway and press the switch on the wall. Go through the opened door to your right, step on the slab and proceed. Now, step on the green switch and watch the scene.

Once your party has reformed go up, watch the cut-scene and prepare to fight...

*****BOSS ALERT!*****

Lunar Leviathan

Difficulty: 8.5/10

HP: 135,000

Gil: 65000

Exp: 65000

Weakness: Lightning

Have Cecil, Cid, Edge, and Edward attack. If he has chant use that 1st then do whatever. Kain should Jump/Db1 Jump, Yang should use Power/Deadly, Rydia/Palom needs to cast Thundaga on him.

This joker will cast Tidal wave on your party IMMEDIATELY at the start, it'll deal 1300-2100 worth of damage, So heal ASAP. He'll get tangled up when he's

about to use it again later in the fight. He can cast Blizzaga on you which will deal around 1000-1500 points of damage. He also has another deadly attack called Maelstrom which you'll be familiar with if you've fought the Magic Dragons in the Ruins. It will reduce you to single digits so heal with Curaja ASAP. He uses Entangle which your familiar with when you were fighting the Gold & Silver Dragons in the Lunar Subterrane. The only way to get them unparalyzed is to cast Esuna on them. Casting haste on Rosa/Porom helps here, or you can use a Hermes' shoes on them. This boss won't be too hard if you've been through all of the trials. If not, be prepared to fight a very hard boss.

After the fight he'll give you the Grimoire LL. Watch the cut-scene and pick up the Twin stars before you. There's 2 of them and when you use Twin now, instead of it being comet, it'll turn into Meteor. But it takes quite as long to cast as the normal spell.

The Final Trial

[FINALE]

Well, this is it folks. The moment you've been waiting for has finally arrived, The last trial. I'll guide you through the Last few floors as we get to the bottom of the Lunar Ruins. So get your party ready and take off!

B37:

Enemies: King Behemoth, Coblepas, Gilgamesh

Treasure: Megalixir (Golden Apple)

Go straight across, the treasure in the middle contains a Megalixir, or a Golden apple if you've already been through this once. Head up the stairs and go to the next floor.

B38:

Enemies: Brachioraidos (Secret Boss), No random encounters

Treasure: None

This is the Floor where the Brachioraidos lives. Refer to the next section to see how to beat him. Heed the old man's message and dodge the Brachioraidos. The 1st one is visible, however the next 3 or 4 are invisible right until you get up close to them so don't dash into the next room. Hug the walls and make your way through unless the Dragon is in your way. You can safely run away if it hits you, do so if you want.

Black & White Mage Floor

Enemies: Gilgamesh, Proto Phase, Coeurl Regina, King Behemoth

Treasure: Blue Fang, Ribbon, White Fang, Red Fang

This is a random floor that you find your self on. It is pretty difficult to find the exit in here so pay attention. At the start there's a path to the western wall, go along the path and you'll reach the exit.

B39

Enemies: Grudge Puppet (x3), Death Puppet, No random encounters

Treasure: Nirvana

Note: You have to fight every visible enemy on this map to continue to the next level. Also, the chest containing the Nirvana is bugged, so don't open it unless you want to start back at your last save point. The chest appears after you beat all the enemies and appears at the door. It's the chest and not the weapon that's bugged.

Mini-boss

Grudge Puppets (x3)

Difficulty: 6/10

HP: 18,929

Gil:20000

Exp:32000

Weakness:Odin

The Grudge puppets can't be beaten by ordinary means,however they sometimes can be easily defeated by summoning Odin,howeverIt may take more than one summon. These Dolls have a lot of HP(Around 18,000 to be exact), and they can cast Protect on themselves.

Mini-boss

Death Puppet

Difficulty: 6.5/10

HP:60,702

Gil:63000

Exp:64000

Weakness:None

She can counter with Piercing laser, which deals under 1000. She can also have one of your fighters charmed,Have Rosa/Porom use Esuna to cure them, or one of your weak fighters attack him.

When your done fighting the dolls, a note of warning to the chest sitting near the door. If you open the chest, the game will freeze up when you go to equip it.It happens randomly and more often for people who have just gone through the L.R. the 1st time. So don't open the chest unless you want to start back at the last save point.

B40

Enemies:Zeromus EG(Boss)

Treasure:None

Go to the Magical field,heal and save. Go up the stairs,watch the scene,and prepare for your last fight...

*****BOSS ALERT!*****

Zeromus EG

Difficulty: 9.5/10

HP:200,000

Gil:0

Exp:0

Weakness:None

Cecil,Cid,Edge:Attack.

Edward:Cast Chant,then hide. Unless you want to use the "Psycho Edward" Glitch

Kain: Dbl Jump

Yang: Deadly

Rydia: Bahamut

Palom: Items. If you use one of his spells, he'll cast reflect.

I recommend that you put on Cecil's Crystal Armor if you still have it.

His Attack pattern goes like this:

1.Big Bang

2.Dbl Cast: Toad & Mini

3.Whirl(Maelstrom or Weak,but with a poison effect)

4.Flare

5.Dbl cast: Drain x2

6.Dbl cast: Osmose x2

7.Triple cast: Earthquake,Lightning,and Flame

Repeats

He'll add some things in when your later in the fight. #2 is the reason why I recommended that you put on Cecil's Crystal Armor. You can cast esuna on

Porom/Rosa and could start healing everybody. Use your Megalixirs if your party's HP gets low, but use life/phoenix downs first on whomever is dead, if any. He'll use absorb which equals half of his HP. Sometimes he could gain back 9999 HP. Usually it's like 2600, which his HP would be 5200. Keep attacking him and you'll win.

There is a glitch that if you use the Grimoire LD on him, he will turn into a frog and you will deal loads of damage on him. Best of all, he will deal 1 damage every time he attacks.

You gain nothing for beating him, just the glory of your victory. He'll bid you farewell and be gone. Behind him is a teleporter, use it to warp to the surface.

CONGRATULATIONS! YOU HAVE SUCCESSFULLY BEATEN THE LUNAR RUINS! HAVE SOME CAKE & PUNCH!

The Brachioraidos

[DRAGON]

You can find the Brachioraidos in one of the floors after the twins' trial.

*****Secret Boss*****

Brachioraidos

Difficulty: 10/10

HP:180,000

Gil:65000

Exp:65000

Weakness:None

Don't mistake him to one of those yellow dragons that you fight every now and then. His attacks include:

Glare (Similar to tornado but deals 9999 damage to character)

Physical attacks (He can also deal 2 physical attacks just like those Red & Blue dragons in the Lunar Subterrane)

He'll countdown just like Bahamut does, beginning with 3, and'll use Mega Flare

Dbl cast: Protect and Reflect

Tpl cast: Firaga, Blizzaga, and Thundaga

Tpl cast: Bio, Holy, and Flare. Usually flare is cast on someone else.

Black Hole (Eliminates any positive status effects, just like Zeromus does.)

When he's using the countdown move, DO NOT ATTACK HIM!! He will instantly counter with Globe 199 and will instantly kill your character. Unless you want him to stop and go into the phase below that, if you want to sacrifice a character

An easy way to defeat him is to have Kain in your party and hope Abel's Lance will cast Tornado on the dragon. Otherwise you can defeat him by normal means that I suggest you won't do until you have a lvl 70+ party. Rydia's summons and Palom's Flare do well against him. So does Rosa or Porom's Holy. I would cast Slow on him when the fight begins.

You'll receive a Hero's Shield if you beat him, which is the best shield in the whole game. If you beat him, there won't be any other of him walking around.

VII Secrets

-Music Player-

Beat the game once to unlock the Music Player.

-1991 Development Office-

Go to the Underworld and into the dwarven castle. Go down the Stairs and find the Armor & Weapon shops. Go inbetween the Shops and you'll enter the Lali Ho. Pub. There's a Cracked piece of floor to your left,go through the Wall and through the secret passageway. Once you go down the stairs you'll be in the Office. There are a couple of enemies which are part of the development team which you will randomly encounter into a fight. Some of them you can kill, others will just present you with a message and begone.

-Psycho Edward Glitch-

This will take advantage of his Auto-hide. 1st you need to cast berserk on him, then get him into critical health either by Physical attacks or Tornado. He'll hide his next turn, the next turn he will come out and attack. He'll be berserked but also be considered "hidden". That means he'll constantly attack and won't be targeted by Spells or Physical attacks. As long as one other person is still alive, he will be in this state.

-Red & Blue doors-

TwoGlassEyes went through ALL the possible combinations of the R&B dooors* in the Lunar ruins and here is his record:

B=blue door

R=red door

NINJA: "Shuriken Set" 1 Shuriken, 1 Fuma Shuriken
(any one of these combinations will get you the Ninja prize)

BBRBB

BRRB

RBBBB

RRRBB

MAGE: "Magical Box" 1 dry ether, 1 Soma drop
(any one of these combinations... you get the point)

BBRBR

BRRR

RBBBR

RRRBB

ENGINEER: "Mech Set" 1 alarm clock, 1 siren

BBB

RRB

PALADIN: Megalixir (no cute little name for it, heh)

RRRR

BBRR

RBBR

BARD: "Music Box" 1 gaia drum, 1 Gysahl whistle

BRB

MONK: "Fruit Basket" 1 gold apple, 1 silver apple

RBR

*In case you didn't know the R&B doors are a part of the Lunar ruins that you will be asked questions as to what class you are most compatible with. Depending on which class you get you'll get some goodies.

-Save Erasure Bug-

This discovered quite some time ago. It erases ALL of your saved games from what I've heard. Here's how to trigger it.

Step 1: You must have 1-4 party members.

Step 2: Go to the menu screen and select Item, use a potion or something similar on your characters.

Step 3: Now, go and select Order, and move the character on which you used the item on into an empty slot.

Step 4: Go back to the Item screen.

The way to get around it is exit out of the screen after you select order. Then, go back and select Item, this won't trigger the bug by doing so. However, the game will crap out on you if you proceed with Step 4. the bug doesn't happen all the time, though.

Square-Enix of Japan does recognize this bug. But Square-Enix of America does not.

-Character Mod Codes-

The 1st set of codes just swap out your character. In other words, they'll be waiting for you back at the Hall of Prayers.

Slot 1

020069E6:??

Slot 2

020069E7:??

Slot 3

020069E8:??

Slot 4

020069E9:??

Slot 5

020069EA:??

By replacing the question marks with the numbers below, you can change that character into whomever you want.

00 - Cecil (Paladin), (Dark Knight) before class change at Mt. Ordeals
01 - Kain
02 - Rosa
03 - Rydia (Adult), (Child) before she first leaves party after Fabul
04 - Cid
05 - Tellah
06 - Edward
07 - Yang
08 - Palom
09 - Porom
0A - Edge
0B - FuSoYa
0C - Golbez (very Glitchy, don't remove what he has equipped unless
you want the game to eventually crash, don't use him in
battle as the game will crash as well.)
1E - Semi Glitched DK Cecil - (will not retain stat information)
FF - Erases character from slot

The Glitchy DK will not retain his stat and level Information. Therefore, He will be at level 0 and have 0 HP. Making him useless. If you still want him here's a code that should alter his stats: 02007268:???. As soon as the codes are off, he will forget every stat you hacked and will go back down to 0 in every attribute when there is a "loading" screen (like going into a town.)

These set will permently Mod the character, and they're glitch-free. But, they will have the stats of the character you replaced.

Cecil

02006A02:??

Kain

02006A4A:??

Rosa

02006A92:??

Rydia

02006ADA:??

Cid

02006B22:??

Tellah

02006B6A:??

Edward

02006BB2:??

Yang

02006BFA:??

Palom

02006C42:??

Porom

02006C8A:??

Edge

02006CD2:??

FuSoYa

02006D1A:??

By replacing the question marks with the numbers below, you can change that character into whomever you want.

00 - Dark Knight Cecil (Dark can only be used if a Dark sword is equipped)

01 -Kain

02 -Rosa

03 -Young Rydia

04 -Cid

05 -Tellah

06 -Edward

07 -Yang

08 -Palom

09 -Porom

0A -FuSoYa

0C -Paladin Cecil

0D -Adult Rydia

0E -Golbez (In battle he will be minied and incurable...)

VIII Authorized websites

These are the websites that have MY permission to host my file on their website. If you want my file on your website,e-mail me (strider_hiryu2003@yahoo.com) and I'll get back to you. However, if you see my file on someone else's website and it isn't on this list e-mail me.

www.gamefaqs.com
www.neoseeker.com
www.supercheats.com

IX Credits

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TwoGlassEyes for the part in the R&B door quiz.

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Me for creating this guide.

You for reading it. Because if they're weren't any fans,they're wouldn't be any FAQs

Gamefaqs for accepting this and putting it on their website

Square-Enix for releasing an awesome port for the GBA.

X About the author...

Red Sword Mage is a Freshman at a local college who is training to be a Game Designer or Programmer. He is willing to go for 4 years then go back another 2 to get his Masters Degree. A quote that would have to apply to his life would be:"Bullcrap happens, build a bridge and get over it." He likes to watch anime and play video games. He also has a healthy,social life outside of the virtual world.

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End of Document.

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