

T A B L E O F C O N T E N T S			
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01.00	GUIDE LAYOUT	...the guide's format	~layout
02.00	ABBREVIATIONS	...shortcuts	~abbrev
02.00.00	ABOUT THE GAME	...intro to the game	~aboutgame
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01	STATISTICS	...vital statistics	~statistics
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=====			
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01	CABIN	...a familiar pair of eyes	~cabin
02	SEIGE OF DOMA	...into the fray	~domaseige
03	PHANTOM FOREST	...into the woods	~phantfores
04	PHANTOM TRAIN	...the dead train	~phanttrain
05	BAREN FALLS	...down the waterspout	~barenfalls
06	THE VELDT	...the orphaned boy	~veldt
07	MOBLITZ	...find some jerky	~moblitz
08	CRESCENT MTN CAVE	...Gau's treasure	~crescent
09	THE SERPENT TRENCH	...under the sea	~serpent
10	NIKEAH	...the port city	~nikeah
07.00	LAST STAND AT NARSHE	...stop Kefka	~laststand
08.00	FINDING TERRA	...heading west	~findterra
01	NARSHE	...explore the town	~narshe
02	FIGARO CASTLE	...the castle morphs	~figarocast
03	DRAGON'S NECK CABIN	...hidden relic	~dragonneck
04	KOHLINGEN	...Locke's lost love	~kohlingen
05	JIDOOR	...the rich city	~jidoor
06	ZOZO	...city of liars	~zozo
09.00	INTO THE LION'S DEN	...heading south	~lionsden

	01		JIDOOR	...the auction house		~jidoor	
	02		THE OPERA HOUSE	...Maria's aria		~operahouse	
	03		ALBROOK	...southern Imperial city		~albrook	
	04		MARANDA	...western Imperial city		~maranda	
	05		TZEN	...northern Imperial city		~tzen	
	06		VECTOR	...Imperial capital city		~vector	
	07		MAGITEK FACTORY	...learn the truth		~magitek	
	08		RESEARCH FACILITY	...save the espers		~research	
	09		VECTOR	...escape the cranes		~vector	
	10		ZOZO	...reawaken Terra		~zozo	
	10.00		THE SEALED GATE	...locate the gate		~sealedgate	
	01		THE ESPER WORLD	...Terra's past		~esperworld	
	02		NARSHE	...a moogle or a hairpin		~narshe	
	03		OBSERVATION POST	...into the east		~observe	
	04		SEALED GATE CAVE	...free the espers		~sealedgate	
	11.00		THE ESPER TREATY	...the war's end		~treaty	
	01		VECTOR	...forge a treaty		~vector	
	02		OBSERVATION POST	...claim the rewards		~observe	
	03		ALBROOK	...the glowing stone		~albrook	
	04		TZEN	...a new esper		~tzen	
	05		ALBROOK	...setting sail		~akbrook	
	06		TRANSPORT SHIP	...on the high seas		~transport	
	07		THAMASA	...the town of magic		~thamasa	
	08		ESPER CAVES	...making the agreement		~espercave	
	09		THAMASA	...breaking the agreement		~thamasa	
	10		THE BLACKJACK	...Kefka's ambition		~blackjack	
	12.00		OTHER OBJECTIVES	...miscellaneous stuff		~other	
	01		DOMA CASTLE	...some new treasures		~domacastle	
	02		NEW MONSTERS	...fill in the bestiary		~newmonster	
	03		MORE LORES	...building up Strago		~morelores	
	04		FANCY DANCES	...building up Mog		~fancydance	
	05		THE VELDT	...building up Gau		~veldt	
	06		WRAPPING THINGS UP	...last quests		~wrappingup	
	13.00		THE FLOATING CONTINENT	...stop Gestahl		~floating	
	01		THE BLACKJACK	...goodbye airship		~blackjack	
	02		FLOATING CONTINENT	...goodbye world		~continent	
	02.00.00		THE WORLD OF RUIN	...goddesses in chaos		~ruin	
	01.00		SOLITARY ISLAND	...aftermath and Cid		~solitary	
	02.00		THREE'S COMPANY	...finding your friends		~threeparty	
	01		ALBROOK	...a whole new world		~albrook	
	02		TZEN	...the Light of Judgment		~tzen	
	03		MOBLIZ	...village of orphans		~mobliz	
	04		NIKEAH	...crossing the sea		~nikeah	
	05		SOUTH FIGARO	...the Crimson Robbers		~southfig	
	06		SOUTH FIGARO CAVE	...finding Figaro		~figarocave	
	07		FIGARO CASTLE	...the sandworms		~figarocast	
	03.00		DARILL'S LEGACY	...the tale of Darill		~legacy	
	01		KOHLINGEN	...finding Setzer		~kohlingen	
	02		DARILL'S TOMB	...a friend's memorial		~darilltomb	
	03		THE FALCON	...a new airship		~falcon	
	04.00		FAMILIAR FACES	...find your friends		~familiar	
	01		FINDING CYAN	...letters to Lola		~findcyan	
	02		FINDING GAU	...the Veldt orphan		~findgau	
	03		FINDING SHADOW	...coliseum champion		~findshadow	
	04		FINDING RELM	...the painter's gallery		~findreelm	
	05		FINDING LOCKE	...new life for Rachel		~findlocke	
	06		FINDING TERRA	...Humbaba's return		~findterra	
	07		FINDING MOG	...slam-dancing moogle		~findmog	
	08		FINDING UMARO	...Mog's yeti pal		~findumaro	
	09		FINDING STRAGO	...the Cult of Kefka		~findstrago	

	10		FINDING GOGO	...the master mimic		~findgogo	
	05.00		THE LAST ESPERS	...find every magicite		~lastespers	
	01		CID'S LEGACY	...look what washed up		~cidlegacy	
	02		HIGH IN THE SKY	...fighting Deathgaze		~highinsky	
	03		CYAN'S NIGHTMARE	...Cyan's challenge		~cyansnight	
	04		THE ANCIENT CASTLE	...lost kingdom		~ancient	
	05		THE GREATEST CACTUS	...desert lord		~cactuar	
	06		LORD OF THE SEAS	...wild ferry ride		~lordofseas	
	07		THE SWORD THIEF	...a legendary blade		~swordthief	
	08		THE EIGHT DRAGONS	...legendary wyrms		~dragons	
	06.00		OTHER OBJECTIVES	...final preparations		~otherobj	
	01		EBOT'S ROCK	...Strago's challenge		~ebotsrock	
	02		GAU'S FATHER	...Gau's challenge		~gausfather	
	03		MASTER DUNCAN	...Sabin's challenge		~duncan	
	04		SHADOW'S PAST	...Shadow's challenge		~shadowpast	
	05		THE AUCTION HOUSE	...bid on items		~auction	
	06		THE COLISEUM	...wager your items		~coliseum	
	07		DINOSAUR FOREST	...the hidden dragons		~dinoforest	
	08		MORE LORES	...the final Lores		~morelores	
	09		FANCY DANCES	...the final Dance		~fancydance	
	10		THE VELDT	...the final Rages		~veldt	
	11		LEVELING UP	...recommended locations		~levelingup	
	07.00		KEFKA'S FALL	...the last assault		~kefkasfall	
	01		KEFKA'S TOWER	...the Warring Triad		~kefkatower	
	02		FINALE	...the final confrontation		~finale	
	03		EPILOGUE	...the ending		~epilogue	
===== ===== =====							
	03.00.00.00		SIDEQUESTS	...the newest additions		~sidequests	
	01.00.00		DRAGON'S DEN	...home of the wyrms		~dragonsden	
	02.00.00		SOUL SHRINE	...the 100 battle challenge		~soulshrine	
	04.00.00		COLISEUM	...bet the ultimate weapons		~coliseum	
===== ===== =====							
	09.00.00.00		IN CLOSING	...an end to the guide		~closing	
	01.00.00		VERSION HISTORY	...the guide's history		~version	
	02.00.00		CREDITS	...thanks		~credits	
	03.00.00		LEGAL INFORMATION	...rights of use		~legal	
===== ===== =====							

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/          \- \          /- /          \
( 01.00.00.00 ) )  P R E - G A M E  I N F O R M A T I O N  ( ( ~pregame )
\          /- /          \- \          /

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O=====O  Welcome to my guide for FINAL FANTASY VI
| ~*~ IN THIS SECTION ~*~ |  ADVANCE! Within this guide, you'll find a whole
o-----o  wealth of information about the game that
| 01. About the Guide      |  should assist you in making your way through
| 02. About the Game       |  the game, in defeating the most challenging
| 03. Important Information |  foes, in finding the best treasures, and in
O=====O  solving the most difficult puzzles and quests.
                This section of the guide in particular is
dedicated to helping newer players to the game understand how the game works
and how best to go about building characters in preparation for the harder

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portions of the game. If there is anything in this guide that you would like to see or that might be inaccurate, please send me an email and I'll be happy to investigate into it and provide the credit of the discovery in your name. Otherwise, I hope you enjoy the guide and FINAL FANTASY VI ADVANCE!

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_____
\  PREGAME  \ _____/PRE-GAME INFORMATION\ _____/ABOUTGUIDE /
|           \-\                               /-/          |
( 01.01.00.00 ) )           A B O U T   T H E   G U I D E           ( ( ~aboutguide )
\           /-/_____/\           \-\           /

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O=====O      Within this walkthrough, you'll find just about
| ~*~ IN THIS SECTION ~*~ |      everything in the game that can be detailed.
o-----o      The brunt of the guide will take you along the
| 01. Guide Layout      |      journey from start to finish, explaining how to
| 02. Abbreviations     |      get past tricky situations, how to defeat the
O=====O      bosses of each section, and what items to look
                        out for along the way. However, there are other
sections thereafter about the after-game Sidequests, a listing of every Esper
in the game, a glossary of spells, a dossier of characters, a treasury of
equipment and items, and a full bestiary. Hopefully you'll get the most bang
for your Gil with all this information at your fingertips. If there's something
you'd like to see in the guide, please let me known and I'll do my best to add
it in with your credit, of course.

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This guide will attempt to be a "Perfect Guide" ("perfect" as in getting a save file with all possible achievements). During each leg of the walkthrough, I will explain which items you should be aware of and where to find them. While most of the second half of the game is optional, I have included every optional sidequest and objective in the walkthrough itself rather than the Sidequests section to avoid having to flip back and forth between sections, which can be a hassle. Sometimes, gaining an item will require multiple resets simply because the fight is timed or the steal ration is so low that you might die before you succeed. In cases like these, I leave it up to you to decide whether or not to go after every last item in the game. Of course, for those who want the full experience and a whole bunch of challenge, try getting every last thing this game has to offer. The satisfaction of perfect gaming far outweighs the trouble required to gain most of the items.

I hope that this guide assists you in your enjoyment of Final Fantasy VI!

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_____
\  PREGAME  \ _____/PRE-GAME INFORMATION\ _____/ABOUTGUIDE /
|           \-\                               /-/          |
( 01.01.01.00 ) )           G U I D E   L A Y O U T           ( ( ~layout )
\           /-/_____/\           \-\           /

```

This guide has been laid out to provide the most information possible in the least space possible for ease of reading. For that reason, the headers to each section have been designed in such a way as to indicate exactly where you are located in the guide at all times. The following example will explain what I mean:

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\ 1. \ _____/ 2. \ _____/ 3. /
| \-\ _____ /-/\ |
( 4. ) ) 5. ( ( 6. )
\ _____/-\ _____ \-\ _____/

```

1. PRIMARY SECTION <--- The main section the topic is nestled into as indicated by the first set of digits in the Locator Digits
2. SECONDARY SECTION <--- The section within the main section as indicated by the second set of digits in the Locator Digits
3. TERTIARY SECTION <--- The section within the secondary section of the main section as indicated by the third set of digits in the Locator Digits
4. LOCATOR DIGITS <--- The number unique to each header for quick searching in case you prefer using numbers instead of words
5. SECTION TITLE <--- The title of the section you're about to read
6. KEYWORD <--- The keyword unique to each header for quick searching in case you prefer using words instead of numbers

```

\ PREGAME \ _____/PRE-GAME INFORMATION\ _____/ABOUTGUIDE /
| \-\ _____ /-/\ |
( 01.01.02.00 ) ) A B B R E V I A T I O N S ( ( ~abbrev )
\ _____/-\ _____ \-\ _____/

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\ _____ .----- . _____ /
_____ )===== ( _____ ( TREASURE ICONOGRAPHY ) _____ )===== ( _____ /
/ "-----" \

```

- [] <--- Chest - A regular treasure chest
- [!] <--- Trapped - A trapped treasure chest with a monster inside or nearby
- [_] <--- Crate - A wooden crate with an item inside
- () <--- Orb - A crystal orb with an item inside
- (_) <--- Pottery - A ceramic jar with an item inside
- { } <--- Clock - A grandfather clock with an item inside
- {_} <--- Barrel - A barrel with an item inside
- _/ <--- Bucket - A bucket with an item inside
- < > <--- Hidden - An item hidden in the background scenery
- MIS <--- Missable - An item that cannot be retrieved after a certain point
- SKP <--- Skip It - An item that should be skipped because it gets better later

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\ _____ .----- . _____ /
_____ )===== ( _____ ( ELEMENTAL ICONOGRAPHY ) _____ )===== ( _____ /
/ "-----" \

```

- [] <--- Neutral - The element has a regular effect
- [+] <--- Added - The element is added to physical attacks
- [?] <--- Unknown - The elemental properties are unknown or randomly selected
- [A] <--- Absorbs - The element is absorbed
- [I] <--- Immune - The element has no effect
- [W] <--- Weakness - The element has double the effect

```

\ _____ .----- . _____ /
_____ )===== ( _____ ( STATUS ICONOGRAPHY ) _____ )===== ( _____ /
/ "-----" \

```

[] <--- Neutral - The status has a regular effect
 [%] <--- Chance - The status has a calculated chance of working
 [*] <--- Auto - The status is automatically activated in battle
 [-] <--- Removed - The status is removed or cured
 [+] <--- Added - The status is added or inflicted
 [?] <--- Unknown - The status properties are unknown or randomly selected
 [I] <--- Immune - The status has no effect
 [W] <--- Weakness - The status has a higher chance of succeeding

```

\_____ .----- ._____
|_____ )===== ( ( USER ICONOGRAPHY ) _____ )===== ( _____ /
|_____ "-----" _____ \
  
```

[] <--- Not Used - It does not apply to that character or Esper
 [X] <--- Applies - It applies to that character or Esper

```

\_____ .----- ._____
|_____ )===== ( ( ABILITIES ICONOGRAPHY ) _____ )===== ( _____ /
|_____ "-----" _____ \
  
```

\$ <--- Esper - Esper discovered
 * <--- Black - Black Orb signifying a Black Magic spell
 @ <--- Support - Gray Orb signifying a Support Magic spell
 O <--- White - White Orb signifying a White Magic spell
 ^ <--- Blitz - Signifies a Blitz learned
 # <--- Lore - Book signifying a Lore learned
 ! <--- Rage - Signifies a Rage learned
 % <--- Dance - Music Notes signifying a Dance learned

```

_____|
| PREGAME | \_____ /
| | \- \ _____ /- / _____ \
| ( 01.02.00.00 ) ) A B O U T T H E G A M E ( ( ~aboutgame )
| \_____ /- / _____ \- \ _____ /
  
```

O=====O Originally released on the SNES as FINAL FANTASY
 | ~*~ IN THIS SECTION ~*~ | III in the US or FINAL FANTASY VI in Japan and
 o-----o then later re-released on the Playstation as half
 | 01. Controls | of the pair of games known as FINAL FANTASY AN-
 | 02. Menus | THOLOGY, Final Fantasy VI is one of the most en-
 | 03. Attributes | joyable games in the series due to its freeform
 O=====O adventure and customizable party structure, which
 was revolutionary at the time. On top of the very
 unique game structure, it also features the largest cast of characters and
 summoned creatures (known as Espers) in the series. I think you'll truly find
 this game to be an adventure of vast proportions.

This section of the Pre-Information portion of the guide will explain the basic
 functions of the game, including the controls, the menus, and the primary
 character attributes that oversee all of the game's main equations for damage
 and defense.

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_____|
| PREGAME | \_____ /ABOUT THE GAME\ _____
  
```

```

\-\ /-/\
( 01.02.01.00 ) ) C O N T R O L S ( ( ~controls ) )
\-\ /-/\

```

1.	2.	1. L BUTTON <- Pages left/select all to the left
		2. R BUTTON <- Pages right/select all to the right
3.	(8.)	3. UP <- Moves up
4. () 5.	" "	4. LEFT <- Moves left
6.	(7.)	5. RIGHT <- Moves right
	" "	6. DOWN <- Moves down
		7. B BUTTON <- Cancels choices
		8. A BUTTON <- Confirms choices
		9. SELECT <- Brings up the menu
		10. START <- Pauses the game
(9.) (10.)		L + R <- Flees battle
"" ""		L/R/SEL/STA <- Soft Reset (save first)

```

\ PREGAME \ /ABOUT THE GAME\
| \-\ /-/\
( 01.02.02.00 ) ) M E N U S ( ( ~menus ) )
\-\ /-/\

```

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\-----\
|===== ( ( MAIN MENU ) ) =====|
/-----/
"-----"

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NEW GAME.....Start a new game
(Load GAME).....Load a previously-saved game
(EXTRAS).....Load game extras from previously-saved game files
(BESTIARY).....The in-game bestiary

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\-----\
|===== ( ( FIELD MENU ) ) =====|
/-----/
"-----"

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ITEMS.....Displays a list of all items collected
USE.....Use collected, regular items
SORT.....Change the order of the items displayed
RARE.....Displays all collected rare and quest items
ABILITIES.....Displays all learned abilities, magic, and Espers
ESPERS.....Displays current Espers and allows for equipping
MAGIC.....Displays current magic learned and allows its use
BUSHIDO.....Display's Cyan's special moveset, Bushido
BLITZ.....Display's Sabin's special moveset, Blitz
LORE.....Display's Strago's special moveset, Lore
RAGE.....Display's Gau's special moveset, Rage
DANCE.....Display's Mog's special moveset, Dance
EQUIP.....Displays current equipment and allows for changes
EQUIP.....Equips weapons, armor, and shields
OPTIMIZE.....Auto-chooses equipment with the highest Attack
REMOVE.....Unequips weapons, armor, and shields
REMOVE ALL.....Unequips all owned equipment
RELICS.....Displays current relics and allows for changes

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EQUIP.....Equips relics
 REMOVE.....Unequips relics
 STATUS.....Displays current status
 FORMATION.....Toggle character rows and order
 CONFIG.....Change the settings of the game and view the bestiary
 BATTLE MODE....Toggle between Active battle and Wait battle
 BATTLE SPEED.....Changes the speed of battle actions
 BATTLE MESSAGES.....Changes the speed of battle text
 COMMAND SETTINGS.....Toggle battle command layout
 ATB GAUGE.....Toggle turn gauge in battle
 REEQUIP.....Toggle optimization
 CURSOR POSITION.....Changes the natural location
 AUTO-DASH.....Toggle fast movement
 MAGIC ORDER.....Change magic display order
 WINDOW PATTERN.....Change the window's background
 FONT COLOR.....Change the text color
 WINDOW COLOR.....Change the window's background color
 FIRST OPTION.....Window Border
 SECOND OPTION.....Top-down Shading
 THIRD OPTION.....Border Shading
 FOURTH OPTION.....Main Shading
 FIFTH OPTION.....Minor Shading
 SIXTH OPTION.....More Minor Shading
 SEVENTH OPTION.....Desktop Color
 BESTIARY.....Displays the In-Game Bestiary
 QUICKSAVE.....Save the game and return to the Main Menu (temporary)
 SAVE.....Save the game and return to gameplay (permanent)

```

  \  PREGAME  \  _____/ABOUT THE GAME\_____
  |           \-\                               /-/          \
  ( 01.02.03.00 ) )           A T T R I B U T E S           ( ( ~attributes )
  \_____ /-/_____ \-\_____ /
  
```

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O=====O      What are attributes, you might be wondering?
| ~*~ IN THIS SECTION ~*~ |      An attribute is essentially a statistical field
O-----O      of information in the game that determines your
| 01. Statistics          |      character's strengths and weaknesses. It can
| 02. Elemental Affinities |      also govern a character's affinity toward the
| 03. Status Effects      |      elements as well as the status effects that can
O=====O      be invoked on a character. The sections that
                        follow deal with the various types of attri-
butes and what functions they can perform in the game.
  
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```

  \  PREGAME  \  _____/STATISTICS\_____
  |           \-\                               /-/          \
  ( 01.02.03.01 ) )           S T A T I S T I C S           ( ( ~statistics )
  \_____ /-/_____ \-\_____ /
  
```

LEVEL (LV) <--- The character's experience on a scale of 1 to 99
 HIT POINTS (HP) <--- The health reserves of a character
 MAGIC POINTS (MP) <--- The magic reserves of a character
 STRENGTH (STR) <--- The character's base strength when unarmed
 SPEED (SPD) <--- The character's recovery speed between turns
 STAMINA (STA) <--- The character's constitution (determines HP and DEF)
 MAGIC (MAG) <--- The character's magic attack power
 ATTACK (ATT) <--- The character's physical attack power

DEFENSE (DEF) <--- The character's physical defense buffer
 EVASION (EVA) <--- The character's chance of evading a physical attack
 MAGIC DEFENSE (MDF) <--- The character's magical defense buffer
 MAGIC EVASION (MEV) <--- The character's chance of evading a magical attack
 ACCURACY (ACC) <--- The character's physical accuracy (not displayed)
 EXPERIENCE (EXP) <--- The experience points rewarded from a monster
 NEXT LEVEL (NXT) <--- The character's experience needed to level up
 GIL (GIL) <--- The game currency rewarded from a monster
 MAGIC ABILITY (AP) <--- The magic ability points rewarded from a monster

```

\ PREGAME \
| \- \ /- / \
( 01.02.03.02 ) ) E L E M E N T S ( ( ~elements )
\ /- / \- \ /

```

FIRE <--- Signifies heat, flames, and magma. Opposed by Ice.
 ICE <--- Signifies cool, frost, and snow. Opposed by Fire.
 LIGHTNING <--- Signifies electricity, thunder, and energy. Opposed by Water.
 WATER <--- Signifies liquid, oceans, and rain. Opposed by Lightning.
 WIND <--- Signifies motion, clouds, and storms. Opposed by Earth.
 EARTH <--- Signifies soil, stone, and metal. Opposed by Wind.
 RESTORE <--- Signifies healing. Opposed by Poison.
 POISON <--- Signifies weakening. Opposed by Restore.
 HOLY <--- Signifies light, goodness, and power. Opposed by Evil.
 EVIL <--- Signifies darkness, vampirism, and damage. Opposed by Holy.

```

\ PREGAME \
| \- \ /- / \
( 01.02.03.03 ) ) S T A T U S E F F E C T S ( ( ~statuses )
\ /- / \- \ /

```

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\ _____ .----- . _____ /
| _____ ) ===== ( _____ ( POSITIVE STATUS EFFECTS ) _____ ) ===== ( _____ /
| _____ "-----" _____ \

```

BLINK (Blurred body) <--- Evasion x 2
 VALOR (Yellow flash) <--- Strength x 2
 COUNTER <--- Attacks back when physically attacked
 FAITH <--- Magic x 2
 FLOAT (Hovering) <--- Immune to Earth-based magic
 HASTE (Red outline) <--- Speed x 2
 PALING <--- Immune to magical attacks
 PROTECT (Yellow outline) <--- Defense x 2
 QUICK <--- Perform two commands in one turn
 REFLECT (Blue outline) <--- Spells return to caster
 REGEN <--- Recovers HP in increments
 RERAISE <--- Casts Life once if HP = 0
 SHELL (Green outline) <--- Magic Defense x 2
 SHIELD <--- Immune to physical attacks
 VANISH (Outline only) <--- Immune to physical attacks until magic attacked

```

\ _____ .----- . _____ /
| _____ ) ===== ( _____ ( NEGATIVE STATUS EFFECTS ) _____ ) ===== ( _____ /
| _____ "-----" _____ \

```

BERSERK (Red bubbles) <--- Forced physical attacks only
 BLIND (Black glasses) <--- Accuracy x 50%
 CONFUSE (Spinning Halo) <--- Attacks allies only, fixed by physical attack

DEATH	(Laying down)	<--- Cannot act until revived
DOOM	(Timer)	<--- Inflicts Death status when timer reaches 0
FROZEN	(Blue body)	<--- Can choose commands but not act until warmed
IMP	(Imp body)	<--- All stats lowered, can cast "Imp" only
MUTE	(Empty text box)	<--- Cannot cast or summon until unsilenced
POISON	(Green bubbles)	<--- Lose HP in increments, Poison-elemental
SAP		<--- Lose HP in increments, but is non-elemental
SLEEP	(ZZZs)	<--- Cannot act until awakened by physical attack
SLOW	(White outline)	<--- Speed x 50%
STONE	(Gray body)	<--- Cannot act until softened
STOP	(Pink outline)	<--- Speed = 0, cannot act until effect wears off
ZOMBIE	(Green body)	<--- Cannot heal and sometimes attacks allies

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_____
\  PREGAME  \ _____ /-/ _____ \
|           \-\_____ /-/ _____ \
( 01.03.00.00 ) ) I M P O R T A N T   I N F O R M A T I O N   ( ( ~important )
\_____ /-/ _____ \-\_____ /

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The following information has been included in this section because it most likely will help players -- both new and veteran -- to get the most from the game. These are my ten tips for successful adventuring:

1. SAVE, SAVE, SAVE! --- As in any RPG, there are always risks associated with adventuring. You never know (unless you read my walkthrough ;)) what lies around the corner, and some bosses in this game can give you a real run for your gil. As long as you save between every section of the guide, you'll be much happier if you happen to die in battle. The more recent the save, the less progress you'll lose.
2. AN APPLE A DAY... --- Going along with the point above, you should always try to keep your HP up in case you do run into a powerful foe. And in order to do so, you'll need to heal yourself along the way. First of all, use a Tent or a Sleeping Bag at a Save Point, which will restore your HP and MP. The next option would be to use White Magic "Cure" spells since MP is easy to regain and does not require Gil to replenish and use "Osmose" to drain MP from enemies if you run low on that as well. Finally, use Potions, Ethers, and Elixirs to restore HP and MP when all else fails. Also, if you're in a section of the game where your allies are split into several parties, try putting them on the same save point together and using a Tent to restore both groups with one item!
3. ONE MAN'S JUNK... --- ...is another man's treasure. Working from the last two points, it's always a good idea to be aware of what's inside a treasure chest before opening it. There are several reasons why. First, the treasure chest might contain a better item if you collect it later. Second, the chest might cue the arrival of a boss or major event. Finally, the chest might be guarded by a monster that appears as soon as the chest is opened. Most of the time, the "monsters-in-a-box" are pretty tough, so you should always be ready for them. The beginning of each section of the walkthrough will list all treasure chests and whether to skip them or if they are trapped.
4. KNOW YOUR PLACE --- There is a reason that the game allows characters to stand in two areas of the field, known as "rows." The front row is generally a row for physical attackers since it does not augment any of your stats. However, the back row makes a great alternative for magic users since it

doubles Defense but halves Attack. Placing an attacker in the back can be a good idea, though, if you're having trouble staying alive against an enemy. The Defense boost might just be enough to save you -- that is if you can defeat the enemy with lower Attack power.

5. BUYERS MARKET --- Ironically, it rarely pays to sell. As you journey around the world, you'll find various items and equipment. Most of it will become outdated by the time you reach the end of the game. While it's okay to sell easy-to-buy items and equipment, there really shouldn't be a reason why you need to sell them because you can easily explore around a save point and fight enemies until you build up the gold to buy the items and equipment you want to purchase. Plus, you never know when you might actually want to use an old piece of equipment (if you don't want to defeat an enemy quickly or the equipment has some special property or affinity).
6. LAST MINUTE CHANGES --- You can change your weapons and Espers during battle in case your choices weren't ideal before entering the battle. To do so, you just need to open the Items command (for weapons) or the Magic command (for Espers) and then move up to open a separate mini-menu where you can change your choices in mid-battle. This is very useful when fighting complex bosses or enemies with varying weaknesses. Also, you can only use an Esper once in a battle, so it never hurts to switch out the Esper if you got a ways to go in the battle and you have enough MP to safely summon another Esper.
7. A MATTER OF LIFE AND DEATH --- Whenever you revive an ally during battle, your next action should be to heal that party member's HP. Unless you use the upgraded "Life" spells, your revived character will come back with only 15% of their max HP, which means they could easily get knocked out again. Therefore, if you don't want to waste the next few turns performing a revive and restore circle, you should try to heal a weak character as soon as possible. In addition, if you happen to be in the World of Ruin, you can send the dead character into a Coliseum battle and as long as they win the battle, they'll somehow come out of the battle with full HP and MP!
8. BE A CHATTERBOX --- Sometimes you'll need to speak with villagers in order to advance the story along. And sometimes these villagers aren't willing to give up that information without a fight... or a discussion. Try speaking with people at least two times. Often you'll glean little bits of knowledge that you wouldn't otherwise get. You can also come back to areas you visited previously later in the game and see if any dialogue has changed. In some cases, you might get a pointer about a sidequest you might otherwise miss or a good tip on where to go next.
9. INCREASE YOUR ATTACKS --- Why settle for weak attacks when you can attack in stronger ways? If your character excels in physical attacks, there are several routes you can take to increase the damage they do when attacking. First, you could try equipping two weapons instead of a weapon and shield. The second weapon essentially makes each attack similar to a single-weapon critical attack. Second, try using a Relic that increases Attack, Strength, or allows Two-Handed Equipping. Doing so will not only raises the damage you do when attacking, but it also isn't affected if your stats are decreased in battle somehow. Thirdly, try equipping the Relic that allows you to attack twice each time you choose the Attack command. Finally, if you have a spear equipped to the character, make sure they can use the Jump command. The attack power of using the Jump command is doubled when you equip a spear!
10. INCREASE YOUR MAGIC --- Why allow physical attackers to get all the bonuses and power? If your character excels in magical attacks, there are several options to raise their magic power as well. First, try casting Reflect on your party and then casting a target-all spell on all four allies. The spell

any name has a strange bond with the Esper. Upon nearing it, both Biggs and Wedge are removed from the area while ???? seems to be drawn closer and closer to the Esper. Suddenly, the creature seems to awaken, creating a massive blast of energy that destroys the Magitek Armor protecting ???? and knocking her unconscious.

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\_____ .----- ._____ /
|_____ )===== ( ( SOUTH NARSHE: ARVIS' HOUSE ) )===== ( /
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The girl wakes up in a house in Narshe owned by someone who is known only as Old Man for now. He informs the girl that he found her in the mines and helped her back to his house before the Imperial troops could find her. By removing the slave crown on her head, he gave the girl the ability for conscious thought again.

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< .----- . >
< | ~*~ NEW CHARACTER ALERT ~*~ | >
< |=====| >
< | T E R R A (Magitek Elite) | >
< |-----| >
< | "A mysterious young woman, born with | >
< | the gift of magic, and enslaved by the | >
< | Gestahlian Empire..." | >
< | '-----' | >
  /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\

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However, her memory has been wiped clean and it will probably be a while before her full memory returns, according to the Old Man. He underestimates this woman, though. Being a Magitek Elite, she has a natural affinity for magic, and is therefore less susceptible to amnesia than others. She remembers her name immediately.

It doesn't take long for the Imperial troops to demand her return. The Old Man insists that Terra flee into the Narshe Mines rather than turn herself over to the soldiers since she'll just lose her free will again once the slave crown is put back on again. Even if she is an agent of the Empire, she's still a person. Before following the Old Man, try checking the clock near the door for a free ELIXIR! Then head out the door to the back of the shop.

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\_____ .----- ._____ /
|_____ )===== ( ( SOUTH NARSHE ) )===== ( /
/_____ "-----" \

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As she flees behind the shop, the guards spot Terra on the catwalk. Thankfully, they can't get to her just yet, so keep heading west until she arrives at the Narshe Mines again.

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\_____ .----- ._____ /
|_____ )===== ( ( WEST NARSHE MINES ) )===== ( /
/_____ "-----" \

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For now, you should skip the two treasure chests in this area because they'll have better items when you return later. Instead, just head northwest until you are cornered by several Imperial guards into a corner. Just as things seem to be hopeless, the floor gives way, sending Terra into a chamber below. She falls unconscious upon impact. In her dreams, she envisions her time at the capital city in the presence of Kefka, who brainwashed her and then enslaved her with the slave crown, turning her into a sorcerous weapon. During this flashback, you can also get a quick glimpse of three other major characters that will appear later in this drama: Gestahl, the Emperor; a blond woman in a similar state as Terra; and a young, blond military officer.

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\_____ .----- ._____ /
|_____ )===== ( ( SOUTH NARSHE: ARVIS' HOUSE ) )===== ( /
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In walks a new character named   /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\
Locke. Although he's really a    < .----- . >
thief, he prefers to be called  < | ~*~ NEW CHARACTER ALERT ~*~ | >
a "treasure hunter." It seems   < |=====| >
that he is in league with the   < | L O C K E (Adventurer) | >
Old Man, trying to rouse the    < |=====| >
people of Narshe into a revolt  < | "A treasure hunter and trail-worn | >
against the Empire, by con-     < | traveler, searching the world over for | >
vincing them to join the Re-    < | relics of the past..." | >
turners. Perhaps if Locke can  < '-----' >
draw in Terra, that will give  /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\
the Returners a formidable
weapon against the Empire and might just convince the townsfolk to revolt. The
Old Man convinces Locke to help Terra, and then you regain control of the game,
this time as Locke.

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(____)===== (____ ( NARSHE MINES: PUZZLE CHAMBER )____)===== (____/
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Locke finds Terra just in time to avoid an ambush from the Imperial Guards. Unfortunately, Terra is unconscious still, which means that he'll need to defend her against the oncoming attack. Thankfully, a group of fuzzy moogles allies decide to help. The game forces you into three parties:

GROUP ONE		GROUP TWO		GROUP THREE	
NAME	WEAPON	NAME	WEAPON	NAME	WEAPON
Locke	Dagger	Mog	Spear	Mogsy	Staff
Moglin	Spear	Molulu	Whip	Mogwin	Spear
Mogret	Whip	Moghan	Sword	Mugmug	Sword
Moggie	Claws	Moguel	Chakram	Cosmog	Chakram

Using the three teams, try to block off each of the three paths to Terra. When the enemies begin to draw near, get ready for battle. The soldiers will force battle when they encounter your party. You can also bring the battle to them if you want to delve deeper into the puzzle chamber. However, doing so puts you at risk of missing a soldier that might make it to Terra since you aren't blocking the way anymore. Also be ready to bring another team to the rescue if one of your parties loses a battle. If that happens, they disappear and the soldier keeps moving! That's why I don't recommend separating parties too much in these types of puzzle rooms (yes, there will be another later). If one fails to stop a soldier, you need to be able to quickly cover for that route.

I'd like to thank Daniel for sending in a tip that the spear Mog is equipped with a Mythril Spear, which makes an excellent weapon for a character coming up once you reach Figaro Castle and will remain an ideal weapon until you return to Narshe again. However, in some battles the Auto-Crossbow or the Bioblaster are still preferable for dealing with an entire group of enemies at once.

If you get the chance, which you probably will, try using the team with Mog in it for at least one battle. Mog is a character you can recruit later in a side-quest if you like, and he has the ability to use his surroundings to alter his attacks by dancing. Since you're in an underground area right now, the special surroundings will allow him to learn a new Dance: Twilight Requiem. This dance has several different outcomes. The most common ones are a strong Poison-based


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\_____.-----.\_____/
(____)===== (____ ( SOUTH NARSHE: ADVENTURING SCHOOL )____)===== (____/
/                                     "-----"

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There are three rooms you can enter into from the main hall. There is also a bucket near the counter that fully restores your HP and MP. Try using it once in case you're low on life for some reason. There are other varieties of this "healing spring" throughout the game, and they all come in handy greatly as a form of free healing. For now, lets head into the first room directly north of the main door.

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\_____.-----.\_____/
(____)===== (____ ( SOUTH NARSHE: ADVENTURING SCHOOL: FIELD SCIENCE )____)===== (____/
/                                     "-----"

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Speak to the various people around the room. One of them tells you about save points while another gentleman says that valuables are sometimes hidden in pots and the like. Try checking the nearby pot for a free ETHER. The man near the treasure chest also mentions that sometimes treasures are protected by monsters nearby. If you open the treasure chest, you'll have to fight a Silver Lobo. The treasure inside is a POTION, but it doesn't always appear for some reason. If you are a stickler for treasures, this one can be a pain to get. Make sure to use the save point nearby before opening the treasure chest if you absolutely must have the silly potion. When you're ready, head back to the main hall and then west into the next room.

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\_____.-----.\_____/
(____)===== (____ ( SOUTH NARSHE: ADVENTURING SCHOOL: BATTLE TACTICS )____)===== (____/
/                                     "-----"

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Speak to the people in this room to learn the basics of battle. The man on the lower left provides valuable information about what the various colors around a character mean when inflicted with status effects, and the man above him will give you a great tip: if you want to enter an ally's command but another ally's turn is active, press Select to bump that character's turn to the back of the list of active ally turns. When you're ready, open the chest in the back for a SLEEPING BAG, which can be used at save points to fully restore one person's HP and MP. Now, head back to the main hall and then west again to the final room.

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\_____.-----.\_____/
(____) (____ ( SOUTH NARSHE: ADVENTURING SCHOOL: ADVANCED BATTLE TACTICS )____) (____/
/                                     "-----"

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The people in this room tell you a lot of great information about statuses and abilities. Pay close attention to these tips as you'll most likely encounter them at some time during the game. Open the treasure chest in the corner to receive a POTION. When you're ready, head out of the Adventuring School. For now, there's nothing else you can do in town because you'll get chased out if you try to enter. Instead, you should make for Figaro.

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\WALKTHROUGH\
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| 02.02.00.00 ) ) T H E   M A R R I A G E   O F   F I G A R O ( ( ~figaros |
|          /-/          \-\          |

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NAME	HP	GIL	EXP	RAGE	LORE
007 Leaf Bunny	33	45	24	Yes	No
008 Darkwind	34	41	28	Yes	No
009 Sand Ray	67	54	41	Yes	No
010 Alacran	87	94	37	Yes	No
014 Beldomar	232	186	246	Yes	No
015 Unseelie	152	256	53	Yes	Yes
016 Mu	119	80	59	Yes	No

Well, it appears that Locke and Terra will need to recruit the help of the Returners in order to stand a chance against the impressive might of the Gestahlian Empire. For now, your job is to head south to Figaro Castle to plead your case before the king of Figaro. Perhaps with Terra's presence, the king will agree to rebel against the Empire. Of course, with Imperial troops so close, it might be risky to stay so close to Narshe. But what other option is there?

There are a few monsters you can defeat to build up your bestiary if you want while you're walking around the world map. I will always list world map monster information at the beginning of each section that takes place around the locale of those monsters. For instance, now that you're heading into the Figaro kingdom, you'll have to pass through the land around that area, and any monsters you encounter there will be listed at the beginning of the Marriage of Figaro section. Look above for a list of new monsters. Otherwise, continue on as the story continues.

ITEM	SHOP	TYPE	PRICE
Potion	West Item Shop	Item	50
Ether	West Item Shop	Item	1,500
Antidote	West Item Shop	Item	50
Gold Needle	West Item Shop	Item	200
Echo Screen	West Item Shop	Item	120

Phoenix Down	West Item Shop	Item	500		
Sleeping Bag	West Item Shop	Item	500		
Tent	West Item Shop	Item	1,200		
-----+-----+-----+-----					
Auto Crossbow	East Item Shop	Tool	250		
Noiseblaster	East Item Shop	Tool	500		
Bioblaster	East Item Shop	Tool	750		
=====O=====O=====O=====					
=====O=====O=====O=====O=====O=====O=====					
NAME	HP	GIL	EXP	RAGE	LORE
-----O-----O-----O-----O-----O-----O-----					
279 MAGITEK ARMOR	210	---	---	Yes	No
=====O=====O=====O=====O=====O=====O=====					

_____ .----- ._____/

 _____)===== (____ (THRONE ROOM)____)===== (_____/

 / "-----" \

For now, all of the shops in the castle are closed and barred by guards, so you may as well just head straight to the top of the castle where the Throne Room can be found. At the far end of the room is Edgar, King of Figaro. A young man with blond hair and a lecherous leer, he takes an instant liking to Terra's exotic beauty. This looks like it could be trouble. And to make it worse off, it seems that Locke already knows Edgar! It seems that things are more and more convoluted than Terra might have imagined. Of course, Terra is immediately suspicious of Edgar's trust in her. However, he offers three reasons for his kind treatment of an Imperial soldier: beauty, a possible relationship, and Terra's abilities with magic as a distant third. What a lech!

Once Edgar leaves, you're just left with Terra for now. You might as well take some time to explore Figaro Castle and learn a little bit more about the lay of the land. Start by heading out of the Throne Room to the south.

_____ .----- ._____/

 _____)===== (____ (WAITING ROOM)____)===== (_____/

 / "-----" \

There are six different doors in this area! To avoid confusion, each one will be explained here and now. The one you came out of is at 12:00 on a clock. That leads back into the Throne Room. The door at 1:00 leads to the Northern Tower. The door at 5:00 leads to the Eastern Shop. The door at 6:00 leads to the Veranda. The door at 7:00 leads to the Western Shop. Finally, the door at 11:00 leads to the Northern Tower as well. Let's start by collecting the various treasures and visiting the shops before continuing on with the storyline, just so we don't miss anything. Start by taking the door to the Western Shop.

_____ .----- ._____/

 _____)===== (____ (WESTERN SHOP)____)===== (_____/

 / "-----" \

of his existence, though.

_____ .----- ._____
_____)===== (____ (THRONE ROOM) ____)===== (____ /
/ "-----"
/ \

By now, you might have some questions for Edgar, so you should head back to the Throne Room to find him back on his throne again. However, your conversation is cut woefully short by the arrival of an emissary from the Empire: Kefka! Yes, this is the same Kefka that place the slave crown on Terra's head. It would seem that the Empire has found out where she is. After viewing an amusing scene between Kefka, the dandy, and his bodyguards, he approaches Figaro Castle. It seems that Edgar is willing to cover for Terra, the logical reason being that if she falls into their hands again, she'll become a weapon of terror all over again. As Kefka leaves, he vows that he'll do anything to find Terra, including the destruction of Figaro Castle! Once Kefka leaves, speak with Locke to assure him that Terra will be safe.

_____ .----- ._____
_____)===== (____ (LIBRARY) ____)===== (____ /
/ "-----"
/ \

Speak with the two Librarians here to learn a few tidbits about magic. Otherwise, just head downstairs and out the door before going east to the other tower.

_____ .----- ._____
_____)===== (____ (EASTERN TOWER) ____)===== (____ /
/ "-----"
/ \

Inside the tower you meet up with Locke. Terra asks Locke why Edgar would harbor her if she's wanted by the Empire to which Locke replies that Figaro is secretly in an alliance with the Returners, a rebellion militia fighting for freedom from the Empire, while maintaining a standing alliance with the Empire. However, Terra doesn't know what to do, but Locke assures her that when the time comes for Terra to decide what to do, she'll know the right answer. Of course, Terra doesn't seem so sure. With these doubts, Terra heads off to bed.

_____ .----- ._____
_____)===== (____ (CASTLE WALL) ____)===== (____ /
/ "-----"
/ \

Edgar wakes up in the middle of the night to the smell of smoke. The castle is on fire! This can only be the doing of Kefka! When he approaches, you might as well speak with him to determine his intentions, as if you don't know already. Kefka wants Terra immediately. If you head up to the top of the walls, Edgar orders the guard to ready Terra. Kefka mocks the king for his weakness, but his comments are a bit premature. Edgar wasn't having Terra prepared to go away with Kefka at all. Instead, the group (Edgar, Terra, and Locke) will be leaving via chocobo!

_____ .----- ._____
_____)===== (____ (SANDS) ____)===== (____ /
/ "-----"
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But there's another surprise in store for Kefka: the castle can sink under the sand! But before they go they'll have to deal with a nasty little surprise of Kefka's: two Magitek knights!

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\WALKTHROUGH\ _____ /THE WORLD OF BALANCE\ _____ / FIGAROS /
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| 02.01.02.02 ) )          S O U T H   F I G A R O   C A V E   ( ( ~figarocave |
|          /-/ _____ \-\                |
| |
| |===O===O=====O=====| | | |
| |Skp|Mis|          NAME          |          LOCATION          |
| |===O===O=====O=====|
| | X |   | [ ] Ether           | Winding Cave > up northwestern stairs |
| | X |   | [ ] Phoenix Down    | Winding Cave > western treasure chest |
| | X |   | [ ] Ether           | Winding Cave > eastern treasure chest |
| |===O===O=====O=====|
| |
| |=====O=====O=====O=====O=====O=====| | | | | |
| |          NAME          |   HP   |   GIL  |   EXP  |   RAGE |   LORE |
| |=====O=====O=====O=====O=====O=====|
| | 011 Foper            |   119 |    80 |    53 |   Yes  |   No   |
| | 012 Hornet          |    92 |    64 |    48 |   Yes  |   No   |
| | 013 Urok            |   122 |   120 |    71 |   Yes  |   No   |
| |=====O=====O=====O=====O=====O=====|
| | _____ |
| |
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After meeting the guard in front of the cave to South Figaro, he recognizes the king and allows you to pass. It's time to be on your way.

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\_____ .-----.\_____
|_____ )===== ( _____ ( SPRINGS ) _____ )===== ( _____
/_____ "-----" \_____

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If you go up to the springs and take a sip of the water, it will fully restore your party's HP and MP. Ignore the turtle, although it's certainly cute. You should also skip out on all of the treasures in the cave because they will all be upgraded when you return later. Basically, you just need to work your way out of the cave as quickly as possible. Start by leaving the Springs to the east.

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\_____ .-----.\_____
|_____ )===== ( _____ ( WINDING CAVE ) _____ )===== ( _____
/_____ "-----" \_____

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To navigate this maze-like corridor, head south from the entrance and then east along the winding passage. Keep circling around until you find a pair of stairs to the left and a chest you shouldn't open to the right. Take the first set of stairs to arrive at the exit of the cave. South Figaro is just to the south.

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\WALKTHROUGH\ _____ /THE WORLD OF BALANCE\ _____ / FIGARO /
|          \-\                /-/
| 02.01.02.03 ) )          S O U T H   F I G A R O          ( ( ~southfig |
|          /-/ _____ \-\                |
| |
| |===O===O=====O=====|

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Skp	Mis	NAME	LOCATION
<input checked="" type="checkbox"/>	<input type="checkbox"/>	{_} Potion	South Figaro > west of chocobo stable
<input checked="" type="checkbox"/>	<input type="checkbox"/>	[_] Green Cherry	South Figaro > east of chocobo stable
<input checked="" type="checkbox"/>	<input type="checkbox"/>	[_] Soft	South Figaro > southwest corner
<input checked="" type="checkbox"/>	<input type="checkbox"/>	{_} Antidote	South Figaro > north of the docks
<input checked="" type="checkbox"/>	<input type="checkbox"/>	[_] Eyedrops	South Figaro > north of the docks
<input checked="" type="checkbox"/>	<input type="checkbox"/>	{_} Potion	South Figaro > near the Armor Shop
<input type="checkbox"/>	<input type="checkbox"/>	{_} Warp Stone	South Figaro > southwest end of wall
<input type="checkbox"/>	<input type="checkbox"/>	{_} Phoenix Down	South Figaro > behind the mansion
<input type="checkbox"/>	<input type="checkbox"/>	_/ Potion	Old Man's House
<input type="checkbox"/>	<input type="checkbox"/>	{ } Elixir	Mansion: Basement
<input type="checkbox"/>	<input type="checkbox"/>	[] Hyper Wrist	Mansion: Secret Passage
<input type="checkbox"/>	<input type="checkbox"/>	[] Running Shoes	Mansion: Secret Passage
<input type="checkbox"/>	<input type="checkbox"/>	[] 500 Gil	Mansion: Clock Storage
<input type="checkbox"/>	<input type="checkbox"/>	[] 1000 Gil	Mansion: Clock Storage
<input type="checkbox"/>	<input type="checkbox"/>	[] 1500 Gil	Mansion: Clock Storage
<input type="checkbox"/>	<input type="checkbox"/>	[] <empty>	Mansion: Clock Storage
ITEM	SHOP	TYPE	PRICE
Dagger	Weapon Shop	Knife	150
Mythril Knife	Weapon Shop	Knife	300
Mythril Sword	Weapon Shop	Sword	450
Great Sword	Weapon Shop	Sword	800
Noiseblaster	Weapon Shop	Tool	500
Bioblaster	Weapon Shop	Tool	750
Buckler	Armor Shop	Shield	200
Heavy Shield	Armor Shop	Shield	400
Hairband	Armor Shop	Helm	150
Plumed Hat	Armor Shop	Helm	250
Cotton Robe	Armor Shop	Armor	200
Kenpo Gi	Armor Shop	Armor	250
Sprint Shoes	Relic Shop	Relic	1,500
Silver Spectacles	Relic Shop	Relic	500
Star Pendant	Relic Shop	Relic	500
Jeweled Ring	Relic Shop	Relic	1,000
Knight's Code	Relic Shop	Relic	1,000
Potion	Item Shop	Item	50
Antidote	Item Shop	Item	50
Gold Needle	Item Shop	Item	200
Eye Drops	Item Shop	Item	50
Echo Screen	Item Shop	Item	120
Phoenix Down	Item Shop	Item	500
Sleeping Bag	Item Shop	Item	500
Tent	item Shop	Item	1,200

Welcome to your first large town of the game. As you might notice from the treasure list above, a lot of the treasures should be skipped in this section. Make sure not to grab the wrong ones. South Figaro has something for everyone. There are shops galore here, so spend your money wisely. I would recommend this

Now it's time to search for the treasures you're allowed to pick up without spoiling future treasures. The first one is found on the top of the wall to the west. By checking the barrel here, you'll find a WARP STONE. This becomes a Phoenix Down later, so get the better item now. The next one can be found in the Old Man's House in the southeast side of town. The old man is sitting at a table in a room alone and will ask you for some cider before he's willing to trust you. That's how you'll know that you're in the right room. Now, head below using the stairway near the door and then go right once you're downstairs to find a ceramic pot and a bucket. Move over to the bucket and check it for a POTION.

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\_____.-----.\_____/
( )===== ( ( SOUTH FIGARO: MANSION ) ) ===== (
/                                     "-----"
\
```

The mansion is located in the center of town. You can't miss it. If you speak with the residents on both floors, you should get a complaint or two about a strange draft coming from the west room. If you head over to that room and investigate behind the bookshelf, you'll find that you can actually walk through the wall and into the basement beyond the bookshelf.

```
\_____.-----.\_____/
( )===== ( ( SOUTH FIGARO: MANSION: BASEMENT ) ) ===== (
/                                     "-----"
\
```

Downstairs, you'll find yourself in a series of hallways. You come from the one leading north, and there are hallways leading west and east. However, there is actually also a hidden hallway leading south as well! Take that passage to find a hidden dungeon beneath this level.

```
\_____.-----.\_____/
( )===== ( ( SOUTH FIGARO: MANSION: SECRET PASSAGE ) ) ===== (
/                                     "-----"
\
```

The treasure chest in the first cell contains a HYPER WRIST, while the chest in the second cell contains an HERMES SANDALS. Both of these relics are extremely useful through at least the first half of the game, if not more! Hyper Wrist raises your Strength significantly while Hermes Sandals grants Auto-Haste. The Hermes Sandals relic is worth ten of any other item you can get in this town, so don't miss it! When you're ready, head back to the Basement and then take the last door on the right to find the last treasures in this city you can take for now.

```
\_____.-----.\_____/
( )===== ( ( SOUTH FIGARO: MANSION: CLOCK STORAGE ) ) ===== (
/                                     "-----"
\
```

The chests in this room contain a total of 3000 Gil, so you might want to shop again after visiting this area. For now, to escape, you'll need to head back the way you came since you can't go any farther... for now. The relic I would recommend getting at this point is a Star Pendant because you'll be facing a few monsters that can inflict the Poison status soon, and any protection from loss of HP is important this early in the game. Now, it's time to complete the actual objective for this section. Head to the far southeast side of town to find a house beyond the town walls.

```
\_____.-----.\_____/
( )===== ( ( SOUTH FIGARO: DUNCAN'S HOUSE ) ) ===== (
/                                     "-----"
\
```


exitted from. However, if you look to the right, you'll probably spot a chest on a small knoll to the east.

```
\_____.-----.\_____/
( )===== ( ( MOUNT KOLTS: PRIMARY SHAFT ) )===== (
/                                     "-----"
\
```

First things first, let's get that treasure. If you slip past the large rock formation that seems to be blocking your way east from underneath, you'll end up back on the South Path again. Claim the MAIN GAUCHE from the chest and then head back inside. Equip the Main Gauche to Locke for now since he'll get the most out of the weapon. Back in the Primary Shaft, it appears that there is only one way to go. However, that would be an incorrect assumption. If you look carefully to the right as you approach the wooden bridge, you'll spot an area beyond the wall to the right. There's a secret passage here that connects to a small cave with a treasure chest containing a GIGAS GLOVE. Now, make your way north across the rickety old bridge and then exit the cave to the northwest.

```
\_____.-----.\_____/
( )===== ( ( MOUNT KOLTS: WEST PATH ) )===== (
/                                     "-----"
\
```

Did you see that shadowy figure? I wonder who that could be? For now, follow the shadow around the path and behind the mountain. Is it Sabin or Vargas? You can be sure you'll find out soon enough.

```
\_____.-----.\_____/
( )===== ( ( MOUNT KOLTS: EAST PATH ) )===== (
/                                     "-----"
\
```

There are two exits you can take once you get to the other side of Mount Kolts. The first entrance (the eastern one) leads to a treasure chest farther east from the first one on the South Path, so lets take that route first. There's only one direction to go: south. Once you find the treasure chest, open it to find a TENT. Now, head back to the East Path and take the second (western) cave deeper into Mount Kolts.

```
\_____.-----.\_____/
( )===== ( ( MOUNT KOLTS: SECONDARY SHAFT ) )===== (
/                                     "-----"
\
```

Cross the first bridge to reach an island of rock with two bridges extending from it. The first leads east while the second leads north. The north bridge is the only route, though, because the eastern bridge drops off only a few steps out. Once north, follow the route east along the chasm to find the exit in the northeast.

```
\_____.-----.\_____/
( )===== ( ( MOUNT KOLTS: FOGGY PATH ) )===== (
/                                     "-----"
\
```

There's that pesky shadow again! If you follow the shadow north up the foggy path, you'll eventually end up at a rope bridge connecting two peaks of Mount Kolts together. Cross the rope bridge and then take the exit beyond it into the heart of the second portion of the mountain.

```
\_____.-----.\_____/
( )===== ( ( MOUNT KOLTS: SAVE POINT ) )===== (
/                                     "-----"
\
```


After the battle, a bittersweet reunion cues. Sabin feels bad for Vargas, who was consumed by his own greed for power and a lust for his father's recognition until he was forced to kill Master Duncan, but he's also elated to reunite with Edgar and meet Edgar's travelling partners. Sabin is glad that Figaro has not become a puppet state to the Empire, and he agrees to join the party if they'll take him. Of course they will! Before you head off, take a look at Sabin's Abilities menu and familiarize yourself with his two new Blitz sequences, as they'll come in handy in a tight spot. Think of them like critical attacks on cue. They do significant damage without the need for expensive weapons.

```

\_____ .----- ._____ /
( )===== ( ( MOUNT KOLTS: DESCENT ) )===== (
/ "-----" \
    
```

The treasure chest just below the entrance contains a TENT. After that, just descend down the stairs to the base of the mountain and exit to the south.

WALKTHROUGH		THE WORLD OF BALANCE		RETURNERS
02.01.03.03		RETURNER	HIDEOUT	((~returnhide
Skp	Mis	NAME	LOCATION	
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Phoenix Down	Bedroom	
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Hi-Potion	Banon's Room	
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Green Cherry	Cafe > the ceramic pot near the armor	
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Air Knife	Storage Room > lower right chest	
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Phoenix Down	Storage Room > lower left chest	
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Knight's Code	Storage Room > upper chest	
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Antidote	Storage Room > bucket above treasures	
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Ether	Storage Room > ceramic pot near bucket	
<input checked="" type="checkbox"/>	<input type="checkbox"/>	White Cape	Storage Room > secret passage east	
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Gauntlet	Entrance > Banon's reward for agreeing	
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Genji Glove	Entrance > Troop's reward for doubting	
ITEM	SHOP	TYPE	PRICE	
Eye Drops	Item Shop	Item	50	
Potion	Item Shop	Item	50	
Hi-Potion	Item Shop	Item	300	
Ether	Item Shop	Item	1,500	
Echo Screen	Item Shop	Item	120	
Sleeping Bag	Item Shop	Item	500	
Tent	Item Shop	Item	1,200	
Spring Shoes	Item Shop	Relic	1,500	

To find the Returner's Hideout, just follow the mountain valley on the world

map north until you find another path leading into the mountains. This will lead to another cave. If you enter the cave, you'll find yourself in the hiding place of the Returners. Speak with the guard to be brought into the hideout. It seems that Banon wants to speak with King Edgar urgently, so just head north once you regain control to meet with the resistance's leader.

```
\_____.-----.\_____/
( )===== ( ( RETURNER HIDEOUT: BANON'S ROOM ) ) ===== (
/ "-----"
```

Banon is located at the bottom of his room. He is immediately curious about Terra and has heard that she can commune with the Espers. However, Terra's confusion about Espers turns to outright shock when she learns that while under the power of the slave crown she was capable of destroying fifty Imperial soldiers in mere minutes! To calm her, Banon relates a story about a box filled with evils. When it was opened, the evils escaped. Although much pain and devastation resulted from the box being opened, there was one thing left in the box still: Hope. Pandora's Box, anyone? Banon assures Terra that although her powers might be terrible and catastrophic, they are the only hope for a free world as well. When the meeting adjourns, everyone goes off to bed.

```
\_____.-----.\_____/
( )===== ( ( RETURNER HIDEOUT: BEDROOM ) ) ===== (
/ "-----"
```

Terra still feels uneasy about the future. When you regain control, have her speak with Locke to find out that he lost someone important to him as well to the Empire. There's more at stake here than Terra knows. However, Terra has no family or friends (or so she thinks), and she has no reason -- therefore -- to fight the Empire. Locke assures her that people around her appreciate her and want what's best for her. For now, Terra needs to think. Open the treasure nearby to find a PHOENIX DOWN, then head out of the room to the south.

```
\_____.-----.\_____/
( )===== ( ( RETURNER HIDEOUT: BANON'S ROOM ) ) ===== (
/ "-----"
```

Head back to Banon's Room to find Edgar pacing. Speak with him to find out that everyone wants Terra to do what's best for her, otherwise they'd be no better than the Empire. Open the nearby treasure chest for a HI-POTION, then leave.

```
\_____.-----.\_____/
( )===== ( ( RETURNER HIDEOUT: CAFE ) ) ===== (
/ "-----"
```

Back in the Cafe, you should spot a ceramic pot near a suit of armor. Check the pot for a GREEN CHERRY. Now, speak with Sabin to learn more about Edgar's intentions. Sabin assures Terra that Edgar always puts his friends before himself. You can stop by the shop if you want since they're now selling Hi-Potions and Ethers, which are both great items at this point in the game, or you can head south and visit the Inn. Otherwise, head to the northwest and take the leftmost door heading north.

Although I have not verified this because I'd already passed this point when it was pointed out to me, supposedly you can check the corner of the table here to find a scrap of paper. If you do so now, Banon will complain about his men littering in a later scene if you leave it at the table when given the option.

```
\_____.-----.\_____/
( )===== ( ( RETURNER HIDEOUT: STORAGE ROOM ) ) ===== (
```

/ "-----" \

As you advance into the room, you'll spot several treasure chests. Open all of them for: an AIR KNIFE, a PHOENIX DOWN, and a KNIGHT'S CODE. Check the bucket above the treasure chest for an ANTIDOTE, then check the ceramic pot to the right for an ETHER. There's a secret passage to the right of the crates that you can only get to from the back of the room heading east that leads to a treasure chest with a WHITE CAPE. At this point, make sure you've collected all nine treasures so far in the Hideout before proceeding because you cannot return to this area once you leave! When you're ready, head south and speak with the guard at the entrance to take a short walk outside.

_____.-----._____/

_____)===== ((RETURNER HIDEOUT: ENTRANCE) _____)===== (_____/

/ "-----" \

Outside, Banon is waiting for you. He asks if you will become their last ray of Hope by joining the Returners. If you answer yes, you'll be rewarded with a GAUNTLET before meeting with the entire group to form a plan. However, if you refuse Banon, he'll give Terra a GENJI GLOVE to sway her to his side. If you continue to refuse Banon, on the third time he will concede defeat and the game will progress like normal. Banon decides to hold a meeting to clarify things for her. However, you can also say "yes" to Banon after getting the Genji Glove to continue the game as normal if you'd like. Thanks to several folks for pointing this out!

_____.-----._____/

_____)===== ((RETURNER HIDEOUT: BANON'S ROOM) _____)===== (_____/

/ "-----" \

Back in Banon's Room, the team has assembled to discuss the best strategy for going after the Empire. It is well known that the Empire's Magitek power gives it an advantage over its enemies, and there is almost certainly a link between Magitek, magic, and Espers. Additionally, Terra has proven that she can form a link between Espers and humans, which means that she could have powers equal to those of Magitek soldiers if only she had an Esper to work with. The only Esper the team knows about is the one they left back at Narshe, so it seems that the priority for now is to return to Narshe, infiltrate the mines, and awaken the frozen Esper. Just as they agree, a wounded soldier enters the hideout with the news of South Figaro's fall to the Empire and that Imperial soldiers are headed straight for the hideout as they speak. Banon says that the only escape route is down the Lethe River, and he insists on going with the team until they find the Esper again. Meanwhile, Locke splits off from the party to infiltrate South Figaro and keep tabs on their movements. Using the back entrance, everyone but Locke jumps onto the raft and heads down the Lethe River.

If you refused Banon three times earlier, there is an alternate scene when the soldier comes limping in, by the way.

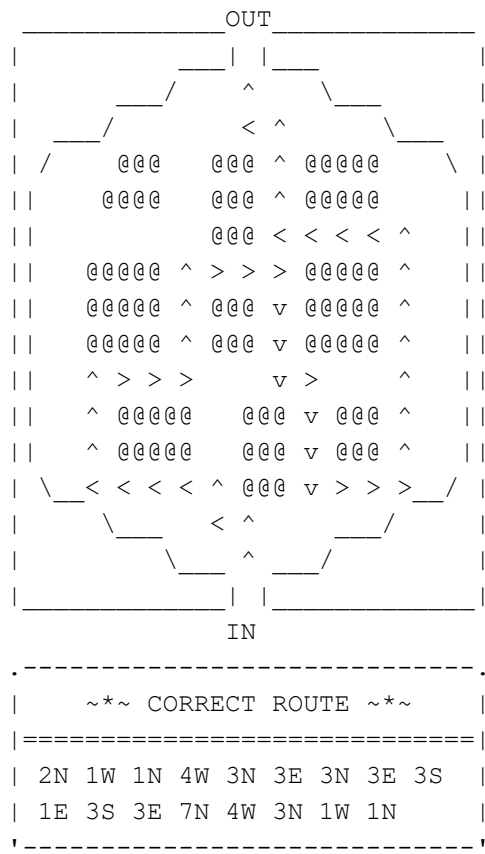
WALKTHROUGH	THE WORLD OF BALANCE						RETURNERS
02.01.03.04))	L E T H E R I V E R						((~letheriver
	NAME						
	HP	GIL	EXP	RAGE	LORE		

_____ .----- ._____/

 _____)===== (____ (WEST NARSHE MINES: PUZZLE CHAMBER TWO)____)===== (____/

 /_____ "-----" \

As soon as you enter this chamber, a bright white light flares at the entrance and begins an odd path through the maze of boulders that have been scattered around the room. Your task in this chamber is to navigate your way through the boulders along the exact route of the light. However, you won't have anything to help you except your memory. You can leave the room and then reenter if you need to see the route again, but I have made a crude map to the right as well. Each arrow stands for a single step you can take in the game. If you happen to take a wrong turn or step, the game will create a ring of lights around you. If you can step through the yellow light as it spins around you, there are no consequences, and you can just keep going through the maze. However, if you manage to hit a white light instead, you'll get sent back to the start of the maze and you have to try all over again. Thankfully, the route won't change each time you fail. Eventually, you will make it to the top of the room in one piece. Truth be told, this is really the only challenge of Terra's Scenario, so enjoy the easy level of difficulty while you can. It won't be that easy for much longer. Now, you just need to head out of the door to the north to reach the next area.



You might want to note that if you purposefully fail on the path and get into one of the forced battles by choosing a white light from the ring rather than the yellow one, you can fight up to three new monsters. However, they will not be added to your bestiary until you fight them later in a non-puzzle setting. Also, with Banon in your party, you might not want to tempt fate at this point. For the purpose of the guide, I've decided to come back later and deal with these monsters since everyone's going to end up here eventually anyway. If you choose to defeat them, however, it will open up three more monsters on an area known as the Veldt coming up.

_____ .----- ._____/

 _____)===== (____ (WEST NARSHE MINES)____)===== (____/

 /_____ "-----" \

Once you wind around the next passage, everything should look more familiar. Yes, this is the place where Terra was cornered earlier by the Imperial guards. Now, just make your way southeast until you leave the mines.

_____ .----- ._____/

 _____)===== (____ (SOUTH NARSE: ARVIS' HOUSE)____)===== (____/

 /_____ "-----" \

Make your way across the wooden bridge and slip through the backdoor into the Old Man's House to speak with him about the welfare of Narshe. The man's name is Arvis, you'll find, and he seems concerned about the possibility that the Empire will be attacking Narshe now that it has Figaro in its grasp. With the frozen Esper in the mines, Narshe is a perfect target for an empire greedy for magic. And that brings us to the end of this scenario. I would highly recommend

against picking up the treasure in the Moogle Cave for now because it will get better with time, by the way!

```

\WALKTHROUGH\ _____/THE WORLD OF BALANCE\ _____ /LOCKE ROUTE/
|          \-\          /-/\          |
( 02.01.05.00 ) )          L O C K E ' S   S C E N A R I O          ( ( ~lockeroute )
\ _____/-/\ _____\-\ _____/

```

O=====O "Locke has worked hard to stymie the efforts of
| ~*~ IN THIS SECTION ~*~ | the Imperial troops in South Figaro. But now he
o-----o desperately needs to escape..."

| 01. South Figaro |
| 02. South Figaro Cave | Thanks to Locke's efforts in South Figaro, he
O=====O managed to delay the Imperial troops from find-
ing the Returner's Hideout long enough to let
his friends and allies escape unharmed. However, the tide has turned now, and
the Empire now has full control over the kingdom of Figaro and has turned its
aim toward Narshe in the north with its frozen Esper. Now it's a race against
time to get to Narshe before Kefka and the Empire does!

```

\WALKTHROUGH\ _____/THE WORLD OF BALANCE\ _____ /LOCKE ROUTE/
|          \-\          /-/\          |
| 02.01.05.01 ) )          S O U T H   F I G A R O          ( ( ~southfig |
|          /-/\ _____\-\ _____|

```

Skp	Mis	NAME	LOCATION
		{ } Elixir	Mansion > cider man's passage outlet
		[] Iron Armor	Mansion: Secret Passage > center chest
		[] Heavy Shield	Mansion: Secret Passage > east chest 2
		[] Great Sword	Mansion: Secret Passage > east chest 1
		[] Earring	Mansion: Secret Passage > south chest
		[] Hi-Ether	Mansion: Escape Route > south chest
		[] X-Potion	Mansion: Escape Route > north chest
		< > Ribbon	Mansion: Escape Route > below X-Potion

NAME	HP	GIL	EXP	RAGE	LORE
024 Heavy Armor	495	195	80	Yes	No
025 Commander	102	153	85	Yes	No
026 Vector Hound	166	83	128	Yes	No

Welcome back to South Figaro! Did you miss it? Probably not, I would imagine. Anyway, down to business. For now, head directly north into the house above.

_____ .-----._____/
_____)===== (____ (SOUTH FIGARO: DUNCAN'S HOUSE)____)===== (____/
/_____ "-----" \

Speak to Duncan's Wife to get a tidbit that most rich people's houses contain secret passages, and that to find them you merely have to search for a draft coming from the hidden door. Keep that little tip in mind for now and head back out into the town proper.

_____ .-----._____/
_____)===== (____ (SEARCH FOR THE CIDER)____)===== (____/
/_____ "-----" \

If you want a complete bestiary by the end of the game, you'll need to take on at least one of the Magitek soldiers guarding the alleys around town. However, at this point in time, you certainly won't stand a chance of dealing more than about 60 points of damage, so for now we'll just keep going. You'll get another chance at these soldiers when you get back to Narshe, so just be patient. Plus, you'll have more party members by that time and you'll have levelled up a bit as well.

Start by visiting the Item Shop and speaking with the merchant standing next to the grandfather clock. When he draws you into battle, don't bother defeating him because he (oddly) doesn't count as a bestiary entry. Instead, use Locke's Steal command to take his clothes! And even more hilarious than stealing his clothes is the name change he undergoes in battle to "Birthday Suit!" Now you can pass for a merchant. If you're wondering why you want to look like a merchant, just take a quick detour to the basement of the old man's house first to speak with the young boy there, who will only talk with merchants.

Speak with the boy mentioned above once you're a merchant to leave the back of the building's basement. However, your stint as a merchant won't work for long. Now, soldiers are blocking every route to the exit, so you'll need to search around for another disguise, this time as a soldier. If you make your way to the outer wall and head northwest, there is a strange-looking soldier here who will challenge you to a battle. Steal his clothes just like last time to dress up as an Imperial soldier now. Onwards and upwards. Or downwards, rather.

As a soldier, if you speak with the various other troops in the area, you can learn some very interesting things about what the soldiers think of Kefka and the Empire's plan to overtake Narshe. Speak with the soldier blocking the way to the southwest to "take over his shift" and then head down to the Pub. Once inside, take the set of stairs to the far right down and speak with the merchant here to swap clothes yet again. Now you're a merchant again, and you have access to the cider from the pub on the table nearby, which means you can get back into the old man's house with the merchant costume and also offer the old man the cider he wants.

Take the cider back to the old man's house and offer to give it to him for free. He tells you that the boy downstairs knows the way to a secret tunnel that connects to the mansion. However, you'll need a password to get through, and the old man has forgotten it, so now it's just a process of elimination. The first option is "Rosebud." Don't choose this because it's probably just a reference to the end of the movie CITIZEN KANE or a cryptic reference from the FINAL FANTASY II glossary system which had the password "Wild Rose" in it. Also don't choose the option "Failure." Any adventurer knows that there's no such thing as failure. That leaves "Courage." Speak this answer to the young boy to find the route to the mansion.

_____ .-----._____/


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\_____ .----- ._____ /
|_____ )===== ( ( SOUTH FIGARO: MANSION: SECRET PASSAGE ) )===== ( /
/_____ "-----" \

```

Start by heading east (the only way you can go) until you reach a dead end. You can actually pass through this wall. In the new area, you'll have a choice of heading east or south. Head south a few steps to find a chest with a set of IRON ARMOR. Next, head northeast through another set of walls and then follow that path around to a pair of unopened treasure chests containing a HEAVY SHIELD and a GREAT SWORD. As you loop back around the same path backtracking, keep heading south and run right into the oncoming wall to find a tricky secret passage. At the end, to the left, is a treasure chest containing an EARRING. Now the only thing left to do is escape. Head back up the secret passage until you're two steps below the main path again and try to move left. You should find another secret passage that leads to a set of stairs heading even deeper into the basement. You might as well take them.

```

\_____ .----- ._____ /
|_____ )===== ( ( SOUTH FIGARO: MANSION: ESCAPE ROUTE ) )===== ( /
/_____ "-----" \

```

Good lord, this place is a labyrinth, isn't it!? Start by heading south into a cell with a bucket and a treasure chest that contains a HI-ETHER. Now head to the north and around the corner to claim an X-POTION from the chest up there. There's a secret just below the X-Potion chest that you should absolutely grab: a Ribbon! The Ribbon offers full immunity to every negative status effect in the game! Yes, you read that right. Every one. There are only four of them in the game (one for each character in your active party), so make sure to grab this one immediately and equip it on either Celes or Locke right away to gain the benefits it offers. I would recommend putting it on Celes for this portion of the game because she has the Runic ability that restores MP and access to spells that can heal status effects early in the game, so it's important to keep her own status intact so she can heal others if necessary. You're all done down here, so head back upstairs.

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\_____ .----- ._____ /
|_____ )===== ( ( SOUTH FIGARO: MANSION: SECRET PASSAGE ) )===== ( /
/_____ "-----" \

```

If you find your way back to the chest that contained the Earring in the south, head east until you find a stairwell leading back up. In the next room, use the door to finally escape South Figaro. Celes wonders why Locke is so willing to help her, and he simply says that she reminds him of someone from his past.

WALKTHROUGH		THE WORLD OF BALANCE		FIGAROS	
02.01.05.02))		S O U T H F I G A R O C A V E		((~figarocave	
NAME	LOCATION				
[] Thunder Rod	Winding Cave	>	up	northwestern	stairs
[] X-Potion	Winding Cave	>	western	treasure	chest
[] Ether	Winding Cave	>	eastern	treasure	chest

NAME	HP	GIL	EXP	RAGE	LORE
027 Cartagra	150	135	105	Yes	No
028 Acrophies	145	115	90	Yes	No
029 Gold Bear	275	185	160	Yes	No
283 TUNNEL ARMOR	1,300	250	---	No	No

Back in the caves again, you'll just need to retrace your route from your first pass through here. It's very easy, really. Don't open any of the chests except for one. That one is located in the Winding Cave.

```

\_____ .-----_._____/
(_____)===== (____ ( SOUTH FIGARO CAVE: WINDING CAVE )____)===== (____/
/_____ "-----" \

```

As soon as you enter this room, you'll see a pair of stairs to the left leading up to a raised area on the same screen. Open the treasure chest here for an X-POTION. Make sure not to actually ascend the wrong set of stairs that lead to a new screen and open that chest because that one gets much better if you just leave it alone for now. The path eventually leads north to the Spring and that cute little turtle again.

```

\_____ .-----_._____/
(_____)===== (____ ( SOUTH FIGARO CAVE: SPRING )____)===== (____/
/_____ "-----" \

```

Make sure to use the spring as soon as you get to this area and don't head south first. Locke will comment along the way about a strange rumbling in the cave ahead. When you approach it, a wicked-looking machine springs out of the soil and attacks!

Tunnel Armor					
-Automated Magitek-					
HP:	1,300	STR:	N/A	MAG:	15
		ATT:	10	GIL:	250
MP:	900	DEF:	29	MDF:	145
		STA:	N/A	EXP:	---
LEVEL:	16	EVA:	---	MEV:	---
		SPD:	N/A	AP:	---
<input type="checkbox"/>	Fire	<input type="checkbox"/>	Lightning	<input type="checkbox"/>	Wind
<input type="checkbox"/>	Ice	<input type="checkbox"/>	Water	<input type="checkbox"/>	Earth
<input type="checkbox"/>	Berserk	<input type="checkbox"/>	Death	<input type="checkbox"/>	Imp
<input type="checkbox"/>	Blink	<input type="checkbox"/>	Doom	<input type="checkbox"/>	Paling
<input type="checkbox"/>	Bravery	<input type="checkbox"/>	Faith	<input type="checkbox"/>	Petrify
<input type="checkbox"/>	Confuse	<input type="checkbox"/>	Float	<input type="checkbox"/>	Poison
<input type="checkbox"/>	Counter	<input type="checkbox"/>	Frozen	<input type="checkbox"/>	Protect
<input type="checkbox"/>	Darkness	<input type="checkbox"/>	Haste	<input type="checkbox"/>	Quick
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	Shield
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	Zombie
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	Reflect
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	Regen
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	Reraise
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	Sap
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	Shell
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	Vanish
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	Silence
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	Sleep
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	Slow
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	Stop

```

| DROPS:      Elixir          | STEAL:      Bioblaster      |
|            ---            |            Air Knife        |
|-----+-----|
| KEY ITEM: ---            | REQUESTS: ---            |
|=====O=====|
| FOUND:      South Figaro Cave: Spr | TYPE:      ---            |
|-----+-----|
| COMMANDS: Attack          | LEARN:      ---            |
|=====O=====|
| APPEARANCE: A drill-powered machine enhanced with powerful magics |
|=====O=====|
| STRATEGY: This battle begins with Celes informing Locke that the |
|            infamous Tunnel Armor has a very powerful magic spell |
|            that will undoubtedly wipe them out. Thankfully, Celes |
|            has an ability called Runic that uses her inscribed blade |
|            to absorb any magic cast on her and absorb it as MP. Use |
|            this ability right away and just continue to use it to |
|            avoid the Tunnel Armor's spells. Hack away at it with |
|            Locke until it falls. |
|=====O=====|

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And with that, Locke and Celes make their way to freedom and Narshe. On to the final (and longest) scenario!

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\WALKTHROUGH\ _____ /THE WORLD OF BALANCE\ _____
|          \-\                /-/\                \
| 02.01.06.00 ) )          S A B I N ' S   S C E N A R I O          ( ( ~sabinroute )
|          /-/\                \-\                /
|
| |-----O-----O-----O-----O-----O-----O-----| | | | | |
| |          NAME          |   HP   |   GIL   |   EXP   |  RAGE  |  LORE  |
| |-----O-----O-----O-----O-----O-----O-----|
| | 032 Stray Cat          |   156  |    90   |    42   |  Yes   |  No    |
| | 033 Aepyornis          |   290  |   135   |   108   |  Yes   |  No    |
| | 034 Nettlehopper      |   243  |   145   |    89   |  Yes   |  No    |
| | 035 Chippirabbit      |   135  |   110   |    53   |  Yes   |  No    |
| |-----O-----O-----O-----O-----O-----O-----|
| |
|
\_____ /

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```

O=====O
| ~*~ IN THIS SECTION ~*~ | "What dire fate has befallen Sabin, who leapt
|                          | from the raft after the fight with Ultros...?"
O-----O
| 01. Cabin              | Well, now you know what's happened to everyone
| 02. Seige of Doma      | else, wo what about poor Sabin? After the fight
| 03. Phantom Forest     | against Ultros the Octopus, Sabin lost a battle
| 04. Phantom Train      | with the river currents. Go figure! While the
| 05. Baren Falls        | others have quickly made their way back to
| 06. Mobliz             | Narshe, it'll be an entirely different story
| 07. The Veldt          | for Sabin. This section will also assume that
| 08. Crescent Mtn Cave  | you're trying to get every possible item in the
| 09. Serpent Trench     | game, or at least the best ones available. That
| 10. Nikeah             | goes for the section covering the Veldt, be-
O=====O
|                          | cause a new character coming up learns a vast

```


number of skills while fighting (or rather jumping) in the Veldt, and it could take a long time to get all of them. However, for those of you who want to wrap things up in this section quickly, I'll give you my top picks of skills to aim for while fighting on the Veldt and let you choose whether or not to hunt down the rest if you want. You can always do so at a later time, though, because the Veldt will be available until the very end of the game.

```

\WALKTHROUGH\ _____ /THE WORLD OF BALANCE\ _____ /SABIN ROUTE/
|           \-\_____ /-/\_____ |
| 02.01.06.01 ) )          C A B I N          ( ( ~cabin |
|           /-/\_____ \-\_____ |
| |_____ | |_____ | |_____ | |_____ |
| |=====O=====O=====O=====| |
| | ITEM | SHOP | TYPE | PRICE | |
| |=====O=====O=====O=====| |
| | Potion | Chocobo Vendor | Item | 50 | |
| | Phoenix Down | Chocobo Vendor | Item | 500 | |
| | Tent | Chocobo Vendor | Item | 1,200 | |
| | Plumed Hat | Chocobo Vendor | Helm | 250 | |
| | Shuriken | Chocobo Vendor | Thrown Weapon | 30 | |
| | Invisibility Scroll | Chocobo Vendor | Thrown Weapon | 200 | |
| | Shadow Scroll | Chocobo Vendor | Thrown Weapon | 400 | |
| | Sprint Shoes | Chocobo Vendor | Relic | 1,500 | |
| |=====O=====O=====O=====| |
| |_____ | |_____ | |_____ | |
| \_____ /

```

There's a cabin located just to the east of the starting point for this leg of the journey. Once you enter the area, you should recognize that musical theme. If not, you'll know soon enough. For now, head inside and speak with the Aged Man to find out he's as nutty as a bag of pistachios. There are four different conversations you can have with the oddball, and each one is amusing. Apparently you just look like a handman. To add to the mayhem, if you decide to check the stove like he asks, you'll get a nasty burn and the old man will complain about the darned kid making trouble again. Wonder what kid he's talking about? You'll find out soon enough. He mentions throwing the kid out onto the Veldt, so that might be a good place to look. Keep that in the back of your thoughts for now. When you've had enough of the old kook, head back out of the cabin.

Outside, you'll find a familiar face waiting for you: Shadow and his pup, Interceptor. Shadow agrees to join Sabin when you speak with him. You might also see a merchant on a chocobo for a short while in this area. Talk to him to see his wares, but be warned that he will leave the area if you don't talk to him within a few seconds. I would recommend stocking up on Shurikens. In fact, at this point, you should be able to max out your stock of this item with no problem at 30 Gil per pop. Try to also buy about 10 Shadow Scrolls and 20 Invisibility Scrolls if possible. They might come in handy later in this scenario. Once Shadow and Sabin are equipped and ready to go, head back to the world map.

```

| 02.01.06.02 ) )          S E I G E   O F   D O M A          ( ( ~domaseige |
|          /-/\_____ \-\\_____ |
|
| |==O==O=====O=====| | | |
| | Skp|Mis|          NAME          |          LOCATION          |
| |==O==O=====O=====|
| | | X | [ ] Star Pendant | Imperial Camp > northeast tent   |
| | | X | [!] Green Beret   | Imperial Camp > southwest chest 1  |
| | | X | [ ] Mythril Glove | Imperial Camp > southwest chest 2  |
| | | X | [ ] Barrier Ring  | Imperial Camp > secret tent       |
| | |   | < > Black Belt/Pot| Doma Castle > Commander forced reward |
| | |   | ( ) Remedy        | Doma Castle > southern hallway    |
| |==O==O=====O=====|
|
| |=====O=====O=====O=====O=====O=====O=====| | | | | |
| |          NAME          |          HP          |          GIL          |          EXP          |          RAGE          |          LORE          |
| |=====O=====O=====O=====O=====O=====O=====|
| | 036 Captain           |          456         |           50         |          ---         |         Yes         |          No         |
| | 037 Imperial Soldier  |          100         |           48         |          ---         |         Yes         |          No         |
| | 038 Templar           |          205         |           96         |          ---         |         Yes         |          No         |
| | 039 Satellite         |         1,800        |          ---         |          ---         |         Yes         |         Yes         |
| |=====O=====O=====O=====O=====O=====O=====|
|
|_____
|
|_____
/

```

To find the Imperial camp, you'll need to follow Shadow's instructions by going east and then south a short ways to find a small desert area just to the east of a bridge leading across a river and an old castle just beyond that. However, just as you approach the bridge, you'll enter a new setting. This must be the Imperial Camp that has beseiged Doma Castle. Perhaps if you can distract the enemy, you might be able to prevent the downfall of Doma. Plus, it's on your way back to Narshe.

Rumors are running rampant in the Imperial Camp. When you enter, two soldiers are discussing Kefka's move to grab the reins of power from General Leo (yes, he's the other general next to Terra and Celes from Terra's flashback) and become the last -- and greatest -- general of the Empire. I don't know why a court mage would want to become a military officer, but apparently Kefka does. Kefka holds a lot of power already, however, and the soldiers in camp are all afraid of getting on Kefka's bad side. General Leo has a great reputation and the respect and admiration of all his soldiers, but Kefka has their obedience. It appears that Sabin and Shadow have arrived just in time. The Imperial troops are about to storm Doma Castle, and now's your chance.

```

\_____ .-----_._____/
( )===== ( ( DOMA CASTLE ) )===== (
/_____
"-----"
\

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Watch as the Empire begins to attack. The charge doesn't do much damage and doesn't seem to do much for either side. The Imperial troops merely batter themselves against the walls while the Doma troops wait it out. Can the Empire actually hope to gain anything with these tactics? Of course not! And that's because these

```

/\//\//\//\//\//\//\//\//\//\//\//\//\//\//\//\//\//
< .----- >
< |          ~*~ NEW CHARACTER ALERT ~*~          | >
< |=====| >
< | C Y A N                               (Samurai) | >
< |=====| >
< | "A noble warrior of a foreign land. A | >
< | faithful retainer to his lord and | >
< | master, he fears not even death..." | >
< '-----' >
\//\//\//\//\//\//\//\//\//\//\//\//\//\//\//\//\//

```

aren't the Empire's tactics at all. It's really just a ruse while Kefka employs the real plan: to poison the water supply of Doma and sicken its populace into defeat!

Playing as Cyan, your objective is to meet with the enemy commander and defeat him in battle to cause the enemy troops to retreat from a loss of morale. It is the only honorable way to end this battle with as little bloodshed as possible. However, the Empire doesn't think like this at all. If you try to speak with any of the enemies, you'll be pulled into a fight against several Imperial Soldiers. Make sure to at least fight one of these encounters to fill that slot in your bestiary if you're going for a perfect game. As for Cyan's abilities, you might want to take advantage of his Bushido ability when you do battle with the commander because it will deal a significant amount of damage. The downside is that it requires a timer to fill up before you can use the ability. Although the commander seems like it should be a boss battle, it's not, so I won't count it as one. Plus, it's not listed with the other bosses in the in-game bestiary nor is it a difficult battle. When the commander falls, the action returns to Sabin and Shadow after you get a BLACK BELT or a POTION as a reward.

```
\_____ .-----.\_____/
/_____)===== (____( IMPERIAL CAMP )____)===== (_____\
/                                     "-----"                                     \
```

Start your infiltration of the camp by heading east into the tent that Kefka came from earlier. Ignore the dog, who'll just bark annoyingly at you if you try to speak with it. Inside the tent, there is a treasure chest in the upper-right corner that contains a STAR PENDANT, but you'll have to tamper with the treasure chest in order to open it. You can "kick it," "hit it," or "leave it." Although hitting it opens the chest like normal, try kicking it for a hilarious reaction from Shadow before the dog near the tent comes to investigate. Beat the puppy like any proper ninja would (kidding, kidding!) to get the Doberman out of your way, although it won't count as a bestiary entry for some reason.

As you progress south, you'll find that General Leo is also biding his time, letting the Domans (that's the name for people from Doma, of course) starve themselves out. However, it seems he's not aware of Kefka's plan. Listen in on the general's conversation from the soldier. The soldier hails from Maranda, and he is willing to lay down his life for the Empire. When you get to Maranda later in the game, you might be surprised by what you find out about this soldier later, but we'll deal with that later. The scene ends with General Leo being summoned back to Emperor Gestahl's presence, which effectively removes him from Doma and allows Kefka to move forward with his plans unopposed. What do you want to bet that Kefka was behind that note? General Leo leaves, warning Kefka on the way out not to resort to any dirty tactics.

Just as Kefka leaves to distribute the poison into the aquifer, Shadow leaps up from his hiding spot to stand in the crazy magus' way. Although this looks like a battle, it's really just an event that requires one attack to activate. Kefka flees as soon as you attack with his giggly laugh. Now, before you go speak to him again, you should collect the other treasures in this area because it's not possible to return to this location once you leave.

The next pair of treasure chests are in a tent to the southwest. Just before you run into the guard in the west, head north to find a tent on a raised platform. Inside there are two chests. When you open the one on the left, it will result in a battle with a monster-in-a-box: Satellite! Defeat it to claim the GREEN BERET, but beware of its alarming (pun intended) ability to summon other soldiers into the battle with it. The other chest contains a MYTHRIL GLOVE. There's actually a semi-hidden chest behind this tent as well, and it's very easy to miss if you don't know to look for it. Head around the back of the tent

and then try to run up against the wall to the north. Suddenly, your character will leap over the wall, allowing you to investigate the tent beyond for a final chest that houses a BARRIER RING.

When you're done "treasure hunting," chase down Kefka until you corner him in the southwest. Now, heal up using Potions or Hi-Potions (since you don't have any other feasible option at this point) and then speak with him to initiate another battle, this time against two Templars and two Imperial Soldiers. Oh no, you're too late! Kefka spills the poison into the river while you are busy with the soldiers, and the river begins to glow a nice shade of lavender. The Domans (don't you just love that word?) begin to fall like flies, and Cyan is left alone to defend his home, and the king is in danger of being poisoned as well!

```
\_____.-----.\_____/
|_____|===== (____ ( DOMA CASTLE ) ____ ) ===== (_____|
/_____|"-----"_____\"
```

Race back inside and down the stairs to cue the rush to the Throne Room. It appears that you're too late, however. With the king dying, Cyan is left with the sole protection of the castle. Once the music settles down, you have full control over Cyan again. Before you check on your family, you should take a quick detour deeper into the castle for the one treasure in this area (for now) that you can collect. I know, it sounds selfish, but you wouldn't want to miss a free item, would you? From the throne room, head south to return to the Waiting Room and then take the door to the right at the bottom of the stairs to arrive at the sleeping quarters. In the room to the right is a ceramic pot that contains a REMEDY. Once that's collected, speak with the Sentry to find they're just too late to save anyone. Check the room next door for the same result. But perhaps Cyan's family is okay?

Cyan's Chamber is located to the right of the Throne Room entrance. As soon as you enter, things go from bad to worse. Both Elayne, Cyan's wife, and Owain, their son, are dead! Don't bother worrying about the treasure chest in their room for now, because you can't get to it until later. Instead, just watch as Cyan becomes outraged and heads into the heart of the Imperial Camp with a bloody vendetta burning reason from his head.

```
\_____.-----.\_____/
|_____|===== (____ ( IMPERIAL CAMP ) ____ ) ===== (_____|
/_____|"-----"_____\"
```

Cyan comes raging into the camp in a frenzy, doing battle against anything that gets in his way. Thankfully, Sabin and Shadow show up just in time to lend a hand to the struggling samurai. Head around the backside of Cyan to avoid his attacks that repel you and speak with him to join in the battle. Follow him to the south once that battle's over and join in another one with the same results as the last. If you haven't noticed yet, Cyan is in a form of Berserk status, but instead of using the Attack command ceaselessly, he uses his Bushido forms instead. If you're lucky, Shadow's pup, Interceptor, will counterattack with a very powerful strike occasionally when Shadow is attacked (yes, the bug from the Japanese version was fixed) that can do more than 1000 points of damage!

Once these first battles are done, Sabin has a great idea. If they can hijack the Magitek Armor in camp, they'll be practically invincible to regular enemy attacks. As you barrel your way out of camp, you'll be treated to a few more fights, this time against Magitek enemies. However, they're no problem when you have Magitek of your own. If you are having trouble, make sure you're using the Magitek ability "Thunder Beam" because machines are weak to Lightning. Try to use the ability "Healing Force" before you end the last battle to heal everyone

for free. Eventually, you'll arrive back on the world map with a new ally.

\WALKTHROUGH\		/THE WORLD OF BALANCE\				/SABIN ROUTE/	
\-\						/-/	
02.01.06.03))	P H A N T O M F O R E S T				((~phantfores	
/-/						\-\	
=====O=====O=====O=====O=====O=====							
	NAME	HP	GIL	EXP	RAGE	LORE	
=====O=====O=====O=====O=====O=====							
	040 Ghost	226	75	48	Yes	No	
	041 Poplium	145	55	55	Yes	No	
=====O=====O=====O=====O=====O=====							
\							

According to Cyan, the way to Narshe will take you south through the forests and across the Veldt beyond. If you head across the bridge and then travel to the south, you'll find another bridge leading back east to the mainland again. Don't bother returning to Doma Castle right now because there are Imperial soldiers standing guard in front of the doors. Once you cross back to the mainland to the south, head a single step into the forest to suddenly get lost in the haze. That's one nasty forest!

Since you won't be spending much time in the Phantom Forest, make sure to battle at least one of each monster in this area before moving north to the next area if you're building up a bestiary. When you're ready, head east and then north to find a recovery spring that will fully restore HP and MP. When you head south at the far end, you'll come out into a small clearing with two exits. If you head down, you'll end up back where you started, oddly enough. You can keep doing this loop of moving up, healing, going east, moving down, and then repeating it over and over again if you want to safely level up in this area. However, I don't recommend leveling up too much until you start dealing with Espers later because they'll provide bonuses to your primary statistics each time you level up. This means that the higher your level, the fewer opportunities you'll have to use an Esper's leveling bonus.

Anyway, the other exit leads north to train station. Odd, that. You're probably wondering what a train station is doing in the middle of a forest. Well, you can find out as soon as you board the train. Too bad you won't be getting off any time soon!

\WALKTHROUGH\		/THE WORLD OF BALANCE\				/SABIN ROUTE/	
\-\						/-/	
02.01.06.04))	P H A N T O M T R A I N				((~phanttrain	
/-/						\-\	
===O===O=====O=====O=====O=====O=====							
	Skp Mis	NAME	LOCATION				
=====O=====O=====O=====O=====O=====							
	X < >	Tent	Caboose > pull switch then check floor				
	X []	Earring	Dining Car > enter from the left exit				
	X < >	Tent	Second Suite > check floor near table				

			X		[]	Phoenix Down		Fourth Suite	>	rightmost chest							
			X		[]	Sniper Sight		Fourth Suite	>	middle-right chest							
			X		[]	Phoenix Down		Fourth Suite	>	middle-left chest							
			X		[!]	Hyper Wrist		Fourth Suite	>	leftmost chest							
			=====O=====														
			=====O=====														
			=====O=====														
			ITEM		SHOP		TYPE		PRICE								
			=====O=====														
			Potion		Ghost Vendor		Item		50								
			Hi-Potion		Ghost Vendor		Item		300								
			Antidote		Ghost Vendor		Item		50								
			Green Cherry		Ghost Vendor		Item		150								
			Phoenix Down		Ghost Vendor		Item		500								
			Sleeping Bag		Ghost Vendor		Item		500								
			Shuriken		Ghost Vendor		Thrown Weapon		30								
			=====O=====														
			=====O=====														
			=====O=====														
			NAME		HP		GIL		EXP		RAGE		LORE				
			=====O=====														
			042 Cloud		120		101		35		Yes		No				
			043 Angel Whisper		230		125		42		Yes		No				
			044 Oversoul		390		228		65		Yes		No				
			045 Bomb		160		80		35		Yes		Yes				
			046 Living Dead		200		135		54		Yes		No				
			047 Apparition		1,500		---		---		No		No				
			048 SIEGFRIED		100		1		---		No		No				
			284 PHANTOM TRAIN		1,900		---		---		No		No				
			=====O=====														
			=====O=====														

Uh oh, it looks like you've gotten yourself into another pickle! It turns out that this train is not just any Doman train. It's a phantom train that leads the souls of the dead from the world of the living to the world beyond. As soon as you get on, the train starts moving down the tracks. The only way off this locomotive is to stop the engine. However, you're at the back of the train and there are quite a few cars between your location and the engine. Plus, this train wouldn't be a phantom train without a few ghosts and monsters, right?

Let's start by searching for some treasures, as usual. Just a word of warning: all of the treasures on this train are absolutely missable if you don't collect all of them before arriving at the engine. You can't return to the Phantom Train once you leave, so make sure to get everything and fight at least one of each monster to fill in your bestiary.

```

\_____ .----- ._____ /
( )===== ( ( PHANTOM TRAIN: CABOOSE ) )===== (
/ "----- "

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```

The first treasure is at the      /\//\//\//\//\//\//\//\//\//\//\//\//\//\//\//\//\//\
caboose, which is the last car   < .----- . >
in a train. You'll find your-   < | ~*~ NEW CHARACTER ALERT ~*~ | >
self in a passenger car at      < |=====| >
this point, and if you try to   < | ? ? ? ? ? ? (Ghost) | >
go back out the door you came   < |=====| >
in, your allies will confirm    < | A spirit crossing over to the other | >
your fears of being trapped.    < | side, this soul still retains shreds | >

```

```

Head east and cross over to < | of its previous humanity... |>
the caboose beyond. Inside, < '-----' >
you'll find a spirit wander- \\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/
ing around aimlessly. If you
approach it, there's a chance that the soul is either a good spirit or a bad
spirit. If it's bad, you'll have to fight it. However, if it's a good spirit,
you can actually recruit it into your team to fight alongside your allies for a
while. With a fourth character, this train will be much easier, so make sure to
accept its help if it makes an offer.

```

Inside the caboose is a room with a save point and the train conductor. You can speak with him about several topics, such as what the purpose of the train is and how to stop it. Make sure to pay close attention when he says that you should search every corner of the engineer's compartment to find a way. If you pull the lever on the right side of the back wall, your team freaks out while Sabin gets a good laugh at their expense. However, there is a point to pulling the lever, which you might not have thought at first. Head to the square one west and one north of the conductor and check the area for a hidden TENT. Now, it's time to start moving forward.

```

\_   \_.-----.\_   \_   \_
  )===== ( ( PHANTOM TRAIN: PASSENGER CABIN ONE ) )===== (
 /               "-----"

```

Back to the passenger cars. You might notice that the car is now populated by roaming ghosts. If you happen to speak to them, they will most likely attack your party on the spot. However, there are two friendly types as well. Some of the ghosts are willing to join your party as long as you don't already have one as a fourth character already. The others act as shop clerks and sell to your party. The problem is that you can't tell the difference between the hostile and friendly ghosts until you talk to them.

```

\_   \_.-----.\_   \_   \_
  )===== ( ( PHANTOM TRAIN: PASSENGER CABIN TWO ) )===== (
 /               "-----"

```

The same rules apply for this car as the last. The ghosts are optional, of course, but if you're still searching for that elusive shop, you'll need to talk to them. Keep heading west to move on to the next car.

```

\_   \_.-----.\_   \_   \_
  )===== ( ( PHANTOM TRAIN: ...N.O...E.S.C.A.P.E... ) )===== (
 /               "-----"

```

Like the title of this section? You'll figure out why I named it that once you enter the car. A ghost pops into the doorway as soon as you enter, and if you speak to the ghost, it begins to mumble ...N.O...E.S.C.A.P.E...! It looks like the dead want you to stay until the next stop. After being backed onto the roof of the car, your only option is to leap to the left and keep moving forward so that the dead get left behind. Or so you think! They just keep following you. Your only option is to enter the next car and pull the lever on the wall to separate the train in two.

```

\_   \_.-----.\_   \_   \_
  )===== ( ( PHANTOM TRAIN: PASSENGER CABIN THREE ) )===== (
 /               "-----"

```

Back in the car with the lever, it would appear that you're trapped now. If you pull the lever again, however, the wall pops open, allowing you to move forward deeper into the locomotive. By now, you may be getting weak, so make sure to

use a Tent at the save point if you need to. Don't forget that you can use the ????'s "Possess" ability to essentially instantly kill the enemy. However, you also lose your ally in the process, so you'll need to speak with some more of the ghosts to find a new ally if you want him/her back. As a side note, now that the train's cabooses has been disconnected you might get a semi-rare encounter against a wicked-looking monster called the Oversoul. If you're trying to get a full bestiary, make sure to get this encounter before finishing this section of the walkthrough because you cannot ever come back!

```
 \_____ .----- ._____/
_____)===== (____ ( PHANTOM TRAIN: DINING CAR )____)===== (_____/
 /_____ "-----" \
```

Getting hungry? Well, you're in luck. The ghosts may be ready to devour your soul, but first they'll be more than happy to let you devour their food. This place gets stranger by the minute, doesn't it? Sabin acts like a little child when you sit down at the main table, demanding food and chowing down on the dead banquet. When you're full, your HP and MP are fully restored, plus any negative status effects are removed. With dinner over and your health restored, you can head back out of the dining car and around the railing to the other side. If you go in from the left side of the car, you can pick up a treasure chest before the exit that contains an EARRING. Now you have a complete set ready for your magic users once you rejoin them.

```
 \_____ .----- ._____/
_____)===== (____ ( PHANTOM TRAIN: FIRST SUITE )____)===== (_____/
 /_____ "-----" \
```

This room contains a single treasure chest. However, when you try to open it, a mysterious man drops from the ceiling and steals the treasure inside before challenging you to a battle!

```
   |_____| |_____| |_____| |_____|
O=| | |_| |=| || |=| |=====| |=====|=====O
| | _< | | | | ____ | |____ |                Siegfried  |
| | |_| | | |_| | ____ | |____ |      -World's Greatest Swordsman-  |
O=| ____|=| ____|=| ____|=| ____|======O
|                                                              |
|=====O=====O=====O=====O=====|
| HP:   100   | STR: N/A | MAG: 10 | ATT: 1 | GIL: 1 |
|-----+-----+-----+-----+-----|
| MP:     5   | DEF:  50 | MDF: 150 | STA: N/A | EXP:  --- |
|-----+-----+-----+-----+-----|
| LEVEL:   7   | EVA:  --- | MEV:  --- | SPD: N/A | AP:   --- |
|=====O=====O=====O=====O=====|
| [ ] Fire   [ ] Lightning [ ] Wind      [ ] Restore  [ ] Holy    |
| [ ] Ice    [ ] Water     [ ] Earth     [ ] Poison   [ ] Evil    |
|-----+-----+-----+-----+-----|
| [I] Berserk [I] Death    [I] Imp      [ ] Reflect  [I] Silence |
| [ ] Blink  [ ] Doom      [ ] Paling  [ ] Regen    [I] Sleep  |
| [ ] Bravery [ ] Faith    [I] Petrify [ ] Reraise  [ ] Slow   |
| [I] Confuse [ ] Float    [I] Poison  [ ] Sap      [ ] Stop   |
| [ ] Counter [ ] Frozen   [ ] Protect [ ] Shell    [ ] Vanish |
| [I] Darkness [ ] Haste   [ ] Quick  [ ] Shield   [ ] Zombie |
|=====O=====O=====O=====O=====|
| DROPS:   Green Cherry         | STEAL:  --- |
|           ---                 |           --- |
|-----+-----+-----+-----+-----|
| KEY ITEM: ---                 | REQUESTS: --- |
|=====O=====O=====O=====O=====|
```



```

| FOUND:      Phantom Train: First S | TYPE:      ---      |
|-----+-----|
| COMMANDS: Attack                    | LEARN:      ---      |
|=====O=====|
| APPEARANCE: A caped thief with cruel armor and a crueler blade |
|=====|
| STRATEGY: Just attack this wimp once to end it all!           |
|=====O=====

```

What a weakling! He may be a "master swordsman," but he's no challenge by any stretch of the imagination. However, he makes off with the treasure and there's no way to retrieve it. Too bad.

```

\_____.-----.\_____/
|_____|===== (____( PHANTOM TRAIN: SECOND SUITE )____) ===== (____|
/_____|_____ "-----" _____\

```

Although this room looks empty, check to the upper right of the table for a hidden TENT, then head back out again.

```

\_____.-----.\_____/
|_____|===== (____( PHANTOM TRAIN: THIRD SUITE )____) ===== (____|
/_____|_____ "-----" _____\

```

This room is empty, so just keep going.

```

\_____.-----.\_____/
|_____|===== (____( PHANTOM TRAIN: FOURTH SUITE )____) ===== (____|
/_____|_____ "-----" _____\

```

This room contains four treasure chests along the far wall! The mother lode. Open all four of them to receive a PHOENIX DOWN, SNIPER EYE, PHOENIX DOWN, and a HYPER WRIST, although this last treasure is protected by an Apparition! They are listed from right to left just in case you want to avoid the Apparition, although you'll certainly want to fight it if you're building a bestiary. Just be warned that this monster is very strong compared to the others in the train and it'll put up quite a fight, so be prepared before you challenge it.

```

\_____.-----.\_____/
|_____|===== (____( PHANTOM TRAIN: ENGINEER'S COMPARTMENT )____) ===== (____|
/_____|_____ "-----" _____\

```

If you still have the ghost in your party, he will leave as you enter the next room, which is a save point room, and beyond that is the final puzzle of the train. You need to figure out how to shut down the train before you get dragged down to the underworld, so let's get to it. Do you remember what the conductor mentioned earlier about searching every corner of the Engineer's Compartment for clues as to how to shut down the train? Well, take his advice seriously and search the two left corners to find a note written on the wall:

"To stop the train, shut the first and third pressure valves, then throw the switch located by the smoke-stack."

And there you have it... the answer to the riddle. Do exactly as it says by dropping the left and right levers and leaving the middle lever up. Next, head back outside and then keep moving left to reach the smokestack. Once you flip the switch here, the party will drop down onto the tracks as the train slows and a boss battle ensues against the Phantom Train itself! You might want to switch the row of every character because the next battle is a back attack.

ITEM	SHOP	TYPE	PRICE
Mythril Knife	Weapon Shop	Knife	300
Mythril Sword	Weapon Shop	Sword	450
Mythril Claws	Weapon Shop	Claw	800
Kotetsu	Weapon Shop	Katana	800
Buckler	Armor Shop	Shield	200
Heavy Shield	Armor Shop	Shield	400
Plumed Hat	Armor Shop	Helm	250
Magus Hat	Armor Shop	Helm	600
Bandana	Armor Shop	Helm	800
Iron Helm	Armor Shop	Helm	1,000
Dried Meat	Item Shop	Item	150
Potion	Item Shop	Item	50
Hi-Potion	Item Shop	Item	300
Eye Drops	Item Shop	Item	50
Green Cherry	Item Shop	Item	150
Phoenix Down	Item Shop	Item	500
Sleeping Bag	Item Shop	Item	500
Tent	Item Shop	Item	1,200

Mobliz is situated on the eastern edge of the continent that can be reached only by passing through the vast wasteland known as the Veldt. You'll probably be spending some time in this expanse soon enough, so don't worry about it just now until you've visited Mobliz first.

The people of Mobliz are full of information. One woman mentions that the crazy man in the house to the northwest left his kid for dead in the Veldt. Sound familiar? Yes, that's the same old kook from the beginning of this scenario. Another man nearby explains that monsters from all over the world migrate to the Veldt, so you never know what you'll come up against. He's wrong about that last part, though. You'll always know what you're coming up against because the monsters on the Veldt will only be monsters you've already fought in battle previously. The man next to the item shop will mention that throwing a piece of dried meat into a pack of animals once resulted in a kid chasing after it. That should give you ideas considering the Item Shop's first sale item. The man in the northeast also mentions that the Serpent Trench to the southwest is an underwater channel that contains quick currents connecting the Veldt with the town of Nikeah, near Figaro. Yes, Figaro! Perhaps if you can get to Nikeah, you can then make your way back to Narshe finally? It can't hurt to try! However, you'll need to find the mask that allows a person to stay underwater for long periods of time first.

_____ . _____
 _____)===== (_____ (MOBLIZ: WOUNDED SOLDIER'S HOUSE) _____)===== (_____
 / "-----" \

Finally, there is also a woman hiding behind some trees in the west that will mention an injured soldier who keeps receiving letters from Maranda that are keeping him going. If you head into the building nearby, you'll find the man curled up in bed. He mentions that he was part of the invasion of Doma, but he

was injured while fleeing the battle by his own men. Do you remember the soldier who spoke with General Leo earlier about his love in Maranda? This is that same man. He will ask you to read the letter on the desk. Do so to ease his mind for now. When you visit Maranda later, you might want to stop by and speak with Lola about the soldier. The poor soldier would like to send a letter back to Lola, but he can't even lift a pen (that's some serious injury!), so why don't you head over to the mail carrier's house

_____ .----- ._____/
 _____)===== (____ (MOBLIZ: MAIL CARRIER'S HOUSE)_____)===== (____/
 / _____ "-----" _____ \

Speak with the mail carrier inside the house to compose a letter to Lola. The postage will cost you 500 Gil, but how could you refuse the last request of a dying man? While you're here, check the clock against the wall for an ELIXIR. You can sort of cheat the game here by sleeping in the bed of the mail carrier and then speaking with him again to receive a new letter from Lola. Do this three times to receive a Tintinnabulum from the wounded soldier for your hard efforts. Otherwise, if you want to do this as the story prefers, you'll need to basically travel back and forth between Lola and her soldier several times once you gain control of newer transportation. When you've sent that letter, head back out into the town proper. Now, you just need to purchase at least one Dried Meat, although the more the better, and head out of town back into the Veldt.

WALKTHROUGH	THE WORLD OF BALANCE	SABIN ROUTE
02.01.06.07	THE VELDT	(~veldt
*** AVAILABLE RAGES AT THIS POINT ***		
MONSTER NAME	MONSTER NAME	MONSTER NAME
Acrophies	Gold Bear	Sand Ray
Aepyornis	Guard	Satellite
Alacran	Guard Leader	Silver Lobo
Angel Whisper	Heavy Armor	Spritzer
Bandit	Hornet	Stray Cat
Belmodar	Imperial Soldier	Templar
Bomb	Leaf Bunny	Trillium
Cartagra	Lesser Lopros	Unseelie
Chippirabbit	Living Dead	Urok
Cirpius	Magitek Armor	Valeor
Cloud	Megalodoth	Vector Hound
Commander	Mu	Wererat
Darkwind	Nautiloid	Wild Rat
Exocite	Nettlehopper	Zaghrem
Foper	Oversoul	Gorgias (new!)
Ghost	Poplium	(Puzzle monsters)

If you've been keeping updated on your bestiary entries (and I hope you have!),

it's about to pay off now. Most likely, in the next battle or two, you'll find yourself face to face with Gau, the kid from the river earlier. Now that you come prepared with some Dried Meat, toss one his way to lure him over to your team. The scene that ensues following this battle is possibly the most hilarious one in the game, especially when Gau starts to call Sabin "Mr. Thou" even though Cyan is the one using old-fashioned language. As a reward for feeding him, Gau is willing to lead the party to his shiny, shiny, shiny treasure at the Crescent Mountains.

Before you take him up on his offer, however, you should spend plenty of time in the Veldt because Gau's special ability, Rage, can only be built up here, and Rage is one of the most versatile abilities in the entire game! To learn a Rage (or Rages), use Gau's "Leap" ability to send him back into the wilderness. Fight a few more battles, and he will eventually reappear after all the enemies are gone in the current battle. At this point, leave him alone for a moment and he will rejoin the party. Gau learns both the abilities of the enemies you fought when he left and also those you defeated just before he arrived in the same battle.

You can only fight enemies here that you have already defeated previously in the game, so make sure to fill out as much as your bestiary as possible. In theory, you should have everything filled in except Monster Number 024, the Heavy Armor that guarded sections of South Figaro during Locke's Scenario. The game programmers were merciful in this case, however. As long as you have fought the Heavy Armor (even if you lose the battle, which doesn't actually result in death!), it counts as a defeat and the monster will appear in the Veldt even if it's not in the Bestiary yet. This is true of any enemy that you can lose to throughout the game, such as the battles in mazes where you have multiple teams at once. If you failed to fight the Heavy Armor, don't fret! You have another chance coming up when you return to Narshe for the last stand against the Empire.

There is one other bonus to this area that makes this area different than any other. Whenever you fight a battle and win here, you'll gain the Gil reward for every monster and any drops or steals that you get normally, but you will never gain experience points in these battles. Essentially, you can build up Gau's entire Rage set without the risk of overlevelling if you're trying to build up perfect statistics by using the Espers Level-Up bonuses.

There are some Rages that are very difficult to gather, however. The Oversoul is especially difficult. It took me two hours of regular battling to finally get one battle with them. The Sand Ray can be annoying as well. However, the Trilium is just as difficult as the Oversoul to encounter. For now, you might want to just wait on the more difficult Rages until later. Each of them only has one possible encounter out of 488 possibilities at this point in the game, so you might be at this for hours otherwise! Once other monsters are available in the Veldt, their encounter rates jump up quite a bit since the groups they appear in have advanced monsters and you can't make those groups appear until you've actually fought those advanced monsters.

I have found a correction in the Rage list above recently. The Opinicus from the old game is not the Opinicus Fish in this game, therefore you cannot get the Opinicus Fish because it has no Rage (oddly). Instead, it was known as the Piranha in previous version of the game, which had no Rage either. Therefore, don't spend time searching for the Opinicus Fish because it will never appear on the Veldt. I'm sorry if I sent anyone on a wild goose chase searching for it here! I, myself, spent several hours trying to find it before giving up. Now I realize I could have moved on a long time beforehand! Bah. Also, you might have fought the three monsters in the Light Puzzle room during Terra's Scenario by running into the spinning stars if strayed from the correct path. These three

monsters do not have bestiary entries in the in-game Bestiary, but they do have Rages still. They are called Darkside, Specter, and Eukaryote and are listed above as the "Puzzle monsters." However, I don't cover them in the guide until the next time you visit the Veldt since I personally don't like to fight them until later.

One monster you may want to fight a few times is the Satellite, which drops the useful Green Beret, which is the strongest piece of helm armor you can have at this point in the game. You should already have at least one from the Satellite fight at the Imperial camp. You'll be getting one very soon from the next area, so try to find five more if you have the time and patience.

I would highly recommend spending some time building up your Rages in this area before heading on. The Stray Cat provides you with the "Cat Scratch" attack, which deals quadruple damage to one enemy, and it will make Gau one of your strongest fighters throughout the game, so make sure to hunt this one down before moving on! For a full list of Rages and explanations about them, take a look at the Characters Section after the walkthrough for more detailed information about each Rage. For now, use the list at the beginning of the Veldt Section for a list of all possible Rages you can obtain at this point in time. Once you've claimed them all (or had your fill), it's time to track down that shiny, shiny, shiny treasure!

```
\WALKTHROUGH\ _____/THE WORLD OF BALANCE\ _____ /SABIN ROUTE/
|      \-\_____ /-\|
| 02.01.06.08 ) ) C R E S C E N T   M O U N T A I N   C A V E ( ( ~crescent |
| _____ /-\|_____ \-\|
| |
| |===O===O=====O=====| | | |
| |Skp|Mis|          NAME      | LOCATION                          |
| |===O===O=====O=====|
| |  | X | < > Potion          | > Gau searches the southwest   |
| |  |  | < > Water Helmet     | > Gau searches the southeast   |
| |===O===O=====O=====|
| |_____|
| \_____ /
```

You can find the Crescent Mountains to the south of Mobliz. Enter the cave in these mountains to learn that this must be the hiding place of Gau's treasure. If you walk around most of this small map, Gau will search various areas for the cache since he can't seem to remember where he hid it either. The area to the southwest results in a POTION while the northwest corner results in a loss of 500 Gil (so skip it, of course). The treasure is across the bridge to the south. Gau unearths an old helmet. Can this be the same helmet the people of Mobliz had that allowed them to breathe underwater!?

The team heads out to the river at the edge of the cave. Using the new helmet, they can now use the Serpent Trench to head across the continent closer to Narshe. We'll get there eventually!

```
\WALKTHROUGH\ _____/THE WORLD OF BALANCE\ _____ /SABIN ROUTE/
|      \-\_____ /-\|
| 02.01.06.09 ) )           S E R P E N T   T R E N C H      ( ( ~serpent |
```


		Mythril Spear		Weapon Shop		Spear		800		
		-----		-----		-----		-----		
		Heavy Shield		Armor Shop		Shield		400		
		Plumed Hat		Armor Shop		Helm		250		
		Magus Hat		Armor Shop		Helm		600		
		Bandana		Armor Shop		Helm		800		
		Iron Helm		Armor Shop		Helm		1,000		
		Kenpo Gi		Armor Shop		Armor		250		
		Silk Robe		Armor Shop		Armor		600		
		Iron Armor		Armor Shop		Armor		700		
		-----		-----		-----		-----		
		Potion		Item Shop		Item		50		
		Hi-Potion		Item Shop		Item		300		
		Echo Screen		Item Shop		Item		120		
		Smoke Bomb		Item Shop		Item		300		
		Green Cherry		Item Shop		Item		150		
		Phoenix Down		Item Shop		Item		500		
		Sleeping Bag		Item Shop		Item		500		
		Tent		Item Shop		Item		1,200		
		=====O=====O=====O=====								

You're almost done with this scenario! In Nikeah, you have a chance to purchase all the equipment and items you'll need once you get back to Narshe because a large-scale battle is just ahead. Visit the Armor Shop first, which is located in the eastern area of the bazaar. Make sure everyone's armor is ideal. Next, head west to the Weapon Shop and equip Cyan with a Kotetsu if you haven't already. If you didn't unequip Mog earlier and give Edgar the Mythril Spear he carried, you can now purchase one for him, although his Tools may be more effective by now. Lastly, restock any supplies at the shop in the north. You can also visit the Inn and check the clock for an ELIXIR. If you need money for your purchase, the monsters outside Nikeah are easy enough: Unseelie, Belmodar, and Mu. Each of these battles should net around 400 to 500 Gil.

When you're done shopping, it's time to book a cruise back to Narshe. You might as well arrive in style, right? First, head into the Pub for a funny scene between a "dancer" (read: hooker) and Cyan. The man sitting at the table will give you a bit more information about Gau's father if you're interested. Then the man at the counter explains that no ships are allowed south to the Empire. Finally, head down to the docks and speak with the captain of the ship to book a trip home. And that's the end of this lengthy scenario!

WALKTHROUGH\		/THE WORLD OF BALANCE\															
\-\		/-/						\									
		02.01.07.00)		L A S T		S T A N D		A T		N A R S H E		((~laststand))	
		/-/												\-\			
		=====O=====O=====O=====O=====															
		NAME				HP		GIL		EXP		RAGE		LORE			
		=====O=====O=====O=====O=====															
		053 Fidor				355		180		160		Yes		No			
		054 Corporal				255		96		90		Yes		No			
		055 Hunting Hound				285		55		115		Yes		No			

286 HELL'S RIDER	1,300	1,290	400	Yes	No
287 KEFKA	3,000	---	---	No	No
=====O=====O=====O=====O=====O=====					

"The three groups have arrived in Narshe, and now a decisive battle is about to unfold..."

Once all three scenarios have been completed, the game returns to Terra's location at Arvis' House in Narshe. It's only a matter of time before the Empire invades Narshe for the frozen Esper, and since your goal is the same, there's sure to be a confrontation ahead if you can't wake the Esper in time. Let's get to it.

The game picks up in Narshe as Terra, Banon, Edgar, and Arvis are attempting to convince the Elder of Narshe to commit his troops to the rebellion against the Empire. However, the Elder is not ready to spill the blood of his people for a frozen Esper and a wisp of a chance that Terra can awaken the creature. Just at this moment, Sabin Cyan, and Gau show up followed shortly by Locke and Celes. Introductions are made between all of the allies until Cyan recognizes Celes. He claims that she was single-handedly responsible for the fall of Maranda, and he will do anything in his power to bring her down for her crimes. Locke steps in just in time to assure Cyan that Celes has joined the Returners, as well as Terra when it is revealed she was also an Imperial leader. Retributions are short-lived, however, when the Empire suddenly launches the attack everyone has feared!

After a short scene between Kefka and his troops, Banon rallies everyone together and heads into the mountains, where they moved the statue (although I can't imagine why they cared to move it except to hide it). Celes and Terra have an interesting reunion along the way. Both were once enemies of the Returners, and now both have become allies again through betrayal of the Empire. The world has an interesting way of weaving events together, doesn't it? Cyan is watching Celes closely, as well. There's no love lost between these two.

```

\_____ .----- ._____ /
( )===== ( ( PROTECT BANON ) )===== ( /
/                                     "-----" \

```

You'll find yourself near a save point. Make sure to use it! The enemies to come can be fairly difficult if you haven't been leveling up or upgrading your characters yet. For now, you can talk to the different characters lined up below to switch your primary characters. Doing so will allow you to prepare each character

Before you start the battle, switch to each character and equip any new equipment, especially on Locke, Terra, and Celes. If you spent some time in the Veldt, you should encountered a few Satellites, which drop Green Berets. These make excellent helms for every character at this point in the game. Also equip a Mythril Spear on Edgar if you want, although his Tools are probably still more useful at this point. Lastly, make sure everyone's formation (row) is the way you want it. Don't put the magic users in the front and don't put the attackers in the back. Lastly, check to see that everyone has proper Relics on. Use the Earrings on your magic users, and the rest can be split up however you like. That pretty much covers the preparation. Speak to Banon when you're ready to start the fight. You'll be prompted to build three parties in order to fight all the soldiers. Basically, this is a redux of the moogle battle from the Prologue.

Speak with Banon when you're ready to build up several parties from your available allies. Try to put your two magic users (Terra and Celes) in different groups to provide MP-based healing so you don't have to rely on items except in one group. Next, split up your three hard-hitting special attack users (Cyan, Sabin, and Gau) to each of the three groups. Finally, toss in your thief (Locke) and tool user (Edgar) in the group without a magic user to compensate. Here's how I divided my groups:

GROUP ONE		GROUP TWO		GROUP THREE	
NAME	ABILITY	NAME	ABILITY	NAME	ABILITY
Terra	Magic	Celes	Magic	Locke	Item/Stl
Cyan	Bushido	Sabin	Blitz	Gau	Rage
				Edgar	Tool/Att

Now it's time to battle the Empire! There are many soldier sprites to destroy which means many battles to fight without a break. If you remember the strategy from last time, it is still recommended to place your parties near intersections so they can cover as many paths as possible. However, you may need to adjust the groups as you go this time because there are more routes to Banon than there are teams on your side. I highly recommend taking more of an offensive route this time, though. Every time a team member is not being bombarded by enemies, try to move them a bit closer to the enemy commander. Doing so will allow you more time to block a route to Banon should one of your groups fall. Thankfully, if a group does fall, it's not a game over here; only if all groups fall. Use the Select button to switch teams, by the way.

There are several monsters you can fight that have rages back in the Veldt. The Corporal looks like a red soldier holding a sword. The Fidor is a giant bulldog with a spiky collar. The Hunting Hound is a Vector Pup palette swap. And if you missed the Heavy Armor from both South Figaro and the Veldt, you really should take the time to battle enough soldiers in this area until you encounter it. By now you should be well-prepared to deal with it.

After all of the moving soldiers are destroyed, you'll need to bring one team down to the bottom of the map (if you aren't already there) to challenge the commander running back and forth to protect Kefka. The party you choose is up to you. Each one has its pros and cons. The two magic user teams may last a bit longer due to healing, but the offensive team will defeat the boss quicker. Don't forget about special abilities like Celes' Runic to absorb spells into MP or the ability to target-all with spells like Cure. Once you feel confident in your choice of parties, it's time to challenge the commander!

<p style="text-align: center;">Hell's Rider -Demonic Harbinger-</p>									
HP:	1,300	STR:	N/A	MAG:	10	ATT:	48	GIL:	1,290
MP:	170	DEF:	120	MDF:	150	STA:	N/A	EXP:	400
LEVEL:	14	EVA:	---	MEV:	---	SPD:	N/A	AP:	---

```

| [W] Fire      [ ] Lightning [ ] Wind      [ ] Restore   [ ] Holy      |
| [ ] Ice       [ ] Water     [ ] Earth    [W] Poison    [ ] Evil      |
|-----|
| [ ] Berserk  [ ] Death    [I] Imp      [ ] Reflect   [ ] Silence   |
| [ ] Blink    [ ] Doom      [ ] Paling   [ ] Regen     [ ] Sleep     |
| [ ] Bravery  [ ] Faith    [ ] Petrify  [ ] Reraise   [ ] Slow      |
| [I] Confuse  [ ] Float    [ ] Poison   [ ] Sap       [ ] Stop      |
| [ ] Counter  [ ] Frozen   [ ] Protect  [ ] Shell     [ ] Vanish    |
| [ ] Darkness [ ] Haste    [ ] Quick    [ ] Shield    [ ] Zombie    |
|=====O=====|
| DROPS:      Remedy          | STEAL:      Elixir          |
|              ---          |              Mythril Vest  |
|-----+-----|
| KEY ITEM: ---          | REQUESTS: ---          |
|=====O=====|
| FOUND:      Narshe: Narshe Cliffs | TYPE:      Humanoid      |
|-----+-----|
| COMMANDS: Attack          | LEARN:      ---          |
|              Silver Lance  |                   |
|=====O=====|
| APPEARANCE: An armored knight riding a fell beast from Hell |
|=====|
| STRATEGY: This creature will probably be your first real challenge |
|              in the game if you've followed my advice so far. If you |
|              brought in the team with Locke, you might want to spend |
|              the first turn or two stealing until you get an item and |
|              then just go all out with your attacks. However, if you |
|              didn't choose that party, your tactics will be pretty |
|              static. Use the magic user to heal and the other person |
|              to attack using their special skill. It's that simple. |
|=====O=====|

```

After the fight, heal up your teams if you like, and then get ready to battle Kefka himself. For this battle, I would highly recommend using the team with Celes and Sabin. Celes can absorb all of Kefka's spells with her Runic ability while Sabin can deal major damage with his "Raging Fist" Blitz. However, you should be able to take him down with any party at this point as long as you're careful. It may help to have the Ribbon (if you got it earlier) equipped on one of your party members to avoid his status effects if you aren't using Runic.

```

|  _  | |  _  | |  _  | |  _  |
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|  _  < | | | | |  _  | |  _  |                    Kefka      |
|  _  | | |  _  | |  _  | |  _  |                    -Imperial Court Mage- |
O=|  _  |=|  _  |=|  _  |=|  _  |=|=====O
|
|=====O=====O=====O=====O=====|
| HP:      3,000 | STR: N/A | MAG:  9 | ATT: 25 | GIL:  --- |
|-----+-----+-----+-----+-----|
| MP:      3,000 | DEF:  55 | MDF: 160 | STA: N/A | EXP:  --- |
|-----+-----+-----+-----+-----|
| LEVEL:    18 | EVA:  30 | MEV:  30 | SPD: N/A | AP:   --- |
|=====O=====O=====O=====O=====|
| [ ] Fire    [ ] Lightning [ ] Wind      [ ] Restore   [ ] Holy      |
| [ ] Ice     [ ] Water     [ ] Earth    [ ] Poison    [ ] Evil      |
|-----|
| [I] Berserk [I] Death    [I] Imp      [ ] Reflect   [I] Silence   |
| [ ] Blink   [ ] Doom      [ ] Paling   [ ] Regen     [I] Sleep     |
| [ ] Bravery [ ] Faith    [I] Petrify  [ ] Reraise   [ ] Slow      |
| [I] Confuse [ ] Float    [I] Poison   [ ] Sap       [ ] Stop      |

```

```

| [ ] Counter [ ] Frozen [ ] Protect [ ] Shell [ ] Vanish |
| [I] Darkness [ ] Haste [ ] Quick [ ] Shield [ ] Zombie |
|=====O=====|
| DROPS: Peace Ring | STEAL: Elixir |
| --- | Hi-Ether |
|-----+-----|
| KEY ITEM: --- | REQUESTS: --- |
|=====O=====|
| FOUND: Narshe: Narshe Cliffs | TYPE: Humanoid |
|-----+-----|
| COMMANDS: Attack | LEARN: --- |
| Fire |
| Blizzard |
| Thunder |
| Drain |
| Confuse |
| Poison |
|=====O=====|
| APPEARANCE: A caped dandy wearing jesterly theatrical makeup |
|=====|
| STRATEGY: I highly recommend using Celes in this battle to absorb a |
| majority of Kefka's commands, which are spells. Basically |
| you just need to keep yourself healthy and attack when |
| you're not healing. Using this method, he'll be a breeze. |
| If you're not using Celes, you'll need to constantly heal |
| with one character and attack with the other(s). |
O=====O

```

After Kefka disappears (literally!), the team makes their way to the top of the Narshe mountains where the Esper is hidden. Terra reluctantly steps up to the Esper and tries to commune with it again, and this time the light envelops her and transforms her into something other than human! Shedding her skin, Terra becomes a pink, glowing creature! The shock of this change seems to break her mind, and she flies off screaming in rage and shock to the west.

Well, that didn't go as planned!

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\WALKTHROUGH\ _____ /THE WORLD OF BALANCE\ _____
| \- \ _____ /- / _____ \
| 02.01.08.00 ) ) F I N D I N G T E R R A ( ( ~findterra )
| _____ /- / _____ \- \ _____ |
| | _____ | | | | | | |
| |=====O=====O=====O=====O=====O=====| |
| | NAME | HP | GIL | EXP | RAGE | LORE | |
| |=====O=====O=====O=====O=====O=====| |
| | 056 Fossil Dragon | 1,399 | 1,870 | 380 | Yes | No | |
| | 057 Vulture | 412 | 485 | 160 | Yes | No | |
| | 058 Iron Fist | 333 | 249 | 144 | Yes | No | |
| | 059 Bloodfang | 325 | 185 | 135 | Yes | No | |
| | 060 Rock Wasp | 290 | 168 | 128 | Yes | No | |
| | 061 Paraladia | 492 | 365 | 219 | Yes | No | |
| |=====O=====O=====O=====O=====O=====| |
| | _____ | |
| \ _____ /

```


		Potion		Item Shop		Item		50			
		Hi-Potion		Item Shop		Item		300			
		Ether		Item Shop		Item		1,500			
		Gold Needle		Item Shop		Item		200			
		Phoenix Down		Item Shop		Item		500			
		Smoke Bomb		Item Shop		Item		300			
		Sleeping Bag		Item Shop		Item		500			
		Tent		Item Shop		Item		1,200			
		=====O=====O=====O=====									

Back inside Arvis' House, the team reflects on Terra's sudden disappearance. It seems that something unsaid occurred between the esper and Terra to make her suddenly changed, but what happened? Celes remarks that Terra looked just like an esper, which is odd because espers have been gone from the world since the War of the Magi until recently when the Empire began to unearth them again. The group comes to agree that some of them should remain in Narshe to protect the esper and Banon while the rest go in search of Terra. You'll be prompted at this time to develop a party to go in search of Terra. I highly recommend this setup for it's versatility: Celes (for her magic and Runic), Gau (for his Rages as long as you've built them up), Edgar (for his Tools), and the fourth spot is open to whoever else you might want. Additionally, if you leave the fourth spot open for now, you can pick up Shadow again along the way!

Before you start off for Terra, however, you can finally explore Narshe fully. Start by heading south of Arvis' House until you reach a house all by itself in the southeast.

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\_____ .-----_._____ /
|_____ )===== (____ ( SOUTH NARSHE: TREASURY ) _____ )===== (____ /
|_____ )===== (____ ( SOUTH NARSHE: TREASURY ) _____ )===== (____ /
|_____ )===== (____ ( SOUTH NARSHE: TREASURY ) _____ )===== (____ /
/_____ )===== (____ ( SOUTH NARSHE: TREASURY ) _____ )===== (____ \
/_____ )===== (____ ( SOUTH NARSHE: TREASURY ) _____ )===== (____ \

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There are a whole load of treasure chests in this house! Basically, you should just open everything possible in here to reap the rewards. You won't be able to open the chest in the upper-left corner, however, until much later, so don't worry about the lock for now. The lowest chest contains 5000 GIL. The two just above that contain a THIEF'S KNIFE and an EARRING. Finally, the three chests above those contain a HYPER WRIST, THIEF'S BRACER, and REFLECT RING. If you decided to take Locke with you, I would recommend equipping the Thief's Knife and the Thief's Bracer on him since he's... well... a thief (read: treasure hunter). Otherwise, equip the relic Reflect Ring on a character if you want (although don't forget that they can't be healed by magic if you do this!) and then head back out of the Treasury.

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\_____ .-----_._____ /
|_____ )===== (____ ( SOUTH NARSHE: ELDER'S HOUSE ) _____ )===== (____ /
|_____ )===== (____ ( SOUTH NARSHE: ELDER'S HOUSE ) _____ )===== (____ /
|_____ )===== (____ ( SOUTH NARSHE: ELDER'S HOUSE ) _____ )===== (____ /
/_____ )===== (____ ( SOUTH NARSHE: ELDER'S HOUSE ) _____ )===== (____ \
/_____ )===== (____ ( SOUTH NARSHE: ELDER'S HOUSE ) _____ )===== (____ \

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To find the Elder's House, head to the far west side of town opposite your current location. Once inside, you can speak with the Elder about his misgivings. Before you leave, make sure to check the grandfather clock to the left of the fireplace for an ELIXIR as well. Now, it's time to go shopping.

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\_____ .-----_._____ /
|_____ )===== (____ ( SOUTH NARSHE: SHOPPING ) _____ )===== (____ /
|_____ )===== (____ ( SOUTH NARSHE: SHOPPING ) _____ )===== (____ /
|_____ )===== (____ ( SOUTH NARSHE: SHOPPING ) _____ )===== (____ /
/_____ )===== (____ ( SOUTH NARSHE: SHOPPING ) _____ )===== (____ \
/_____ )===== (____ ( SOUTH NARSHE: SHOPPING ) _____ )===== (____ \

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Start by going the Armor Shop, as usual. Here, the only thing you might want to

pick up is the upgraded Mythril Shield, which is applicable for every ally you have access to at this point in the game. However, you probably only need four for now (since you can't use more characters than that). Next, head over to the Weapon Shop and purchase at least the Moonring Blade for Locke if he's in your party or the Chain Flail for Celes (and eventually Terra) if she's in your party. There's really nothing new at the Relic Shop, although if you want you can visit it to increase your stock. Lastly, purchase any items if you need to build up your stock again. Just a word of warning: if you equip the Chain Flail on Celes, you lose the Relic ability!

If you failed to fight the semi-hidden monsters in the moving-light maze during Terra's Scenario earlier, you might want to head back through the secret entry into the mines and head north until you find the maze with the moving light again. Now, instead of taking the correct path, try moving the wrong way to cue possible battles against Darkside, Specter, and Eukaryote. This can be done later as well, though, so it's your choice. I like to do this now rather than during Terra's Scenario just because you don't have to worry about Banon dying by some freak accident and losing the game because of it. On a side note, these monsters will not appear in your in-game bestiary at all, so you might not know about them unless you happen to run into them here. However, defeating them here is the only way to make them appear on the Veldt, of course.

Once you're ready, it's time to start the search for Terra.

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_____
\WALKTHROUGH\ _____/THE WORLD OF BALANCE\ _____ /FIND TERRA /
|           \-\                /-/                |
( 02.01.08.02 ) )           F I G A R O   C A S T L E           ( ( ~figarocast )
\ _____ /- / _____ \-\ _____ /

```

You might be wondering why we're returning to Figaro after all this time. Well, if you remember last time we were here, the castle sank into the sand through the use of mechanics. As you head into the desert nearby, you'll see that it's back above ground again. Perhaps if it can sink beneath the sand it can also be used as a means of locomotion to other places with sand?

Head into the castle and go exploring in the basements to find some interesting stuff. The basement to the right leads down to the dungeon where you'll find a familiar figure if you've played FINAL FANTASY V -- the Lone Wolf thief -- among other criminals. However, the basement to the left leads to a control room that is capable of sinking the castle into the sand. Speak with the man here to navigate the castle to the west. Now it's time to explore a whole new part of the continent!

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_____
\WALKTHROUGH\ _____/THE WORLD OF BALANCE\ _____ /FIND TERRA /
|           \-\                /-/                |
| 02.01.08.03 ) )           D R A G O N ' S   N E C K   C A B I N           ( ( ~dragoncab |
|           /- / _____ \-\ _____ |
| |
| |===O===O=====O=====| | | |
| |Skp|Mis|          NAME          |          LOCATION          |
| |===O===O=====O=====|
| |   | X | ( _ ) Hero's Ring   | Dragon's Neck Cabin: Inside |
| |===O===O=====O=====|
| | _____ |

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Once you leave the castle, make a quick trip to the north to find a single home all by itself. This is the Dragon's Neck Cabin, thus named because of the shape the land takes (a dragon's head) in this area. Check a pot inside to find a valuable HERO'S RING. Speak with the man here to find out his intentions to build a coliseum to bring out the best in men. As for the Hero's Ring, I might recommend equipping the relic on Celes for now because it boosts both physical and magical power, which will benefit her more than anyone else.

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WALKTHROUGH\ /THE WORLD OF BALANCE\ /FIND TERRA /
|-| /-|
| 02.01.08.04 ) ) K O H L I N G E N ( ( ~kohlingen |
| /-| /-|
| |
| |====O====O=====O=====| | | |
| |Skp|Mis| NAME | LOCATION |
| |====O====O=====O=====|
| | | { } Elixir | northwestern house |
| | | [ ] Green Beret | Rachel's House > through the back door |
| |====O====O=====O=====|
| |
| |=====O=====O=====O=====| | | |
| | ITEM | SHOP | TYPE | PRICE |
| |=====O=====O=====O=====|
| | Air Knife | Weapon Shop | Knife | 950 |
| | Chain Flail | Weapon Shop | Mystic Weapon | 2,000 |
| | Moonring Blade | Weapon Shop | Thief Weapon | 2,500 |
| | Shuriken | Weapon Shop | Thrown Weapon | 30 |
| | Flame Scroll | Weapon Shop | Thrown Weapon | 500 |
| | Water Scroll | Weapon Shop | Thrown Weapon | 500 |
| | Lightning Scroll | Weapon Shop | Thrown Weapon | 500 |
| | Invisibility Scroll | Weapon Shop | Thrown Weapons | 200 |
| |-----+-----+-----+-----|
| | Mythril Shield | Armor Shop | Shield | 1,200 |
| | Magus Hat | Armor Shop | Helm | 600 |
| | Bandana | Armor Shop | Helm | 800 |
| | Twist Headband | Armor Shop | Helm | 1,600 |
| | Iron Helm | Armor Shop | Helm | 1,000 |
| | Silk Robe | Armor Shop | Armor | 600 |
| | Iron Armor | Armor Shop | Armor | 700 |
| |-----+-----+-----+-----|
| | Hi-Potion | Item Shop | Item | 300 |
| | Ether | Item Shop | Item | 1,500 |
| | Holy Water | Item Shop | Item | 300 |
| | Antidote | Item Shop | Item | 50 |
| | Green Cherry | Item Shop | Item | 150 |
| | Phoenix Down | Item Shop | Item | 500 |
| | Sleeping Bag | Item Shop | Item | 500 |
| | Tent | Item Shop | Item | 1,200 |
| |=====O=====O=====O=====|
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The village of Kohlingen is located just to the northwest of Figaro Castle's

new position beyond the forests. As soon as you enter town, you should visit the Inn and Pub to find Shadow seated at a table with Interceptor next to him. If you speak with Shadow, he asks for you to pay for Interceptor's meals if you want him to join the party, which will cost 3000 Gil. Pay the fee to hire Shadow if you want. There's no reason not to if you have that fourth slot open. If you didn't leave a fourth party spot open, Shadow won't be willing to join your party, but you can always return to Narshe via Figaro Castle and dump a member before coming back if you really want him that badly. Just don't forget to optimize his equipment and make sure his relics are updated before you head out with him. The Thief Knife works great with Shadow (or Locke) because it allows that person to Mug (attack and steal) an enemy.

Next, you should find the two treasures in town. First, head to the far north-west to find a house that contains an ELIXIR in the clock within. The other treasure is in the house to the northeast. However, there's a story behind this place.

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\_____ .-----_._____
|_____ )===== ( ( KOHLINGEN: RACHEL'S HOUSE ) )===== (_____ /
/_____ "-----" \_____

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If you have Locke in your party at this time, you can view a scene when you enter the basement of this house about the history of the girl laid out on the bed with all the flowers around her. However, if you don't have him with you at the moment, don't fret. You can return here later once the Empire is dealt with and you won't lose out on anything. Essentially, the story is that this woman was once Locke's girlfriend, Rachel. One day, they went together into a mine, but Rachel was injured in the cave. Locke could do nothing to help her except bring her back to Kohlingen. As you would imagine, Rachel's father was furious with Locke and cast him out of the village. Meanwhile, in the intervening year, Rachel not only lost her memories, but died in an attack by the Empire. Rachel was put to rest in the basement of her house while a sealing was placed around her to prevent decay. There was a rumor that a cure to death existed somewhere in the world, hidden away in the depths of time. This power became Locke's last hope of reviving his love from her stasis, and so he became a thief and a treasure hunter in hopes of discovering a way to bring Rachel back to life. Now the team knows why Locke's promises are so binding and how he became so hateful of the Empire.

Once the events are finished, you should head into the back door of the house using the bridge to the left of the house and open the treasure chest here for a GREEN BERET. That's it for the treasures here.

Now that your party is complete, and the town has been thoroughly looted, you should explore around town. Speaking to the villagers reveals that a glowing creature was seen flying through the area recently, but was spotting heading south toward Jidoor most recently. Your only choice is to follow her route for now.

WALKTHROUGH		THE WORLD OF BALANCE		FIND TERRA	
	02.01.08.05))		J I D O O R		((~jidoor
	Skp Mis		NAME		LOCATION

ITEM	SHOP	TYPE	PRICE
Kiku-ichimonji	Weapon Shop	Sword	1,200
Kaiser Knuckles	Weapon Shop	Claws	1,000
Kodachi	Weapon Shop	Katana	1,200
Moonring Blade	Weapon Shop	Thief Weapon	2,500
Flame Scroll	Weapon Shop	Thrown Weapon	500
Water Scroll	Weapon Shop	Thrown Weapon	500
Lightning Scroll	Weapon Shop	Thrown Weapon	500
Shadow Scroll	Weapon Shop	Thrown Weapon	400
Mythril Shield	Armor Shop	Shield	1,200
Twist Headband	Armor Shop	Helm	1,600
Mythril Vest	Armor Shop	Armor	1,200
Ninja Gear	Armor Shop	Ninja Armor	1,100
White Dress	Armor Shop	Mystic Armor	2,200
Peace Ring	Relic Shop	Relic	3,000
Barrier Ring	Relic Shop	Relic	500
Mythril Glove	Relic Shop	Relic	700
Earring	Relic Shop	Relic	5,000
Knight's Code	Relic Shop	Relic	1,000
Sniper Eye	Relic Shop	Relic	3,000
Hi-Potion	Item Shop	Item	300
Ether	Item Shop	Item	1,500
Antidote	Item Shop	Item	50
Gold Needle	Item Shop	Item	200
Holy Water	Item Shop	Item	300
Phoenix Down	Item Shop	Item	500
Echo Screen	Item Shop	Item	120
Tent	Item Shop	Item	1,200

Jidoor is located far to the south of Kohlingen. It's a long walk, but you can also use this time to hunt down the six new monsters in this part of the world map. Once in town, you should spend a little time shopping, as usual, and try visiting the various houses around town. In the "rich district," the building on the right is the Auction House, which is currently out of session but will be a source of some rare goods once it opens up later in the game. However, the mansion at the top of the village is a good place to explore.

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\ _____ .----- . _____ /
( )===== ( JIDOOR: OWZER'S MANSION )===== ( )
/                          "-----" \

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Speak to the man inside to learn that Celes is the spitting image of the famed opera soprano Maria (even though you've never heard of her). For now, keep this information in the back of your thoughts. It will come into play a little later on. For now, sneak behind Owzer and take the ETHER from the clay pot. You might also want to take a tour through the strange art gallery on the other side of the house. Recognize one of the paintings? Yep, that's Ultros! Also note the reaction the team has to the painting of the flower still life. It's almost as

Start your exploration of town by searching the grounds around the buildings. A man in the north part of town tells the party not to leap between buildings. Meanwhile, the man in the south tells you that you can trust everything said in town. But remember the warning from the people of Jidoor? Never trust the Zozo residents! That means that you should leap between buildings and never trust anything said in Zozo.

There is a building at the north part of town that contains a clock whose time is not set. If you try to set the time at random, the clock returns to midnight and it appears that you've failed at some sort of puzzle. Perhaps if you can figure out the time it should be set to you can solve the puzzle?

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\_____.-----.\_____/
_____)===== (____ ( ZOZO: CLOCK PUZZLE ) ____ )===== (____/
/                                     "-----"                                     \
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Start by heading into the Pub. Speak to the bartender here who says that the second hand on his watch is pointing to 30. Reverse that since he's a liar like the others, and that means that the second hand will not be on the 30. If you head upstairs, you can encounter the Veil Dancer, so be careful even indoors. She also carries the Thief Knife, which you can steal if you have Locke in your party and one just isn't enough. Be careful, though, when you fight the Veil Dancer because she has some very strong magic attacks that hit all allies and she can use Vanish, which makes her immune to physical attacks but weak to magic. That means you either use Celes' "Blizzard" or run away. On the top floor of this section, take the door to the right out onto the balcony and ascend to the top floor. Take the right door which leads into a storeroom with a chest containing an ETHER. If you try to open the door on the left it will be rusted shut at this point. For now, head back out of the Pub.

There is a huge tower to the west that you'll need to explore to get some more clues to the clock puzzle. Head inside and speak with the attendant here to learn that he hasn't seen any girls lately and there's definitely not one on the top floor of the building (read: Terra's on the top floor!). You might as well head up the stairs for now to learn more.

The stairs lead up to a strangely-shaped room where a continuous stream of Zozo's citizens keep walking through. If you want to move forward, you'll need to squeeze in between people and move at the same pace as the other folks. If you speak with the folks in this line, however, they will give you some very important tips on the clock puzzle. One says that it's already 12:00. Another says it's 10:00 and time to go home. Then 8:00. Then 4:00. Then 2:00. And with that, we can limit the time down quite a bit. The hour can only be an even number to begin with, and it can't be 12:00, 2:00, 4:00, 8:00, or 10:00. That leaves only 6:00!

To find the last clue, you'll need to head a bit deeper into the Great Tower. If you've been battling a lot, however, you need to be careful should you have Shadow in your party. Once you meet a certain number of battles, Shadow will consider his job done for the money you paid and will leave at the end of the battle. There's a boss fight coming up, so you might want to defeat him before you finish the Clock Puzzle.

If you make a quick detour during this time, you can collect a great item for Locke just above this room. The area with the line of citizens will lead you out onto the fire escape area of the Grand Tower. If you just keep going up the stairwells, you'll eventually end up about halfway up the tower. The door on the right leads into a storeroom which contains a treasure chest with a BRIGAND'S GLOVE inside.

The last clues will require that you leap between two buildings once you head up the stairs at the end of the room with all the folks in it. Head into the last door on the westernmost tower. You should see a hallway partially hidden to the left as soon as you enter. By walking through the area overlapped by the wall below (due to the screen perspective), you can sneak behind the counter of the shop on this floor. The shopkeeper will tell you that the second hand on his watch is pointing at the 4. Well, now we know that the second hand is neither 00:00:30 or 00:00:20. If you head back to the entrance and then take the hall up and to the left at the top, you can also collect an ETHER from one of the ceramic pots here. Then sneak behind the bucket and claim a HI-POTION from the pot to the right.

Head out the door by the counter and up to the next floor of the Western Tower. There should be a man here who will explain that the seconds hand is (not) divisible by 20. That leaves 00:00:10 or 00:00:50. With this in mind, the only mystery left is the minutes hand. At this point, I recommend backtracking to the crane on the Grand Tower and lowering to the ground. With just a little bit of guesswork, you should be able to work out the Clock Puzzle. We know the hour is 06:00:00 and the minute is either 00:00:10 or 00:00:50. The minutes hand has six possibilities, each one a multiple of 10. That leaves only twelve possible answers.

To limit those down a bit more, you should locate the Weapon Shop. As you're going toward the Clock Puzzle in the north, there's a secret passage hidden behind the Grand Tower that leads to an open area in the northwest. First, head into the door directly north (which is the Armor Shop) to find a chest inside with a POTION waiting for you. Now, take the other doorway in this area. Inside the Weapon Shop, the clerk will inform you that the clock has no minute hand and that it certainly doesn't point to the right time. Check out the clock at the top this room to find that the clock's hand is pointing at the 2. That would be the minute hand, of course. Now we know that the hour hand is 06:00:00 and the minute hand is 00:10:00. That leaves only two possible choices: 06:10:10 or 06:10:50.

The right one is 06:10:50. Beyond the Clock Puzzle is a chest containing a new Tool for Edgar, the CHAINSAW! This thing can dish out some serious damage, so make sure to use it in the battles to come. After you head out of the puzzle room, you might want to quickly head out of town, use a Tent to restore lost HP and MP, and then save. There's a boss battle soon, and it never hurts to be fully refreshed for those.

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\_____ .----- ._____ /
|_)===== ( ( ZOZO: RESCUE TERRA ) )===== ( /
/                               "-----" \
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Back at the Grand Tower, you've pretty much covered everything in this area, so head up as far as you can on the Grand Tower, then leap across the gaps over to the Western Tower, and then leap back to the Grand Tower once you get to the upper floor. At the top of the Grand Tower, there's a room just below the boss that contains a BURNING FIST in the treasure chest within, which is a great weapon if you have Sabin in your party. You'll find a man standing in the way of the final set of stairs. Speak to him to learn that he doesn't want to fight and he should let you pass. Lies, as usual!

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      _____
      |   |   |   |   |
O=|  |  | =|  |  | =|  |=====O
   |  |  | <  |  |  |  |  |   |   |           Dadaluma
   |  |  |  |  |  |  |  |  |   |   |   -Guardian of Zozo-
O=|  |  | =|  |  | =|  |=====O
   |                                     |
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=====o=====o=====o=====o=====o=====
| HP:      3,270 | STR: N/A | MAG:   3 | ATT:  12 | GIL:  1,210 |
|-----+-----+-----+-----+-----+
| MP:      1,005 | DEF:   85 | MDF: 143 | STA: N/A | EXP:   --- |
|-----+-----+-----+-----+-----+
| LEVEL:    22 | EVA: --- | MEV:  10 | SPD: N/A | AP:   --- |
|=====o=====o=====o=====o=====o=====
| [ ] Fire    [ ] Lightning [ ] Wind      [ ] Restore [ ] Holy    |
| [ ] Ice     [ ] Water     [ ] Earth    [W] Poison  [ ] Evil    |
|-----+-----+-----+-----+-----+
| [I] Berserk [ ] Death    [ ] Imp     [ ] Reflect [ ] Silence |
| [ ] Blink   [ ] Doom     [ ] Paling  [ ] Regen   [ ] Sleep   |
| [ ] Bravery [ ] Faith    [ ] Petrify [ ] Reraise [ ] Slow    |
| [I] Confuse [ ] Float    [I] Poison  [ ] Sap     [ ] Stop    |
| [ ] Counter [ ] Frozen   [ ] Protect [ ] Shell   [ ] Vanish  |
| [ ] Darkness [ ] Haste    [ ] Quick   [ ] Shield  [ ] Zombie  |
|=====o=====o=====o=====o=====o=====
| DROPS:      Thief's Knife          | STEAL: Thief's Bracer          |
|              Twist Headband        |              Jeweled Ring      |
|-----+-----+-----+-----+-----+
| KEY ITEM: ---                      | REQUESTS: ---                  |
|=====o=====o=====o=====o=====o=====
| FOUND:      Zozo: Grand Tower      | TYPE:      Humanoid            |
|-----+-----+-----+-----+-----+
| COMMANDS: Attack                    | LEARN:      ---                |
|              Shockwave              |              |
|              <summon allies>        |              |
|=====o=====o=====o=====o=====o=====
| APPEARANCE: It really looks like Vargas on steroids. No kidding! |
|=====o=====o=====o=====o=====o=====
| STRATEGY: The fight against Dadaluma is fairly simple. If your |
|            characters have some hard-hitting attacks, this should be |
|            no problem at all. For most of the fight, Dadaluma will |
|            just attack the party with regular attacks. Once about |
|            half of his HP is gone, he'll summon two Iron Fists to |
|            assist him. Quickly get rid of the Iron Fists and then |
|            try to use Edgar's Chainsaw or Gau's Stray Cat Rage to |
|            end the battle in one turn.                               |
|=====o=====o=====o=====o=====o=====

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After the battle, make sure to heal everyone up just in case you have one more random encounter. It would be a shame to get a game over because of such a weak enemy! At the top of the Grand Tower, you'll find large chamber with Terra sleeping inside. Before approaching her, however, check the left and right hallways after the first set of columns to find treasure chests containing an HERMES' SANDALS and an X-POTION respectively. Equip the Hermes' Sandals on one of your party members right away to gain the benefits of Auto-Haste on two people now! When you're ready, move north to cue the story events.

Terra, still in her pink creature form, is unresponsive. As the party attempts to awaken her, a voice from the shadows announces that Terra is frightened. The voice belongs to Ramuh, a name you might recognize if you've played other Final Fantasy games with summons in them. Ramuh seems interested in Terra and explains that although she seems terrified, she's in no real danger. She has simply tapped into a power -- an esper power -- that she didn't know she had. At this point, Ramuh reveals his identity as an esper himself.

While espers once shared this world with humans, they long ago left for their own world at the end of the War of the Magi. During these turbulent times, the espers were forced to fight against humans who had been infused with the powers

of other espers. However, to gain these powers, humans created machinery used for the sole purpose of draining espers of their powers. While this allowed the humans to enchant their machines and leaders with forbidden magical powers, it also weakened the espers to the point that any magic they leaked was much weaker than the powers they possessed when free. What the humans didn't know at the time was that the only way for an esper to pass along their full powers to a human was through self-sacrifice. Compacting body, mind, and spirit into holy crystal, the esper would become magicite. With these items in their possession, a human would be capable of controlling the souls of the sacrificed espers -- either to summon them or to use their magic powers -- for their own purposes.

The remaining espers, afraid of what might happen should they fall into the hands of these despotic humans, fled into their own world to escape persecution and death. It wasn't until the Emperor Gestahl came to power that the next threat arose to the esper world. The Imperial forces finally discovered the location of the esper's world, and they were intent on trying forces finally discovered the location of the esper's world, and they were intent on trying to harness the last of these espers for their own purposes. In response, the espers sealed the gate between the two worlds. This had several side effects, however. No one could pass through the gate as long as it remained sealed. Therefore, no esper could leave the esper's world, nor could any of those still outside in the human world exil themselves to safety. So it was that Ramuh and several other espers were forced to hide in the human world, waiting for the time when the gate between the worlds would finall become unnecessary once more.

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\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/
< .----->
< |      ~*~ NEW ESPER ALERT ~*~      | >
< |=====| >
< | R A M U H           (Lightning Esper) | >
< |=====| >
< | An elderly esper guarding over Terra | >
< | in Zozo, he has been trapped in the   | >
< | human world since the sealing.        | >
< |                                     | >
< |=====| >
< | K I R I N           (Mythic Esper) | >
< |=====| >
< | An ancient creature from before the  | >
< | War of the Magi, capable of healing   | >
< | even the gravest of wounds.          | >
< |                                     | >
< |=====| >
< | S I R E N           (Silent Esper) | >
< |=====| >
< | An alluring songstress, she has the  | >
< | power to silence all enemies and to   | >
< | negate all magic.                    | >
< |                                     | >
< |=====| >
< | C A I T   S I T H   (Feline Esper) | >
< |=====| >
< | An automaton created in the image of  | >
< | a cat, it's howl is powerful enough   | >
< | to drive even the sanest to madness.  | >
< |-----' >
\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/

```

Unfortunately, some espers in this world did not escape the hands of the Empire, and they are even now being drained of their powers in the Imperial Magitek Facility. Ramuh asks the party to save these imprisoned espers in the hope that their presence around Terra might be enough to bring her back from the madness that has consumed her. To ensure that the party can do this, Ramuh announces that he will turn himself into magicite willingly so that they might use his powers for the good of the world. To help, three other magicite are revealed at the back of the hall as well.

Once the sacrifice is complete, you can pick up all four magicite. These espers can now be equipped by your party members using the Ability menu. When equipped by an ally, you can summon the esper contained in that piece of magicite while in battle. In addition, each esper is able to teach you several magic spells at specific growth rates. By winning battles, you'll start to gain AP (Ability Points) good toward learning new magic spells. For instance, one esper might

teach "Cure" at five times growth rate while another one teaches it at twenty times growth rate. Obviously, it will only take five battles with the second esper to teach the spell while it would take twenty battles with the first one to teach the same spell. Use these growth rates to your advantage and learn a spell as quickly as possible.

The four magicite you'll have access to now are KIRIN, SIREN, CAIT SITH, and RAMUH. Make sure to equip one on each character as you go so you can begin to learn magic as soon as possible. When you're ready, head to the bottom of the room to find your other allies waiting for you. When did they arrive? The party will discuss the events that just occurred between each other as they climb back down the Grand Tower and prepare to leave Zozo. Celes was one of the humans who has been infused with the esper's powers most recently, but she cannot remember the actual infusion due to being asleep for most of it. The game will force you to build a new party. You have to take Celes and Locke with you. The other two spots are open to any members you'd like to take along at this point. I would recommend Gau and Edgar, as usual, but it's up to you. Once you gain control, speak with the ghost to learn more about espers before heading off toward the town of Jidoor again.

```
\WALKTHROUGH\ _____/THE WORLD OF BALANCE\ _____
|           \-\           /-/           \|
| 02.01.09.00 ) )      I N T O   T H E   L I O N ' S   D E N   ( ( ~lionsden )
|           /-/           \-\           |
| |
| |=====O=====O=====O=====O=====O=====| | | | | | |
| |          NAME          |   HP   |   GIL   |   EXP   |   RAGE   |   LORE   | |
| |=====O=====O=====O=====O=====O=====| |
| | 068 Litwor Chicken    |   545 |   279 |   190 |   Yes   |   No    | |
| | 069 Joker             |   467 |   320 |   194 |   Yes   |   No    | |
| | 070 Don               |   620 |   345 |   255 |   Yes   |   No    | |
| | 071 Wyvern            |   892 |   434 |   484 |   Yes   |   No    | |
| | 072 Grasswyrn        |   480 |   234 |   278 |   Yes   |   No    | |
| | 074 Bug              |   310 |   210 |   165 |   Yes   |   No    | |
| |=====O=====O=====O=====O=====O=====| |
| |
| |
| \_____/\
```

```
O=====O
| ~*~ IN THIS SECTION ~*~ |
O-----O
| 01. Jidoor                | The Empire's tactics have taken on a decidedly
| 02. The Opera House       | darker twist now that their use of the espers
| 03. Albrook               | has been revealed by Ramuh. If they manage to
| 04. Maranda               | get their hands on the esper in Narshe, they
| 05. Tzen                  | will certainly use it for destructive purposes.
| 06. Vector                | To stop the Empire before they can gain untold
| 07. Magitek Factory       | power from the espers they have already caught,
| 08. Magitek Research Fac. | Celes, Locke, and company will need to travel
| 09. Vector                | south to the heart of the Empire and free the
| 10. Zozo                  | espers from the Magitek Research Facility be-
|                            | fore it's too late. With the power of these
|                            | espers in your grasp, it might just be possible
|                            | to reawaken Terra from her madness and find a
|                            | way to develop her link between humans and
|                            | espers again.
```

As for the new enemies, don't worry about them quite yet. You can't encounter any of them until you've found a way down to the Empire. They all appear on the southern continent.

```

_____\
\WALKTHROUGH\ _____/THE WORLD OF BALANCE\ _____ /LION'S DEN /
|                \-\                                 \-/                               |
( 02.01.09.01 ) )                      J I D O O R                    ( ( ~jidoor )
 \ _____ \-/ _____\ _____ \-\ _____ /

```

Back in Jidoor, some of the residents are more than willing to impart information about how to get to the Empire now that the sea routes are closed. If you can find an airship, you can get to the Empire by air! But where can you find an airship? Perhaps the richest man in Jidoor might know: Owzer. Head up to Owzer's Mansion only to find that the Impresario, director of the Opera House, is visiting with Owzer at the moment. Speak with him. It seems that he and Owzer are about to head south to the Opera House to watch Maria, the opera's greatest diva. There's also a rumor that a man with an airship is enamoured by her beauty! Do you remember what Owzer said the first time you met him? He proclaimed that Celes looked just like Maria! Perhaps if Celes took Maria's place, she could somehow gain control over the airship? It's worth a try! As you head out of the house, there's a letter you should read. It says:

Dearest Maria,

I've decided to take you as my wife, so I'll be coming to kidnap you.

The Wandering Gambler

```

When you're ready, head out of          /\//\//\//\//\//\//\//\//\//\//\//\//\//\
town and continue south along          < .----->
the peninsula. The Opera House          < |    ~*~ NEW CHARACTER ALERT ~*~    | >
is located near the southernmost        < |=====| >
cape of this continent. However,        < |              S E T Z E R              (Gambler) | >
before you go traipsing off to          < |=====| >
the Empire, you should be aware         < | "A gambling vagabond who finds free- | >
that this is your last chance to        < | dom from society's narrow views of  | >
visit previous places for a bit.        < | morality aboard his airship, the    | >
Once you land on Imperial soil,         < | Blackjack..."                   | >
you'll be trapped there until           < '-----' >
you can infiltrate the Magitek          \//\//\//\//\//\//\//\//\//\//\//\//\//\
Research Facility. Therefore, if
you didn't complete some portion of this guide yet or you want to revisit the Veldt now that more monsters are available, feel free to do so now. Additionally, if you didn't send a letter from the soldier in Mobliz to Lola, you should do so now! Just remember that it'll be a long trek either way because you'll have to use Figaro Castle to get back and forth. You'll need to go to the Returner's Hideout and use the secret passage south of the save point in Banon's Room to sail down the Lethe River again. In order to get back, you'll have to retrace Sabin's route back to Nikeah to get a ship to South Figaro and then return south to Figaro Castle. It's a long route, so make sure you have the patience to travel the world before you go back. As for the Veldt, the newer monsters will be listed in the next Veldt section later on.

```

On a side note, the encounter with the monster called Ghost in the Phantom Forest rewards you with 3 magic AP for each battle, which is a great way to build up your magic from espers this early in the game! The same goes for the

Belmodar. Also, jumping off of Baren Falls a second time will result in a free full restoration of your HP and MP! If you want to learn every spell available so far without sacrificing possible level ups to weaker esper rewards (your stats increase when you level up with some espers equipped, by the way), the Veldt provides magic AP but no EXP, which means learning spells without gaining levels.

```

\WALKTHROUGH\ _____ /THE WORLD OF BALANCE\ _____ /LION'S DEN /
|      \-\      /-/      |
| 02.01.09.02 ) )      T H E   O P E R A   H O U S E      ( ( ~operahouse |
|      /-/      \-\      |
| _____ |
| |=====O=====O=====O=====| | | | | |
| |           |           |           |           |
| |     ITEM   |     SHOP   |     TYPE   |     PRICE  |
| |=====O=====O=====O=====|
| | Hi-Potion   | Blackbird Shop | Item     |      300 |
| | Ether       | Blackbird Shop | Item     |    1,500 |
| | Holy Water  | Blackbird Shop | Item     |      300 |
| | Phoenix Down | Blackbird Shop | Item     |      500 |
| | Remedy      | Blackbird Shop | Item     |    1,000 |
| | Smoke Bomb  | Blackbird Shop | Item     |      300 |
| | Teleport Stone | Blackbird Shop | Item     |      700 |
| | Tent        | Blackbird Shop | Item     |    1,200 |
| |=====O=====O=====O=====|
| | _____ |
| |=====O=====O=====O=====O=====O=====|
| |           |           |           |           |           |
| |     NAME   |     HP   |     GIL   |     EXP   |     RAGE  |     LORE  |
| |=====O=====O=====O=====O=====O=====|
| | 066 Stunner |     299 |     156 |     108 | Yes | No |
| | 067 Goetia  |     499 |     235 |     145 | Yes | No |
| | 289 ULTROS  |    2,550 |         2 |     --- | No  | No |
| |=====O=====O=====O=====O=====O=====|
| | _____ |
| |_____ |
| \_____ /

```

Speak to the Impressario as soon as you enter the Opera House to confirm that Setzer is on his way to kidnap Maria. The Impressario is in a panic about it already, but as soon as Celes volunteers to take Maria's place, it not only solves his dilemma, but also your own. But look who's hiding behind the curtains! Ultros, the octopus! He throws a letter down near the party, but no one sees it. Poor Ultie! Just then, the opera begins. Isn't the music great!?

Although the script writers changed the lyrics to match the singing (because they didn't sync up in the previous versions), it's basically the same story as previously written. Draco, a knight, is in love with Maria. However, their love is not meant to be. You'll quickly take over as Locke. It's time to go check on Mar... err... Celes. Celes asks Locke why he keeps standing up for her, and he lets slip that he can't keep losing the girls he likes.

As Celes, you should spend a little time studying the score on the desk. It reads as follows:

Scene 1

O my hero, my beloved,
Shall we still be made to part.

Though promises of perennial love
Yet sing here in my heart?

I'm the darkness, you're the starlight
Shining brightly from afar.
Through hours of despair,
I offer this prayer
To you, my evening star.

Must my final vows exchanged
Be with him and not with you?
Were you only here to quiet my fear...
O speak! Guide me anew.

<...this is where you pick up the flowers. Climb the stairs
and toss the flowers from the highest balcony.>
(Be sure to finish by the end of the interlude! There isn't
much time before the start of Scene 2.)

When you feel ready to continue, head on stage to the northwest to start the opera. You will be prompted to enter three of the lines in the opera. Essentially, just choose the beginning of each stanza above to cue the opera properly. First, say "O my hero," then "I'm the darkness," and finally "Must my." In order to finish correctly, you'll need to dance with Prince Draco and then ascend to the top parapet where you'll throw the bouquet of roses left from Draco's ghost. If you fail to do these events in time, the music will go crazy and you'll have to do it all over again! Once you succeed, the game will automatically cue the last lines for you.

As Locke again, head back to the rehearsal room to finally spot Ultros' note. It reads:

I owe you guys one, so I'm gonna jam up your opera!

Ultros

Uh oh! Head back to the Impresario in the balcony area and report your finding to him. This could be a disaster if Ultros isn't stopped in time. And it turns out that Ultros is waiting in the rafters above the stage ready to drop a heavy weight on Maria and Prince Ralse! You need to stop him before he can ruin your chance at an airship. Isn't that music great! Anyway, it will take Ultros five minutes to push the weight off (he's a weak octopus, after all), so you've got only a little time to complete this next section.

_____.-----._____/

_____)===== (____ (OPERA HOUSE: SAVING CELES)____)===== (____/

/ "-----"

First, you need to gain access to the rafters area. To do so, you'll need to visit the mechanic's room to the upper right of the balcony area and flip the switches there until you find the right one. For the sake of saving time in case you have trouble here, just flip the switch on the right and leave the others alone. This should unlock the door to the rafters. Now head back to the balcony and then take the route to the upper left.

The rafters are littered with vermin, and you'll need to fight against some of them in order to get to Ultros in time. Plus, these enemies will appear on the Veldt, so don't hesitate to fight a few. Use any tactics you can to cut down the battle time. Eventually, you'll be able to speak with Ultros in the center of the rafters. He tries to heft the weight down onto the stage, but he's too

late. As he slides forward, he runs right into the party and everyone falls to the stage below. It's time for another battle against Ultros!

```

      |   |   |   |   |   |
O=|   |   |   |   |   |=====O
|   |   |   |   |   |   |       Ultros   |
|   |   |   |   |   |   |   | -Phantom of the Operapus- |
O=|   |   |   |   |   |=====O
|
|=====O=====O=====O=====O=====O=====|
| HP:    2,550 | STR: N/A | MAG:   4 | ATT: 13 | GIL:    2 |
|-----+-----+-----+-----+-----+-----|
| MP:      500 | DEF: 105 | MDF: 150 | STA: N/A | EXP:   --- |
|-----+-----+-----+-----+-----+-----|
| LEVEL:   19 | EVA:  --- | MEV:  --- | SPD: N/A | AP:    --- |
|=====O=====O=====O=====O=====O=====|
| [W] Fire    [W] Lightning [ ] Wind     [ ] Restore  [ ] Holy      |
| [ ] Ice     [A] Water    [ ] Earth    [ ] Poison   [ ] Evil      |
|-----+-----+-----+-----+-----+-----|
| [I] Berserk [I] Death    [I] Imp     [ ] Reflect  [I] Silence  |
| [ ] Blink   [ ] Doom     [ ] Paling  [ ] Regen    [I] Sleep    |
| [ ] Bravery [ ] Faith    [I] Petrify [ ] Reraise  [ ] Slow     |
| [I] Confuse [ ] Float    [I] Poison  [ ] Sap      [ ] Stop     |
| [ ] Counter [ ] Frozen   [ ] Protect [ ] Shell    [ ] Vanish   |
| [ ] Darkness [ ] Haste   [ ] Quick   [ ] Shield  [ ] Zombie   |
|=====O=====O=====O=====O=====O=====|
| DROPS:    ---           | STEAL:    --- |
|           ---           |           --- |
|-----+-----+-----+-----+-----+-----|
| KEY ITEM: ---           | REQUESTS: --- |
|=====O=====O=====O=====O=====O=====|
| FOUND:    Opera House   | TYPE:      --- |
|-----+-----+-----+-----+-----+-----|
| COMMANDS: Attack        | LEARN:     --- |
|           Ink           |           |
|           Tentacle      |           |
|=====O=====O=====O=====O=====O=====|
| APPEARANCE: A giant, purple octopus with a sense of humor |
|-----+-----+-----+-----+-----+-----|
| STRATEGY: How weird is this fight!? Ultros splashes out of the wood |
|           of the stage as if it's water. At least you have the ad- |
|           vantage with a pincer attack. Make sure to have the |
|           character facing his back use their strongest attacks |
|           since back attacks do double damage! The other characters |
|           should use whatever they have at their disposal to take |
|           him out as quickly as possible. It should be too diffi- |
|           cult as long as you brought in some decent party members. |
|           If you happen to have learned "Thundara" from Ramuh, you |
|           can inflict huge damage on Ultros, by the way. |
O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====

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Just as the party thinks everything is saved, in pops Setzer! Celes is brought to his airship just as planned. Isn't this exciting!?

```

 \_____ /
 _____)===== ( ( THE BLACKJACK ) )===== (
 /_____ \
                "-----"

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On board the airship, Celes quickly lets the others on board. When Setzer returns, he discovers that he didn't kidnap Maria at all. Using flattery, the

group manages to talk Setzer into taking a gamble. If Edgar's coin comes up heads, then Setzer will have to take them south to the Empire and Vector. If it comes up tails, then Celes will marry him! What he doesn't know is that Edgar's coin is a trick coin, though. It's the same one he used to decide Sabin's fate back in Figaro years ago. Instead of putting the burden of ruling Figaro on his brother's head, he used the fake coin to force Sabin to live the life he wanted while he (Edgar) took on the burden of the crown. But that's another story.

The airship lifts off toward the Empire once Setzer gets hustled, and lands near the Imperial southern city of Albrook. If you head back into the airship, you can speak to the man on the left for a free full restoration of HP and MP while the man on the right sells some new items, including the useful Teleport Stone (which warps you out of a dungeon instantly) and Remedy (which cures all status ailments). Try to stock up a few of each item just in case. By now, I had over 60,000 Gil, so purchases weren't a problem at all! Don't forget to re-equip Celes with both equipment and relics as well as an esper once you regain control!

The Southern Continent is home to a new set of monsters, which are listed at the beginning of this chapter. However, monster 073 will remain empty for now because it's located near the Veldt, which you can no longer get to until the espers are freed, so don't let the ???s bother you.

WALKTHROUGH		THE WORLD OF BALANCE		LION'S DEN	
02.01.09.03)	ALBROOK		(~albrook
NAME	LOCATION	SHOP	TYPE	PRICE	
(_) Ether	Weapon Shop				
[] <empty>	Armor Shop				
[] <empty>	Armor Shop				
{_} Hi-Potion	Outside				> near the Inn
{ } Elixir	Relic Shop				
ITEM	SHOP	TYPE	PRICE		
Kiku-ichimonji	Weapon Shop	Katana	1,200		
Venom Claws	Weapon Shop	Claws	2,500		
Bastard Sword	Weapon Shop	Sword	3,000		
Sakura	Weapon Shop	Assassin Weapon	3,200		
Shuriken	Weapon Shop	Thrown Weapon	30		
Flame Scroll	Weapon Shop	Thrown Weapon	500		
Water Scroll	Weapon Shop	Thrown Weapon	500		
Lightning Scroll	Weapon Shop	Thrown Weapon	500		
Twist Headband	Armor Shop	Helm	1,600		
Priest's Miter	Armor Shop	Helm	3,000		
Mythril Vest	Armor Shop	Armor	1,200		
Ninja Gear	Armor Shop	Ninja Armor	1,100		
White Dress	Armor Shop	Mystic Armor	2,200		
Silver Spectacles	Relic Shop	Relic	500		

		Peace Ring		Relic Shop		Relic		3,000			
		Earring		Relic Shop		Relic		5,000			
		Sniper Eye		Relic Shop		Relic		3,000			
		Reflect Ring		Relic Shop		Relic		6,000			
		Amulet		Relic Shop		Relic		5,000			
		=====O=====O=====O=====									

Welcome to Albrook, one of the Empire's occupied cities. The Magitek Armored soldiers near the entrance should give you a clue as to how business is conducted in the Empire. Most people here will be no-nonsense. Thankfully, that means that if you're looking for something in particular or a snippet of information, they'll probably be happy to tell you. However, if you mention your allegiance to the Returners, be ready for a fierce (not!) attack.

For now, let's go shopping and treasure hunting in Albrook. Start by visiting the Item Shop and restocking your supplies if you didn't do so already in the airship. Next, head east on the lower level to find the Weapon Shop nearby. Inside is a ceramic pot with an ETHER inside. You should also purchase a pair of Venom Claws for Sabin and a few Bastard Swords for other members of the party since they are the best weapons you can have at this point in the game. It wouldn't hurt to also upgrade Shadow's weapon to a Sakura even though he's not in your party at the moment. When you're done shopping there, speak with the man that's wandering around the shop to learn that there were two Ultima Weapons created during the War of the Magi. One is an actual weapon that grows according to its wielder's strength while the other is a diabolic monster born for destruction. If you've played other Final Fantasy games, the Ultima Weapon duality should be fairly familiar.

Keep heading east to find the Armor Shop. Inside there are two treasure chests, but each of them are <EMPTY>! No, there's no known way to get items out of them, so don't bother worrying about it. Instead, spend some more Gil on upgrades if you like. When you're done shopping here, head outside again. Just up the stairs to the right is the Relic Shop. Inside, you'll find an ELIXIR in the clock up the stairs. You can chat with the folks in the Pub if you like, but there's nothing to be gained by doing so. Instead, purchase any relics you'd like to add to your stock and head back outside. The man next to the relic shop will explain that the monsters of the Empire seem to be especially weak to magic. Check the barrel next to the Inn for a HI-POTION as well. That's all of the treasures for this area. If you ran out of Gil, fight a few battles outside town. Most of them will reward you with between 600 and 1000 Gil a fight!

Perhaps we should visit the other Imperial cities before tackling Vector? It's always a good idea to gather information about an enemy before attacking, after all! Head west from Albrook to the opposite side of the continent to find the town of Maranda. Along the way, if you encounter any Wyverns, try to steal from since you have Locke in your party. If you're lucky, you'll steal a pair of Dragoon Boots, which allows a person to use the "Jump" command instead of the regular "Attack" command! Plus, if you equip this relic on Edgar while he's equipped with a spear weapon, your attack power is doubled!

Also, don't forget to swap espers between characters once the spells an espers can teach have been mastered. The sooner you learn magic, the sooner you can use it in battle!

ITEM	SHOP	TYPE	PRICE
Air Knife	Weapon Shop	Knife	950
Moonring Blade	Weapon Shop	Thief Weapon	2,500
Bastard Sword	Weapon Shop	Sword	3,000
Boomerang	Weapon Shop	Thief Weapon	4,500
Priest's Miter	Armor Shop	Helm	3,000
Mythril Helm	Armor Shop	Helm	2,000
Mythril Vest	Armor Shop	Armor	1,200
Ninja Gear	Armor Shop	Ninja Armor	1,100
White Dress	Armor Shop	Mystic Armor	2,200
Earring	Relic Shop	Relic	5,000
Hermes Sandals	Relic Shop	Relic	7,000
Black Belt	Relic Shop	Relic	5,000
Amulet	Relic Shop	Relic	5,000
Hi-Potion	Item Shop	Item	300
Ether	Item Shop	Item	1,500
Eye Drops	Item Shop	Item	50
Green Cherry	Item Shop	Item	150
Echo Screen	Item Shop	Item	120
Holy Water	Item Shop	Item	300
Phoenix Down	Item Shop	Item	500
Tent	Item Shop	Item	1,200

The only reason to visit Tzen is to shop, really. If you don't see anything you like in the list above, you might as well not even waste your time visiting the city for now. There is an old man in town that will give you an interesting tidbit of information, though. The Empire has a secret weapon called the Guardian that's immobile but rediculously powerful. In fact, it has 60,000 HP! However, the true treasure of Tzen that makes it so worthwhile to visit, if you didn't notice already, is the Relic Shop, which is the first in the game to sell Hermes Sandals, which grant Auto-Haste on a character! Buy at least enough to cover all four active party members right away! When you're done here, it's time to finally head to the heart of the Empire: Vector.

ITEM	SHOP	TYPE	PRICE
Kiku-ichimonji	Weapon Shop	Katana	1,200
Venom Claws	Weapon Shop	Claws	2,500
Bastard Sword	Weapon Shop	Sword	3,000
Sakura	Weapon Shop	Assassin Weapon	3,200
Twist Headband	Armor Shop	Helm	1,600
Priest's Miter	Armor Shop	Helm	3,000

		Mythril Vest		Armor Shop		Armor		1,200		
		Ninja Gear		Armor Shop		Ninja Armor		1,100		
		White Dress		Armor Shop		Mystic Armor		2,200		
		=====O=====O=====O=====								

Vector, the captial of the Gestahlian Empire, is an industrial nightmare. Full of metal and stone, the city is about as lifeless looking as the souls of its people. You might want to use a Tent outside town and save before entering because the Inn will cost you 1000 Gil to use. Speaking to the people nearby will give you a glimpse into the power of the Empire. It seems that Cid, the head of research at the Magitek Facility, has become a master at draining espers of their power. The little boy above the Inn, for example, can cast Cure thanks to Cid's infusions. If common children are being infused with magic, that can only mean that Cid has progressed in his destruction of the espers!

For now, explore the city at your leisure as long as you stay away from any area on the east. The plot will be advanced if you speak with the elderly man behind the crates, so avoid him for now. If you happen to encounter one of the soldiers wandering around the north side of town, you'll be forced into an encounter against some Sergeants and Belzecues. Now, if you want a truly horrific challenge, try heading up into the Imperial Palace. You'll quickly be ambushed by the Magitek-powered weapon, Guardian! This thing hits for 7,000+ HP! You're lucky if you have 1,000 HP by this point. You might as well not even bother fighting this creature right now because you won't even be able to do physical damage against it, plus it has an innate Auto-Reflect attribute to means magic is useless unless you happen to have a Reflect Ring on one of your own characters as well. Even so, your magic will either miss or hit for nothing or next to nothing. Moral of the story: don't bother fighting Guardian right now. You get a chance much later in the game if you really want to take it on then, plus it's available in one of the bonus dungeons of the game as well. Thankfully, if you do happen to somehow stumble upon it, you can flee from the battle.

When you're satisfied with the town's exploration and you've bought what you want from the shops, it's time to seek out the Magitek Research Facility and free the espers. Speak with the old man behind the crates to reveal that he's part of the Returners. While he distracts the guards, you can climb up the crates and then across the metal beams before hopping back onto the path that leads up to the Magitek Research Facility. It's time to stop the Empire!

WALKTHROUGH \		THE WORLD OF BALANCE \				LION'S DEN /	
\-						/-	
02.01.09.07))	M A G I T E K F A C T O R Y				((~magitek		
/-						\-	

		=====O=====O=====O=====					
		Skp Mis	NAME		LOCATION		
		=====O=====O=====O=====					
		X []	Ether		Entrance	>	right-hand pipe
		X []	Flametongue		Entrance	>	take the hook left
		X []	X-Potion		Basement One	>	left of conveyor 1
		X []	Thunder Blade		Basement One	>	right of conveyor 2
		X []	Remedy		Basement One	>	below Thunder Blade
		X []	Dragoon Boots		Basement Two	>	southwest corner
		X []	Golden Shield		Basement One	>	southern landing

			X		[]	Golden Helm		Basement Three	>	southwest corner					
			X		< >	Golden Armor		Basement Three	>	hidden to south					
			X		[]	Tent		Basement Three	>	southeast corner					
			X		[]	Icebrand		Basement Two	>	hidden pipe room					
			X		[]	Zephyr Cloak		Basement Two	>	hidden pipe room					
			X		\$	Ifrit		Refuse Pit	>	fight Ifrit/Shiva					
					\$	Shiva		Refuse Pit	>	fight Ifrit/Shiva					
			===O===O=====O=====												
			=====O=====O=====O=====O=====O=====												
			NAME		HP		GIL		EXP		RAGE		LORE		
			=====O=====O=====O=====O=====O=====												
			075 Onion Knight		250		100		115		Yes		Yes		
			076 Sergeant		580		273		252		Yes		No		
			077 Belzecue		615		343		228		Yes		No		
			078 Proto Armor		670		296		499		No		No		
			079 Trapper		555		200		235		Yes		Yes		
			080 Flan		255		120		160		Yes		No		
			081 General		650		308		232		Yes		No		
			290 IFRIT		3,300		---		---		No		No		
			291 SHIVA		3,000		---		---		No		No		
			=====O=====O=====O=====O=====O=====												

The Magitek Factory is one crazy place, as you'll soon find out. The conveyor belts, pulleys, hooks, tubes, and catwalks make this place a virtual labyrinth. Start by heading west, the only direction you can go at first. Be careful of the random encounters in here. The Proto Armor is a very deadly enemy. It has an attack similar to Terra's old Tek Missile attack called "Launcher" that will send missiles exploding against everyone, dealing approximately 600 damage to each person! However, if you want a complete bestiary, you'll have to survive at least one of these fights. Also, you cannot return to this area once you advance, so make sure to collect every bestiary entry and treasure before you move on! Don't forget that magic is the weakness of most monsters here, and that includes the Proto Armor.

```

\_____ .-----_._____ /
( )===== ( ( MAGITEK FACTORY: ENTRANCE ) )===== (
/                                     "-----"
\

```

The first treasure is located on the other end of a pair of pipes leading south from the main entrance area. Take the pipe on the right to end up at a treasure chest containing an ETHER. Then head back up the pipe and move left to the area where the hook keeps swinging back and forth. Catch hold of it with the action button once it nears you to swing across the gap. The treasure chest just to the west contains a FLAMETONGUE. Equip this on someone right away because it not only increases Attack power, but it has a chance of casting "Fire" as well. To get back, just grab the hook again and swing back across. Now, take the pipe on the left this time to drop down onto a conveyor belt leading to the next area.

```

\_____ .-----_._____ /
( )===== ( ( MAGITEK FACTORY: BASEMENT ONE ) )===== (
/                                     "-----"
\

```

Down into the depths we go. As soon as you get off the first conveyor, check the chest to the left to find an X-POTION. Next, take the conveyor belt to the right, which leads to a chest containing a THUNDER BLADE. Make sure to also

equip this on someone right away. The monsters here are weaker to magic than physical attacks, so these weapons with their inherent elemental properties are ideal. Directly below that chest is another with a REMEDY inside. Next, take the conveyor belt to the left down to the next floor.

```
\_____.-----.\_____/
( )===== ( ( MAGITEK FACTORY: BASEMENT TWO ) ) ===== (
/ "-----"
```

After unloading from the conveyor belt, head to the far southwest corner to discover a chest containing a pair of DRAGOON BOOTS. Now, take the stairs just above this chest until they lead to a door heading back into Basement One.

```
\_____.-----.\_____/
( )===== ( ( MAGITEK FACTORY: BASEMENT ONE ) ) ===== (
/ "-----"
```

The door leads to a landing overlooking the main floor of Basement One. There is a treasure chest on the right and a lift leading back down to Basement One on the left. For now, just open the chest to find a GOLDEN SHIELD. Equip this right away because it's superior to your other shields at this point. Instead of heading down the lift, just go back down the stairs.

```
\_____.-----.\_____/
( )===== ( ( MAGITEK FACTORY: BASEMENT TWO ) ) ===== (
/ "-----"
```

Just south of the stairs and east of the Dragoon Boots chest are two walkways leading into a new area. Take the walkway on the right.

```
\_____.-----.\_____/
( )===== ( ( MAGITEK FACTORY: BASEMENT THREE ) ) ===== (
/ "-----"
```

This path leads to the ground floor of Basement Three. If you walk down to the southwest corner of the room, there's a door you can enter that passes through the catwalk above. In the small area beyond is a treasure chest containing a GOLDEN HELM. Equip this, as usual. Now, if you follow the souther wall to the right a ways, you'll find a doorway hidden here as well. This one leads to a hidden chest containing a suit of GOLDEN ARMOR. Equip it. Now, if you work your way around the perimeter of the room until you find yourself on the southeast side, there's a treasure chest here that contains a TENT. The last treasures are on the floor above, so head back the way you came.

```
\_____.-----.\_____/
( )===== ( ( MAGITEK FACTORY: BASEMENT TWO ) ) ===== (
/ "-----"
```

If you head to the east, you'll find a hidden passage in the wall between the crates here. It's pretty obvious due to the pipes in the darkness beyond that seem to lead right to this area. Once in the pipes, head south a bit until you spot a room on the right. This room contains the last two chests for this area. The first on the left contains an ICEBRAND. The other contains a ZEPHYR CLOAK, which boosts both Evasion and Magic Evasion by ten points! This might be of use in the area ahead, so it's recommended to equip it on the group healer just to give them that extra chance of surviving an attack that might kill everyone else. By now you should have at least two people who have mastered Kirin, so the choice is yours on who to equip it to (if you do decide to equip it). The pipe eventually leads south, but somehow it ends up going to top of Basement Two! Freaky physics, huh?

Now that you've found all of the treasures here, you need to make your way even deeper into the facility. Notice the Magitek Armor being pulled along the conveyor belt to the right of the place you dropped down to? You can also stand on this conveyor belt and follow the route of the Magitek suits. As soon as you move forward in this next room, Kefka appears! He proclaims himself an all-powerful god for his use of the espers' powers. Using these powers, he plans to revive the "Warring Triad." What exactly that is, you don't know quite yet, but it can't be good with a word like "warring" in it! Tossing two espers into a pit within the factory, Kefka walks off laughing hysterically. Perhaps those are the espers you need to save? Follow them down the conveyor belt into the pit.

```

\_____
/_____ )===== (_____ ( MAGITEK FACTORY: REFUSE PIT )_____ )===== (_____
/_____ /
"-----"

```

Before you speak with the espers, walk around until you encounter the Flan enemy. They are weak to Fire magic, so use the target-all feature to cast "Fire" on all of them at once to do the trick. When you're ready, speak with the red-colored esper to the left -- Ifrit -- to proceed.

```

| _____ | _____ | _____ | _____ |
O=| | | | =| | | | =| |=====| |=====|=====O
| | | < | | | | |_____ | |_____ | Ifrit |
| | | | | | | | | | _____ | -Lord of Flames- |
O=| _____ | =| _____ | =| _____ | =| _____ |=====O
|
|=====O=====O=====O=====O=====|
| HP: 3,300 | STR: N/A | MAG: 7 | ATT: 25 | GIL: --- |
|-----+-----+-----+-----+-----|
| MP: 600 | DEF: 215 | MDF: 115 | STA: N/A | EXP: --- |
|-----+-----+-----+-----+-----|
| LEVEL: 21 | EVA: 20 | MEV: --- | SPD: N/A | AP: --- |
|=====O=====O=====O=====O=====|
| [A] Fire [I] Lightning [I] Wind [ ] Restore [I] Holy |
| [W] Ice [I] Water [I] Earth [I] Poison [ ] Evil |
|-----+-----+-----+-----+-----|
| [I] Berserk [I] Death [I] Imp [ ] Reflect [I] Silence |
| [ ] Blink [ ] Doom [ ] Paling [ ] Regen [I] Sleep |
| [ ] Bravery [ ] Faith [I] Petrify [ ] Reraise [ ] Slow |
| [I] Confuse [ ] Float [I] Poison [ ] Sap [I] Stop |
| [ ] Counter [ ] Frozen [ ] Protect [ ] Shell [ ] Vanish |
| [ ] Darkness [ ] Haste [ ] Quick [ ] Shield [ ] Zombie |
|=====O=====O=====O=====O=====|
| DROPS: --- | STEAL: --- |
| --- | --- |
|-----+-----+-----+-----+-----|
| KEY ITEM: --- | REQUESTS: --- |
|=====O=====O=====O=====O=====|
| FOUND: Magitek Factory: Refus | TYPE: --- |
|-----+-----+-----+-----+-----|
| COMMANDS: Attack | LEARN: --- |
| Fire |
| Fira |
|=====O=====O=====O=====O=====|
| APPEARANCE: A demon of flame and ash with great, pointed horns |
|=====O=====O=====O=====O=====|
| STRATEGY: The key to this battle is to figure out Ifrit's elemental |
| properties as soon as possible. It shouldn't take long, |

```



```

their bodies to further your objectives, Ifrit and Shiva become
magicite crystals as well. The party is sad to see the espers
reduced to such desperate measures, but at this point their
powers seem to be the only way that you can hope to fight the
Empire face to face. Speak to Ifrit to learn that he and Shiva
spent turns in the "capsules" to drain their power, just like the
other espers. Now speak with Shiva to gain their magicites once they explain
that they were siblings with Ramuh, each of them being a master of a different
element.

```

Now, if you want to head back up for some reason, use the hook hanging against the northern wall to lift yourself back to the floor above. Otherwise, the door to the left contains a save point in the next room while the door to the right leads deeper into the facility.

```

\_____ .-----_._____ /
/_____)===== (____ ( MAGITEK FACTORY: STAIRWAY )____) ===== (_____
/"-----"
\

```

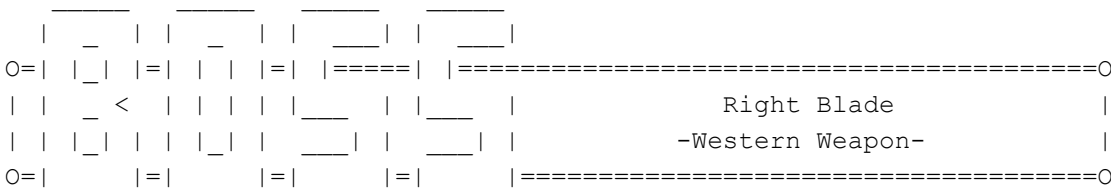
On the stairs lead up, you'll encounter two new enemies: General and Trapper. Make sure to defeat both of these enemies before proceeding! Be very careful of when you decide to fight the Trappers, however, because they can use the spell "Level 5 Death" which will instantly kill any character in your active party with a level divisible by 5! Once you're ready, head to the top of the stairs and exit to the south.

WALKTHROUGH		THE WORLD OF BALANCE						LION'S DEN
02.01.09.08))	R E S E A R C H F A C I L I T Y				((~research)
NAME		HP	GIL	EXP	RAGE	LORE		
082	Destroyer	800	400	592	Yes	No		
083	Lenergia	470	250	438	Yes	No		
084	Magna Roader	420	277	232	Yes	No		
085	Magna Roader	250	300	198	Yes	No		
292	NUMBER 024	4,777	---	---	No	Yes		
293	NUMBER 128	3,276	---	---	No	No		
294	RIGHT BLADE	400	---	---	No	No		
295	LEFT BLADE	700	---	---	No	No		


```

-----+-----
| KEY ITEM: --- | REQUESTS: --- |
=====O=====
| FOUND:   Magitek Research Facil | TYPE:   --- |
-----+-----
| COMMANDS: Attack | LEARN:   --- |
|           Blaster (when alone) |         |
|           Blizzard |         |
|           Blood Feast |         |
|           Net |         |
|           ??? Speed Up ??? |         |
=====O=====
| APPEARANCE: A creation of twisted metal wielding two wicked blades |
=====
| STRATEGY: This battle is actually against three different parts of
| one machine. The other two are listed below. Essentially,
| the battle ends once the core is destroyed. However, in
| order to fill in your bestiary, you'll want to defeat
| each of the blades at least once. Start the battle by
| having Locke steal from Number 128 until he gets the
| Kazekiri. Next, you should the next two turns (since it
| probably won't take longer) defeating the two blades.
| Finally, take down the core as soon as possible to avoid
| its Stop-inflicting "Net" attack or the powerful "Blood
| Feast."
|
O=====O

```



```

=====O=====O=====O=====O=====O=====
| HP:      400 | STR: N/A | MAG: 5 | ATT: 20 | GIL: --- |
-----+-----+-----+-----+-----+
| MP:      150 | DEF: 120 | MDF: 150 | STA: N/A | EXP: --- |
-----+-----+-----+-----+-----+
| LEVEL:   21 | EVA: --- | MEV: --- | SPD: N/A | AP: --- |
=====O=====O=====O=====O=====O=====

```

- ```

| [] Fire [] Lightning [] Wind [] Restore [] Holy
| [A] Ice [] Water [] Earth [] Poison [] Evil
-----+-----+-----+-----+-----+
| [I] Berserk [] Death [I] Imp [] Reflect [I] Silence
| [] Blink [] Doom [] Paling [] Regen [I] Sleep
| [] Bravery [] Faith [] Petrify [] Reraise [] Slow
| [I] Confuse [] Float [I] Poison [] Sap [] Stop
| [] Counter [] Frozen [] Protect [] Shell [] Vanish
| [I] Darkness [] Haste [] Quick [] Shield [] Zombie

```

```

=====O=====
DROPS: ---	STEAL: --- (Ether?)
-----+-----

```

```

| KEY ITEM: --- | REQUESTS: --- |
=====O=====
| FOUND: Magitek Research Facil | TYPE: --- |
-----+-----
| COMMANDS: Attack | LEARN: --- |
| Rapier | |
=====O=====

```

| APPEARANCE: A Magitek-infused weapon once found in the west  
|=====  
| STRATEGY: The Right Blade, or Rapier, supposedly has no items to  
| steal, yet I managed to steal an Ether from it during the  
| battle! This is the weaker of the two blades, so take it  
| out first to avoid its "Rapier" attack.  
|  
O=====O

| \_\_\_\_\_ | \_\_\_\_\_ | \_\_\_\_\_ | \_\_\_\_\_ |  
O=| |\_| |=| |\_| |=| |=====| |=====|=====O  
| | | < | | | | \_\_\_\_\_ | \_\_\_\_\_ | | Left Blade  
| | |\_| | | |\_| | \_\_\_\_\_ | \_\_\_\_\_ | | -Eastern Weapon-  
O=| \_\_\_\_\_|=| \_\_\_\_\_|=| \_\_\_\_\_|=| \_\_\_\_\_|=====O

|=====  
| HP: 700 | STR: N/A | MAG: 5 | ATT: 13 | GIL: --- |  
|-----+-----+-----+-----+-----|  
| MP: 470 | DEF: 120 | MDF: 150 | STA: N/A | EXP: --- |  
|-----+-----+-----+-----+-----|  
| LEVEL: 22 | EVA: --- | MEV: --- | SPD: N/A | AP: --- |  
|=====  
| [ ] Fire [ ] Lightning [ ] Wind [ ] Restore [ ] Holy  
| [A] Ice [ ] Water [ ] Earth [ ] Poison [ ] Evil

-----|  
| [I] Berserk [ ] Death [I] Imp [ ] Reflect [I] Silence  
| [ ] Blink [ ] Doom [ ] Paling [ ] Regen [I] Sleep  
| [ ] Bravery [ ] Faith [ ] Petrify [ ] Reraise [ ] Slow  
| [I] Confuse [ ] Float [I] Poison [ ] Sap [ ] Stop  
| [ ] Counter [ ] Frozen [ ] Protect [ ] Shell [ ] Vanish  
| [I] Darkness [ ] Haste [ ] Quick [ ] Shield [ ] Zombie  
|=====  
| DROPS: --- | STEAL: ---  
| --- | ---  
|-----+-----|  
| KEY ITEM: --- | REQUESTS: ---

|=====  
| FOUND: Magitek Research Facil | TYPE: ---  
|-----+-----|  
| COMMANDS: Attack | LEARN: ---  
| Shamshir |  
| Slash |  
|=====  
| APPEARANCE: A Magitek-infused weapon once found in the east  
|=====  
| STRATEGY: The Left Blade, or Shamshir, does not seem to have any  
| items, just like the bestiary entry says, yet the game  
| doesn't give the message "Enemy has no items." Instead,  
| it just says "Failed to steal." This is the stronger of  
| the two blades, so take it out after the other one. Its  
| "Shamshir" attack is extremely powerful, however, dealing  
| approximately 500 HP damage to one person!  
|  
O=====O

The mine cart screams out of the emergency exit and crashes right into a Magitek soldier, sending him flying off the ledge into the chasm below. Now the party simply needs to escape Vector!

```

\WALKTHROUGH\ _____ /THE WORLD OF BALANCE\ _____ /LION'S DEN /
| \-\ /-/\
| 02.01.09.09)) V E C T O R ((~vector
| /-/\ \-\
|
|=====O=====O=====O=====O=====O=====|
| NAME | HP | GIL | EXP | RAGE | LORE |
|=====O=====O=====O=====O=====O=====|
| 086 Chaser | 1,202 | 380 | 691 | Yes | No |
| 296 CRANE | 1,800 | --- | --- | No | No |
|=====O=====O=====O=====O=====O=====|

```

Before you head south, make sure to fight at least one Chaser to fill in that spot in your bestiary. When you arrive back at the crates the old man was at earlier, Setzer meets you just in time to help in the escape. But before the Blackjack can clear the skies of Vector, Kefka brings to life the mechanical arms of the Imperial Palace: the Cranes!

```

| _ | | _ | | _ | | _ |
O=| | | |=| | | |=| |=====| |=====O
| | _ < | | | | _ | | _ | Crane
| | | | | | | | _ | | _ | -Palace Auxillary Security-
O=| | | |=| | | |=| | | |=====O
|
|=====O=====O=====O=====O=====O=====|
| HP: 1,800 | STR: N/A | MAG: 4 | ATT: 14 | GIL: --- |
|-----+-----+-----+-----+-----|
| MP: 447 | DEF: 145 | MDF: 120 | STA: N/A | EXP: --- |
|-----+-----+-----+-----+-----|
| LEVEL: 23 | EVA: --- | MEV: --- | SPD: N/A | AP: 4 |
|=====O=====O=====O=====O=====O=====|
| [] Fire [A] Lightning [] Wind [] Restore [] Holy
| [] Ice [W] Water [] Earth [] Poison [] Evil
|-----+-----+-----+-----+-----|
| [I] Berserk [I] Death [I] Imp [] Reflect [I] Silence
| [] Blink [] Doom [] Paling [] Regen [I] Sleep
| [] Bravery [] Faith [I] Petrify [] Reraise [] Slow
| [I] Confuse [] Float [I] Poison [] Sap [I] Stop
| [] Counter [] Frozen [] Protect [] Shell [] Vanish
| [I] Darkness [] Haste [] Quick [] Shield [] Zombie
|=====O=====O=====O=====O=====O=====|
| DROPS: --- | STEAL: Noiseblaster
| --- | --- (Hi-Potion?)
|-----+-----+-----+-----+-----|
| KEY ITEM: --- | REQUESTS: ---
|=====O=====O=====O=====O=====O=====|
| FOUND: Vector | TYPE: ---
|-----+-----+-----+-----+-----|
| COMMANDS: Attack | LEARN: ---
| Fire |
| Fira |
| Thunder |
| Thundara |
| Wrecking Ball |
| Magitek Barrier |
|=====O=====O=====O=====O=====O=====|
| APPEARANCE: A left hand of a crane capable of holding airships |

```



shards to Terra. Responding to the light emitted from the magicite, Terra comes to remember her past at long last. She was raised in the esper world!

```

\WALKTHROUGH\ _____ /THE WORLD OF BALANCE\ _____
| \-\ /-/ \
(02.01.10.00)) T H E S E A L E D G A T E ((~sealedgate)
\ _____ /- / _____ \-\ _____ /

```

```

O=====O
| ~*~ IN THIS SECTION ~*~ |
o-----o
| 01. The Esper World |
| 02. Narshe |
| 03. Observation Post |
| 04. Sealed Gate Cave |
O=====O

```

Now that the espers have been "liberated" from the hands of the Empire, Terra has regained her past through the memories locked within the magicite. Sealed away since the War of the Magi and lost within the mists of legend, the Sealed Gate divides the world of the humans from the world of the espers. Once Terra discovers her heritage, she'll need to seek out the espers to find a way to stop the Empire. The most logical place to start searching would be the Sealed Gate, but its location is a mystery to the party for now. Perhaps the memories within the crystals can shed some light on it.

```

\WALKTHROUGH\ _____ /THE WORLD OF BALANCE\ _____ /SEALED GATE/
| \-\ /-/ |
(02.01.10.01)) T H E E S P E R W O R L D ((~esperworld)
\ _____ /- / _____ \-\ _____ /

```

```

/\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\
< .----- . >
< | ~*~ NEW CHARACTER ALERT ~*~ | >
< |=====| >
< | M A D U I N (Gate Guardian) | >
< |=====| >
< | Honored as one of the guardians of | >
< | Sealed Gate between the worlds, he | >
< | is the Elder's most trusted friend. | >
< '-----' >
 /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\

```

Terra's story begins with her pronouncement that she was born in the world of the espers. As the tale unfolds, the game moves to the perspective of a familiar figure: the esper Maduin. This can only be the past because he is free and alive. Can these be the memories stored within the magicite crystal he created upon death within the Magitek Research Facility? There's only one way to find out. You'll need to search around this new world to see what it has to do with Terra and her link with the espers.

During your visit to the esper world, there are no items, shops, or monsters. Basically, you can complete this section at your leisure without worrying about missing any certain thing from a checklist. Enjoy the freedom while you can because it won't last for long.

Maduin is one of the espers in charge of the protection and maintenance of the Sealed Gate that links the worlds of humans and espers together. It just so happens that today is his day to watch the gates. If you speak with the various residents of the village, most of them seem pleasant enough. However, both the Elder and the previous guard feel a sense of apprehension in the air. Their misgivings are confirmed with the appearance of a woman lying unconscious at the



entrance of the village! But how did she get through the Sealing?

Maduin carries the woman to safety in the Elder's cave where she's put to bed. If you speak to any villager other than the human, you'll glean hints that the barrier placed on the Gate must have weakened over the past millenium. Some of the villagers seem intrigued and curious about the human while others are both highly offended and afraid that a human has breached the Sealing. If this weak mortal woman can do so, what hope is there of stopping an army? Perhaps if you speak with her she'll explain things.

The human woman charms Maduin immediately. She seems so innocent and pure that he offers her his lucky charm. She introduces herself as Madeline and explains that she fled the world of humans due to the extreme corruption, greed, and hate that seemed to devour everyone. Maduin mentions that humans and espers can't coexist, and Madeline gets the hint, promising that she'll return to her own world in the morning.

When Maduin awakens the next morning, everyone in town is anxious to report the news that Madeline has already left! The Sealed Gate is located north of the village, so head there to see if you can catch up with Madeline. In the cavern beyond the village, Maduin catches Madeline just before she leaves and promises that if she wants to stay in the village, he'll take care of her. Even with the omen that humans and espers cannot coexist together, the couple are willing to try. Their bond results in the birth of a child -- a daughter -- named Terra!

Two short years later, the peace of the esper world is forever shattered when the Empire breaks through the Gate. The magic has worn down enough that even common soldiers can pass through, it would seem. Although the espers put up a fight, they are hauled off by the Imperial forces to be subjected to the horror of Doctor Cid's Magitek research. Emperor Gestahl revels in the discovery of the esper mother lode. Dispatching troops throughout the village, he orders the capture of any esper and riches for those who accomplish this task.

Meanwhile, Maduin and the Elder are forced to resort to a desperate plan. If the Elder can focus his powers upon a single point -- the Gate -- it can be resealed once the humans have been removed. However, doing so is a one-time event and cannot be reversed in his lifetime (if he survives the sealing). Poor Madeline is torn between losing her last link to the human world forever or leaving the esper world never to return. In the end, she decides that her place is with Maduin and the espers. However, some of the espers don't sense her altruism and begin to whisper accusations that she led the troops here in the first place.

Madeline, suddenly ostracized and outcast, flees with Terra to the Sealed Gate. If she isn't welcome in the esper world anymore, then there's no point in remaining there. Head toward the exit to find the Elder waiting for you. The Elder informs you that it's too late to save Madeline now that the sealing has begun. Should you chase after her now, you'll both be unable to ever return. The only choice you have is to chase after Madeline. How can you know if the compatability of humans and espers doesn't work unless you try? And how can you hope to succeed if you don't help a human in need?

The sealing begins to draw everyone and everything out of the caverns by the Gate as soon as Maduin enters. Slowly but surely, even Madeline is drawn closer to the Gate. In the end, everyone -- Maduin included -- is cast out from the esper world. Back in the human world, Gestahl awakens first to find Maduin, Madeline, and Terra unconscious. Intrigued by the half-esper child, Gestahl takes Terra for himself and murders Madeline. Maduin is, of course, shipped off to the Magitek Research Facility, and the rest is history.



|  |                         |           |               |  |       |  |
|--|-------------------------|-----------|---------------|--|-------|--|
|  | Phoenix Down            | Item Shop | Item          |  | 500   |  |
|  | Green Cherry            | Item Shop | Item          |  | 150   |  |
|  | Tent                    | Item Shop | Item          |  | 1,200 |  |
|  | Flame Scroll            | Item Shop | Thrown Weapon |  | 500   |  |
|  | Water Scroll            | Item Shop | Thrown Weapon |  | 500   |  |
|  | Lightning Scroll        | Item Shop | Thrown Weapon |  | 500   |  |
|  | =====O=====O=====O===== |           |               |  |       |  |
|  | _____                   |           |               |  |       |  |
|  |                         |           |               |  |       |  |
|  |                         |           |               |  |       |  |
|  |                         |           |               |  |       |  |
|  |                         |           |               |  |       |  |

As soon as you enter Narshe, a soldier arrives to escort your party back to Banon's retreat with the Elder. Banon is pleased to inform the party that the people of Narshe have finally joined in the resistance against the Empire after the cruelty of Kefka and his troops. The party relates the events that occurred while in Vector. Now, the only problem left is to find a way to combine the resources of Narshe with the machinery of Figaro in the most effective way to stop the Empire in its tracks. And even if they manage to develop a strategy, they still don't have the troops necessary to implement the strategy. The only feasible solution is to open the Sealed Gate and call upon the espers to assist in the battle to come. And the only one capable of possibly breaking the Seal is Terra.

```

_____)===== (_____ (SOUTH NARSHE) _____)===== (_____
/ "-----"

```

Once the meeting concludes, you're free to do as you please in the city. You'll notice that the shops are now carrying updated goods, so it would definitely be worthwhile to make some purchases with your likely abundance of Gil. Once you feel satisfied, make sure to pay a visit to the Treasury (it's located to the east all alone on the bluff) to find that Lone Wolf, a previous inmate from Figaro Castle, seems to have broken free. Just as the party enters, Lone Wolf breaks the lock on the chest you were unable to open earlier and runs away with the item. If you check the treasure chest now, it will be <EMPTY>.

Don't let the thief get away with his crime! When you head out of the Treasury and move north, he runs away again. Just as you might think you've lost his trail, you can spot him if you try to head into North Narshe. Follow him!

```

_____)===== (_____ (NORTH NARSHE) _____)===== (_____
/ "-----"

```

There's only one way he could have gone, and that's into the mines. Just before you enter, he'll peek out of a cave in the cliff face to pester you again.

```

_____)===== (_____ (NORTH NARSHE MINES) _____)===== (_____
/ "-----"

```

When you reach the crossroads, head to the east. This chamber seems to loop around itself, leading up a set of stairs to the upper mines. Follow the path out of the mines and cross the wooden bridge before entering the next set of mine shafts. There's only one way to go still, so follow the route to the east and then north.

```

_____ .-----

```

\_\_\_\_)===== ( ( NARSHE: FROSTED MAZE ) \_\_\_\_ )===== ( \_\_\_\_  
/ "-----" \

Remember this area? The last time you visited this scenic area, Kefka was breathing down your throat. Now you're the one breathing down someone else's! The thief can only go up from here. At the top of the maze, head north.

\_\_\_\_.-----\_.\_\_\_\_\_  
\_\_\_\_)===== ( ( NARSHE: SUMMIT ) \_\_\_\_ )===== ( \_\_\_\_  
/ "-----" \

There's nowhere else for Lone Wolf to go now! Cornered, he tells you not to move an inch or else the moogle he's holding as a hostage will get it. If you stay still for a few moments, the moogle will come to just in time to get thrown to the edge of the cliff. You now have to make one of the few choices in the game that is an either/or choice. You can only get one of the two options. If you save Lone Wolf, he'll give you the extremely powerful Gold Hairpin relic that greatly augments your magic power. However, if you speak with the moogle, he will join your party as a permanent member. Although the choice is yours, it's really no choice at all. You can get Gold Hairpins near the end of the game if you have the patience, but you can never get this unique character if you fail to help him now. With that said, you should go speak to the moogle to lift him back up to safety, and with that he'll join the party.

```
 /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\
< .----->
< | ~*~ NEW CHARACTER ALERT ~*~ | >
< |=====| >
< | M O G (Moogle) | >
< |=====| >
< | "A moogle who speaks the world of | >
< | men, and can summon the earth's | >
< | power through his dance..." | >
< '-----' >
 /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\
```

The game returns to normal once Mog leaves for the airship and Lone Wolf takes a free-dive into the chasm below. You can get a good look at the esper in the ice if you like, but it serves no other purpose than eye candy... for now. Once you get back to the airship, you can bring Mog into your active party for good.

```

WALKTHROUGH\ _____ /THE WORLD OF BALANCE\ _____ /SEALED GATE/
| \- \ /- / |
(02.01.10.03)) O B S E R V A T I O N P O S T ((~observe)
\ _____ /- / \- \ /
```

The Imperial Observation Post is located east of Vector. If you tried to visit this place earlier in the game, it was packed full of soldiers moving very quickly. Should you have encountered one, you would have fought a battle against some strong Sergeants and then been kicked out of town. However, when you enter now you'll find that the Empire's presence has suddenly disappeared here. Isn't that odd?

For now, everything in the Observation Port is locked away by the Empire still, so just head to the east and exit out the other side of the screen. Back on the world map, just head east to enter the Cave to the Sealed Gate.

```
\WALKTHROUGH\ _____ /THE WORLD OF BALANCE\ _____ /SEALED GATE/
| \-| /-|
| 02.01.10.04)) C A V E T O T H E S E A L E D G A T E ((~sealedcave |
| _____ /-| _____ \-| _____
| |
	===O===O=====O=====O=====O=====O=====O=====O=====O=====O=====			
	Skp	Mis	NAME	LOCATION
	===O===O=====O=====O=====O=====O=====O=====O=====O=====O=====			
		X	[] Assassin's Dag	First Descent
		X	[] Kazekiri	Second Descent
		X	[] Heiji's Jitte	Bridge Puzzle > lower left chest
		X	[] X-Potion	Bridge Puzzle > upper right chest
		X	[] Hi-Ether	Magma Chamber > lower left chest
		X	[] Genji Glove	Magma Chamber > pull 1st switch
		X	[] Tent	Magma Chamber > save point room
		X	< > Invisibility S	Magma Chamber > 1S, 1W of stairs
		X	< > Gold Needle	Magma Chamber > 7S, 1W of stairs
		X	[] Hi-Ether	Magma Chamber > below big stairs
		X	< > 293 Gil	Magma Chamber > 3N of Hi-Ether
		X	< > Water Scroll	Magma Chamber > 3S, 3E of stairs
		X	[] Elixir	Magma Chamber > east of stairs
		X	[] Magicite Shard	Treasury > left chest
		X	[] Hi-Ether	Treasury > middle chest
		X	[] Magicite Shard	Treasury > right chest 1
		X	[] Ultima Weapon	Treasury > right chest 2
		X	[] Magicite Shard	Magma Chamber > upper right corner
	===O===O=====O=====O=====O=====O=====O=====O=====O=====O=====			
	=====O=====O=====O=====O=====O=====O=====O=====O=====O=====			
	NAME	HP	GIL	EXP
	=====O=====O=====O=====O=====O=====O=====O=====O=====O=====			
	087 Outcast	1,100	442	740
	088 Provoker	781	300	415
	089 Zombie Dragon	1,991	309	1,072
	090 Antares	480	270	290
	091 Lich	590	350	374
	112 Ninja	1,650	520	694
	=====O=====O=====O=====O=====O=====O=====O=====O=====O=====			

\ _____ /
_____)===== (_____ (SEALED GATE: FIRST DESCENT) _____)===== (_____
/ "-----"
\
```

It's finally time to meet the espers face to face. But first, you'll need to traverse the myriad dangers of the caverns leading to the Sealed Gate deep within the earth. As a side note, make sure to defeat all of the enemies listed above and get any treasures inside before you leave. Once you do, you can't come back.

```
\ _____ /
_____)===== (_____ (SEALED GATE: FIRST DESCENT) _____)===== (_____
/ "-----"
\
```

Start by opening the treasure chest just inside the caves for an ASSASSIN'S DAGGER. Then just go deeper into the caves to the south.

```
\ _____ /
_____)===== (_____ (SEALED GATE: SECOND DESCENT) _____)===== (_____
/ "-----"
\
```

The Outcast enemy often appears in this cave and it carries the useful Amulet

relic, which you can steal from it if you have Locke in your party. I would highly recommend stealing at least one if not more. You can always sell them if you're running low on Gil for 2,500 a pop. At the bottom of this cave is a chest containing a KAZEKIRI. Keep going deeper into the caves.

```

_____ .----- ._____ /
()===== ((SEALED GATE: BRIDGE PUZZLE))===== (
/ "-----"

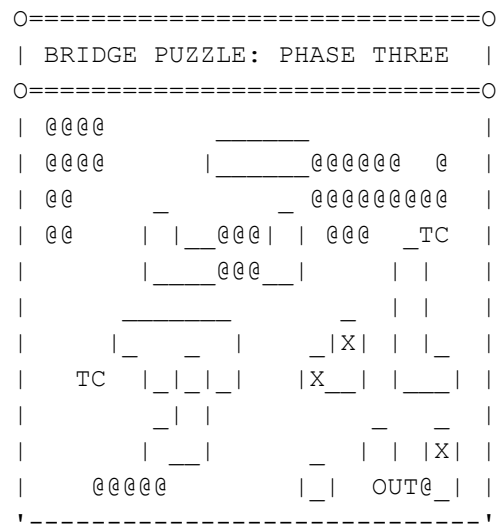
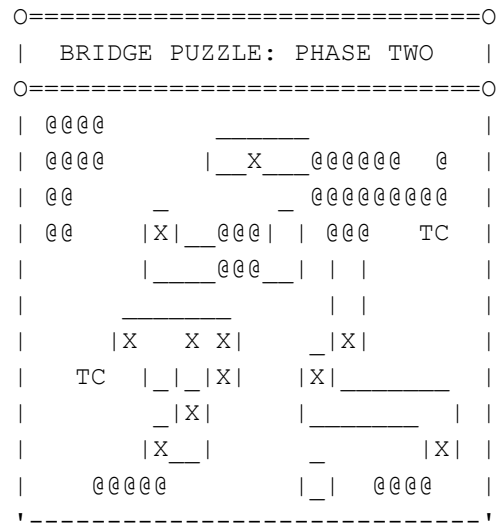
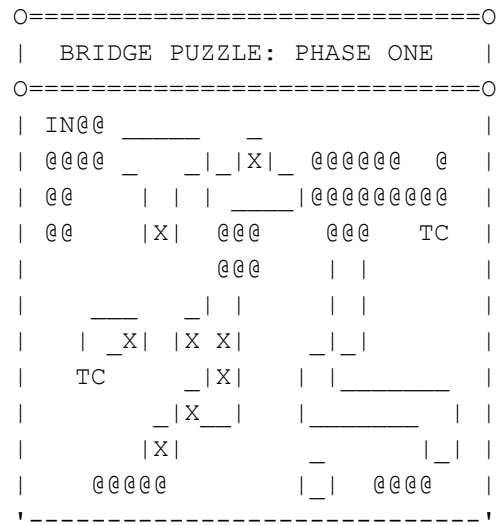
```

The caverns finally open up into a subterranean chamber filled with magma which is spanned by several broken bridges. If you wait for a moment, you'll notice that the bridges seem to fluctuate. Every few seconds one portion of a bridge disappears and another appears in its place. The problem is, there are only a few constant portions of the bridge that are "safe." The maps to the right display the two bridge patterns with the safe spots marked with "X"s. The "@"s stand for solid ground, while the "TC"s are treasure chests.

Start by heading east across the upper "T" bridge and then heading down to the bottom of the "T." When it switches to phase two, move down and then right to get to the isle in the middle of the room. Now, if you head down two spaces on either bridge phase and then one space west, you'll be on a safe square. When it switches to phase two, use the small "T" to move left and wait on the last square of that bridge for phase one to reappear. Now collect the HEIJI'S JITTE, a relic which changes Setzer's "Slot" command to "Gil Toss," and then dash back to the safe square again. Make your way back to the isle in the middle.

To get to the other treasure chest, you'll need to make your way to the safe square on the top. Once the puzzle switches back to phase two, you can run east to reach the next land mass. From there, just move east to open the treasure chest which contains an X-POTION inside. Now, when you step onto the bridge leading south from this land mass, it will cue the beginning of phase three. Now, the bridges on the right side of the screen will switch between phases two and three. Use the safe points marked on the maps to navigate your way south to the exit.

If you happen to fall in the magma along the way, you'll need to head to the upper left to climb the stairs and start all over again.



```

_____ .----- ._____ /
()===== ((SEALED GATE: MAGMA CHAMBER))===== (
/ "-----"

```

In the next cavern, you have a choice to make near the beginning. You can start by either taking the lower path which runs close to the magma or you can take the higher path which is suspended farther above and often crosses of the lower path. Start by taking the higher path to the east and then south to find a chest containing a HI-ETHER. Now just head back to the start and take the lower path east, crossing under the higher path along the way. You'll end up at a crossroads just ahead where you can again choose to take a lower or higher path. Take the higher one again to find a switch along a wooden bridge. Pull the switch to break the bridge. After falling back down to the lower path, you hear a distant sound. This sound is that of a bridge appearing nearby. If you head northwest from the place you landed, you'll find a new bridge leading to the treasure chest on the island in the lava containing a GENJI GLOVE!

Now head east on the lower path to find a pair of switches once you climb the nearby stairs. Start by pulling the switch to the left which will open up a cave between the switches. Inside the cave is a save point and a treasure chest containing a TENT. You might as well use the new Tent at the save point to restore your HP and MP and then save. Now, head back out to pull the second switch. This one cues a forced encounter against a Ninja. Be careful to keep your HP above 500 HP at all times because he can use Scrolls which can deal about 350 damage to every party member. If you can manage to successfully steal from him (which is pretty hard), you can claim a new relic called Angel Wings. When he falls, he mumbles about a whole load of treasure beneath the big stairway that he was going to collect. Hmm. Perhaps you can find the treasure instead?

Halfway across the next wooden bridge is another switch. Pull this one to reveal a staircase leading down to an open area with a treasure chest to the left and an exit to the right. Before you go to either location, there are some hidden treasures to find. That staircase you just came down can only be the "big stairway" that the Ninja was talking about earlier. While standing on the last step, move one square south and one square west. Press the action button here to find a hidden INVISIBILITY SCROLL. Next, move six more steps to the south and check here for a hidden GOLD NEEDLE. Now go open the chest to the west for a HI-ETHER. If you go around the chest and then stand above it, take three steps north and check the ground there to find a hidden cache of 293 GIL. Now head back to the first step again and take three steps east and three steps south to find the last hidden treasure: a WATER SCROLL.

Use the exit to the right to enter a secret passage which leads north and then east into the second half of the Magma Chamber. Open the chest nearby to claim the ELIXIR inside. Pay attention to the floor here. You'll notice that several panels on the ground are a different shade of gray. If you step on them, they will cause various reactions in the chamber, some of the not advantageous to your treasure collection! For now, head down the nearby stairs and go left to find a floor switch on a raised platform. Step on the switch to reveal a cave to the right. Head inside.

```
_____.-----._____/
()===== (SEALED CAVE: TREASURY) ===== ()
/ "-----" \
```

Inside are several chests. The chests to the lower left contains a MAGICITE SHARD. The chest in the middle contains a HI-ETHER. The two chests up above contain a MAGICITE SHARD and the ULTIMA WEAPON! Make sure to equip this fantastic weapon as soon as possible! Head back out when you're done.

```
_____.-----._____/
()===== (SEALED CAVE: MAGMA CHAMBER) ===== ()
```

/ "-----" \

Back in the Magma Chamber, head right and take the second bridge north to an island in the sea of magma. Pull the switch here to move a section of land to the east and connect the two bridges. Cross the bridge and pull the switch on the next island to disengage that first bridge but connect another one above it which leads to the treasure chest you skipped earlier. When you examine the chest, it will ask if you want to pull the switch inside or not. Do so to reveal a new treasure chest to the east. Now, cross the bridge back to the island with the second switch and pull it again to reconnect the bridge to the east. Finally, head north once you're back on the mainland to find the new chest with a MAGICITE SHARD inside and then take the exit south.

\\_\_\_\_\_.-----.\\_\_\_\_\_/
   
( )===== ( ( SEALED CAVE: THE SEALED GATE ) )===== (
   
/ "-----" \

Follow the last path around the corner and up to the Sealed Gate. Here, the party can see the actual Gate in the distance. Knowing that the esper world is just beyond, Terra approaches the Gate to open it at last. Just then, Kefka and his troops appear behind the party and are drawn into battle with Kefka. Before any fighting begins, however, Kefka informs the party that they have been played by the Emperor. When Terra was freed from her Magitek Armor, it provided a perfect opportunity for them to plant her in the Returners with the intent that she would eventually be drawn to the espers that raised her. The Empire was correct in this assumption, of course. Thanks to Terra, she has led them to the Sealed Gate and been forced into a checkmate situation. If she opens the Sealed Gate, there's a chance that the last espers could be captured by the Empire. But if she doesn't open the Gate, the Empire will certainly continue to dominate the rest of the world. The party fights against Kefka for about two turns before Terra changes to her half-esper form. She calls out to the espers, and amazingly, the Sealed Gate opens!

The espers that come from the gate are less than please, however. Enraged even after all these years, they see Imperial soldiers and simply go mad. Dragons, beasts, fey creatures, and demons spill from the door one after another, all intent on bringing down the Empire. The resulting cataclysm causes a landslide in front of the gates, effectively re-sealing them in stone. After Terra comes to, the party decides to head back to the airship to see the consequences of their actions. Back in the cave before the Sealed Gate, if you head south you should find a new exit that will lead you to First Descent. From here, just use the leftmost exit to leave. However, make sure that you've got every treasure and bestiary entry here first!

Just before you get back to your airship while in the Observation Port, Cyan will meet you at the entrance with a report that the espers have gone wild and are destroying Vector, the Imperial Capital as they speak. Back on the airship, Terra tries to calm the espers, but there's just no reasoning with them. The sky seems to burn as the espers send their powers in every direction. The airship is damaged in the resulting explosions and crashes near Maranda, bringing this chapter to a close.



| NAME         | HP    | GIL | EXP   | RAGE | LORE |
|--------------|-------|-----|-------|------|------|
| 094 Briareus | 750   | 458 | 465   | Yes  | No   |
| 095 Devourer | 420   | 280 | 214   | Yes  | No   |
| 096 Chimera  | 2,237 | 760 | 1,144 | Yes  | No   |

O=====O The first wave of attacks between the forces of  
| ~\*~ IN THIS SECTION ~\*~ | the Empire and the espers favored the espers.  
o-----o Their rage over the deaths of their friends was  
| 01. Vector | the fuel that fired their vengeance. However,  
| 02. Observation Post | if the Returners and the Empire can agree to a  
| 03. Albrook | truce, perhaps a bloody war can be averted with  
| 04. Tzen | a little diplomacy and wisdom. First, there  
| 05. Albrook | must be a meeting of minds. However, can the  
| 06. Transport Ship | party agree to peacefully coexist with the cruel  
| 07. Thamasa | Emperor Gestahl and the vile Kefka? And even if  
| 08. Esper Caves | they agree, can the two sects also agree to a  
| 09. Thamasa | plan of action? Perhaps if all goes well, the  
| 10. The Blackjack | espers can be calmed as well. However, such a  
O=====O task is going to take a lot of hard work and  
dedication form everyone involved. Let's hope  
that the Empire can keep their part of the bargain!

As a side note, the monsters found on the world map for this section are all on Crescent Island, so don't bother searching for them in the Empire area.

| WALKTHROUGH        | THE WORLD OF BALANCE | THE TREATY    |                                |      |      |
|--------------------|----------------------|---------------|--------------------------------|------|------|
| 02.01.11.01        | V E C T O R          | ( ( ~vector   |                                |      |      |
| Skp                | Mis                  | NAME          | LOCATION                       |      |      |
| X                  | [ ]                  | Alarm Earring | Imperial Palace > SW storeroom |      |      |
| X                  | [ ]                  | X-Potion      | Imperial Palace > SW storeroom |      |      |
| X                  | [ ]                  | Ether         | Imperial Palace > Barracks     |      |      |
| X                  | [ ]                  | Gale Hairpin  | Imperial Palace > Library      |      |      |
| X                  | [ ]                  | Holy Water    | Imperial Palace > Library bath |      |      |
| NAME               | HP                   | GIL           | EXP                            | RAGE | LORE |
| 092 Imperial Elite | 700                  | ---           | 200                            | Yes  | No   |
| 093 Mega Armor     | 1,000                | ---           | 350                            | Yes  | No   |

The trip back to Vector is a long one. You can choose to walk there if you'd like, or you can explore the forest to the southeast of Maranda again to find a hidden chocobo stable. Either way, head to the Imperial capital to find out what happened between the Empire and the espers.

As soon as you enter town, you'll see that most of the buildings are in flames and the Returners have taken over much of the city in the confusion following the espers' attack. You can shop still if you would like to upgrade any old equipment, but the inventory is the same as it was earlier. The old woman in the one-room shack near the exit will also heal you for free still. Once you're ready to move on, head north and enter the Imperial Palace itself. Just inside you will be escorted to the Emperor, who would like to speak with your party as the representatives of the Returners. This is just the chance you've waited for!

```
_____.-----._____/
()===== ((VECTOR: IMPERIAL PALACE)) ===== (
/ "-----" \
```

Follow the minister into the Palace. For now, all you can do is approach the Emperor, so head north into the doorway ahead.

```
_____.-----._____/
()===== ((VECTOR: IMPERIAL PALACE: SOLDIER CONVERSION)) ===== (
/ "-----" \
```

Speak with Gestahl to learn that he has lost his will to fight and has brought an end to his petty war after conferring with Cid following the events at the Magitek Research Facility. However, even his command for a ceasefire has not penetrated all ranks of his military yet, so Cid requests that you speak with the soldiers in the Palace before dinner to bring them over to your way of thinking. Your task now is to speak to as many soldiers as possible in the next four minutes. Obviously, the task has a short timer on it, so you might want to read the next section before attempting it on your own. As a side note, you can learn a new Dance here if you like by having Mog in your party when you speak with any hostile soldier later. Another thing to note is that you should set the configuration to Auto-Dash to make navigation quicker, or at least equip a Spring Shoes relic on one person.

There are five treasures you can find during your time in the palace, so your aim should really be to always be moving toward those, only speaking to any soldiers you encounter along the way. You can also view a scene in the bathroom to the east of the main hall with Kefka, so if your last treasure is nearby, you can probably get this scene in as well just as the timer is about to run out. Obviously, you want to defeat any enemies you run into as quickly as you possibly can to conserve time. Finally, the more soldiers you convert, the more points you gain in the Emperor's eyes, which can result in better rewards to come.

Start by heading to the south to leave the Throne Room. Back in the main hall, speak to each soldier as you head south until you reach the exit. Use it to move farther south. Here, you can speak with two Magitek Armored soldiers and one regular soldier. Be aware that the Magitek Armor on the left will challenge you to a fight before he'll give in. When you're done here, head north to return to the main hall. Now, the two paths just beyond the exit are open to the left and right as long as your timer is active, so start by heading left. There is a doorway built into the wall here that you can use to move into the west wing of the palace. This portion of the palace has three landings connected by stairways, and each landing also has a doorway leading to a separate room. You

should essentially visit every place along your route to find as many soldiers as possible in the shortest amount of time.

SOLDIERS FOUND SO FAR: 7

The door on the ground floor of the west wing leads to a small storeroom that contains two treasure chests filled with an ALARM EARRING and an X-POTION. The floor above that has a door that leads to the Barracks. Inside, you'll find six soldiers to speak to as well as a treasure chest that contains an ETHER. If you go into the door at the back of the room, you can fight the soldier sitting on the toilet as well. Now, head back out to the second landing and take the last flight up to the top floor. Before leaving the palace here, speak with another soldier.

SOLDIERS FOUND SO FAR: 15

Outside, you'll find yourself on the roof of the ugly palace. Speak with both of the soldiers to the left and then ascend to the top floor by going up the stairs on the center of the roof. Speak with the two Magitek Armors here and then go into the door beyond to find another soldier wandering near the crane operations. Once you've fought him, head back to the rooftop and speak to the soldier on the east side of the roof before taking the door opposite the one you came in from to return to the palace interior.

SOLDIERS FOUND SO FAR: 21

Now that you're in the east wing of the palace, the layout is exactly the same as the west wing regarding the stairs and doorways. The second floor doorway leads to the Library. Speak with the two soldiers here (one of them being a minister), don't miss the treasure chest near the table at the back of the room that contains a GALE HAIRPIN, and then head through the door to the south (the left one) to find a small bathroom with a soldier and a treasure chest containing a HOLY WATER. Next, head back to the east wing and descend to the main floor. The door here leads to the dungeon. Inside, you can view a scene with Kefka if you have a bit of spare time by approaching the left stall. Otherwise, you don't need to visit this room because there aren't any soldiers or treasures to be found here. Another amusing thing to do is examine one of the toilets in the two other stalls to go potty, complete with sound effects!

SOLDIERS FOUND SO FAR: 24

That's all of the soldiers and treasures. If you still have time left, just let it run out. Otherwise, if you happened to miss a treasure, you might be able to make it back to that area in time. It's not too hard to get all twenty-four soldiers and the treasures, so if you don't do it the first time, try again before you move on to dinner with Gestahl. When you're satisfied with your run, continue on to the dinner.

```
_____.-----._____/
()===== ((VECTOR: IMPERIAL PALACE: DINING ROOM))===== (
/ "-----" \
```

If you found all twenty-four soldiers earlier, you will receive twenty-four points toward gaining favor with Gestahl, although the game won't really tell you this. Now, you need to plead your case before the Emperor over dinner to convince him since his soldiers are on your side. However, every question and answer has important ramifications on the success of your meeting. One wrong answer could cost you dearly in gaining the maximum rewards here, so the script that follows will list each question Gestahl asks and the possible answers you can give along with the point rewards (or penalties) that go along with each

option.

Q: To what shall we toast?

- (+02 Points) A: "To the Empire." <--- upsets the Returners
- (+01 Points) B: "To the Returners." <--- upsets the Empire
- (+05 Points) C: "To our homelands." <--- pleases everyone

Q: What should be done with Kefka?

- (+05 Points) A: "Leave him in jail." <--- pleases everyone
- (+01 Points) B: "Pardon him." <--- upsets the Returners
- (+02 Points) C: "Execute him." <--- upsets the Empire

Q: I'm sorry about what happened in Doma.

- (+01 Points) A: "What's done is done." <--- upsets the Returners
- (+05 Points) B: "That was inexcusable." <--- pleases everyone
- (+03 Points) C: "Apologize again!" <--- upsets the Empire

Q: With regards to General Celes...

- (+01 Points) A: "Was she an Imperial spy?" <--- upsets the Returners
- (+05 Points) B: "Celes is one of us!" <--- pleases everyone
- (+03 Points) C: "We trust her whether she spied or not." <--- upsets the Empire

Q: Was there anything else you wanted to ask?

- (+02 Points) A: "Why did you start the war?"
- (+02 Points) B: "Why do you want peace now?"
- (+02 Points) C: "Why did we have to talk to your men?"
- (-10 Points) D: <repeating a question>

As a side note here, you can refuse his request to speak about the Espers two times to ask the other two questions you didn't get around to once you chose your first question. However, make sure that you accept his subject change after you've asked all three questions just once. If you happen to repeat a question you previously already asked, you'll be docked ten points!

Q: If we don't stop them, the espers could tear the world apart.

- (+05 Points) A: "They have gone a bit too far..." <--- pleases everyone
- (+02 Points) B: "You're the one who brought them here in the first place!" <--- upsets the Empire

Q: What was the first question you asked me a minute ago?

- (+05 Points) A: <answering correctly> <--- pleases the Empire
- (No Points) B: <answering incorrectly> <--- upsets the Empire

As a side note here, he's asking you to choose the first question you asked him earlier. Basically, if you started at the top and worked, down, just choose the answer at the top again. Otherwise, choose the question you asked first. Don't worry if you get it wrong. You're not docked any points... you just don't get any extra points.

Q: Why don't we take a short break?

- (+05 Points) A: (Take a break.) <--- pleases everyone
- (No Points) B: (Keep talking.) <--- upsets everyone

Now that dinner's over, you can speak with the ministers on each side of the Emperor to battle a new enemy type: the Imperial Elite. Make sure to do so as they are hard to come by otherwise. Plus, they often drop Magicite Shards as a reward! When you're done fighting, take a seat again to finish the treaty.

Q: Is there anything that you wish to hear me say?

(+03 Points) A: "That you really want <--- upsets the Empire peace."

(+05 Points) B: "That your war is truly <--- pleases everyone over."

(+01 Points) C: "That you're sorry." <--- upsets the Returners

Q: Would you please go on board [the ship to Crescent Island]?

(+03 Points) A: "Yes" <--- pleases everyone

(No Points) B: "No" <--- upsets everyone

At this point, you should agree to Gestahl's plan to visit Crescent Island and find out what the espers are up to before they attack again. Gestahl will have an escort waiting for you in Albrook led by General Leo. Once agreed, the meal ends and your party decides to send Locke with Terra while the rest stay in Vector to keep an eye on the Emperor. Don't worry about your small party. You will soon recruit a few more members.

As for your success at forging a treaty, you gain rewards based on how many points you accumulated both during your battles with the soldiers and during your conversation with Gestahl. Note that if you score a higher category, all the rewards from the categories before it are also rewarded (ex: If you liberate Doma, you also liberate South Figaro by default). Here are all of the possible rewards by point score:

- 00 - 39 Points <--- South Figaro is liberated
- 40 - 49 Points <--- Doma is also liberated
- 50 - 59 Points <--- Observation Post is also unlocked
- 60 - 69 Points <--- Obtain Tintinnabulum
- 70+ Points <--- Obtain Ward Bangle

As you leave the palace, these rewards will be bestowed upon your party. Try to at gain both relics because they are both excellent! Although this Tintinnabulum might be your second if you cheated back in Mobliz, a second one never hurts. It will restore HP with each step taken on the field. The Ward Bangle acts as a monster deterrent, allowing you to suffer fewer random encounters. This relic will be very useful in later dungeons if your party is having some trouble due to high difficulty of monster encounters. Once you are properly rewarded, head out of Vector.

| WALKTHROUGH |                  | THE WORLD OF BALANCE |                             |
|-------------|------------------|----------------------|-----------------------------|
| 02.01.11.02 | OBSERVATION POST | (                    | ( ~observe                  |
| Skp         | Mis              | NAME                 | LOCATION                    |
| X           | [ ]              | X-Potion             | Armor Shop > upper chest 1  |
| X           | [ ]              | Angel Wings          | Armor Shop > upper chest 2  |
| X           | [ ]              | 8,000 Gil            | Armor Shop > middle chest 1 |
| X           | [ ]              | Hi-Ether             | Armor Shop > middle chest 2 |
| X           | [ ]              | Reflect Ring         | Armor Shop > middle chest 3 |
| X           | [ ]              | 13,000 Gil           | Armor Shop > middle chest 4 |
| X           | [ ]              | Hermes Sandals       | Armor Shop > center chest 1 |
| X           | [ ]              | Elixir               | Armor Shop > center chest 2 |

```

		X	[] 20,000 Gil	Armor Shop	> center chest 3	
		X	[] Angel Ring	Armor Shop	> lower chest 1	
		X	[] Alarm Earring	Armor Shop	> lower chest 2	
		X	< > Flametongue	Armor Shop	> check the stove	
		X	< > Elixir	Armor Shop	> SE corner	
	===O===O=====O=====					

_____|| |

```

If you unlocked the Observation Post's vault during the treaty with Gestahl earlier, you should make a detour to claim your rewards before heading down to Albrook because you're about to take a one-way trip north (until you finish this chapter of the guide). Once inside, you can now enter the building in the center of the post and open the vault in the basement. The treasure chests here contain the following items starting at the top left and working down to the right, just like reading a book: an X-POTION; ANGEL WINGS; 8,000 GIL; HI-ETHER; REFLECT RING; 13,000 GIL; HERMES SANDALS; ELIXIR; 20,000 GIL; ANGEL RING; and an ALARM EARRING. Then, check the stove at the top of the room for a hidden FLAMETONGUE and search the southeastern corner of the room for a hidden ELIXIR. That's it. Head back to the world map now and make your way southwest to Albrook.

```

\WALKTHROUGH\ _____/THE WORLD OF BALANCE\ _____ /THE TREATY /
| \-\ _____ /-/ |
| 02.01.11.03)) A L B R O O K ((~albrook |
_____ /-	_____ \-\ _____					
	===O===O=====O=====					
	Skp	Mis	NAME	LOCATION		
	===O===O=====O=====					
			[_] Teleport Stone	Docks	> check the northmost crate	
	===O===O=====O=====					

_____|| |

```

It's time to set sail for Crescent Island. Before you go, though, try speaking with the old gentleman walking along the side of the waterfront to the south to learn about a man trying to sell a "glowing stone." Could that possibly be a piece of magicite!? The man apparently went to Tzen recently, so you should now track him to Tzen in order to see if your suspicions are correct. Before you leave, check the crate at the beginning of the docks to find a TELEPORT STONE.

```

\WALKTHROUGH\ _____/THE WORLD OF BALANCE\ _____ /THE TREATY /
| \-\ _____ /-/ |
| 02.01.11.04)) T Z E N ((~tzen |
_____ /-	_____ \-\ _____					
	===O===O=====O=====					
	Skp	Mis	NAME	LOCATION		
	===O===O=====O=====					
			$ Seraph		> speak to the man hiding in the forest	
	===O===O=====O=====					

_____|| |

```

Back in Tzen, you can find a man hiding in the forests on the northeast side of town. Speak to him to learn that during your infiltration of the Magitek Research Facility, he snuck in during the chaos and stole one of the magicite crystals left behind when the espers died. He is willing to sell the esper to you for a mere 3,000 Gil. You might as well take the offer.

```

 \/\\/\\/\\/\\/\\/\\/\\/\\/\\/\\/\\/\\/\
 < .----- . >
 < | ~*~ NEW ESPER ALERT ~*~ | >
 < |=====| >
 < | S E R A P H (Angelic Esper) | >
 < |=====| >
 < | Descended from the heavens to serve | >
 < | the Warring Triad long ago, Seraph | >
 < | is the Angel of Life. | >
 < '-----' >
 \\/\\/\\/\\/\\/\\/\\/\\/\\/\\/\\/\\/\

```

If you speak with him after confronting Kefka and cuing the second half of the game, the price goes down dramatically to 10 Gil, but by now 3,000 Gil is nothing already. Plus, it teaches "Cura," "Raise," and "Esuna" much faster than your current espers do, so that alone is worth the price. Now that you have a new esper on your side, it's time to return to Albrook again.

```

 _____/THE WORLD OF BALANCE_____ /THE TREATY /
 | \- \ /- / |
 (02.01.11.05)) A L B R O O K ((~albrook))
 _____ /- /_____ \- _____ /

```

Back in Albrook, head southeast to find the docks. There is a ship waiting for you here, and General Leo is on board speaking with his troops. Leo informs the party that he has recruited the help of another Imperial general. Surprise! The general is none other than Celes! And Shadow is traveling with her, it seems! Before Locke can confront Celes, she runs off. There's nothing left to do but get some rest before the trip tomorrow. Speak with the innkeeper to go to your pre-arranged room. However, in the middle of the night, Locke heads out to get some fresh air and discovers Celes standing on the nearby walkway overlooking the marina. Can he ever trust her again after her betrayal at Vector, or was Gestahl telling the truth? And can Celes ever trust Locke after he doubted her so easily? Aw, the angst...

The night ends quickly enough, and it's time to finally set sail for Crescent Island. When you're ready (shop if you want), speak to General Leo again to set the course.

```

 _____/THE WORLD OF BALANCE_____ /THE TREATY /
 | \- \ /- / |
 (02.01.11.06)) T R A N S P O R T S H I P ((~transport))
 _____ /- /_____ \- _____ /

```

You gain control of Terra after some dialogue. Speak to General Leo to discuss something that's been bothering Terra for a long time: her emotions. Once, she was a slave of the Empire seeking to get away. Now, she's a Returner seeking to help the Empire. Fate is strange. This feeling of confusion is easy to figure out, but her lack of attraction to others is the real problem. When she asks Leo if he thinks a half-esper and a human can find love, he assures her that one day she will find love, but she can't force it.

Shadow arrives just as the conversation ends. Although he accidentally overheard the conversation, Shadow warns Terra that suppressing or killing your own emotions may not always be a bad thing. Just because Terra hasn't found love doesn't mean that she won't, but it also doesn't mean that she needs love to survive.

As Terra leaves, Locke comes onto the deck just in time to hurl! And with that lovely image, the party arrives at Crescent Island just as scheduled. Celes and Leo will investigate together while Terra, Locke, and Shadow will make up the other team. Once you land, head northeast to find the town of Thamasa. Perhaps the folks here will know where the espers are hiding.

```

\WALKTHROUGH\ _____/THE WORLD OF BALANCE\ _____/THE TREATY /
| \-\ _____/-\ _____/
| 02.01.11.07)) T H A M A S A ((~thamasa |
| /-\ _____\-\ _____
|
|
	====O====O=====O=====			
	Skp	Mis	NAME	LOCATION
	====O====O=====O=====			
			{ } Eye Drops	Outside > next to Item Shop
			{ } Gold Needle	Outside > next to Relic Shop
			{ } Green Cherry	Outside > next to Strago's House
			{ } Echo Screen	Outside > next to Mayor's House
			{ } Phoenix Down	Outside > next to Inn
			< > Memento Ring	Strago's House > W of table
		X	[] Flame Rod	Burning Mansio > second room
		X	[] Ice Rod	Burning Mansio > third room
	====O====O=====O=====			
	=====O=====O=====O=====			
	ITEM	SHOP	TYPE	PRICE
	-----+-----+-----+-----			
	Mythril Rod	Weapon Shop	Rod	500
	Flame Rod	Weapon Shop	Rod	3,000
	Ice Rod	Weapon Shop	Rod	3,000
	Thunder Rod	Weapon Shop	Rod	3,000
	Morning Star	Weapon Shop	Mystic Weapon	5,000
	Hawkeye	Weapon Shop	Thief Weapon	6,000
	Heavy Lance	Weapon Shop	Spear	10,000
	Darts	Weapon Shop	Gambler Weapon	10,000
	-----+-----+-----+-----			
	Golden Shield	Armor Shop	Shield	2,500
	Tiger Mask	Armor Shop	Berserker Helm	2,500
	Tiara	Armor Shop	Female Helm	3,000
	Golden Helm	Armor Shop	Helm	4,000
	Mystery Veil	Armor Shop	Female Helm	5,000
	Power Sash	Armor Shop	Armor	5,000
	Gaia Gear	Armor Shop	Armor	6,000
	Golden Armor	Armor Shop	Armor	10,000
	-----+-----+-----+-----			
	Earring	Relic Shop	Relic	5,000
	Sniper Eye	Relic Shop	Relic	3,000
	Hermes Sandals	Relic Shop	Relic	7,000
	Reflect Ring	Relic Shop	Relic	6,000
	Black Belt	Relic Shop	Relic	5,000

```





```

the topics of magic and espers < | R E L M (Pictomancer) | >
since they seem so knowledgeable < |=====| >
about magic already. You can't < | "In her pictures, she captures | >
approach the mansion in the east < | everything: forests, water, light... | >
because a little boy is blocking < | the very essence of the things she | >
the door. The house in the upper < | paints..." | >
left corner doesn't offer any < |-----' >
information either, which leaves \\\\/
only the central house. If you
speak with the elderly gentleman in the central house, you will be introduced
to your newest character: Strago! The old man seems to have heard of espers in
the past, but suddenly comes down with a convenient case of amnesia about them.
Just then, a little girl comes downstairs. This is your second new character:
Relm! Little Relm is a funny kid. She makes instant friends with Interceptor
even after Shadow warns her that he bites. Odd, huh? We'll find out much, much
later in the game all about that. For now, just accept that Interceptor has a
fondness for her that he only also has for Shadow. The party decides to visit
more of the town in an effort to find more information.

```

If you speak to other people in town now, they seem to be more forthcoming once Strago has met you. In fact, the Innkeeper is willing to drop his price from 1,500 Gil to just 1 Gil. What a deal! Take him up on his offer and rest for a "spell." Oh, the irony! In the middle of the night, Strago comes running in to recruit the party to help the girl, Relm, who has been trapped with her friend inside the mansion to the east. The house is on fire, and no one else in the village seems to be lending a hand. Shadow doesn't seem willing to go with you, but Interceptor's bond with Relm is more than enough to convince the pup to run away from Shadow for now. Poor ninja.

Head east once you regain control to speak with Strago outside the burning mansion. Strago reveals the town's secret by casting magic spells to stop the conflagration, but it does no good with just one spellcaster fighting such a large fire. The mayor comes over just in time to witness the use of magic and denounces it, saying that magic is forbidden. However, Strago will none of that with Relm still inside the burning house. But even with the help of the entire village, the flames are too strong, and the house begins to cave inward. The only choice left is to make a quick exploration inside and rescue Relm before she's nothing more than ash.

```

_____ .-----_._____ /
_____)===== (____ (THAMASA: BURNING MANSION) ____)===== (_____
/ "-----"

```

Inside, the walls of the house are nothing but seething flames. Head north from the entryway to find the first hallway just beyond a door in the flames. You'll start to see moving flames throughout the rest of the mansion now. If you run into any of these flames, they will force you into an encounter. At this point, I would also recommend equipping Strago with Shiva and if you bought an Ice Rod earlier, you can equip him with that as well. Otherwise, use his Blue Magic spells, known as "Lores," and choose "Aqua Breath" to deal major damage to the fire-based monsters in this area. Also, if you cast any fire-based magic on the Balloon enemies, they might use "Self Destruct," which is a Lore that Strago can learn!

When you arrive at a pair of doors, opening the left one will cue the arrival of four Balloon enemies. It's just more of the same, though, if you try to go inside again. Basically, just skip the first door unless you really want to fight some Balloons. Instead, take the door to the right to proceed to the next area. Again you are presented with two doors to take. The door on the right leads to a treasure chest containing a FLAME ROD. Much good that'll do you,

right? Now, take the door on the left to (surprise!) face two more doors in the room ahead. The one on the right leads to another treasure chest, this one with an ICE ROD. If you didn't buy and equip one earlier, make sure to equip Strago with this now. His physical attacks will always critical on the enemies here if he has this equipped. Now, take the doorway to the left to ascend to the upper floor of the mansion.

In the loft, the party discovers a single flame that seems to be feeding all of the other flames within the mansion. It's time to do battle against the source of the blaze!

```

 | _ | | _ | | _ | | _ |
O=| | | |=| | | |=| |====| |=====O
| | _ < | | | | |___ | |___ |
| | | | | | | |___ | |___ |
O=| ___ |=| ___ |=| ___ |=| ___ |======O
|
|=====O=====O=====O=====O=====|
| HP: 8,400 | STR: N/A | MAG: 7 | ATT: 13 | GIL: --- |
|-----+-----+-----+-----+-----|
| MP: 480 | DEF: 105 | MDF: 150 | STA: N/A | EXP: --- |
|-----+-----+-----+-----+-----|
| LEVEL: 26 | EVA: 20 | MEV: --- | SPD: N/A | AP: 4 |
|=====O=====O=====O=====O=====|
| [A] Fire [I] Lightning [] Wind [] Restore [I] Holy
| [W] Ice [] Water [I] Earth [I] Poison [] Evil
|-----+-----+-----+-----+-----|
| [I] Berserk [I] Death [I] Imp [] Reflect [I] Silence
| [] Blink [] Doom [] Paling [] Regen [I] Sleep
| [] Bravery [] Faith [I] Petrify [] Reraise [] Slow
| [I] Confuse [] Float [I] Poison [] Sap [I] Stop
| [] Counter [] Frozen [] Protect [] Shell [] Vanish
| [I] Darkness [] Haste [] Quick [] Shield [] Zombie
|=====O=====O=====O=====O=====|
DROPS: ---	STEAL: Flametongue
-----+-----+-----+-----+-----	
KEY ITEM: ---	REQUESTS: ---
=====O=====O=====O=====O=====	
FOUND: Thamasa: Burning Mansi	TYPE: ---
-----+-----+-----+-----+-----	
COMMANDS: Attack	LEARN: ---
Bomblet	
Fire	
Fira	
Firaga	
Protect	
Reflect	
=====O=====O=====O=====O=====	
APPEARANCE: A great sphere of seething flames	
=====O=====O=====O=====O=====	
STRATEGY: The strategy for this boss is simple. If you use any	
attack or spell with an Ice or Water base, you'll do more	
damage than without. Summon Shiva if you like with Strago	
or try out his "Aqua Breath" Lore if you haven't yet. The	
others will probably do more damage with "Blizzara" or	
simple physical attacks, depending on your current level.	
Flame Eater's "Bomblet" attack summons four Balloons to	
protect it from harm. This is a great time to use the	
"Aqua Breath" Lore since it deals damage to all enemies	

```

```

| on screen! You can also steal a Flametongue sword from |
| the boss if you like. Otherwise, he'll go down quickly. |
O=====O

```

After the battle, Strago calls out for Relm. It seems that Interceptor has found her first, however. The party runs to her rescue only to be caught in the midst of the house's collapse. As the flames advance, Interceptor protects the party. At the last second, Shadow drops down from the ceiling and rescues the party using a smoke bomb.

```

_____./
|_____)===== (____(THAMASA: STRAGO'S HOUSE)____)===== (____/
/_____ /
"-----"

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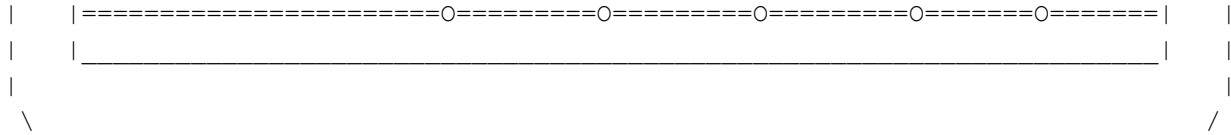
In the bedroom of Strago's house, Relm comes to. After thanking everyone for their hard work and near self-sacrifice, Strago agrees to accompany the party in their search for the espers since they've proven their loyalty. You would think that possessing magicite would do it. Guess not. However, the village of the magi has long been wary of outsiders. Left to fend for themselves after the exile of the espers, they have always been the final guardians between humans and espers. However, fear of magic by those without the gift turned into hysteria, and the magi were hunted down and killed. The few who survived this holocaust moved to Crescent Island and agreed to hide their powers from anyone outside the village. While in the bedroom, you should check the wall to the left of the table and chairs to discover a hidden MEMENTO RING. It's a useful relic that protects against several status ailments, the most important being Death.

When you're ready, head out of the house. Shadow is waiting outside. He says that he only came into the burning mansion to save Interceptor, but we all know that's a lie. The ninja decides to search for the espers in "his own way," and the rest of the party must go on without him. With that, it's time to head west to find the esper's sacred grounds in the mountains.

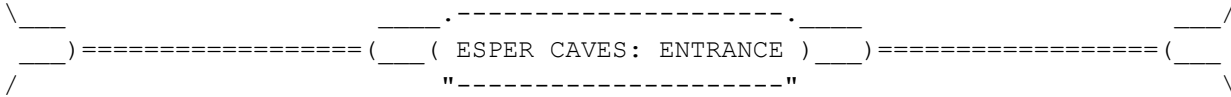
```

_____/WALKTHROUGH_____ /THE WORLD OF BALANCE_____ /THE TREATY /
| \- \ /- / |
| 02.01.11.08)) E S P E R C A V E S ((~espercaves |
| /- /_____ \- _____ |
| |
	====O====O=====O=====				
	Skp	Mis	NAME	LOCATION	
	====O====O=====O=====				
		X	[] Healing Rod	Entrance	
		X	[] Chocobo Suit	Chasm > N after the north trapdoor	
		X	[] Tabby Suit	Chasm > W after the north trapdoor	
		X	[] X-Potion	Chasm > after the east trapdoor	
	====O====O=====O=====				
	=====O=====O=====O=====O=====O=====				
	NAME	HP	GIL	EXP	RAGE
	=====O=====O=====O=====O=====O=====				
	099 Bonnacon	505	270	232	Yes
	100 Land Grillon	977	410	292	Yes
	101 Adamankary	1,305	189	1,450	Yes
	102 Mandrake	1,150	450	378	Yes
	103 Venobennu	860	525	485	Yes
	299 ULTROS	22,000	3	---	No

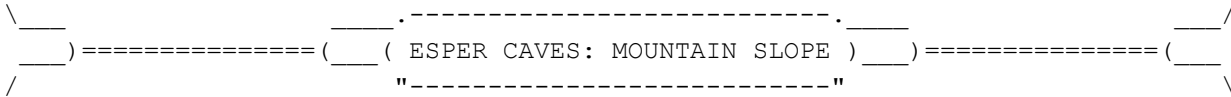
```



You might have noticed some bestiary entries missing between your arrival on Crescent Island and Thamasa, but that's okay. They are located on another isle that you can't get to quite yet, so don't worry about them. The only three you should still have missed are 073 and 097. As a side note, some of the monsters in the Esper Caves are weak to magic but very protected against normal physical attacks, so make sure that you conserve MP here. Also, the Adamankary enemy can use the special command "Snort," which removes one of your party from the battle without killing them. Make sure to defeat it using strong magics before it can do this three times! Also, you should seek out the Vennobennu enemy because it will teach Strago the "White Wind" Lore after three turns in battle.



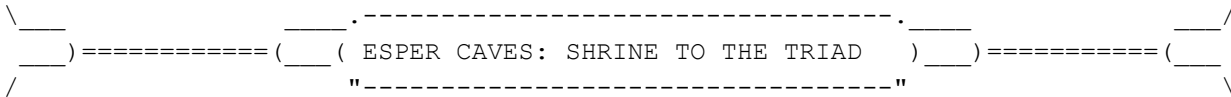
Just to the west of the main entrance is a treasure chest which contains a HEALING ROD. When used as an equipped weapon, the rod will actually heal its target, so you would want to target your own party if you have this equipped. Now, head out of the door to the right to find yourself on a grassy slope that rises up into the mountains.



Make your way around the curve of the mountain slope and then enter the cave on the upper right.



Once inside the main corridor of the mountain, you'll almost run into Relm! What is she doing here? Is she spying on you? For now, take the southeastern exit down into the heart of the mountain fastness.



The beautiful, golden statues in the middle of this room should be more than enough to intrigue you into moving farther along the wooden walkway. Strago is the one to finally reveal who the Warring Triad is. They are the gods (or goddesses in the original version, which I still prefer) who created magic. The statues here exude a magical field that attracts espers, which would explain why the espers suddenly disappeared after their attack on Vector. The actual Warring Triad, according to legend, tired of fighting and turned themselves to stone in order to prevent the destruction of the world and were hidden beyond the Sealed Gate. Now, examine the three statues to learn more about the Warring Triad and magic. Start with the one on the left:

"The dawn of magic... Three godes descended from the heavens. Fearing one another's power, the gods began to war. Those mortals caught amongst their fighting became espers, and were forced to fight endlessly as

slaves to the gods."

Now isn't that interesting? The espers were once mortals who were changed by the power of the Triad. Now read the inscription of the statue on the right:

"Realizing their power begot naught but strife, the gods at last agreed to seal away their strength. With the last of their fading magic, the gods returned the esper's free will, then turned themselves to stone. The last words they left to the espers were these: 'Never must we be woken.'"

So it appears that the gods agreed to a stalemate. As long as none of them were active, they would all slumber in stone to protect the world from their powers. Now, read the inscription on the middle statue:

"In reverence towards the gods were these statues made, and in prayer that their power would ne'er again be stirred. Let them serve as a warning to future generations of the three gods who once descended from the heavens..."

Now we know who and what the Warring Triad are. Let's hope that they are never awakened! As you head down from the shrine, a familiar face appears from above to fight the party: Ultros!

```

 | _ | | _ | | _ | | _ |
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| _ < | | | | | _ | | _ |
| _ | | | _ | | _ | | _ |
O=| _ | |=| _ | |=| _ | |=| _ | =====O
|
|=====O=====O=====O=====O=====|
| HP: 22,000 | STR: N/A | MAG: 7 | ATT: 22 | GIL: --- |
|-----+-----+-----+-----+-----|
| MP: 750 | DEF: 95 | MDF: 156 | STA: N/A | EXP: --- |
|-----+-----+-----+-----+-----|
| LEVEL: 25 | EVA: --- | MEV: --- | SPD: N/A | AP: 4 |
|=====O=====O=====O=====O=====|
| [W] Fire [W] Lightning [] Wind [] Restore [] Holy |
| [] Ice [A] Water [] Earth [] Poison [] Evil |
|-----+-----+-----+-----+-----|
| [I] Berserk [I] Death [I] Imp [] Reflect [I] Silence |
| [] Blink [] Doom [] Paling [] Regen [I] Sleep |
| [] Bravery [] Faith [I] Petrify [] Reraise [] Slow |
| [I] Confuse [] Float [I] Poison [] Sap [] Stop |
| [] Counter [] Frozen [] Protect [] Shell [] Vanish |
| [] Darkness [] Haste [] Quick [] Shield [] Zombie |
|=====O=====O=====O=====O=====|
DROPS: ---	STEAL: White Cape
-----+-----+-----+-----+-----	
KEY ITEM: ---	REQUESTS: ---
=====O=====O=====O=====O=====	
FOUND: Esper Caves: Shrine to	TYPE: ---
-----+-----+-----+-----+-----	
COMMANDS: Attack	LEARN: ---
Hailstone	
Haste	
Ink	

```

|             |                                                                |  |  |
|-------------|----------------------------------------------------------------|--|--|
|             | Protect                                                        |  |  |
|             | Stone                                                          |  |  |
|             | Tentacle                                                       |  |  |
| =====o===== |                                                                |  |  |
|             | APPEARANCE: A giant, purple octopus with a sense of humor      |  |  |
| =====       |                                                                |  |  |
|             | STRATEGY: Spend the first portion of this battle using regular |  |  |
|             | physical attacks on Ultros. You can easily score at least      |  |  |
|             | 600 to 1,000 damage on him each time if your level is in       |  |  |
|             | the 20s or 30s. Eventually, Ultros will cast Haste and         |  |  |
|             | Protect on himself, which will limit your damage quite a       |  |  |
|             | bit, so you might want to resort to Thundara to deal more      |  |  |
|             | damage at this point. Avoid using Strago's "Aqua Breath"       |  |  |
|             | attack since Ultros is a water-based creature! Just when       |  |  |
|             | the fight starts to get tough, Relm drops down from out        |  |  |
|             | of nowhere to help! You'll be treated to a hilarious           |  |  |
|             | scene where Relm wants to paint Ultros' picture, but he        |  |  |
|             | just won't agree to it. In the end, Terra demands that         |  |  |
|             | the octopus do as Relm asks to not hurt her feelings. He       |  |  |
|             | reluctantly agrees and tells Relm that "Uncle Ulty" is         |  |  |
|             | ready for his portrait! Ha ha! Now, use Relm's "Sketch"        |  |  |
|             | command to show Ultros what an ugly octopus he is! The         |  |  |
|             | fight ends with him fleeing battle.                            |  |  |
| =====o===== |                                                                |  |  |

After the battle, the party agrees to take Relm along for the ride. Now you finally have all four party members again! Don't forget to equip Relm with the best equipment available at this point, update her Relics, and give her an esper. Then, head northwest to leave the shrine.

```

_____ .----- ._____ /
()===== ((ESPER CAVES: TRAPPED ROOM))===== (
/ "-----"

```

Use the save point nearby if you like, and then look around the room. You'll probably notice that several sections of the floor are slightly different from the rest of the stone. If you step on any of these sections, you will fall through a hidden trapdoor to the Chasm below. Although it sounds dangerous, it's your only way forward at this point. Start by falling down the trapdoor to the east (far right).

```

_____ .----- ._____ /
()===== ((ESPER CAVES: CHASM))===== (
/ "-----"

```

After you pick yourself up from the long fall to the Chasm below, walk along the wooden path to the right and out of the cave to find a chest containing an X-POTION. Then head back inside and jump off the far end of the walkway to return to the main path. Now you need to head around the Shrine of the Triad and ascend back up to the Trapped Room again. This time, take the trapdoor to the north (top one).

Back in the Chasm again, take the path to the north first. This brings you back outside again. Note that this grassy area is the best place to hunt down the Land Grillon and Mandrake monsters. Open the treasure chest here for a CHOCOBO SUIT. Equip this on Relm to increase her stats. Now, head back into the Chasm and take the left path to find another chest just outside that contains a TABBY SUIT. Now, you can either leap off the path back in the Chasm to the middle bridge or you can go the roundabout way and take the south (bottom one) trapdoor in the Trapped Room. Exit the caves to the north here. However, be warned

that you cannot return to the Esper Caves once you move upward here due to storyline events!

```
 _____.-----._____/
)===== ((ESPER CAVES: ESPER SANCTUARY))===== (_____/
 / "-----" \
```

In this next cavern, the party discovers a living fairy-type esper! As soon as Relm speaks with the fairy, other espers appear: a red dragon, a blue dragon, a green dragon, three wolves, and another fairy. However, it seems that the espers do not want to deal with humans after so many betrayals in the past, and they begin to surround the party! Before they can exact their revenge, a voice from the bottom of the cave stops them. Yura, an esper similar to Maduin, commands that the espers cease. There is some sort of communication between Terra and Yura, but only they seem to understand it.

Afterward, Yura recognizes Terra as a kindred spirit and welcomes her. He explains that although passing through the Sealed Gate was forbidden by the Elder of the espers, they could not just sit by while their friends were turned to magicite in the human world. When Terra arrived at the Sealed Gate, they were also about to open it. The combination of esper powers on both sides allowed the gate to open without a struggle, and the espers tore free from the Sealing to wreak havoc on Vector. A madness took them as soon as they entered the world of the humans. It seems similar to Terra's first time using her esper powers in the human world, doesn't it? Perhaps the esper world has some way of dampening magic? That would explain why the espers' powers are so much stronger here and also why the Warring Triad was hidden away there.

Locke offers the terms of the treaty to the espers after the explanation of their actions. He says that the Empire is willing to forgive the espers if they will meet with General Leo and forge a truce.

```
_____/WALKTHROUGH_____/THE WORLD OF BALANCE_____/THE TREATY /
| \- \ /- / |
(02.01.11.09)) T H A M A S A ((~thamasa)
 \ /- / \- \ /
```

Back in Thamasa, the espers and General Leo both apologize for the past actions of their groups. It seems that peace is finally in grasp. Celes and Locke seem to have made up after spending some time apart, which is good too. Relm's comment about Locke and Celes being "hot and heavy" gets the group laughing just in time for the true king of laughter, Kefka, to appear!

Commanding his Magitek Armored soldiers, Kefka orders the extermination of all the espers to fuel his drive for more magicite! Using eldritch powers, Kefka begins to transform the espers into magicite crystals. Meanwhile, the Magitek soldiers begin to burn the village to the ground.

```
Command his Magitek Armored army /\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\
into battle, Kefka orders the < .----- . >
extermination of all the espers < | ~*~ NEW CHARACTER ALERT ~*~ | >
to fuel his drive for more and < |=====| >
more magicite. Using eldritch < | L E O (General) | >
powers, Kefka begins to trans- < |=====| >
form the espers into magicite < | As leader of the Imperial army and | >
crystals. Meanwhile, the Magitek < | the officer in charge of the truce, | >
soldiers begin to burn the town < | Leo is the esper's last defense | >
```



to the ground. Only General Leo < '-----' >  
seems to have the strength to \/\\/\\/\\/\\/\\/\\/\\/\\/\\/\\/\\/\\/\/  
stop Kefka from this madness.  
When you gain control of General Leo, speak to Kefka to draw him into battle.  
If you try to escape the town, you'll face a Guardian, which, like last time,  
has 60,000 HP and will definitely kill you!

You can really only do three things in this fight. Choose the "Attack" command to do four physical attacks in one turn. Choose the "Shock" command to do a powerful Bushido-type attack. Or you can choose the "Item" command to use the party's item supply if you need to. Basically, just alternate between Attack and Shock to see the different attacks. Within three or four turns, Kefka will fall. Even though it looks like a boss battle, it's really more of an event battle. Plus, he doesn't appear in your bestiary afterwards, so I haven't made a boss battle sheet for Kefka.

After the battle, Kefka summons Emperor Gestahl to save him. General Leo, being a good soldier, can only obey his emperor. Gestahl explains that the deception of the espers was the only way to lure them into range of Kefka's powers. The Empire must have magicite to survive and become victorious in their war. So the Returners were right in not trusting Gestahl after all! However, before Leo has a chance of confronting the Emperor, the illusion fades away to reveal Kefka in the Emperor's place! It seems that both the previous Kefka and the Emperor here have been phantoms used to lure Leo into Kefka's trap. Using a forbidden power, Kefka slays Leo where he stands.

Just then, the earth trembles with the coming of the greater espers! Waves of magical energy burst free of the earth as the most powerful espers break past the Sealed Gate to save their magicite friends. However, they are no match for Kefka's power! One by one, the espers are rendered into magicite crystal which he diligently collects. Neutralizing their powers with a Paling at the expense of destroying his own soldiers, he then compacts them into magicite. What kind of a man would sacrifice his own men for himself? Another Ifrit esper tries to challenge Kefka but is transmuted like the others. With one last wave of power, all of the espers are destroyed and Kefka leaves with a whole mother lode of magicite. He mentions that there's one last treasure beyond the Sealed Gate left to find. Could that be... the Warring Triad!?

After the destruction of the espers, the party lays down a memorial for General Leo, citing his bravery and the petty lust for power that he fought against to the end. Interceptor arrives in a wounded state. That can only mean that Shadow has passed as well! The Empire must pay for these deaths! But first, the party needs to speak with Edgar and the others back in Vector about the betrayal and a new course of action.

After the others fly in on the newly-repaired Blackjack, they explain that they were had by the Emperor as well. Thanks to Edgar's skills with the ladies, he managed to learn of the Emperor's plot before his hand was revealed, and they escaped before the Emperor could execute them. Of course, Sabin suspects more than "pleasantries" passed between Edgar and the maid, but that's another story for another time. Strago and Relm make their acquaintance with the others in your party, explaining that Strago's knowledge of magic might be of some use in the Empire's defeat. Relm asks to go as well, but everyone seems to just laugh her off. However, when she threatens to "paint Sabin's picture," your active party is more than happy to oblige, seeing what her pictures did to poor Uncle Ulty! Before Edgar leaves, he makes a nasty comment about hoping that Relm's still around in eight years, which would make her of legal age. Ha ha! What a lech!

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\WALKTHROUGH\ _____/THE WORLD OF BALANCE\ _____ /THE TREATY /
| \-\ /-/\ |
(02.01.11.10)) T H E B L A C K J A C K ((~blackjack)
\ /-/\ \-\ /

```

Once you board the airship, Setzer informs everyone that the Imperial army is headed for the Sealed Gate to recover some "statues." Your suspicions are confirmed. The scene switches to Emperor Gestahl and Kefka as they approach the Sealed Gate. Thanks to the espers' rash actions, the Seal has been broken and the gates stand wide open for the Imperial army to march right through. The emperor and Kefka head into the world of the espers to find the Triad. Back on board the airship, Terra gets a horrible premonition just before the Imperial army causes a catastrophic series of events leading to the rise of the land mass where the Sealed Gate was and the destruction of much of the world elsewhere! This is the Floating Continent, a land of ethereal power and ancient misery.

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\WALKTHROUGH\ _____/THE WORLD OF BALANCE\ _____
| \-\ /-/\ \
(02.01.12.00)) O T H E R O B J E C T I V E S ((~otherobj)
\ /-/\ \-\ /

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```

O=====O With the rise of the Floating Continent, the
| ~*~ IN THIS SECTION ~*~ | Warring Triad are at risk of being moved out of
o-----o alignment. This could mean the very destruction
| 01. Doma Castle | of the world itself! In order to ensure that
| 02. New Monsters | peace has a chance to thrive, the party must
| 03. More Lores | confront Gestahl and Kefka upon their new,
| 04. Fancy Dances | twisted fortress in the sky and stop the gods
| 05. The Veldt | from awakening. However, before this can be
| 06. Wrapping Things Up | done, you should spend some time completing any
O=====O last minute quests and building up each of your
 characters adequately before you decide to take
on the power of the Empire itself. The following chapter will list any items,
monsters, and skills you are probably still missing that can be found up to
this point. A few of these skills, such as Mog's "Water Harmony" Dance, can
only be found before going to the Floating Continent, so make sure to get them!

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\WALKTHROUGH\ _____/THE WORLD OF BALANCE\ _____ /OTHER STUFF/
| \-\ /-/\ |
| 02.01.12.01)) D O M A C A S T L E ((~domacastle |
| /-/\ \-\ |
	===O===O=====O=====				
	Skp	Mis	NAME	LOCATION	
	===O===O=====O=====				
			{ } Elixir	Barracks > check the clock	
			[] Hi-Ether	Barracks > open the chest	
			[] X-Potion	Cyan's Chamber > open the chest	
			[] Phoenix Down	Storage Room > left chest	

```

```
			[] Prayer Beads	Storage Room > right chest	
	====O====O=====O=====				

_____/\					
```

There are some treasures that have been upgraded since you last visited Doma Castle. As long as you liberated Doma Castle during your treaty with Gestahl in Vector earlier, you can now visit it without being stopped by Imperial troops. The first three items can be picked up later in the game if you fail to get them now, but the last two cannot be found once you go to the Floating Continent.

Start by heading into the castle and taking the first door to the left to enter the main keep. The door on the lower left (the 7:00 door) leads to a hallway where the sentry was blocking your way earlier. Go into the first door here to find the Barracks.

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_____ .----- ._____ /
| |===== (| (DOMA CASTLE: BARRACKS) |)===== (| |
| | "-----" | |
/ / \
```

Check the grandfather clock in this room for an ELIXIR. Next, open the treasure chest to find a HI-ETHER. Now, head back out of the Barracks and take the door to the upper right in the main hall (the 1:00 door), which leads to Cyan's Chamber.

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_____ .----- ._____ /
| |===== (| (DOMA CASTLE: CYAN'S CHAMBER) |)===== (| |
| | "-----" | |
/ / \
```

Open the treasure chest that you couldn't get earlier due to the death of Owain and Elayne to find an X-POTION here. Finally, there are two other treasures to find. Head through the door on the right (the 2:00 door) which leads down to the castle walls. Here, head to the southeast to find a Storage Room you were barred from earlier by rubble.

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_____ .----- ._____ /
| |===== (| (DOMA CASTLE: STORAGE ROOM) |)===== (| |
| | "-----" | |
/ / \
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Inside, open the two treasures chests for a PHOENIX DOWN and some PRAYER BEADS. Those are all of the treasures you can find here for now. Head back out of the castle and board the airship again to continue on.

```
\WALKTHROUGH\ _____ /THE WORLD OF BALANCE\ _____ /OTHER STUFF/
	\- \		/- /			
	02.01.12.02))		N E W M O N S T E R S		((~newmonster	
	_____ /- / _____ \- \ _____					
		=====O=====O=====O=====O=====O=====				
		NAME	HP	GIL	EXP	RAGE
		=====O=====O=====O=====O=====O=====				
		073 Grenade	3,000	500	190	Yes
		097 Intangir	32,000	---	---	Yes
		=====O=====O=====O=====O=====O=====				

		_____	\			
```

There are two monsters that you probably haven't collected yet unless you decided to hunt them down when you first got your airship earlier. However, I left them until now because it's easier to summarize all of the miscellaneous objectives at once. There are two locations that you haven't visited yet in the world, and each of them are home to special monsters that you probably haven't fought yet.

\\_\_\_\_\_ .-----.\\_\_\_\_\_  
\_\_\_\_\_)===== (\_\_\_\_ ( BOMB FOREST ) \_\_\_\_ )===== (\_\_\_\_ /  
/ "-----" \

There is a large forest to the west of the Veldt that is home to massive numbers of bomb-type enemies. You have already fought most of them, but there is a special monster called the Grenade that you have a very low chance of encountering here if you didn't fight it earlier during your fight against the Flame Eater in Thamasa. I didn't encounter it there, so I've included it here for safety.

\\_\_\_\_\_ .-----.\\_\_\_\_\_  
\_\_\_\_\_)===== (\_\_\_\_ ( TRIANGLE ISLAND ) \_\_\_\_ )===== (\_\_\_\_ /  
/ "-----" \

NEW STRATEGY: Intangir is susceptible to "Stop!" Although the status doesn't last very long, it helps tremendously as opposed to "Snare." Just have one person cast "Stop" then the other three attack and repeat until Intangir runs out of HP. Just beware that it has the Final Attack "Meteor" that cannot be avoided, so make sure you can survive this one way or another!

There is a triangular island to the north of Thamasa that you can visit only with your airship. The monster here is known as the Intangir, and it has the most HP of any enemy in this world except for the Guardian. If you try to fight it normally, it has an inherent Auto-Vanish equipped, so your physical attacks will always fail. If you try to use magic on it, the create will counter with "Meteor," which will likely kill everyone. What is an adventurer to do!? The easiest way to take down Intangir with little trouble is to bring Gau along and have him use the "Mu" Rage, which has a chance of using the special skill "Snare" that can reveal Intangir without causing his counterattack "Meteor." However, you now need to do as much damage as possible in one set of turns immediately following Snare because Intangir will use Meteor on the its next turn following any damage dealt to it. Meteor will do about 1,000 damage to every character. If you can't handle this damage, you might want to level up or think about fighting this beast later. Once it casts Meteor, it will immediately become Auto-Vanished again until Gau uses Snare again. During this time, you should either use healing spells or equip someone with the Healing Rod, which can heal upwards of 1,500 HP in one hit! I recommend not targetting Gau with every other healing round so that he eventually dies. While he's dead, the Intangir will just sit there invisible while you fully heal your team. Then you can revive and fully heal Gau as well without the risk of him using Snare until you choose the Mu Rage again.

Just keep doing this over and over again until you whittle down all 32,000 HP. It will take some time, but the rush you'll probably feel after taking down such a major monster this early in the game without any real cheating is worth it! Just to summarize, here's a usual set of turns in this battle:

Character One: Equipped with a) two weapons, b) Genji Glove, c) Hyper Wrist  
Character Two: Equipped with a) two weapons, b) Genji Glove, c) Hyper Wrist

Character Three: Equipped with a) Healing Rod and b) Hermes Sandals  
Character Four: Gau using the Mu Rage  
Intangir: The invisible enemy that counters with Meteor

Hint: Equipping Thief's Knife x 2 on Locke or Shadow will grant a bonus of +20 points to your Magic Evasion, which can help you avoid taking damage occasionally from "Meteor"

ROUND ONE - before Gau Rages

-----  
C1: Skip turn  
C2: Skip turn  
C3: Skip turn (or heal if you need to by attacking with the Healing Rod)  
Gau: Use the Mu Rage and hope for Snare  
Int: Skip turn

ROUND TWO - when Snare has been used

-----  
C1: Attack (two times, one for each weapon)  
C2: Attack (two times, one for each weapon)  
C3: Attack ally to start the healing circle  
Gau: Will either Attack or use Snare again  
Int: Counters with Meteor, then Vanish

ROUND THREE - after successful round

-----  
C1: Skip turn (or heal with magic)  
C2: Skip turn (or heal with magic)  
C3: Attack another ally to heal them  
Gau: Hope that he just attacks (and fails)  
Int: Skip turn

...rinse and repeat...

The battle will end eventually. The beast rewards you with 10 AP and will now appear on the Veldt! You can also steal Magicite Shards from this monster if you have the patience, but be prepared for a "Meteor" counter-attack! Although I have not verified this, if the monster flees the battle once it gets weak, it still seems to appear on the Veldt since you did encounter it and live to tell the tale. By the way, the Intangir Rage teaches the "Transfusion" Lore and by Sketching it you can also learn the "Traveler" Lore.

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| WALKTHROUGH \ _____ / THE WORLD OF BALANCE \ _____ / OTHER STUFF /
| \- \ _____ /- / |
(02.01.12.03)) M O R E L O R E S ((~morelores)
| \ _____ /- / _____ \- \ _____ /
```

When you first pick up Strago, he comes pre-equipped with three Lores:

- \* Aqua Breath
- \* Revenge Blast
- \* Stone

You can gain ten more Lores before you ever take a step on the Floating Continent:

- \* Self-Destruct
- \* White Wind
- \* Doom

- \* Transfusion
- \* Traveler
- \* Dischord
- \* Roulette
- \* Level 3 Confuse
- \* Level 4 Flare
- \* Level 5 Death

There is also one Lore found on the Floating Continent:

- \* 1000 Needles

For now, I will explain how to get the first ten. The eleventh one will be explained in the Floating Continent chapter.

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_____./
|_____|)===== (____ (NEW LORE: SELF-DESTRUCT) ____)===== (____
/_____/\
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This one you probably got earlier when you were exploring the Burning Mansion in Thamasa. To learn it, you need to cast a Fire-based magic on the Balloon enemy. If you forgot to do this, don't fret. As long as you defeated one Balloon in the mansion, you can refight it on the Veldt. It may take some time, but you can spend that time learning new Rages as well. You might want to glance down at the next section, which deals with Rages, while you're waiting for the Balloon to appear. Once it does, just cast "Fire" on it to heal it and it will use "Self-Destruct" in return. Bingo!

As a side note here, you can also learn this Lore from the Onion Knight on the Veldt, but it might be a little more difficult to cue the "Self-Destruct" attack.

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_____./
|_____|)===== (____ (NEW LORE: WHITE WIND) ____)===== (____
/_____/\
 "-----"

```

This one you probably got earlier when you were exploring the Esper Caves on Crescent Island. To learn it, you simply need to encounter a Bonnacon and let it live for three turns. On its third turn it will always cast "White Wind," which will heal it. Now, just defeat the monster to learn the Rage after the battle. If you forgot to do this, don't fret. As long as you defeated one in the Esper Caves, you can also refight it on the Veldt as well. Again, you might as well spend some time learning Rages until you encounter it. Once you do, just leave it alone for three turns to learn "White Wind" and then destroy it.

```

_____./
|_____|)===== (____ (NEW LORE: DOOM) ____)===== (____
/_____/\
 "-----"

```

Doom can be learned easiest by encountering the Zombie Dragon on the Veldt first. After learning its Rage, you can use the rage in battle to cast "Doom" on an enemy, but it also teaches Strago the "Doom" Lore at the same time. Easy enough.

```

_____./
|_____|)===== (____ (NEW LORE: TRANSFUSION) ____)===== (____
/_____/\
 "-----"

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Transfusion is easiest to learn by first mastering the Intangir Rage, which is a task in itself. First, you need to defeat the Intangir (which you should have done in the last section), which has 32,000 HP, and then you have to manage to

Leap while encountering it in the Veldt. By using the Intangir Rage, it's special ability is to use "Transfusion," which fully heals one ally's HP at the cost of the caster's HP and MP. Even if Strago is not targetted as the beneficiary of the Transfusion, he still learns the Lore as long as it is used once in battle.

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_____ .-----._____ /
|_____)===== ((NEW LORE: TRAVELER) _____)===== (_____ /
/_____ / "-----" \
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This Lore can be found by returning to the fields outside of South Figaro (or the Veldt if you really want to) and encountering the Unseelie. If you either cast "Confuse" on it or summon "Cait Sith" or use the "Stone" Lore to do it for you, the Unseelie will most likely use the "Traveler" command, which you can learn as your newest Lore. Of course, you can also learn this by encountering the Unseelie on the Veldt, and it might be recommended to do so since every other Lore can only be gained here for now too.

```
_____ .-----._____ /
|_____)===== ((NEW LORE: DISCHORD) _____)===== (_____ /
/_____ / "-----" \
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This Lore requires that you run around the Veldt for a while until you run into either the Satellite or the Chaser. These two UFO-looking mechanisms will use "Dischord" if you let them sit there for a while. The Satellite requires that you wait ten turns while the Chaser might use it earlier. Either way, this should be a simple Lore to get as long as you're willing to spend some time on the Veldt, which you should be now that you have over fifty new monsters to learn Rages from as well.

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_____ .-----._____ /
|_____)===== ((NEW LORE: ROULETTE) _____)===== (_____ /
/_____ / "-----" \
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You'll need Relm in your party for this one. If you encounter the Onion Knight on the Veldt (because you can't get back to the Magitek Factory now), use her "Sketch" command to draw it. The sketched portrait will use the special skill "Roulette," which Strago can learn as his newest Lore.

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_____ .-----._____ /
|_____)===== ((NEW LORES: LEVEL SPELLS) _____)===== (_____ /
/_____ / "-----" \
```

The easiest enemy to learn the Level Lores from is the Trapper. For now, the only place to encounter one is on the Veldt, but be warned that an encounter with one is extremely rare still (almost 1 in 500!). However, you'll be able to fight them again soon, so you might want to wait until you go to the Floating Continent to get these Lores. To get them, just leave the Trapper alone. It will eventually cast all three spells. Make sure that at least one character is immune to each one by avoiding multiples of 3, 4, and 5. "Level 3 Confuse" can cause some trouble because it might result in your party killing itself, but "Level 5 Death" is even worse if your entire party has a level is divisible by five! Finally, "Level 4 Flare" can cause some serious damage. Once you learn all three Lores, you can defeat (or Leap over) the Trapper. However, make sure that Strago is alive at the end of the battle!

As a side note, you can also learn "Level 3 Confuse" by using the Trapper Rage if you already have it. Gau will essentially teach Strago the spell.

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_____/WALKTHROUGH\ _____/THE WORLD OF BALANCE\ _____/OTHER STUFF/
| \- \ /- / |
(02.01.12.04)) F A N C Y D A N C E S ((~fancydance)
\ _____/-/ _____ \- \ _____/

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Chances are, you either haven't used Mog at all or just barely, so you'll need to do some make-up work to get him up-to-date. Since Mog's only versatility is in his Dance command, you should learn as many Dances as you can before taking off for the Floating Continent. The following list will detail all of the Dances you can learn up until your arrival at the Floating Continent. Dances are learned by fighting a battle in a specific background locale. Basically, you just have to travel to an exotic location and fight one

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\ _____ .----- . _____ /
(_____)===== (_____ (NEW DANCE: WIND RHAPSODY) _____)===== (_____ /
/ "-----" \

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The "Wind Rhapsody" Dance can be found by fighting on any plain or grassland. Try fighting outside Narshe to find weak monsters to make things easier.

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\ _____ .----- . _____ /
(_____)===== (_____ (NEW DANCE: FOREST REQUIEM) _____)===== (_____ /
/ "-----" \

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As you would expect, the "Forest Requiem" Dance can be learned by fighting in any forest. Try the Bomb Forest if you haven't been there yet, which will give you a chance to also fight the Grenade if you haven't fought it yet.

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\ _____ .----- . _____ /
(_____)===== (_____ (NEW DANCE: DESERT LULLABY) _____)===== (_____ /
/ "-----" \

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This Dance is found in any desert region. Any one is as good as the next.

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\ _____ .----- . _____ /
(_____)===== (_____ (NEW DANCE: LOVE SERENADE) _____)===== (_____ /
/ "-----" \

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This dance can be tricky to gain if you don't think outside the box. While the other dances are found primarily on the World Map, the "Love Serenade" Dance can only be mastered if you fight in a town. The best place to learn this one, if you haven't already, is Zozo. However, if you failed to liberate one of the towns earlier, you can fight the soldiers inside as well. You can also gain this dance easily later since there are plenty of enemies left, and some of them will be located in towns.

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\ _____ .----- . _____ /
(_____)===== (_____ (NEW DANCE: EARTH BLUES) _____)===== (_____ /
/ "-----" \

```

Although "Earth Blues" seems to conjure up images of being deep in the earth and of stone and soil, you really need to be on top of the earth to learn the Dance, otherwise you're just repeating the conditions for the "Twilight Requiem" instead. The easiest place to learn the "Earth Blues" Dance is on the mountain slopes of some dungeons, such as Mount Kolts. By mountain slopes, I'm referring to the grassy locales while you're outside the caves of a mountain.



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_____ .----- ._____
|_____)===== ((NEW DANCE: WATER HARMONY))===== (
/_____ / "-----" \

```

In previous versions of the game, the "Water Harmony" Dance could only be found in this world, so you had to choose Mog at the Narshe showdown with Lone Wolf in order to get this Dance. However, one of the brand new espers is fought in a watery environment, which means you can learn this Dance later in the game as well. However, for completion's sake, I'll include it here. There are only two water-based environments you've fought in so far: the Lethe River and the Serpent Trench. However, to get to either, you will also have to go through the other, and I'll explain why. The route to either area is a one-way journey, which means that you have to choose to land somewhere and walk the rest of the distance to get back. If you land in the Veldt, you'll have to walk from South Figaro all the way through Mount Kolts, the Returner's Hideout, Lethe River, Doma lands, the Phantom Forest, and Baren Falls to get back. My recommendation is to land near South Figaro, however, just so you don't have to risk a bad encounter after mastering the Dance and returning to South Figaro. That means you'll end up mastering the Dance along the Lethe River, in truth, and the rest of the journey is just to get back to the airship.

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_____ .----- ._____
|_____)===== ((NEW DANCE: TWILIGHT REQUIEM))===== (
/_____ / "-----" \

```

You should have already mastered this Dance way earlier in the game. However, on the off chance that you didn't, it's an easy one to do. Although twilight seems to infer sunset or sunrise, it would be more accurate to describe it as low light. The primary place to find low light so far is the cavern locale. If you head into any cave-based dungeon, such as Mount Kolts or Narshe Mines, you can master this Dance with ease.

There is one more Dance left to learn, but you can't get it until later in the game because it can only be found in an icy locale.

| WALKTHROUGH                           | THE WORLD OF BALANCE | OTHER STUFF          |
|---------------------------------------|----------------------|----------------------|
| 02.01.12.05                           | THE VELDT            | ( ~veldt             |
| ~*~ AVAILABLE RAGES AT THIS POINT ~*~ |                      |                      |
| MONSTER NAME                          | MONSTER NAME         | MONSTER NAME         |
| Actinian                              | Flan                 | Litwor Chicken       |
| Adamankary                            | Fossil Dragon        | Magna Roder (purple) |
| Anguiform                             | General              | Magna Roder (red)    |
| Antares                               | Gobbledygook         | Mandrake             |
| Aspiran                               | Goetia               | Onion Knight         |
| Balloon                               | Grasswyrn            | Outcast              |
| Bannacon                              | Grenade              | Paraladia            |
| Belzecue                              | Harvester            | Provoker             |
| Blood Fang                            | Hell's Rider         | Rock Wasp            |
| Briareus                              | Hill Gigas           | Sergeant             |
| Bug                                   | Hunting Hound        | Stunner              |
| Chaser                                | Imperial Elite       | Trapper              |

|                   |              |                   |  |
|-------------------|--------------|-------------------|--|
| Chimera           | Intangir     | Veil Dancer       |  |
| Corporal          | Iron Fist    | Vennobennu        |  |
| Destroyer         | Joker        | Vulture           |  |
| Devourer          | Land Grillon | Wyvern            |  |
| Don               | Lenergia     | Zombie Dragon     |  |
| Fidor             | Lich         | (Puzzle monsters) |  |
| =====O=====O===== |              |                   |  |
|                   |              |                   |  |

All of the monsters listed above can be found in the Veldt at this point in the game that weren't available the first time you visited. If you check it against the bestiary, you'll probably notice that there are three enemies that don't have Rages available here that do have bestiary entries and aren't bosses. The first is the Ninja. Unfortunately, the one encounter possible thus far in the game was in the Sealed Cave, and the game doesn't consider it a valid fight to open the Rage on the Veldt. However, once you defeat Ninjas later, the Rage will open up. The other two monsters are the Proto Armor and Mega Armor. Both of these monsters simply don't have Rages. Proto Armor is the tricky one because it appears in the formation with the Onion Knights fairly often, but you can never learn a Rage from it.

Several monsters are also somewhat difficult to encounter. The Hill Gigas has a low encounter rate, but it's not impossible by any means to fight at least one during your time mastering all of the other Rages here. Antares, the red scorpion, only has three encounters out of about five-hundred on the Veldt, so it might take some time to encounter as well. The Trapper only has two encounters possible. That means you'll have to fight at least 250 fights to even stand a chance of meeting one Trapper! Good luck with that.

I have again listed the "Puzzle Monsters" in this section because they are actually covered after your first visit to the Veldt in this guide, although you could have gotten those Rages last time you were here if you wanted. These monsters are known as Darkside, Specter, and Eukaryote. They have no bestiary entries in the in-game Bestiary, but they do have Rages.

All of the following monsters have only one possible monster formation on the Veldt, which makes them extremely rare encounters and very difficult to even find. I might recommend skipping any of these you don't encounter by the time the other Rages in this section are mastered and coming back to them once all the bestiary is filled in until the end of the game. Or at least until the next time you visit the Veldt. These are the extremely rare monsters:

- \* Fidor
- \* Grasswyrn
- \* Lenergia
- \* Magna Roder (purple)
- \* Magna Roder (red)
- \* Imperial Elite
- \* Chimera
- \* Venobennu
- \* Hunting Hound

If you really want to spend the time fighting on the Veldt, you can eventually get every Rage listed above, even the ultra-rare ones, but it will absolutely take hours (I'm talking probably five to ten hours!) to get them all. I'll leave it up to you to choose which route you want to take.





- \* Locke <--- He can use strong weapons and can steal from bosses
- \* Celes <--- She can use strong weapons and can absorb magic with Runic
- \* Strago <--- He can use Lores, the Healing Rod, and can learn a new Lore here

When you're ready, board the airship, go to the main deck, and choose (Head to the Floating Continent) as your destination.

```

\WALKTHROUGH\ _____ /THE WORLD OF BALANCE\ _____ / FLOATING /
| \- \ _____ /- / |
| 02.01.13.01)) T H E B L A C K J A C K ((~blackjack |
| _____ /- / _____ \- \ _____ |
	_____		_____		_____			
	=====O=====O=====O=====O=====O=====							
	NAME	HP	GIL	EXP	RAGE	LORE		
	=====O=====O=====O=====O=====O=====							
	104 Sky Armor	900	400	350	Yes	No		
	105 Spitfire	1,400	300	550	Yes	No		
	300 TYPHON	10,000	---	---	No	No		
	301 ULTROS	17,000	---	---	No	No		
	302 AIR FORCE	8,000	---	---	No	No		
	303 LASER GUN	3,300	---	---	No	No		
	304 MISSILE BAY	3,000	---	---	No	No		
	305 BIT	420	---	---	No	No		
	=====O=====O=====O=====O=====O=====							
	_____		_____		_____		_____	
\ _____ /								

```

The group gathers on the deck of the Blackjack as they approach the Floating Continent. You're asked to form a party of three. Use the one listed above or make your own. However, I highly recommend taking Locke so you can steal or if not, plan to use the Thief Knife on the character you'll meet on the Floating Continent along the way. I also recommend taking Strago because there is a new enemy here that can teach him a Rage. Finally, Celes is really the only shoe-in for an optional character. However, her ability to absorb magic is very useful, so I've placed her in the party for that reason.

```

\ _____ .----- . _____ /
_____)===== (_____ (THE BLACKJACK: DECK) _____)===== (_____ /
/ "-----" \

```

On the deck, the Imperial air force approaches, and battle begins. You'll have to fight off several waves of Sky Armor and Spitfire machines. It's worth it to steal from every enemy here. You are guaranteed at least an Ether from each one, and the Spitfire also has a chance of giving an Elixir instead. After a few fights, the party will spot something strange flying through the air just ahead. It looks like a strange, pink monster! As it approaches from the back, it will toss a familiar face onto the airship deck.

```

| _ | | _ | | _ | | _ |
O=| | | =| | | =| |=====| |=====O
| | _ < | | | | _____ | | _____ | | _____ | |
| | | _ | | | | _ | | _ | | | | _____ | | -Flying Aeronautopus- |
O=| _____|=| _____|=| _____|=| _____|=====O
| |
|=====O=====O=====O=====O=====O=====|
| HP: 17,000 | STR: N/A | MAG: 3 | ATT: 10 | GIL: --- |

```

```

-----+-----+-----+-----+-----+
| MP: 8,000 | DEF: 20 | MDF: 10 | STA: N/A | EXP: --- |
-----+-----+-----+-----+-----+
| LEVEL: 26 | EVA: --- | MEV: --- | SPD: N/A | AP: --- |
=====o=====o=====o=====o=====
| [W] Fire [] Lightning [] Wind [] Restore [] Holy |
| [] Ice [A] Water [] Earth [W] Poison [] Evil |
-----+-----+-----+-----+-----+
| [I] Berserk [I] Death [I] Imp [] Reflect [I] Silence |
| [] Blink [] Doom [] Paling [] Regen [I] Sleep |
| [] Bravery [] Faith [I] Petrify [] Reraise [] Slow |
| [I] Confuse [] Float [I] Poison [] Sap [I] Stop |
| [] Counter [] Frozen [] Protect [] Shell [] Vanish |
| [] Darkness [] Haste [] Quick [] Shield [] Zombie |
=====o=====
| DROPS: --- | | STEAL: Dried Meat |
| --- | | --- |
-----+-----+-----+-----+-----+
| KEY ITEM: --- | | REQUESTS: --- |
=====o=====
| FOUND: The Blackjack: Deck | TYPE: --- |
-----+-----+-----+-----+-----+
COMMANDS: Attack	LEARN: ---
Octopus Ink	
Tentacle	
=====o=====	
APPEARANCE: A giant, purple octopus with a sense of humor	
=====	
STRATEGY: This is just too easy. Just attack the poor octopus king	
a few times to cue the arrival of his buddy, Typhon. When	
he arrives, keep fighting against Ultros until he falls.	
=====o=====

```

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| _ | | _ | | _ | | _ |
O=| | _ | |=| | | |=| |=====| |=====
| | _ < | | | | | _ | | _ | Typhon
| | | _ | | | | _ | | _ | | -The Greatest Storm-
O=| | _ | |=| | _ | |=| | _ | |=| |=====

```

```

=====o=====o=====o=====o=====
| HP: 10,000 | STR: N/A | MAG: 10 | ATT: 13 | GIL: --- |
-----+-----+-----+-----+-----+
| MP: 40,000 | DEF: 100 | MDF: 55 | STA: N/A | EXP: --- |
-----+-----+-----+-----+-----+
| LEVEL: 26 | EVA: --- | MEV: --- | SPD: N/A | AP: --- |
=====o=====o=====o=====o=====
| [A] Fire [] Lightning [] Wind [] Restore [] Holy |
| [W] Ice [W] Water [] Earth [] Poison [] Evil |
-----+-----+-----+-----+-----+
| [] Berserk [I] Death [I] Imp [] Reflect [] Silence |
| [] Blink [] Doom [] Paling [] Regen [] Sleep |
| [] Bravery [] Faith [I] Petrify [] Reraise [] Slow |
| [I] Confuse [] Float [I] Poison [] Sap [] Stop |
| [] Counter [] Frozen [] Protect [] Shell [] Vanish |
| [] Darkness [] Haste [] Quick [] Shield [] Zombie |
=====o=====
| DROPS: --- | | STEAL: Dagger |
| --- | | --- |
-----+-----+-----+-----+-----+
| KEY ITEM: --- | | REQUESTS: --- |

```

```

=====O=====
| FOUND: The Blackjack: Deck | TYPE: ---
|-----+-----
| COMMANDS: Attack | LEARN: ---
| Fireball |
| Snort |
|-----O=====
APPEARANCE: A twisted, pink creature with two wicked faces
STRATEGY: You can steal a Dagger if you want from Typhon as this
phase of the battle begins, otherwise focus your atten-
tions first on Ultros and defeat him before turning your
attentions to Typhon. The battle will end when Typhon
uses his "Snort" attack, which will knock your party off
the Blackjack and down toward the Floating Continent!
-----O=====

```

```

_____ .-----_._____/
|_____)===== (____ (THE BLACKJACK: SKIES)____)===== (____/
/_____ /
 "-----"
_____ \

```

The party is sent flying beyond the airship and begins to fall toward the Floating Continent. However, it is immediately targetted by another boss: the Air Force!

```

|_____|_____|_____|_____|
O=|_|_||=|_|_||=|=====|=====O
| | _ < | | | |_____|_____|
| | |_| | | |_| |_____|_____| |
O=|_____||=|_____||=|_____||=|_____|=====O
|
|-----O-----O-----O-----O-----O-----
| HP: 8,000 | STR: N/A | MAG: 12 | ATT: 10 | GIL: ---
|-----+-----+-----+-----+-----+-----
| MP: 750 | DEF: 150 | MDF: 120 | STA: N/A | EXP: ---
|-----+-----+-----+-----+-----+-----
| LEVEL: 25 | EVA: --- | MEV: --- | SPD: N/A | AP: 3
|-----O-----O-----O-----O-----O-----
| [] Fire [W] Lightning [] Wind [] Restore [] Holy
| [] Ice [W] Water [] Earth [] Poison [] Evil
|-----+-----+-----+-----+-----+-----
| [I] Berserk [I] Death [I] Imp [] Reflect [I] Silence
| [] Blink [] Doom [] Paling [] Regen [I] Sleep
| [] Bravery [] Faith [I] Petrify [] Reraise [I] Slow
| [I] Confuse [] Float [I] Poison [] Sap [I] Stop
| [] Counter [] Frozen [] Protect [] Shell [] Vanish
| [I] Darkness [] Haste [] Quick [] Shield [] Zombie
|-----O-----
DROPS: Princess Ring	STEAL: Elixir
-----+-----	
KEY ITEM: ---	REQUESTS: ---
-----O-----	
FOUND: The Blackjack: Skies	TYPE: ---
-----+-----	
COMMANDS: Attack	LEARN: ---
Count: 5	
Count: 4	
Count: 3	
Count: 2	

```

```

| Count: 1 |
| Wave Cannon |
|=====|
| APPEARANCE: A massive airship made from mythril and adamantium |
|=====|
| STRATEGY: Although you can choose to target only the Air Force to |
| end the battle quickly, be warned that doing so will mean |
| that you'll have an incomplete bestiary! Instead, make |
| sure to destroy both the Laser Gun and the Missile Bay. |
| The boss will also launch a machine into the air after a |
| while that will absorb magic. Defeat the Bit with one |
| attack to complete that part of your bestiary as well. |
| Be careful of the "Wave Cannon" attack, which will com- |
| mence after a five-point countdown. This attack can cause |
| around 500 HP damage to all characters! |
|=====|
|
| _____ _____ _____ _____
=====																				
HP: 3,300	STR: N/A	MAG: 9	ATT: 12	GIL: ---																
-----+-----+-----+-----+-----+-----																				
MP: 335	DEF: 130	MDF: 140	STA: N/A	EXP: ---																
-----+-----+-----+-----+-----+-----																				
LEVEL: 24	EVA: ---	MEV: ---	SPD: N/A	AP: ---																
=====																				
[] Fire [W] Lightning [] Wind [] Restore [] Holy																				
[] Ice [W] Water [] Earth [] Poison [] Evil																				
-----+-----+-----+-----+-----+-----																				
[I] Berserk [I] Death [I] Imp [] Reflect [I] Silence																				
[] Blink [] Doom [] Paling [] Regen [I] Sleep																				
[] Bravery [] Faith [I] Petrify [] Reraise [] Slow																				
[I] Confuse [] Float [I] Poison [] Sap [] Stop																				
[] Counter [] Frozen [] Protect [] Shell [] Vanish																				
[I] Darkness [] Haste [] Quick [] Shield [] Zombie																				
=====																				
DROPS: ---	STEAL: X-Ether																			
---	---																			
-----+-----+-----+-----+-----+-----																				
KEY ITEM: ---	REQUESTS: ---																			
=====																				
FOUND: The Blackjack: Skies	TYPE: ---																			
-----+-----+-----+-----+-----+-----																				
COMMANDS: Attack	LEARN: ---																			
Atomic Ray																				
Magitek Laser																				
=====																				
APPEARANCE: The blue machinery capable of firing Magitek Lasers																				
=====																				
STRATEGY: Make sure to try stealing from this part of the machine																				
before you destroy it. There's a chance that you can																				
steal an X-Ether from it, which will fully refill some-																				
one's MP when used! Otherwise, defeat it as quickly as																				
possible to avoid its damaging Atomic Ray, which can do																				
upwards of 300 HP damage to every character.																				
=====																				

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| | | | |
O=| |_| |=| |_| |=| =====| =====|=====O
| | _ < | | | | |__ | |__ | Missile Bay |
| | |_| | | |_| | |__ | |__ | | -Weapon of Magitek Destruction- |
O=| |_| |=| |_| |=| |_| |=| |_| |=| =====| =====|=====O
|
|=====O=====O=====O=====O=====O=====|
| HP: 3,000 | STR: N/A | MAG: 8 | ATT: 12 | GIL: --- |
|-----+-----+-----+-----+-----+-----|
| MP: 7,000 | DEF: 135 | MDF: 150 | STA: N/A | EXP: --- |
|-----+-----+-----+-----+-----+-----|
| LEVEL: 25 | EVA: --- | MEV: --- | SPD: N/A | AP: --- |
|=====O=====O=====O=====O=====O=====|
| [] Fire [W] Lightning [] Wind [] Restore [] Holy |
| [] Ice [W] Water [] Earth [] Poison [] Evil |
|-----+-----+-----+-----+-----+-----|
| [I] Berserk [I] Death [I] Imp [] Reflect [I] Silence |
| [] Blink [] Doom [] Paling [] Regen [I] Sleep |
| [] Bravery [] Faith [I] Petrify [] Reraise [] Slow |
| [I] Confuse [] Float [I] Poison [] Sap [] Stop |
| [] Counter [] Frozen [] Protect [] Shell [] Vanish |
| [I] Darkness [] Haste [] Quick [] Shield [] Zombie |
|=====O=====O=====O=====O=====O=====|
| DROPS: --- | | STEAL: Debilitator |
| --- | | --- |
|-----+-----+-----+-----+-----+-----|
| KEY ITEM: --- | | REQUESTS: --- |
|=====O=====O=====O=====O=====O=====|
| FOUND: The Blackjack: Skies | TYPE: --- |
|-----+-----+-----+-----+-----+-----|
| COMMANDS: Attack | LEARN: --- |
| Missile | |
|=====O=====O=====O=====O=====O=====|
| APPEARANCE: A red door leading to the missile stockpile |
|=====O=====O=====O=====O=====O=====|
| STRATEGY: Make sure to try stealing from this part of the machine |
| before you destroy it. There's a chance that you can |
| steal a Debilitator from it! Otherwise, defeat it as |
| quickly as possible to avoid its damaging Missile attack, |
| which can do about 200 HP damage to one character. |
O=====O=====O=====O=====O=====O=====O=====O=====O

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| | | | |
O=| |_| |=| |_| |=| =====| =====|=====O
| | _ < | | | | |__ | |__ | Bit |
| | |_| | | |_| | |__ | |__ | | -Magic-Absorbing Orb- |
O=| |_| |=| |_| |=| |_| |=| |_| |=| =====| =====|=====O
|
|=====O=====O=====O=====O=====O=====|
| HP: 420 | STR: N/A | MAG: 10 | ATT: 12 | GIL: --- |
|-----+-----+-----+-----+-----+-----|
| MP: 285 | DEF: 230 | MDF: 160 | STA: N/A | EXP: --- |
|-----+-----+-----+-----+-----+-----|
| LEVEL: 25 | EVA: --- | MEV: --- | SPD: N/A | AP: --- |
|=====O=====O=====O=====O=====O=====|
| [] Fire [W] Lightning [] Wind [] Restore [] Holy |
| [] Ice [W] Water [] Earth [] Poison [] Evil |
|-----+-----+-----+-----+-----+-----|
| [I] Berserk [I] Death [I] Imp [] Reflect [I] Silence |

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```

| [] Blink [] Doom [] Paling [] Regen [I] Sleep |
| [] Bravery [] Faith [I] Petrify [] Reraise [] Slow |
| [I] Confuse [*] Float [I] Poison [] Sap [] Stop |
| [] Counter [] Frozen [] Protect [] Shell [] Vanish |
| [I] Darkness [] Haste [] Quick [] Shield [] Zombie |
|=====O=====|
DROPS: ---	STEAL: Amulet
-----+-----	
KEY ITEM: ---	REQUESTS: ---
=====O=====	
FOUND: The Blackjack: Skies	TYPE: ---
-----+-----	
COMMANDS: <absorbs all magic>	LEARN: ---
=====O=====	
APPEARANCE: A small, yellow orb that hovers above the Air Force	
=====O=====	
STRATEGY: This machine is capable of absorbing all magic the party	
casts (since the enemies don't use magic), so if you need	
to heal you'll either have to rely on items, special	
skills like Sabin's "Chakra" Blitz, or defeat the Bit to	
break the Paling. Make sure to defeat at least one. You	
can also steal an Amulet from it if you like.	
=====O=====O=====	

```

Afterward, the party lands on the Floating Continent, leaving behind the airship and the battle in the skies above.

| WALKTHROUGH |     | THE WORLD OF BALANCE |        |       |       |      | FLOATING     |  |
|-------------|-----|----------------------|--------|-------|-------|------|--------------|--|
| 02.01.13.02 |     | THE CONTINENT        |        |       |       |      | (~continent) |  |
| Skp         | Mis | NAME                 | HP     | GIL   | EXP   | RAGE | LORE         |  |
| X           | ( ) | Murasame             | 1,300  | 600   | 550   | Yes  | Yes          |  |
| X           | (!) | Sasuke               | 1,750  | 786   | 750   | Yes  | No           |  |
| X           | ( ) | Beret                | 1,900  | 525   | 1,200 | Yes  | Yes          |  |
| X           | ( ) | Elixir               | 7,000  | ---   | 2,931 | Yes  | No           |  |
|             |     | 110 Platinum Dragon  | 2,802  | 1,300 | 895   | Yes  | No           |  |
|             |     | 111 Behemoth         | 5,800  | ---   | 2,055 | Yes  | No           |  |
|             |     | 112 Ninja (again)    | 1,650  | 520   | 694   | Yes  | No           |  |
|             |     | 113 Naude            | 3,000  | ---   | ---   | No   | No           |  |
|             |     | 306 GIGANTOS         | 6,000  | ---   | 7,550 | Yes  | No           |  |
|             |     | 307 ULTIMA WEAPON    | 24,000 | ---   | ---   | No   | No           |  |
|             |     | 308 NELAPA           | 2,800  | ---   | ---   | No   | No           |  |



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=====O=====
| DROPS: Sasuke | STEAL: Elixir |
| --- | X-Potion |
|-----+-----|
| KEY ITEM: --- | REQUESTS: --- |
|-----O-----|
| FOUND: The Floating Continent | TYPE: Humanoid |
|-----+-----|
| COMMANDS: Attack | LEARN: --- |
| Throat Jab | |
|-----O-----|
APPEARANCE: An earthy Gigas that has been shackled and chained
STRATEGY: Although this enemy doesn't get the boss music that other
bosses usually get, it's difficult enough that it should
count as a boss, and in fact is listed with them in the
in-game bestiary. This gigas has incredible speed, able
to perform two or three attacks to every one of yours! I
highly recommend using the Phantom esper or "Vanish" to
make sure his strong attacks don't penetrate. Each Throat
Jab can take off 500 HP or more, so keep one person on
full-time healing duty! Now, just all-out attack with any
commands you prefer to defeat him quickly. Try using the
"1000 Needles" Lore if you have it, and Throw a few
Shurikens at him to bring the giant down. Thanks to Vegh-
Esther for pointing out that Gigantos is Level 25, which
means he's susceptible to the "Level 5 Death" Lore!
-----O-----

```

Once the Gigantos falls, you will receive a SASUKE. Equip this on Shadow right away to benefit from its strong attack rating.

Now, go up the stairs you passed by before to get sucked into the ground and spit out to the south. Continue south to find a floor switch in the small alcove just below the place you came out from. This will cause the path just below to grow to connect the southwest with the southeast. Now head east until you reach the next transport platform. Enter it to find two more platforms just ahead. Take the one on the left to skip to the next area.

Here, you will spot another floor switch just below the transport platform that you came from. Step on this switch to lower the platform to the south that you crossed earlier to get here. Now, continue to the northwest to find another floor switch that lowers the small platform blocking your way west. Continue to the west now that it has been unblocked and then head down both sets of stairs to reach the lowest area of the map. Now that this section has been lowered by the switch you hit earlier, you can cross over to the east side of the lower section. Take several sets of stairs up to the level above. You'll see another floor switch ahead. Skip this one for now and continue east to find a BERET in the blue orb on the wall. Head south down the stairs here to find a save point in the mountain-like platform. Make sure to use a Tent and save your game (in the second save file) because there's a difficult boss fight just ahead.

Now, go back to the floor switch you skipped and press it. This will bring you to the heart of the continent. As you head down from the transport platform, you will have the option of returning to the airship below if you like or you can just continue on. If you decide to get back on the airship, you can learn a few new Rages at the Veldt and you can restock your supplies if you like. However, doing so means that you'll have to venture through the entire Floating Continent again to get back here! I'm not going to bother with the few new Rages right now because none of them are that great. We'll cover those later.

Instead, continue on to the left to find a dragon-like monster guarding the way to the top of the continent. Your only choice is to engage it in battle!

```

| _____ | _____ | _____ | _____ |
O=| |_| |=| |_| |=| |=====| |=====|=====O
| |_| < |_| |_| |_| |_| | _____ | _____ | Ultima Weapon
| |_| |_| |_| |_| |_| |_| |_| |_| | -Ancient Warmech-
O=| _____ |=| _____ |=| _____ |=| _____ |=====O
|
|=====O=====O=====O=====O=====O=====|
| HP: 24,000 | STR: N/A | MAG: 5 | ATT: 45 | GIL: --- |
|-----+-----+-----+-----+-----+-----|
| MP: 5,000 | DEF: 142 | MDF: 97 | STA: N/A | EXP: --- |
|-----+-----+-----+-----+-----+-----|
| LEVEL: 37 | EVA: 20 | MEV: 10 | SPD: N/A | AP: 10 |
|=====O=====O=====O=====O=====O=====|
| [] Fire [] Lightning [] Wind [] Restore [] Holy
| [] Ice [] Water [] Earth [] Poison [] Evil
|-----+-----+-----+-----+-----+-----|
| [I] Berserk [I] Death [I] Imp [] Reflect [I] Silence
| [] Blink [] Doom [] Paling [] Regen [I] Sleep
| [] Bravery [] Faith [I] Petrify [] Reraise [] Slow
| [I] Confuse [*] Float [I] Poison [] Sap [I] Stop
| [] Counter [] Frozen [] Protect [] Shell [] Vanish
| [] Darkness [] Haste [] Quick [] Shield [] Zombie
|=====O=====O=====O=====O=====O=====|
| DROPS: Elixir | STEAL: Ribbon
| --- | Elixir
|-----+-----+-----+-----+-----+-----|
| KEY ITEM: --- | REQUESTS: ---
|=====O=====O=====O=====O=====O=====|
| FOUND: The Floating Continent | TYPE: ---
|-----+-----+-----+-----+-----+-----|
| COMMANDS: Attack | LEARN: ---
| Bio |
| Blaze |
| Blizzara |
| Fira |
| Flare |
| Flare Star |
| <focuses energy> |
| Full Power |
| Graviga |
| Meteor |
| Mind Blast |
| Thundara |
| Ultima |
|=====O=====O=====O=====O=====O=====|
| APPEARANCE: A behemoth covered with intricate designs and sigils
|=====O=====O=====O=====O=====O=====|
| STRATEGY: "My name is Ultima... I am power both ancient and un-
| rivaled... I do not bleed, for I am but strength given
| form... Feeble creatures of flesh... Your time is nigh!"
|
| So says the beast of the abyss! If you glance at this
| creature's stats, you'll see why it boasts so much. This
| is going to be a difficult fight. This boss uses several
| devastating attacks, and its power is high enough that
| you would be well-advised to keep your HP above 800 if at
| all possible. If you steal from the monster, there is a
```

```

| chance that you'll get another Ribbon relic from it! How- |
| ever, you're more likely to get an Elixir instead. It |
| never hurts to try, though. This fight is the primary |
| reason why I recommended bringing Celes along. Using her |
| Runic ability, you can absorb his powerful spell, Flare. |
| Although you can defeat the boss the normal way, by de- |
| pleting its HP, you can also destroy it by depleting its |
| MP! Plus, since it casts Flare often, it will wear out |
| its own MP while you use "Rasp" over and over to help the |
| process. Frankly, though, I find that defeating it the |
| normal way is quicker still. Be very careful once it |
| starts to focus its energy. This means that it will cast |
| one of the greatest forbidden magics in the game, "Flare |
| "Star!" If you have Celes alive, make sure she stays on |
| constant Runic duty to absorb this! |
O=====O

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After that war of attrition, I would highly recommend healing your party as soon as possible. It might not hurt to visit the save point again if you need to as well. As soon as the battle is done, Shadow feels that he is not worthy of traveling with the party due to his defection to the Empire earlier, so he runs off. Now, you just need to head north to confront Emperor Gestahl and Kefka.

The party is just in time, it would appear. Gestahl begins to absorb the power of the Warring Triad, just as he had planned. Celes begs the emperor to reconsider his plan, but he knocks her away with a blast of godly power. While your other two party members are trapped by the blast of magic, Celes climbs back to the platform to confront them again. The emperor suggests that Kefka and Celes procreate to populate the new Magitek Empire that awaits them. Kefka promises that if Celes slays her companions, she will be pardoned for her betrayal. Celes prepares to plunge the sword into the hearts of her companions, but at the last second she races forward and stabs Kefka instead! A hilarious little scene ensues where Kefka, in his death throes, expresses his hate for Celes. Kefka attempts to usurp the very power of the gods, but he is denied. In an act of pure desperation, the emperor tries to stop Kefka. The court mage is more than a match for the old man, however, and the emperor is cast down to his death far below. Just as predicted by prophecy, when Kefka moves the statues, the power of the Warring Triad is released, and the very world begins to tremble at their power. Shadow comes to the rescue just in time, though, and traps Kefka between the three statues! The spell holding the party is broken, and it's time to high-tail it off this rock before things go to pot.

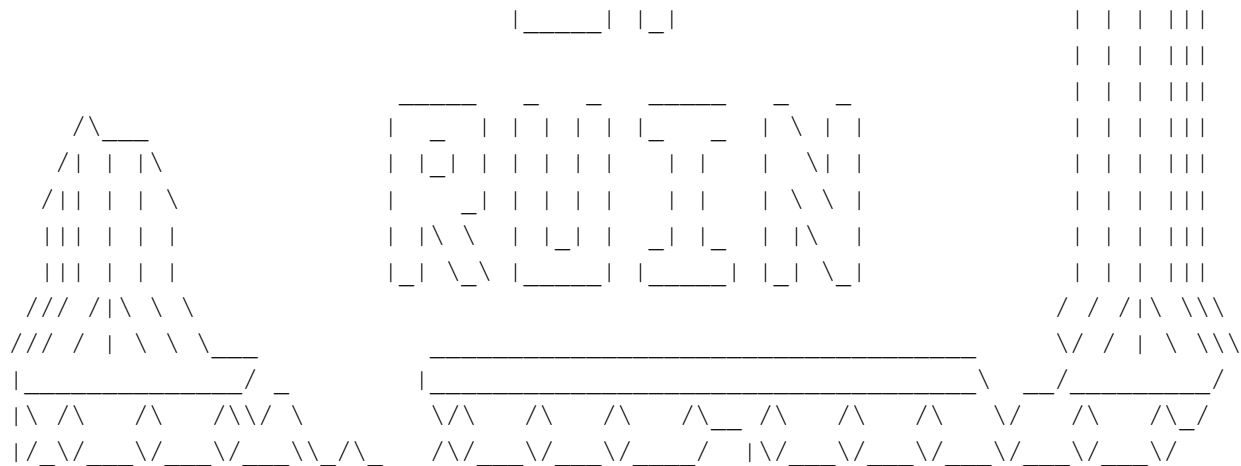
With Shadow left behind to delay Kefka, you now have six minutes to make it off the Floating Continent before it collapses. Basically, you just need to keep going east to find the airship at the end of the path. There is one last blue orb that you can collect along the way, however, you must approach it from the east, otherwise the ground around it will collapse and you won't be able to collect the treasure inside, which is an ELIXIR. You'll also have to fight several battles against Naude enemies. Defeat them as quickly as possible. The final enemy is represented by a sparkle of magical energy. Examine it to find a final enemy waiting for you.

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O=| | _ | |=| | | |=| |=====| |======O
| | _ < | | | | | _ | | _ | Nelapa |
| | | _ | | | | _ | | _ | -Demon of Lust- |
O=| _ _ | |=| _ _ | |=| _ _ | |=| _ _ | |======O
|
|=====O=====O=====O=====O=====O=====O=====|

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 \WALKTHROUGH\ \_\_\_\_\_  
 | \_\_\_\_\_ \- \ \_\_\_\_\_ /- / \_\_\_\_\_ \  
 ( 02.02.00.00 ) ) W O R L D O F R U I N ( ( ~ruin )  
 \ \_\_\_\_\_ /- / \_\_\_\_\_ \- \ \_\_\_\_\_ /

O=====O  
 | ~\*~ IN THIS SECTION ~\*~ |  
 O-----O  
 | 01. Solitary Island |  
 | 02. Three's A Party |  
 | 03. Daryl's Legacy |  
 | 04. Familiar Faces |  
 | 05. The Last Espers |  
 | 06. Other Objectives |  
 | 07. Kefka's Tower |  
 | 08. Finale |  
 O=====O

The world begins to erupt with power as the  
 wrath of the gods sunders the land. Setzer  
 tries to guide the airship out of harm's way,  
 but with so much magic in the air, there's no  
 way to avoid all of the blasts. The airship is  
 torn in two and everyone is sent tumbling down  
 to the earth below, scattered like wheat chaff  
 in a strong wind. Entire continents shift and  
 break apart, and the seas rise up to swallow  
 the land while the land break apart to cover  
 other seas.

On that day, the world was changed forever...

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 \WALKTHROUGH\ \_\_\_\_\_ /THE WORLD OF RUIN\ \_\_\_\_\_  
 | \_\_\_\_\_ \- \ \_\_\_\_\_ /- / \_\_\_\_\_ \  
 | 02.02.01.00 ) ) S O L I T A R Y I S L A N D ( ( ~solitary )  
 | \_\_\_\_\_ /- / \_\_\_\_\_ \- \ \_\_\_\_\_ |

| NAME             | HP    | GIL | EXP | RAGE | LORE |
|------------------|-------|-----|-----|------|------|
| 116 Peeper       | 1     | --- | 2   | Yes  | Yes  |
| 119 Land Ray     | 1     | --- | 1   | Yes  | Yes  |
| 121 Black Dragon | 4,000 | 502 | 780 | Yes  | No   |

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The game returns with Celes laying in bed. Cid comes in from the seashore with a meal of fresh fish. Just then, Celes wakes up to Cid's great surprise. It appears that Celes has been in a coma for exactly one year following the marring of the world. Cid found Celes, but the island they are on is deserted and there's no word of any other party members that Cid knows of. There were other people here at one time, but they all flung themselves to their deaths on the



northern cliffs when the light of hope vanished for each of them. Cid seems to have gotten sick while taking care of Celes, though, and now it's his turn to lay down while Celes takes care of him.

The monsters in this area, known as Solitary Island, are all on the world map and are easiest to encounter in the desert to the east of Cid's House. Beware the Black Dragon, however. It uses an attack that can turn Celes into a zombie. If you are turned into a zombie, it's a Game Over because your HP is zero! Therefore, you must equip a Ribbon or an Amulet prior to fighting it to ensure that you don't suffer the negative status effect.

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/_____)===== (____(FEEDING CID)____)===== (____
/_____ /
 "-----"
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NOTE: Time is of the essence in this next challenge. If you fail to do this as soon as you regain control, you risk losing Cid. While getting the fast fish is the best way to go, try not to wander from the area to fight battles or go back and forth between the house and the beach unless there aren't any fish to grab. You may want to quickly save outside first, though, just in case the bad outcome happens.

Your task now is to find fish for Cid to keep him healthy. If you exit Cid's House and head south, you'll find yourself on the shore. Here, you can examine fish when they swim near to catch them. You can only carry one fish at a time, however, so you better make each catch a good one. There are basically three types of fish. The slow ones move lazily about and are easy to catch. However, they subtract one point from Cid's health! The normal fish move quicker and might require some movement to catch. They don't do anything good or bad for Cid's health, though. The fastest fish are very quick and require fast reflexes to catch. They add two points to Cid's health. The trick, if you want to save Cid, is to only catch the fastest fish. If you enter the beach and only have slower fish or none at all, speak to Cid again to reset the fish. However, each time you speak to Cid, he will lose one point of health. Basically, as long as you can feed him the fastest fish, he will lose one point but gain two. There are eight stages to his health. These are the comments he makes at each stage:

| CID SAYS:                                           | HEALTH          |
|-----------------------------------------------------|-----------------|
| <Cid is dead>                                       | 00 HP           |
| "Don't worry about me when I'm gone..."             | 01 HP to 04 HP  |
| "I'm not long for this world..."                    | 05 HP and 06 HP |
| "I just can't seem to shake this..."                | 07 HP and 08 HP |
| "I'm feeling much better..."                        | 09 HP and 10 HP |
| "Thank you for taking care of me, day after day..." | 11 HP and 12 HP |
| "I can feel my strength returning..."               | 13 HP and 14 HP |
| "I'm all better now..."                             | 15 HP           |

Although the game will lean toward the worse outcome, starting you off at the "I just can't seem to shake this..." phase, if you dedicate a little time to catching only the fastest fish, it's definitely possible to save him. I did in my game, so I can guarantee it. If you save him, Cid will show you a raft in the basement that will get you off the island.

However, if Cid dies, there is an additional scene in which Celes, feeling heartbroken at the lost of the only other person on the island, her "granddad," throws herself from the cliffs to the north. Death is not to be, though. She washes up on the shore south of Cid's House and awakens to the pecking of a

gull with a bandana wrapped around its neck. That looks awfully similar to Locke's, doesn't it!? When you go back to Cid's House, you'll find that Cid must have dropped a letter on the floor after his body gave way. Reading the letter, Celes discovers that Cid had a raft built and ready to use, but he stayed on the island to take care of her even though it cost him his life. With a heavy heart, Celes takes the raft to the beach and promises to do Cid proud.

| \WALKTHROUGH\                       |               |       |     |     |      |      | /THE WORLD OF RUIN\                         |             |       |     |     |      |      |
|-------------------------------------|---------------|-------|-----|-----|------|------|---------------------------------------------|-------------|-------|-----|-----|------|------|
| \-\/                                |               |       |     |     |      |      | /-\/                                        |             |       |     |     |      |      |
| 02.02.02.00 ) )                     |               |       |     |     |      |      | T H R E E ' S A P A R T Y ( ( ~threeparty ) |             |       |     |     |      |      |
| /-/                                 |               |       |     |     |      |      | \-\/                                        |             |       |     |     |      |      |
| =====O=====O=====O=====O=====O===== |               |       |     |     |      |      | =====O=====O=====O=====O=====O=====         |             |       |     |     |      |      |
| NAME                                |               | HP    | GIL | EXP | RAGE | LORE | NAME                                        |             | HP    | GIL | EXP | RAGE | LORE |
| =====O=====O=====O=====O=====O===== |               |       |     |     |      |      | =====O=====O=====O=====O=====O=====         |             |       |     |     |      |      |
| 114                                 | Fafnir        | 1,112 | 456 | 459 | Yes  | Yes  | 130                                         | Sandhorse   | 1,025 | 726 | 475 | Yes  | No   |
| 115                                 | Killer Mantis | 1,412 | 756 | 559 | Yes  | No   | 131                                         | Cancer      | 952   | 576 | 360 | Yes  | No   |
| 117                                 | Murussu       | 1,111 | 356 | 321 | Yes  | No   | 132                                         | Oceanus     | 1,700 | 971 | 612 | Yes  | No   |
| 118                                 | Gigantoad     | 458   | 340 | 235 | Yes  | Yes  | 133                                         | Desert Hare | 75    | --- | --- | Yes  | No   |
| 120                                 | Luna Wolf     | 582   | 247 | 308 | Yes  | No   | =====O=====O=====O=====O=====O=====         |             |       |     |     |      |      |
| 122                                 | Rukh          | 850   | 596 | 249 | Yes  | No   | -----+-----+-----+-----+-----+-----         |             |       |     |     |      |      |
| 126                                 | Delta Beetle  | 612   | 211 | 288 | Yes  | No   | -----+-----+-----+-----+-----+-----         |             |       |     |     |      |      |
| 127                                 | Vampire Thorn | 12    | 896 | 510 | Yes  | No   | -----+-----+-----+-----+-----+-----         |             |       |     |     |      |      |
| 128                                 | Lizard        | 1,280 | 356 | 297 | Yes  | Yes  | -----+-----+-----+-----+-----+-----         |             |       |     |     |      |      |
| 129                                 | Devoahan      | 2,252 | 458 | 562 | Yes  | No   | -----+-----+-----+-----+-----+-----         |             |       |     |     |      |      |
| -----+-----+-----+-----+-----+----- |               |       |     |     |      |      | -----+-----+-----+-----+-----+-----         |             |       |     |     |      |      |
| =====O=====O=====O=====O=====O===== |               |       |     |     |      |      | =====O=====O=====O=====O=====O=====         |             |       |     |     |      |      |

Taking the raft out to sea, Celes sets off in search of her friends, even if she doesn't know where they are or if they survived the disaster that Kefka caused. All she has is her hopes for a better future and the belief that Locke is out there somewhere looking for her.

The raft washes ashore on a new continent to the east. The land has been torn apart and the world is lost in a permanent twilight. But hope is still kindled in the thought that one day, the party can be reassembled and vengeance can be had on Kefka and the Empire for the destruction and pain they've caused in the lives of everyone in this brave new world.

As for the monsters in this section, there are several different areas where you have to search to encounter them. The Fafnir, Luna Wolf, and Rukh seem to appear around Kefka's Tower. Gigantoad and Killer Mantis are easiest to find in the forest to the west, but can appear on the plains occasionally too. The Murussu, Delta Beetle, and Devoahan can be found along the Serpent Trench to

the east. Finally, the Vampire Thorn and Lizard are found in the forest south of Mobliz.

The other monsters can't be found until you catch a ship to the desert island to the west, so don't worry about them until later. One interesting monster there is the Desert Hare, which will cast beneficial spells like "Cura" and "Esuna" on the party upon being defeated. You might want to use these for free healing and curing status effects once you get a quicker form of transportation later.

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\WALKTHROUGH\ _____ /THE WORLD OF RUIN\ _____ /THREE PARTY/
| \-\ /-/ |
| 02.02.02.01)) A L B R O O K ((~albrook |
| /-/ \-\ |
| _____|_____|_____|_____|_____|_____|_____|_____
	=====O=====O=====O=====			
	ITEM	SHOP	TYPE	PRICE
	=====O=====O=====O=====			
	Flametongue	Weapon Shop	Sword	7,000
	Icebrand	Weapon Shop	Sword	7,000
	Thunder Blade	Weapon Shop	Sword	7,000
	-----+-----+-----+-----			
	Golden Shield	Armor Shop	Shield	3,500
	Priest's Miter	Armor Shop	Helm	3,000
	Green Beret	Armor Shop	Helm	3,000
	Golden Helm	Armor Shop	Helm	4,000
	Golden Armor	Armor Shop	Armor	10,000
	-----+-----+-----+-----			
	Sprint Shoes	Relic Shop	Relic	1,500
	Gigas Glove	Relic Shop	Relic	5,000
	Earring	Relic Shop	Relic	5,000
	Barrier Ring	Relic Shop	Relic	500
	Mythril Glove	Relic Shop	Relic	700
	Knight's Code	Relic Shop	Relic	1,000
	Reflect Ring	Relic Shop	Relic	6,000
	Jeweled Ring	Relic Shop	Relic	1,000
	-----+-----+-----+-----			
	Hi-Potion	Item Shop	Item	300
	Ether	Item Shop	Item	1,500
	Phoenix Down	Item Shop	Item	500
	Holy Water	Item Shop	Item	300
	Remedy	Item Shop	Item	1,500
	Sleeping Bag	Item Shop	Item	500
	Smoke Bomb	Item Shop	Item	300
	Teleport Stone	Item Shop	Item	700
	=====O=====O=====O=====			

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The people of Albrook can help fill you in on the information you're missing since sleeping on Solitary Island for so long. It appears that Kefka has since learned to master the power of the Warring Triad, and now he rules everything from his tower at the heart of this continent. Using his "Light of Judgment," Kefka is capable of burning anyone where they stand, and he can destroy entire villages with one sweep of his hand if he wished. Even worse, several great monsters were released from ancient seals when the earth was sundered: Humbaba,

Deathgaze, and the eight legendary dragons being just a few. In fact, the eight dragons were once used to seal the power of a being known as Crusader, but now that they are free, only by defeating them can Crusader be resealed. But most important of all for Celes is the news that a martial artist that looks similar to her was seen heading toward Tzen recently. Martial artist... similar looks? Could that be...!?

Before you head off toward Tzen, however, make time to go shopping. Everything here has upgraded their stock since a year has technically passed since you last visited. When you're done here, head back outside town. Do you remember the layout of the World of Balance? Tzen was directly north of Vector, which is now Kefka's Tower. And Vector/Kefka's Tower was directly north of Albrook. In other words, just head north to find Tzen after passing by Kefka's Tower.

| WALKTHROUGH             |                 | THE WORLD OF RUIN |                  | THREE PARTY         |  |
|-------------------------|-----------------|-------------------|------------------|---------------------|--|
| -                       |                 | -                 |                  | -                   |  |
| 02.02.02.02 ) )         |                 | T Z E N           |                  | ( ( ~tzen           |  |
| -                       |                 | -                 |                  | -                   |  |
| ===O===O=====O=====     |                 |                   |                  |                     |  |
| Skp                     | Mis             | NAME              | LOCATION         |                     |  |
| ===O===O=====O=====     |                 |                   |                  |                     |  |
| X                       | [ ]             | Healing Rod       | Collapsing House | > 1st floor, NE     |  |
| X                       | [ ]             | Ether             | Collapsing House | > 1st floor, NW     |  |
| X                       | [ ]             | Holy Rod          | Collapsing House | > 1st floor, center |  |
| X                       | [ ]             | Hyper Wrist       | Collapsing House | > 1st floor, SW     |  |
| X                       | [!]             | <empty>           | Collapsing House | > 1st floor, stairs |  |
| X                       | [ ]             | Blood Sword       | Collapsing House | > Basement, S       |  |
| X                       | [ ]             | Magicite Shard    | Collapsing House | > Basement, NE      |  |
| X                       | [!]             | <empty>           | Collapsing House | > Basement, NW      |  |
| ===O===O=====O=====     |                 |                   |                  |                     |  |
|                         |                 |                   |                  |                     |  |
| =====O=====O=====O===== |                 |                   |                  |                     |  |
|                         | ITEM            | SHOP              | TYPE             | PRICE               |  |
| =====O=====O=====O===== |                 |                   |                  |                     |  |
|                         | Kaiser Knuckles | Weapon Shop       | Claws            | 1,000               |  |
|                         | Venom Claws     | Weapon Shop       | Claws            | 2,500               |  |
|                         | Flametongue     | Weapon Shop       | Sword            | 7,000               |  |
|                         | Icebrand        | Weapon Shop       | Sword            | 7,000               |  |
|                         | Thunder Blade   | Weapon Shop       | Sword            | 7,000               |  |
|                         | Burning Fist    | Weapon Shop       | Claws            | 10,000              |  |
| -----+-----+-----+----- |                 |                   |                  |                     |  |
|                         | Golden Shield   | Armor Shop        | Shield           | 2,500               |  |
|                         | Beret           | Armor Shop        | Helm             | 3,500               |  |
|                         | Tiger Mask      | Armor Shop        | Helm             | 2,500               |  |
|                         | Golden Helm     | Armor Shop        | Helm             | 4,000               |  |
|                         | Power Sash      | Armor Shop        | Armor            | 5,000               |  |
|                         | Golden Armor    | Armor Shop        | Armor            | 10,000              |  |
| -----+-----+-----+----- |                 |                   |                  |                     |  |
|                         | Dragoon Boots   | Relic Shop        | Relic            | 9,000               |  |
|                         | Thief's Bracer  | Relic Shop        | Relic            | 3,000               |  |
|                         | Black Belt      | Relic Shop        | Relic            | 5,000               |  |
|                         | Alarm Earring   | Relic Shop        | Relic            | 7,000               |  |
|                         | Sniper Eye      | Relic Shop        | Relic            | 3,000               |  |
|                         | Peace Ring      | Relic Shop        | Relic            | 3,000               |  |
|                         | Jeweled Ring    | Relic Shop        | Relic            | 1,000               |  |
|                         | Amulet          | Relic Shop        | Relic            | 5,000               |  |

|              |           |               |        |
|--------------|-----------|---------------|--------|
| Hi-Potion    | Item Shop | Item          | 300    |
| Ether        | Item Shop | Item          | 1,500  |
| Green Cherry | Item Shop | Item          | 150    |
| Phoenix Down | Item Shop | Item          | 500    |
| Echo Screen  | Item Shop | Item          | 120    |
| Holy Water   | Item Shop | Item          | 300    |
| Sleeping Bag | Item Shop | Item          | 500    |
| Super Ball   | Item Shop | Thrown Weapon | 10,000 |

| NAME            | HP  | GIL | EXP | RAGE | LORE |
|-----------------|-----|-----|-----|------|------|
| 123 Zokka       | 305 | 400 | 267 | Yes  | No   |
| 124 Nightwalker | 265 | 491 | 258 | Yes  | No   |
| 125 Scorpion    | 290 | 336 | 199 | Yes  | No   |

The people of Tzen have some more information for you. The Serpent Trench has risen above the waves, and a group of fanatics called the Cult of Kefka have built a tower there. However, before the others will share any information, the Light of Judgment comes raining down on the village, and the villages go crazy with fright.

When you run up to the house in the north of town, you'll spot a familiar face: Sabin! That must be the martial artist spotted in Albroom earlier. However, before any reunion can take place, Sabin needs your help. The house he's standing next to is collapsing thanks to the Light of Judgment, and there is a small child inside that needs help getting out. He can only hold up the house (yeah, I know, like anyone could hold up a house...) for six minutes before everything collapses. Your task is to race into the house and find the child and then get back outside before the timer runs out. While the task of getting in and out with the child is easy enough, the real difficulty comes in getting all of the treasures inside without running out of time. Plus, you cannot return to this area after you leave it, so all of the treasures are missable! Basically, this is another section you should read before attempting.

Make sure to also pay attention to the advice one villager gives as he races around town. There are monsters inside the house to the north (lord knows how they got there), and several of them use magic that petrifies. Therefore, you should absolutely equip a relic that protects against petrification. The Ribbon is a great option, but the Jeweled Ring also works.

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 \_\_\_\_\_)===== (\_\_\_\_ ( THE COLLAPSING HOUSE ) \_\_\_\_\_)===== (\_\_\_\_\_  
 / "-----"

Start by entering the house to cue the timer. Head directly north to spot your first treasure chests, which contains a HEALING ROD. Next, head directly west to find another treasure chest, this one containing an ETHER. Now, head into the middle room of the first floor to spot a third chest, this one with a HOLY ROD inside. The treasure chest in the southwest corner of the room contains a HYPER WRIST. Finally, head to the stairway in the west to find a final treasure chest on this floor. This one is trapped, however, and will summon four Nightwalkers for no reward except the knowledge that you opened every treasure chest in the game.

In the basement, there are a few more treasure chests to find. There is a room in the south that contains a treasure chest with a BLOOD SWORD, but you have to enter this room from the north. Finally, the last two treasure chests are in the north part of the basement, one on each side of the kid you're supposed to be saving. The one on the right contains a MAGICITE SHARD while the one on the left is trapped with four more Nightwalkers another no reward again.

Now that the treasures have been found, you're probably running very short of time. Speak with the child to have him join Celes. Now, race back up the stairs and leave through the door you came in from to the southeast. However, before you succeed in this mission, make sure that you've not only found all of the treasure chests here, but also that you've encountered each type of monster in the house. Chance are, you have. When you succeed, Celes will race out of the house just as Sabin's strength runs out, and the house collapses.

Back in town, Sabin thanks Celes for her help and agrees to join her in the search for their friends. There's a long way to go, but at least you have a companion now! If you visit the shops, you'll find that they've also upgraded their merchandise. This is true of every town in this new world. If you didn't get the Seraph esper earlier, you can do so now by finding the man hiding in the forest in the northwest corner of town and offer him 10 Gil to buy his magicite. When you're ready, head out of town.

| WALKTHROUGH | THE WORLD OF RUIN | THREE PARTY                   |
|-------------|-------------------|-------------------------------|
| 02.02.02.03 | M O B L I Z       | ( ( ~mobliz                   |
| Skp         | Mis               |                               |
|             | NAME              | LOCATION                      |
| {_}         | Phoenix Down      | Outside > soldier's house     |
| \$          | Fenrir            | > reward for fighting Humbaba |

Remember the words of the folks in Tzen earlier about the Serpent Trench rising above the sea? Well, that path will allow you to travel from what once was the Empire's continent to Mobliz without the need for an airship or boat. To get there, just keep heading east from Tzen. You'll need to cross a short bridge that connects the Empire's continent to Serpent Trench. From there, just keep traveling east to find the village near the eastern sea.

Although the folks in Tzen warned you that Mobliz was ravaged by the Light of Judgment, nothing can prepare you for the devastation this place has suffered. Kefka's power has torn apart most of the buildings in town, and the place seems to be deserted until you enter it. A pair of dogs start barking, and a young boy comes running out of the house nearby just in time to see the party enter. He runs away screaming. Clearly visitors are not welcome here anymore. Check the barrel next to the house in the west to find a PHOENIX DOWN inside.

Head into the Postman's House to find the child. However, the place seems to be empty as you search around. When you head into the storage room in the basement, you'll find what you are search for, though. A group of children have

gathered in the caverns below the town and are ready and willing to defend the town from strangers. Before a fight breaks out, another familiar face appears in the doorway to the north. That's Terra! Mama... Terra...? She must be the one taking care of all these kids.

Speak with them to learn more about the town's past after the sundering. Most of the parents sacrificed themselves to save the children when Kefka brought down the Light of Judgment on the village. The only adults are Duane and his new bride, Katarin. It seems that Katarin is pregnant, however, so Terra has been performing the function of mother-figure lately. This past year, Terra has discovered something in herself that she didn't think she had: compassion. By protecting these children, she has developed a bond with them that seems to be exactly the thing she has been looking for since she recovered her memories. It seems that she can feel love after all, and this love is what binds her to the village and the children. However, Terra expresses some confusion about the emotion. It seems that there's something deeper to her bond with the children than just watching over them. Every time she tries to figure it out, she seems to lose her will to fight.

As the party leaves with a heavy heart, Humbaba, one of the legendary demons released during the sundering, attacks! Terra races out of the house to stop the creature, and a fight ensues!

| Name                   |  | HP            |  | STR           |  | MAG         |  | ATT         |  | GIL |  |
|------------------------|--|---------------|--|---------------|--|-------------|--|-------------|--|-----|--|
| Humbaba                |  | 28,000        |  | N/A           |  | ???         |  | ???         |  | --- |  |
| -Demon of Wrath-       |  | ???           |  | ???           |  | ???         |  | N/A         |  | --- |  |
| LEVEL: ???             |  | EVA: ???      |  | MEV: ???      |  | SPD: N/A    |  | AP: ---     |  |     |  |
| [?] Fire               |  | [?] Lightning |  | [?] Wind      |  | [?] Restore |  | [?] Holy    |  |     |  |
| [?] Ice                |  | [?] Water     |  | [?] Earth     |  | [?] Poison  |  | [?] Evil    |  |     |  |
| [?] Berserk            |  | [?] Death     |  | [?] Imp       |  | [?] Reflect |  | [?] Silence |  |     |  |
| [?] Blink              |  | [?] Doom      |  | [*] Paling    |  | [?] Regen   |  | [?] Sleep   |  |     |  |
| [?] Bravery            |  | [?] Faith     |  | [?] Petrify   |  | [?] Reraise |  | [?] Slow    |  |     |  |
| [?] Confuse            |  | [?] Float     |  | [?] Poison    |  | [?] Sap     |  | [?] Stop    |  |     |  |
| [?] Counter            |  | [?] Frozen    |  | [?] Protect   |  | [?] Shell   |  | [?] Vanish  |  |     |  |
| [?] Darkness           |  | [?] Haste     |  | [?] Quick     |  | [*] Shield  |  | [?] Zombie  |  |     |  |
| DROPS: ---             |  | ---           |  | STEAL: ---    |  | ---         |  |             |  |     |  |
| KEY ITEM: ---          |  | ---           |  | REQUESTS: --- |  | ---         |  |             |  |     |  |
| FOUND: Mobliz: Outside |  | ---           |  | TYPE: ---     |  | ---         |  |             |  |     |  |
| COMMANDS: Attack       |  | ---           |  | LEARN: ---    |  | ---         |  |             |  |     |  |
| Blizzaga               |  | ---           |  |               |  |             |  |             |  |     |  |
| Firaga                 |  | ---           |  |               |  |             |  |             |  |     |  |
| Flee                   |  | ---           |  |               |  |             |  |             |  |     |  |
| Solar Plexus           |  | ---           |  |               |  |             |  |             |  |     |  |
| Thundaga               |  | ---           |  |               |  |             |  |             |  |     |  |

```

| APPEARANCE: A massive, green demon with curved horns and spines |
|=====|
| STRATEGY: The first phase of this fight is a battle between Terra |
| and Humbaba. However, Terra has lost her will to fight, |
| as she told the party earlier, and you are forced to lose |
| this fight no matter what you do. The second phase begins |
| when the party comes to Terra's aid. Humbaba attacks |
| again, but this time its Shield and Paling are down. Now |
| you can either use regular attacks and healing or you can |
| have Celes absorb Humbaba's spells while Sabin attacks or |
| uses his Blitzes. Either way, the boss will flee after he |
| takes about 10,000 HP of damage. "Bio" is particularly |
| effective since you'll later find out that Humbaba has a |
| weakness to Poison. |
|=====O

```

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After the battle, Terra thanks /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\
the party and apologizes for her < .----- . >
weakness. She begs the party to < | ~*~ NEW ESPER ALERT ~*~ | >
leave her in the village for now < |=====| >
until she can figure out her own < | F E N R I R (Lupine Esper) | >
emotions. She has lost the will < |=====| >
to fight, and she would only be < | Born from the union between a wolf | >
a liability instead of an asset < | and a god, Fenrir was once bound by | >
now. Notice that Humbaba doesn't < | the chain, Gleipnir, until now. | >
appear in your in-game bestiary? < '-----' >
That's because he fled the fight /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\
instead of being defeated. Until
you actually defeat it later, I won't list him in the bestiary at the beginning
of this section either. As you leave, the little boy guarding the main exit
congratulates the party on their fighting prowess and presents them with a
treasure that dropped from the chain around Humbaba's neck: the esper Fenrir!

```

That's all you can do in Mobliz for now. It's time to explore the north now. Head out of town and take the Serpent Trench valley west and then north past the Cultist Tower to find the city of Nikeah on the northern coast.

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\WALKTHROUGH\ _____ /THE WORLD OF RUIN\ _____ /THREE PARTY/
| \-\ /-/ |
| 02.02.02.04)) N I K E A H ((~nikeah |
| /-/ \-\ |
_____	_____	_____	_____	_____	_____	_____	_____
	=====O=====O=====O=====						
	ITEM	SHOP	TYPE	PRICE			
	=====O=====O=====O=====						
	Rune Blade	Weapon Shop	Sword	7,500			
	Flametongue	Weapon Shop	Sword	7,000			
	Icebrand	Weapon Shop	Sword	7,000			
	Thunder Blade	Weapon Shop	Sword	7,000			
	Enhancer	Weapon Shop	Sword	10,000			
	-----+-----+-----+-----						
	Diamond Shield	Armor Shop	Shield	3,500			
	Priest's Miter	Armor Shop	Helm	3,000			
	Green Beret	Armor Shop	Helm	3,000			
	Diamond Helm	Armor Shop	Helm	8,000			
	Gaia Gear	Armor Shop	Armor	6,000			
	Power Sash	Armor Shop	Armor	5,000			

```



|              |            |       |        |
|--------------|------------|-------|--------|
| Diamond Vest | Armor Shop | Armor | 12,000 |
| Hi-Potion    | Item Shop  | Item  | 300    |
| Ether        | Item Shop  | Item  | 1,500  |
| Gold Needle  | Item Shop  | Item  | 200    |
| Phoenix Down | Item Shop  | Item  | 500    |
| Holy Water   | Item Shop  | Item  | 300    |
| Remedy       | Item Shop  | Item  | 1,000  |
| Sleeping Bag | Item Shop  | Item  | 500    |
| Tent         | Item Shop  | Item  | 1,200  |

As soon as you enter Nikeah, a man will stop you when he recognizes you as a fellow Returner. He informs the party that during the infiltration of the Magitek Research Facility, four espers managed to escape without turning into magi-cite like the others. These four espers may be willing to lend you their powers if you can find them. This is essentially your first tipoff about the four new espers added to this edition of the game. Although they can be found pretty soon, all four of them are very difficult to defeat (yes, you have to fight them), so it might be a while before you get a chance to recruit them.

You might want to spend some Gil purchasing the new Diamond equipment. The Diamond Vest, in particular, is an excellent upgrade that will drastically cut down on the damage your party takes for now. Also think about buying a new weapon, the Enhancer, for Celes. This sword has the extra property of boosting your Magic statistic, which can be very helpful now that you probably have a large stock of magic learned from espers.

Speak with the lady near the Armor Shop to learn that there are a bunch of thieves and cutthroats hanging out in the Pub that came from Figaro Castle. Perhaps you should investigate. Inside, the thieves are more than willing to talk, oddly. They apparently escaped from the dungeon of Figaro Castle during the cataclysm. Although most of them escape, their previous leader was captured by sandworms. When they arrived at Nikeah, they met Gerad, and he has since become the new leader of the gang. Gerad, huh? Perhaps you should speak with him to learn more about Figaro Castle. It would certainly help to have some form of transportation, even if it's only between deserts.

When you leave the Pub, the thieves start to file down onto the docks. Follow them south to learn that the ship docked there has been chartered by the Crimson Robbers. That must be Gerad's gang. Head back into the bazaar to find Gerad examining some crates near the Weapon Shop. One good look at Gerad confirms Celes' suspicion that Gerad is in fact Edgar! Keep pestering Gerad/Edgar until he heads to the docks. While Gerad explains the route to Figaro Castle to his men by using the South Figaro Cave, Celes and Sabin sneak on board the ship to follow after the Crimson Robbers.

|                 |                       |                     |               |               |  |
|-----------------|-----------------------|---------------------|---------------|---------------|--|
| \WALKTHROUGH\   |                       | /THE WORLD OF RUIN\ |               | /THREE PARTY/ |  |
| \-\             |                       |                     |               | /-/           |  |
| 02.02.02.05 ) ) | S O U T H F I G A R O |                     | ( ( ~southfig |               |  |
| /-/             |                       |                     |               | \-\           |  |
|                 |                       |                     |               |               |  |
|                 |                       |                     |               |               |  |
|                 |                       |                     |               |               |  |
|                 |                       |                     |               |               |  |
| Skp Mis         | NAME                  |                     | LOCATION      |               |  |

```

	===O===O=====O=====				
			[_] Remedy	Outside	> north of docks
			[_] Tent	Outside	> north of docks
			[_] Holy Water	Outside	> W of stable
			[_] Tent	Outside	> E of stable
			[_] Elixir	Outside	> SW corner
			[_] X-Potion	Outside	> between armories
			[_] Phoenix Down	Outside	> SW end of wall
	===O===O=====O=====				

```

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	=====O=====O=====O=====			
	ITEM	SHOP	TYPE	PRICE
	=====O=====O=====O=====			
	Trident	Weapon Shop	Spear	1,700
	Heavy Lance	Weapon Shop	Spear	10,000
	Enhancer	Weapon Shop	Sword	10,000
	Golden Spear	Weapon Shop	Spear	12,000
	-----+-----+-----+-----			
	Diamond Shield	Armor Shop	Shield	3,500
	Priest's Miter	Armor Shop	Helm	3,000
	Green Beret	Armor Shop	Helm	3,000
	Diamond Helm	Armor Shop	Helm	8,000
	Gaia Gear	Armor Shop	Armor	6,000
	Diamond Vest	Armor Shop	Armor	12,000
	Diamond Armor	Armor Shop	Armor	15,000
	-----+-----+-----+-----			
	Silver Spectacles	Relic Shop	Relic	500
	Star Pendant	Relic Shop	Relic	500
	Fairy Ring	Relic Shop	Relic	1,500
	Amulet	Relic Shop	Relic	5,000
	Hermes Sandals	Relic Shop	Relic	7,000
	Reflect Ring	Relic Shop	Relic	6,000
	Angel Ring	Relic Shop	Relic	8,000
	Princess Ring	Relic Shop	Relic	3,000
	-----+-----+-----+-----			
	Hi-Potion	Item Shop	Item	300
	Ether	Item Shop	Item	1,500
	Eye Drops	Item Shop	Item	50
	Echo Screen	Item Shop	Item	120
	Phoenix Down	Item Shop	Item	500
	Holy Water	Item Shop	Item	300
	Remedy	Item Shop	Item	1,000
	Tent	Item Shop	Item	1,200
	=====O=====O=====O=====			

```

It's time to do some more treasure hunting! If you followed my directions in the previous visits to South Figaro and skipped all of the treasures that upgrade, they did so in the time between your last visit and now. Otherwise, if you grabbed up all of the items earlier, none of these will be available now. Sorry!

Start by checking the crate just to the left of the docks entrance to find a REMEDY inside. The barrel just above that contains a TENT. Head west along the side of the marina to spot a pair of crates in the southwest corner of town. Check the crate here to find an ELIXIR. From here, head north to the Chocobo Stable. The barrel to the left contains a HOLY WATER while the crate to the right contains a TENT. Now move northeast to spot the Weapon Shop and Armor



\_\_\_\_)=====(\_\_\_\_ ( SOUTH FIGARO CAVE: WINDING CAVE ) \_\_\_\_ )=====(\_\_\_\_  
/ "-----" \

Back in the main cavern, you can now open the two treasure chests that you hopefully skipped out on the last two times you were here. The treasure chest on the east side of the cavern contains a HI-ETHER. Now, instead of taking the exit to the north, keep going west to find a stairway leading up to the level above. Across the wooden bridge here you'll find a treasure chest containing a HERO'S RING. That's all of the treasure for this area as well. Now it's time to get down to business. Head back down to the main level and take the exit you passed by a moment ago.

\\_\_\_\_.-----.\\_\_\_\_/  
\_\_\_\_)=====(\_\_\_\_ ( SOUTH FIGARO CAVE: SPRING ) \_\_\_\_ )=====(\_\_\_\_  
/ "-----" \

As soon as you enter, the party will almost walk in on the thieves as they discuss the next leg of their journey. Gerad uses some food to lure the turtle in the spring closer, and then he and his men use the turtle's shell to hop over to the doorway beyond the spring. Once they're gone, follow after them.

\\_\_\_\_.-----.\\_\_\_\_/  
\_\_\_\_)=====(\_\_\_\_ ( SOUTH FIGARO CAVE: THIEF'S ROUTE ) \_\_\_\_ )=====(\_\_\_\_  
/ "-----" \

The area beyond the turtle is littered with opened treasure chests. Something tells me that we've found Siegfried's old hideout. Just head west to find the exit. In the next room, you can exit to the south. However, before you do that, there's a semi-secret route north that leads to Siegfried and his newest claim. Follow him out of the cave and into the area beyond.

| WALKTHROUGH     | THE WORLD OF RUIN | THREE PARTY     |                                         |      |      |
|-----------------|-------------------|-----------------|-----------------------------------------|------|------|
| 02.02.02.07 ) ) | FIGARO CASTLE     | ( ( ~figarocast |                                         |      |      |
| ITEMS           |                   |                 |                                         |      |      |
| Skp             | Mis               | NAME            | LOCATION                                |      |      |
| [ ]             |                   | Crystal Helm    | Basement: Treasury > far right chest    |      |      |
| [ ]             |                   | Gravity Rod     | Basement: Treasury > middle right chest |      |      |
| [ ]             |                   | X-Potion        | Basement: Treasury > middle left chest  |      |      |
| [ ]             |                   | Hi-Ether        | Basement: Treasury > far left chest     |      |      |
| [ ]             |                   | Royal Crown     | Basement: West Wing > upstairs room     |      |      |
| < >             |                   | Soul Sabre      | Basement: Vault > check the statue      |      |      |
| MONSTERS        |                   |                 |                                         |      |      |
| NAME            | HP                | GIL             | EXP                                     | RAGE | LORE |
| 136 Dropper     | 1,000             | 427             | 398                                     | Yes  | No   |
| 310 TENTACLE    | 7,000             | ---             | ---                                     | No   | No   |
| 311 TENTACLE    | 5,000             | ---             | ---                                     | No   | No   |
| 312 TENTACLE    | 6,000             | ---             | ---                                     | No   | No   |
| 313 TENTACLE    | 4,000             | ---             | ---                                     | No   | No   |



```

=====o=====o=====o=====o=====
| HP: 7,000 | STR: N/A | MAG: 8 | ATT: 13 | GIL: --- |
|-----+-----+-----+-----+-----|
| MP: 800 | DEF: 102 | MDF: 153 | STA: N/A | EXP: --- |
|-----+-----+-----+-----+-----|
| LEVEL: 31 | EVA: --- | MEV: --- | SPD: N/A | AP: 5 |
=====o=====o=====o=====o=====

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```

| [A] Fire [] Lightning [] Wind [] Restore [] Holy |
| [W] Ice [W] Water [] Earth [] Poison [] Evil |
|-----+-----+-----+-----+-----|
| [I] Berserk [I] Death [I] Imp [] Reflect [] Silence |
| [] Blink [] Doom [] Paling [] Regen [] Sleep |
| [] Bravery [] Faith [] Petrify [] Reraise [] Slow |
| [I] Confuse [] Float [] Poison [] Sap [I] Stop |
| [] Counter [] Frozen [] Protect [] Shell [] Vanish |
| [] Darkness [] Haste [] Quick [] Shield [] Zombie |
=====o=====o=====o=====o=====

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DROPS: ---	STEAL: ---
-----+-----+-----+-----+-----	
KEY ITEM: ---	REQUESTS: ---
=====o=====o=====o=====o=====

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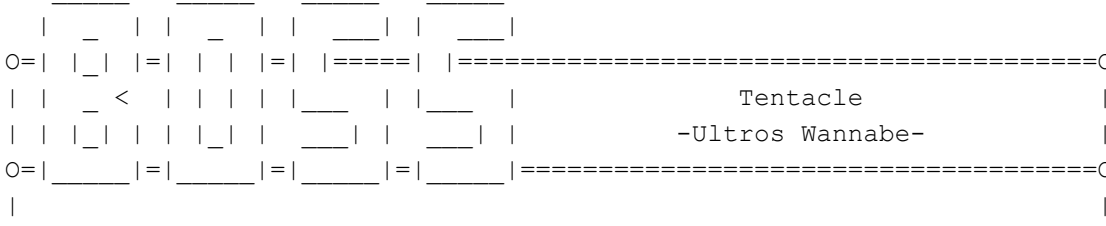
| FOUND: Figaro Castle: Basemen | TYPE: --- |
|-----+-----+-----+-----+-----|
COMMANDS: Attack	LEARN: ---
Bio	
Entwine	
Grab	
Poison	
Release	
Stun	
=====o=====o=====o=====o=====

```

```

| APPEARANCE: A writhing mass of slimy, yellow tentacles |
=====o=====o=====o=====o=====
| STRATEGY: There are actually four of these tentacles to start with. |
| Each of the tentacles has a different elemental affinity, |
| which makes elemental spells somewhat dangerous to use. |
| In addition, they have the "Grab" command which can dis- |
| able a character temporarily. This tentacle has the most |
| HP of all four, so save this one for last. Make sure not |
| to use Fire-based magic, and if Sabin has the Fire |
| Knuckle claws equipped he needs to use Blitz attacks. |
| This one is located to the lower-right, by the way. |
=====o=====o=====o=====o=====

```



```

| HP: 5,000 | STR: N/A | MAG: 8 | ATT: 13 | GIL: --- |
|-----+-----+-----+-----+-----|
| MP: 600 | DEF: 102 | MDF: 153 | STA: N/A | EXP: --- |
|-----+-----+-----+-----+-----|
| LEVEL: 33 | EVA: --- | MEV: --- | SPD: N/A | AP: --- |
=====o=====o=====o=====o=====
| [] Fire [A] Lightning [] Wind [] Restore [] Holy |
| [] Ice [A] Water [] Earth [] Poison [] Evil |

```



```

-----+-----
| COMMANDS: Attack | LEARN: ---
| Bio |
| Entwine |
| Grab |
| Poison |
| Release |
| Stun |
-----o-----

```

```

APPEARANCE: A writhing mass of slimy, yellow tentacles

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| STRATEGY: This is the third of the four tentacles. This one is on
| the lower-left and absorbs Ice and Water but is weak to
| Fire, so make sure to keep that in mind. Since this one
| has higher HP, make it your third target.
-----o-----

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| | | | |
O=| |_| |=| |_| |=| =====| =====|=====O
| | _ < | | | | |_| | |_| | Tentacle
| | |_| | | |_| | |_| | |_| | -Ultros Wannabe-
O=| |_| |=| |_| |=| |_| |=| =====| =====|=====O

```

```

-----o-----o-----o-----o-----o-----
| HP: 4,000 | STR: N/A | MAG: 8 | ATT: 13 | GIL: ---
-----+-----+-----+-----+-----+
| MP: 500 | DEF: 102 | MDF: 153 | STA: N/A | EXP: ---
-----+-----+-----+-----+
| LEVEL: 34 | EVA: --- | MEV: --- | SPD: N/A | AP: ---
-----o-----o-----o-----o-----o-----

```

```

| [] Fire [] Lightning [] Wind [] Restore [] Holy
[] Ice [A] Water [A] Earth [] Poison [] Evil

```

```

| [I] Berserk [I] Death [I] Imp [] Reflect [I] Silence
| [] Blink [] Doom [] Paling [] Regen [I] Sleep
| [] Bravery [] Faith [] Petrify [] Reraise [] Slow
| [I] Confuse [] Float [I] Poison [] Sap [] Stop
| [] Counter [] Frozen [] Protect [] Shell [] Vanish
| [I] Darkness [] Haste [] Quick [] Shield [] Zombie
-----o-----

```

```

DROPS: ---	STEAL: ---
-----+-----

```

```

| KEY ITEM: --- | REQUESTS: ---
-----o-----

```

```

| FOUND: Figaro Castle: Basemen | TYPE: ---
-----+-----

```

```

| COMMANDS: Attack | LEARN: ---
| Bio |
| Entwine |
| Grab |
| Poison |
| Release |
| Stun |
-----o-----

```

```

APPEARANCE: A writhing mass of slimy, yellow tentacles

```

```

| STRATEGY: This is the fourth of the four tentacles. This one is on
| the upper-left and absorbs Earth and Water, so make sure
| not to use those attacks or spells. Defeat this one first

```



| since it has the lowest HP. |  
 O=====O

After the battle, Edgar reveals that the only way he could find Figaro Castle again was to recruit the help of the thieves that escaped from the dungeons. As the only people who know the whereabouts of the castle, he convinced them that he was a thief in search of great treasure within the castle's basement in order to gain their trust. Now that he's defeated the monster infesting the ship's controls, the castle can be brought to the surface again. Before you go back upstairs, head into the vault where the thieves came from.

\\_\_\_\_\_ .-----.\\_\_\_\_\_/ |  
 /\_\_\_\_\_ )===== ( ( FIGARO CASTLE: BASEMENT: VAULT ) \_\_\_\_\_ )===== (\_\_\_\_\_/ |  
 / "-----" |

It looks like the thieves made off with all of the treasure in the castle. Or so they thought! There is one treasure hidden in this room still. If you check the suit of armor in the middle of the room, it will reveal a SOUL SABRE within that you can equip on someone if you like. Where the Blood Sword drains an enemy's HP, the Soul Sabre drains an enemy's MP and has a possibility of casting the "Death" spell! This is a perfect weapon for any magic-user in your party.

When you're done here, head back upstairs and access the controls to raise the castle to the surface. Now, speak with the engineer again to set the course for Kohlingen. Doesn't this feel familiar? Now you have three party members and it's time to find a way to travel the world a little faster than your own two feet. Too bad the Blackjack was destroyed, huh?

WALKTHROUGH\ \_\_\_\_\_ /THE WORLD OF RUIN\ \_\_\_\_\_

| \- \ \_\_\_\_\_ /- / |

| 02.02.03.00 ) ) D A R I L L ' S L E G A C Y ( ( ~legacy )

| /- / \_\_\_\_\_ \- \ |

| NAME           | HP    | GIL   | EXP | RAGE | LORE |
|----------------|-------|-------|-----|------|------|
| 139 Bogy       | 1,318 | 1,200 | 532 | Yes  | No   |
| 140 Marchosias | 1,418 | 909   | 449 | Yes  | Yes  |
| 141 Deepeye    | 1,334 | 485   | 385 | Yes  | No   |
| 142 Mousse     | 900   | 287   | 189 | Yes  | Yes  |

| \_\_\_\_\_ |

O=====O Even when everything else has been destroyed in  
 | ~\*~ IN THIS SECTION ~\*~ | this world, it seems that hope is more alive  
 o-----o than ever. Celes' fears have proven unfounded  
 | 01. Kohlingen | so far now that she's found Sabin, Terra, and  
 | 02. Darill's Tomb | Edgar. Hopefully the others are faring as well  
 | 03. The Falcon | as these three. In time, there's little doubt  
 O=====O in Celes' mind that she'll find them all again.  
 Now the only problem is getting the mobility to  
 search for them without having to hire ships and chocobos. Plus, there are also

several areas that can't be reached except by air. Perhaps if the party can find Setzer in this new world, he will find a way to get a new airship again. He was the only person in the World of Balance with access to an airship, so there's no reason why he couldn't have one here as well.

| \WALKTHROUGH\           |             | /THE WORLD OF RUIN\ |        | / LEGACY /     |  |
|-------------------------|-------------|---------------------|--------|----------------|--|
| \-\                     |             | /\-                 |        | /\-            |  |
| 02.02.03.01             | ) )         | K O H L I N G E N   |        | ( ( ~kohlingen |  |
| /\-                     |             | /\-                 |        | /\-            |  |
| =====O=====O=====O===== |             |                     |        |                |  |
| ITEM                    | SHOP        | TYPE                | PRICE  |                |  |
| =====O=====O=====O===== |             |                     |        |                |  |
| Darts                   | Weapon Shop | Gambler Weapon      | 10,000 |                |  |
| Dice                    | Weapon Shop | Gambler Weapon      | 5,000  |                |  |
| Viper Darts             | Weapon Shop | Gambler Weapon      | 13,000 |                |  |
| Enhancer                | Weapon Shop | Sword               | 10,000 |                |  |
| Golden Spear            | Weapon Shop | Spear               | 12,000 |                |  |
| -----+-----+-----+----- |             |                     |        |                |  |
| Diamond Shield          | Armor Shop  | Shield              | 3,500  |                |  |
| Priest's Miter          | Armor Shop  | Helm                | 3,000  |                |  |
| Green Beret             | Armor Shop  | Helm                | 3,000  |                |  |
| Diamond Helm            | Armor Shop  | Helm                | 8,000  |                |  |
| Diamond Vest            | Armor Shop  | Armor               | 12,000 |                |  |
| Diamond Armor           | Armor Shop  | Armor               | 15,000 |                |  |
| -----+-----+-----+----- |             |                     |        |                |  |
| Hi-Potion               | Item Shop   | Item                | 300    |                |  |
| Ether                   | Item Shop   | Item                | 1,500  |                |  |
| Antidote                | Item Shop   | Item                | 50     |                |  |
| Phoenix Down            | Item Shop   | Item                | 500    |                |  |
| Holy Water              | Item Shop   | Item                | 300    |                |  |
| Remedy                  | Item Shop   | Item                | 1,000  |                |  |
| Sleeping Bag            | Item Shop   | Item                | 500    |                |  |
| Tent                    | Item Shop   | Item                | 1,200  |                |  |
| =====O=====O=====O===== |             |                     |        |                |  |

The people in Kohlingen have little tidbits for you, as you would expect. Apparently, a man who often says "thou" was spotted recently in Maranda. Could that be Cyan!? We'll have to put Maranda on our agenda soon. Another person says that there's a fine warrior fighting in the Coliseum to the north who is looking for an "Itchy Gecky." What exactly is an "itchy gecky, you might ask? We'll have to get back to that later as well. If you visit Rachel's House again in the northeast, the caretaker will mention that Locke is a treasure hunter, so if you find treasure you'll probably find Locke nearby. Well, that's a very cryptic response, but at least it's something to go by.

Head into the Inn to spot another familiar face seated at the table nearby: Setzer! Speaking to Setzer is a real downer, though. Similar to Terra, Setzer has lost his will to fight because he lost his "wings" (airship) and therefore his freedom. Celes suggests that Setzer make a new dream instead of living for the old ones: taking back the world from Kefka. That seems to do the trick, and Setzer agrees to join the party again. However, he has a task that needs to be done before he's willing to go on, and it's at Darill's tomb. To get there, just head a little southwest of Kohlingen and check out the house along the



to ride it across the newly-flooded passage. In the next room, don't pull the switch. Instead, walk south to find a room beyond this one. You'll see four tombstones here. Examine each of them to receive clues as to a password you'll need soon. After seeing all four series of letters, head back to the Main Hall using the turtle again and then take the exit to the northwest. In this room, you'll see a tombstone. When you examine it, you can actually write on this one as long as you've examined the four tombstones a moment ago. If you look at the letters closely, they appear to spell something backwards. Therefore, choose to enter "WEHT" then "DLRO" then "QSSI" and finally "ERAU." This will spell out "ERAUQS SI DLROW EHT" which, when reversed, is "THE WORLD IS SQUARE." You'll receive a clue as to the secret treasure in this dungeon for completing the puzzle. Apparently the "growth egg" is hidden in a side room in the basement.

Now, head back to the Main Hall and then go west and south to the door in the opposite corner. The treasure chest on this upper floor contains a suit of CRYSTAL MAIL. Equip this as well since it's the best armor to date. Now, head down the stairs.

```

_____ .-----_._____
|_|)===== ((DARILL'S TOMB: LOWER CRYPT))===== (
/_____ "-----"

```

Beyond the southwest storage room that you just came from is a small room with an exit to the north and a treasure chest in the center of the room. Open this for a REGAL GOWN, which works well on girls, but not Celes (go figure!). Now, before you go into the door above, you can actually walk through the wall to the east to find a hidden chest that contains a GROWTH EGG. This relic doubles your experience points gained during battle, which makes leveling up much easier now! However, I wouldn't recommend using it until you have all of the espers you need to maximize your statistics.

In the room to the north is a turtle and a switch on the wall. For now, just hit the switch to open a door on the upper floor and then leave via the exit you came in from. Walk back upstairs to the Main Hall.

```

_____ .-----_._____
|_|)===== ((DARILL'S TOMB: MAIN HALL))===== (
/_____ "-----"

```

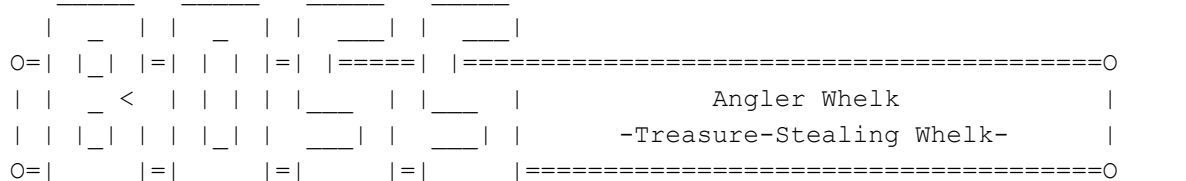
Now, back in the Main Hall, take the central exit leading south which leads to a narrow corridor. Now that the Lower Crypt is flooded, you can use the turtle in this hall to cross over the water. In the next room, pull the switch on the wall to raise the water level in the Lower Crypt here as well. Use the turtle here to cross over to the opposite side of the room. As long as you flipped the switch in the flooded room below, the door here should be open.

```

_____ .-----_._____
|_|)===== ((DARILL'S TOMB: UPPER CRYPT))===== (
/_____ "-----"

```

In the next room there are two treasure chests at the top of the room and a save point in the center. Make sure to use the save point before you check the treasure chests because one of them -- the one on the left -- is trapped by a monster-in-a-box!



```
|
|=====o=====o=====o=====o=====o=====|
| HP: 9,230 | STR: N/A | MAG: 10 | ATT: 53 | GIL: 1,000 |
|-----+-----+-----+-----+-----+-----|
| MP: 1,600 | DEF: 160 | MDF: 195 | STA: N/A | EXP: --- |
|-----+-----+-----+-----+-----+-----|
| LEVEL: 19 | EVA: --- | MEV: --- | SPD: N/A | AP: --- |
|=====o=====o=====o=====o=====o=====|
| [W] Fire [A] Lightning [] Wind [] Restore [] Holy |
| [A] Ice [A] Water [] Earth [] Poison [] Evil |
|-----+-----+-----+-----+-----+-----|
| [I] Berserk [] Death [I] Imp [] Reflect [I] Silence |
| [] Blink [] Doom [] Paling [] Regen [I] Sleep |
| [] Bravery [] Faith [] Petrify [] Reraise [I] Slow |
| [I] Confuse [*] Float [I] Poison [] Sap [I] Stop |
| [] Counter [] Frozen [] Protect [] Shell [] Vanish |
| [I] Darkness [] Haste [] Quick [] Shield [] Zombie |
|=====o=====o=====o=====o=====o=====|
DROPS: Dragon Claws	STEAL: ---
-----+-----+-----+-----+-----+-----	
KEY ITEM: ---	REQUESTS: ---
=====o=====o=====o=====o=====o=====	
FOUND: Darill's Tomb: Upper C	TYPE: ---
-----+-----+-----+-----+-----+-----	
COMMANDS: Megavolt	LEARN: ---
Gigavolt	
Magnitude 8	
=====o=====o=====o=====o=====o=====	
```

```
| APPEARANCE: A spiky, golden shell |
|=====o=====o=====o=====o=====o=====|
| STRATEGY: Do not attack this part of the boss! It will always use a |
| powerful counter-attack called "Gigavolt" which deals a |
| lot of Lightning-based damage to all of your party. How- |
| ever, it will use the weaker "Megavolt" attack even if |
| you don't attack the shell at all. Just defeat the other |
| part of the boss to make this disappear. |
|=====o=====o=====o=====o=====o=====|
```

```
=====o=====o=====o=====o=====o=====																	
```

```
| HP: 9,845 | STR: N/A | MAG: 7 | ATT: 75 | GIL: 1,000 |
|-----+-----+-----+-----+-----+-----|
| MP: 1,600 | DEF: 80 | MDF: 150 | STA: N/A | EXP: --- |
|-----+-----+-----+-----+-----+-----|
| LEVEL: 31 | EVA: --- | MEV: --- | SPD: N/A | AP: 5 |
|=====o=====o=====o=====o=====o=====|
| [W] Fire [A] Lightning [] Wind [] Restore [] Holy |
| [A] Ice [A] Water [] Earth [I] Poison [] Evil |
|-----+-----+-----+-----+-----+-----|
| [I] Berserk [] Death [I] Imp [] Reflect [] Silence |
| [] Blink [] Doom [] Paling [] Regen [] Sleep |
| [] Bravery [] Faith [] Petrify [] Reraise [] Slow |
| [I] Confuse [*] Float [I] Poison [] Sap [] Stop |
| [] Counter [] Frozen [] Protect [] Shell [] Vanish |
```

```

| [] Darkness [] Haste [] Quick [] Shield [] Zombie |
|=====o=====|
DROPS: Dragon Claws	STEAL: ---
-----+-----	
KEY ITEM: ---	REQUESTS: ---
=====o=====	
FOUND: Darill's Tomb: Upper C	TYPE: ---
-----+-----	
COMMANDS: Attack	LEARN: "1000 Needles" Lore
1000 Needles (control)	
=====o=====	
APPEARANCE: A teal-hued whelk (snail) with a treasure chest	
=====	
STRATEGY: Attack this portion of the boss only! Use your strongest	
attacks and magic on the body of the whelk until it draws	
itself into its shell again. At this point, spend your	
time using "Cura" to heal your characters and then wait	
for the whelk to reappear before attacking again. The	
Whelk shouldn't take long to fall. Note that you can't	
learn the Lore here due to a lack of Strago in your party	
for now. However, if you take on the second optional	
dungeon of the game, you have a chance of replaying this	
fight and can get the Lore that way. However, there are	
plenty of other options for "1000 Needles" anyway.	
=====o=====	

```

After the battle, equip the DRAGON CLAWS on Sabin to increase his attack power. Now, check the chest on the right for a MAN-EATER. This works great on Humanoid types. Now, head through the door at the top of the room.

```

_____./
|_____)===== ((DARILL'S TOMB: DARILL'S MEMORIAL))===== (_____ /
|_____ /
|_____ "-----"
|_____ \

```

Examine the satin-draped crypt in the center of the room to discover that Darill has a happy new friend: Dullahan!

```

| _____ | | _____ | | _____ | | _____ |
O=| | _ | |=| | | |=| |=====| |=====|=====O
| | _ < | | | | |____ | |____ | Dullahan |
| | | _ | | | | _ | | ____ | | ____ | | -Demon of Sloth- |
O=| _____ |=| _____ |=| _____ |=| _____ |=====O
|
|=====o=====o=====o=====o=====o=====|
| HP: 23,450 | STR: N/A | MAG: 7 | ATT: 55 | GIL: --- |
|-----+-----+-----+-----+-----|
| MP: 1,721 | DEF: 130 | MDF: 160 | STA: N/A | EXP: --- |
|-----+-----+-----+-----+-----|
| LEVEL: 37 | EVA: 10 | MEV: --- | SPD: N/A | AP: 5 |
|=====o=====o=====o=====o=====o=====|
| [W] Fire [] Lightning [] Wind [] Restore [] Holy |
| [A] Ice [] Water [] Earth [] Poison [] Evil |
|-----+-----+-----+-----+-----|
| [I] Berserk [I] Death [I] Imp [] Reflect [I] Silence |
| [] Blink [] Doom [] Paling [] Regen [I] Sleep |
| [] Bravery [] Faith [I] Petrify [] Reraise [] Slow |
| [I] Confuse [*] Float [I] Poison [] Sap [I] Stop |
| [] Counter [] Frozen [] Protect [] Shell [] Vanish |
| [] Darkness [*] Haste [] Quick [] Shield [] Zombie |

```

```

=====O=====
| DROPS: Genji Glove | STEAL: ---
| X-Potion | ---
|-----+-----
| KEY ITEM: --- | REQUESTS: ---
|-----O-----
| FOUND: Darill's Tomb: Darill' | TYPE: ---
|-----+-----
| COMMANDS: Attack | LEARN: ---
| Absolute Zero |
| Blizzaga |
| Blizzara |
| Cura |
| Level ? Holy |
| Northern Cross |
|-----O-----
APPEARANCE: A mace-wielding skeleton riding a flaming chariot
STRATEGY: Dullahan is a tough customer since most of the fights to
date have been against monsters with few skills and lower
statistics. Dullahan has the powerful "Level ? Holy" Lore
that casts "Holy" on anyone that has a level which is a
multiple of a mystery number (3, 4, or 5). You never know
which number it's actually using until it's too late, so
you either need to have enough HP to survive it, hope
that you're not a multiple of that number, or level up to
a prime number. Anyway, use Celes' Runic command to ab-
sorb Dullahan's Ice-based magic if you want while the
rest of the party attacks using anything you like. Try
out Sabin's "Phoenix Rising" Blitz if you like because it
inflicts Fire-based damage, which Dullahan is weak to. If
he uses "Northern Cross," which inflicts the Freeze
status on one of your party members, cast a low-level
Fire-based spell on the character to warm them up again.
-----O=====

```

After the fight, head into the door above Darill's Memorial. Setzer will relay the tale of Darill's final, fateful days. Once, she was his lover and friend. Together, they would fly around the world in their airships: Setzer in his Blackjack and Darill in her Falcon. One day, they decided to race each other to see how fast each airship was and who would make it home faster. Darill made Setzer promise to take care of the Falcon if something ever happened to her. The race went forward as planned and the two lovers raced each other. As they passed over the eastern Veldt, Darill vowed to break all the records. Setzer left her to go back home and made her promise to be back by sunset.

She never returned.

A year later, the wreckage of the Falcon was found far away. Although Setzer restored the ship and hid it below Darill's Memorial, he never found her body and could not forgive himself for her apparent death.

```

\WALKTHROUGH\ _____/THE WORLD OF RUIN\ _____ / LEGACY /
| \-\ /-/ |
(02.02.03.03)) T H E F A L C O N ((~falcon)
\ _____ /-/ _____ \-\ _____ /

```

Aboard the Falcon, Setzer vows to fly faster than ever to honor Darill's memory. The Falcon rises above the waves, and once more Setzer is the sole owner of an airship!

The party discusses the plan of action on the deck. Edgar mentions that with an airship the party can now land on Kefka's Tower and launch an assault directly on the corrupt dictator and maddened mage. Plus, with speed and mobility on their side now, finding the rest of the party shouldn't be quite as difficult. With a feeling of hope blooming at last, it's time to take off!

```
_____ .-----._____/
|_____)===== ((IT'S UP TO YOU NOW...) _____)===== (_____/
/_____ / "-----" _____ \
```

That brings an end to this chapter. At this point, everything is optional. If you want, you can skip right to the chapter about Kefka's Tower and just finish the game. Doing so may be quite difficult, though, because you'll have to split into three groups to complete the Tower! With one group of two people and two groups with only one person, completing the Tower will probably be almost impossible. However, it's up to you. For now, I'll assume that you probably want to find some more allies to help out in the final assault, so first things first. Let's find our friends!

```
_____/WALKTHROUGH\ _____/THE WORLD OF RUIN\ _____/
| _____ \- \ _____ /- / _____ \
(02.02.04.00)) F A M I L I A R F A C E S ((~familiar)
\ _____ /- / _____ \- \ _____ /
```

```
O=====O Now that you have the airship at your disposal,
| ~*~ IN THIS SECTION ~*~ | it's time to first hunt down the rest of your
o-----o friends and find a few new ones in the process.
| 01. Finding Cyan | At the end of the last chapter, you may have
| 02. Finding Gau | noticed that a gull flew past the ship, similar
| 03. Finding Shadow | to the one that you might have seen if you let
| 04. Finding Relm | Cid die earlier. The last time you saw it, the
| 05. Finding Locke | gull had a bandana similar to Locke's tied
| 06. Finding Terra | around its head. With the airship, it might be
| 07. Finding Mog | possible to follow the gull to track down its
| 08. Finding Umaro | origin. It might even lead back to Locke if
| 09. Finding Strago | you're lucky! The gull flies to the south and
| 10. Finding Gogo | lands in a city on a continent to the south.
O=====O If you've noticed that the cities have remained
(even though the continents have been greatly altered), this city must be the
old Imperial city of Maranda.
```

```
_____/WALKTHROUGH\ _____/THE WORLD OF RUIN\ _____/FIND ALLIES/
| _____ \- \ _____ /- / _____ |
| 02.02.04.01)) F I N D I N G C Y A N ((~findcyan |
| _____ /- / _____ \- \ _____ |
| | _____ | |
| |====O====O=====O=====| |
```



| Skp | Mis | NAME           | LOCATION                                |
|-----|-----|----------------|-----------------------------------------|
| [ ] |     | Ice Shield     | Mount Zozo: Entry C > center of room    |
| [ ] |     | Red Cap        | Mount Zozo: Entry C > near south exit   |
| [ ] |     | Thunder Shield | Mount Zozo: Sunlit > in the sunlight    |
| [ ] |     | Aegis Shield   | Mount Zozo: Entry C > on broken bridge  |
| [ ] |     | Gold Hairpin   | Mount Zozo: Misty O > take smaller door |
| [ ] |     | <five books>   | Mount Zozo: Misty O > Cyan's locked box |
| [ ] |     | <empty>        | Mount Zozo: Misty O > Cyan's locked box |

| ITEM                | SHOP            | TYPE          | PRICE  |
|---------------------|-----------------|---------------|--------|
| Gravity Rod         | Maranda: Weapon | Rod           | 13,000 |
| Swordbreaker        | Maranda: Weapon | Knife         | 16,000 |
| Falchion            | Maranda: Weapon | Sword         | 17,000 |
| Flame Scroll        | Maranda: Weapon | Thrown Weapon | 500    |
| Water Scroll        | Maranda: Weapon | Thrown Weapon | 500    |
| Lightning Scroll    | Maranda: Weapon | Thrown Weapon | 500    |
| Invisibility Scroll | Maranda: Weapon | Thrown Weapon | 200    |
| Shadow Scroll       | Maranda: Weapon | Thrown Weapon | 400    |
| Crystal Shield      | Maranda: Armor  | Shield        | 7,000  |
| Crystal Helm        | Maranda: Armor  | Helm          | 10,000 |
| Oath Veil           | Maranda: Armor  | Helm          | 9,000  |
| Black Garb          | Maranda: Armor  | Armor         | 13,000 |
| Magus Robe          | Maranda: Armor  | Armor         | 13,000 |
| Crystal Mail        | Maranda: Armor  | Armor         | 17,000 |

| NAME               | HP     | GIL    | EXP   | RAGE | LORE |
|--------------------|--------|--------|-------|------|------|
| 174 Leap Frog      | 3,511  | 2,600  | 1,550 | Yes  | Yes  |
| 175 Slagworm       | 12,018 | 10,000 | 7,524 | Yes  | No   |
| 176 Cactuar        | 3      | 10,000 | ---   | Yes  | Yes  |
| 177 Crawler        | 3,200  | 1,224  | 1,456 | Yes  | No   |
| 178 Sprinter       | 4,500  | 1,420  | 2,293 | Yes  | No   |
| 179 Basilisk       | 5,000  | 1,120  | 2,400 | Yes  | No   |
| 180 Lycaon         | 250    | 1,524  | 1,356 | Yes  | No   |
| 181 Greater Mantis | 4,500  | 501    | 4,612 | Yes  | No   |
| 148 Mugbear        | 2,409  | 2,000  | 882   | Yes  | No   |
| 149 Devil Fist     | 1,759  | 2,000  | 797   | Yes  | No   |
| 150 Luridan        | 2,079  | 1,000  | 707   | Yes  | No   |
| 151 Punisher       | 2,191  | 3,000  | 1,242 | Yes  | No   |
| 152 Glasya Labolas | 4,771  | 2,500  | 2,953 | Yes  | No   |
| 341 STORM DRAGON   | 42,000 | ---    | ---   | No   | Yes  |

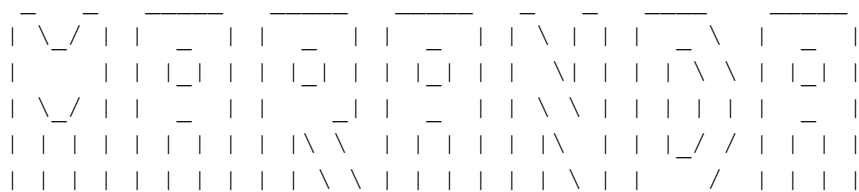
Before you head into town, you'll notice that there are some new monsters in the land surrounding Maranda. The bestiary above actually lists every monster found on this continent entirely (with the exception of a boss that will be discussed later on in the next chapter). In the south, you can fight the first four monsters: Leap Frog in the forest, Slagworm and Cactuar in the desert, and Crawler in the grassland. In the north, you can fight the last four monsters:

Sprinter, Basilisk, and Lycaon are found in the grassland while Greater Mantis is found in the forest.

Be careful of the two desert enemies here: Slagworms and Cactuars! If you were looking to make some good Gil and AP, this is the place. Each encounter here should net you at least 10,000 Gil with both enemies. The Slagworm also gives you 5 AP while the Cactuar gives you 10 AP! With this calibre of rewards, you should easily maximize everyone's equipment, relics, and master every spell possible so far in no time. However, be careful with the Cactuars. If you defeat ten of them, the next encounter that isn't a Slagworm will be against a massive Cactuar known as the Gigantuar, which is one of the new bosses added in this edition of the game. I'll cover him later, though, during the Last Espers chapter.

The Cactuar enemy and the Slagworm enemy are both tough customers in their own right if you don't know what to do on each of them. Cactuars have the highest Evasion in the game, so your regular physical attacks will almost always miss. However, you can get around this by using special skills and magic. Sabin's Blitzes, Edgar's Tools, and Setzer's Slots will always hit. You can also equip the Sniper Eye, which guarantees every hit will land on it. Basically, you should always be able to kill a Cactuar as long as you're not stuck with Celes only. The Slagworm is another problem entirely. This beast has 12,000 HP, so regular attacks will take a while to bring him down. He also has very powerful attacks. "Sandstorm" can inflict 1000+ HP damage on every party member while "Crush" can inflict 3000+ HP damage on one party member, and Slagworm can use these commands indiscriminately, often twice in one turn. The easiest way to defeat these creatures at this point is to use any instant-kill command in your arsenal. Edgar's Chainsaw has a chance of inflicting Death status and Setzer has a slot (albeit a tough one) that instantly kills. Plus, any character can cast "Death" if they've learned it because Slagworm is not immune to that spell either.

When you're done farming Gil and AP, head into Maranda.



You can visit the new shops if you want and spend your masses of Gil now if you like. In fact, it wouldn't be a bad idea at all to also max out the throwable items from the shop. Now, spend some time talking to people in town. These fine folk have a whole bunch to say about things, and all of them provide very valuable insight into both the stranger who passed through town recently and how to get rid of your inner demons.

If you speak with the man in the southwest corner of town, he will tell you about his recent adventure in the desert nearby. He explains that he was hunting Cactuars when a giant one suddenly attacked him. If you didn't read the section just above this one, this again confirms that you might want to stay away from the Cactuars for now because if you defeat ten of them, a giant one will appear, and that battle is not something you want to just leap into without a little preparation beforehand! One of the men in the courtyard just to the north also talks about a swordsman who traveled through town recently. The man says that the swordsman could become a master of swordcraft if he were to conquer his troubled past. Hmm. We'll get back to that later too. Next, the man on the raised area to the north will mention a man who passed through town recently that spoke with a strange accent, calling people something like Thoo, Tao, Yow, Meow, etc. Perhaps he means "thou?" That would definitely be Cyan!

Also, if you need to get your bearings, speak with the old woman at the top of town to get map locations for several places in this new world. The man on the east side of town will mention that the man in Zozo who says "This place is dangerous!" is the only truthful person and you should ask him your questions if you have any. The girl nearby mentions that you should look into your past to solve inner mental problems. Perhaps that has something to do with Cyan's "troubled past?" Finally, the lady in the southeast mentions that Lola has been receiving tons of letters and gifts recently. If you visited the soldier's home in Mobliz earlier, you'll know he's dead. The question is, who's been sending Lola these gifts?

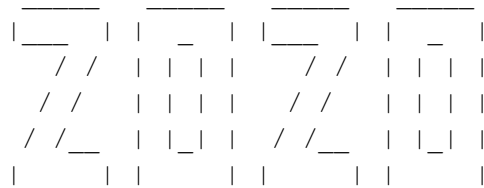
Head into Lola's house in the northeast and speak with her to find out that her gentleman caller has been sending silk flowers and fancy letters for a while now. She offers to show you one of her letters. Take a look at it:

My beloved Lola,

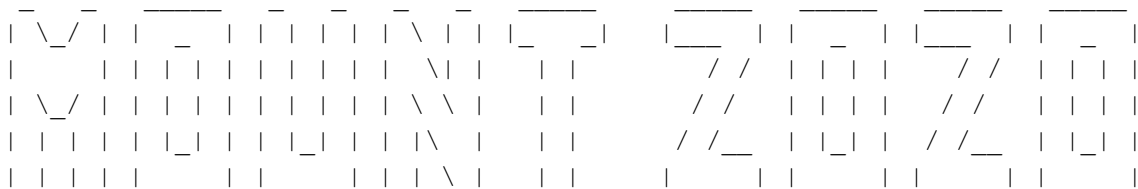
Art thou well? We have rebuilt as much of the village as we could hope to...

I believe I should be able to return to thy side before too long...

Thou? Thy? That can only be Cyan! When Lola asks you to send a reply, agree to it. Perhaps you can track the bird to Cyan's location! Head outside the house and attach the message to the gull to the left and watch as it heads off into the skies. The game will show you its route. It appears that the gull lands in Zozo. When you're ready, take the airship to Zozo.



Funny, it still rains in Zozo even after the world is shattered. Examine the bird near the entrance to watch it fly north into the mountains. The town is still full of thieves, liars, and monsters. Thankfully, none of them are new at this point still. Last time you visited Zozo, you explored everything in town except for one room that was rusted shut. Do you remember the comment from one of the townsfolk of Maranda earlier about the man telling the truth in Zozo? He apparently says that the "town is dangerous." This man, you'll find, is walking around selling Rust-Rid for 1,000 Gil. Buy a can and use it on the rusted door above the Pub. Now you can enter the caves of Mount Zozo!



Just when you thought the monsters finally got easy again, Mount Zozo provides a whole new list of beasties to fight. In the bestiary above, everything below the dotted line applies to Mount Zozo. Hopefully you paid attention to the advice the man who sold you the Rust-Rid gave, which was to equip the Sniper whatchamacallit (Sniper Eye), which guarantees 100% Accuracy. The reason for this is that most of the monsters in Mount Zozo have high Evasion statistics. I'm talking above 100! Regular attacks just won't work without the Sniper Eye relic. Again, you can also use special commands like Blitzes, Tools, and Slots if you like as well. With that said, let's continue.

```

___ .-----_.___/
| | |
()===== ((MOUNT ZOZO: ENTRY CAVE))===== ()
| | |
/___ "-----" \

```

In this first cave, head north a few steps to see a set of stairs leading up to a raised section of this cave. Instead of taking them, move left until you find a treasure chest near the center of the room on the lower level. Open it to find an ICE SHIELD. Now, head east again and then south to find another chest here with a RED CAP inside. For now, that's all you can do in this room so take the exit just to the south into the next area.

```

___ .-----_.___/
| | |
()===== ((MOUNT ZOZO: SUNLIT CAVE))===== ()
| | |
/___ "-----" \

```

The cave drops down along the south into a deeper area that is penetrated by rays of sunlight. If you follow the path around from the northeast to the south to the northwest, you'll find a treasure chest in the second ray of sunshine. Open it to claim the THUNDER SHIELD within. Now head up the stairs nearby to reenter the Entry Cave.

```

___ .-----_.___/
| | |
()===== ((MOUNT ZOZO: ENTRY CAVE))===== ()
| | |
/___ "-----" \

```

Head north from here to find another treasure chest along the way. This one contains an AEGIS SHIELD. If you haven't done so already, make sure to equip these shields on your characters because they are excellent at this point in the game. When you arrive at the north end of the cave, take the smaller door to the left.

```

___ .-----_.___/
| | |
()===== ((MOUNT ZOZO: MISTY OVERLOOK))===== ()
| | |
/___ "-----" \

```

The only thing to do here is open the treasure chest which contains a GOLD HAIRPIN. This is an excellent accessory that halves the cost of all magic cast by that character both in battle and out! Now head back through the doorway and take the larger door to the north. Head across the bridge here and enter the new cave to the west.

```

___ .-----_.___/
| | |
()===== ((MOUNT ZOZO: DRAGON CAVE))===== ()
| | |
/___ "-----" \

```

At the west side of the cave is a save point. Use it! Now, head north and then east to find a switch on the floor. Before you step on it, make sure that you feel comfortable with your party's setup (equipment, relics, espers, etc.). If you're happy with it, step on the switch. A treasure chest opens just above the switch and a dragon gets released!

```

| | | | |
O=| | | | | =| | | | =| |=====| |=====O
| | | | | < | | | | |___ | ___ | Storm Dragon |
| | | | | | | | | ___ | ___ | -Legendary Wind Dragon- |
O=| ___ | =| ___ | =| ___ | =| ___ | =====O
| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HP: 42,000 | STR: N/A | MAG: 9 | ATT: 13 | GIL: --- |

```

```

|-----+-----+-----+-----+-----+-----+-----+-----|
| MP: 1,250 | DEF: 110 | MDF: 150 | STA: N/A | EXP: --- |
|-----+-----+-----+-----+-----+-----+-----+-----|
| LEVEL: 74 | EVA: --- | MEV: --- | SPD: N/A | AP: 10 |
|=====o=====o=====o=====o=====|
| [] Fire [W] Lightning [A] Wind [] Restore [] Holy |
| [] Ice [] Water [] Earth [] Poison [] Evil |
|-----+-----+-----+-----+-----+-----+-----+-----|
| [I] Berserk [I] Death [I] Imp [] Reflect [I] Silence |
| [] Blink [] Doom [] Paling [] Regen [I] Sleep |
| [] Bravery [] Faith [I] Petrify [] Reraise [I] Slow |
| [I] Confuse [*] Float [I] Poison [] Sap [I] Stop |
| [] Counter [] Frozen [] Protect [] Shell [] Vanish |
| [] Darkness [] Haste [] Quick [] Shield [] Zombie |
|=====o=====|
DROPS: Force Armor	STEAL: ---
-----+-----+-----+-----+-----+-----+-----+-----	
KEY ITEM: ---	REQUESTS: ---
=====o=====	
FOUND: Mount Zozo: Dragon Cav	TYPE: ---
-----+-----+-----+-----+-----+-----+-----+-----	
COMMANDS: Attack	LEARN: "White Wind" Lore
Aero	
Leaf Swirl	
White Wind	
Wind Slash	
=====o=====	
APPEARANCE: A gray dragon with golden-hued wings	
=====	
STRATEGY: This battle will be pretty tough at this point in the	
game. You can always fight this beast later during the	
"Eight Dragons" chapter later on if you like. Otherwise,	
I'll assume that you're taking him on.	
Start by putting up a decent defense. Until now, there's	
been little point of using Protect and Shell. Now is a	
great time to start. Protect halves physical damage while	
Shell halves magical damage. Now, use your strongest	
attacks and skills to take him down as quickly as you can	
because Storm Dragon can do some serious damage still.	
His "Wind Slash" attack does moderate damage to every	
party member, but "Leaf Swirl" does almost double the	
damage! Hopefully you can deal with him by now, but don't	
be afraid to try later if you can't.	
=====o=====	

```

After the battle, the game announces that there are "7 Remaining." Remember the man in Albrook who mentioned the "eight legendary dragons?" This must have been one of them! You see his HP and statistics? Just know that this is by far the easiest one! Anyway, equip the Force Armor that he drops on someone to halve elemental damage for Fire, Ice, Lightning, Wind, and Earth. This will be a great piece of armor throughout the rest of the game, of course, because of its inherent elemental affinities.

Now, head to the south to find an exit along the righthand wall. In the misty area just head right and enter the next cave.

```

_____./
|===== (MOUNT ZOZO: CYAN'S CAVE) =====|

```

/ "-----" \

As soon as you enter, you'll notice that this cave looks similar to Lola's home back in Maranda. This has to be Cyan's abode! Examine the letter on the desk to start:

Dear Lola,

I am writing to beg for your forgiveness. I am guilty of perpetuating a terrible lie. I have only now realized the error of my ways, and taken up this quill in hopes of correcting a great wrong. Your boyfriend, who you believe to be in Mobliz, passed away some time ago. I have been writing to you in his stead. We humans have a tendency to become trapped in the past and refuse to move on. I implore you not to let this happen. Now is a time for you to look forward and rediscover love and all of the other joys of life...

Cyan

So, Cyan seems to have taken up where the wounded soldier left off because Lola seemed so happy when she received her soldier's letters. Notice that he makes mention of being trapped in the past. Remember what the folks in Maranda said about him being trapped in the past? Maybe Cyan should listen to his own advice. We'll get back to that later, though. If you try to open the treasure chest now, you'll find that it's locked. You might as well head east for now.

Standing on a bluff, Cyan has just sent his most recent letter via gull back to Lola when the party approaches him. Cyan is overjoyed that the party has survived the sundering, but he suddenly realizes that they passed through his room to get here and runs back inside to collect all of his flowers and letters before they get the wrong impression about him. He assures Celes that making silk flowers is just a "minor diversion." Uh huh... right. Cyan mentions that he recently saw Gau in Maranda. The orphan mentioned getting strong to defeat Kefka. And where does Gau go to get strong? The Veldt! We'll have to make that our next target. First, head back out to the bluffs once you regain control and pick up the key sparkling in the grass to the upper-left. Now use it on the locked chest to find five books inside: "MACHINERY FOR DUNCES" and "A PICTORIAL GUIDE TO MACHINES," "EVERYTHING ABOUT MACHINES," "MACHINES FOR THE MECHANICALLY DISINCLINED," and "BUSHIDO IN THE BEDROOM." Oddly, if you try to open the chest again you'll find that it does so only to reveal that it's <EMPTY>!

With that, you can now head out of Mount Zozo either back walking back or use the "Teleport" spell if you have the MP to make the journey easier. Now that you have Cyan in the party, it's time to find Gau.

```

| \WALKTHROUGH\ _____ /THE WORLD OF RUIN\ _____ /FIND ALLIES/ |
| \- \ _____ /- / |
(02.02.04.02)) F I N D I N G G A U ((~findgau))
| \ _____ /- / _____ \- \ _____ /
```

Finding Gau is quite simple. If you remember him from the World of Balance earlier, you already know exactly what to do. If not, I'll explain it again here. First of all, you need to fly your airship to the Veldt which is the large land mass of grassy plains on the northeast area of the world map. Next, you need to make sure that you have a spot open in your active party for Gau to

take over. To do this you need to find a way to get three members in your party. If you have more than four people available, you can go below deck and speak with an ally to rearrange your party, then just place three people in the party instead of four. Otherwise, if you have four people still -- assuming you neglected Cyan above -- you would probably want to land in the center of the star-shaped mountains near the middle of the map. The game will prompt you to form two parties. Now you can take out a person from the main party.

Once you have at least one spot open, land on the Veldt and walk around until you encounter some monsters. If you're lucky, Gau will arrive once you defeat the enemies and will happily join the party again. That's it!

| WALKTHROUGH        |                   | THE WORLD OF RUIN           |        |  |  | FIND ALLIES     |  |
|--------------------|-------------------|-----------------------------|--------|--|--|-----------------|--|
| 02.02.04.03 ) )    |                   | F I N D I N G   S H A D O W |        |  |  | ( ( ~findshadow |  |
| NAME               | LOCATION          |                             |        |  |  |                 |  |
| [ ] Berserker Ring | Cave on the Veldt | > Ground Level              |        |  |  |                 |  |
| [!] Tigerfang      | Cave on the Veldt | > Upper Level               |        |  |  |                 |  |
| [ ] Ichigeki       | Cave on the Veldt | > Lower Level               |        |  |  |                 |  |
| ITEM               | SHOP              | TYPE                        | PRICE  |  |  |                 |  |
| Da Vinci Brush     | Thamasa Weapon    | Paintbrush                  | 7,000  |  |  |                 |  |
| Gravity Rod        | Thamasa Weapon    | Rod                         | 13,000 |  |  |                 |  |
| Holy Rod           | Thamasa Weapon    | Rod                         | 12,000 |  |  |                 |  |
| Viper Darts        | Thamasa Weapon    | Gambler Weapon              | 13,000 |  |  |                 |  |
| Golden Spear       | Thamasa Weapon    | Spear                       | 12,000 |  |  |                 |  |
| Man-Eater          | Thamasa Weapon    | Knife                       | 11,000 |  |  |                 |  |
| Shuriken           | Thamasa Weapon    | Thrown Weapon               | 30     |  |  |                 |  |
| Fuma Shuriken      | Thamasa Weapon    | Thrown Weapon               | 500    |  |  |                 |  |
| Mystery Veil       | Thamasa Armor S   | Female Helm                 | 5,500  |  |  |                 |  |
| Circlet            | Thamasa Armor S   | Helm                        | 7,000  |  |  |                 |  |
| Black Cowl         | Thamasa Armor S   | Helm                        | 7,500  |  |  |                 |  |
| Luminous Robe      | Thamasa Armor S   | Mystic Armor                | 11,000 |  |  |                 |  |
| Diamond Vest       | Thamasa Armor S   | Armor                       | 12,000 |  |  |                 |  |
| Barrier Ring       | Thamasa Relic     | Relic                       | 500    |  |  |                 |  |
| Fairy Ring         | Thamasa Relic     | Relic                       | 1,500  |  |  |                 |  |
| Reflect Ring       | Thamasa Relic     | Relic                       | 6,000  |  |  |                 |  |
| Jeweled Ring       | Thamasa Relic     | Relic                       | 1,000  |  |  |                 |  |
| Princess Ring      | Thamasa Relic     | Relic                       | 3,000  |  |  |                 |  |
| Protect Ring       | Thamasa Relic     | Relic                       | 5,000  |  |  |                 |  |
| Peace Ring         | Thamasa Relic     | Relic                       | 3,000  |  |  |                 |  |
| Angel Ring         | Thamasa Relic     | Relic                       | 8,000  |  |  |                 |  |
| Hi-Potion          | Thamasa Item      | Item                        | 300    |  |  |                 |  |
| Ether              | Thamasa Item      | Item                        | 1,500  |  |  |                 |  |
| Phoenix Down       | Thamasa Item      | Item                        | 500    |  |  |                 |  |
| Holy Water         | Thamasa Item      | Item                        | 300    |  |  |                 |  |
| Remedy             | Thamasa Item      | Item                        | 1,000  |  |  |                 |  |





something to brag about if you did. Later on once we finish all of the other quests in the game we'll get back to this challenge. When you're done speaking with them, open the chest nearby for a BERSERKER RING. This relic won't come into play until later, but if you check its description in the Items list, the ring can only be equipped on a yeti. Hmm. That must be a character you have yet to meet. For now, head through the door to the north.

```
_____.-----._____/
()===== ((CAVE ON THE VELDT: UPPER LEVEL))===== (
/ "-----" \
```

In the other half of the cave, you can head north a little to find a cave with a hidden passage leading into the darkness. Although the game wants you to head south here, you can actually head west another two steps and then south there to find a hidden alcove to the west. The chest here contains a TIGERFANG claw, but you have to fight the Death Warden first! This enemy tends to use spells like "Death" and "Doom" to kill your party without actually harming them. However, it's an easy fight because this creature has an incredibly slow Speed rating and can only target one character at a time with its spells, so you have plenty of time to revive and restore any character that goes down and still get in a good attack or two. The Tigerfang claw is a great weapon for Sabin, so if he's in your party make sure to equip it right away. By the way, this is the one chance you have to fight this enemy, so make sure to challenge it if you get the chance. You can always come back later if you need, but you won't find it anywhere else except for this chest (although there's a chance to fight it in the Soul Shrine, which is one of the two new sidequests to complete after the main game).

```
_____.-----._____/
()===== ((CAVE ON THE VELDT: LOWER LEVEL))===== (
/ "-----" \
```

Keep heading south until you enter a lower level of the cave. You'll notice that the cave to the east is blocked by stones right now. To open that area up you'll need to pull the lever just to the south. Before you go into the newly-opened cave, though, head south to find a treasure chest containing an ICHIGEKI dagger. Ichigeki? Itchy Gecky!? Do you remember that comment earlier about a warrior in the coliseum who only fights when an "itchy gecky" is offered? Well, now you have the weapon to offer up. We'll get back to that little quest in a moment, but for now let's lead to the east through the new cave you just opened up.

In the cave nearby you'll notice a familiar figure on the ledge to the east. If you followed the guide so far and saved Shadow at the end of the Floating Continent earlier, he will appear here next to Shadow. However, if you failed to wait for him earlier, Relm will be laying on the ground with Interceptor to her left. It looks like Shadow (or Relm) is in trouble! Head up the stairs nearby.

```
_____.-----._____/
()===== ((CAVE ON THE VELDT: SAVE POINT))===== (
/ "-----" \
```

At the top of these stairs is a staircase leading down to a save point. Make sure to save before you head into the cave to the west because there's a boss fight coming up! Once you're ready (make sure to equip good weapons, armor, relics, and an esper you want to learn from or use), head west to check on the character near Interceptor. Before the party can bring Shadow or Relm around, a beast attacks the party from behind!

```
| _ | | _ | | _ | | _ |
```

```

O=| |_| |=| |_| |=| |====| |=====|=====O
| | _ < | | | | |__ | |__ | Behemoth King |
| | |_| | | |_| | |__ | |__ | -Lord of Behemoths- |
O=|_|_| |=|_|_| |=|_|_| |=|_|_| |=====|=====O
|
|=====O=====O=====O=====O=====O=====
| HP: 19,000 | STR: N/A | MAG: 9 | ATT: 11 | GIL: --- |
|-----+-----+-----+-----+-----+-----|
| MP: 1,600 | DEF: 120 | MDF: 130 | STA: N/A | EXP: --- |
|-----+-----+-----+-----+-----+-----|
| LEVEL: 43 | EVA: --- | MEV: --- | SPD: N/A | AP: 5 |
|=====O=====O=====O=====O=====O=====
| [W] Fire [] Lightning [] Wind [] Restore [] Holy |
| [A] Ice [] Water [] Earth [W] Poison [] Evil |
|-----+-----+-----+-----+-----+-----|
| [I] Berserk [] Death [] Imp [] Reflect [I] Silence |
| [] Blink [] Doom [] Paling [] Regen [I] Sleep |
| [] Bravery [] Faith [I] Petrify [] Reraise [] Slow |
| [I] Confuse [] Float [I] Poison [] Sap [] Stop |
| [] Counter [] Frozen [] Protect [] Shell [] Vanish |
| [] Darkness [] Haste [] Quick [] Shield [] Zombie |
|=====O=====O=====O=====O=====O=====
DROPS: Behemoth Suit	STEAL: Murasame
-----+-----+-----+-----+-----+-----	
KEY ITEM: ---	REQUESTS: ---
=====O=====O=====O=====O=====O=====	
FOUND: Cave on the Veldt: Sav	TYPE: ---
-----+-----+-----+-----+-----+-----	
COMMANDS: Attack	LEARN: ---
Blizzaga	
Holy	
=====O=====O=====O=====O=====O=====	
APPEARANCE: An enormous, muscular beast with blue hide and horns	
=====O=====O=====O=====O=====O=====	
STRATEGY: Just take a glance at this creature's commands to see	
that this is not going to be an easy battle by any means!	
Thankfully, the Behemoth King is somewhat slow in its	
attacks, and his "Holy" attack -- while strong -- gives	
you plenty of time to select your attacks or healing for	
every character due to its longer animation. Of course,	
you can make these two battles really simple by bringing	
Celes in and having her use the Runic command every turn	
to absorb Behemoth King's "Holy" spell now and "Meteor"	
spell later. As long as your characters are at a decent	
you shouldn't have much of a problem with him. In fact, I	
was at Level 40 due to writing this walkthrough, and this	
battle was a breeze! However, don't think that you've won	
yet! As soon as the Behemoth King falls, his shade rises	
from the underworld to overtake the party!	
O=====O=====O=====O=====O=====O=====

```

```

|_|_| |=|_|_| |=|_|_| |=|_|_| |=====|=====O
| | _ < | | | | |__ | |__ | Behemoth King |
| | |_| | | |_| | |__ | |__ | -Undead Behemoth Lord- |
O=|_|_| |=|_|_| |=|_|_| |=|_|_| |=====|=====O
|
|=====O=====O=====O=====O=====O=====
| HP: 19,000 | STR: N/A | MAG: 10 | ATT: 27 | GIL: --- |

```

```

|-----+-----+-----+-----+-----+-----|
| MP: 9,999 | DEF: 105 | MDF: 150 | STA: N/A | EXP: --- |
|-----+-----+-----+-----+-----+-----|
| LEVEL: 49 | EVA: --- | MEV: --- | SPD: N/A | AP: --- |
|=====o=====o=====o=====o=====|
| [W] Fire [] Lightning [] Wind [] Restore [W] Holy |
| [] Ice [] Water [] Earth [A] Poison [] Evil |
|-----+-----+-----+-----+-----+-----|
| [I] Berserk [] Death [I] Imp [] Reflect [I] Silence |
| [] Blink [] Doom [] Paling [] Regen [I] Sleep |
| [] Bravery [] Faith [I] Petrify [] Reraise [I] Slow |
| [I] Confuse [] Float [I] Poison [] Sap [I] Stop |
| [] Counter [] Frozen [] Protect [] Shell [] Vanish |
| [] Darkness [] Haste [] Quick [] Shield [] Zombie |
|=====o=====|
DROPS: Behemoth Suit	STEAL: ---
-----+-----+-----+-----+-----+-----	
KEY ITEM: ---	REQUESTS: ---
=====o=====	
FOUND: Cave on the Veldt: Sav	TYPE: Undead
-----+-----+-----+-----+-----+-----	
COMMANDS: Attack	LEARN: ---
Death	
Meteor	
Sleeping Gas	
=====o=====	
APPEARANCE: An enormous, muscular beast with golden hide and horns	
=====	
STRATEGY: If you didn't fight the Intangir monster on Triangle Is-	
land in the World of Balance, get ready to experience the	
joy of the "Meteor" spell. This wicked spell can inflict	
1000+ HP damage on every character! This means that if	
you want to survive the attack, you'll need to make sure	
that you either have Shell cast on your party already or	
that you have at least 1000 HP, although more is better.	
You might also benefit from Regen and Protect. Otherwise,	
use your best attacks and magic to take this beast down	
before he does the same to you. Check his elemental weak-	
nesses to notice that Holy magic deals double damage. If	
you think logically, a monster weak to Holy is usually	
undead. That means that if you use any healing spell like	
"Cura" or a revival spell like "Life" or a Phoenix Down,	
you can actually kill this form of the Behemoth King in	
seconds!	
=====o=====	

```

After the battle with the Behemoth King, your party assists Shadow or Relm in getting to safety. The closest town is Thamasa, so the party heads there. For some reason, the airship decides to fly across the world fifty times over to travel what should have been a few miles to the northeast otherwise. But that's another story.

```

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			_			_						_			_					
			_			_		\ /		_		_		_						
_		_		_		_		_		_		_								

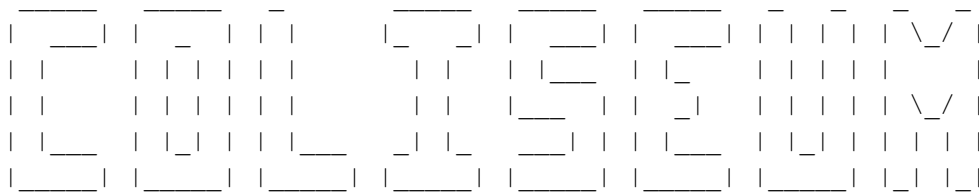
```

The party puts Shadow (or Relm) to rest in Strago's house, but it looks like

the person they rescued is having a nightmare. If you found Shadow, you'll see a scene where Interceptor tries to stop him (without a mask!) from leaving the village long ago. So Shadow once lived in Thamasa, eh? That tidbit will come into play a bit later on.

You now have the freedom to explore Thamasa. Visit the shops if you like, but make sure not to sell the Ichigeki you found in the Cave on the Veldt recently! When you're done shopping, spend a night at the Inn or sleep in a Tent outside. When you return to town, Shadow will be gone from Strago's house. If you speak with the thief on the west side of town, he'll tell you that he awoke in Doma Castle after the Cataclysm but had horrible nightmares while in the castle. The woman in the east will also tell you about Ebot's Rock, which has risen out of the water for the first time in years recently. In addition, a man near the Inn will talk about the triangular island to the northeast of the Veldt and the monster that makes the island its home. Apparently, the monster swallows anyone who lands on the island. The man wonders what happens to those who get sucked in. These tidbits will become sidequests later on.

For now, you should speak with the man wandering in the middle of town to learn that the man "dressed all in black" headed for the coliseum recently. It looks like you'll have to head to this coliseum now. But where could that be? Do you remember the Dragon's Neck Cabin just above Kohlingen a long time ago? That man was hoping to set up a monster arena at that time. It's been a year now, so perhaps he fulfilled his dream of a coliseum. Take the airship west until you find Kohlingen and then head just north to spot a single, purple house all by itself. Land outside the coliseum and head inside.



Just inside the Coliseum you'll see old Uncle Ulty now being forced to work as a receptionist! Ha ha! Poor octopus. He also mentions that you shouldn't bet any cheap items because Typhon will be your opponent and he's not easy in a one-on-one battle, as you might imagine. The guard wandering around upstairs will also tell you that he met your friend with the bandana recent (Locke!?) and told him a secret: talk to the emperor twice. We'll get back to that in a bit as well.

You can explore the rooms to the north if you like, and in the room on the upper-left you'll find that Siegfried, the thief you saw in both the Phantom Train and the South Figaro Cave. However, he mentions that an impostor has been masquerading as himself recently and not to be fooled if you meet (or met) him. That explains why Siegfried was so easy to defeat when you defeated him a while back!

When you're ready, speak with the man at the main doors to learn about how the coliseum works. Choose to bid an item and then select the Ichigeki. You'll see your opponent now. It's Shadow! Choose the character you want to fight Shadow with and then enter the battle. Your commands will automatically be selected, so make sure to use the character you think will have the best chance of winning this fight. Make sure to factor in the use of magic as well as regular attacks. If a character knows a lot of magic, they will be more likely to use magic more often, and some spells can be pretty worthless. You could also use Gau, although you'll just have to hope that he chooses a good Rage. If you selectively Jumped on the Veldt earlier and only choose Rages like Stray Cat, this battle could be over in seconds. Either way, choose a character and hope for the best. I hope you saved before this just in case you lose the fight be-

cause you won't be getting another Ichigeki any time soon, so this is your only chance to regain Shadow! When you do win, you get back the Ichigeki, thankfully, and Shadow finally decides to rejoin your party once and for all!

Now, perhaps you should follow the clues you've received recently to find more friends. One clue was in the Cave on the Veldt. The Rage Ring only fits a yeti, but you don't have a yeti in your party yet. The other major clue is that a man with a bandana received the secret of the emperor's stash. While you don't know about any yetis yet, you certainly know Locke. However, the only clues we have about Locke are that he knows the secret of Emperor Gestahl's cache and he went searching for a way to help Rachel. For now, you still don't have enough information to go on to logically find him. Perhaps you should search the nearby towns first? You've already made a visit to South Figaro, Kohlingen, Zozo, and Miranda. You have yet to visit Jidoor, though, so let's make our way there.

```

\WALKTHROUGH\ _____ /THE WORLD OF RUIN\ _____ /FIND ALLIES/
| \-\ /- /
| 02.02.04.04)) F I N D I N G R E L M ((~findrelm |
| /- / \-\
|
| |
	===O===O=====O=====			
	Skp	Mis	NAME	LOCATION
	===O===O=====O=====			
			< > Emperor's Lett	Jidoor: Owzer's Man > Gestahl's portrait
			[] Moogle Suit	Jidoor: Owzer's Man > 1st cellar door
			< > Lich Ring	Jidoor: Owzer's Man > Random door hall
			[] 293 Gil	Jidoor: Owzer's Man > 1st floating chest
			[] Potion	Jidoor: Owzer's Man > 2nd floating chest
			[] Ether	Jidoor: Owzer's Man > 3rd floating chest
			[] Gold Needle	Jidoor: Owzer's Man > 4th floating chest
			$ Lakshmi	Jidoor: Owzer's Man > Owzer's bookshelf
	===O===O=====O=====			
	=====O=====O=====O=====			
	ITEM	SHOP	TYPE	PRICE
	=====O=====O=====O=====			
	Man-Eater	Jidoor: Weapon	Knife	11,000
	Partisan	Jidoor: Weapon	Spear	13,000
	Crystal Sword	Jidoor: Weapon	Sword	15,000
	Sniper	Jidoor: Weapon	Thief Weapon	15,000
	-----+-----+-----+-----			
	Cirklet	Jidoor: Armor S	Helm	7,000
	Black Cowl	Jidoor: Armor S	Helm	7,500
	Crystal Helm	Jidoor: Armor S	Helm	10,000
	Black Garb	Jidoor: Armor S	Armor	13,000
	-----+-----+-----+-----			
	Princess Ring	Jidoor: Relic	Relic	3,000
	Protect Ring	Jidoor: Relic	Relic	5,000
	Gigas Glove	Jidoor: Relic	Relic	5,000
	Angel Wings	Jidoor: Relic	Relic	6,300
	-----+-----+-----+-----			
	Hi-Potion	Jidoor: Item S	Item	300
	Ether	Jidoor: Item S	Item	1,500
	Phoenix Down	Jidoor: Item S	Item	500
	Holy Water	Jidoor: Item S	Item	300
	Remedy	Jidoor: Item S	Item	1,000
	Teleport Stone	Jidoor: Item S	Item	700

```



What a waste of time.

Lamp on the stairwell was broken, so I bought a new one at the item shop. 'Twas a tad pricey, but now everything's all bright and cheery with just a flip of the switch.

I invited an artist here from Kohlingen. Skills weren't quite up to par... I guess it's asking too much to expect a painter to have more talent than a wet sponge.

I've been feeling strange lately. Ever since I had that picture painted... I've been hearing things, too -- strange sounds. They seem to be coming from the cellar.

So, it looks like Owzer has been hiring people to do a painting for him. Could it be possible that he somehow attracted the attention of Relm, the painter? The only way to know is to speak to Owzer himself, and he's not on the ground floor. Perhaps you should check the cellar where the sounds are coming from. The problem is that you can't climb the stairs. However, if you flip the switch on the wall like he says, the room becomes bright and cheery again, and the ghostly voice disappears.

```
_____.-----._____/
|_____|===== (____(JIDOOOR: OWZER'S MANSION: ART COLLECTION)____)===== (____/
/_____"-----"_____\"
```

First things first, let's check the painting of Gestahl. The first time you look at it, there's merely a commentary about it being a portrait of Emperor Gestahl. However, if you "speak" to it a second time, you'll discover a hidden cache containing the EMPEROR'S LETTER. The letter reveals this:

"The legendary treasure sleeps where the mountains form a star..."

Legendary treasure, eh? Isn't that what Locke was looking for? Well, keep that in the back of your mind for now. Instead, check the other paintings now. If you examine the painting of the pink flowers, you'll be pulled into a battle against three Rafflesia enemies. This is the only point in the game where you can do so, and once you find Owzer you can't fight them, so do it now! If you equip Shadow with the Thief's Knife before or during the battle, there's a chance that you can steal the Nutkin Suit from it as well. Next, examine the portrait of the woman in the lower-left corner to fight some Misty enemies. As soon as they fall, the painting disappears to reveal a doorway! By the way, the Misty enemy has a Moogle Suit to steal if you want as well using Shadow and the Thief's Knife, but it's just as hard to get as the Nutkin Suit, so you might want to just skip it. Beyond the door is a set of stairs. Take them down.

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_____.-----._____/
|_____|===== (____(JIDOOOR: OWZER'S MANSION: CELLAR)____)===== (____/
/_____"-----"_____\"
```

Downstairs, it's dark again, and more of the same. Check the painting of the chair to be attacked by a Blade Dancer and four Coeurl Cats. Of course, these both have more suits to steal. The Coeurl Cats have Tabby Suits while the Blade Dancer has a Moogle Suit. Once you defeat them, a woman appears in the chair in the picture and kicks you back out of the painting. Now, head west and then north to find a pair of doorways.

First, take the one on the left to find a treasure chest on the other side that contains a MOOGLE SUIT. Then, take the door to the right. In the next hallway,





```

| [] Blink [] Doom [] Paling [] Regen [I] Sleep |
| [] Bravery [] Faith [I] Petrify [] Reraise [] Slow |
| [I] Confuse [] Float [I] Poison [] Sap [I] Stop |
| [] Counter [] Frozen [] Protect [] Shell [] Vanish |
| [] Darkness [] Haste [] Quick [] Shield [] Zombie |
|=====O=====|
DROPS: ---	STEAL: ---
-----+-----	
KEY ITEM: ---	REQUESTS: ---
=====O=====	
FOUND: Jidoor: Owzer's Mansio	TYPE: ---
-----+-----	
COMMANDS: Attack (Demon)	LEARN: ---
Entice (Goddess)	
Flash Rain (Demon)	
Last Kiss (Goddess)	
Lullaby (Goddess)	
Poltergeist (Goddess)	
Thundara (Demon)	
Thundaga (Demon)	
=====O=====	
APPEARANCE: An alternating portrait of a goddess and a demon	
=====	
STRATEGY: In this battle, you'll have two possible targets. The	
first is a misty image of a goddess stepping from the	
painting. The other is a cruel demon that replaces her	
from time to time. Basically, you need to follow Owzer's	
advice to only attack the demon, not the goddess. Spend	
your turns during the Goddess phase healing and casting	
support spells like Protect and Shell on the party, and	
use the turns during the Demon phase to inflict as much	
damage as possible. Try using Shadow's Fuma Shuriken,	
Sabin's Blitzes, Cyan's Bushido, Edgar's Tools, Celes'	
Runic, and Gau's Rages depending on who you have in your	
party. This fight isn't too hard as long as you keep up a	
good defense and offensive alternately.	
=====O=====	

```

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After the fight, Relm assures /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\
Owzer that the painting is safe < .----- . >
front he demon at last. Owzer < | ~*~ NEW ESPER ALERT ~*~ | >
explains that he recently won a < |=====| >
stone from the Auction House in < | L A K S H M I (Painted Esper) | >
town that seemed to possess un- < |=====| >
natural powers. The demon, en- < | An ancient goddess revered for her | >
vious of the painting and the < | beauty, Lakshmi was painted by Owzer | >
stone, held Lakshmi hostage in < | to commemorate his newest magicite. | >
the painting hoping to gain con- < '-----' >
trol over the stone's power. It /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\
was right around this time that
Relm had painted the official portrait, which is why it came to life. Owzer
mentions that the stone is still on the bookshelf nearby, but he wants nothing
to do with it now after it has caused so much trouble already. Once Relm joins
the party, head over to the bookshelf and check it to find the magicite for the
esper LAKSHMI. With that, the party leave's Owzer's Mansion and returns to
Jidoor.

```

```

\WALKTHROUGH\ _____ /THE WORLD OF RUIN\ _____ /FIND ALLIES/
| \- \ _____ /- /
| 02.02.04.05)) F I N D I N G L O C K E ((~findlocke
| _____ /- / _____ \- \
|
	====O====O=====O=====			
	Skp	Mis	NAME	LOCATION
	====O====O=====O=====			
		[] <empty>	Phoenix Cave: 1st P > E of downed spikes	
		[] <empty>	Phoenix Cave: 1st P > magma cave W	
		[] <empty>	Phoenix Cave: 1st P > magma cave E	
		[] Wing Edge	Phoenix Cave: 2nd P > extend the bridge	
		[] <empty>	Phoenix Cave: 2nd P > stand on spikes	
		[] <empty>	Phoenix Cave: 1st P > stepping stone E	
		[] Dragon Horn	Phoenix Cave: 1st P > beyond Red Dragon	
		[] Ribbon	Phoenix Cave: 2nd P > stepping stone mid	
		$ Phoenix	Kohlingen: Rachel's > after Rachel scene	
		< > X-Potion	Kohlingen: Outside > Locke's gift	
		< > Phoenix Down	Kohlingen: Outside > Locke's gift	
		< > X-Ether	Kohlingen: Outside > Locke's gift	
		< > Elixir	Kohlingen: Outside > Locke's gift	
		< > Flame Shield	Kohlingen: Outside > Locke's gift	
		< > Valiant Knife	Kohlingen: Outside > Locke's gift	
	====O====O=====O=====			
	=====O=====O=====O=====O=====O=====			
	NAME	HP	GIL	EXP
	=====O=====O=====O=====O=====O=====			
	163 Ouroboros	50	390	1,780
	164 Face	4,550	890	2,600
	165 Zeveak	2,077	674	1,620
	166 Seaflower	4,200	670	1,315
	167 Galypdes	6,013	906	2,781
	168 Necromancer	3,525	791	1,510
	169 Clymenus	3,815	826	1,698
	170 Chaos Dragon	9,013	1,000	4,881
	337 RED DRAGON	30,000	---	---
	=====O=====O=====O=====O=====O=====			
_____ /				

```

Remember the clue you received from Emperor Gestahl's painting in Owzer's Mansion a while back about the legendary treasure being in the mountains shaped like a star. The reason is that you'll need two parties to navigate this area, and you might as well have eight people so you can form two full parties to avoid a game over inside. Now that you have Celes, Sabin, Edgar, Setzer, Cyan, Gau, Shadow, and Relm, you can tackle the dungeon with a full two parties. For now, save your game on the world map, use a Tent if you like, and then land in the green area at the center of the star-shaped mountains north of Tzen.

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|____|_|_| _/ |____|

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The game will prompt you to form two parties. Make sure to make one your primary party because you'll be fighting a tough boss inside, and you want to have one group that does great in battle (assuming all of your characters aren't great already). When the two parties land on the ledge, make sure to equip everyone with weapons, armor, relics, and an esper. If they've already learned all of the magic available to this point, equip an esper that boosts one of your stats to gain a benefit from any leveling you do here. I would recommend choosing an esper that boosts MP or Magic because you'll need both when you search out one of your other allies soon.

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___/
|___|===== (___(PHOENIX CAVE: FIRST PARTY)___)===== (___/
/
"-----"
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```

With your primary party, head north into the Phoenix Cave and step on the floor switch in this room. Now switch over to your other party once the door to the left is open.

```

___/
|___|===== (___(PHOENIX CAVE: SECOND PARTY)___)===== (___/
/
"-----"
\

```

Take your second party through the doorway you just opened. For now, ignore the treasure chest to the west and instead head east and then south to step on the floor switch just above your first party in the entryway. This will open the door on the right. By the way, there is an enemy found rarely in this area called the Galypdes that has the extremely-useful relic "Celestriad" that can be stolen. However, the steal rate for this is abysmal compared to the easier Phoenix Down and Galypdes isn't exactly the most common of encounters either. However, for those of you who don't want to spend the time fighting Brachiosaur monsters later (which I'll get to in a while), this is another option.

```

___/
|___|===== (___(PHOENIX CAVE: FIRST PARTY)___)===== (___/
/
"-----"
\

```

Head into the door on the right and walk up a few steps beyond the doorway to find another floor switch ahead. Step on it to lower the spikes above the second party and then switch back to them.

```

___/
|___|===== (___(PHOENIX CAVE: SECOND PARTY)___)===== (___/
/
"-----"
\

```

Head north past the lowered spikes and then east until you spot another floor switch in a rounded alcove. Step on it to lower the spikes in this area.

```

___/
|___|===== (___(PHOENIX CAVE: FIRST PARTY)___)===== (___/
/
"-----"
\

```

Head east past the newly-lowered spikes to find a treasure chest that is <EMPTY>. Now, head down the stairway just to the south. The stairway leads down to a cavern filled with magma and spanned by various bridges. Start by heading west and then north a little to spot a treasure chest at the end of one of the bridges that's <EMPTY> as well. Hmm. It looks like someone has already beat us

to the treasure so far. Perhaps they're still in the caves. We'll see soon enough. For now, step on the floor switch just east of the treasure chest to raise three stones from the magma above. Now head back to the stairway and move east this time. Follow the long bridge north, opening the treasure chest along the way even though it's <EMPTY> again. You'll reach a dead end at the top of the room, so switch over to your other party at this point.

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_____.-----._____/
(_____)===== (____(PHOENIX CAVE: SECOND PARTY)____)===== (____/
/ "-----" \
```

Now that your first party has passed by the lowered spikes, you can step off the switch here and head west. You'll spot a set of stairs near a pool of water just above the first set of spikes. Take that staircase to the magma room. Here you can head south to find a staircase. Take this back up to the watery cave above. You can step on the floor switch here to form a bridge leading over to the treasure chest you skipped earlier. If you tried to open it earlier, the ground would have collapsed below you, dropping you on the spikes in the magma cave below, but now you can approach it safely with the bridge extended. The chest contains a WING EDGE. Now, head back down the stairs. For now head east. As long as you pushed the floor switch nearby earlier, you can cross over the magma using the raised stones, making your way back and forth across the lava pool until you reach the other side of the block from your first party. Make sure you have at least 400 HP for every party member. Now, walk over to the treasure chest here and stand on the spikes (which will take off 400 HP) and check the chest to find it's <EMPTY> like the others. Now, stand on the floor switch to move the boulder nearby.

```
_____.-----._____/
(_____)===== (____(PHOENIX CAVE: FIRST PARTY)____)===== (____/
/ "-----" \
```

Head north through the newly-opened passage to the watery cave to the north. Head west and then south to end up on the overlook above the boulder. Step on the switch here to move it back to its original position, opening up a passage for your other party now.

```
_____.-----._____/
(_____)===== (____(PHOENIX CAVE: SECOND PARTY)____)===== (____/
/ "-----" \
```

Head north through the new passage and then move west a little in the watery cave to find an island with a floor switch. Step on this one to lower the spike field to the north. Now your other party can pass through by this area without taking tons of damage.

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_____.-----._____/
(_____)===== (____(PHOENIX CAVE: FIRST PARTY)____)===== (____/
/ "-----" \
```

Move north and then cross over the lowered spikes to the west to find a new stairway leading even deeper into the Phoenix Cave at the far end. Take the stairs down to another magma cavern, this one littered with stones. Follow the route west, then south, then east to arrive on the southeastern side of the room. Here, you have two choices. Take the left set of stepping stones north to find another treasure chest on an island in the north that's <EMPTY> as usual. Now, hop back and take the right set of stepping stones north and then exit this cave through the stairway nearby. Back in the watery cave, you've made it to the other side of the wall now. Pull the switch on the wall to drain the water, hardening the magma in the previous room.

\\_\_\_\_.-----.\\_\_\_\_/  
 (\_\_\_\_)===== (\_\_\_\_ ( PHOENIX CAVE: SECOND PARTY )\_\_\_\_)===== (\_\_\_\_/  
 /\_\_\_\_ "-----" \_\_\_\_\_ \

Back to the second party on the island, you'll notice that the water is drained from this area as well. Head west a little and then south to spot a save point. Make sure to use it because there's a boss battle coming up soon. Head west to find another floor switch (getting old, huh?) that opens a passage through the rocks below. Now switch back to your primary party again.

\\_\_\_\_.-----.\\_\_\_\_/  
 (\_\_\_\_)===== (\_\_\_\_ ( PHOENIX CAVE: FIRST PARTY )\_\_\_\_)===== (\_\_\_\_/  
 /\_\_\_\_ "-----" \_\_\_\_\_ \

Head south through the rocks to get to the other side of the cleft. If you're up for the boss fight here, head south and run into the dragon walking around the cave to the south to cue the fight.

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 | | | | |
 O=| |_| |=| |_| |=| |====| |=====O
 | | | < | | | | |____ | |____ | Red Dragon |
 | | |_| | | |_| | ____ | | ____ | -Legendary Fire Dragon- |
 O=| ____|=| ____|=| ____|=| ____|=|====O
 |
 |=====O=====O=====O=====O=====|
 | HP: 30,000 | STR: N/A | MAG: 10 | ATT: 13 | GIL: --- |
 |-----+-----+-----+-----+-----|
 | MP: 1,780 | DEF: 110 | MDF: 150 | STA: N/A | EXP: --- |
 |-----+-----+-----+-----+-----|
 | LEVEL: 67 | EVA: --- | MEV: --- | SPD: N/A | AP: 10 |
 |=====O=====O=====O=====O=====|
 | [A] Fire [] Lightning [] Wind [] Restore [] Holy |
 | [W] Ice [W] Water [] Earth [] Poison [] Evil |
 |-----+-----+-----+-----+-----|
 | [I] Berserk [I] Death [I] Imp [] Reflect [I] Silence |
 | [] Blink [] Doom [] Paling [] Regen [I] Sleep |
 | [] Bravery [] Faith [I] Petrify [] Reraise [] Slow |
 | [] Confuse [] Float [] Poison [] Sap [I] Stop |
 | [] Counter [] Frozen [] Protect [] Shell [] Vanish |
 | [] Darkness [] Haste [] Quick [] Shield [] Zombie |
 |=====O=====O=====O=====O=====|
 | DROPS: Murakumo | STEAL: --- |
 | --- | |
 |-----+-----+-----+-----+-----|
 | KEY ITEM: --- | REQUESTS: --- |
 |=====O=====O=====O=====O=====|
 | FOUND: Phoenix Cave: 1st Part | TYPE: --- |
 |-----+-----+-----+-----+-----|
 | COMMANDS: Attack | LEARN: "Level 4 Flare" Lore |
 | Fira | |
 | Firaga | |
 | Fireball | |
 | Flare | |
 | Flare Star | |
 | Level 4 Flare | |
 |=====O=====O=====O=====O=====|
 | APPEARANCE: A red dragon with silver-hued wings |
 |=====O=====O=====O=====O=====|
 | STRATEGY: This dragon is Fire-based, so expect to see plenty of |

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have known him, even if he had been cast out of the village and couldn't see her in her last moments of life. She thanks him for his dedication to her and then transforms herself into a new magicite since she has the spirit of the Phoenix within her. With Locke released from his promises to Rachel, he can finally love Celes without the guilt of believing that he has betrayed Rachel. With that, the party receives the treasure that they should have found but Locke beat them to in the Phoenix Cave: an X-POTION, a PHOENIX DOWN, an X-ETHER, an ELIXIR, a FLAME SHIELD, and the VALIANT KNIFE. And with that, Locke joins the party and you're free to search for more allies again.

```

WALKTHROUGH\ /THE WORLD OF RUIN\ /FIND ALLIES/
|-| /-|
| 02.02.04.06)) F I N D I N G T E R R A ((~findterra |
| /-| \-|
| |
	====O====O=====O=====			
	Skp	Mis	NAME	LOCATION
	====O====O=====O=====			
			() Hi-Ether	Mobliz: Wounded Sol > pot in basement
	====O====O=====O=====			
	=====O=====O=====O=====O=====O=====			
	NAME	HP	GIL	EXP
	=====O=====O=====O=====O=====O=====			
	309 HUMBABA	26,000	---	---
	=====O=====O=====O=====O=====O=====			
\				

```

It's about time to check on Terra again, don't you think? Last time we saw her, she was tending to the children of Mobliz along with Katarin and Duane, so head back to Mobliz again.

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_																														

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When you check on the children in the Postman's House, you'll find that Terra, Katarin, and Duane have all gone missing! However, they can't have gotten far because Terra seems too attached to these kids to just abandon them. Perhaps if you check the rest of the town you can find them. Although most of the town is as empty as ever, you'll find Duane in the house to the southwest. Speak with him to learn that Katarin is pregnant. Follow the dog through the secret passage in the wall to find the two women speaking about the child. Duane follows you downstairs and finally apologizes to Katarin for his poor reaction to the news of her pregnancy and explains that he's just worried because he doesn't know what to do since no adults are in town. Just as the couple reconciles, the sound of giant footsteps shakes the house to its foundation and a little boy runs down to tell everyone that Humbaba has returned! Before you head upstairs, check the ceramic jar nearby for a HI-ETHER. Finally, go upstairs to start the final face-off against Humbaba!

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| _ | | | _ | | | _ | | | _ |

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O=| |_| |=| |_| |=| |====| |=====|=====O
| | _ < | | | | ___ | ___ | Humbaba
| | |_| | | |_| | ___ | ___ | -Demon of Wrath-
O=|_| |=|_| |=|_| |=|_| |=====|=====O
|
|=====O=====O=====O=====O=====
| HP: 26,000 | STR: N/A | MAG: 6 | ATT: 15 | GIL: ---
|-----+-----+-----+-----+-----
| MP: 10,000 | DEF: 100 | MDF: 130 | STA: N/A | EXP: ---
|-----+-----+-----+-----+-----
| LEVEL: 31 | EVA: --- | MEV: --- | SPD: N/A | AP: 5
|=====O=====O=====O=====O=====
| [] Fire [A] Lightning [] Wind [] Restore [] Holy
| [] Ice [] Water [] Earth [W] Poison [] Evil
|-----+-----+-----+-----+-----
| [I] Berserk [I] Death [I] Imp [] Reflect [I] Silence
| [] Blink [] Doom [] Paling [] Regen [] Sleep
| [] Bravery [] Faith [I] Petrify [] Reraise [I] Slow
| [I] Confuse [] Float [I] Poison [] Sap [I] Stop
| [] Counter [] Frozen [] Protect [] Shell [] Vanish
| [] Darkness [] Haste [] Quick [] Shield [] Zombie
|=====O=====O=====O=====O=====
DROPS: ---	STEAL: ---
-----+-----+-----+-----+-----	
KEY ITEM: ---	REQUESTS: ---
=====O=====O=====O=====O=====	
FOUND: Mobliz: Outside	TYPE: ---
-----+-----+-----+-----+-----	
COMMANDS: Attack	LEARN: ---
1000 Needles	
Blizzara	
Blizzaga	
Fira	
Firaga	
Humbaba Breath	
Solar Plexus	
Thundara	
Thundaga	
=====O=====O=====O=====O=====	
APPEARANCE: A massive, green demon with curved horns and spines	
=====O=====O=====O=====O=====	
STRATEGY: This fight will be much easier than you think. If you	
already have Shadow and you bought some Fuma Shurikens in	
Thamasa already, just throw about three or four of these	
to deal almost 20,000 HP damage total! That should do the	
demon in for the first phase. At this point, Humbaba will	
use his special skill, "Humbaba Breath," which banishes	
two members of your party. At this point, Terra will be	
forced to help the party out if she wants to save the	
children. Transforming into her esper form, she joins the	
the battle. Now you just have to complete the fight for	
real. Essentially, you've now fought four Humbabas total!	
Thankfully, this was the final fight.	
O=====O=====O=====O=====O=====

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After the battle, Terra -- in her esper form still -- is confronted by the children. Although most of them are afraid of her, thinking her to be a monster or a freak, one little girl recognizes her as "Mama." From there, the rest of the kids run up to her in gratitude. At this point, Terra realizes why she





Weapon Shop to the northwest. < | R A G N A R O K (Sword Esper) | >  
Once Locke unlocks the door -- < |=====| >  
ironic, I know, Locke doing the < | Given the form of a great sword from | >  
unlocking -- head inside and go < | myth and legend, Ragnarok has the | >  
downstairs to find the shop- < | power to transmutate living things. | >  
keeper waiting for you in the < '-----' >  
basement. He says that he's run \\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/  
this shop for seventy years, and  
never has he felt the power in his weapons that emanates from the stone he  
found recently. That's a magicite crystal he's holding! The shopkeeper explains  
that he could either grind the stone down into a sword of great power, RAG-  
NAROK, or leave it as a crystal that will summon the esper, RAGNAROK. The  
choice is yours. However, I highly recommend choosing the esper because in this  
version of the game you'll be getting more powerful weapons if you play the two  
final sidequests of the game. Plus, Ragnarok the esper is your first chance (if  
you're following the list of events in this order) to learn the greatest spell  
in the game, Ultima!

The next destination is the house above the Relic Shop. Speak to the man in bed  
on the lower level to receive the CURSED SHIELD. The party figures that if the  
curse could be somehow broken, this could possibly be the finest shield in the  
world! We'll get back to that later, though.

For now, head over to Arvis' House in the northeast. It should already be un-  
locked, so just head inside. Take the back exit and cross the bridge to enter  
the mines where the moogles can be found.

\\\_\_\_\_\_.-----.\_\_\_\_\_/\\  
\_\_\_\_\_)===== (\_\_\_\_( WEST NARSHE MINES )\_\_\_\_)===== (\_\_\_\_/\\  
/ "-----"

Do you remember those treasure chests you skipped several times along the way  
in previous visits to Narshe? Now it's finally time to claim them! Starting at  
the mount of the mines, head northwest to find the first treasure chest, which  
contains a GUARD BRACELET, which grants Auto-Protect and Auto-Shell on the  
wearer! This is an excellent relic, so equip it immediately on whomever you  
like. The chest just to the west contains an ELIXIR. Now, head north a bit more  
to find the stairway leading down to the puzzle room below.

\\\_\_\_\_\_.-----.\_\_\_\_\_/\\  
\_\_\_\_\_)===== (\_\_\_\_( WEST NARSHE MINES: PUZZLE CHAMBER )\_\_\_\_)===== (\_\_\_\_/\\  
/ "-----"

Head north here to find the exit at the top of the room.

\\\_\_\_\_\_.-----.\_\_\_\_\_/\\  
\_\_\_\_\_)===== (\_\_\_\_( WEST NARSHE MINES: MOOGLE CAVE )\_\_\_\_)===== (\_\_\_\_/\\  
/ "-----"

Before you talk to the moogle standing against the wall, head to the west side  
of the cave to discover the final treasure chest in the mines. Open it to re-  
ceive your third (or fourth) RIBBON! Now, speak with Mog back on the east side  
of the cave to have him join the party once again. He also mentions that "the  
yeti" will probably be willing to come along as well. That must be the same  
yeti that the Berserker Ring fits! Do you also remember the white creature in  
the Narshe Mines back in the World of Balance that peeked out of the cave above  
the entrance to the North Narshe Mines earlier? That has to be the yeti! Now,  
it's time to explore the rest of the Narshe Mines to find him. First, check the  
wall that Mog was looking at to find a hidden treasure: MOLULU'S CHARM! This  
great relic prevents all random encounters when worn! When you're done here,

either head out of the mines normally or cast "Teleport" to jump out of town quickly.

| WALKTHROUGH            |        | THE WORLD OF RUIN       |                                       | FIND ALLIES                    |      |  |
|------------------------|--------|-------------------------|---------------------------------------|--------------------------------|------|--|
| \-\<br>02.02.04.08 ) ) |        | F I N D I N G U M A R O |                                       | /( ~findumaro<br>/-/<br>\<br>/ |      |  |
| Skp                    | Mis    | NAME                    | LOCATION                              |                                |      |  |
| \$                     |        | Valigarmanda            | Narshe: Summit > after esper fight    |                                |      |  |
| [ ]                    |        | Gauntlet                | Narshe: Yeti's Cave > fall down pit   |                                |      |  |
| [ ]                    |        | X-Ether                 | Narshe: Yeti's Cave > above pit room  |                                |      |  |
| [!]                    |        | Minerva Bustie          | Narshe: Yeti's Cave > below X-Ether   |                                |      |  |
| \$                     |        | Midgardsormr            | Narshe: Yeti's Cave > check the skull |                                |      |  |
| NAME                   | HP     | GIL                     | EXP                                   | RAGE                           | LORE |  |
| 185 Magna Roder        | 1,777  | 352                     | 621                                   | Yes                            | Yes  |  |
| 186 Magna Roder        | 1,380  | 284                     | 647                                   | Yes                            | No   |  |
| 189 Tonberry           | 8,000  | 3,333                   | 1,200                                 | Yes                            | Yes  |  |
| 190 Onion Dasher       | 2,000  | 150                     | 500                                   | Yes                            | Yes  |  |
| 191 Anemone            | 2,000  | 550                     | 1,000                                 | Yes                            | No   |  |
| 192 Illuyankas         | 2,000  | 850                     | 1,000                                 | Yes                            | No   |  |
| 193 Knotty             | 1,000  | 350                     | 800                                   | Yes                            | No   |  |
| 194 Tzakmaqiel         | 2,000  | 750                     | 1,000                                 | Yes                            | No   |  |
| 320 VALIGARMANDA       | 30,000 | ---                     | ---                                   | No                             | No   |  |
| 321 TONBERRIES         | 14,001 | ---                     | ---                                   | No                             | No   |  |
| 322 YETI               | 17,200 | 10                      | ---                                   | No                             | No   |  |
| 340 ICE DRAGON         | 24,400 | ---                     | ---                                   | No                             | No   |  |

Head back on board the Falcon for a moment and switch out members of your party so that Mog is included in the team. Make sure to equip weapons, armor, relics, and an esper on everyone again. You can speak to the man at the top of the room with all the characters if you want to unequip other non-active party members, by the way. When you're ready, head back into Narshe to find Mog's yeti pal.

```
 _ | | | _ | | _ | | _ | | | | | _ |
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 \ \ | | _ | | _ | | _ | | | | | _
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 _ | \| _| |_| |_| |_| \| \| _ | |_| |_| _|
```

You've already explored town and the West Narshe Mines, so head into the North Narshe Mines. In the first room, you can encounter two new forms of Magna Roder, so don't confuse these with the old ones from the Magitek Research Facility. At the crossroads, you should head to the right into the next cave. Keep following the path along the mountains and through the caves since there's only one way to go. Eventually, you'll end up back at the frosty maze that you fought Kefka in a while back.



|           hope that the dragon doesn't target them with an attack. |  
|           In time this dragon will fall like the others.         |  
O=====O

Whether you fight the Ice Dragon or not, head north from the frosty maze to finally reach the summit. By the way, Mog can learn his final Dance, "Snowman Rondo," here since the locale is snowy.

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_____ .-----._____/
 |_____|===== (|_____| (NARSHE: SUMMIT) |_____|)===== (|_____|
 /_____| "-----" _____/
```

The last area you haven't checked is just ahead. Perhaps you should check the frozen esper again to see if anything has changed. As you approach it, the esper begins to react and the screen fades to blue. It seems that this esper, like Ifrit and Shiva, must test your will before it's willing to join you.

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|_____| |_____| |_____| |_____|
O=| |_| |=| |_| |=| |=====| |=====|=====|=====|=====|=====|=====|=====O
| |_| < |_| | |_| |_____| |_____| Valigarmanda
| |_| |_| |_| |_| |_| |_____| |_____| -Frozen Esper-
O=|_____| |=|_____| |=|_____| |=|_____| =====O
|
|=====O=====O=====O=====O=====|
| HP: 30,000 | STR: N/A | MAG: 4 | ATT: 19 | GIL: --- |
|-----+-----+-----+-----+-----|
| MP: 50,000 | DEF: 254 | MDF: 70 | STA: N/A | EXP: --- |
|-----+-----+-----+-----+-----|
| LEVEL: 62 | EVA: --- | MEV: --- | SPD: N/A | AP: 7 |
|=====O=====O=====O=====O=====|
| [W] Fire [I] Lightning [I] Wind [] Restore [I] Holy
| [A] Ice [I] Water [I] Earth [I] Poison [] Evil
|-----+-----+-----+-----+-----|
| [I] Berserk [I] Death [I] Imp [] Reflect [I] Silence
| [] Blink [] Doom [] Paling [] Regen [I] Sleep
| [] Bravery [] Faith [I] Petrify [] Reraise [I] Slow
| [I] Confuse [] Float [I] Poison [] Sap [I] Stop
| [] Counter [] Frozen [] Protect [] Shell [] Vanish
| [] Darkness [] Haste [] Quick [] Shield [] Zombie
|=====O=====O=====O=====O=====|
| DROPS: --- | STEAL: ---
| --- |
|-----+-----+-----+-----+-----|
| KEY ITEM: --- | REQUESTS: ---
|=====O=====O=====O=====O=====|
| FOUND: Narshe: Summit | TYPE: ---
|-----+-----+-----+-----+-----|
| COMMANDS: Attack | LEARN: ---
| Blizzaga |
| Firaga |
| Freezing Dust |
| Rasp |
| Thundaga |
|=====O=====O=====O=====O=====|
| APPEARANCE: A winged serpent trapped in sheets of ice
|=====O=====O=====O=====O=====|
| STRATEGY: In this battle, most regular physical attacks barely do
| any damage due to Valigarmanda's high Defense rating. The
| best course of action is to either use special skills
| such as Shadow's Throw using a Fuma Shuriken or Sabin's
```

```

| Blitzes. Be careful of using magic in this battle, how- |
| ever, because the esper likes to use Rasp, which will do |
| damage to your MP! Plus, it's immune to several elements, |
| which makes it hard to choose an effective spell except |
| for Ultima, of course. If you have Celes in your party, |
| use her Runic ability every turn to absorb all of Vali- |
| garmanda's various spells, making this fight much easier. |
| Don't forget that Valigarmanda is frozen in ice, which |
| means that Fire-based magic will do double damage to it. |
O=====O

```

```

After the battle, Valigarmanda
asks the party why it took so
long for someone to awaken it.
After realizing that the War of
the Magi never really ended and
has flared back to life recently
due to Kefka's influence, the
esper decides to join the party
and offers up its powers to help
in the fight against Kefka and
the remains of the Imperial army
technology. As the esper fades
away, the section of the cliff it
was sitting on falls away, revealing a new
passage down into a lost section
of the mines. Hop down to continue
the search for the yeti.

 /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\
< .-----. >
< | ~*~ NEW ESPER ALERT ~*~ | >
< |=====| >
< | V A L I G A R M A N D A (Tri Esper) | >
< |=====| >
< | Frozen in ice since the War of the | >
< | Magi 1000 years ago, this triune | >
< | of magic will only aid those worthy. | >
< '-----' >
 /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\

```

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_____ .----- ._____/
_____)===== (___(NARSHE: YETI'S CAVE)___)===== (___
/ "-----"
\

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Inside the Yeti's Cave, start by heading left to get onto the raised platform. As you approach the cave to the left, you'll fall through the floor into the room below. Walk along the bridge to the west and then south to find a treasure chest containing a GAUNTLET. Now, take the stairs you passed a moment ago to get to the lower level and take the stairway in the middle of the room up back up to the cave above. Head left here to find a treasure chest holding an X-ETHER. As you head south to find the next chest, the floor gives way again. Back in the bridges room, take the stairs back up to the floor above again. Now we know that you can't use that that route to get to the treasure chest, so try heading west a little but going south before the first treasure chest to find a cave leading east. Enter the cave to end up back in the first cave you landed in after diving down from the Summit.

Now that you're back here, head west again, but this time avoid the collapsing floors which are easy to spot due to their darker nature. Now, enter the cave in the left wall to come out just next to the treasure chest you couldn't get to earlier. When you open it, a trio of Tonberries will pop out to surprise you and attack!

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 | _ | | _ | | _ | | _ |
O=| | | |=| | | |=| |=====| |=====|=====O
 | | < | | | | _ | | _ | Tonberries
 | | | | | | | | _ | | _ | -Murderous Monks-
O=| _ | |=| _ | |=| _ | |=| _ |=====|=====O
 |
 |=====o=====o=====o=====o=====|
 | HP: 14,001 | STR: N/A | MAG: 1 | ATT: 5 | GIL: --- |
 |-----+-----+-----+-----+-----|
 | MP: 11,000 | DEF: 100 | MDF: 150 | STA: N/A | EXP: --- |

```

```

+-----+-----+-----+-----+
| LEVEL: 99 | EVA: 150 | MEV: --- | SPD: N/A | AP: 7 |
+-----+-----+-----+-----+
| [W] Fire [] Lightning [] Wind [] Restore [] Holy |
| [] Ice [A] Water [] Earth [] Poison [] Evil |
+-----+-----+-----+-----+
| [I] Berserk [I] Death [] Imp [] Reflect [] Silence |
| [] Blink [] Doom [] Paling [] Regen [I] Sleep |
| [] Bravery [] Faith [I] Petrify [] Reraise [] Slow |
| [I] Confuse [] Float [] Poison [] Sap [I] Stop |
| [] Counter [] Frozen [] Protect [] Shell [] Vanish |
| [] Darkness [] Haste [] Quick [] Shield [] Zombie |
+-----+-----+-----+-----+
DROPS: Minerva Bustier	STEAL: Minerva Bustier
+-----+-----+-----+-----+	
KEY ITEM: ---	REQUESTS: ---
+-----+-----+-----+-----+	
FOUND: Narshe: Yeti's Cave	TYPE: ---
+-----+-----+-----+-----+	
COMMANDS: Attack	LEARN: ---
+-----+-----+-----+-----+	
APPEARANCE: Traditional tonberries dressed in robes with lanterns	
+-----+-----+-----+-----+	
STRATEGY: This fight can be quite difficult if you're not well-	
prepared for it. There are three Tonberries you'll have	
to fight at once, and each one slowly advances toward the	
party. Focus on one at a time and make sure that you have	
Protect up on all characters as much as possible because	
these creatures can hit for 500+ HP damage per hit! If	
you steal from them, you'll eventually get a Minerva Bus-	
tier, plus there's a chance that you'll get one from the	
the chest as well, but it's not a guarantee. This is the	
only other chest in the game that does this just like the	
one in the Adventurer's Hall at the game's beginning. If	
you can keep your HP up and do some serious damage to one	
at a time, this should be survivable.	
+-----+-----+-----+-----+
O=====O

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Hopefully you get lucky and the /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\
Tonberries drop a MINERVA BUS- < .----- . >
TIER from the chest, but your < | ~*~ NEW ESPER ALERT ~*~ | >
chances are pretty slim. Make < |=====| >
sure to steal one from the boss < | M I D G A R D S O R M R (Snake Esper) | >
to ensure that you get one in < |=====| >
the end either way. After the < | Also known as the World Serpent, the | >
battle, head back out of the < | Midgardsormr guards the realm of the | >
cave here and then fall down one < | mortals until the end of time. | >
of the holes on purpose this < '-----' >
time. Instead of going up the /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\
middle stairs, take the bridges
to the east until you arrive at the eastern stairs. At the top, don't pull the lever here! Just cross the bridge and continue east to find another lever. Pull this one to drop down into a new room. Here, examine the skull on the pole to discover a piece of magicite stuck into the eye socket: MIDGARDSORMR! However, before you get a chance to enjoy the new magicite, the yeti you were searching for attacks!

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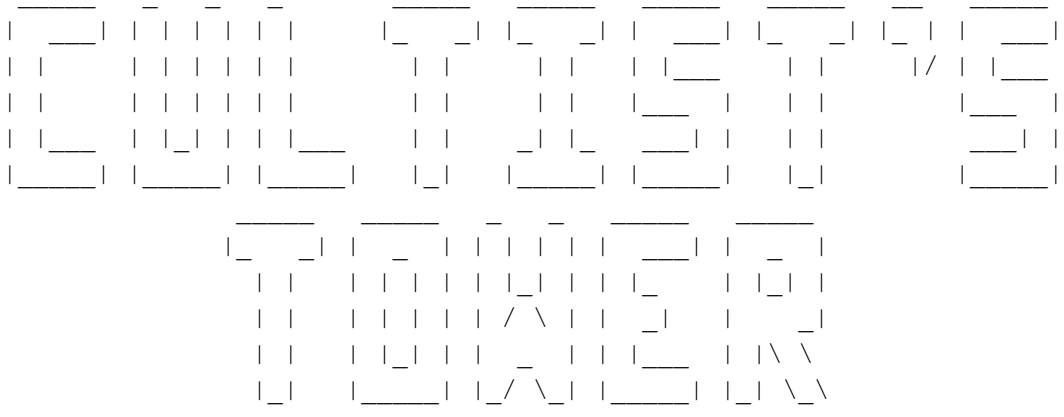




| TYPE   | NAME           | REASON                             |
|--------|----------------|------------------------------------|
| Shield | Aegis Shield   | Sometimes repels magical attacks   |
|        | Force Shield   | Shield that defends only magic     |
|        | Flame Shield   | Absorbs Fire-based magic           |
|        | Ice Shield     | Absorbs Ice-based magic            |
|        | Thunder Shield | Absorbs Lightning-based magic      |
| Helm   | Genji Helm     | Raises Magic Defense by 38 points  |
|        | Mystery Veil   | Raises Mag. Def. and Mag. Evasion  |
|        | Oath Veil      | Raises Magic Defense by 31 points  |
|        | Tiara          | Provides a boost to magic          |
| Armor  | Behemoth Suit  | Raises Magic Defense by 75 points  |
|        | Crystal Mail   | Raises Magic Defense by 49 points  |
|        | Force Armor    | Halves damage of multiple elements |
|        | Magus Robe     | Raises Magic Defense by 50 points  |
|        | Regal Gown     | Raises Magic Defense by 64 points  |
|        | White Dress    | Provides a boost to magic          |
| Relics | Angel Ring     | Auto-Regen                         |
|        | Barrier Ring   | Auto-Shell when critical           |
|        | Celestriad     | MP Cost = 1                        |
|        | Earring        | Boosts magic, better when paired   |
|        | Gold Hairpin   | MP Cost = 50%                      |
|        | Guard Bracelet | Auto-Protect and Auto-Shell        |
|        | Hermes Sandals | Auto-Haste                         |
|        | Hero's Ring    | Provides a boost to magic          |
|        | Princess Ring  | Auto-Protect-and-Shell if critical |
|        | Reflect Ring   | Auto-Reflect                       |
|        | Ribbon         | Full status immunity except Doom   |
|        | Zephyr Cloak   | Boost Magic Evasion by 10 points   |

While you should have most of these items already, if you haven't visited the Dinosaur Forest yet, you probably don't have the Celestriad yet. It's a drop

from the Brachiosaur enemy, but defeating this monstrosity is extremely hard. If you have levelled up and feel confident in your battle skills, you can try to tackle these monsters at this point if you like. Refer to the section to come on the Dinosaur Forest for information on this area of the world map. If you manage to get a Celestriad, you'll find it a superb relic that drops MP cost to 1 point for any spell, even Ultima or Reraise! However, it's not necessary to do so in order to tackle the tower, but it certainly makes it easier. You should also try to master Curaga, Arise, Reraise, and Ultima at least once, either on one person or a combination of people in your party. I also recommend maximizing your Ether stock from a shop if possible because you'll need as much MP as possible, and you can't always rely on Osmose to absorb more than 1 MP at times. Oh, and did I mention that you can't use the Attack command?

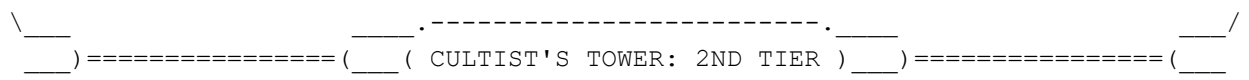


As soon as you enter, you'll spot Strago doing a conga dance with some evil monks. What a freak! If you have Relm in your party, she will bring Strago back to his senses and he'll join the party. If you don't have her with you, Strago will just mumble and continue walking around. At this point, Strago has been found and you can leave if you like. However, for the purpose of this walk-through, I'm going to assume that you're probably intrigued about the tower by now, so we're going to tackle it. You might want to save once Strago's in your party first just outside, however, and use a Tent if you haven't already. Now, head up the stairs to begin your ascent up the Cultist's Tower!



Your trip up this tower will be difficult since you can't use any special skill or attack. Your choices are limited to Magic and Item. Thankfully, most monster formations here will drop an Ether after battle. In addition, there are also some monsters that can be killed simply by removing all of their MP. Osmose is a wonderful spell here because it will kill monsters and refill your MP! Plus, if you equipped a Reflect Ring on at least one character, most enemy spells on the lower floors will bounce back and you can reflect your own spells onto the enemies for a guaranteed hit each time. Monsters such as Level 20 Magic may have an innate Auto-Reflect, so using your own reflected spells or Osmose are the easiest ways to harm it.

On the seventh floor you'll see a doorway leading into the tower. Enter this room to find a treasure chest containing a SAFETY BIT, which prevents instant-death attacks and spells. Before you leave this room, check the wall above and to the right of the chest to find a hidden lever. Pull it to open a secret door on the sixth floor. Now, head down one floor and go into the new room to claim the treasure here, an AIR ANCHOR, which is Edgar's ultimate tool! Continue on up to the next screen.



Continue up until you reach the sixteenth floor. The door here leads to another treasure chest, this one containing a GENJI SHIELD. Equip this immediately as it increases both Magic Defense and Magic Evasion. Now, just continue up to the next screen.

"-----"

( \_\_\_\_\_ ) ===== ( \_\_\_\_\_ ( CULTIST'S TOWER: 3RD TIER ) \_\_\_\_\_ ) ===== ( \_\_\_\_\_ )

"-----"

Just continue up the stairs here until you find the door on the twenty-fifth floor. Inside is a treasure chest and a dragon! Open the treasure chest first to claim the KAGENUI inside and then run into the dragon if you like to face another of the legendary wyrms.

|        |        |      |     |      |     |      |     |      |     |
|--------|--------|------|-----|------|-----|------|-----|------|-----|
| HP:    | 18,500 | STR: | N/A | MAG: | 9   | ATT: | 13  | GIL: | --- |
| MP:    | 12,000 | DEF: | 110 | MDF: | 150 | STA: | N/A | EXP: | --- |
| LEVEL: | 71     | EVA: | --- | MEV: | --- | SPD: | N/A | AP:  | 10  |

|                                             |                                           |                                             |                                  |                                           |
|---------------------------------------------|-------------------------------------------|---------------------------------------------|----------------------------------|-------------------------------------------|
| <input type="checkbox"/> Fire               | <input type="checkbox"/> Lightning        | <input type="checkbox"/> Wind               | <input type="checkbox"/> Restore | <input checked="" type="checkbox"/> Holy  |
| <input type="checkbox"/> Ice                | <input type="checkbox"/> Water            | <input type="checkbox"/> Earth              | <input type="checkbox"/> Poison  | <input type="checkbox"/> Evil             |
| <input checked="" type="checkbox"/> Berserk | <input checked="" type="checkbox"/> Death | <input checked="" type="checkbox"/> Imp     | <input type="checkbox"/> Reflect | <input type="checkbox"/> Silence          |
| <input type="checkbox"/> Blink              | <input type="checkbox"/> Doom             | <input type="checkbox"/> Paling             | <input type="checkbox"/> Regen   | <input checked="" type="checkbox"/> Sleep |
| <input type="checkbox"/> Bravery            | <input type="checkbox"/> Faith            | <input checked="" type="checkbox"/> Petrify | <input type="checkbox"/> Reraise | <input type="checkbox"/> Slow             |
| <input checked="" type="checkbox"/> Confuse | <input type="checkbox"/> Float            | <input checked="" type="checkbox"/> Poison  | <input type="checkbox"/> Sap     | <input type="checkbox"/> Stop             |
| <input type="checkbox"/> Counter            | <input type="checkbox"/> Frozen           | <input type="checkbox"/> Protect            | <input type="checkbox"/> Shell   | <input type="checkbox"/> Vanish           |
| <input type="checkbox"/> Darkness           | <input type="checkbox"/> Haste            | <input type="checkbox"/> Quick              | <input type="checkbox"/> Shield  | <input type="checkbox"/> Zombie           |

|           |                        |           |     |
|-----------|------------------------|-----------|-----|
| DROPS:    | Holy Lance             | STEAL:    | --- |
|           | X-Potion               |           | --- |
| KEY ITEM: | ---                    | REQUESTS: | --- |
| FOUND:    | Cultist's Tower: 3rd T | TYPE:     | --- |
| COMMANDS: | Attack                 | LEARN:    | --- |
|           | Dispel                 |           |     |
|           | Holy                   |           |     |

APPEARANCE: A silver dragon with blue-hued wings

STRATEGY: As you would imagine, this battle might can be difficult because you can only use the Magic and Item commands. If you've mastered Ultima, make sure to use it here to end the battle as quickly as possible. If you start to run low on magic, just use "Osmose" to draw MP from it since it has plenty to spare. Putting up Shell or Reflect does little, though, because Holy Dragon can use "Dispel" to remove any positive status effects. Really, as long as

```
| you keep your party members on the offensive, this battle |
| will be over before it begins. |
O=====O
```

If you've been fighting the dragons so far, that's four down and four to go. Halfway there! Make sure to heal up after the battle and restore lost MP with Ethers if you need to and then head back out to the staircases. Ascend up to the next tier as usual.

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_____.-----._____/
_____)=====(_____(CULTIST'S TOWER: 4TH TIER)_____)=====(_____/
/_____"-----"_____\
```

By now you'll be facing Level 80 and Level 90 Magic enemies, so good luck! The Ultima spell is useful, as always. You can also abuse the Berserk trick. What's that, you ask? Basically, if you have "Berserk" in your spell list, you can cast that on one of your party members to make them physically attack even when the Attack command is not an option! On the thirty-fourth floor, you'll find a room with a treasure chest that contains a suit of FORCE ARMOR. Equip this immediately because it halves the damage of several elements, which makes this tower a lot easier! When you're ready, head to the top of the screen and get ready for a final boss battle.

```
_____.-----._____/
_____)=====(_____(CULTIST'S TOWER: TOP FLOOR)_____)=====(_____/
/_____"-----"_____\
```

On the top floor, finally, move to open the treasure chest. Inside is the great relic, SOUL OF THAMASA, which allows you to Dualcast! Equip this on your best spellcaster immediately (or at least the one with Reraise) so that they can cast two spells in one turn. Now, heal up your party with magic and then use Ethers until you have both full HP and MP. When you attempt to leave the room, you'll be ambushed by the monks of the Cultist's Tower for stealing their prized treasure!

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| | | | |
O=| |<| |=| | | |=| |====| |====|=====O
| | | < | | | | | | | Magic Master |
| | |<| | | |<| | | | | -Lord of the Arcane Arts- |
O=| |====|=| |====|=| |====|=| |====|=====O
|
|=====O=====O=====O=====O=====|
| HP: 50,000 | STR: N/A | MAG: 25 | ATT: 1 | GIL: --- |
|-----+-----+-----+-----+-----|
| MP: 50,000 | DEF: 250 | MDF: 100 | STA: N/A | EXP: --- |
|-----+-----+-----+-----+-----|
| LEVEL: 68 | EVA: 100 | MEV: --- | SPD: N/A | AP: 10 |
|=====O=====O=====O=====O=====|
| [?] Fire [?] Lightning [?] Wind [] Restore [?] Holy |
| [?] Ice [?] Water [?] Earth [?] Poison [?] Evil |
|-----+-----+-----+-----+-----|
| [] Berserk [I] Death [I] Imp [] Reflect [I] Silence |
| [] Blink [] Doom [] Paling [] Regen [I] Sleep |
| [] Bravery [] Faith [I] Petrify [] Reraise [I] Slow |
| [I] Confuse [] Float [I] Poison [] Sap [I] Stop |
| [] Counter [] Frozen [] Protect [] Shell [] Vanish |
| [I] Darkness [] Haste [] Quick [] Shield [] Zombie |
|=====O=====O=====O=====O=====|
| DROPS: Megalixir | STEAL: Crystal Orb |
| --- | Elixir |
```

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-----+-----
| KEY ITEM: --- | REQUESTS: --- |
=====o=====
| FOUND: Cultist's Tower: Top F | TYPE: Humanoid |
-----+-----
COMMANDS: All elemental spells	LEARN: ---
Barrier Change	
Ultima (final attack)	
=====o=====	
APPEARANCE: A pirate wielding two ancient swords	
=====	
STRATEGY: The primary rule to follow during this battle is to keep	
up Reraise on as many party members as you can! When the	
Magic Master falls, he'll cast one final spell: Ultima!	
Distributed between four people, it will likely cause	
5000+ HP damage! On one person, it's guaranteed to do the	
9999 maximum! Therefore, unless you're in Reraise status,	
your chances of survival are slim to none. There is one	
other way to avoid Ultima: Jump. As long as you're in the	
air, you won't be harmed by its final attack. However,	
the only ways to Jump in this battle are to cast Berserk	
on a character equipped with Dragoon Boots or to summon	
Quetzalli, which you haven't found yet if you're follow-	
ing this guide. As for attacks, the Magic Master is	
exactly that, a master of magic. It can use any elemental	
spell in the game. To top it off, the "Barrier Change"	
command allows it to alter its elemental affinities at	
will. You can tell which element it's weak to by the one	
it casts, though. If it uses "Firaga," for example, it's	
weak to Fire-based magic. Use this to your advantage. In	
the end, the Magic Master will fall and cast "Ultima." If	
you can survive it, this difficult dungeon will be all	
but over.	
O=====O

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After the battle, if you have Mog in your party, place the Molulu Charm relic on him to make the trip down the tower uneventful. Otherwise, you have to walk all the way back down the regular way because "Teleport" doesn't work here. Once you reach the bottom of the tower, head outside and make sure to use a Tent and then save your game after this difficult dungeon! Oh, and by the way, the information the thief gives you if you offer him 100,000 Gil for a clue to a secret treasure is this:

"There's an ancient castle buried beneath the desert of Figaro... and no doubt loaded with treasure! By the way, I heard that the old man who lives in the weapon shop in Narshe was looking for ya..."

The first clue will come into play a little later when we search out the final espers. However, the second clue should have already been fulfilled when you spoke with the man beneath the weapon shop to obtain the Ragnarok esper/sword. You can thank me later for saving you 100,000 Gil.

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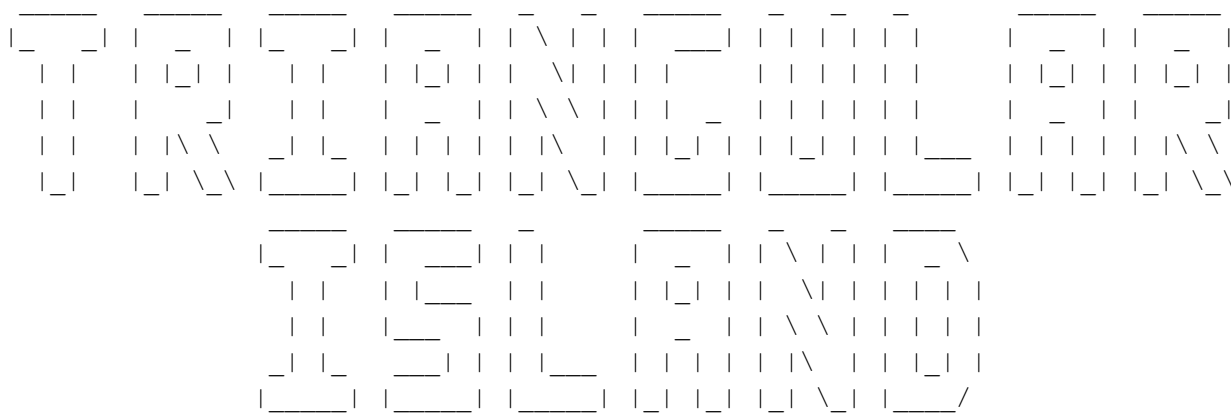
\WALKTHROUGH\ _____/THE WORLD OF RUIN\ _____ /FIND ALLIES/
| \-\ /-/ |
| 02.02.04.10)) F I N D I N G G O G O ((~findgogo |
| /-/ _____ \-\ _____ |

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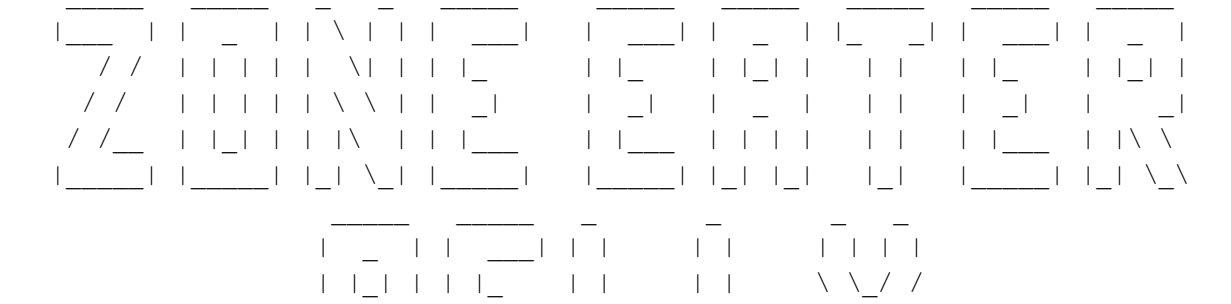
| Skp | Mis | NAME           | LOCATION                              |
|-----|-----|----------------|---------------------------------------|
| [ ] |     | Hi-Ether       | Zone Eater's Belly > drop to basement |
| [ ] |     | Red Jacket     | Zone Eater's Belly > drop to basement |
| [ ] |     | Genji Armor    | Zone Eater's Belly > bridge puzzle    |
| [ ] |     | Magical Brush  | Zone Eater's Belly > bridge puzzle    |
| [ ] |     | Fake Mustache  | Zone Eater's Belly > bridge puzzle    |
| [ ] |     | Zephyr Cloak   | Zone Eater's Belly > ceiling puzzle   |
| [ ] |     | Hero's Ring    | Zone Eater's Belly > ceiling puzzle   |
| [ ] |     | Pinwheel       | Zone Eater's Belly > ceiling puzzle   |
| [ ] |     | Thunder Shield | Zone Eater's Belly > platform puzzle  |

| NAME                 | HP    | GIL   | EXP   | RAGE | LORE |
|----------------------|-------|-------|-------|------|------|
| 195 Zone Eater       | 7,700 | 2,000 | 2,000 | Yes  | No   |
| 199 Covert           | 4,530 | 1,768 | 1,757 | Yes  | No   |
| 200 Kamui            | 4,211 | 869   | 1,583 | Yes  | No   |
| 201 Wartpuck         | 3,559 | 1,169 | 1,595 | Yes  | Yes  |
| 202 Shambling Corpse | 3,850 | 826   | 1,399 | Yes  | No   |
| 203 Amduscias        | 4,452 | 526   | 1,727 | Yes  | No   |
| 204 Baalzephon       | 3,609 | 826   | 1,385 | Yes  | No   |



Who the heck is Gogo, you might be wondering. Well, Gogo is the only really secret character of the game. If you don't know to look for Gogo, you probably won't be able to find the mimic. Remember the advice from the man in Thamasa about the Triangular Island and it's special monster that devours people? It's time to visit this mysterious area. This island is located in the northeast (the one where Intangir used to play). The only monster of worth is the Zone Eater in the forest here. Allow it to swallow the team, which will pull everyone into a secret dungeon beneath the island!



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Isn't this music just cute!? The dungeon ahead is short, but tricky, so get ready to make some fast moves and avoid some quick enemies in return. From the area where you land, if you head north you'll exit the Zone Eater Belly and come back to the world map, but for now we want to go deeper into the belly, so head south instead.

The challenge of the next room is to hop across all of the bridges without running into any of the green men in the area. They move quickly, though, so you'll need to time your jumps perfectly to avoid them. If you do happen to get hit by one, you'll be knocked off the bridge and sent down to the lower level. In fact, I recommend starting that way by purposefully hitting a green man because there are some treasures below that can only be found by dropping down here from above. The first treasure chest contains a HI-ETHER while the other contains a RED JACKET. Once both of these treasures have been collected, step on the floor switch here to open the way back upstairs to the bridge puzzle again.

Back at the bridge maze, head left along the first bridge and leap up to the top bridge while avoiding the green man here. Head to the left side of the upper bridge and then hop back to the lowest bridge, again avoiding the same green man. The treasure chest here contains a suit of GENJI ARMOR! Equip it immediately since it's some of the best armor in the game. Hop over to the next chest using the various bridges to claim a MAGICAL BRUSH for Relm. Finally, the treasure chest to the left of the short bridge can be tricky to get, but it contains a FAKE MUSTACHE relic. Now, use the bridges to hop over to the ledge on the left and head downstairs to face the next puzzle.

Feel free to use the save point here to restore everyone's HP and MP with a Tent and then save before going to the next area. In this room, the ceiling repeatedly falls and then rises. If you happen to be under it when it falls, the party will be crushed and you'll get a game over, which is why it's important to save before starting this puzzle. You'll see a treasure chest to the west. The space below it and the space to the right of that are safe, so stand on either of those before the ceiling falls in this area. Open the treasure chest for a ZEPHYR CLOAK. When the ceiling rises, dash to the left until you're directly below the next treasure chest. Open it for a HERO'S RING and wait for the ceiling to fall since this is also a safe square. From here, head left five steps, then down two, then left one more step before the ceiling falls. This is another safe square. Now, when the ceiling rises again, head left and then down to the lower ledge where the roof doesn't fall at all. As for the treasure chest along the way, you'll need to dash up as soon as the ceiling rises from here, open it for a PINWHEEL, and then dash back down before the ceiling falls.

After heading downstairs again, you'll face one final puzzle, but this one is much easier than the others, thankfully. Start by heading to the southern bridge and jump across the gap by using the treasure chest as a springboard. Now, hop north at the intersection and go around the perimeter of the wall along the bridge until it turns left again. Instead of continuing on, jump to the island just south of your position to land safely on it. Step on the floor switch here to extend the bridge on this island and also one on the lower bridge. Now, head back to the first intersection and leap left this time to claim the THUNDER SHIELD in the chest at the end. Finally, head back to the intersection and take the route north and then west to find the door out of this easy maze.

Speak to the red-robed person at [/\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\](#)



the top of this room to recruit your final party member in the game: Gogo! This man/woman has the ability to mimic the most recent action your party has taken for free, regardless of whether or not Gogo knows that skill, spell, or attack. Essentially, you can abuse just about anything in the game with Gogo. A good example would be to use Dualcast and then cast Quick and Ultima. You can essentially get five casts of Ultima in one turn, and then Gogo can mimic it for five more... for free! On top of that, you can also set Gogo's two elective abilities with anything your other characters can do, which makes Gogo even more versatile! Giving Gogo the Magic and Rage abilities, for instance, can create a great character just as giving him/her the Blitz and Lore abilities could as well. It is commonly believed that Gogo is actually Darill in disguise since her airship was flying over Triangle Island before Setzer took off, and Setzer remarked that he found the Falcon "far away" from the Kohlingen area.

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< .----->
< | ~*~ NEW CHARACTER ALERT ~*~ | >
< |=====| >
< | G O G O (Mimic) | >
< |=====| >
< | "A man shrouded in strange clothing, | >
< | ...Or perhaps a woman? Perhaps not | >
< | even human at all..." | >
< '-----' >
\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/

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To leave, either use the "Teleport" spell or make your way back through the mazes and head north out of the cave in the east. That's it. All of your party members have been found!

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_____|_____|_____|_____
| | |
| \-| | | /-|
| (02.02.05.00)) T H E L A S T E S P E R S ((~lastespers)
| | | \-|
|_____|_____|_____|_____

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O=====O With your party complete at last, it's time to hunt down the last of those elusive espers so that you can stand a chance against the might of Kefka and his minions. While tracking down your party members, you've already received most of the clues leading you toward the espers you have yet to find. The books you found while searching out Cyan will act as a factor in his return to Doma Castle, of course. The clue from the thief at the Cultist's Tower should also lead you toward a secret area beneath the sands of Figaro. And, of course, you still need to defeat the other four legendary dragons. However, this edition of the game has added four extra espers, and you can find three of them now as well. They will be covered at the end of this chapter as the "Greatest Cactus," the "Lord of the Seas," and the "Sword Thief." Well, we have a lot to do still, so let's get to it!

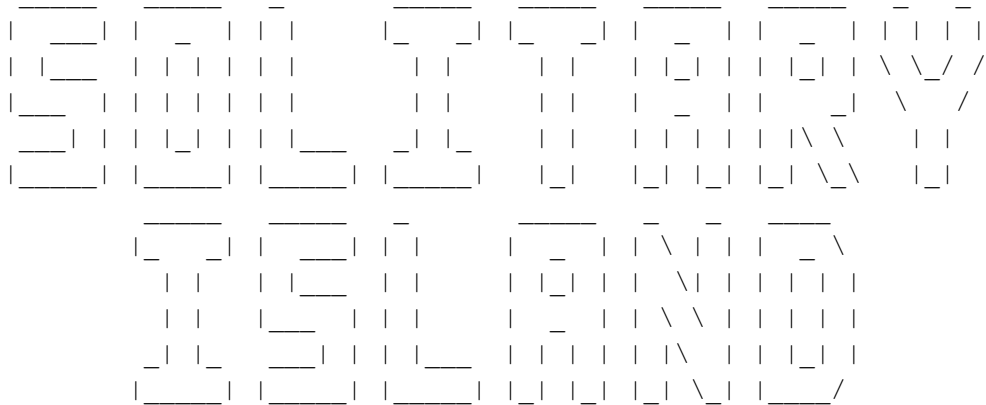
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_____|_____|_____|_____
| | |
| \-| | | /-|
| 02.02.05.01)) C I D ' S L E G A C Y ((~cidlegacy
| | | \-|
|_____|_____|_____|_____

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| Skp | Mis | NAME      | LOCATION                             |
|-----|-----|-----------|--------------------------------------|
|     | \$  | Quetzalli | Solitary Island > washed up on beach |

The first esper to find is back on Solitary Island, the small isle where Cid took care of you after the Cataclysm that changed this to the World of Ruin. The island is located to the west of Albrook and can only be reached with the airship after you've left it on the raft. Now that you have an airship at your disposal, land on the rocky area near the house.



Head to Cid's cabin first. If you managed to rescue him by feeding him enough fast fish earlier, you can speak with him now to hear his thanks to Celes for all she did for him. Otherwise, head south to the beach to spot a magicite crystal that must have washed up recently. Pick it up to claim the esper and then head back to the house and out to your airship to continue your journey for the next esper. That was easy, wasn't it!?

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/\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\
< .----- . >
< | ~*~ NEW ESPER ALERT ~*~ | >
< |=====| >
< | Q U E T Z A L L I (Avian Esper) | >
< |=====| >
< | Known as a bird of paradise in myth | >
< | and legend, Quetzalli has dominion | >
< | over the heavens. | >
< '-----' >
 \/\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\

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| \WALKTHROUGH\ |        | /THE WORLD OF RUIN\ |                  |                    |       | /LAST ESPERS/ |            |
|---------------|--------|---------------------|------------------|--------------------|-------|---------------|------------|
| 02.02.05.02   | ) )    | H I G H             | I N              | T H E              | S K Y | ( (           | ~highinsky |
| -/            |        |                     |                  |                    |       | -/            |            |
| Skp           | Mis    | NAME                | LOCATION         |                    |       |               |            |
|               | \$     | Bahamut             | The Falcon: Deck | > defeat Deathgaze |       |               |            |
| NAME          | HP     | GIL                 | EXP              | RAGE               | LORE  |               |            |
| ??? DEATHGAZE | 55,555 | ---                 | ---              | No                 | Yes   |               |            |

If you speak to the man in the Inn at Jidoor next to the desk, he will tell you about the secret of a monster known as "Deathgaze:" that he can't renew his health between battles. However, you might not have fun into this monster yet. If you've spent some time in your airship flying around, however, you might have already fought him. Basically, if you just cruise through the sky for a while, you'll eventually run into the rare enemy, Deathgaze! This demon roams the skies and can be found multiple times throughout the game depending on whether or not you've defeated it yet. In other words, if you don't defeat it the first time you fight it, the creature will flee and you'll be forced to chase after it. Once you enter battle again, you'll find that the damage you inflicted the last time you fought it has carried over to this battle. This is true every time you fight it, so even if you only do a little bit of damage each time you can eventually defeat it as long as you survive each battle. The problem with defeating it is that you can only fight it for four or five turns before it flies away. Here's the monster's file:

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|=====O=====O=====O=====O=====O=====|
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|
|=====O=====O=====O=====O=====O=====|
| HP: 55,555 | STR: N/A | MAG: 8 | ATT: 35 | GIL: --- |
|-----+-----+-----+-----+-----|
| MP: 38,000 | DEF: 150 | MDF: 170 | STA: N/A | EXP: --- |
|-----+-----+-----+-----+-----|
| LEVEL: 68 | EVA: 30 | MEV: 30 | SPD: N/A | AP: --- |
|=====O=====O=====O=====O=====O=====|
| [W] Fire [] Lightning [] Wind [] Restore [W] Holy |
| [A] Ice [] Water [] Earth [A] Poison [] Evil |
|-----+-----+-----+-----+-----|
| [I] Berserk [I] Death [I] Imp [] Reflect [I] Silence |
| [] Blink [] Doom [] Paling [] Regen [I] Sleep |
| [] Bravery [] Faith [I] Petrify [] Reraise [I] Slow |
| [I] Confuse [*] Float [I] Poison [] Sap [I] Stop |
| [] Counter [] Frozen [*] Protect [*] Shell [] Vanish |
| [I] Darkness [] Haste [] Quick [] Shield [] Zombie |
|=====O=====O=====O=====O=====O=====|
DROPS: ---	STEAL: ---
-----+-----+-----+-----+-----	
KEY ITEM: ---	REQUESTS: ---
=====O=====O=====O=====O=====O=====	
FOUND: The Falcon: Deck	TYPE: ---
-----+-----+-----+-----+-----	
COMMANDS: Attack	LEARN: ---
Aero	
Blizzaga	
Firaga	
Level 5 Death	
Thundaga	
=====O=====O=====O=====O=====O=====	
APPEARANCE: A flying, ethereal spirit damned for eternity	
=====O=====O=====O=====O=====O=====	

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STRATEGY: The battle against Deathgaze will always begin with the monster casting "Level 5 Death" on the party. Make sure you can survive this by not having all your party members as multiples of five level-wise. Now, launch an offensive as quickly and strongly as you can. The monster has no items to steal, so don't waste any time Stealing or Mugging. If you have the Dualcast ability from the Soul of Thamasa item, launch two "Ultima" spells to inflict some serious damage -- possibly 9999 per spell -- which is further enhanced if you have the Gold Hairpin to decrease the cost of each spell on top of that. The battle isn't very difficult as long as you're properly leveled and equipped beforehand.

=====

After the battle ends and Deathgaze fades away at last, a piece of magicite falls from his maw onto the Falcon's deck. It seems that it was the magicite causing his rampage. This is the BAHAMUT esper, a powerful ally indeed. Congratulations, you now control the King of Dragons!

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< .----->
< | ~*~ NEW ESPER ALERT ~*~ | >
< |=====| >
< | B A H A M U T (Dragon Esper) | >
< |=====| >
< | King of the Dragons and Lord of the | >
< | Skies, Bahamut metes out justice to | >
< | those who break the universal laws. | >
< | '-----' | >
< | \ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ | >

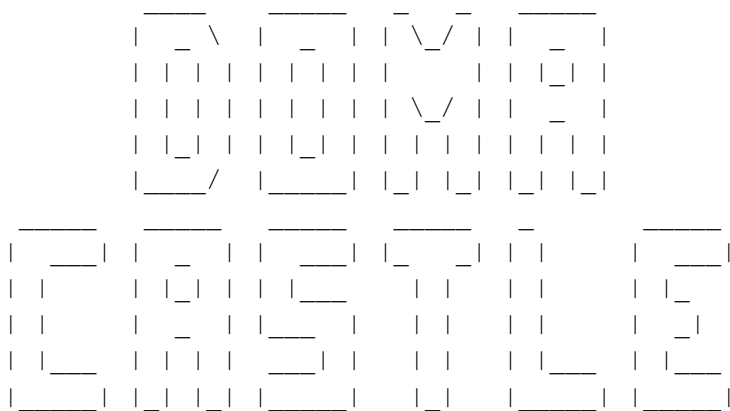
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| \WALKTHROUGH\   |                | /THE WORLD OF RUIN\           |                     |                     |      | /LAST ESPERS/   |      |
|-----------------|----------------|-------------------------------|---------------------|---------------------|------|-----------------|------|
| \-\             |                | /-/                           |                     |                     |      |                 |      |
| 02.02.05.03 ) ) |                | C Y A N ' S N I G H T M A R E |                     |                     |      | ( ( ~cyansnight |      |
| /-/             |                | \-\                           |                     |                     |      |                 |      |
| Skp             | Mis            | NAME                          | HP                  | GIL                 | EXP  | RAGE            | LORE |
| X               | [ ]            | Genji Glove                   | Phantom Train: 2nd  | > crate puzzle      |      |                 |      |
| X               | [ ]            | Lump of Metal                 | Phantom Train: 2nd  | > far left          |      |                 |      |
| X               | [ ]            | Flame Shield                  | Phantom Train: 2nd  | > moving box puzzle |      |                 |      |
| X               | [ ]            | Ice Shield                    | Phantom Train: 3rd  | > couch puzzle      |      |                 |      |
| X               | [ ]            | X-Potion                      | Phantom Train: 3rd  | > couch puzzle      |      |                 |      |
|                 | \$             | Alexander                     | Doma Castle: Throne | > on the throne     |      |                 |      |
| NAME            |                | HP                            | GIL                 | EXP                 | RAGE | LORE            |      |
| 173             | Tumbleweed     | 6,200                         | 1,333               | 2,554               | Yes  | No              |      |
| 208             | Weredragon     | 3,000                         | 731                 | 953                 | Yes  | No              |      |
| 211             | Alluring Rider | 1,200                         | 531                 | 1,323               | Yes  | No              |      |
| 212             | Pandora        | 1,522                         | 461                 | 622                 | Yes  | Yes             |      |
| 213             | Parasite       | 1,000                         | 461                 | 455                 | Yes  | No              |      |
| 214             | Coco           | 3,062                         | 631                 | 1,410               | Yes  | No              |      |
| 323             | CURLAX         | 15,000                        | ---                 | ---                 | No   | No              |      |
| 324             | LARAGORN       | 10,000                        | ---                 | ---                 | No   | Yes             |      |
| 325             | MOEBIUS        | 12,500                        | ---                 | ---                 | No   | No              |      |

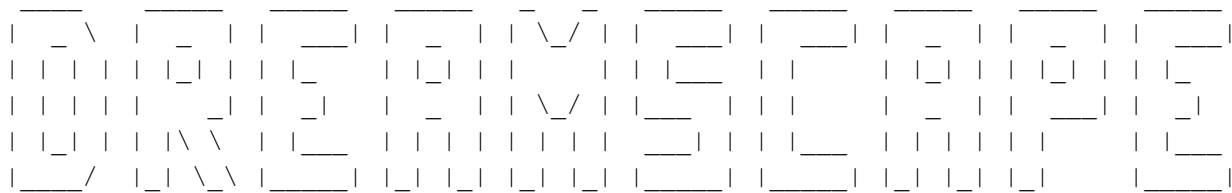
|                                     |        |       |       |     |    |  |
|-------------------------------------|--------|-------|-------|-----|----|--|
| 205 Samurai                         | 3,000  | 791   | 1,545 | Yes | No |  |
| 206 Al Jabr                         | 2,722  | 485   | 890   | Yes | No |  |
| 207 Suriander                       | 2,912  | 435   | 1,150 | Yes | No |  |
| -----+-----+-----+-----+-----+----- |        |       |       |     |    |  |
| 209 Schmidt                         | 3,262  | 441   | 1,253 | Yes | No |  |
| 210 Pluto Armor                     | 2,850  | 629   | 853   | Yes | No |  |
| 215 Io                              | 7,862  | 1,995 | 3,253 | Yes | No |  |
| -----+-----+-----+-----+-----+----- |        |       |       |     |    |  |
| 326 WREXSoul                        | 23,066 | ---   | ---   | Yes | No |  |
| 327 SOUL SAVER                      | 3,066  | ---   | ---   | Yes | No |  |
| =====O=====O=====O=====O=====O===== |        |       |       |     |    |  |

It's time to start following those clues you been receiving throughout the game about sidequests for several characters. One of the first clues you recieved was located in the treasure chest in Cyan's chamber at the peak of Mount Zozo. If you found the five books and spoke with the folks in Maranda, you should have a clue that there's something in Cyan's past that he needs to deal with in order to get on with his life in the present, and the most logical event is the death of his family during the Seige of Doma. With that said, put Cyan in your active party and then head over to Doma Castle.

About the bestiary above: the first entry is for the new monster outside Doma on the world map, the second section can be found in the first areas of the Dreamscape before the Phantom Train section, the third section is on the Phantom Train, the fourth section is found in the Caves area, and the fifth section is found in Doma Castle.



You've already collected all of the treasures in Doma Castle itself if you've followed the guide so far. If not, read the other Doma Castle sections to find all of the treasure chests that might have been blocked by Imperial soldiers if you failed to get them during the World of Balance. For now, head into the main keep, go through either of the lower doors at 5:00 or 7:00, and then enter the right-hand door in this hallway to find a room that the party can rest in. Say "yes" to take a nap here. During Cyan's nap, the rest of the party wakes up. As they try to rouse him, a trio of children enter the room and introduce themselves as Laragorn, Curlax, and Moebius, the Dream Stooges! They claim ownership over Cyan's soul while he remains asleep in Doma Castle. With that, the three boys leap into Cyan's head and the party follows suit, entering Cyan's dream state.



You'll find yourself in a psychedelic area with only one party member available at the moment. You'll be able to see another ally just to the east, but they're unreachable at the moment. Use the save point if you like, and then head west a few steps to find a trio of doors. For now, start by going through the door on the left. This should bring you to an area to the north where one of your other party members is lying on the ground with one of the Dream Stooges standing over them. Go help your ally to learn from the Stooge that they won't fight you until they're all together again. Once you pick up your second party member, go into the door on the upper-right. Now you'll be faced with another choice of doors. Ignore the door on the bottom and choose the one at the top of the map. Finally, in the small room beyond, you have two more doors to choose from. Go into the door on the right to be taken to your third party member. Another of the Dream Stooges runs off and you have three allies now. Head into the only door in this area (on the left) and follow the stairs going left (either set) to find a doorway in the middle of this platform. Go inside to be taken to the last platform area here. Before you approach the door at the heart of this area, make sure you've fought the first group of monsters in the bestiary above. When you're ready, head into the door to be ambushed by the Dream Stooges!

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 | _ | | _ | | _ | | _ |
O=| | | |=| | | |=| |====| |=====O
| | _ < | | | | |___ | |___ | Curlax |
| | | | | | | | | ___| | ___| | -Dream Stooge "Curly"- |
O=| ___ |=| ___ |=| ___ |=| ___ |=====O
|
|=====O=====O=====O=====O=====|
| HP: 15,000 | STR: N/A | MAG: 4 | ATT: 1 | GIL: --- |
|-----+-----+-----+-----+-----|
| MP: 2,000 | DEF: 100 | MDF: 110 | STA: N/A | EXP: --- |
|-----+-----+-----+-----+-----|
| LEVEL: 47 | EVA: --- | MEV: --- | SPD: N/A | AP: 2 |
|=====O=====O=====O=====O=====|
| [A] Fire [] Lightning [] Wind [] Restore [] Holy |
| [W] Ice [W] Water [] Earth [] Poison [] Evil |
|-----+-----+-----+-----+-----|
| [I] Berserk [I] Death [I] Imp [] Reflect [I] Silence |
| [] Blink [] Doom [] Paling [] Regen [] Sleep |
| [] Bravery [] Faith [I] Petrify [] Reraise [I] Slow |
| [I] Confuse [*] Float [I] Poison [] Sap [I] Stop |
| [] Counter [] Frozen [] Protect [] Shell [] Vanish |
| [] Darkness [] Haste [] Quick [] Shield [] Zombie |
|=====O=====O=====O=====O=====|
DROPS: ---	STEAL: ---
-----+-----+-----+-----+-----	
KEY ITEM: ---	REQUESTS: ---
=====O=====O=====O=====O=====	
FOUND: Dreamscape	TYPE: Humanoid
-----+-----+-----+-----+-----	
COMMANDS: Attack	LEARN: "White Wind" Lore
Arise (ally dead)	
Fira (Counter)	
Silence	
Slow	
Stop	
White Wind	
Delta Attack (all)	
=====O=====O=====O=====O=====	

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| APPEARANCE: A twisted human child with pink skin and red pants
|=====
| STRATEGY: This Stooqe prefers to use negative Gray/Status magic on
| your party throughout the battle. If you equipped the
| Hermes Sandals relic on your characters prior to this
| battle, you'll be immune to "Slow" and "Stop." Otherwise,
| this Stooqe is not really that dangerous. Since he has
| the most HP of the three, you may want to whittle him
| down to 10,000 HP so that he's equal to Laragorn in terms
| of health. That way, when you begin your target-all spell
| assault, all three Stooqes will die in one turn to avoid
| the use of "Arise" to bring back their fallen comrades.
| Ideally, you should have Ultima taught to at least two
| party members by now. Use the Dualcast command if you've
| already conquered the Cultist's Tower and cast "Ultima"
| twice with that character and then once more with the
| other ally to do close to 15,000 HP damage if you're at
| a sufficient level. All three Stooqes should die in the
| same turn if successful, avoiding their "Arise" spell.
| However, be careful of their "Delta Attack," which can
| turn one of your allies to stone. As long as all three of
| them live, they can use this command, so be sure to bring
| in a few Gold Needles just in case.
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O=| |_| |=| |_| |=| =====| =====|=====O
| | _ < | | | | ___ | ___ | Laragorn
| | |_| | | |_| | ___ | ___ | -Dream Stooqe "Larry"-
O=| ____|=| ____|=| ____|=| ____|======O
|
|=====O=====O=====O=====O=====
| HP: 10,000 | STR: N/A | MAG: 5 | ATT: 2 | GIL: ---
|-----+-----+-----+-----+-----
| MP: 2,000 | DEF: 90 | MDF: 120 | STA: N/A | EXP: ---
|-----+-----+-----+-----+-----
| LEVEL: 47 | EVA: --- | MEV: --- | SPD: N/A | AP: 2
|=====O=====O=====O=====O=====
| [W] Fire [] Lightning [] Wind [] Restore [] Holy
| [A] Ice [A] Water [] Earth [] Poison [] Evil
|-----+-----+-----+-----+-----
| [I] Berserk [I] Death [I] Imp [] Reflect [] Silence
| [] Blink [] Doom [] Paling [] Regen [I] Sleep
| [] Bravery [] Faith [I] Petrify [] Reraise [] Slow
| [] Confuse [*] Float [I] Poison [] Sap [] Stop
| [] Counter [] Frozen [] Protect [] Shell [] Vanish
| [] Darkness [] Haste [] Quick [] Shield [] Zombie
|=====O=====O=====O=====O=====
DROPS: ---	STEAL: ---
-----+-----+-----+-----+-----	
KEY ITEM: ---	REQUESTS: ---
=====O=====O=====O=====O=====	
FOUND: Dreamscape	TYPE: Humanoid
-----+-----+-----+-----+-----	
COMMANDS: Attack	LEARN: ---
Arise (ally dead)	
Blizzara (Counter)	
Delta Attack (all)	
=====O=====O=====O=====O=====	

```

| APPEARANCE: A mischevious child wearing blue pants  
|=====|  
| STRATEGY: Of the three Dream Stooges, Laragorn is the easiest to  
| fight. He doesn't seem to cast any spell except these:  
| "Arise" when an ally is dead, "Blizzara" when attacked,  
| and "Delta Attack" occasionally when all his allies are  
| alive. Since he has the lowest amount of HP to start, use  
| him as a guide to bring the others to an equal HP level.  
|=====O

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| APPEARANCE: A snobbish child wearing yellow pants  
|=====|  
| STRATEGY: While Curlax focused on using negative Gray/Status magic,  
| Moebius prefers to cast positive Gray/Status magic on his  
| allies to help them out instead. With an arsenal of Gray  
| spells like "Haste," "Protect," and "Shell," he can keep  
| his allies buffed at all times. He counterattacks with  
| his absorbing element just like the others, but he can  
| also counterattack with his three Gray spells as well!  
| For this reason, you might want to just leave his HP at  
| full to avoid him spamming his buffs on his allies to  
| make the battle easier. All three Stooges will fall to-



```

| gether or not at all, so focus your target-all spells at |
| the end and hope for the best! Good luck! |
O=====O

```

After the battle, the door remains open, allowing you passage deeper into the subconscious realm of Cyan's mind.

```

_____ .----- ._____ /
|_____)===== ((DREAMSCAPE: PHANTOM TRAIN) _____)===== (_____ /
/ "-----"

```

As you would expect, Cyan seems focused on the events following the Seige of Doma. The party will awaken on the Phantom Train once through the door, but this version of the Phantom Train isn't quite the same as the original, as you'll find out once you head into the cars. For now, head left to begin your trek to the engine again. Use the save point if you need/want to and then continue west. As you progress, you'll be able to watch the original journey of Cyan and company through the train as sprites in the background. After Cyan and the ghost head into the car on the left, follow after them.

Inside is your first puzzle. Equip the Sprint Shoes relic on one of your party members first, and then pull the switch on the wall near the entrance. You'll see the crate to the left of the treasure chest drop down one space. Now, you need to sprint south, then west, then north to go around the sofa and open the treasure chest from the space that just opened up before the crate resets itself, but you only have a moment, which is why I recommended the Sprint Shoes. Inside is a GENJI GLOVE! You may want to take off the Sprint Shoes now to make maneuvering easier again.

The next puzzle is just to the left. You'll spot an opened treasure chest just below an unopened one. However, when you try to go around the opened treasure chest to get to the one above, it will move to block you every time. The only way to get past this puzzle is to open the treasure chest on the far left side of the room to find a LUMP OF METAL inside. Now, place this item in the moving chest to weigh it down. Now you can go around it to open the treasure chest above for a FLAME SHIELD. Before you move on, read the diary on the table to learn that it would be wise to memorize the "positions." Now, pull the switch on the wall above the treasure chest puzzle to show the solution you'll have to input soon:

```

[] = Opened Chest [][][X]
[X] = Closed Chest [X][X][]

```

Head west and go through the door into the next car in line. You'll see several switches on the northern wall of the train car. When you pull one, it will move one of the couches in the room to accomodate passage to either a treasure or another switch. Start by pulling the first switch on the right to split the couch to the left into two sections. Now you can access the treasure chest to the left from above for an ICE SHIELD. Then, pull the third switch to lower the crates to the right and then pull the first switch again to move the couch back into position. Now that the crates are moved, you can slip past the couch and pull the second switch that was blocked by the couch earlier to open the way to the other half of this car. Finally, pull the first switch to move the couch again and then pull the third switch to move the crates back as well. Now you can walk beneath the crates and past the couches. Don't forget to pick up the X-POTION in the chest below the first couch along the way. Below is a map of the area in case you're confused:

\_\_\_\_\_ 3rd \_\_\_\_\_ 2nd \_\_\_\_\_ 1st

```

[a] = X-Potion |_ | |__| | __ |
[b] = Ice Shield | | | | | | | | |
[_] = Crate |_ |__ | | | | | |
 | |_|[b]|__|[] () | |
 | | [] | |
 |_ | [a]

```

Now, you just need to input the code into the treasure chests to the left to open the way forward. Close the two chests on the lower level to the left and the chest on the upper right, then pull the lever above. In the next car, use the save point if you like and restore HP and MP with a Tent before moving on. Make sure you've fought all of the enemies listed in the second portion of the bestiary section here, and then head into the engine room. Pull the switch on the right to even them all out again and head back out of the engine room.

```

__ \
_____).-----.(____(DREAMSCAPE: CAVE)____)=====(____ \
/_____)=====
 "-----"

```

You'll find yourself in Magitek Armor now. While your regular party members only have access to the commands that Biggs and Wedge did in the Prologue, if you have Terra in your party you'll have access to all of her commands when she was known as ??? such as Confuser and Magitek Missile! In the first cave, just head south and watch as Cyan is chased through his dreams some more. Outside the mine, follow the ledge east and then north into the mountains again. In the caves you can fight three new monsters: Pluto Armor, Io, and Schmidt. After entering this cave, just head back out to suddenly appear in a new area. If you attempt to explore the cave instead, you'll just end up in an infinite loop until you head out of the cave right after entering it. When you try to cross the bridge in this new area, the Magitek Armor will cause the boards to snap, and you drop into the chasm below.

```

__ \
_____).-----.(____(DREAMSCAPE: DOMA CASTLE)____)=====(____ \
/_____)=====
 "-----"

```

Just when things seem to be back to normal (except for the sepia screen, of course), Owain and Elayne appear before the party to beg that you save Cyan's soul. They explain that a monster formed from the souls of the damned known as Wrexsoul is possessing Cyan. Now, where would Cyan be? Perhaps where his family once lived? Go visit his room to view a scene between the couple. When they disappear, you need to chase him down again. The only other important event in the castle was the death of the king, so perhaps you should check out the Throne Room! You'll find Cyan laying where the throne was and Wrexsoul looming over him.

```

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O=| | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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 | | | | | | | | | | | | | | | | | | | | | | | | | | | |
 |=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====
 | HP: 23,066 | STR: N/A | MAG: 5 | ATT: 27 | GIL: --- |
 |-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
 | MP: 5,066 | DEF: 70 | MDF: 220 | STA: N/A | EXP: --- |
 |-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
 | LEVEL: 53 | EVA: --- | MEV: --- | SPD: N/A | AP: 7 |
 |=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====
 | [A] Fire [] Lightning [] Wind [] Restore [A] Holy |

```

```

[W] Ice [] Water [] Earth [] Poison [] Evil
[I] Berserk [I] Death [I] Imp [] Reflect [I] Silence
[] Blink [] Doom [] Paling [] Regen [I] Sleep
[] Bravery [] Faith [I] Petrify [] Reraise [I] Slow
[I] Confuse [] Float [I] Poison [] Sap [I] Stop
[] Counter [] Frozen [] Protect [] Shell [] Vanish
[] Darkness [] Haste [] Quick [] Shield [] Zombie

```

```

=====o=====
DROPS: Guard Bracelet	STEAL: Memento Ring
-----+-----	

```

```

| KEY ITEM: --- | REQUESTS: ---
|-----o-----|

```

```

| FOUND: Dreamscape: Doma Castl | TYPE: ---
|-----+-----|

```

```

| COMMANDS: Attack | LEARN: ---
| Fury |
| Thundaga |
|-----o-----|

```

```

APPEARANCE: A diabolic devil wrapped in flames and wicked halos

```

```

| STRATEGY: The boss will give you a clue as to how to defeat it before
| the battle begins: "I'll possess one of your bodies! Perhaps
| I'll return to this form once you've expired..." Basically,
| Wrex soul will possess someone in the party. Now, your job is
| to kill off one character at a time until he reappears.
| During this time, the party will be at the mercy of Soul
| Saver's attacks as well, so be careful. Once you kill off
| the right character, Wrex soul will reappear. Now, focus all
| your attacks on him until he possesses your party again.
| Now, repeat the process again. It may help to use the "Death"
| spell to make killing your party a little quicker. Eventually,
| Wrex soul will fall. You can also cast "Banish" on it to
| instantly win, by the way, but what's the fun in that.

```

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=====o=====

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O=| _ | |=| _ | |=| _ | |=| _ | |=====|-----o
|

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|-----o-----o-----o-----o-----|
| HP: 3,066 | STR: N/A | MAG: 3 | ATT: 50 | GIL: ---
|-----+-----+-----+-----+-----|

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| MP: 566 | DEF: 150 | MDF: 175 | STA: N/A | EXP: ---
|-----+-----+-----+-----+-----|

```

```

| LEVEL: 41 | EVA: --- | MEV: --- | SPD: N/A | AP: ---
|-----o-----o-----o-----o-----|

```

```

| [A] Fire [] Lightning [] Wind [] Restore [A] Holy
[W] Ice [] Water [] Earth [] Poison [] Evil

```

```

| [] Berserk [] Death [I] Imp [] Reflect [] Silence
| [] Blink [] Doom [] Paling [] Regen [I] Sleep
| [] Bravery [] Faith [I] Petrify [*] Reraise [] Slow
| [] Confuse [] Float [I] Poison [] Sap [I] Stop
| [] Counter [] Frozen [] Protect [] Shell [] Vanish
| [] Darkness [] Haste [] Quick [] Shield [] Zombie

```

```

=====O=====
DROPS: ---	STEAL: ---
-----+-----	
KEY ITEM: ---	REQUESTS: ---
-----O=====	
FOUND: Dreamscape: Doma Castl	TYPE: Humanoid
-----+-----	
COMMANDS: Cure	LEARN: ---
Reflect	
Thundaga	
-----O=====	
APPEARANCE: A masked face wringed in flames	
-----O=====	
STRATEGY: The Soul Savers are eternal beings. If you defeat one, it	
will come back to life in seconds, which is why I marked	
it as Auto-Reraise in the status affinities section. You	
should defeat one just to get it in your bestiary before	
defeating Wrexsoul.	
-----O=====	
O=====O

```

After the battle, Cyan will have the final reunion with his family that he has searched for ever since the Seige of Doma. Elayne assures Cyan that even if he can't stop their deaths, he still retains his honor, and they love him for the compassion he's showed in trying to save them even if it can't be. Their souls fade away and turn into a blinding light which travels north. The camera will pan up as the scene ends to reveal a sword stuck into the ground and a magicite crystal seated on the vacant throne. After Cyan wakes up, he casts away his doubt and regret and gains his full power at last. Now, you can use his eighth and final Bushido skill, "Oblivion."

```

When you gain control again, go /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\
explore the Throne Room again to < .----- . >
pick up the magicite crystal be- < | ~*~ NEW ESPER ALERT ~*~ | >
longing to the esper ALEXANDER. < |=====| >
With that, you've finally freed < | A L E X A N D E R (Holy Esper) | >
Cyan from his binding past and < |=====| >
brought justice to his family < | Protector of the souls of martyrs, | >
and king. And you found an esper < | Alexander and his famed white wings | >
in the process. Now, onto the < | bring the righteous to the heavens. | >
next task! < '-----' >
 /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\

```

| \WALKTHROUGH\       | /THE WORLD OF RUIN\             | /LAST ESPERS/                          |
|---------------------|---------------------------------|----------------------------------------|
| \-\                 | /-/                             |                                        |
| 02.02.05.04 ) )     | T H E A N C I E N T C A S T L E | ( ( ~ancient                           |
| /-/                 |                                 | \-\                                    |
|                     |                                 |                                        |
| ===O===O=====O===== |                                 |                                        |
| Skp Mis             | NAME                            | LOCATION                               |
| ===O===O=====O===== |                                 |                                        |
| [ ]                 | Wing Edge                       | Cave to the Ancient > 1st room, SW     |
| [ ]                 | Hi-Ether                        | Cave to the Ancient > 1st room, SE     |
| [!]                 | Gladius                         | Cave to the Ancient > 2nd room, E      |
| [ ]                 | Death Tarot                     | Cave to the Ancient > 2nd room, middle |
| [ ]                 | X-Potion                        | Cave to the Ancient > 3rd room, W      |
| [ ]                 | Magicite Shard                  | Cave to the Ancient > 3rd room, S      |

```

			[!] Master's Scrol	Ancient Castle > W arch room	
			[] Punisher	Ancient Castle > E arch room	
			$ Odin	Ancient Castle: Thr > examine statue	
			[] Blizzard Orb	Ancient Castle > N of Throne Room	
			[] Gold Hairpin	Ancient Castle > N of Throne Room	
			_/ X-Ether	Ancient Castle: Lib > check the bucket	
			$ Raiden	Ancient Castle: Dun > examine the queen	

```

```
| |===O===O=====O=====|
```

```
| |=====O=====O=====O=====O=====O=====|
```

| NAME                | HP     | GIL    | EXP   | RAGE | LORE |
|---------------------|--------|--------|-------|------|------|
| 218 Figaro Lizard   | 4,220  | 554    | 1,219 | Yes  | No   |
| 219 Devil           | 5,555  | 960    | 2,189 | Yes  | Yes  |
| 220 Enuo            | 4,635  | 968    | 1,429 | Yes  | Yes  |
| 328 MASTER TONBERRY | 22,000 | ---    | ---   | No   | Yes  |
| -----               |        |        |       |      |      |
| 216 Armored Weapon  | 9,200  | 1,189  | 5,848 | Yes  | No   |
| 217 Lunatys         | 4,020  | 465    | 1,504 | Yes  | No   |
| 329 SAMURAI SOUL    | 37,620 | 30,000 | ---   | No   | No   |
| 338 BLUE DRAGON     | 26,900 | 3,800  | ---   | No   | Yes  |

Now it's time to follow up on the clue that there's a secret beneath the sands of Figaro. The only way to get beneath the sands of Figaro is via Figaro Castle, so head for the castle first. It should still be outside Kohlingen if you last left it to go to Darill's Tomb. Head into the castle.

```

_____ .-----_._____/
_____)===== ((FIGARO CASTLE))===== (_____/
/_____ "-----" \

```

Speak with the engineer to steer the castle back toward Figaro. A short way along the trip, the castle runs into a rough stratum. Choose to "stop here" and go investigate. This must be the secret beneath the sands. Do you remember how you got into the castle last time it was buried in the sand? The dungeon! Head to the dungeon and check out the opening in the back of the rightmost cell to find a new area.

```

_____ .-----_._____/
_____)===== ((CAVE TO THE ANCIENT CASTLE))===== (_____/
/_____ "-----" \

```

Start by heading down to the bottom of the screen to find a treasure chest here that contains a WING EDGE. Now, head to the lower-right side of the screen to find another treasure chest, this one with an HI-ETHER. Now, head to the right and move down through the exit to the south to enter the next area. You'll find yourself in an isolated section of the next cave with a treasure chest in the middle of the area. Beware of opening it because you'll be fighting one of the toughest boss fights in the game: Master Tonberry!

```

| _ | | _ | | _ | | _ |
O=| _| |=| | | |=| |====| |=====O
| | _ < | | | | | _ | | _ | Master Tonberry |
| | | _ | | | | _ | | _ | | -King of the Tonberries- |
O=| ____|=| ____|=| ____|=| ____|=|====O
|

```

```

=====o=====o=====o=====o=====
| HP: 22,000 | STR: N/A | MAG: 9 | ATT: 13 | GIL: --- |
|-----+-----+-----+-----+-----|
| MP: 1,200 | DEF: 100 | MDF: 165 | STA: N/A | EXP: --- |
|-----+-----+-----+-----+-----|
| LEVEL: 73 | EVA: --- | MEV: --- | SPD: N/A | AP: 5 |
|=====o=====o=====o=====o=====|
| [?] Fire [?] Lightning [?] Wind [] Restore [?] Holy |
| [?] Ice [?] Water [?] Earth [?] Poison [?] Evil |
|-----+-----+-----+-----+-----|
| [I] Berserk [I] Death [I] Imp [] Reflect [I] Silence |
| [] Blink [] Doom [] Paling [] Regen [] Sleep |
| [] Bravery [] Faith [I] Petrify [] Reraise [] Slow |
| [I] Confuse [] Float [] Poison [] Sap [I] Stop |
| [] Counter [] Frozen [] Protect [] Shell [] Vanish |
| [] Darkness [] Haste [] Quick [] Shield [] Zombie |
|=====o=====o=====o=====o=====|
| DROPS: Gladius | STEAL: Megalixir |
| --- | Elixir |
|-----+-----+-----+-----+-----|
| KEY ITEM: --- | REQUESTS: --- |
|=====o=====o=====o=====o=====|
| FOUND: Cave to the Ancient Ca | TYPE: --- |
|-----+-----+-----+-----+-----|
COMMANDS: Attack	LEARN: "Traveler" Lore
Barrier Change	
Traveler (counter)	
=====o=====o=====o=====o=====	
APPEARANCE: A blue tonberry with the usual lantern and knife	
=====o=====o=====o=====o=====	
STRATEGY: This will be a very difficult fight if you don't know	
what to do here! Make sure you have at least one way to	
heal throughout this battle because you're going to need	
it if you fight a normal battle! If you attack Master	
Tonberry with any attack or spell, he will counter with	
the "Traveler" Lore, which can do nearly 1,500 HP damage	
on one character! For this reason, you'll need to heal	
between every attack or risk characters dying on you. If	
you're at a level too low to survive Traveler, expect to	
revive a lot! There are a few options, though, that can	
ease the pain. While the Barrier Change ability allows	
Master Tonberry to change his elemental affinities at	
will, you can use spells like "Flare" and "Ultima" to in-	
flict a lot of damage in one turn without him absorbing	
it by accident. Even better is Strago's "Grand Delta"	
Lore (which you haven't learned yet unless you skipped	
ahead) that deals decent damage and doesn't even elicit a	
counterattack! However, the boss you have to fight to get	
"Grand Delta" has a lot of HP, so it's a toss-up as to	
whether it's easier to get the Lore of just defeat Master	
Tonberry the normal way. However, by far the easiest way	
to win this fight is to Dualcast two "Ultima" spells and	
then cast another one (or Flare) your next turn. He'll be	
lucky to get one turn in before he dies because "Ultima"	
on one enemy will most likely inflict 9999 damage each	
time! One round should do him in easily.	
=====o=====o=====o=====o=====	

```

After claiming the Gladius from the battle (equip it if you like), head back to the first chest you opened and go south through that exit to enter the other

half of the second cave. Follow the path to the lower-right and open the chest here for a DEATH TAROT. Next, head west by passing just above the southern wall to find a set of stairs to the left. Take them up and then northwest to find a secret passage leading west.

In the next room, head west before going down the long set of stairs. You'll find a treasure chest with an X-POTION inside. Now, head south a bit to find another chest with a MAGICITE SHARD. Finally, you can head down the long set of stairs.

```
_____.-----.____/
(=====) ((ANCIENT CASTLE)) (=====) (____/
/ "/
```

As soon as you head north toward the Ancient Castle, you'll view a scene where several soldiers make a last stand against an esper attack. Terra explains that this castle is the site of a battle during the War of the Magi one-thousand years ago. The scene returns to the Chancellor of the castle ordering the issue of Odin in battle, even though he's too weak to survive. In battle, Odin cuts his way through any enemy that gets in his way until a magus, presumably summoning the opposing esper, manages to petrify him.

Once the flashback ends, head up toward the castle but don't enter the main door. Do you see the two arches to the left? Head into either of those to find a secret area in the castle with a treasure chest. Attempting to open it cues a battle against another boss!

```
 | | | |
O=|_|_|=|_|_|=|=====|=====0
| | _ < | | | | ___ | ___ | Samurai Soul |
| | |_| | | |_| | ___ | ___ | -Daimyo Samurai Lord- |
O=|_|_|=|_|_|=|_|_|=|_|_|=|=====0
|
|=====o=====o=====o=====o=====|
| HP: 37,620 | STR: N/A | MAG: 11 | ATT: 25 | GIL: --- |
|-----+-----+-----+-----+-----|
| MP: 7,400 | DEF: 115 | MDF: 175 | STA: N/A | EXP: --- |
|-----+-----+-----+-----+-----|
| LEVEL: 61 | EVA: 20 | MEV: --- | SPD: N/A | AP: 5 |
|=====o=====o=====o=====o=====|
| [] Fire [] Lightning [] Wind [] Restore [] Holy |
| [] Ice [] Water [] Earth [W] Poison [] Evil |
|-----+-----+-----+-----+-----|
| [I] Berserk [I] Death [I] Imp [] Reflect [I] Silence |
| [*] Blink [] Doom [] Paling [] Regen [I] Sleep |
| [] Bravery [] Faith [I] Petrify [] Reraise [I] Slow |
| [] Confuse [] Float [] Poison [] Sap [I] Stop |
| [] Counter [] Frozen [] Protect [] Shell [] Vanish |
| [] Darkness [] Haste [] Quick [] Shield [] Zombie |
|=====o=====o=====o=====o=====|
| DROPS: Master's Scroll | STEAL: Murakumo |
| --- | Murasame |
|-----+-----+-----+-----+-----|
| KEY ITEM: --- | REQUESTS: --- |
|=====o=====o=====o=====o=====|
| FOUND: Ancient Castle | TYPE: Humanoid |
|-----+-----+-----+-----+-----|
COMMANDS: Attack	LEARN: "1000 Needles" Lore
Flame Scroll	
Lightning Scroll	
```

```

Water Scroll	
1000 Needles	
Assassin Blade	
Gale Cut	
Shockwave	
=====O=====	
APPEARANCE: A samurai dressed in a purple kimono	
=====	
STRATEGY: This is a pretty straightforward battle for the most part	
since Samurai Soul doesn't have any especially strong	
attacks. In fact, the "1000 Needles" Lore is probably the	
most damaging, although the scrolls can inflict about 500	
HP damage to every member of your party. I would recom-	
mend dedicating one character to healing the entire party	
either every round or every other round while the rest of	
the party uses their strongest attacks and spells to	
bring down the daimyo as quickly as possible. About half-	
way through the battle, Samurai Soul will increase his	
power (read: stats), and he's essentially in Auto-Blink	
mode, which allows him to evade your attacks more often.	
He also has a chance of using the "Assassin Blade" attack	
to instantly kill one of your characters, but that can be	
remedied with Reraise or the Safety Bit relic.	
O=====O

```

Your reward for this battle is the incredible relic, the MASTER'S SCROLL! This awesome relic allows most of one of your party members to attack four times in one turn! Yes, four times. Equip this immediately on your strongest attacker (or your weakest if you want to make them more useful, I suppose) right away. In addition, if you also equip the Genji Glove relic to equip two weapons, that will actually double your attacks. Yes, eight attacks now! If you can't beat the game with a person doing eight attacks by now, you're doing something very wrong. What's also nice about this combination is that the Master's Scroll allows you to target multiple enemies (although randomly), so you can actually clear the entire battlefield in one round with regular attacks this way instead of being forced to use target-all magic.

Now, head out of this room and go to the other side of the main door to find an arch here you can head through as well. In the room beyond the arch, open the treasure chest for a PUNISHER. Now you can head back out and finally take the main doorway into the keep. Inside, just head north because the first room is empty.

```

_____ .----- ._____ /
|_____)===== (_____ (ANCIENT CASTLE: THRONE ROOM) _____)===== (_____ /
|_____ "-----" _____ \

```

```

Head to the top of the Throne Room to spot the statue of Odin near the thrones. Examine the statue to watch it crumble away into a magicite crystal for the esper ODIN. Originally, this esper was the only one to grant the party the Level-Up Bonus for Speed, which made him indispensable until you either maxed out your Speed or were at least satisfied with it. However, Odin must be sacrificed to gain another esper in this castle. Basically, you can

```

```

/\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\
< .----- . >
< | ~*~ NEW ESPER ALERT ~*~ | >
< |=====| >
< | O D I N (Death Esper) | >
< |=====| >
< | A powerful horseman wielding the | >
< | dread sword Zantetsuken, Odin led a | >
< | final defense to save his beloved. | >
< '-----' >
 /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\

```



either have Odin or the esper to come, but not both. Don't worry about losing the Speed bonus, though, because one of the four new espers in this edition has a Level-Up bonus of +2 to Speed, which is even better than Odin's +1. Plus, Odin teaches the "Meteor" spell, but you can also learn this from another esper to come at ten times the speed, so don't worry about that either.

Before you go exploring outside this room, there is a secret switch nearby that might be hard to find unless you happen to examine every step you take here. Also, if you happen to go back to Figaro Castle and rise above the sand, you can speak with someone in the Library to learn that there's a secret five steps beneath where the queen stands. Well, the queen's throne is on the right, so head down five steps just as it says and then examine the floor here to hear a click. Now, head north to find two arches to the right of the thrones. Head north through the left arch to find a hidden room beyond. Inside the room are two chests that contain a BLIZZARD ORB and a GOLD HAIRPIN. Then head back into the Throne Room.

```

___ .-----_. ___/
)===== ((ANCIENT CASTLE: LIBRARY))===== (___/
 / "-----" \

```

Now, head to the room on the right side of the throne room (you'll have to go east and then south into the indent in the wall here because the room is actually downstairs). In this room, you'll find a bookshelf with a sparkle on it. Examine the books here to discover the Queen's Diary. Reading it reveals that the queen was in love with Odin and that she was going to reveal her feelings to him once the battle was over. However, Odin didn't survive the battle, nor did the queen. Terra remarks that this proves that a human and an esper can fall in love. Now, check the bucket to the right to discover an X-ETHER inside. As long as you pulled the switch and examined the bookshelf already, there should now be a staircase leading even deeper into the Ancient Castle. Head downstairs.

```

___ .-----_. ___/
)===== ((ANCIENT CASTLE: DUNGEON))===== (___/
 / "-----" \

```

This room contains another of the legendary dragons. If you feel like fighting it, go ahead.

|                               |        |         |  |      |           |  |                          |         |   |
|-------------------------------|--------|---------|--|------|-----------|--|--------------------------|---------|---|
|                               |        |         |  |      |           |  |                          |         |   |
| O=                            | _      | =       |  | =    | =====     |  | Blue Dragon              | =====   | O |
|                               |        | <       |  |      |           |  | -Legendary Water Dragon- |         |   |
| O=                            |        | =       |  | =    | =====     |  |                          | =====   | O |
|                               |        |         |  |      |           |  |                          |         |   |
| =====O=====O=====O=====O===== |        |         |  |      |           |  |                          |         |   |
|                               | HP:    | 26,900  |  | STR: | N/A       |  | MAG:                     | 10      |   |
|                               | ATT:   | 13      |  | GIL: | ---       |  |                          |         |   |
| -----+-----+-----+-----+----- |        |         |  |      |           |  |                          |         |   |
|                               | MP:    | 3,800   |  | DEF: | 110       |  | MDF:                     | 150     |   |
|                               | STA:   | N/A     |  | EXP: | ---       |  |                          |         |   |
| -----+-----+-----+-----+----- |        |         |  |      |           |  |                          |         |   |
|                               | LEVEL: | 65      |  | EVA: | ---       |  | MEV:                     | ---     |   |
|                               | SPD:   | N/A     |  | AP:  | 10        |  |                          |         |   |
| =====O=====O=====O=====O===== |        |         |  |      |           |  |                          |         |   |
|                               | [ ]    | Fire    |  | [W]  | Lightning |  | [ ]                      | Wind    |   |
|                               | [ ]    | Ice     |  | [A]  | Water     |  | [ ]                      | Earth   |   |
| -----+-----+-----+-----+----- |        |         |  |      |           |  |                          |         |   |
|                               | [I]    | Berserk |  | [I]  | Death     |  | [I]                      | Imp     |   |
|                               | [ ]    | Blink   |  | [ ]  | Doom      |  | [ ]                      | Paling  |   |
|                               | [ ]    | Bravery |  | [ ]  | Faith     |  | [I]                      | Petrify |   |
|                               | [I]    | Confuse |  | [ ]  | Float     |  | [ ]                      | Poison  |   |
|                               | [ ]    | Sap     |  | [I]  | Stop      |  |                          |         |   |



| Skp | Mis | NAME       | LOCATION                                |
|-----|-----|------------|-----------------------------------------|
|     |     | \$ Cactuar | World Map: Maranda > desert to the west |

| NAME          | HP     | GIL   | EXP | RAGE | LORE |
|---------------|--------|-------|-----|------|------|
| 345 GIGANTUAR | 30,000 | 1,111 | --- | No   | Yes  |

If you spent some time fighting Cactuars earlier, you might have accidentally run into the Gigantuar, a huge cactus. This is one of the new monsters added to this version of the game. The fight against this creature can be daunting, though, because of the advanced tactics it uses and the powerful attacks that it has access to. Of course, there are some ways to prepare for this battle in order to make things easier on the party.

1. SURVIVING 10,000 NEEDLES - the boss has a nasty attack where it uses ten "1,000 Needles" attacks in a row, which will decimate the party if you aren't prepared for it. Basically, it will focus on one character until that character dies and then it will randomly select its next target. If you're where I am in the game level-wise, your party is probably between 45 and 50. That means that most of your characters will survive four or five of these attacks before falling if they have maximum HP. Now, if you have Reraise on all four characters, that means that there's a guaranteed loss of at least two Reraises and the possible death of one character if he randomly selects that reraised character again. Otherwise, if at least one person is in the air by using the Jump command (from the Dragoon Boots or the Quetzalli esper), they can avoid the attack entirely, but that takes some luck in knowing when the attack is coming. The same is true for the "Knockdown" attack, which will do between 4,500 and 8,000 HP damage to one character.
2. SURVIVING 1,000 NEEDLES - the other problem is the boss's penchant for using "1,000 Needles" almost every turn. Unless you can heal over 1,000 HP with one cast of "Curaga," you'll have to either rely on evasion tactics like Jump or the use of full-restore items like Elixirs and X-Potions. You can also equip several things such as the Angel Ring to inflict the Auto-Regen status, the Green Beret to boost your HP by 12,5%, or the Red Cap to boost your HP by 25%.

Here's the usual sheet to help you get through the battle:

| Player |     | Enemy  |     |
|--------|-----|--------|-----|
| HP     | STR | HP     | STR |
| 30,000 | N/A | 30,000 | N/A |
| 4,500  | 200 | 30,000 | N/A |
| 91     | 200 | 30,000 | N/A |

| Player |     | Enemy  |     |
|--------|-----|--------|-----|
| HP     | STR | HP     | STR |
| 30,000 | N/A | 30,000 | N/A |
| 4,500  | 200 | 30,000 | N/A |
| 91     | 200 | 30,000 | N/A |

| Player |     | Enemy  |     |
|--------|-----|--------|-----|
| HP     | STR | HP     | STR |
| 30,000 | N/A | 30,000 | N/A |
| 4,500  | 200 | 30,000 | N/A |
| 91     | 200 | 30,000 | N/A |

```

=====O=====O=====O=====O=====O=====O=====O=====
| [I] Fire [] Lightning [] Wind [] Restore [] Holy |
[] Ice [A] Water [] Earth [] Poison [] Evil
[I] Berserk [I] Death [I] Imp [] Reflect [I] Silence
[] Blink [] Doom [] Paling [] Regen [I] Sleep
[] Bravery [] Faith [I] Petrify [] Reraise [I] Slow
[I] Confuse [] Float [I] Poison [] Sap [I] Stop
[] Counter [] Frozen [] Protect [] Shell [] Vanish
[I] Darkness [] Haste [] Quick [] Shield [] Zombie

DROPS: ---

-----+-----
KEY ITEM: ---

FOUND: World Map: Maranda Des
-----+-----
COMMANDS: Attack
1000 Needles
Knockdown

APPEARANCE: A gigantic cactus towering over the desert around it

STRATEGY: Check out the tips above for more information on sur-
viving the strong attacks from this king of the cacti.
Basically, keep Reraise on at least one person at all
times for safety's sake and try to use the Jump command
as well to avoid an untimely end if you can.

O=====O=====O=====O=====O=====O=====O=====O=====

```

After the battle, the party ends up alone in the desert. However, there is something shining in the dunes. It turns out to be a magicite crystal (of course) for the newest member of your esper team, CACTUAR! Too bad he isn't the giant cactus you just fought though. Congratulations. Now, onto the next of the new espers.

```

/\
< .----->
< | ~*~ NEW ESPER ALERT ~*~ | >
< |=====| >
< | C A C T U A R (Cactus Esper) | >
< |=====| >
< | Guardian of the deserts, Cactuar was | >
< | once known as the Great Haboob and | >
< | was revered as an ancient deity. | >
< '-----' >
/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\

```

```

_____\WALKTHROUGH_____ /THE WORLD OF RUIN_____ /LAST ESPERS/
| \-\ /- / |
| 02.02.05.06)) LORD OF THE SEAS ((~lordofseas |
| /- / \-\ |
	=====						
	Skp	Mis	NAME	LOCATION			
	=====						
		$ Leviathan	World Map: Sea > take a ship ride				
	=====						
	=====						
	NAME	HP	GIL	EXP	RAGE	LORE	
	=====						

```

```
| 346 LEVIATHAN | 32,000 | 10,000 | --- | No | Yes |
|=====O=====O=====O=====O=====O=====
|_____
|
|
```

Do you remember the man in South Figaro that mentioned a problem in the seas when taking a ship between Figaro and Nikeah? Well, it's finally time to investigate this mystery. Land your airship outside South Figaro or Nikeah and prepare your party for a tough battle against Leviathan, the water-based fiend. If you have equipment that absorbs Water-based attacks and magic, equip it! If you have weapons that deal Thunder-based damage and are fairly strong, equip them too!

WARNING: If you didn't get the "Water Harmony" Dance with Mog earlier, this is your only other chance to get it! Make sure to put him in your party if you need that Dance still! In addition, this is also a great time to learn the "Tsunami" Lore if you didn't have it already, so bring Strago as well if you still need it.

Now, board the ferry from either port and start your journey by ship to the other city. Halfway across the ocean, the party will be ambushed by the great sea serpent himself!

```
 | _ | | _ | | _ | | _ |
O=| | _ | |=| | | |=| |====| |=====O
| | _ < | | | | |___ | |___ | Leviathan
| | | _ | | | _ | | ___ | | ___ | -Lord of the Seas-
O=| ___ | |=| ___ | |=| ___ | |=| ___ |=====O
|
|=====O=====O=====O=====O=====
| HP: 32,000 | STR: N/A | MAG: 14 | ATT: 22 | GIL: 10,000
|-----+-----+-----+-----+-----
| MP: 7,000 | DEF: 140 | MDF: 120 | STA: N/A | EXP: ---
|-----+-----+-----+-----+-----
| LEVEL: 91 | EVA: 20 | MEV: 20 | SPD: N/A | AP: ---
|=====O=====O=====O=====O=====
| [] Fire [] Lightning [] Wind [] Restore [] Holy
| [] Ice [A] Water [] Earth [] Poison [] Evil
|-----+-----+-----+-----+-----
| [I] Berserk [I] Death [I] Imp [] Reflect [I] Silence
| [] Blink [] Doom [] Paling [] Regen [I] Sleep
| [] Bravery [] Faith [I] Petrify [] Reraise [I] Slow
| [I] Confuse [] Float [I] Poison [] Sap [I] Stop
| [] Counter [] Frozen [] Protect [] Shell [] Vanish
| [I] Darkness [] Haste [] Quick [] Shield [] Zombie
|=====O=====O=====O=====O=====
DROPS: ---	STEAL: ---
-----+-----+-----+-----+-----	
KEY ITEM: ---	REQUESTS: ---
=====O=====O=====O=====O=====	
FOUND: World Map: Sea	TYPE: ---
-----+-----+-----+-----+-----	
COMMANDS: Attack	LEARN: ---
El Nino	
Entangle	
Tsunami	
=====O=====O=====O=====O=====	
APPEARANCE: A coiled, blue serpent with fanciful fins and whiskers	
```





```

-----+-----+-----+-----+-----+
| MP: 3,200 | DEF: 173 | MDF: 212 | STA: N/A | EXP: --- |
-----+-----+-----+-----+-----+
| LEVEL: 97 | EVA: 45 | MEV: 30 | SPD: N/A | AP: --- |
=====o=====o=====o=====o=====
| [] Fire [] Lightning [] Wind [] Restore [] Holy |
| [] Ice [] Water [] Earth [] Poison [] Evil |
-----+-----+-----+-----+-----+
| [I] Berserk [I] Death [I] Imp [] Reflect [I] Silence |
| [] Blink [] Doom [] Paling [] Regen [I] Sleep |
| [] Bravery [] Faith [I] Petrify [] Reraise [I] Slow |
| [I] Confuse [] Float [I] Poison [] Sap [I] Stop |
| [] Counter [] Frozen [] Protect [] Shell [] Vanish |
| [I] Darkness [] Haste [] Quick [] Shield [] Zombie |
=====o=====
| DROPS: Genji Armor | STEAL: Genji Shield |
| Genji Helm | Genji Glove |
-----+-----+-----+-----+-----+
| KEY ITEM: --- | REQUESTS: Excalipoor |
=====o=====
| FOUND: Coliseum | TYPE: Humanoid |
-----+-----+-----+-----+-----+
COMMANDS: Attack	LEARN: "1000 Needles" Lore
1000 Needles	"Aqua Breath" Lore
Aqua Breath	"Dischord" Lore
Blade Dance	"Quasar" Lore
Dischord	
Excalibur (Throw)	
Excalipoor (Throw)	
Haste	
Jump	
Lightbringer (Throw)	
Mutsunokami (Throw)	
Protect	
Ragnarok (Throw)	
Quasar	
Shell	
Zantetsuken (Throw)	
=====o=====	
APPEARANCE: The most powerful of the Genji warriors	
=====	
STRATEGY: If you've brought your best party with your best equip-	
ment and relics, you should stand a chance here. Use your	
best attacks, skills, and spells here. Dualcast "Ultima"	
does wonders, as does the Genji Glove/Master's Scroll	
combination. If Shadow's in your group, you can Throw	
Fuma Shurikens for decent damage as well or any weapon	
you no longer use. Gilgamesh will use strong physical	
attacks most turns, but he can also use several Lores and	
he can even Jump like a dragoon and land on one of your	
allies to deal major damage to them. His "Quasar" attack	
is probably the only one to be worried about since it in-	
flicts about 1,000 HP damage to every party member. How-	
ever, his most painful attacks come when he grows weaker.	
As with previous (and future) incarnations, Gilgamesh	
wields six legendary swords. In this version, he can also	
Throw these swords at you for 9999 damage! They are the	
Excalibur, Excalipoor, Lightbringer, Mutsukomai, Rag-	
narok, and Zantetsuken. If you can survive the onslaught	
toward the end, you'll be rewarded with a piece of Genji	

```



| equipment! |  
 O=====O

```

Once the battle ends, Gilgamesh /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\
acknowledges your prowess in < .----- . >
battle and turns himself into a < | ~*~ NEW ESPER ALERT ~*~ | >
new piece of magicite to add to < |=====| >
your collection (oddly). Now, < | G I L G A M E S H (Thief Esper) | >
you can summon him at your will! < |=====| >
With the GILGAMESH esper added < | Master sword thief and slayer of the | >
to the stash, there's only one < | fell serpent, Tiamat, Gilgamesh is | >
other esper to find, so let's < | searching for legendary blades. | >
get to it! < '-----' >
 /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\

```

| \WALKTHROUGH\   | /THE WORLD OF RUIN\           | /LAST ESPERS/                       |
|-----------------|-------------------------------|-------------------------------------|
| 02.02.05.08 ) ) | T H E E I G H T D R A G O N S | ( ( ~dragons                        |
| =====           |                               |                                     |
| Skp Mis         | NAME                          | LOCATION                            |
| =====           |                               |                                     |
| \$              | Crusader                      | > after defeating the Eight Dragons |
| =====           |                               |                                     |
| =====           |                               |                                     |
|                 | NAME                          | HP   GIL   EXP   RAGE   LORE        |
| =====           |                               |                                     |
| 342             | EARTH DRAGON                  | 28,500   ---   ---   No   No        |
| =====           |                               |                                     |

Well, if you've followed the guide so far, you should have either fought or at least seen five of the eight dragons. If not, here are the locations and the easiest key phrase to find them by using the Control+F Find menu:

- Storm Dragon - Mount Zozo (look up -Legendary Wind Dragon-)
- Red Dragon - Phoenix Cave (look up -Legendary Fire Dragon-)
- Ice Dragon - Narshe (look up -Legendary Ice Dragon-)
- Holy Dragon - Cultist's Tower (look up -Legendary Holy Dragon-)
- Blue Dragon - Ancient Castle (look up -Legendary Water Dragon-)

To save space, I'm not going to go into the first five dragons here because they're already explained in depth above. For now, I'll assume that you've already defeated them. Now, it's time to find the last three. But where could they be? If you look at the world map, there's really only two obvious places you haven't been to yet: the Opera House and Kefka's Tower. And -- surprise, surprise! -- that's where they are. However, the two in Kefka's Tower will be covered when we get to them in the game as well, so here are their key phrases:

- Gold Dragon - Kefka's Tower (look up -Legendary Lightning Dragon-)
- Skull Dragon - Kefka's Tower (look up -Legendary Undead Dragon-)

The only other Dragon not covered so far is in the Opera House, and since that



| STRATEGY: Basically, as long as you can maintain your Float status |  
| in this battle, you'll stand a good chance of winning |  
| this fight. Landslide, Magnitude 8, and Quake are all |  
| Earth-based attacks, which can therefore be avoided if |  
| you're floating in the air. However, if he uses "50 Gs" |  
| on your party, it will nullify the Float status on every- |  
| one, which means you'll either have to recast it on them |  
| all again or just go all out and hope for the best. Just |  
| be careful of Earth Dragon's Earth-based attacks while |  
| you're on the ground because they'll likely cause over |  
| 1,000 HP damage to each person! If you maintain Float, |  
| though, the only thing to worry about is Earth Dragon's |  
| physical attacks and his "Honed Tusk," which are both |  
| fairly weak. |  
O=====O

Once you defeat the other two | /\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\ |  
dragons in Kefka's Tower, you < .----- > |  
will receive the CRUSADER esper < | ~\*~ NEW ESPER ALERT ~\*~ | > |  
immediately after the last fight < |=====| > |  
against the dragon! This is the < | C R U S A D E R (Divine Esper) | > |  
last esper you can get until you < |=====| > |  
complete the game, so we're done < | The Sealed Esper, Crusader brings to | > |  
searching out characters and new < | life the Warring Triad's feud be- | > |  
espers now. The only thing left < | tween Fiend, Demon, and Goddess! | > |  
to do is prepare for the final < '-----' > |  
confrontation with Kefka by | \\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\ |  
building up characters, learning  
their final abilities such as Lores, Rages, Blitzes, and leveling up if you  
like before taking on Kefka's Tower and defeating the mad magus himself!

WALKTHROUGH / THE WORLD OF RUIN  
| \- \ /- \ |  
( 02.02.06.00 ) ) O T H E R O B J E C T I V E S ( ( ~otherobj ) )  
| \- \ /- \ |

O=====O All of the following tasks are completely  
| ~\*~ IN THIS SECTION ~\*~ | optional and will only either gain you the last  
o-----o abilities you haven't gotten yet for your  
| 01. Ebot's Rock | allies or fill in the final monsters in the  
| 02. Gau's Father | bestiary before the assault on Kefka's Tower.  
| 03. Master Duncan | The first four sections will cover more of the  
| 04. Shadow's Past | character's personal challenges. Earlier, you  
| 05. The Auction House | helped out Cyan by conquering his inner demons  
| 06. The Coliseum | (literally). Now, you can do so for several  
| 07. Dinosaur Forest | other "troubled" characters. The Auction House  
| 08. More Lores | and Coliseum sections will cover everything  
| 09. Fancy Dances | available to gain in those areas, as you would  
| 10. The Veldt | expect. The Dinosaur Forest is the section that  
| 11. Leveling Up | covers the two monsters in the forest above the  
O=====O Veldt that might give you problems, similar to  
Triangle Island's Intangir. Finally, the last  
sections cover the usual Lores, Dances, Rages, and other ways to prepare for  
the final confrontation.

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\WALKTHROUGH\ _____ /THE WORLD OF RUIN\ _____ /OTHER STUFF/
| \- \ _____ /- / |
| 02.02.06.01)) E B O T ' S R O C K ((~ebotsrock |
| /- / _____ \- \ |

	===O===O=====O=====						
	Skp	Mis	NAME	LOCATION			
	===O===O=====O=====						
		X	[] Coral	> any chest in Ebot's Rock			
	===O===O=====O=====						

	=====O=====O=====O=====O=====						
	NAME	HP	GIL	EXP	RAGE	LORE	
	=====O=====O=====O=====O=====						
	231 Warlock	1,300	333	970	Yes	No	
	232 Mahadeva	3,826	393	1,510	Yes	No	
	233 Sorath	2,600	415	830	Yes	No	
	234 Medusa Chicken	2,366	422	770	Yes	No	
	235 Creature	2,470	550	775	Yes	No	
	236 Moonform	2,444	669	981	Yes	No	
	237 Aspidochelon	3,210	519	1,270	Yes	No	
	332 HIDON	25,000	---	---	No	Yes	
	333 EREBUS	3,500	---	---	No	No	
	334 EREBUS	3,500	---	---	No	No	
	335 EREBUS	3,500	---	---	No	No	
	336 EREBUS	3,500	---	---	No	No	
	=====O=====O=====O=====O=====						

\ _____ /							

```

Ebot's Rock is the island with the mountain that doesn't seem to have a purpose located in the far southeast just north of Thamasa. Normally, you cannot get to the island because it's so isolated from the mainland and there doesn't seem to be anything on the island anyway. However, now that you have Strago and Relm in your party, perhaps these two Thamasa residents will know a way of getting over to the island. Put both Strago and Relm in your party and then head into Thamasa.

```

\ _____ /
| _____)===== (_____ (THAMASA) _____)===== (_____ /
| "-----"
/

```

Once you enter town, Relm heads back home. However, before she gets far she comes running back with news that Gungho, an old friend, has been injured. The man is resting in Strago's bedroom. Speak with him to learn that an old monster known as Hidon did this to him. Strago and Gungho used to hunt Hidon in their prime. Gungho asks that Strago avenge him while he recovers. Strago announces that Hidon can be found in Ebot's Rock. Now, head out of town to discover that a cave has opened up within the mountains of Ebot's Rock. With Strago and Relm still in the party, of course, head into the cave to begin the hunt for Hidon.

```

\ _____ /
| _____)===== (_____ (EBOT'S ROCK) _____)===== (_____ /
| "-----"
/

```

You'll notice that this dungeon only allows you to see a step beyond your party

representative in every direction before darkness obscures the rest of the screen. Basically, you'll have to be careful not to get lost in here. To start, head north a few steps to find a floor switch. Step on it to appear in the main cave. The chest to the north will speak to you (I know... talking chests...) and ask for coral to eat. However, at the moment, you don't have any coral to give it, so you'll need to search around the caves to find some. The trick to this dungeon is that it randomly generates. Each time you step on the floor switch, it will choose one of several different caves to drop you into. Each cave either has a save point, at least one treasure chest with some CORAL, or possibly the exit of the cave again. Your task is to use the floor switch to gather as much coral as possible to feed to the treasure chest. It will require a lot of coral, so round up at least 40 pieces because the treasure chest likes to eat as much as possible at once to satisfy himself. Once he gorges himself on coral, he'll move out of the way to reveal Hidon just above. When you're ready, either go save and heal up or head north and speak with Hidon to cue the battle.

```

 | | | | | | | | | | | | | | | | | | | | | | | | |
O=| | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | |
O=| | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | |
|=====O=====O=====O=====O=====O=====|
| HP: | STR: N/A | MAG: | ATT: | GIL: --- |
|-----+-----+-----+-----+-----+-----|
| MP: | DEF: | MDF: | STA: N/A | EXP: --- |
|-----+-----+-----+-----+-----+-----|
| LEVEL: | EVA: | MEV: | SPD: N/A | AP: 6 |
|=====O=====O=====O=====O=====O=====|
| [] Fire [] Lightning [] Wind [] Restore [] Holy |
| [] Ice [] Water [] Earth [] Poison [] Evil |
|-----+-----+-----+-----+-----+-----|
| [] Berserk [] Death [] Imp [] Reflect [] Silence |
| [] Blink [] Doom [] Paling [] Regen [] Sleep |
| [] Bravery [] Faith [] Petrify [] Reraise [] Slow |
| [] Confuse [] Float [] Poison [] Sap [] Stop |
| [] Counter [] Frozen [] Protect [] Shell [] Vanish |
| [] Darkness [] Haste [] Quick [] Shield [] Zombie |
|=====O=====O=====O=====O=====O=====|
| DROPS: | STEAL: |
| --- | |
|-----+-----+-----+-----+-----+-----|
| KEY ITEM: --- | REQUESTS: --- |
|=====O=====O=====O=====O=====O=====|
| FOUND: Ebot's Rock | TYPE: --- |
|-----+-----+-----+-----+-----+-----|
COMMANDS: Attack	LEARN: "Grand Delta" Lore
Bio	
Grand Delta	
Leech	
=====O=====O=====O=====O=====O=====	
APPEARANCE: A mass of bones, green flesh, and ribs	
=====O=====O=====O=====O=====O=====	
STRATEGY: By now, the strategy should be pretty linear. Use your	
best attacks and spells to defeat the enemies easily. The	
four Erebus are fairly weak, so you might want to cast	
a target-all spell like "Ultima" to get rid of all of	
them right away. However, before you destroy Hidon, make	
sure that he casts the "Grand Delta" Lore, which Strago	

```

can learn in this battle only! Once it's cast, make sure that Strago survives the battle to learn it and then defeat the monster. If you happen to miss this Lore, you can actually fight Hidon again by heading into the caves again, so don't worry if you miss it the first time.

=====O

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| | \_ < | | | | \_\_\_\_\_ | \_\_\_\_\_ | Erebus |  
| | |\_| | | |\_| | \_\_\_\_\_ | \_\_\_\_\_ | -Hidon's Spawn- |

O=| |\_| |=| |\_| |=| |\_| |=| |=====O

HP: 3,500 | STR: N/A | MAG: 10 | ATT: 13 | GIL: --- |

MP: 1,000 | DEF: 85 | MDF: 150 | STA: N/A | EXP: --- |

LEVEL: 43 | EVA: --- | MEV: --- | SPD: N/A | AP: --- |

[ ] Fire [ ] Lightning [ ] Wind [ ] Restore [ ] Holy  
[ ] Ice [ ] Water [W] Earth [A] Poison [ ] Evil

[I] Berserk [ ] Death [I] Imp [ ] Reflect [ ] Silence  
[ ] Blink [ ] Doom [ ] Paling [ ] Regen [I] Sleep  
[ ] Bravery [ ] Faith [ ] Petrify [ ] Reraise [ ] Slow  
[I] Confuse [ ] Float [ ] Poison [ ] Sap [ ] Stop  
[ ] Counter [ ] Frozen [ ] Protect [ ] Shell [ ] Vanish  
[ ] Darkness [ ] Haste [ ] Quick [ ] Shield [ ] Zombie

DROPS: --- | STEAL: ---  
--- | ---

KEY ITEM: --- | REQUESTS: ---

FOUND: Ebot's Rock | TYPE: ---

COMMANDS: Attack | LEARN: ---

APPEARANCE: A wizened, green goblin-like creature

STRATEGY: These little guys are easy to defeat. Just focus a strong physical attack or two on each of them or cast a target-all spell to deal with them all at once. Just be careful of the "Zombie Claw" attack, which inflicts the Zombie status on one character. If this happens to all living party members, it's considered a game over.

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O=| |\_| |=| |\_| |=| |=====| |=====|=====O

| | \_ < | | | | \_\_\_\_\_ | \_\_\_\_\_ | Erebus |  
| | |\_| | | |\_| | \_\_\_\_\_ | \_\_\_\_\_ | -Hidon's Spawn- |

O=| |\_| |=| |\_| |=| |\_| |=| |=====O

HP: 3,500 | STR: N/A | MAG: 10 | ATT: 13 | GIL: --- |

MP: 1,000 | DEF: 115 | MDF: 120 | STA: N/A | EXP: --- |

```

| LEVEL: 43 | EVA: --- | MEV: --- | SPD: N/A | AP: --- |
|=====o=====o=====o=====o=====|
| [A] Fire [A] Lightning [A] Wind [] Restore [A] Holy |
[A] Ice [A] Water [] Earth [A] Poison [] Evil
[] Berserk [I] Death [I] Imp [*] Reflect [I] Silence
[] Blink [] Doom [] Paling [] Regen [I] Sleep
[] Bravery [] Faith [] Petrify [] Reraise [I] Slow
[I] Confuse [] Float [] Poison [] Sap [I] Stop
[] Counter [] Frozen [] Protect [] Shell [] Vanish
[] Darkness [] Haste [] Quick [] Shield [] Zombie
=====o=====
DROPS: ---

-----+-----
KEY ITEM: ---
=====o=====
FOUND: Ebot's Rock
-----+-----
COMMANDS: Attack
=====o=====
APPEARANCE: A wizened, green goblin-like creature
=====
STRATEGY: Just be warned that this Erebus has Auto-Reflect, so it
will reflect most spells aside from "Ultima."
=====o=====
_ _
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O=
=====o=====o=====o=====o=====
HP: 3,500
-----+-----+-----+-----+-----
MP: 1,000
-----+-----+-----+-----+-----
LEVEL: 43
=====o=====o=====o=====o=====
[W] Fire [] Lightning [] Wind [] Restore [W] Holy
[] Ice [] Water [] Earth [A] Poison [] Evil

[I] Berserk [] Death [I] Imp [] Reflect [I] Silence
[] Blink [] Doom [] Paling [] Regen [I] Sleep
[] Bravery [] Faith [I] Petrify [] Reraise [] Slow
[] Confuse [] Float [I] Poison [] Sap [] Stop
[] Counter [] Frozen [] Protect [] Shell [] Vanish
[I] Darkness [] Haste [] Quick [] Shield [] Zombie
=====o=====
DROPS: ---

-----+-----
KEY ITEM: ---
=====o=====
FOUND: Ebot's Rock
-----+-----
COMMANDS: Attack
Zombie Claw
=====o=====

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```
| APPEARANCE: A wizened, green goblin-like creature |
|=====|
| STRATEGY: Try defeating this one either with "Fire," "Holy," or |
| regular physical attacks to make things easy. |
O=====O

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O=| |_| |=| |_| |=| =====| =====O
| | < | | | | |_| | |_| | Erebus |
| | |_| | | |_| | |_| | |_| | -Hidon's Spawn- |
O=| |_| |=| |_| |=| |_| |=| =====| =====O
|
|=====O=====O=====O=====O=====|
| HP: 3,500 | STR: N/A | MAG: 10 | ATT: 13 | GIL: --- |
|-----+-----+-----+-----+-----|
| MP: 1,000 | DEF: 95 | MDF: 140 | STA: N/A | EXP: --- |
|-----+-----+-----+-----+-----|
| LEVEL: 43 | EVA: --- | MEV: --- | SPD: N/A | AP: --- |
|=====O=====O=====O=====O=====|
| [W] Fire [W] Lightning [W] Wind [] Restore [W] Holy |
| [W] Ice [W] Water [W] Earth [W] Poison [] Evil |
|-----+-----+-----+-----+-----|
| [] Berserk [] Death [I] Imp [] Reflect [] Silence |
| [] Blink [] Doom [] Paling [] Regen [] Sleep |
| [] Bravery [] Faith [I] Petrify [] Reraise [] Slow |
| [] Confuse [] Float [] Poison [] Sap [] Stop |
| [] Counter [] Frozen [*] Protect [] Shell [] Vanish |
| [] Darkness [] Haste [] Quick [] Shield [] Zombie |
|=====O=====O=====O=====O=====|
| DROPS: --- | | | | |
| --- | | | | |
|-----+-----+-----+-----+-----|
| KEY ITEM: --- | | | | |
|=====O=====O=====O=====O=====|
| FOUND: Ebot's Rock | TYPE: --- | | | |
|-----+-----+-----+-----+-----|
| COMMANDS: Attack | | | | |
|=====O=====O=====O=====O=====|
| APPEARANCE: A wizened, green goblin-like creature |
|=====|
| STRATEGY: This one has Auto-Protect, so try using elemental spells |
| to abuse its severe weakness to all elements instead. |
O=====O
```

After the battle, Strago is exultant about finally defeating his nemesis and runs home to tell Gungho the great news that he has been avenged. That night, Strago relays the story to Gungho. As Gungho leaves, Relm stops him outside the house to ask why he lied to Strago. Gungho plays dumb until Relm reveals that she knows Gungho could have easily defeated Hidon. Gungho explains that Hidon had been a sore spot in Strago's past that he needed to overcome to feel better about his own abilities, so he faked the defeat to nudge Strago into overcoming his fear of failure. Now, Strago's willpower has been renewed and he's better than ever.



Although this quest will gain you nothing in the end, it does wrap up things between Gau and the man who abandoned him in the Veldt as a child, so I've included it here since most of this chapter is about wrapping up storylines. To start this event, fly north (or south to make the trip quicker) to the small cabin north of Doma Castle and the Veldt. This is the house with the crazy man from the World of Balance. Put Sabin and Gau in your party and head into the cabin.

\_\_\_\_\_ .----- .\_\_\_\_\_  
 ( ) ===== ( ( CABIN ) ) ===== ( )  
 / "-----" \

Speak to the crazy man here to learn that he appreciates the repairs you did a year ago. Repairs? He still thinks you fixed stuff!? He'll ask you to use the chair to fix the roof now. The party leaves the cabin and Sabin suggests that the man inside might be Gau's father. Before they can introduce Gau to his father, however, Gau needs to get dressed up for the event, so it's off to Jidoor to find some new clothes for the orphan.

\_\_\_\_\_ .----- .\_\_\_\_\_  
 ( ) ===== ( ( JIDDOOR ) ) ===== ( )  
 / "-----" \

The party teaches him how to eat, dress, and act like a gentleman. The scenes during this time are hilarious, especially Cyan's mix-up between "clown" and "crown." Gau is forced to put on several outfits as well. In the end, they decide on a nice suit and head back to meet Gau's father.

\_\_\_\_\_ .----- .\_\_\_\_\_  
 ( ) ===== ( ( CABIN ) ) ===== ( )  
 / "-----" \

The party assures Gau that he's become quite the gentleman and then heads into the cabin to make the official introduction. However, things go downhill very quickly when the man denies having a son at all! Instead, he says that he once dreams of a demon child being born. In the "dream," he abandoned the evil babe on the Veldt since it was crying like crazy and left it for dead. When the crying stopped, he looked back only to see a monster in the baby's place, so he ran away. Of course, the Veldt is full of monsters, but the man isn't quite sane and must have thought that the child actually turned into the monster! As Sabin gets riled up to beat some sense into the man, Gau intervenes and says that it was enough just to meet his father and he's happy just to have met him. It's just too bad that the reunion couldn't have gone better!

\_\_\_\_\_  
 \WALKTHROUGH\ \_\_\_\_\_ /THE WORLD OF RUIN\ \_\_\_\_\_ /OTHER STUFF/  
 | \- \- /- /- |  
 ( 02.02.06.03 ) ) M A S T E R D U N C A N ( ( ~duncan ) )  
 \ \_\_\_\_\_ /- \- \- \- /

Poor Sabin seems to be out of the loop until recently. However, perhaps you should check up on Duncan's wife, who has been a widow this last year since Vargas killed her husband. Put Sabin in your party if he isn't already from the last section and then head over to South Figaro to visit her.

\_\_\_\_\_ .----- .\_\_\_\_\_  
 / "-----" \

\_\_\_\_)===== ( ( SOUTH FIGARO ) )===== (\_\_\_\_  
/ "-----" \

In South Figaro, Duncan's Wife has a house in the southeast corner of town if you don't remember from earlier. Inside, speak to her to learn a shocking new revelation: Duncan is alive and training north of Narshe! Let's track him down because he might be able to help out the party! Take the airship north of Narshe to spot four trees shaped like a cross. Land nearby and walk into the central tree to find a hidden cabin.

\_\_\_\_.-----\_.\_\_\_\_\_  
\_\_\_\_)===== ( ( DUNCAN'S CABIN ) )===== (\_\_\_\_  
/ "-----" \

As you attempt to enter the cabin, Duncan greets the party at the door. Duncan assures the party that something little like the end of the world won't get him down, and he suggests that he teach Sabin the ultimate Blitz technique to help out in the battles to come. After a bit of training, Sabin is rewarded with the knowledge of the "Phantom Rush" Blitz! With that, Sabin has essentially been built up as much as he can aside from levels and stats. Hurray!

\_\_\_\_\_  
WALKTHROUGH \ \_\_\_\_\_ / THE WORLD OF RUIN \ \_\_\_\_\_ / OTHER STUFF /  
| \- \ \_\_\_\_\_ /- / |  
( 02.02.06.04 ) ) S H A D O W ' S P A S T ( ( ~shadowpast )  
\ \_\_\_\_\_ /- / \_\_\_\_\_ \- \ \_\_\_\_\_ /

Who's up next? Oh yes, Shadow the mysterious, of course! Do you remember that little flashback Shadow had while he recovered in Thamasa? Well, when you stay in the various Inns around the world with Shadow in your party, you can now discover his backstory and find out who he is and how he's connected to the other party members. Thanks to those folks who pointed out that the Inns you sleep at are random. In fact, it appears that you can actually see all four scenes in the same Inn if you want. This might be best done while in Thamasa during the World of Balance since the room rate is a whopping 1 Gil per night or by sleeping in a free bed such as the one in Gau's father's house. Here are the possible scenes:

\_\_\_\_.-----\_.\_\_\_\_\_  
\_\_\_\_)===== ( ( SCENE ONE ) )===== (\_\_\_\_  
/ "-----" \

You'll see Shadow in his younger days under his real name, Clyde, speaking to Baram, who accuses Shadow of abandoning him as a partner. Hmm. Wonder what Shadow was doing with Clyde?

\_\_\_\_.-----\_.\_\_\_\_\_  
\_\_\_\_)===== ( ( SCENE TWO ) )===== (\_\_\_\_  
/ "-----" \

Baram and Clyde/Shadow are in the Phantom Forest at night. Baram exclaims that "they did it." Did what, exactly? Somehow, they now have one million Gil! But how did they get that? Is there something nefarious in Shadow's past? Baram mentions that they should think of a name since all "bandits" do. Shadow was a bandit!? Baram suggests that they take the name "The Shadow Bandits" since it has a nice ring to it. It turns out that Clyde and Baram robbed the train in the Phantom Forest to get that one million Gil. Shame on them.

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_____ .-----._____
|_____)===== ((SCENE THREE) _____)===== (_____ /
|_____ /
"-----"

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We return to Clyde and Baram, but not in good straits this time. Clyde is trying to save Baram from bleeding to death! Baram asks Clyde to leave before they get caught, presumably by the train employees they robbed. However, Baram knows he won't make it to the closest town, so he asks Clyde to finish him off with a knife so he won't suffer at the hands of those searching for them. Clyde falters and refuses to kill his own friend before running away, leaving Clyde to the tender mercies of his pursuers.

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_____ .-----._____
|_____)===== ((SCENE FOUR) _____)===== (_____ /
|_____ /
"-----"

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Clyde wanders into Thamasa weak and disoriented. A woman comes over to see if he's okay, and a black puppy runs up to him as well. Well, now we know how Shadow is linked with Thamasa and leaving it. Although not expressed in this version of the game (which really seems strange), previous translations alluded to the fact that Shadow is actually Relm's father. Imagine what that revelation does to interpersonal relations between Relm, Shadow, and Strago!

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\WALKTHROUGH\ _____ /THE WORLD OF RUIN\ _____ / _____ /
| _____ \-\ _____ /-/\ _____ |
| (02.02.06.05)) T H E A U C T I O N H O U S E ((~auction)
| _____ /-/\ _____ \-\ _____ /

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|                                                                        |                      |                                        |                                        |
|------------------------------------------------------------------------|----------------------|----------------------------------------|----------------------------------------|
| O=====O=====O                                                          |                      | Chances are, you've already won most   |                                        |
|                                                                        | ITEM                 | PRICE                                  | of the stuff listed to the left, but   |
| O=====O=====O                                                          |                      | I decided to list all of the items     |                                        |
|                                                                        | 1/2000 Airship       | <can't buy>                            | here just in case you missed them. If  |
|                                                                        | Excalipoor           | 500,000 Gil                            | you've followed the guide so far, you  |
|                                                                        | Golem Magicite       | 20,000 Gil                             | should really only have one winnable   |
|                                                                        | Hero's Ring          | 50,000 Gil                             | item left: the Hero's Ring. You can't  |
|                                                                        | Robotic Imp          | <can't buy>                            | win the bidding for the Airship or the |
|                                                                        | Zephyr Cloak         | 20,000 Gil                             | Robotic Imp, and you should have al-   |
|                                                                        | Zona Seeker Magicite | 10,000 Gil                             | ready gotten the Golem and Zona Seeker |
| O=====O=====O                                                          |                      | Magicitcs in the World of Balance. The |                                        |
|                                                                        |                      | Excalipoor sword was used to get Gil-  |                                        |
| gamesh. That leaves the Hero's Ring. Well, that's it for this section. |                      |                                        |                                        |

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\WALKTHROUGH\ _____ /THE WORLD OF RUIN\ _____ / _____ /
| _____ \-\ _____ /-/\ _____ |
| 02.02.06.06)) C O L I S E U M ((~coliseum |
| _____ /-/\ _____ \-\ _____ |

	=====O=====O=====O=====O=====O=====							
	NAME	HP	GIL	EXP	RAGE	LORE		
	=====O=====O=====O=====O=====O=====							
	238 Siegfried	32,760	---	---	No	No		
	=====O=====O=====O=====O=====O=====							

```

If you've played around at the Coliseum already, you'll know that you can bet items and equipment in hopes of getting better (or at least different) rewards. The problem is that you have to win the battle against a pre-selected foe in order to get this new item, otherwise you forfeit your old one for no reason. Ultros will also warn you that if you bet weak items and equipment, there's a higher chance of encountering Typhon in the arena, which can be a very tough battle even with excellent tactics due to its "Snort" attack that knocks you out of battle if you're unlucky. However, there's also a very difficult and somewhat obscure foe to fight here if you have the guts. Below is a list of all possible wagers, the foe you'll fight, and the reward you'll gain if you win.

|   | ITEM BET            | OPPONENT         | ITEM WON        |   |
|---|---------------------|------------------|-----------------|---|
|   | Potion              | Typhon           | Elixir          |   |
|   | Hi-Potion           | Typhon           | Elixir          |   |
|   | X-Potion            | Typhon           | Elixir          |   |
|   | Ether               | Typhon           | Elixir          |   |
|   | Hi-Ether            | Typhon           | Elixir          |   |
|   | X-Ether             | Typhon           | Elixir          |   |
|   | Elixir              | Cactuar          | Rename Card     |   |
|   | Megalixir           | Siegfried        | Tintinnabulum   |   |
|   | Phoenix Down        | Cactuar          | Magicite Shard  |   |
| I | Holy Water          | Typhon           | Elixir          |   |
| T | Antidote            | Typhon           | Elixir          |   |
| E | Eye Drops           | Typhon           | Elixir          |   |
| M | Echo Screen         | Typhon           | Elixir          |   |
| S | Gold Needle         | Typhon           | Elixir          |   |
|   | Green Cherry        | Typhon           | Elixir          |   |
|   | Remedy              | Typhon           | Elixir          |   |
|   | Magicite Shard      | Typhon           | Elixir          |   |
|   | Super Ball          | Typhon           | Elixir          |   |
|   | Smoke Bomb          | Typhon           | Elixir          |   |
|   | Teleport Stone      | Typhon           | Elixir          |   |
|   | Dried Meat          | Typhon           | Elixir          |   |
|   | Sleeping Bag        | Typhon           | Elixir          |   |
|   | Tent                | Typhon           | Elixir          |   |
|   | Rename Card         | Fiend Dragon     | Miracle Shoes   |   |
|   | Shuriken            | Typhon           | Elixir          |   |
|   | Fuma Shuriken       | Chaos Dragon     | Pinwheel        | T |
|   | Pinwheel            | Aspidochelon     | Rising Sun      | H |
|   | Flame Scroll        | Typhon           | Elixir          | R |
|   | Water Scroll        | Typhon           | Elixir          | O |
|   | Lightning Scroll    | Typhon           | Elixir          | W |
|   | Invisibility Scroll | Typhon           | Elixir          | N |
|   | Shadow Scroll       | Typhon           | Elixir          |   |
|   | Dagger              | Typhon           | Elixir          |   |
|   | Mythril Knife       | Typhon           | Elixir          |   |
| K | Main Gauche         | Typhon           | Elixir          |   |
| N | Air Knife           | Typhon           | Elixir          |   |
| I | Thief's Knife       | Wartpuck         | Brigand's Glove |   |
| V | Assassin's Dagger   | Test Rider       | Swordbreaker    |   |
| E | Man-Eater           | Typhon           | Elixir          |   |
| S | Swordbreaker        | Typhon           | Elixir          |   |
|   | Gladius             | Shambling Corpse | Dagger          |   |

|   |     |                |     |                |   |                   |   |     |
|---|-----|----------------|-----|----------------|---|-------------------|---|-----|
|   |     | Valiant Knife  |     | Baalzephon     |   | Assassin's Dagger |   |     |
| o | --- | o              | +   | -----          | + | -----             | o | --- |
|   |     | Kunai          |     | Typhon         |   | Elixir            |   |     |
|   |     | Kodachi        |     | Typhon         |   | Elixir            |   | N   |
|   |     | Sakura         |     | Typhon         |   | Elixir            |   | I   |
|   |     | Sasuke         |     | Face           |   | Murasame          |   | N   |
|   |     | Ichigeki       |     | Shadow/Typhon  |   | Shadow/Elixir     |   | J   |
|   |     | Kagenui        |     | Test Rider     |   | Murakumo          |   | A   |
| o | --- | o              | +   | -----          | + | -----             | o | --- |
|   | S   | Mythril Sword  |     | Typhon         |   | Elixir            |   |     |
|   | M   | Flametongue    |     | Great Malboro  |   | Organyx           |   |     |
|   | A   | Icebrand       |     | Gamma          |   | Organyx           |   |     |
|   | L   | Thunder Blade  |     | Muud Suud      |   | Organyx           |   |     |
|   | L   | Blood Sword    |     | Enuo           |   | Blood Sword       |   |     |
|   | S   | Soul Sabre     |     | Aspidochelon   |   | Falchion          |   |     |
|   | W   | Falchion       |     | Outsider       |   | Flame Shield      |   |     |
|   | O   | Ultima Weapon  |     | Great Behemoth |   | Gladius           |   |     |
|   | R   | Excalibur      |     | Typhon         |   | Elixir            |   |     |
|   | D   | Excalipoor     | (1) | Onion Dasher   |   | ---               |   |     |
|   | S   |                | (2) | Gilgamesh      |   | Gilgamesh esper   |   |     |
| o | --- | o              | +   | -----          | + | -----             | o | --- |
|   |     | Great Sword    |     | Typhon         |   | Elixir            |   | G   |
|   |     | Bastard Sword  |     | Typhon         |   | Elixir            |   | R   |
|   |     | Stoneblade     |     | Armored Weapon |   | Stoneblade        |   | E   |
|   |     | Enhancer       |     | Typhon         |   | Elixir            |   | A   |
|   |     | Organyx        |     | Behemoth King  |   | Soul Sabre        |   | T   |
|   |     | Zantetsuken    |     | Covert         |   | Organyx           |   | S   |
|   |     | Ragnarok       |     | Daedalus       |   | Lightbringer      |   | W   |
|   |     | Lightbringer   |     | Gamma          |   | Zantetsuken       |   | D   |
| o | --- | o              | +   | -----          | + | -----             | o | --- |
|   | S   | Mythril Spear  |     | Typhon         |   | Elixir            |   |     |
|   | P   | Trident        |     | Typhon         |   | Elixir            |   |     |
|   | E   | Heavy Lance    |     | Typhon         |   | Elixir            |   |     |
|   | A   | Holy Lance     |     | Death Machine  |   | Murakumo          |   |     |
|   | R   | Golden Spear   |     | Typhon         |   | Elixir            |   |     |
|   | S   | Impartisan     |     | Weredragon     |   | Cat-Ear Hood      |   |     |
| o | --- | o              | +   | -----          | + | -----             | o | --- |
|   |     | Ashura         |     | Typhon         |   | Elixir            |   |     |
|   |     | Kotetsu        |     | Typhon         |   | Elixir            |   | K   |
|   |     | Kiku-ichimonji |     | Typhon         |   | Elixir            |   | A   |
|   |     | Kazekiri       |     | Typhon         |   | Elixir            |   | T   |
|   |     | Murasame       |     | Glasya Labolas |   | Masamune          |   | A   |
|   |     | Masamune       |     | Gorgimera      |   | Murakumo          |   | N   |
|   |     | Murakumo       |     | Galypdes       |   | Holy Lance        |   | A   |
|   |     | Mutsunokami    |     | Gamma          |   | Radiant Lance     |   |     |
| o | --- | o              | +   | -----          | + | -----             | o | --- |
|   |     | Mythril Rod    |     | Typhon         |   | Elixir            |   |     |
|   |     | Flame Rod      |     | Typhon         |   | Elixir            |   |     |
|   |     | Ice Rod        |     | Typhon         |   | Elixir            |   |     |
|   | R   | Thunder Rod    |     | Typhon         |   | Elixir            |   |     |
|   | O   | Poison Rod     |     | Typhon         |   | Elixir            |   |     |
|   | D   | Holy Rod       |     | Typhon         |   | Elixir            |   |     |
|   | S   | Gravity Rod    |     | Typhon         |   | Elixir            |   |     |
|   |     | Punisher       |     | Aspidochelon   |   | Gravity Rod       |   |     |
|   |     | Magus Rod      |     | Weredragon     |   | Murakumo          |   |     |
|   |     | Healing Rod    |     | Tonberry       |   | Magus Rod         |   |     |
| o | --- | o              | +   | -----          | + | -----             | o | --- |
|   |     | Chocobo Brush  |     | Typhon         |   | Elixir            |   | B   |
|   |     | Da Vinci Brush |     | Typhon         |   | Elixir            |   | R   |
|   |     | Magical Brush  |     | Typhon         |   | Elixir            |   | S   |

|   |                 |                |                 |   |
|---|-----------------|----------------|-----------------|---|
|   | Rainbow Brush   | Test Rider     | Gravity Rod     | H |
|   | Chain Flail     | Typhon         | Elixir          |   |
| S | Moonring Blade  | Typhon         | Elixir          |   |
| P | Morning Star    | Typhon         | Elixir          |   |
| E | Boomerang       | Typhon         | Elixir          |   |
| C | Hawkeye         | Typhon         | Elixir          |   |
| I | Bone Club       | Test Rider     | Red Jacket      |   |
| L | Rising Sun      | Weredragon     | Bone Club       |   |
| S | Sniper          | Glasya Labolas | Bone Club       |   |
|   | Wing Edge       | Gorgimera      | Sniper          |   |
|   | Cards           | Typhon         | Elixir          | G |
|   | Darts           | Typhon         | Elixir          | A |
|   | Viper Darts     | Weredragon     | Viper Darts     | M |
|   | Death Tarot     | Aspidochelon   | Bone Club       | B |
|   | Dice            | Typhon         | Elixir          | L |
|   | Fixed Dice      | Clymenus       | Burning Fist    | E |
| K | Metal Knuckles  | Typhon         | Elixir          |   |
| N | Mythril Claws   | Typhon         | Elixir          |   |
| U | Kaiser Knuckles | Typhon         | Elixir          |   |
| C | Venom Claws     | Typhon         | Elixir          |   |
| K | Burning Fist    | Tumbleweed     | Burning Fist    |   |
| L | Dragon Claws    | Test Rider     | Sniper          |   |
| E | Tigerfang       | Greater Mantis | Burning Fist    |   |
|   | Cursed Shield   | Daedalus       | Cursed Ring     |   |
|   | Buckler         | Typhon         | Elixir          |   |
|   | Heavy Shield    | Typhon         | Elixir          |   |
|   | Mythril Shield  | Typhon         | Elixir          |   |
|   | Golden Shield   | Typhon         | Elixir          | S |
|   | Diamond Shield  | Typhon         | Elixir          | H |
|   | Flame Shield    | Metal Hitman   | Ice Shield      | I |
|   | Ice Shield      | InnoSent       | Flame Shield    | E |
|   | Thunder Shield  | Outsider       | Genji Shield    | L |
|   | Aegis Shield    | Glasya Labolas | Tortoise Shield | D |
|   | Crystal Shield  | Typhon         | Elixir          | S |
|   | Genji Shield    | Yojimbo        | Thunder Shield  |   |
|   | Force Shield    | Dark Force     | Thornlet        |   |
|   | Paladin Shield  | Demon Knight   | Force Shield    |   |
|   | Tortoise Shield | Muud Suud      | Saucer          |   |
| L | Leather Cap     | Typhon         | Elixir          |   |
| I | Plumed Hat      | Typhon         | Elixir          |   |
| G | Magus Hat       | Typhon         | Elixir          |   |
| H | Bandana         | Typhon         | Elixir          |   |
| T | Green Beret     | Typhon         | Elixir          |   |
|   | Red Cap         | Gorgimera      | Hypno Crown     |   |
| H | Twist Headband  | Typhon         | Elixir          |   |
| E | Tiger Mask      | Typhon         | Elixir          |   |
| L | Black Cowl      | Typhon         | Elixir          |   |
| M | Royal Crown     | Aspidochelon   | Genji Helm      |   |
|   | Hairband        | Typhon         | Elixir          |   |
|   | Beret           | Typhon         | Elixir          | M |
|   | Tiara           | Typhon         | Elixir          | Y |
|   | Hypno Crown     | Great Malboro  | Royal Crown     | S |
|   | Mystery Veil    | Typhon         | Elixir          | T |
|   | Oath Veil       | Typhon         | Elixir          | I |

|   |                   |                 |                 |   |
|---|-------------------|-----------------|-----------------|---|
|   | Cat-Ear Hood      | Slagworm        | Merit Award     | C |
|   | Iron Helm         | Typhon          | Elixir          |   |
| H | Golden Helm       | Typhon          | Elixir          |   |
| E | Diamond Helm      | Typhon          | Elixir          |   |
| A | Crystal Helm      | Duel Armor      | Diamond Helm    |   |
| V | Genji Helm        | Fortis          | Crystal Helm    |   |
| Y | Thornlet          | Aspidochelon    | Mirage Vest     |   |
|   | Saucer            | Brachiosaur     | Cat-Ear Hood    |   |
|   | Mirage Vest       | Vector Chimera  | Red Jacket      |   |
|   | Diamond Vest      | Typhon          | Elixir          | L |
|   | Kenpo Gi          | Typhon          | Elixir          | I |
|   | Ninja Gear        | Typhon          | Elixir          | G |
|   | Power Sash        | Typhon          | Elixir          | H |
|   | Red Jacket        | Vector Chimera  | Red Jacket      | T |
|   | Snow Scarf        | Yojimbo         | Ward Bangle     |   |
| M | White Dress       | Typhon          | Elixir          |   |
| Y | Regal Gown        | Death Machine   | Minerva Bustier |   |
| S | Cotton Robe       | Typhon          | Elixir          |   |
| T | Silk Robe         | Typhon          | Elixir          |   |
| I | Luminous Robe     | Typhon          | Elixir          |   |
| C | Magus Robe        | Test Rider      | Magus Robe      |   |
|   | Tabby Suit        | Vector Lythos   | Chocobo Suit    | S |
|   | Chocobo Suit      | Ahriman         | Moogle Suit     | U |
|   | Moogle Suit       | Cherry          | Nutkin Suit     | I |
|   | Nutkin Suit       | Aspidochelon    | Genji Armor     | T |
|   | Behemoth Suit     | Outsider        | Snow Scarf      | S |
| H | Leather Armor     | Typhon          | Elixir          |   |
| E | Iron Armor        | Typhon          | Elixir          |   |
| A | Mythril Vest      | Typhon          | Elixir          |   |
| V | Mythril Mail      | Typhon          | Elixir          |   |
| Y | Golden Armor      | Typhon          | Elixir          |   |
| A | Force Armor       | Behemoth King   | Force Armor     |   |
| R | Diamond Armor     | Typhon          | Elixir          |   |
| M | Crystal Mail      | Covert          | Ice Shield      |   |
| O | Genji Armor       | Glasya Labolas  | Air Anchor      |   |
| R | Reed Cloak        | Gorgimera       | Tortoise Shield |   |
|   | Auto Crossbow     | Typhon          | Elixir          |   |
|   | Air Anchor        | Primeval Dragon | Zephyr Cloak    |   |
|   | Chainsaw          | Typhon          | Elixir          | T |
|   | Bioblaster        | Typhon          | Elixir          | O |
|   | Flash             | Typhon          | Elixir          | O |
|   | Noiseblaster      | Typhon          | Elixir          | L |
|   | Debilitator       | Typhon          | Elixir          | S |
|   | Drill             | Typhon          | Elixir          |   |
|   | Ribbon            | Dark Force      | Gold Hairpin    |   |
|   | Gold Hairpin      | Great Malboro   | Dragon Horn     |   |
|   | Dragon Horn       | Gorgimera       | Gold Hairpin    |   |
|   | Gale Hairpin      | Typhon          | Elixir          |   |
|   | Silver Spectacles | Typhon          | Elixir          |   |
|   | Sniper Eye        | Typhon          | Elixir          |   |
|   | Earring           | Typhon          | Elixir          |   |
|   | Alarm Earring     | Typhon          | Elixir          |   |
|   | Fake Mustache     | Typhon          | Elixir          |   |

|   |  |                  |  |                |  |                 |  |  |
|---|--|------------------|--|----------------|--|-----------------|--|--|
|   |  | Star Pendant     |  | Typhon         |  | Elixir          |  |  |
|   |  | Amulet           |  | Typhon         |  | Elixir          |  |  |
|   |  | Tintinnabulum    |  | Dark Force     |  | Growth Egg      |  |  |
|   |  | White Cape       |  | Typhon         |  | Elixir          |  |  |
|   |  | Angel Wings      |  | Typhon         |  | Elixir          |  |  |
|   |  | Zephyr Cloak     |  | Typhon         |  | Elixir          |  |  |
|   |  | Merit Award      |  | Covert         |  | Rename Card     |  |  |
|   |  | Black Belt       |  | Typhon         |  | Elixir          |  |  |
|   |  | Mythril Glove    |  | Typhon         |  | Elixir          |  |  |
|   |  | Gigas Glove      |  | Typhon         |  | Elixir          |  |  |
|   |  | Celestriad       |  | Vector Chimera |  | Dragon Horn     |  |  |
|   |  | Thief's Bracer   |  | Amduscias      |  | Brigand's Glove |  |  |
|   |  | Guard Bracelet   |  | Demon Knight   |  | Hero's Ring     |  |  |
|   |  | Brigand's Glove  |  | Vasegiatta     |  | Dagger          |  |  |
| R |  | Gauntlet         |  | Vector Chimera |  | Thunder Shield  |  |  |
| E |  | Genji Glove      |  | Demon Knight   |  | Thunder Shield  |  |  |
| L |  | Hyper Wrist      |  | Typhon         |  | Elixir          |  |  |
| I |  | Prayer Beads     |  | Typhon         |  | Elixir          |  |  |
| C |  | Ward Bangle      |  | Yojimbo        |  | Dragon Horn     |  |  |
| S |  | Peace Ring       |  | Typhon         |  | Elixir          |  |  |
|   |  | Jeweled Ring     |  | Typhon         |  | Elixir          |  |  |
|   |  | Fairy Ring       |  | Typhon         |  | Elixir          |  |  |
|   |  | Barrier Ring     |  | Typhon         |  | Elixir          |  |  |
|   |  | Protect Ring     |  | Typhon         |  | Elixir          |  |  |
|   |  | Reflect Ring     |  | Typhon         |  | Elixir          |  |  |
|   |  | Angel Ring       |  | Typhon         |  | Elixir          |  |  |
|   |  | Princess Ring    |  | Typhon         |  | Elixir          |  |  |
|   |  | Berserk Ring     |  | Weredragon     |  | Blizzard Orb    |  |  |
|   |  | Hero's Ring      |  | Gorgimera      |  | Guard Bracelet  |  |  |
|   |  | Memento Ring     |  | Typhon         |  | Memento Ring    |  |  |
|   |  | Lich Ring        |  | Death Machine  |  | Ward Bangle     |  |  |
|   |  | Knight's Code    |  | Typhon         |  | Elixir          |  |  |
|   |  | Blizzard Orb     |  | Weredragon     |  | Berserk Ring    |  |  |
|   |  | Master's Scroll  |  | Typhon         |  | Elixir          |  |  |
|   |  | Heiji's Jitte    |  | Typhon         |  | Elixir          |  |  |
|   |  | Soul of Thamasa  |  | Behemoth King  |  | Celestriad      |  |  |
|   |  | Safety Bit       |  | Tonberry       |  | Dragon Horn     |  |  |
|   |  | Molulu's Charm   |  | Outsider       |  | Ward Bangle     |  |  |
|   |  | Growth Egg       |  | Muud Suud      |  | Tintinnabulum   |  |  |
|   |  | Hermes Sandals   |  | Typhon         |  | Elixir          |  |  |
|   |  | Dragoon Boots    |  | Typhon         |  | Elixir          |  |  |
|   |  | Miracle Shoes    |  | Tyrannosaur    |  | Tintinnabulum   |  |  |
|   |  | Sprint Shoes     |  | Typhon         |  | Elixir          |  |  |
|   |  | o---o=====o===== |  |                |  |                 |  |  |

The list above will should cover every item in the game up until the final battle against Kefka. However, I have excluded the new equipment found in the bonus dungeons and will include that in the Sidequests area instead. There are some new items that can be found here at this point as well. The following list of items are newly-available or rare enough that they should attract some attention:

- + bet Elixir                   -> fight Cactuar                   -> win Rename Card
- + bet Rename Card           -> fight Fiend Dragon           -> win Miracle Shoes
- + bet Pinwheel               -> fight Aspidochelon           -> win Rising Sun
- + bet Flametongue           -> fight Great Malboro       -.
- + bet Icebrand               -> fight Gamma                   | win Organyx
- + bet Thunder Blade       -> fight Muud Suud               |
- bet Zantetsuken           -> fight Covert                   -'
- + bet Ragnarok              -> fight Daedalus               -> win Lightbringer



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- bet Aegis Shield -> fight Glasya Labolas -> win Tortoise Shield
+ bet Tortoise Shield -> fight Muud Suud -> win Saucer
+ bet Saucer -> fight Brachiosaur -> win Cat-Ear Hood
+ bet Impartisan -> fight Weredragon -> win Cat-Ear Hood
? bet Cat-Ear Hood -> fight Slagworm -> win Merit Award
- bet Rising Sun -> fight Weredragon -.
- bet Sniper -> fight Glasya Labolas | win Bone Club
- bet Death Tarot -> fight Aspidochelon -'
- bet Cursed Shield -> fight Daedalus -> win Cursed Ring
? bet Force Shield -> fight Dark Force -> win Thornlet
? bet Thornlet -> fight Aspidochelon -> win Mirage Vest
+ bet Red Cap -> fight Gorgimera -> win Hypno Crown
+ bet Behemoth Suit -> fight Outsider -> win Snow Scarf
+ bet Tintinnabulum -> fight Dark Force -> win Growth Egg
- bet Soul of Thamasa -> fight Behemoth King -> win Celestriad
+ bet Tabby Suit -> fight Vector Lythos -> win Chocobo Suit
+ bet Chocobo Suit -> fight Ahriman -> win Moogle Suit
+ bet Moogle Suit -> fight Cherry -> win Nutkin Suit
+ bet Nutkin Suit -> fight Aspidochelon -> win Genji Armor

```

In the list above, anything with a plus sign (+) next to it is considered worth the loss of the item you have to bet because the item you win is either better or leads to a better item. Anything with a minus sign (-) next to it is not worth the loss of the item either because the reward is less than the item bet or the loss of the item bet would be foolish. Finally, anything with a question sign (?) next to it is considered your choice. The item bet is just about as good as the item you win in the end.

| ITEM            | C | M | F | O |
|-----------------|---|---|---|---|
| Rename Card     | X |   |   |   |
| Miracle Shoes   |   | X |   |   |
| Rising Sun      |   |   | X |   |
| Organyx         |   | X |   |   |
| Lightbringer    | X |   |   |   |
| Tortoise Shield |   |   | X |   |
| Cat-Ear Hood    | X |   |   |   |
| Merit Award     |   |   |   | X |
| Bone Club       |   |   | X |   |
| Cursed Ring     |   | X |   |   |
| Thornlet        |   |   |   | X |
| Mirage Vest     | X |   |   |   |
| Saucer          |   |   | X |   |
| Hypno Crown     |   |   |   | X |
| Snow Scarf      |   |   | X |   |
| Growth Egg      |   |   |   | X |
| Celestriad      |   |   | X |   |
| Genji Equipment |   |   | X |   |

Of the items I recommended above, they are rare in different ways. Some of them are Coliseum-won items only (C). Some are either Coliseum-won or Ragnarok-Metamorph only items (M). Some are either Coliseum-won or stolen or dropped from a specific fight against a repeatable monster (F). Finally, the last group can be either Coliseum-won or stolen or dropped from a one-time fight or event (O). The list to the left indicates which items belong to which rare grouping. Essentially, you should absolutely get the one-time items to make things easier (O). Next, fight the monsters that carry other items (F). Next, spend some time Metamorphing the monsters that turn into the items in the (M) column. Finally, use the items you've gained to win the Coliseum-only items you can't get any other way (C). The only one you can't get is the Lightbringer because you have to give up the Ragnarok esper in order to bet it and win the Lightbringer. However, you can steal the Lightbringer during the final battle of the Finale from Kefka, so technically it's not really Coliseum-only if you count the very end of the game. You may want the Celestriad at this point in the game, but it's not worth getting rid of your Soul of Thamasa! Instead, you should visit the Dinosaur Forest and battle the massive creatures there in hopes of them dropping a Celestriad or try to steal it from Galypdes in the Phoenix Cave if you want. For now, I'll assume you're going to visit the Dinosaur Forest since it's one of the last places you haven't been to yet, so let's go there.



will be forced to split your party into three teams similar to the Phoenix Cave and Floating Continent earlier. If you have three Celestriads, you can either equip one on each person in the team except the fourth person (who will have the Master's Scroll and Genji Glove anyway), or you can equip one Celestriad on each team's spellcaster. However, I would recommend the former option because you can always just remove them from your active party before you switch teams and then equip them on the new party afterward.

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_____ .----- ._____ /
|_____)===== ((DEFEATING TYRANNOSAUR))===== (/
|_____ /
|_____ "-----"
|_____ \

```

Tyrannosaur is the easier of the two enemies. He is weak to Ice, so if all else fails, cast "Blizzaga" to inflict massive damage each turn. Beware of Tyrannosaur's "Meteor" spell, which will inflict around 1,500 HP on every party member! Your next active character should cast "Curaga" on all party members as soon as you see Meteor begin. This can be even more dangerous if you get pincer attacked by two Tyrannosaurs at once. In this scenario, it might be better to just have everyone cast Ultima, Flare, or Blizzaga to end the fight as quickly as possible. Once you reach Level 50 or more, these monsters are almost easy, though, thanks to the Master's Scroll/Genji Glove combination. Also, if you Sketch a Tyrannosaur, you can learn the "Aero" Lore.

```

_____ .----- ._____ /
|_____)===== ((DEFEATING BRACHIOSAUR))===== (/
|_____ /
|_____ "-----"
|_____ \

```

Brachiosaur is the more difficult of the two enemies. He is also weak to Ice, so you can cast "Blizzaga" here to deal significant damage. However, your MP would be better used on the "Ultima" spell if you have it, honestly. The key to winning against Brachiosaur is to inflict as much damage as quickly as possible before he performs his "Snort" command on your entire party at once, or, even worse, his "Ultima" spell! If your Master's Scroll/Genji Glove character attacks with the Icebrand and Ultima Weapon while your other three characters cast "Ultima" (or Dualcast in one case), you should be able to take down the Brachiosaur before he gets more than one turn, if he even gets one at all! Note that it might take several fights against the dinosaur to even get him to drop one Celestriad, so you'll probably have to fight him a dozen times or more. On top of that, his encounter rate as opposed to Tyrannosaur is incredibly low, so you'll be fighting about fifteen Tyrannosaurs to every one Brachiosaur most likely.

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_____/_____/_____/
|_____ \- _____ /- /_____ |
(02.02.06.08)) M O R E L O R E S ((~morelores)
|_____ /- /_____ \- _____ /

```

Now it's time to find the last of Strago's Lores. Assuming you already found the ones listed in the "More Lores" section of the World of Balance, I'll go over the remaining ones found only in the World of Ruin here. One thing to note before I continue is that there is a monster in the final dungeon (Kefka's Tower) known as Dark Force which has almost every Lore in the game at its disposal, so you can always just wait until you fight that enemy and learn them all at once if you want. Otherwise, there are monsters beforehand that will teach you the Lores earlier. Here are the remaining Lores to find and how to obtain them:

- \* Mighty Guard
- \* Rippler
- \* Aero
- \* Bad Breath
- \* Tsunami
- \* Level ? Holy
- \* Grand Delta
- \* Quasar
- \* Reflect???
- \* Force Field

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_____ .----- ._____ /
|_____)===== ((NEW LORE: MIGHTY GUARD) _____)===== (_____ /
/ "-----"

```

Place both Relm and Strago (of course) in the party and fly down to Solitary Island where Celes washed up much earlier with Cid. Walk around the desert part of the world map portion of the island until you encounter a Land Ray. Use the Sketch command on Relm to paint Land Ray, which will use the "Big Guard" Lore. After the battle ends, Strago will learn the Lore from the Sketch. This Lore allows you to cast Protect and Shell on all allies at once. Plus, if you have the Celestriad equipped, it only costs 1 MP to do! This is a huge boon in the dungeons to come, especially the bonus dungeons if you decide to tackle them.

```

_____ .----- ._____ /
|_____)===== ((NEW LORE: RIPPLER) _____)===== (_____ /
/ "-----"

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Head over to the forest northwest of Maranda and encounter the Reach Frog, which will eventually use the "Rippler" Lore. They will be a bit tough until you get to higher levels, though, just as a warning. And yes, the Rippler bug has been fixed in this version of the game, so this Lore's usefulness took a serious drop now.

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_____ .----- ._____ /
|_____)===== ((NEW LORE: AERO) _____)===== (_____ /
/ "-----"

```

Now, head over to the plains to the east of Kohlingen and encounter the enemy called Marchosias. Eventually, it will use "Aero" on your party, which you can learn. Just be careful once "Aero" is cast because it will seriously lower your party's HP, and there's a chance of death if you don't either heal up following the Lore or defeat the enemy quickly otherwise. To make this one easier, bring Relm along and have her use Sketch to inflict Aero on Marchosias instead. The Lore will still be learned even if it isn't used against your party, and you'll have a much easier time getting it this way.

```

_____ .----- ._____ /
|_____)===== ((NEW LORE: BAD BREATH) _____)===== (_____ /
/ "-----"

```

This one is easy to get. Head back into Darill's Tomb and spend some time in the Main Hall until you encounter the status-inflicting Malboro enemy. It will use "Bad Breath" within a few turns. Make sure to equip at least one Ribbon to survive the Lore since it tends to cause Confusion, which will be hard to overcome if everyone's affected at once! This one might be easier to learn if you maximize (or at least raise) your Magic Evasion with equipment beforehand. You will still learn the Lore even if you block it!

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_____ .----- ._____ /

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\_\_\_\_)===== (\_\_\_\_ ( NEW LORE: TSUNAMI ) \_\_\_\_ )===== (\_\_\_\_ /  
"-----"

If you already fought Leviathan, chances are you've learned the "Tsunami" Lore from it during the battle as long as you had Strago in your party at the time. Otherwise, you'll need to go back to the Cave to the Ancient Castle using Figaro Castle and encounter Enoo. Once it is the only enemy left in battle, it will eventually use the "Tsunami" Lore. If you equip Imp equipment such as the Saucer, Reed Cloak, and Tortoise Shield, you'll actually absorb the attack as it is Water-based.

\_\_\_\_.-----\_.\_\_\_\_ /  
\_\_\_\_)===== (\_\_\_\_ ( NEW LORE: LEVEL ? HOLY ) \_\_\_\_ )===== (\_\_\_\_ /  
"-----"

There are four places to learn Level ? Holy aside from the monsters in the Soul Shrine.

1. If you haven't gone to the Phoenix Cave yet, you can Sketch the Red Dragon to learn the Lore.
2. If you haven't gone through Cyan's Nightmare yet, you can fight the Alluring Rider to learn it.
3. You can fight the Alluring Rider on the Veldt once you've cleared Cyan's Nightmare, but it might take a while due to the huge number of battles to go through just to get it to appear.
4. Finally, you can fight Dark Force in Kefka's Tower to learn this Lore. I would recommend this route if the first two are no longer valid unless you're going to learn the final Rages in the game, in which case you'll probably run into the Alluring Rider along the way.

\_\_\_\_.-----\_.\_\_\_\_ /  
\_\_\_\_)===== (\_\_\_\_ ( NEW LORE: GRAND DELTA ) \_\_\_\_ )===== (\_\_\_\_ /  
"-----"

The only place to learn the "Grand Delta" Lore is in the fight against Hidon in Ebot's Rock. Don't worry if you forgot to learn it during the normal play-through. You can fight Hidon as many times as you like by making your way back to the monster's lair. It won't use the Lore until you get rid of the Erebus enemies, though, so make sure to eliminate all of them first.

\_\_\_\_.-----\_.\_\_\_\_ /  
\_\_\_\_)===== (\_\_\_\_ ( NEW LORE: QUASAR ) \_\_\_\_ )===== (\_\_\_\_ /  
"-----"

You have to fight the Dark Force enemy in Kefka's Tower in order to learn this Lore. However, it might take a while. It rotates commands each turn, and once every seven turns it has a one-in-three chance of using either the "Quasar" or "Reflect???" Lore. Cast "Haste" on Dark Force to make the turns go by more quickly if you like, but make sure you can survive the battle before you do this.

Alternately, you can also learn Quasar from Gilgamesh if you bring Strago into the fight (Note: you don't have to use Strago on the Onion Dasher beforehand, just have him in your party in general). However, it takes a long time to see Quasar usually, and the battle is pretty tough. Also, you can learn Quasar from Goddess at the end of Kefka's Tower, but that would require that you backtrack to the start after defeating Fiend and reorganizing your party to include him

in the fight against Goddess as well, which might be more trouble than it's worth.

```

_____ .----- ._____ /
|_____)===== ((NEW LORE: REFLECT???))===== (_____ /
|_____ /
|_____ "-----"

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As stated above, you can learn the "Reflect???" Lore from Dark Force. However, you can also fight the enemy called Daedalus and cast "Reflect" on your party (or wear the Reflect Ring relic into battle) and it will use the Lore on your party.

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_____ .----- ._____ /
|_____)===== ((NEW LORE: FORCE FIELD))===== (_____ /
|_____ /
|_____ "-----"

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The only way to learn this final Lore is to bring Strago into a fight against the Warring Triad boss known as Fiend. You fight this battle with your primary team in Kefka's Tower, so just bring Strago along in the first team to eventually run into Fiend. Make sure not to defeat it until it uses "Force Field" though. However, if you choose not (or forget) to bring Strago into this fight, it can be learned from Fiend again in the bonus dungeon.

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_____/WALKTHROUGH\ _____ /THE WORLD OF RUIN\ _____ /OTHER STUFF/
| \- \ /- / |
| (02.02.06.09)) F A N C Y D A N C E S ((~fancydance)
| _____ /- / _____ \- \ _____ /

```

There was only one Dance you couldn't learn in the World of Balance, and I'll assume you already learned the others in the Other Objectives section of the previous world. So, with that said, let's go find the last Dance (if you didn't do so already).

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_____ .----- ._____ /
|_____)===== ((NEW DANCE: SNOW RONDO))===== (_____ /
|_____ /
|_____ "-----"

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Head over to Narshe and climb up through the North Narshe Mines until you get to the Frosted Maze area where Ice Dragon is/was wandering around. There are random encounters here now that Narshe has been overtaken by monsters in this new world, and if you fight one of these encounters while Mog is in the party, he will learn the "Snow Rondo" at the end of the battle. You probably already learned this Dance during the recruitment of Umario, but I decided to include it here just in case you didn't.

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_____/WALKTHROUGH\ _____ /THE WORLD OF RUIN\ _____ /OTHER STUFF/
| \- \ /- / |
| 02.02.06.10)) T H E V E L D T ((~veldt
| _____ /- / _____ \- \ _____ /
| |
	=====		
	~*~ AVAILABLE RAGES AT THIS POINT ~*~		
	=====O=====O=====		
	MONSTER NAME	MONSTER NAME	MONSTER NAME

```



after the "237 Aspidochelon" entry, you just need to head to Kefka's Tower to find it.

```

\WALKTHROUGH\ _____ /THE WORLD OF RUIN\ _____ /OTHER STUFF/
| \-\ /-/\ |
(02.02.06.11)) L E V E L I N G U P ((~levelingup)
\ _____ /-/\ _____ \-\ _____ /

```

This short section will list the three best places to level up.

```

_____ .-----_._____
/_____)===== (____ (LEVELING-UP FOR EXPERIENCE) ____)===== (____
/_____ "-----"

```

The Dinosaur Forest north of the Veldt is the best place to gain experience points in the game. Once you feel comfortable using one person in battle here, just bring in that one person you want to level up and defeat the Tyrannosaurs and Brachiosaurus here for massive amounts of experience until you reach the desired level.

```

_____ .-----_._____
/_____)===== (____ (LEVELING-UP FOR GIL) ____)===== (____
/_____ "-----"

```

The Cactuar Desert west of Maranda is the best place to gain Gil in the game. If you equip the Sniper Eye relic or use special skills that always connect, you can quickly dispatch the Cactuars and Slagworms in this desert for 10,000 Gil each. You should make plenty of money in no time.

```

_____ .-----_._____
/_____)===== (____ (LEVELING-UP FOR MAGIC AP) ____)===== (____
/_____ "-----"

```

The Cactuar Desert west of Maranda or the Cultist's Tower are both great places to gain AP. The Cactuar Desert has the Slagworm, which gives away 5 AP per monster and the Cactuar, which gives away 10 AP each. However, all of the Level Magic monsters in the Cultist's Tower give away at least 5 AP or more, so either place is very useful. In fact, the Cultist's Tower is even easier if you have at least one Celestriad equipped, which will allow you to Dualcast the "Ultima" spell every battle and rack up AP in no time. Then again, the same is true of the monsters in the Cactuar Desert.

Hopefully these places will help you build up your party to your liking as quickly as possible.

```

\WALKTHROUGH\ _____ /THE WORLD OF RUIN\ _____ /
| \-\ /-/\ \
(02.02.07.00)) K E F K A ' S F A L L ((~kefkasfall)
\ _____ /-/\ _____ \-\ _____ /

```

O=====O It's finally time to settle the score against  
| ~\*~ IN THIS SECTION ~\*~ | Kefka once and for all! Make sure you've com-



```

o-----o pleted every other task you want in the game
| 01. Kefka's Tower | and level up until you're satisfied. When you
| 02. Finale | feel ready, pilot the Falcon over to Kefka's
| 03. Epilogue | Tower in the center of the main continent and
O=====O land it on the tower spirte itself. The party
 discusses the very real possibility that if you
defeat the Warring Triad, the power of the espers -- and Terra -- will dis-
appear from the world! There's no choice left, though. It's either you destroy
Kefka and the Triad or risk them destroying you. The only hope is to pray that
Terra can survive the end of the espers.

```

The game will prompt you to form three parties with the characters you have available at this time. If you've followed the walkthrough so far, you'll have every character available, and hopefully you spent some time leveling up in the places recommended above to make this dungeon easier. In fact, I went a little overboard and leveled all fourteen characters to Level 99 in my game! It can't hurt to be strong here. With a Level 99 character equipping the Master's Scroll and Genji Glove relics, Ultima Weapon and another strong weapon, and a high Strength statistic, you can actually do up to 79,992 damage in one move! Yes, one move! That's enough to take down every boss except for one or two of the new bosses in the after-game bonus dungeons instantly. With characters like that, the rest of the game should be a walk in the park. But it's up to you, of course, to choose how strong you want to be and how much of a challenge you'd like in this final battle. It's certain more satisfying to defeat Kefka with a weak team, but it's a lot harder as well.

Anyway, you still need to decide on your teams. I would recommend putting Strago in the first party so he can learn the "Forcefield" Lore in the boss fight that can only be reached from the first team. Other than that, the other choices are up to you depending on how you've built up your characters. With that, the party lands in three different areas of the ruinous tower and the journey to the Light of Judgment itself begins!

| \WALKTHROUGH\       |     | /THE WORLD OF RUIN\     |  | /KEFKA'S END/   |                      |
|---------------------|-----|-------------------------|--|-----------------|----------------------|
| \-                  |     | /-/                     |  |                 |                      |
| 02.02.07.01 ) )     |     | K E F K A ' S T O W E R |  | ( ( ~kefkatower |                      |
| /-                  |     | \-                      |  |                 |                      |
|                     |     |                         |  |                 |                      |
| ===O===O=====O===== |     |                         |  |                 |                      |
| Skp                 | Mis | NAME                    |  | LOCATION        |                      |
| ===O===O=====O===== |     |                         |  |                 |                      |
|                     |     | [ ] Hypno Crown         |  | First Party     | > E of landing spot  |
|                     |     | [ ] Fixed Dice          |  | First Party     | > 1st platforms      |
|                     |     | [ ] Minerva Bustie      |  | Second Party    | > NW in 2nd area     |
|                     |     | [ ] Pinwheel            |  | Second Party    | > dead end room      |
|                     |     | [ ] Force Shield        |  | Second Party    | > after pipes area   |
|                     |     | [ ] Force Armor         |  | Second Party    | > after pipes area   |
|                     |     | [ ] Ribbon              |  | Second Party    | > containment room   |
|                     |     | [ ] Red Cap             |  | Third Party     | > S of landing spot  |
|                     |     | [ ] Nutkin Suit         |  | Third Party     | > dead end room      |
|                     |     | [ ] Gauntlet            |  | Third Party     | > dead end room      |
|                     |     | [ ] Hero's Ring         |  | Third Party     | > factory room       |
|                     |     | [ ] Aegis Shield        |  | Third Party     | > S of factory room  |
|                     |     | [ ] Megalixir           |  | Third Party     | > after Inferno      |
|                     |     | [ ] Rainbow Brush       |  | Third Party     | > N of sparkle chest |
|                     |     | [ ] Pinwheel            |  | First Party     | > N of repaired belt |

|       | <    | >                   | Ribbon | First Party | >     | S of Demon |      |
|-------|------|---------------------|--------|-------------|-------|------------|------|
| ===== |      |                     |        |             |       |            |      |
|       | NAME |                     | HP     | GIL         | EXP   | RAGE       | LORE |
| ===== |      |                     |        |             |       |            |      |
|       |      | 239 Yojimbo         | 7,050  | 2,000       | 2,300 | Yes        | No   |
|       |      | 240 Dark Force      | 8,940  | 600         | 2,950 | Yes        | Yes  |
|       |      | 241 Muud Suud       | 25,000 | 100         | 4,200 | Yes        | No   |
|       |      | 242 Fiend Dragon    | 18,008 | 2,700       | 8,500 | Yes        | No   |
|       |      | 243 Mover           | 120    | ---         | 1,500 | Yes        | Yes  |
|       |      | 244 Cherry          | 8,150  | 700         | 2,200 | Yes        | No   |
|       |      | 245 Vector Lythos   | 2,800  | 350         | 1,400 | Yes        | No   |
|       |      | 246 Primeval Dragon | 10,050 | 1,200       | 3,000 | Yes        | No   |
|       |      | 247 Landworm        | 12,000 | ---         | 4,600 | Yes        | No   |
|       |      | 248 Gamma           | 27,000 | ---         | 9,000 | Yes        | No   |
|       |      | 249 Great Malboro   | 7,000  | 1,320       | 2,800 | Yes        | Yes  |
|       |      | 250 Outsider        | 8,050  | 2,800       | 2,600 | Yes        | No   |
|       |      | 251 Demon Knight    | 6,800  | 200         | 3,090 | Yes        | No   |
|       |      | 252 Duel Armor      | 7,200  | 800         | 2,50  | Yes        | No   |
|       |      | 253 Great Behemoth  | 11,000 | 2,900       | 4,100 | Yes        | No   |
|       |      | 254 Vector Chimera  | 7,500  | 900         | 2,900 | Yes        | No   |
|       |      | 255 Fortis          | 9,800  | 250         | 3,500 | Yes        | No   |
|       |      | 256 Junk            | 2,000  | 1,100       | 2,200 | Yes        | No   |
|       |      | 257 InnoSent        | 6,600  | 1,950       | 2,400 | Yes        | No   |
|       |      | 258 Daedalus        | 12,280 | ---         | 3,500 | Yes        | No   |
|       |      | 259 Ahriman         | 10,000 | ---         | 2,820 | Yes        | Yes  |
|       |      | 260 Death Machine   | 6,000  | 670         | 2,300 | Yes        | No   |
|       |      | 261 Metal Hitman    | 2,000  | 700         | 2,000 | Yes        | Yes  |
|       |      | 262 Prometheus      | 14,500 | 1,300       | 5,200 | No         | No   |
|       |      | 339 GOLD DRAGON     | 32,400 | ---         | ---   | No         | No   |
|       |      | 343 SKULL DRAGON    | 32,800 | ---         | ---   | No         | No   |
|       |      | 348 INFERNO         | 30,800 | ---         | ---   | No         | No   |
|       |      | 349 RAHU            | 8,000  | ---         | ---   | No         | No   |
|       |      | 350 KETU            | 11,000 | ---         | ---   | No         | No   |
|       |      | 351 ULTIMA BUSTER   | 55,000 | ---         | ---   | No         | Yes  |
|       |      | 352 GUARDIAN        | 60,000 | ---         | ---   | No         | No   |
|       |      | 353 FIEND           | 63,000 | ---         | ---   | No         | Yes  |
|       |      | 354 GODDESS         | 44,000 | ---         | ---   | No         | Yes  |
|       |      | 355 DEMON           | 58,000 | ---         | ---   | No         | No   |
| ===== |      |                     |        |             |       |            |      |

```

_____ .----- ._____
/_____)===== ((KEFKA'S TOWER: FIRST PARTY))===== (
/_____ "-----"

```

Don't forget to equip your party members as you like at this point before going anywhere! When you're satisfied, start by heading down to the conveyor belt and taking the one to the left which pulls you down to the lower level. You'll probably notice very quickly that some monsters, such as the Vector Lythos, can actually have sprites stacked on top of each other, similar to Cyan's chest earlier. It's not uncommon to encounter four Vector Lythos enemies but only see one. Each time one is dead, the next one is in the same place. Always look at the number of enemies next to the enemy's name to make sure you're not fighting more than you can handle.

Head around this first area to find a treasure chest to the east of the landing



```

| [] Bravery [] Faith [I] Petrify [] Reraise [] Slow |
| [I] Confuse [] Float [I] Poison [] Sap [I] Stop |
| [] Counter [] Frozen [] Protect [] Shell [] Vanish |
| [] Darkness [] Haste [] Quick [] Shield [] Zombie |
|=====o=====|
| DROPS: --- | STEAL: Crystal Orb |
| --- | Blood Sword |
|-----+-----|
| KEY ITEM: --- | REQUESTS: --- |
|=====o=====|
| FOUND: Kefka's Tower: Second | TYPE: --- |
|-----+-----|
COMMANDS: Attack	LEARN: "Tsunami" Lore
Blizzaga	
Firaga	
Flare Star	
Meteor	
Quake	
Southern Cross	
Thundaga	
Tsunami	
=====o=====	
APPEARANCE: A behemoth covered in sigils and built from machinery	
=====	
STRATEGY: "I am the one known as Ultima... Forged an eternity ago	
and left here... Forgotten in the mists of time... Long	
have I pondered what I should do... Long, long have I	
pondered... But now it seems I have an answer."	
If you're still at lower levels, this battle can be tough	
since Ultima Buster has a lot of HP and strong commands.	
Its spells have been upgraded from your last encounter	
when it was only the Ultima Weapon. The -ra spells have	
become -ga spells, and it has gained the painful Tsunami	
Lore, Northern and Southern Crosses, and Meteor! Make	
sure to keep your HP above 2,000 at all times so you can	
survive the gauntlet of spells. It may help to summon the	
Golem esper, which will at least provide you with some	
immunity to its rare physical attacks and then summon the	
Zona Seeker esper to cast "Shell" on your entire party at	
once. "Hastega" is also a great option. In the end, it	
really comes down to who enters this battle better-pre-	
pared.	
=====o=====	

```

After the battle, Ultima Buster will turn into a save point. Feel free to use this if you like (I would recommend at least using a Tent here to replenish HP and MP) and then continue south to exit the bathroom. You'll suddenly drop down into a new platform area. Here, work your way south, then west, and finally north to find a doorway leading into a room located to the west of the bathrooms you came from.

This next area is filled with pipes, ladders, and platforms similar to the Magitek Factory. In fact, since parts of Vector have been absorbed into Kefka's Tower already from what we've seen, I would imagine that this is, in fact, a part of the Magitek Factory indeed. To start, skip the first pipe leading north since it just dumps you out near the dead end with the Pinwheel you collected earlier. Instead, take the second pipe leading north and head east to a new area of the exterior.



```

| battle if you equip these because the boss relies heavily |
| on its magic, which will not harm you. |
O=====O

```

After the battle, head to the northwest and continue around the curving path to find a doorway leading south. You'll end up in a mechanical area with a bridge in the center of the room blocked by railings on both sides. Your party is stuck on the left side of the room, so head north until you find another green floor switch here. Stand on it and then switch to your third party since nothing happens while you're on the switch and that's as far as you can go for now.

```

_____ .-----_._____/
|_____|=====|(____ (KEFKA'S TOWER: THIRD PARTY)____)|=====|(____/
|_____
/_____ "-----" \

```

As usual, equip your entire party before you take a step to make sure you can handle the battles here. If you're running low on good equipment, you can always unequip your last two parties and use those items on this one and then do the same once you switch to the others again. That way you can always use your best weapons, armor, and relics.

Start by heading south past the conveyor belts to discover a treasure chest on the left side of the path that contains a RED CAP. Head into the doorway north of this chest to find yourself in a mechanical room with a bridge, but not the one you just left with the second party earlier. Open the treasure chest at the top of the room for a NUTKIN SUIT and then the one east of that for a GAUNTLET. Once this place is looted, head back outside and continue south down the path to find another doorway at the bottom of this area. As a side note, the room with the two treasure chests is the best area to encounter the InnoSent enemy, which knows almost every Lore in the game. If Strago is in this party, he can learn most missing Lores here if you fight them long enough and he survives the battle.

In this next area, you'll notice that the room seems to resemble the Magitek Factory again, complete with conveyor belts and metal tubes. Open the treasure chest north of the entrance for a HERO'S RING. You can take two different conveyor belts here. Before you take either one, though, there is a secret in this room that you might miss if you aren't careful. Do you see the engine along the south wall pulling a chain continuously? If you head beneath the engine and line yourself up directly south of the chain portion of the engine, you can actually walk through the wall to the south to find a hidden room. As you head down the secret passage, keep trying to head west and you'll eventually find a branch in the path that circles around the room and enters it from the south. Open the treasure chest inside to claim the AEGIS SHIELD. Now, go back to the room above and take the conveyor belt going north to find a room beyond with a save point. Use it if you like to at least replenish your HP and MP and then attempt to head down the stairs to the west. You'll be ambushed by a new boss as you reach the first step!

```

|_____|_____|_____|_____|
O=| |< | | | |=====|=====O
| | |< | | | |_____|_____| Inferno |
| | |< | | | |_____|_____| -Magitek Security Remnant- |
O=|_____|_____|_____|_____|=====O
|
|=====o=====o=====o=====o=====|
| HP: 30,800 | STR: N/A | MAG: 10 | ATT: 13 | GIL: --- |
|-----+-----+-----+-----+-----|
| MP: 9,700 | DEF: 130 | MDF: 145 | STA: N/A | EXP: --- |

```

```

-----+-----+-----+-----+-----+-----+
| LEVEL: 67 | EVA: --- | MEV: --- | SPD: N/A | AP: --- |
|=====o=====o=====o=====o=====o=====|
| [A] Fire [W] Lightning [] Wind [] Restore [] Holy |
| [] Ice [] Water [] Earth [] Poison [] Evil |
|-----+-----+-----+-----+-----+-----+
| [I] Berserk [I] Death [I] Imp [] Reflect [I] Silence |
| [] Blink [] Doom [] Paling [] Regen [I] Sleep |
| [] Bravery [] Faith [I] Petrify [] Reraise [] Slow |
| [I] Confuse [] Float [I] Poison [] Sap [I] Stop |
| [] Counter [] Frozen [] Protect [] Shell [] Vanish |
| [] Darkness [] Haste [] Quick [] Shield [] Zombie |
|=====o=====o=====o=====o=====o=====|
DROPS: ---	STEAL: Ice Shield
-----+-----+-----+-----+-----+-----+	
KEY ITEM: ---	REQUESTS: ---
=====o=====o=====o=====o=====o=====	
FOUND: Kefka's Tower: Third P	TYPE: ---
-----+-----+-----+-----+-----+-----+	
COMMANDS: Attack	LEARN: ---
Atomic Rays	
Magitek Barrier	
Meteor	
<regenerate blade>	
Sobat (counter)	
Thundaga	
=====o=====o=====o=====o=====o=====	
APPEARANCE: A creation of twisted metal wielding two wicked blades	
=====o=====o=====o=====o=====o=====	
STRATEGY: Remember this boss from your days in the escape route of	
the Magitek Research Facility? It hasn't changed much	
aside from becoming stronger and gaining the Gigavolt	
attack, which can inflict as much as 2,000 HP damage on	
every member of your party if you aren't careful. Plus,	
it will usually begin the battle with the "Atomic Rays"	
attack, so make sure you have enough HP to survive this	
before you enter battle. As long as one of the blades is	
still alive, Inferno can cast "Thundaga" on the party.	
However, if you get rid of both blades, it can cast the	
much worse "Meteor" spell. However, if you're filling in	
your entire bestiary, you'll have to risk this in order	
to fill in all three parts of the boss. Put up a defense	
with the Golem esper or the Guard Bracelet if you have it	
and just pound this thing into submission before it does	
the same to you.	
=====o=====o=====o=====o=====o=====	
_____	_____
O=	
O=	
=====o=====o=====o=====o=====o=====	
HP: 8,000	STR: N/A
-----+-----+-----+-----+-----+-----+	
MP: 770	DEF: 80
-----+-----+-----+-----+-----+-----+	
LEVEL: 69	EVA: ---

```

```

=====o=====o=====o=====o=====
| [] Fire [A] Lightning [] Wind [] Restore [] Holy |
| [W] Ice [] Water [] Earth [] Poison [] Evil |
|-----+-----+-----+-----+-----|
| [I] Berserk [] Death [I] Imp [] Reflect [I] Silence |
| [] Blink [] Doom [] Paling [] Regen [I] Sleep |
| [] Bravery [] Faith [] Petrify [] Reraise [] Slow |
| [I] Confuse [] Float [I] Poison [] Sap [] Stop |
| [] Counter [] Frozen [] Protect [] Shell [] Vanish |
| [I] Darkness [] Haste [] Quick [] Shield [] Zombie |
|-----+-----+-----+-----+-----|
DROPS: ---	STEAL: Flame Shield
-----+-----+-----+-----+-----	
KEY ITEM: ---	REQUESTS: ---
-----+-----+-----+-----+-----	
FOUND: Kefka's Tower: Third P	TYPE: ---
-----+-----+-----+-----+-----	
COMMANDS: Attack	LEARN: ---
Rapier	
-----+-----+-----+-----+-----	
APPEARANCE: A cruel blade from the new world	
-----+-----+-----+-----+-----	
STRATEGY: Just like last time, these blades have the powerful sword	
commands that act like Gravity-based spells except not as	
magic. This blade uses "Rapier," which can reduce one	
character's HP by 50%.	
-----+-----+-----+-----+-----	
O=====o=====o=====o=====o=====

```

```

| _ | | _ | | _ | | _ |
O=| _ | |=| _ | |=| _ | |=| _ |=====O
| _ < | | _ | | _ | | _ | Ketu |
| _ | | _ | | _ | | _ | -Eastern Weapon- |
O=| _ | |=| _ | |=| _ | |=| _ |=====O

```

```

=====o=====o=====o=====o=====
| HP: 11,000 | STR: N/A | MAG: 7 | ATT: 13 | GIL: --- |
|-----+-----+-----+-----+-----|
| MP: 2,600 | DEF: 75 | MDF: 185 | STA: N/A | EXP: --- |
|-----+-----+-----+-----+-----|
| LEVEL: 67 | EVA: --- | MEV: --- | SPD: N/A | AP: --- |
|-----+-----+-----+-----+-----|
| [W] Fire [] Lightning [] Wind [] Restore [] Holy |
| [A] Ice [] Water [] Earth [] Poison [] Evil |
|-----+-----+-----+-----+-----|
| [I] Berserk [] Death [I] Imp [] Reflect [I] Silence |
| [] Blink [] Doom [] Paling [] Regen [I] Sleep |
| [] Bravery [] Faith [] Petrify [] Reraise [] Slow |
| [I] Confuse [] Float [I] Poison [] Sap [] Stop |
| [] Counter [] Frozen [] Protect [] Shell [] Vanish |
| [I] Darkness [] Haste [] Quick [] Shield [] Zombie |
|-----+-----+-----+-----+-----|
DROPS: ---	STEAL: Flame Shield
-----+-----+-----+-----+-----	
KEY ITEM: ---	REQUESTS: ---
-----+-----+-----+-----+-----	
FOUND: Kefka's Tower: Third P	TYPE: ---
-----+-----+-----+-----+-----	
COMMANDS: Attack	LEARN: ---

```



```

| Shamshir |
|=====O=====|
| APPEARANCE: A cruel blade from the new world |
|=====|
| STRATEGY: Similar to Rahu, this blade can also use the sword attack |
| "Shamshir," which reduces one character's HP by 50% too. |
|=====O=====|

```

After the battle, head southwest to find an exit back to the exterior. Continue south to the next area. Here, you'll spot a conveyor belt moving north and one that doesn't work to the right of that. Since you're facing south, you can't go down the moving conveyor belt, so head down the stationary conveyor belt instead. Open the treasure chest just beyond for a MEGALIXIR. Now, head down the left-fork here to find a treasure chest to the west with a sparkling star inside. Examine this chest to repair the conveyor belt to the west. Before going into the doorway here, head up the moving conveyor belt to find a chest with a RAINBOW BRUSH inside. This is Relm's best weapon for now, so equip this as soon as possible if she's in one of your parties! You'll have to head back up the next conveyor belt to the fork again and make your way south to the door after opening the chest due to the motion of the first conveyor belt blocking your way south. Finally, head into the doorway and continue north until you find yourself in the remains of the Imperial Palace again, this time in the eastern wing. There is a dragon seated on a pedestal here as well. This is the final legendary dragon, but it's also the toughest one at the same time. If you want to battle it, read on. Otherwise, skip past it. Before you fight it, though, make sure to equip Ribbons on all four party members if you can (you should have four by now) or the Paladin Shield will work if you don't have four.

```

| _ | | _ | | _ | | _ |
O=| | | | =| | | | =| |=====| |=====O
| | _ < | | | | | _ | | _ | Skull Dragon |
| | | _ | | | | _ | | _ | | -Legendary Undead Dragon- |
O=| | _ | | | _ | | | _ | |=====| |=====O
|
|=====O=====O=====O=====O=====|
| HP: 32,800 | STR: N/A | MAG: 10 | ATT: 15 | GIL: --- |
|-----+-----+-----+-----+-----|
| MP: 1,999 | DEF: 140 | MDF: 120 | STA: N/A | EXP: --- |
|-----+-----+-----+-----+-----|
| LEVEL: 62 | EVA: --- | MEV: --- | SPD: N/A | AP: 10 |
|=====O=====O=====O=====O=====|
| [W] Fire [] Lightning [] Wind [W] Restore [W] Holy |
| [] Ice [] Water [] Earth [A] Poison [I] Evil |
|-----+-----+-----+-----+-----|
| [I] Berserk [] Death [I] Imp [] Reflect [I] Silence |
| [] Blink [] Doom [] Paling [] Regen [I] Sleep |
| [] Bravery [] Faith [I] Petrify [] Reraise [I] Slow |
| [I] Confuse [] Float [I] Poison [] Sap [I] Stop |
| [] Counter [] Frozen [] Protect [] Shell [] Vanish |
| [I] Darkness [] Haste [] Quick [] Shield [*] Zombie |
|=====O=====O=====O=====O=====|
DROPS: Muscle Belt	STEAL: ---
-----+-----+-----+-----+-----	
KEY ITEM: ---	REQUESTS: ---
=====O=====O=====O=====O=====	
FOUND: Kefka's Tower: Third P	TYPE: Undead
-----+-----+-----+-----+-----	
COMMANDS: Attack	LEARN: ---
Disaster	

```

```

| Doom | |
| Will o' the Wisp | |
|=====O=====|
| APPEARANCE: The green, skeletal remains of the primeval dragon |
|=====|
| STRATEGY: This legendary dragon is a nightmare if you come into the |
| battle unprepared. While the other dragons tend to stick |
| to a specific element such as Fire or Lightning, this |
| dragon's specialty is the "Evil" element and status |
| effects! The Evil element is my term for any magic that |
| inflicts damage or the Death status without an actual |
| elemental affinity. Gravity spells and Death are good |
| examples of this. The Skull Dragon is a master of nega- |
| tive statuses. It uses the "Disaster" attack similar to |
| Brachiosaur, which can inflict all status effects on any |
| party member not fully-protected. The only status that |
| you can't avoid is "Doom," which will eventually inflict |
| Death once the timer runs out. Essentially, you need to |
| avoid falling to the status gauntlet and defeat the boss |
| in a limited amount of time before being overcome. |
|=====O=====

```

After defeating this final dragon, you obtain the Crusader esper, as listed above. However, you also gain a new message in this edition of the game. There is a stone tablet that drops from the final dragon you defeat. It reads:

```

"The seal is broken at last... You who have defeated the
legendary eight... I shall await you at the Dragon's
Horn..."

```

This is a clue to the location of the first new dungeon: the Dragon's Den. If you want, you can now leave Kefka's Tower by backtracking and take on the new dungeon. However, even if you do clear the game normally, you can still try the new dungeon after the final battle, so for now we'll continue on.

Head into the door to the north and follow the path around, just like you did with the second party. You end up in the area with the railed bridge, but now you're on the east side of the room. Head north to find another green floor switch. Step on it to open the door at the end of the bridge. For now, that's all you can do with this party, so switch back to your first group again.

```

_____ .-----_._____ /
()===== (KEFKA'S TOWER: FIRST PARTY)===== ()
/ "-----"

```

Now that a path has been opened for your original party earlier, you can cross the bridge south and continue deeper into the containment chamber facility. In the area beyond, be careful of the random encounters here. You have a good chance of running into the powerful Fiend Dragon enemy (sometimes in pairs), which is a very hearty enemy that rivals some bosses in HP (almost 20,000!) and attack strength. In fact, it resembles the boss Shinryu from Final Fantasy V, which should give you a clue as to its difficulty level considering Shinryu was the most difficult boss in that game (or Omega Weapon depending on your view). As long as you examined the sparkling chest earlier, you can also advance up the once-broken conveyor belt. Open the treasure chest beyond and to the left for a PINWHEEL. Now, head into the doorway to the north.

You'll find yourself on the railed bridge that you couldn't get to with the two other teams earlier. Head across the bridge and into the main keep beyond. If you stand on the switch in the center of the room, it doesn't seem to do any-



```

| --- | Force Armor |
|-----+-----|
| KEY ITEM: --- | REQUESTS: --- |
|-----+-----|
| FOUND: Kefka's Tower: Third P | TYPE: --- |
|-----+-----|
COMMANDS: Attack	LEARN: ---	
<Air Force Program>		
<Dadaluma Program>		
<Default Program>		
<Ultima Program>		
<Ultros Program>		
-----+-----		
APPEARANCE: An armored tank fitted with powerful guns and lasers		
-----+-----		
STRATEGY: If you tried to fight this thing earlier when you first		
entered Vector, you couldn't even harm it. However, it		
seems that time (and a few levels) have flipped the scale		
in your favor. The battle itself is actually a repeat of		
several boss battles from the past because the Guardian's		
specialty is duplicating battle programs. The following		
list shows all of the battle programs known and what		
attacks they allows Guardian access to:		
AIR FORCE BATTLE PROGRAM: Wave Cannon		
DADALUMA BATTLE PROGRAM: Hi-Potion		
Magitek Barrier		
Mythril Knife		
Potion		
Shockwave		
DEFAULT BATTLE PROGRAM: Atomic Rays		
Magitek Laser		
Missile		
ULTIMA BATTLE PROGRAM: Flare		
Flare Star		
Meteor		
Ultima		
ULTROS BATTLE PROGRAM: Entwine		
Stone		
Basically, the challenge is to have your party set up to		
enable survival from all of these various boss tactics.		
With a few ribbons, some good weapons and armor, and the		
Celestriad, this should be fairly easy, though. Although		
this battle is actually the most difficult one from the		
original game and is still difficult in this one, it is		
definitely possible to win, especially if you level up		
for it beforehand. In fact, a Level 99 party should fly		
through this fight in moments! It tends to rotate the		
battle from a boss to a default and then on to the next		
boss, then default, then another boss, etc. The pattern I		
received was Default, Ultros, Default, Dadluma, Default,		
Air Force, Default, Ultima. It seemed to repeat this pat-		
tern continuously. However, it could be different in your		
game. Just beware the Ultima Program due to its powerful		
spells! Eventually, the Guardian will fall!		
-----+-----		

```

Once this devastating battle ends, the Guardian disappears and is replaced by a save point. Use it if you like, and then head north again. Before heading north

up the stairs, examine the southern wall of refuse to discover a hidden cache with a RIBBON inside! Now, follow the path up toward the top of the tower to discover a statue positioned in your way near the summit. That's one of the Warring Triad! Before you approach it, make sure that you have the equipment, items, and statuses that you want before you head into battle. When you're ready, step up to it to cue the first of the epic battles against the gods themselves!

```

| _ | | _ | | _ | | _ |
O=| _ | |=| _ | |=| _ | |=| _ | =====O
| _ < | | | | | _ | | _ | Demon |
| _ | | | _ | | _ | | _ | | -The God of Hell- |
O=| _ | |=| _ | |=| _ | |=| _ | =====O
|
|=====O=====O=====O=====O=====|
| HP: 58,000 | STR: N/A | MAG: 13 | ATT: 15 | GIL: --- |
|-----+-----+-----+-----+-----|
| MP: 18,900 | DEF: 180 | MDF: 145 | STA: N/A | EXP: --- |
|-----+-----+-----+-----+-----|
| LEVEL: 67 | EVA: --- | MEV: --- | SPD: N/A | AP: 10 |
|=====O=====O=====O=====O=====|
| [A] Fire [] Lightning [A] Wind [] Restore [] Holy |
| [] Ice [] Water [] Earth [W] Poison [] Evil |
|-----+-----+-----+-----+-----|
| [I] Berserk [I] Death [I] Imp [] Reflect [I] Silence |
| [] Blink [] Doom [] Paling [] Regen [I] Sleep |
| [] Bravery [] Faith [I] Petrify [] Reraise [] Slow |
| [I] Confuse [] Float [I] Poison [] Sap [] Stop |
| [] Counter [] Frozen [] Protect [] Shell [] Vanish |
| [] Darkness [] Haste [] Quick [] Shield [] Zombie |
|=====O=====O=====O=====O=====|
DROPS: Radiant Lance	STEAL: Red Jacket
-----+-----+-----+-----+-----	
KEY ITEM: ---	REQUESTS: ---
=====O=====O=====O=====O=====	
FOUND: Kefka's Tower: Third P	TYPE: ---
-----+-----+-----+-----+-----	
COMMANDS: Attack	LEARN: ---
Aero	
Firaga	
Flare Star	
Metal Cutter	
Meteor	
Southern Cross	
Stop	
Tyrfing	
=====O=====O=====O=====O=====	
APPEARANCE: A winged creature dense with demonic souls and pain	
=====O=====O=====O=====O=====	
STRATEGY: Don't you just love the music!? Anyway, Demon is one of	
the most difficult bosses in the game, and you'll find	
out why soon enough. Oddly, this boss was used as the	
model for the Weapons of future games, especially Ultima	
Weapon for Final Fantasy VIII. The only thing I can say	
is to use your best tactics in this battle. Flame Shields	
can be used to absorb "Firaga" and "Southern Cross," but	
otherwise it's just a war of attrition to see who falls	
first, especially with its "Metal Cutter" attack which	
can inflict over 1,000 HP damage to each party member!	

```

After that harrowing battle, you receive the Radiant Lance, the best spear in the game, for your efforts! Equip this immediately on whomever you want and then head north. In the next room, save your game if you like and then leap down into the chamber below using the hole in the floor. Press the switch and then switch over to your next team since you can't go any further for now.

\\_\_\_\_\_ .-----.\\_/ \_\_\_\_\_  
 \_\_\_\_\_)===== (\_\_\_\_ ( KEFKA'S TOWER: FIRST PARTY )\_\_\_\_)===== (\_\_\_\_/  
 / "-----" \

Assuming you took your first party left at the main keep, you should be to the left of the upper railed bridge now. If you went to the right, just read the "Second Party" section coming up instead. Otherwise, start by heading south to return to the balcony where the weight was earlier. You can now head into the door near the edge of the balcony that wasn't there earlier to make your way deeper into Kefka's Tower. This path will ultimately lead to the next statue: Fiend!

```

 | | | | | | | |
O=| | | | =| | | | =| |====| |=====0
| | < | | | | |____ | |____ | Fiend |
| | | | | | | | |____ | |____ | -The God of Purgatory- |
O=| |____ | =| |____ | =| |____ | =| |____ |=====0
|
|=====o=====o=====o=====o=====|
| HP: 63,000 | STR: N/A | MAG: 9 | ATT: 60 | GIL: --- |
|-----+-----+-----+-----+-----|
| MP: 4,800 | DEF: 110 | MDF: 160 | STA: N/A | EXP: --- |
|-----+-----+-----+-----+-----|
| LEVEL: 73 | EVA: --- | MEV: --- | SPD: N/A | AP: 10 |
|=====o=====o=====o=====o=====|
| [] Fire [] Lightning [] Wind [] Restore [W] Holy |
| [A] Ice [] Water [] Earth [A] Poison [] Evil |
|-----+-----+-----+-----+-----|
| [I] Berserk [I] Death [I] Imp [] Reflect [I] Silence |
| [] Blink [] Doom [] Paling [] Regen [I] Sleep |
| [] Bravery [] Faith [I] Petrify [] Reraise [] Slow |
| [I] Confuse [] Float [I] Poison [] Sap [I] Stop |
| [] Counter [] Frozen [] Protect [] Shell [] Vanish |
| [] Darkness [] Haste [] Quick [] Shield [] Zombie |
|=====o=====o=====o=====o=====|
DROPS: Mutsunokami	STEAL: Safety Bit
-----+-----+-----+-----+-----	
KEY ITEM: ---	REQUESTS: ---
=====o=====o=====o=====o=====	
FOUND: Kefka's Tower: First P	TYPE: ---
-----+-----+-----+-----+-----	
COMMANDS: Attack	LEARN: "Force Field" Lore
Absolute Zero	
<aura trembles>	
Blizzaga	
Fiendish Rage (target)	
Force Field	
Northern Cross	
<targetting>	
=====o=====o=====o=====o=====	
APPEARANCE: A grotesque angel fallen from glory and bound to hell	

```



```

Entice	
Flash Rain	
Lullaby	
Overture	
Quasar	
Thundara	
Thundaga	
=====O=====	
APPEARANCE: An Archangel poised on the head of a dead goddess	
=====	
STRATEGY: If you look closely, you'll notice the resemblance be-	
between Goddess and Yunalesca from Final Fantasy X (a woman	
connected from below to a giant, demonic head). That	
aside, Goddess might actually be the most challenging of	
the Triad if you aren't leveled up much. Similar to the	
Skull Dragon earlier, Goddess is a master of statuses.	
She is one of the few enemies in the game that can use	
the "Entice" ability, which lures one of your party mem-	
bers into her party! However, you should be able to use	
the pincer attack formation to your advantage to inflict	
as much damage as possible as quickly as possible before	
the fight is lost to Goddess' status gauntlet.	
=====O=====	

```

After the battle, the party gains the Excalibur blade, which is the next-best sword compared with the Ragnarok, Ultima Weapon, and Lightbringer. Equip this if you want, and then follow the path to its conclusion after using the save point again if you like. Once all three parties are standing on the switches at the heart of the keep, the way forward to Kefka's Realm opens and the final battle lies just ahead! It's time to cast down the false god, Kefka!

| WALKTHROUGH            |               | THE WORLD OF RUIN |     |     |      |      |  | KEFKA'S END                    |  |
|------------------------|---------------|-------------------|-----|-----|------|------|--|--------------------------------|--|
| \-\<br>02.02.07.02 ) ) |               | F I N A L E       |     |     |      |      |  | /-/<br>( ( ~finale<br>\-\<br>) |  |
| NAME                   |               | HP                | GIL | EXP | RAGE | LORE |  |                                |  |
| 356                    | SHORT ARM     | 27,000            | --- | --- | No   | No   |  |                                |  |
| 357                    | LONG ARM      | 33,000            | --- | --- | No   | No   |  |                                |  |
| 358                    | VISAGE        | 30,000            | --- | --- | No   | No   |  |                                |  |
| 359                    | TIGER         | 30,000            | --- | --- | No   | No   |  |                                |  |
| 360                    | MACHINE       | 24,000            | --- | --- | No   | No   |  |                                |  |
| 361                    | MAGIC         | 41,000            | --- | --- | No   | No   |  |                                |  |
| 362                    | POWER         | 28,000            | --- | --- | No   | No   |  |                                |  |
| 363                    | LADY          | 9,999             | --- | --- | No   | Yes  |  |                                |  |
| 364                    | REST          | 40,000            | --- | --- | No   | No   |  |                                |  |
| 365                    | KEFKA (angel) | 62,000            | --- | --- | No   | No   |  |                                |  |

This is it! The final battle against Kefka! It appears that he has absorbed the very essence and source of magic from the Warring Triad already, which explains why Terra hasn't felt any side effects from their destruction so far. Once the





```

| [I] Darkness [] Haste [] Quick [] Shield [] Zombie |
|=====O=====|
DROPS: ---	STEAL: Elixir
-----+-----	
KEY ITEM: ---	REQUESTS: ---
=====O=====	
FOUND: Finale: Phase One: Dev	TYPE: ---
-----+-----	
COMMANDS: Attack	LEARN: ---
Haste	
Protect	
Sapping Strike	
Shockwave	
=====O=====	
APPEARANCE: A clenched fist	
=====O=====	
STRATEGY: If it hits you with "Sapping Strike," cast "Regen" on the	
person affected to negate the Sap status. "Dispel" will	
also remove its "Haste" and "Protect" statuses.	
=====O=====	

```

```

| _ | | _ | | _ | | _ |
O=| | < | | | | | _ | | _ |
| | | | | | | | _ | | _ |
| | | | | | | | _ | | _ |
O=| | | | | | | | _ | | _ |
|-----+-----|

```

```

|=====O=====O=====O=====O=====|
| HP: 33,000 | STR: N/A | MAG: 30 | ATT: 35 | GIL: --- |
|-----+-----+-----+-----+-----|
| MP: 10,000 | DEF: 110 | MDF: 150 | STA: N/A | EXP: --- |
|-----+-----+-----+-----+-----|
| LEVEL: 73 | EVA: 5 | MEV: --- | SPD: N/A | AP: --- |
|=====O=====O=====O=====O=====|

```

```

| [] Fire [] Lightning [W] Wind [] Restore [] Holy |
| [] Ice [] Water [] Earth [] Poison [] Evil |
|-----+-----|
| [] Berserk [I] Death [I] Imp [] Reflect [I] Silence |
| [] Blink [] Doom [] Paling [] Regen [I] Sleep |
| [] Bravery [] Faith [] Petrify [] Reraise [I] Slow |
| [I] Confuse [] Float [I] Poison [] Sap [I] Stop |
| [] Counter [] Frozen [] Protect [] Shell [] Vanish |
| [I] Darkness [] Haste [] Quick [] Shield [] Zombie |
|=====O=====|

```

```

DROPS: ---	STEAL: Elixir
-----+-----	
KEY ITEM: ---	REQUESTS: ---
=====O=====	
FOUND: Finale: Phase One: Dev	TYPE: ---
-----+-----	
COMMANDS: Attack	LEARN: ---
Haste	
Protect	
Sapping Strike	
Shockwave	
=====O=====	
APPEARANCE: A huge, muscular arm	
=====O=====	

```



```

| MP: 10,000 | DEF: 120 | MDF: 153 | STA: N/A | EXP: --- |
|-----+-----+-----+-----+-----+
| LEVEL: 70 | EVA: --- | MEV: --- | SPD: N/A | AP: --- |
|=====o=====o=====o=====o=====
| [] Fire [] Lightning [] Wind [] Restore [] Holy |
| [W] Ice [] Water [A] Earth [] Poison [] Evil |
|-----+-----+-----+-----+-----+
| [I] Berserk [I] Death [I] Imp [] Reflect [I] Silence |
| [] Blink [] Doom [] Paling [] Regen [I] Sleep |
| [] Bravery [] Faith [I] Petrify [] Reraise [I] Slow |
| [I] Confuse [] Float [] Poison [] Sap [I] Stop |
| [] Counter [] Frozen [] Protect [] Shell [] Vanish |
| [I] Darkness [] Haste [] Quick [] Shield [] Zombie |
|=====o=====o=====o=====o=====
DROPS: ---	STEAL: Elixir
-----+-----+-----+-----+-----+	
KEY ITEM: ---	REQUESTS: ---
=====o=====o=====o=====o=====	
FOUND: Finale: Phase Two: Dar	TYPE: ---
-----+-----+-----+-----+-----+	
COMMANDS: Attack	LEARN: ---
Northern Cross	
=====o=====o=====o=====o=====	
APPEARANCE: A roaring tiger's head carved from stone	
=====o=====o=====o=====o=====	
STRATEGY: This portion of the boss is easy to defeat. Just attack	
it until it falls.	
=====o=====o=====o=====o=====	

```

```

| _ | | _ | | _ | | _ |
O=| _| |=| | |=| |=|=| |=|=|=====o=====o=====o=====o=====
| | _ < | | | | | _ | | _ | Machine |
| | | _ | | | | _ | | _ | | -Virtue of Intelligence- |
O=| _| |=| _| |=| _| |=| _| |=|=====o=====o=====o=====o=====
|
|=====o=====o=====o=====o=====

```

```

| HP: 24,000 | STR: N/A | MAG: 10 | ATT: 13 | GIL: --- |
|-----+-----+-----+-----+-----+
| MP: 10,000 | DEF: 105 | MDF: 153 | STA: N/A | EXP: --- |
|-----+-----+-----+-----+-----+
| LEVEL: 73 | EVA: --- | MEV: --- | SPD: N/A | AP: --- |
|=====o=====o=====o=====o=====
| [] Fire [W] Lightning [] Wind [] Restore [] Holy |
| [] Ice [] Water [] Earth [] Poison [] Evil |
|-----+-----+-----+-----+-----+
| [I] Berserk [] Death [I] Imp [] Reflect [I] Silence |
| [] Blink [] Doom [] Paling [] Regen [I] Sleep |
| [] Bravery [] Faith [I] Petrify [] Reraise [] Slow |
| [I] Confuse [] Float [I] Poison [] Sap [] Stop |
| [] Counter [] Frozen [] Protect [] Shell [] Vanish |
| [I] Darkness [] Haste [] Quick [] Shield [] Zombie |
|=====o=====o=====o=====o=====
DROPS: ---	STEAL: Elixir
-----+-----+-----+-----+-----+	
KEY ITEM: ---	REQUESTS: ---
=====o=====o=====o=====o=====	
FOUND: Finale: Phase Two: Dar	TYPE: ---
-----+-----+-----+-----+-----+	

```

```

| COMMANDS: Attack | LEARN: --- |
| Atomic Rays |
| Delta Attack |
| Diffractive Laser |
| Gravity Bomb |
| Missile |

```

```

|=====O=====
| APPEARANCE: A headless woman and Kefka hanging from a metal wheel |
|=====O=====

```

```

| STRATEGY: This portion of the boss has very strong attacks, most of |
| which will inflict around 1000 HP damage or more, so make |
| sure to keep up "Protect" and heal often to avoid an un- |
| timely death if you can. |
|=====O=====

```

```

| _____ | _____ | _____ | _____ |
| O=| |_| |=| |_| |=| |=====| |=====O=====
| |_| < |_| |_| |_| |_| |_| |_| | Magic |
| |_| |_| |_| |_| |_| |_| |_| | -Virtue of Wisdom- |
| O=| |_| |=| |_| |=| |_| |=| |_| |=| |=====O=====

```

```

|=====O=====O=====O=====O=====O=====
| HP: 41,000 | STR: N/A | MAG: 8 | ATT: 1 | GIL: --- |
|-----+-----+-----+-----+-----+
| MP: 10,000 | DEF: 145 | MDF: 125 | STA: N/A | EXP: --- |
|-----+-----+-----+-----+-----+
| LEVEL: 72 | EVA: --- | MEV: --- | SPD: N/A | AP: --- |
|=====O=====O=====O=====O=====O=====

```

```

| [] Fire [] Lightning [] Wind [] Restore [] Holy |
| [] Ice [] Water [W] Earth [] Poison [] Evil |
|-----+-----+-----+-----+-----+
| [I] Berserk [I] Death [I] Imp [] Reflect [] Silence |
| [] Blink [] Doom [] Paling [] Regen [I] Sleep |
| [] Bravery [] Faith [I] Petrify [] Reraise [I] Slow |
| [I] Confuse [] Float [I] Poison [] Sap [I] Stop |
| [] Counter [] Frozen [] Protect [] Shell [] Vanish |
| [I] Darkness [] Haste [] Quick [] Shield [] Zombie |
|=====O=====O=====O=====O=====O=====

```

```

DROPS: ---	STEAL: Elixir
-----+-----+	

```

```

| KEY ITEM: --- | REQUESTS: --- |
|=====O=====O=====O=====O=====O=====

```

```

| FOUND: Finale: Phase Two: Dar | TYPE: Humanoid |
|-----+-----+

```

```

| COMMANDS: Attack | LEARN: --- |
| <all magic spells> |
| Delta Attack |
|=====O=====O=====O=====O=====O=====

```

```

| APPEARANCE: A nude Kefka seated away from the battle |
|=====O=====O=====O=====O=====O=====

```

```

| STRATEGY: This form of Kefka can use any magic spell it chooses. I |
| tend to see the basic elemental spells in -ga form (like |
| Firaga and Blizzaga), Drain, Imp, and Dispel most often. |
|=====O=====O=====O=====O=====O=====

```

```

| _____ | _____ | _____ | _____ |
| O=| |_| |=| |_| |=| |=====| |=====O=====
| |_| < |_| |_| |_| |_| |_| |_| | Power |
| |_| |_| |_| |_| |_| |_| |_| | -Virtue of Strength- |

```

```

O=|_____|=|_____|=|_____|=|_____|=====O
|
|=====O=====O=====O=====O=====|
| HP: 28,000 | STR: N/A | MAG: 9 | ATT: 6 | GIL: --- |
|-----+-----+-----+-----+-----|
| MP: 10,000 | DEF: 115 | MDF: 153 | STA: N/A | EXP: --- |
|-----+-----+-----+-----+-----|
| LEVEL: 73 | EVA: --- | MEV: --- | SPD: N/A | AP: --- |
|=====O=====O=====O=====O=====|
| [] Fire [] Lightning [] Wind [] Restore [] Holy |
| [] Ice [] Water [] Earth [W] Poison [] Evil |
|-----+-----+-----+-----+-----|
| [] Berserk [I] Death [I] Imp [] Reflect [I] Silence |
| [] Blink [] Doom [] Paling [] Regen [I] Sleep |
| [] Bravery [] Faith [I] Petrify [] Reraise [] Slow |
| [I] Confuse [] Float [I] Poison [] Sap [] Stop |
| [] Counter [] Frozen [] Protect [] Shell [] Vanish |
| [I] Darkness [] Haste [] Quick [] Shield [] Zombie |
|=====O=====O=====O=====O=====|
| DROPS: --- | | STEAL: Elixir |
| --- | | --- |
|-----+-----+-----+-----+-----|
| KEY ITEM: --- | | REQUESTS: --- |
|=====O=====O=====O=====O=====|
| FOUND: Finale: Phase Two: Dar | TYPE: Humanoid |
|-----+-----+-----+-----+-----|
| COMMANDS: Attack | LEARN: --- |
| 10-Hit Combo (final) |
| Delta Attack |
|=====O=====O=====O=====O=====|
| APPEARANCE: A blue-skinned Kefka with golden tattoos |
|=====O=====O=====O=====O=====|
| STRATEGY: Beware the final attack it gets when it dies: the "10-Hit |
| Combo!" It randomly targets an attack ten times consecu- |
| tively. If your evasion is high enough, it's not unlikely |
| to see six or seven out of the ten hits blocked. |
O=====O

```

```

_____./
_____)===== (____ (FINALE: PHASE THREE: THE ELDEST GODS)____)===== (____/
/
"-----"
\

```

```

|_____|_____|_____|_____|
O=|_____|=|_____|=|_____|=|_____|=====O
| | ____ < | | | | ____ | ____ | Lady |
| | ____ | | | ____ | ____ | -The Prime Goddess- |
O=|_____|=|_____|=|_____|=|_____|=====O
|
|=====O=====O=====O=====O=====|
| HP: 9,999 | STR: N/A | MAG: 9 | ATT: 73 | GIL: --- |
|-----+-----+-----+-----+-----|
| MP: 10,000 | DEF: 150 | MDF: 155 | STA: N/A | EXP: --- |
|-----+-----+-----+-----+-----|
| LEVEL: 58 | EVA: --- | MEV: --- | SPD: N/A | AP: --- |
|=====O=====O=====O=====O=====|
| [A] Fire [A] Lightning [A] Wind [A] Restore [A] Holy |
| [A] Ice [A] Water [A] Earth [A] Poison [A] Evil |
|-----+-----+-----+-----+-----|
| [I] Berserk [I] Death [I] Imp [] Reflect [I] Silence |
| [] Blink [] Doom [] Paling [] Regen [I] Sleep |

```

|                                     |          |                          |        |                                     |         |                          |         |                                     |        |
|-------------------------------------|----------|--------------------------|--------|-------------------------------------|---------|--------------------------|---------|-------------------------------------|--------|
| <input type="checkbox"/>            | Bravery  | <input type="checkbox"/> | Faith  | <input checked="" type="checkbox"/> | Petrify | <input type="checkbox"/> | Reraise | <input checked="" type="checkbox"/> | Slow   |
| <input checked="" type="checkbox"/> | Confuse  | <input type="checkbox"/> | Float  | <input checked="" type="checkbox"/> | Poison  | <input type="checkbox"/> | Sap     | <input checked="" type="checkbox"/> | Stop   |
| <input type="checkbox"/>            | Counter  | <input type="checkbox"/> | Frozen | <input type="checkbox"/>            | Protect | <input type="checkbox"/> | Shell   | <input type="checkbox"/>            | Vanish |
| <input checked="" type="checkbox"/> | Darkness | <input type="checkbox"/> | Haste  | <input type="checkbox"/>            | Quick   | <input type="checkbox"/> | Shield  | <input type="checkbox"/>            | Zombie |

=====O=====

|            |                 |
|------------|-----------------|
| DROPS: --- | STEAL: Ragnarok |
| ---        | ---             |

-----+-----

|               |               |
|---------------|---------------|
| KEY ITEM: --- | REQUESTS: --- |
|---------------|---------------|

=====O=====

|                               |           |
|-------------------------------|-----------|
| FOUND: Finale: Phase Three: T | TYPE: --- |
|-------------------------------|-----------|

-----+-----

|                      |                          |
|----------------------|--------------------------|
| COMMANDS: White Wind | LEARN: "White Wind" Lore |
|----------------------|--------------------------|

=====O=====

APPEARANCE: The shrouded bust of the world's first saint

=====O=====

STRATEGY: Make sure to somehow steal from this form of the boss! It is your only chance to gain the famed blade, Ragnarok! You'll need to defeat this part of the boss first, otherwise it will cast "White Wind" every turn and heal both parts for 9999 HP!

O=====O=====

|    |  |  |  |  |  |  |  |  |  |  |    |
|----|--|--|--|--|--|--|--|--|--|--|----|
|    |  |  |  |  |  |  |  |  |  |  |    |
| O= |  |  |  |  |  |  |  |  |  |  | O= |
|    |  |  |  |  |  |  |  |  |  |  |    |
|    |  |  |  |  |  |  |  |  |  |  |    |
|    |  |  |  |  |  |  |  |  |  |  |    |
| O= |  |  |  |  |  |  |  |  |  |  | O= |

=====O=====O=====O=====O=====O=====

|            |          |          |          |          |
|------------|----------|----------|----------|----------|
| HP: 40,000 | STR: N/A | MAG: 6   | ATT: 63  | GIL: --- |
| -----+     | -----+   | -----+   | -----+   | -----+   |
| MP: 10,000 | DEF: 140 | MDF: 120 | STA: N/A | EXP: --- |
| -----+     | -----+   | -----+   | -----+   | -----+   |
| LEVEL: 71  | EVA: --- | MEV: --- | SPD: N/A | AP: ---  |

=====O=====O=====O=====O=====O=====

|                          |      |                          |           |                          |       |                          |         |                          |      |
|--------------------------|------|--------------------------|-----------|--------------------------|-------|--------------------------|---------|--------------------------|------|
| <input type="checkbox"/> | Fire | <input type="checkbox"/> | Lightning | <input type="checkbox"/> | Wind  | <input type="checkbox"/> | Restore | <input type="checkbox"/> | Holy |
| <input type="checkbox"/> | Ice  | <input type="checkbox"/> | Water     | <input type="checkbox"/> | Earth | <input type="checkbox"/> | Poison  | <input type="checkbox"/> | Evil |

-----+-----

|                                     |          |                                     |        |                                     |         |                          |         |                                     |         |
|-------------------------------------|----------|-------------------------------------|--------|-------------------------------------|---------|--------------------------|---------|-------------------------------------|---------|
| <input checked="" type="checkbox"/> | Berserk  | <input checked="" type="checkbox"/> | Death  | <input checked="" type="checkbox"/> | Imp     | <input type="checkbox"/> | Reflect | <input checked="" type="checkbox"/> | Silence |
| <input type="checkbox"/>            | Blink    | <input type="checkbox"/>            | Doom   | <input type="checkbox"/>            | Paling  | <input type="checkbox"/> | Regen   | <input checked="" type="checkbox"/> | Sleep   |
| <input type="checkbox"/>            | Bravery  | <input type="checkbox"/>            | Faith  | <input checked="" type="checkbox"/> | Petrify | <input type="checkbox"/> | Reraise | <input checked="" type="checkbox"/> | Slow    |
| <input checked="" type="checkbox"/> | Confuse  | <input type="checkbox"/>            | Float  | <input checked="" type="checkbox"/> | Poison  | <input type="checkbox"/> | Sap     | <input checked="" type="checkbox"/> | Stop    |
| <input type="checkbox"/>            | Counter  | <input type="checkbox"/>            | Frozen | <input type="checkbox"/>            | Protect | <input type="checkbox"/> | Shell   | <input type="checkbox"/>            | Vanish  |
| <input checked="" type="checkbox"/> | Darkness | <input type="checkbox"/>            | Haste  | <input type="checkbox"/>            | Quick   | <input type="checkbox"/> | Shield  | <input type="checkbox"/>            | Zombie  |

=====O=====

|            |                      |
|------------|----------------------|
| DROPS: --- | STEAL: Ultima Weapon |
| ---        | ---                  |

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|               |               |
|---------------|---------------|
| KEY ITEM: --- | REQUESTS: --- |
|---------------|---------------|

=====O=====

|                               |                |
|-------------------------------|----------------|
| FOUND: Finale: Phase Three: T | TYPE: Humanoid |
|-------------------------------|----------------|

-----+-----

|                  |            |
|------------------|------------|
| COMMANDS: Attack | LEARN: --- |
| Doom             |            |
| Meltdown         |            |
| Meteor           |            |
| Repose (final)   |            |
| Tornado          |            |
| Trine            |            |

=====O=====

APPEARANCE: Kefka, clothed in flowing robes, reposed and asleep

=====

STRATEGY: Make sure to somehow steal from this form of the boss! It is your only chance to gain a copy of the famed blade, Ultima Weapon! Beware its super attack, "Trine," which can easily destroy your entire party if "Tornado" dropped your HP last turn! I highly recommend casting "Reraise" on everyone before finishing this portion of the fight, especially since the hardest part is yet to come. This boss will use the "Repose" attack as it dies, which will instantly kill the character it hits (unless protected by a Safety Bit or the Reraise status.

=====O=====

\_\_\_\_\_ . \_\_\_\_\_  
\_\_\_\_\_)===== ( \_\_\_\_\_ ( FINALE: PHASE FOUR: ANGEL OF DEATH ) \_\_\_\_\_ )===== ( \_\_\_\_\_ )  
/ "-----" \

\_\_\_\_\_ | \_\_\_\_\_ | \_\_\_\_\_ | \_\_\_\_\_ |  
O=| |\_  | |=| |  | |=| |=====| |=====|=====O  
| |    < | | | | |   | |   | Kefka  
| | |  | | |  | |  | |  | | -Fallen Angel-  
O=|  | |=|  | |=|  | |=|  | |=|  | |=|  | =====O

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|        |        |      |     |      |     |      |     |      |     |
|--------|--------|------|-----|------|-----|------|-----|------|-----|
| HP:    | 62,000 | STR: | N/A | MAG: | 8   | ATT: | 80  | GIL: | --- |
| MP:    | 38,000 | DEF: | 117 | MDF: | 135 | STA: | N/A | EXP: | --- |
| LEVEL: | 71     | EVA: | 45  | MEV: | --- | SPD: | N/A | AP:  | --- |

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- |     |      |     |           |     |       |     |         |     |      |
|-----|------|-----|-----------|-----|-------|-----|---------|-----|------|
| [ ] | Fire | [ ] | Lightning | [ ] | Wind  | [ ] | Restore | [ ] | Holy |
| [ ] | Ice  | [ ] | Water     | [ ] | Earth | [ ] | Poison  | [ ] | Evil |
- 

- |     |          |     |        |     |         |     |         |     |         |
|-----|----------|-----|--------|-----|---------|-----|---------|-----|---------|
| [I] | Berserk  | [I] | Death  | [I] | Imp     | [ ] | Reflect | [I] | Silence |
| [ ] | Blink    | [ ] | Doom   | [ ] | Paling  | [ ] | Regen   | [I] | Sleep   |
| [ ] | Bravery  | [ ] | Faith  | [I] | Petrify | [ ] | Reraise | [ ] | Slow    |
| [I] | Confuse  | [ ] | Float  | [I] | Poison  | [ ] | Sap     | [ ] | Stop    |
| [ ] | Counter  | [ ] | Frozen | [ ] | Protect | [ ] | Shell   | [ ] | Vanish  |
| [I] | Darkness | [ ] | Haste  | [ ] | Quick   | [ ] | Shield  | [ ] | Zombie  |
- =====O=====O=====O=====O=====O=====

|        |     |        |           |
|--------|-----|--------|-----------|
| DROPS: | --- | STEAL: | Megalixir |
|        | --- |        | ---       |

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|           |     |           |     |
|-----------|-----|-----------|-----|
| KEY ITEM: | --- | REQUESTS: | --- |
|-----------|-----|-----------|-----|

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|        |                        |       |     |
|--------|------------------------|-------|-----|
| FOUND: | Finale: Phase Four: An | TYPE: | --- |
|--------|------------------------|-------|-----|

-----

|           |                 |        |     |
|-----------|-----------------|--------|-----|
| COMMANDS: | Attack          | LEARN: | --- |
|           | Havoc Wing      |        |     |
|           | Heartless Angel |        |     |
|           | Trine           |        |     |

=====O=====O=====O=====O=====O=====

APPEARANCE: An Archangel devouring the light of the world

=====

STRATEGY: "Life... Dreams... Hope... Where do they come from? And where do they go...? Such meaningless things... I'll destroy them all!"

|



This is it, folks! The final, final battle! With one last Kefka Laugh (tm), the battle begins. Immediately spend your first turns either healing up if you're low on HP or casting beneficial status effects like Reraise, Haste, Protect, Shell, Regen, Vanish, and Valor on your party to make this battle more bearable. When you feel protected, launch your offensive as strongly as possible. Use your best attacks and spells. However, I wouldn't recommend using up your items or Throwing weapons unless you don't plan on completing the bonus dungeons.

Kefka will use several devastating commands during this battle. "Heartless Angel" will reduce the party's HP to 1 regardless of your defenses. Therefore, you should always have one person chain-cast "Curaga" every turn just to be safe. "Trine" will inflict several status effects that prevent you from acting, such as Darkness and Silence. However, it's worst attack is "Havoc Wing," which will inflict close to 6000 HP damage even if you're at Level 99! Most likely it will kill you, so make sure to cast "Reraise" again once that character is back in the game. In the end, the Angel of Death will fall!

=====O

|                   |                     |                 |
|-------------------|---------------------|-----------------|
| _____             | _____               | _____           |
| \WALKTHROUGH\     | /THE WORLD OF RUIN\ | /KEFKA'S END/   |
|                   | \-\                 | /-/             |
| ( 02.02.07.03 ) ) | E P I L O G U E     | ( ( ~epilogue ) |
| \                 | /-                  | \-\             |

The Light of Judgement begins to fade as Kefka's final, angelic form falls to the earth below. Slowly, he falls apart, his form dissolving into the ether. The tower begins to collapse as Kefka dies, and the party has no choice but to flee as his monument to terror and despair is sundered. Terra transforms into her esper form as Celes rounds up the party. If they stick together, they can make it out! However, the magicite crystals begin to shatter as the source of magic harbored in Kefka is now gone. If the espers are fading from the world as predicted, what does that mean for Terra!?

Depending on the characters you recruited in the World of Ruin, the ending will feature each one as the final events play out. We start with Cyan Garamonde. As the party heads through a bridge area, he uses his newfound knowledge of machines to reveal the way forward. It seems he has conquered his fear of the unknown. Next up is Setzer Gabbiani. Quite by accident, Setzer manages to reveal the way forward. He says that whenever you think you're absolutely right, it's always smart to choose the other route because you're definitely wrong. Next up is Edgar Roni Figaro and Sabin Rene Figaro. Sabin manages to save his brother from falling concrete and mentions that he went off to train because one day he would save his brother just like now. Next up is Mog. Back in the containment chamber, Mog almost falls into a pit but is saved by a hook from the ceiling in a cute little scene. Next is Umaro. Just when the party seems trapped, Umaro uses his brute yeti strength to bash a way through the refuse to the west. Next in line is Gogo. Gogo and Celes get separated from the party as they flee through the tower. Using his mimic skills, he manages to copy Celes and move the platform. Next is Gau. Using a rather unconventional route down, Gau reveals a new passage to get closer to the airship. Next up is Locke Cole and Celes Chere. Aww, the music is getting sappy, isn't it? Celes accidentally drops the scarf that she found so long ago on Solitary Island. As she goes to

pick it up, the platforms begin to fall behind her. Locke manages to pull her to safety but scolds her for being so foolish. Celes reveals that the scarf was the one thing that kept her going for so long and she just couldn't lose that. Now we get to Terra Branford. In the containment chambers again, Terra bids farewell to her father, Maduin, as his magicite crystal finally fades away. The next victim is Relm Arrowny. Relm and Strago are riding a conveyor belt (the wrong way, I might add), but nothing much happens aside from Relm promising to paint Strago's picture one day. Next is Shadow (Clyde). He bids farewell to his faithful pup, Interceptor, sending him over to protect his daughter, Relm. Yes, Relm is his daughter, as you might have guessed from his flashbacks. Finally, we get to Strago Magus as he helps the party reach the airship's hook.

After being hauled up to the airship, Terra urges the party to take off quickly before the tower falls. They speed off just in time, but as things begin to look up, the last piece of magicite shatters and Terra plummets into the clouds below! The airship dives after her and is lost in the mists. Several scenes are shown that tie up loose ends. Katarin gave birth, it seems, and the world has begun to prosper again now that Kefka is gone. Back on the airship, it seems that Terra was saved just in the nick of time by Setzer and his Falcon, the fastest ship in the world! Hurray! Beyond all hope, Kefka has fallen, the world is saved from the Warring Triad, and everyone has escaped alive! After the credits roll, there is a short scene where Terra, admiring the gulls around the airship as it speeds through the skies, unties her hairband as a last act of freedom and enjoys the crisp, morning air. Congratulations, you have finished the main game and cleared Final Fantasy VI Advance! Don't shut off the game quite yet, though! Afterward, you can save the game as a cleared file and continue with everything as it was after the final battle. In other words, if you stole the Ultima Weapon and Ragnarok swords like I told you, you can now use them in the main game! If you really want, you can do this several times to build up a stockpile until there's enough for everyone! Now, if you're up to it, you should try the more-difficult bonus dungeons!

```

/-----\
(03.00.00.00)) S I D E Q U E S T S ((~sidequests)
\-----/

```

```

O=====O Although these sections can be completed as
| ~*~ IN THIS SECTION ~*~ | soon as you defeat the last of the legendary
o-----o dragons in Kefka's Tower, I wouldn't recommend
| 01. Dragon's Den | taking on these challenges until after you've
| 02. Soul Shrine | defeated Kefka at least once. The first place
| 03. Ultimate Weapons | to look for is the home of the legendary wyrms
| 04. Coliseum | themselves as indicated by the stone tablet you
O=====O read after defeating the final dragon earlier.
 Then we'll see what comes after that.

```

```

\ SIDEQUESTS\
|-----|
03.01.00.00)) D R A G O N ' S D E N ((~dragonsden)

```

```

	===O===O=====O=====			
			<!-- Final Trump	Dragon's Den: First > defeat Ice Dragon
			[] Rename Card	Dragon's Den: Third > Burning Labyrinth
			[] Hi-Ether	Dragon's Den: First > Burning Labyrinth
			<!-- Longinus	Dragon's Den: Secon > defeat Storm Drago
			[] Elixir	Dragon's Den: Secon > Burning Labyrinth
			<!-- Godhand	Dragon's Den: Third > defeat Earth Drago
			<!-- Save The Queen	Dragon's Den: First > defeat Water Drago
			<!-- Apocalypse	Dragon's Den: Third > defeat Red Dragon
			[] Teleport Stone	Dragon's Den: Third > Flame Labyrinth
			[] X-Potion	Dragon's Den: First > Earth Labyrinth
			[] Remedy	Dragon's Den: First > Earth Labyrinth
			< > Force Armor	Dragon's Den: Secon > Inner Eye Labyrint
			< > X-Potion	Dragon's Den: Secon > Inner Eye Labyrint
			[] Celestriad	Dragon's Den: Secon > Grand Cavern S
			[] Elixir	Dragon's Den: Secon > Grand Cavern N
			[] X-Ether	Dragon's Den: Secon > Grand Cavern N
			<!-- Scorpion Tail	Dragon's Den: Secon > defeat Skull Drago
			[] Magus Robe	Dragon's Den: Third > Holy Palace W
			<!-- Zanmato	Dragon's Den: Third > defeat Holy Dragon
			<!-- Zwill Crossbla	Dragon's Den: First > defeat Gold Dragon
			[] Elixir	Dragon's Den: First > Dragon Temple Cloi
			[] Phoenix Down	Dragon's Den: First > Dragon Temple Cloi
			[] Ribbon	Dragon's Den: First > Treasure Room
			[] Bone Wrist	Dragon's Den: First > Treasure Room
			[!] Angel Brush	Dragon's Den: First > defeat Plague
			[!] Gungnir	Dragon's Den: First > defeat Neslug
			[] Stardust Rod	Dragon's Den: First > Treasure Room
			[] Ribbon	Dragon's Den: First > Treasure Room
			[] Genji Glove	Dragon's Den: Secon > Treasure Room
			[] Crystal Orb	Dragon's Den: Secon > Treasure Room
			[!] Oborozuki	Dragon's Den: Secon > defeat Flan Prince
			[] Dueling Mask	Dragon's Den: Secon > Treasure Room
			$ Diabolos	Dragon's Den: First > defeat Kaiser Drag
	===O===O=====O=====			

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	=====O=====O=====O=====O=====O=====					
	NAME	HP	GIL	EXP	RAGE	LORE
	=====O=====O=====O=====O=====O=====					
	263 Zurvan	24,000	5,200	5,000	No	No
	264 Vilia	23,000	3,333	5,000	No	No
	265 Great Dragon	28,000	---	5,000	No	No
	266 Abbadon	25,000	---	5,000	No	No
	267 Dragon Aegis	23,000	1,200	5,000	No	No
	268 Dinozombie	25,000	3,700	5,000	No	No
	269 Death Rider	30,000	6,600	5,000	No	No
	270 Shield Dragon	40,000	6,300	5,000	No	No
	271 Maximera	32,000	---	5,000	No	Yes
	272 Hexadragon	26,000	1,500	5,000	No	No
	273 Magic Dragon	18,000	950	5,000	No	Yes
	274 Armodullahan	35,000	---	5,000	No	No
	275 Crystal Dragon	32,000	7,700	5,000	No	No
	366 PLAGUE	22,000	---	5,000	No	Yes
	367 FLAN PRINCESS x 5	12,345	11,111	5,000	No	No
	368 NESLUG (shell)	62,000	50,000	---	No	No
	369 NESLUG (head)	62,000	50,000	---	No	Yes
	370 EARTH EATER	36,000	---	5,000	No	No
	371 GARGANTUA	30,000	---	5,000	No	No
	372 MALBORO MENACE x 5	15,000	---	5,000	No	Yes
	373 ABYSS WORM	34,000	---	5,000	No	No

```



```

| [] Blink [] Doom [] Paling [] Regen [I] Sleep |
| [] Bravery [] Faith [I] Petrify [] Reraise [I] Slow |
| [I] Confuse [] Float [I] Poison [] Sap [I] Stop |
| [] Counter [] Frozen [] Protect [] Shell [] Vanish |
| [I] Darkness [] Haste [] Quick [] Shield [] Zombie |
|=====O=====|
DROPS: Final Trump	STEAL: ---
-----+-----	
KEY ITEM: ---	REQUESTS: ---
=====O=====	
FOUND: Dragon's Den: First Pa	TYPE: ---
-----+-----	
COMMANDS: Attack	LEARN: ---
Absolute Zero (final)	
Avalance	
Blizzaga	
<create mirror images>	
Freeze (counter)	
Northern Cross (final)	
Snowstorm (final)	
=====O=====	
APPEARANCE: A hatchling wyrm with blue skin and no wings	
=====	
STRATEGY: This battle begins with the Ice Dragon creating three	
mirror images of himself. In other words, this is just	
like the battles against the Vector Lythos where there	
are actually four monsters in one space. That means you	
technically have to defeat four Ice Dragons! To top it	
off, this beast can get in several turns to each of your	
turns, even with a Speed rating of 75 or more! I highly	
recommend coming into the battle with Ice Shields to at	
least absorb his Ice-based attacks. Hopefully you can	
stand up to his strong physical attacks, each of which do	
upwards of 1500 HP damage! Keep up a good defense with	
your dedicated mage while the others do their strongest	
attacks, and this battle shouldn't be all that tough. Be-	
ware of each copy's final attack (Absolute Zero, Snow-	
storm, and Northern Cross). Once he's alone, he will	
counter every attack with Freeze, so kill him fast before	
everyone is under Stop status!	
=====O=====	

```

After the battle, you receive the FINAL TRUMP from the dragon! This is Setzer's ultimate weapon. Upon his defeat, the Seal of Ice breaks throughout the Den. It looks like you can start to explore the other areas now. Still using your first party, head back to the entrance of this cave. Now, the Ice Seal is broken on the path nearby, so head up it and around the corner to find a floor switch in this new area. Stand on the switch and change over to your next party for now.

```

_____./
|_|)=====(|_|(DRAGON'S DEN: SECOND PARTY)|_|)=====(|_|/
/_____\"

```

With your second party, make sure they are fully equipped and then head into the cave on the left. Inside, go through the newly-opened middle door and head north. Inside the Burning Labyrinth, you'll find that the path ends with a floor switch. When you stand on it, two stones rise from the magma just to the south, creating a path to an isolated treasure chest on an island in the magma. However, when you step off the switch, the stones sink again. For now, leave

this party on the switch and change to your third party.

```
_____.-----._____/
/____)===== (____(DRAGON'S DEN: THIRD PARTY)____)===== (____\
/ "-----" \
```

After equipping this party as well, follow the path the second party took to end up in the Burning Labyrinth again. Now that the second party has pressed the floor switch for you, take the third party across the stepping stones and open the treasure chest for a RENAME CARD. You can either use this item to change a character's name or put it to better use in the Coliseum later to win a pair of Miracle Shoes, an excellent piece of equipment. For now, head back to the entrance of the caves and take the left path now. In this new area of the Burning Labyrinth, the door to the left is blocked by the Seal of Water, so you'll have to continue north and around the perimeter of the volcano until you arrive at a small promontory in the north. There's another dragon here, but it can't be reached due to the magma. For now, that's all you can do with this party, so switch over to your second party again.

```
_____.-----._____/
/____)===== (____(DRAGON'S DEN: SECOND PARTY)____)===== (____\
/ "-----" \
```

Step off the switch and head south to arrive back at the cave entrance again. Now, since the third party took the left path here, this party should take the right path. After winding around the treasure chest you just plundered, this path also seems to dead end, so switch over to your first party now.

```
_____.-----._____/
/____)===== (____(DRAGON'S DEN: FIRST PARTY)____)===== (____\
/ "-----" \
```

Now that both your second and third parties have left the middle path, you can step off the switch. The three paths in this area have been explored, so take this party back to the cave entrance and head east until you arrive at the spot where you fought the Ice Dragon earlier. Keep heading north until you spot an exit to the west. Head down the stairs to arrive at a new area of the Burning Labyrinth. Here, take the right fork south to find a treasure chest with a HI-ETHER inside. Afterward, head back to the fork and take the left path to find a floor switch. When you stand on it, a stepping stone rises beyond your vision to the south. Well, your second party is just to the south, so you should move back to their perspective again.

```
_____.-----._____/
/____)===== (____(DRAGON'S DEN: SECOND PARTY)____)===== (____\
/ "-----" \
```

Hop across the newly-raised stone and head north to stand on the next floor switch. This one raises stepping stones beyond your vision to the north. Well, the third party is north, so switch over to them now.

```
_____.-----._____/
/____)===== (____(DRAGON'S DEN: THIRD PARTY)____)===== (____\
/ "-----" \
```

Hop across the stepping stones here to find a third floor switch in this area. When you stand on it, a stone raises north of the second party. Now, you have a choice between using your second party or your third party to take on the dragon perched on the island. I recommend taking the second party, though, because they need to go north across the island anyway. However, if you want to



| take it out before it uses Cyclonic and Aero to kill you! |  
 O=====O

After the battle, the dragon fades away to reveal the LONGINUS, a spear that turns out to be Edgar's ultimate weapon. The dragon's death also cues the end of the Seal of Wind throughout the dungeon. Now, hop across the stone to the north and open the treasure chest up the first set of stairs for an ELIXIR. Now you should head up the stairs to the right to return to the Earth Labyrinth. The room to the northeast contains a save point. If you bring all three parties to this room, you can change around your party members as well. There's also a bug you can exploit here. If you stand on the save point and switch to another party, you can still use Tents and save with that new party even though they aren't on a save point. Use this to cheaply restore your HP and MP if you like. Now, head back out of the save room and then south a bit to find a floor switch here. When you stand on it, the darkened sections of floor to the left will suddenly become a bridge linking the lower level to this upper section of the room. Now, switch over to your third party.

```
_____./
|_|===== (____(DRAGON'S DEN: THIRD PARTY)____)===== (____/
/ "-----" \
```

Step off the switch and take the stairs to the left to arrive at a new area of the Earth Labyrinth. Head north through the door to find a series of platforms leading up to another of the Greater Dragons! Before entering battle, you might want to equip Angel Wings to inflict Auto-Float on the party because the dragon uses Earth-based magic. Gaia Gear also helps since it absorbs Earth magic if you don't want to waste a relic slot on Angel Wings. Once you're ready, speak with the dragon to cue the battle.

```

 | | | | |
O=| |_| |=| || |=| |====| |=====O
| | _ < | | | | |__ | |__ | Earth Dragon
| | |_| | | |_| | __| | __| | -Greatest Earth Dragon-
O=| ____|=| ____|=| ____|=| ____|=====O
|
|=====O=====O=====O=====O=====|
| HP: 58,000 | STR: N/A | MAG: 18 | ATT: 100 | GIL: --- |
|-----+-----+-----+-----+-----|
| MP: 24,000 | DEF: 220 | MDF: 150 | STA: N/A | EXP: --- |
|-----+-----+-----+-----+-----|
| LEVEL: 97 | EVA: 10 | MEV: 20 | SPD: N/A | AP: --- |
|=====O=====O=====O=====O=====|
| [] Fire [] Lightning [W] Wind [] Restore [] Holy
| [] Ice [W] Water [A] Earth [] Poison [] Evil
|-----+-----+-----+-----+-----|
| [I] Berserk [I] Death [I] Imp [] Reflect [I] Silence
| [] Blink [] Doom [] Paling [] Regen [I] Sleep
| [*] Bravery [] Faith [I] Petrify [] Reraise [I] Slow
| [I] Confuse [] Float [I] Poison [] Sap [I] Stop
| [] Counter [] Frozen [] Protect [] Shell [] Vanish
| [I] Darkness [] Haste [] Quick [] Shield [] Zombie
|=====O=====O=====O=====O=====|
DROPS: Godhand	STEAL: X-Potion
-----+-----+-----+-----+-----	
KEY ITEM: ---	REQUESTS: ---
=====O=====O=====O=====O=====	
FOUND: Dragon's Den: Third Pa	TYPE: ---
-----+-----+-----+-----+-----	
```





```

-----+-----+-----+-----+-----+-----+
| MP: 16,000 | DEF: 150 | MDF: 150 | STA: N/A | EXP: --- |
-----+-----+-----+-----+-----+
| LEVEL: 97 | EVA: 20 | MEV: 10 | SPD: N/A | AP: --- |
=====o=====o=====o=====o=====
| [] Fire [W] Lightning [] Wind [] Restore [] Holy |
| [] Ice [A] Water [] Earth [] Poison [] Evil |
-----+-----+-----+-----+-----+
| [I] Berserk [I] Death [I] Imp [] Reflect [I] Silence |
| [] Blink [] Doom [] Paling [] Regen [I] Sleep |
| [] Bravery [] Faith [I] Petrify [] Reraise [] Slow |
| [I] Confuse [] Float [] Poison [*] Sap [I] Stop |
| [] Counter [] Frozen [] Protect [] Shell [] Vanish |
| [] Darkness [] Haste [] Quick [] Shield [] Zombie |
=====o=====
DROPS: Save the Queen	STEAL: X-Potion
-----+-----+-----+-----+-----+	
KEY ITEM: ---	REQUESTS: ---
=====o=====	
FOUND: Dragon's Den: First Pa	TYPE: ---
-----+-----+-----+-----+-----+	
COMMANDS: Attack	LEARN: "Aqua Breath" Lore
Aqua Breath	"Rippler" Lore
Blue Fang	"Tsunami" Lore
El Nino	
Flash Rain	
Rippler	
Tsunami	
=====o=====	
APPEARANCE: A scaled, blue and lavender wyrm a la Shinryu	
=====	
STRATEGY: Oddly, this dragon's specialty is to reduce its own	
strength! Why? Well, in return for his drop in strength,	
he can use the "Rippler" Lore, which will switch one of	
your character's statuses with his. In other words, if	
you have Haste and Protect on the targetted character,	
they lose those statuses, become weaker, and he gains	
them and becomes stronger again! This is especially bad	
if he targets someone with powerful equipment like the	
Guard Bracelet (Protect and Shell) or the Miracle Shoes	
(Protect, Shell, Regen, and Haste). Thankfully, the boss	
is actually pretty easy if you don't let him get any good	
statuses. Dualcast "Thundaga" or "Ultima" if you want and	
have the others use their strongest attacks and he should	
fall in one or two rounds at most! He also suffers from	
the Sap status, so he'll actually kill himself if you	
hang around long enough! Definitely the easiest of the	
new dragons.	
=====o=====

```

After the battle, the Water Dragon fades away and leaves behind the SAVE THE QUEEN sword, which is Celes' ultimate weapon! This also destroys the Seal of Water throughout the Den. For now, all routes forward are blocked by other Seals, so switch over to the second party.

```

_____./
_____)===== (____ (DRAGON'S DEN: SECOND PARTY)____)===== (____/
/_____\"

```



```

| do about 5000 HP damage to everyone when divided in four) |
| or make sure that everyone has Reraise or is in the air |
| from the Jump command. After "Flare," the battle ends. |
O=====O

```

After that harrowing battle, the Red Dragon falls and leaves in his wake the sword APOCALYPSE! This is Terra's ultimate weapon. His death also breaks the Seal of Fire around the Dragon's Den. Don't forget to heal up after the battle thanks to the Ultima and Flare combo that you might have suffered from if you were unlucky. Also, don't forget to fix your party rows and equip better relics if you like. Now, head down the stairs and then east on the lowest fork until you find a floor switch. Bypass it for a moment and head south to find a chest with a TELEPORT STONE inside. Now, head back to the switch and stand on it to remove the rock blocking the passage just to the west. You have to stay on the switch, though, or else the rock returns. Well, let's see if we can get someone else to this area to explore beyond the rock, shall we?

```

_____ .----- ._____ /
|_____)===== ((DRAGON'S DEN: FIRST PARTY))===== (/
|_____)===== ((DRAGON'S DEN: FIRST PARTY))===== (/
/_____ "-----" \

```

Now that the Seal of Fire has been removed, head to the west of the Water Dragon's previous location and then head into the room in the northwest corner to find a tablet that reads:

"If ye would face a drake divine, search ye between the molten pools within the Inner Eye..."

As cryptic as that might seem, it will make sense soon enough. For now, head back out of the room and then all the way south to leave the way you came in. Back in the Earth Labyrinth, head back to the cave's entrance and leave to return to the grassy landing outside. Now, head into the other cave to return to the area with the three forks (one of which is blocked again). Head into the left fork and take the stairs to the west here that were previously blocked to find a new room above. To the east is a treasure chest with an X-POTION while the chest to the west contains a REMEDY. Now, head back out of the caves to the grassy area again and head into the right cave. This time, head east to the doughnut room and take the stairs in the middle to return to the Dragon Temple. After crossing the water with the turtle again, head east and then north after the stairway down to the lower level to find a doorway blocked by the Seal of Heaven. We'll have to wait until that Seal falls to proceed, so switch over to your second party finally.

```

_____ .----- ._____ /
|_____)===== ((DRAGON'S DEN: SECOND PARTY))===== (/
|_____)===== ((DRAGON'S DEN: SECOND PARTY))===== (/
/_____ "-----" \

```

You can finally step off of the switch creating the bridge. You should probably save your game and heal up (use the bug if you want to heal everyone easily). Now, head east to go through the doorway that leads to the Flame Labyrinth where your third party is standing on their own switch. After looping around the room counterclockwise like before, you can now go through the fork that was blocked by the stone earlier since your third party is on the switch that removes it. Now, step on the floor switch just to the north to remove the stone blocking your third party's way forward. Now they can move forward finally.

```

_____ .----- ._____ /
|_____)===== ((DRAGON'S DEN: THIRD PARTY))===== (/
|_____)===== ((DRAGON'S DEN: THIRD PARTY))===== (/
/_____ "-----" \

```

Now that the way forward is open, head northeast to find a new doorway that leads to the Grand Cavern. Head north using the various sets of stairs to end up on a landing with a broken bridge to the right, a cave to the north, and an exit to the southwest. Start by heading north into the Shrine of Repose to save your game and heal up if necessary. Next, head back to the landing and take the cave to the southwest to enter a new area called the Inner Eye Labyrinth. Remember the tablet earlier mentioning the "Inner Eye?" This must be the place! For now, head west until you find a floor switch after passing under a wooden bridge. Stand on the switch to make a stone rise out of the floor to the west. As you would imagine, you'll need to stay on this switch to keep the stone above ground. Now, it's time to switch over to your second party again.

```

_____.-----_._____/
(_____)===== (____(DRAGON'S DEN: SECOND PARTY)____)===== (____/
/_____"-----"_____\

```

You can step off the switch now that your third party has made it beyond the stone block you were keeping down. Head north to find a doorway that leads to the west side of the Inner Eye Labyrinth. Head east a bit to find a platform that seems to be a dead end. However, if you already raised the stone with your third party a moment ago, use it to hop over to the landing to the south. This landing has a stairway that leads down to the lower level, which you couldn't reach with either team a moment ago. First, head west until you find a treasure chest that's mostly obscured in a dead end to claim the FORCE ARMOR inside. Now, head west a few steps and then wind your way northeast until you find a floor switch in the corner. This one will raise up a stone just to the west. Well, let's switch over to the third party again.

```

_____.-----_._____/
(_____)===== (____(DRAGON'S DEN: THIRD PARTY)____)===== (____/
/_____"-----"_____\

```

Step off the floor switch and head east a few steps before going north. Use the new stone to cross over to a switch that raises another stone just to the south of your current position. Well, switcheroo time again.

```

_____.-----_._____/
(_____)===== (____(DRAGON'S DEN: SECOND PARTY)____)===== (____/
/_____"-----"_____\

```

Head west a few steps and climb up the stairs to the raised platform. Now, use the newest stone to cross over to the upper level. Cross the wooden bridges and continue east until you arrive at a fork in the path. Take the lower fork to find a dead end. Search the wall at the far end to discover a hidden cache with an X-POTION inside. Now, take the other north until you reach the north side of the room. To the west is a weight positioned above one of the floor switches on the lower level. Drop the weight onto the switch to permanently raise the stone nearby. Now, head east and then south to find the doorway that your third party came into this area from. Head into it to return to the Grand Cavern.

Use the Shrine of Repose if you want and then head south down the first three sets of stairs and then search the area to the east to discover a long bridge extending over the chasm of the Great Cavern itself. At the first fork, keep going east to find a treasure chest that you can use as a springboard. Do the same with the second chest and then loop around and use the same chest to hop to the bridge leading north. At the end of the bridge, head west. At the end of this short bridge, you'll spot the worst threat in this entire dungeon: the little green men! If you recruited Gogo earlier, you'll know that touching the green men or even getting in their way will cause your party to fall to a lower level. Trust me, the lower level of this area is "grand" to say the least. In

that case, you should try to do the following section without falling down to that level. You can always purposefully fall down later. For now, leap over to the first bridge and then head south here. Use the other chest to hop over to the bridge leading south and then east. At the end of this short bridge is a treasure chest containing nothing less than a CELESTRIAD! This next section may be easier if you equip a relic that either lowers the random encounter rate (Ward Bangle) or if you happen to have Mog in your party, equip him with the Molulu's Charm to prevent random encounters altogether!

Back at the green man area, leap back to the bridge above the green man and move to the left side of the bridge. When the green man moves east, leap over to his bridge and quickly run left and then leap north to the bridge above this section. Wait for the next green man to head west and then leap over to his bridge and then up to the bridge to the northeast. Keep hopping up the bridges here until you see another bridge with a green man on it. Wait until he heads to the far left side of the bridge and then hop onto it and dash to the left and hop down onto the bridge below before he comes back your way. Follow this bridge up to a treasure chest above the green man that contains an ELIXIR. Take the next stairway up to a new landing. The door to the left is blocked by the Seal of Lightning still, so head east and take another stairway to an island in the darkness. Open the chest here for an X-ETHER. Now, take the last bridges east and climb the various stairways until you find the next dragon. Before going to battle with it, though, make sure to do a few things to your party setup first!

1. Equip all party members with Ribbons if you can. This dragon can inflict various status effects, so it never hurts to have immunity to them.
2. Make certain that everyone knows either Rasp or Osmose.
3. Put everyone in the back row again to halve the damage done to them.

You may also want to use your third party to head over to the Shrine of Repose and save your game so you don't have to hop past all of the green men again. When you're ready, approach the green dragon to cue the battle!

```

 |_____| |_____| |_____| |_____|
O=| | | |=| | | |=| |=====| |=====|=====O
| | < | | | |_____| |_____| Skull Dragon
| | | | | | | |_____| |_____| | -Greatest Undead Dragon-
O=|_____| |=|_____| |=|_____| |=|_____| |=====|=====O
|
|=====O=====O=====O=====O=====|
| HP: 61,000 | STR: N/A | MAG: 15 | ATT: 40 | GIL: --- |
|-----+-----+-----+-----+-----|
| MP: 15,000 | DEF: 200 | MDF: 120 | STA: N/A | EXP: --- |
|-----+-----+-----+-----+-----|
| LEVEL: 97 | EVA: --- | MEV: 20 | SPD: N/A | AP: --- |
|=====O=====O=====O=====O=====|
| [W] Fire [] Lightning [] Wind [] Restore [W] Holy
| [] Ice [] Water [] Earth [A] Poison [A] Evil
|-----+-----+-----+-----+-----|
| [I] Berserk [I] Death [I] Imp [] Reflect [I] Silence
| [] Blink [] Doom [] Paling [] Regen [I] Sleep
| [] Bravery [] Faith [I] Petrify [*] Reraise [I] Slow
| [I] Confuse [] Float [I] Poison [] Sap [I] Stop
| [] Counter [] Frozen [] Protect [] Shell [] Vanish
| [I] Darkness [] Haste [] Quick [] Shield [*] Zombie
|=====O=====O=====O=====O=====|
DROPS: Scorpion's Tail	STEAL: Holy Water
-----+-----+-----+-----+-----	

```



```

=====o=====o=====o=====o=====o=====
| [] Fire [] Lightning [] Wind [] Restore [W] Holy |
[] Ice [] Water [] Earth [] Poison [] Evil
[] Berserk [I] Death [I] Imp [] Reflect [I] Silence
[] Blink [] Doom [] Paling [] Regen [I] Sleep
[] Bravery [] Faith [I] Petrify [] Reraise [] Slow
[] Confuse [] Float [I] Poison [] Sap [] Stop
[] Counter [] Frozen [] Protect [] Shell [] Vanish
[I] Darkness [] Haste [] Quick [] Shield [] Zombie

DROPS: ---

-----+-----
KEY ITEM: ---

FOUND: Dragon's Den: Second P
-----+-----
COMMANDS: Attack
Megaton Punch

APPEARANCE: An ancient Humbaba demon with a yellow hide

STRATEGY: The only strategy I can recommend here is to put up a
strong offense and finish the fight as quickly as you can
before Earth Eater goes mad with its "Megaton Punch," an
attack that will instantly-kill its target! It also has a
strong physical attack, which is even more of a reason to
defeat it as quickly as possible.
-----o-----

```

Follow the path southwest until you arrive at the fork in the path. Take the southern branch and keep heading down and east until you spot another blue flame. Examine this one to enter the next battle!

```

| _ | | _ | | _ | | _ |
O=| _ |=| _ |=| _ |=| _ |=|=====O
| _ < | | | | | _ | | _ | Gargantua |
| _ | | | | | _ | | _ | -The Dark Gigas- |
O=| _ |=| _ |=| _ |=| _ |=|=====O
|
|-----o=====o=====o=====o=====o=====
| HP: 30,000 | STR: N/A | MAG: --- | ATT: 67 | GIL: --- |
|-----+-----+-----+-----+-----|
| MP: 1,500 | DEF: 100 | MDF: 100 | STA: N/A | EXP: 5,000 |
|-----+-----+-----+-----+-----|
| LEVEL: 85 | EVA: 55 | MEV: --- | SPD: N/A | AP: --- |
|-----|
| [] Fire [] Lightning [] Wind [] Restore [] Holy |
[] Ice [] Water [] Earth [W] Poison [] Evil
[] Berserk [I] Death [I] Imp [] Reflect [I] Silence
[] Blink [] Doom [] Paling [] Regen [] Sleep
[] Bravery [] Faith [I] Petrify [] Reraise [] Slow
[] Confuse [] Float [] Poison [] Sap [I] Stop
[] Counter [] Frozen [] Protect [] Shell [] Vanish
[] Darkness [] Haste [] Quick [] Shield [] Zombie

DROPS: Growth Egg

```







```

| fight is really not too hard, though, due to his lower HP |
| and strength ratings. |
O=====O

```

Now, head west a bit to find the other flame wandering around the middle fork.

```

| | | | |
O=| |_| |=| |_| |=| |====| |=====O
| | < | | | | |___ | |___ | Dark Behemoth |
| | |_| | | |_| | ___ | | ___ | -Guardian of the Cloister- |
O=|___|=|___|=|___|=|___|=|=====O
|
|=====O=====O=====O=====O=====|
| HP: 38,000 | STR: N/A | MAG: 15 | ATT: 27 | GIL: --- |
|-----+-----+-----+-----+-----|
| MP: 9,999 | DEF: 115 | MDF: 151 | STA: N/A | EXP: 5,000 |
|-----+-----+-----+-----+-----|
| LEVEL: 91 | EVA: --- | MEV: --- | SPD: N/A | AP: --- |
|=====O=====O=====O=====O=====|
| [W] Fire [] Lightning [] Wind [] Restore [W] Holy |
| [] Ice [] Water [] Earth [A] Poison [A] Evil |
|-----+-----+-----+-----+-----|
| [I] Berserk [] Death [I] Imp [] Reflect [I] Silence |
| [] Blink [] Doom [] Paling [] Regen [I] Sleep |
| [] Bravery [] Faith [I] Petrify [] Reraise [I] Slow |
| [I] Confuse [] Float [I] Poison [] Sap [I] Stop |
| [] Counter [] Frozen [] Protect [] Shell [] Vanish |
| [] Darkness [] Haste [] Quick [] Shield [] Zombie |
|=====O=====O=====O=====O=====|
| DROPS: Phoenix Down | STEAL: Behemoth Suit |
| --- | Phoenix Down |
|-----+-----+-----+-----+-----|
| KEY ITEM: --- | REQUESTS: --- |
|=====O=====O=====O=====O=====|
| FOUND: Dragon's Den: Second P | TYPE: --- |
|-----+-----+-----+-----+-----|
COMMANDS: Attack	LEARN: "Mighty Guard" Lore
Meteor (final)	
Mighty Guard	
Ultima (final)	
=====O=====O=====O=====O=====	
APPEARANCE: An enormous, muscular beast with black hide and horns	
=====O=====O=====O=====O=====	
STRATEGY: The battle against the Dark Behemoth isn't anything great	
in truth. He usually starts the battle by using "Mighty	
Guard" on himself to inflict Protect and Shell statuses	
on himself. With his defenses up, he begins to physically	
attack the party for about 2000 HP damage per hit. If you	
survived the last twenty battles or so, this should be a	
breeze... until he dies! Upon his death he casts "Meteor"	
as a last act of revenge. Therefore, you should put up a	
string of "Reraise" spells on everyone or at least have	
one person in the air using Jump to avoid a party death.	
However, if all four characters are alive when he casts	
the spell, it will divide up between them to do about	
3000 HP damage to each. Depending on your HP levels, this	
might actually be survivable as long as everyone's alive	
to spread out the damage the spell deals. Sometimes, he	
uses "Ultima" instead of "Meteor," though, which is why	
Reraise is an absolute must here. Ultima will take off	

```



```

| KEY ITEM: --- | REQUESTS: --- |
|=====o=====|
| FOUND: Dragon's Den: Third Pa | TYPE: --- |
|-----+-----|
COMMANDS: Attack	LEARN: ---
Curaga (counter)	
Heartless Angel	
Heavenly Wrath	
Sainly Beam	
=====o=====	
APPEARANCE: A silver dragon with blue-hued wings	

STRATEGY: Well, this battle might seem normal for about one turn.	
However, every command used against Holy Dragon triggers	
a counterattack of him casting "Curaga" on himself, which	
will restore about 6500 HP! There are two ways to get	
around this problem. First, you could just do more than	
6500 HP damage per attack to eventually whittle him down.	
However, there's an easier (and safer) way to do this. If	
you cast "Reflect" on Holy Dragon, its "Curaga" spells	
will bounce off the Reflect wall and hit someone in your	
party instead! This means that Holy Dragon will keep you	
healed as he slowly dies. The only thing you can't get	
around is his Auto-Regen status, but he can't gain more	
than 255 HP per regeneration anyway, so it's not much of	
a problem. The real problems here are his specials! The	
"Heartless Angel" attack reduces everyone's HP to 1, as	
you probably found out during the final battle against	
Kefka if you've already fought him. "Heavenly Wrath" can	
instantly kill someone. But the real danger is "Sainly	
Beam" if it follows "Heartless Angel" because it deals	
about 1000 HP damage to everyone. If you're all at 1 HP	
already, this will destroy the party! Therefore, make it	
a point of keeping "Reraise" on at least one person in	
the event of this happening. Otherwise, the rest of your	
characters should just attack and hope that his "Curaga"	
keeps you healthy throughout the battle. It might even	
save you after "Heartless Angel" if you're lucky!	
=====o=====	

```

After the battle, ZANMATO -- Cyan's ultimate weapon -- is yours and the Seal of Heaven is broken at last. Well, that's it for the third party for now! Switch over to the first party to finish up the dungeon.

```

_____.-----._____/
(____)===== (____ (DRAGON'S DEN: FIRST PARTY)____)===== (____)
/_____"-----"_____\

```

The first party should still be standing in front of the door that was blocked by the Seal of Heaven until now. Head through the door to find a new area with four tombstones, one above the next. Examine the first one to see the letters "GONS" inscribed on it. The second one says "THEK" while the third one says "INGO." Finally, the fourth one has "FDRA" carved onto it. We'll get back to that puzzle in a moment. For now, head north again to find the final Greater Dragon! Equip Thunder Shields if you like since this is obviously the Gold Dragon, which is a Lightning-based creature. You should also have everyone equipped with Ribbons because he can use an attack that inflicts Confusion on the target as well, and you can't afford that, as you'll soon find out. Speak to the Gold Dragon to start the battle!

```

| _ | | _ | | _ | | _ |
O=| | | |=| | | |=| |=====| |=====|=====O
| | _ < | | | | _ | | _ | | Gold Dragon |
| | | | | | | | _ | | _ | | -Greatest Lightning Dragon- |
O=| _ | |=| _ | |=| _ | |=| _ | |=====|=====|=====O
|
|=====O=====O=====O=====O=====|
| HP: | STR: N/A | MAG: | ATT: | GIL: --- |
|-----+-----+-----+-----+-----|
| MP: | DEF: | MDF: | STA: N/A | EXP: --- |
|-----+-----+-----+-----+-----|
| LEVEL: | EVA: | MEV: | SPD: N/A | AP: --- |
|=====O=====O=====O=====O=====|
| [] Fire [] Lightning [] Wind [] Restore [] Holy |
| [] Ice [] Water [] Earth [] Poison [] Evil |
|-----+-----+-----+-----+-----|
| [] Berserk [] Death [] Imp [] Reflect [] Silence |
| [] Blink [] Doom [] Paling [] Regen [] Sleep |
| [] Bravery [] Faith [] Petrify [] Reraise [] Slow |
| [] Confuse [] Float [] Poison [] Sap [] Stop |
| [] Counter [] Frozen [] Protect [] Shell [] Vanish |
| [] Darkness [] Haste [] Quick [] Shield [] Zombie |
|=====O=====O=====O=====O=====|
| DROPS: | STEAL: |
| --- | |
|-----+-----+-----+-----+-----|
| KEY ITEM: --- | REQUESTS: --- |
|=====O=====O=====O=====O=====|
| FOUND: Dragon's Den: First Pa | TYPE: --- |
|-----+-----+-----+-----+-----|
COMMANDS: Attack	LEARN: ---
Mighty Claw	
Plasma	
Wave Cannon	
=====O=====O=====O=====O=====	
APPEARANCE: A golden-skinned brachiosaur-like reptile	
=====O=====O=====O=====O=====	
STRATEGY: The battle begins with the horrifying announcement that	
Gold Dragon is absorbing magic! Basically, he has Auto-	
Runic status if you think about it that way. Any spell	
cast in battle, whether it be on him or yourself, will be	
converted to MP for him. Therefore, you will have to re-	
sort to using items like Elixirs and Hi-Potions to keep	
up your HP. This is going to be a war of attrition in the	
end, though, because you probably don't have many Elixirs	
to spare and Hi-Potions are next to useless at this point	
in the game. Use your strongest attacks and specials to	
inflict as much damage as possible in a short time. The	
longer that battle lasts, the more chance you have of	
losing (unless he keeps healing you with his "Plasma" and	
"Wave Cannon" attacks thanks to your Thunder Shields).	
Your only problem could be "Mighty Claw" which inflicts	
the Confusion status on the target. However, this can be	
sidestepped with the Ribbon relic I mentioned earlier.	
O=====O=====O=====O=====O=====O

```

Finally, the Gold Dragon fades away and leaves behind the ZWILL CROSSBLADE for Locke. This also breaks the Seal of Lightning from the dungeon. At this point, the main objective here is to find the lord of the dragons and take him down. If you like, you can cast "Teleport" to return to the airship. You can then

spend money on updating equipment or increasing your supplies. Otherwise, make sure to use a Tent to heal your HP and MP and then save. However, I chose not to do this. Instead, I had my second party (which I placed in the Shrine of Repose before leaving them last time) save the game and switch back to the first party. Now, it's time to head deeper into the caves!

Either way you choose to go (saving outside or inside), you should bring your primary party to the Dragon Temple (the place with the turtle) and head to the north side of the room. The tombstone with the message about the Inner Eye is to the left and the door in the middle is open as well. However, our path takes us to the right. In this room is another tombstone. Previously, if you examined it, there wouldn't be anything on it. However, as long as you read the four stones before Gold Dragon, you can now inscribe those letters here. If you re-arrange the order of the letters a bit, you'll come up with:

"THEK INGO FDRA GONS" or "THE KING OF DRAGONS"

Afterward, a secret door opens up to the right. Welcome to the Dragon Temple's Cloister. Head down the first two eastern staircases to find a treasure chest with an ELIXIR inside. Now, head over to the left side of the same floor to find another chest with a PHOENIX DOWN. Keep going down the western stairs until you hit the lowest level and then keep heading east up and down the various sets of stairs. You'll eventually run into a wall with a treasure chest just on the other side. For now, head up the long set of stairs leading north-west to find a doorway at the top.

Inside this area, head along the corridor to eventually find a sparkling star. It warps you to the Treasure Room. Start by opening the two treasure chests on the left first. The one on top rewards you with a RIBBON while the one below holds a BONE WRIST! This item is Umarmo's ultimate relic (since he can't equip weapons). Now, if you want to collect the other two chests you'll have to fight two optional Monster-in-a-Box battles against tough foes. Start with the box on the upper-right.

```

 _____|_____
O=| _ | _ | _ | _ |
 | _ < | | | _ | _ |
 | | | | | | _ | _ |
O=| _ | _ | _ | _ |=====O
 |
 |=====O=====O=====O=====O=====|
 | HP: 22,000 | STR: N/A | MAG: 20 | ATT: 31 | GIL: --- |
 |-----+-----+-----+-----+-----|
 | MP: 12,000 | DEF: 130 | MDF: 160 | STA: N/A | EXP: 5,000 |
 |-----+-----+-----+-----+-----|
 | LEVEL: 79 | EVA: 250 | MEV: 180 | SPD: N/A | AP: --- |
 |=====O=====O=====O=====O=====|
 | [] Fire [] Lightning [] Wind [] Restore [] Holy |
 | [] Ice [] Water [] Earth [] Poison [] Evil |
 |-----+-----+-----+-----+-----|
 | [] Berserk [I] Death [I] Imp [] Reflect [] Silence |
 | [] Blink [] Doom [] Paling [] Regen [] Sleep |
 | [] Bravery [] Faith [I] Petrify [] Reraise [] Slow |
 | [I] Confuse [*] Float [] Poison [] Sap [] Stop |
 | [] Counter [] Frozen [] Protect [] Shell [] Vanish |
 | [] Darkness [] Haste [] Quick [] Shield [] Zombie |
 |=====O=====O=====O=====O=====|
DROPS: Angel Brush	STEAL: ---
-----+-----+-----+-----+-----	

```

```

| KEY ITEM: --- | REQUESTS: --- |
|=====O=====|
| FOUND: Dragon's Den: First Pa | TYPE: --- |
|-----+-----|
COMMANDS: Attack	LEARN: "Doom" Lore
Doom	"Roulette" Lore
Gaze	
Roulette	
=====O=====	
APPEARANCE: A blue Ahriman with a bloody, mesmerizing eye	
=====	
STRATEGY: By now, a boss with 22000 HP is like a regular encounter,	
so this battle shouldn't be more than a nuisance. You	
only have the time it takes for a Doom counter to run	
down to zero, so make each command count. His Evasion is	
almost maxed out, so focus on spellcasting ("Ultima" is	
your best bet) to take him out quickly. Don't forget that	
nothing (including "Quick") slows or stops a Doom count-	
down, so have each command mapped out ahead of time. It	
shouldn't be quite as difficult as the Plague battle from	
Final Fantasy IV, especially if you cast "Reraise" once a	
timer gets low if you haven't defeated him yet.	
=====O=====	

```

After the battle, you receive the ANGEL BRUSH, Relm's ultimate weapon, for your trouble! Now, check out the chest below for another battle.

```

| | | | |
|=====O=====|
| | | | | Neslug (shell) |
| | | | | -Mutant Snail- |
|=====O=====|
|
|=====O=====O=====O=====O=====|
| HP: 62,000 | STR: N/A | MAG: 20 | ATT: 60 | GIL: 50,000 |
|-----+-----+-----+-----+-----|
| MP: 62,000 | DEF: 255 | MDF: 255 | STA: N/A | EXP: --- |
|-----+-----+-----+-----+-----|
| LEVEL: 97 | EVA: --- | MEV: --- | SPD: N/A | AP: --- |
|=====O=====O=====O=====O=====|
| [W] Fire [A] Lightning [] Wind [] Restore [] Holy |
| [A] Ice [A] Water [] Earth [] Poison [] Evil |
|-----+-----+-----+-----+-----|
| [I] Berserk [I] Death [I] Imp [] Reflect [I] Silence |
| [] Blink [] Doom [*] Paling [] Regen [I] Sleep |
| [] Bravery [] Faith [I] Petrify [] Reraise [I] Slow |
| [I] Confuse [] Float [I] Poison [] Sap [I] Stop |
| [*] Counter [] Frozen [] Protect [] Shell [] Vanish |
| [I] Darkness [] Haste [] Quick [*] Shield [] Zombie |
|=====O=====|
DROPS: ---	STEAL: ---
-----+-----	
KEY ITEM: ---	REQUESTS: ---
=====O=====	
FOUND: Dragon's Den: First Pa	TYPE: ---
-----+-----	
COMMANDS: Megaton Smash (counter)	LEARN: ---
=====O=====	
APPEARANCE: An adamantine snail shell	

```







```

|-----+-----|
COMMANDS: Attack	LEARN: ---	
Imp Song		
Lullaby		
Mega Berserk		
Mystery Waltz		
=====O=====		
APPEARANCE: A sparkling, pink jelly		
=====		
STRATEGY: You actually fight five of these monsters at once. They		
often start the battle with "Mega Berserk," which will		
put all of your allies not protected against Berserk into		
the status. The problem with this is that flans are a		
defensive creature and only prone to magic, so an ally in		
Berserk condition will have a hard time inflicting much		
damage. However, if they are equipped with the Ultima		
Weapon, it should still do good damage. Otherwise, focus		
on casting "Firaga" or "Ultima" to take them all out.		
=====O=====		

```

After the battle, the treasure chest yields the OBOROZUKI, Shadow's ultimate weapon! You also get 55,555 Gil from the battle! Now, head past the warp point and continue south to find a treasure chest with a DUELING MASK inside, which is Gau's ultimate relic since he can't equip weapons either. This piece of equipment is excellent because it halves all elemental damage! Now that you've plundered this area, head back through the warp point and make your way back out of the area until you arrive at the area with the turtle again. Head north to the save point, save your game, and switch over to your first party again.

```

_____.-----._____/
(____)===== (____ (DRAGON'S DEN: FIRST PARTY) ____)===== (____/
/ "-----" \

```

Now, you have to backtrack all the way to the area with the turtle with this party as well. It's a long trek, so sit back and enjoy the walk. When you get back to this area, step on the darkened section of floor in the area where you carved the tombstone earlier to open a hidden door above the save point to the west. Now, switch back to your second party again.

```

_____.-----._____/
(____)===== (____ (DRAGON'S DEN: SECOND PARTY) ____)===== (____/
/ "-----" \

```

Head north into this new area known as Kaiser's Breath. At the top of this passage is a switch. Step on it. Now you're truly done with your second party!

```

_____.-----._____/
(____)===== (____ (DRAGON'S DEN: THIRD PARTY) ____)===== (____/
/ "-----" \

```

Now, you need to get your third party (with help from your first party) to the Inner Eye Labyrinth. Manipulate the parties so that the first party presses the switch to the left of the weighted one. Now, take the second party along the bridges in this area and then hop across the stone the first party has raised. This should bring you to ground level. Now, head northwest to find a cave (above where you found the Force Armor earlier). Head into the cave and go to the left of the save point to eventually find a new switch in another section of Kaiser's Breath. Press that switch as well. That's truly it for your third party as well! You should see a sparkle of red on the central switch. Well, let's switch back to the first party and finish this adventure.



```

O=|_____|=|_____|=|_____|=|_____|=====O
|
|=====O=====O=====O=====O=====|
| HP: (195,000) | STR: N/A | MAG: ??? | ATT: ??? | GIL: --- |
|-----+-----+-----+-----+-----|
| MP: ??? | DEF: ??? | MDF: ??? | STA: N/A | EXP: --- |
|-----+-----+-----+-----+-----|
| LEVEL: ??? | EVA: ??? | MEV: ??? | SPD: N/A | AP: --- |
|=====O=====O=====O=====O=====|
| [?] Fire [?] Lightning [?] Wind [?] Restore [?] Holy |
| [?] Ice [?] Water [?] Earth [?] Poison [I] Evil |
|-----+-----+-----+-----+-----|
| [I] Berserk [I] Death [I] Imp [] Reflect [I] Silence |
| [] Blink [] Doom [] Paling [] Regen [I] Sleep |
| [] Bravery [] Faith [I] Petrify [] Reraise [] Slow |
| [I] Confuse [] Float [I] Poison [] Sap [] Stop |
| [] Counter [] Frozen [] Protect [] Shell [] Vanish |
| [I] Darkness [] Haste [] Quick [] Shield [] Zombie |
|=====O=====O=====O=====O=====|
DROPS: ---	STEAL: Celestriad
-----+-----+-----+-----+-----	
KEY ITEM: ---	REQUESTS: ---
=====O=====O=====O=====O=====	
FOUND: Dragon's Den: First Pa	TYPE: ---
-----+-----+-----+-----+-----	
COMMANDS: Attack	LEARN: ---
Aero	
Barrier Change	
Bio	
Doom	
Freezing Dust	
Heartless Angel	
Hyperdrive	
Last Breath	
Meltdown	
Mindblast	
Quake	
Revenge Blast	
Saintly Beam	
Scintillation	
Tsunami	
Ultima (final)	
Venomist	
Wind Slash	
=====O=====O=====O=====O=====	
APPEARANCE: A great, winged drake rising from the flames of hell	
-----+-----+-----+-----+-----	
STRATEGY: "Humans and your insatiable greed... Your lust for power	
leads always to a lust for blood... This place is a san-	
ctuary for wayward souls... What business have you filthy	
creatures here? You slaughter my brethren, and befoul	
their rest with the profanity of your continued exis-	
tence... You should not have come here. In the name of	
all dragonkind, I shall grant you the death you so de-	
sire. I am the dealer of destruction... I am the font	
from which fear springs... I am Kaiser... And your time	
is at an end."	
What you should watch out for:	

```

- 1. Barrier Change - allows him to alter his elements
- 2a. Meltdown - when Fire-strong
- 2b. Freezing Dust - when Ice-strong
- 2c. Scintillation - when Lightning-strong
- 2d. Tsunami - when Water-strong
- 2e. Aero - when Wind-strong
- 2f. Quake - when Earth-strong
- 2g. Sainly Beam - when Holy-strong
- 2h. Venomist - when Poison-strong
- 3. Heartless Angel - everyone at 1 HP is dangerous
- 4. Mindblast - may inflict any status effect
- 5. Ultima - the final attack kills all, Reraise or Jump

What you should do:

- 1. Attackers should start by casting Reraise on themselves and then start the attacks
- 2. Mages should use Quick, Reraise, and Hastega/Curaga
- 3. Always keep Reraise on at least two people (one of which should be your Dualcaster)
- 4. If you want, summon Quetzalli or use Jump to avoid some of his attacks. It could save your life.
- 5. Always keep healed every turn! One mage at least should spend half of their Quick on Curaga every turn. The other should use Esuna or Remedy if the Mindblast attack connects on an unprotected ally.
- 6. Maintain Protect and Shell if you can. Strago's Lore "Mighty Guard" can do this in one turn.
- 7. If Relm is in your party, you can Sketch Kaiser to attack him with "Hyperdrive!"

=====O

```

The battle is actually not that
hard if you just keep up your
defenses first and then attack
once you're strongly-protected.
Although his in-game scanning
entry says he only has 65,000 HP
but he secretly resets his HP
twice in battle for a total of
195,000 HP! Even with such re-
serves, he will eventually fall
to your onslaught! As long as
you have Reraise on at least one
person or they are in the air from a Jump attack, you should come out alive!
Heal up if you want just in case you forget to once you leave this area and
then head north to claim your final piece of magicite: the DIABOLOS esper! With
that, you've completed your esper collection!

```

Yes, I know about the way to cheat this portion of the game and skip the fight against Kaiser Dragon by equipping the Sprint Shoes, having Auto-Dash set to ON, and then running through him as the menu exits. However, I think it's sort of silly to do this unless you just don't want to fight Kaiser Dragon at all. You'll eventually have to fight him to fill in your bestiary, so even if you decide to use this trick to get the esper first, you would have to leave the Dragon's Den just to learn the final spell, "Gravija" from it anyway and come all the way back here again to face Kaiser Dragon. That sounds like more of a hassle than it's worth. Otherwise, even if you grab the esper and then fight Kaiser Dragon right afterward, it doesn't seem like much of a gain. But that's your call.



Forsaken  
Freezing Dust  
Grand Delta  
Gravity Bomb  
Heartless Angel  
Level 3 Confuse  
Level 4 Flare  
Level 5 Death  
Level ? Holy  
Missile  
Omega Drive  
Tornado  
Vengeance

=====O=====

APPEARANCE: An adamantine behemoth covered in sigils and machinery

STRATEGY: No fanfare here before the battle. Omega Weapon just lets his attacks do the talking instead. Here's my strategy for taking him on in the same vein.

What to watch out for:

1. Freezing Dust - if everyone is Frozen its game over
2. Delta Attack - in combination with Freezing Dust, it causes Stone status, which can cause a game over if everyone in this status as well (or a combination of some in Stone and some in Frozen, of course)
3. Blaster - an instant-kill if it connects
4. Level 3 Confuse - be careful if you're Level 99!
5. Level 5 Death - can instant-kill everyone if they all have levels at a multiple of 5!
6. Grand Delta - can instant-kill everyone not Reraised or in the middle of a Jump
7. Vengeance - nullifies positive status effects???
8. Forsaken - very strong magic on all allies
9. Heartless Angel - everyone at 1 HP is bad again
10. Omega Drive - his strongest attack

What to do:

1. Attackers should start by casting Reraise on themselves and then start the attacks
2. Mages should use Quick, Reraise, and Hastega/Curaga
3. Always keep Reraise on at least two people (one of which should be your Dualcaster)
4. If you want, summon Quetzalli or use Jump to avoid some of his attacks. It could save your life.
5. Always keep healed every turn! One mage at least should spend half of their Quick on Curaga every turn. The other should use Esuna or Remedy if the Level Lores connect on an ally.
6. Maintain Protect and Shell if you can. Strago's Lore "Mighty Guard" can do this in one turn.
7. Abuse "Quick" to get in double turns, especially on your attackers.

=====O=====

If you prepared well for this battle and kept up your defenses first and your attacks second, you should be able to come out alive. Now, head up to the warp point to leave the dungeon at last. That's it for the Dragon's Den, and you should now have 100% of your in-game Bestairy completed as well!





a good thing if you're wielding a Healing Rod. A lot of the low-tiered enemies are Banish-susceptible, so you can use that to skip several battles. The Level Lores are also useful to really screw with most enemies until the bosses.

What else should you acquire to prepare for this?

Defensive:

1. Arise
2. Reraise
3. Curaga
4. Hastega
5. Protect
6. Shell
7. Reflect
8. Osmose
9. Dispel
10. Remedies (to cure most negative statuses)
11. Green Cherries (to cure Imp)
12. Ribbons
13. Miracle Shoes

Offensive:

1. Ultima
2. Meltdown
3. Holy
4. Rasp
5. Firaga/Blizzaga/Thudaga
6. Bio
7. Shurikens/Fuma Shurikens/Pinwheels
8. Ultima Weapons/Ragnaroks/Lightbringers/other strong weapons

There is a new enemy here known as the Glutturn which resembles the Magic Pot from earlier. Although it has no bestiary entry, it's definitely a monster to fear. Depending on which item it requests at the beginning of battle, you'll be facing one of four different enemies, in reality. Each one has a rare item to steal, but they are also very tough to defeat. You can also give them the items they request to make them go away without a fight if you like. Here is a list of the four Glutturns:

1. Ether Glutturn (green imp in a red urn)
  - Steal: Force Shield
  - Commands: Attack x 4
  - Final Attack: Attack x 10
  - Strategy: Put up "Protect" to increase your defense or switch Rows and then use strong attacks or magic.
2. Hi-Ether Glutturn (red imp in a blue urn)
  - Steal: Celestriad
  - Commands: Punish x 2
  - Final Attack: Blaster
  - Strategy: Start with "Reraise" on everyone and "Hastega" until your party starts to fall. Cast "Reraise" once it gets used due to all of the instant-death attacks and keep it up until the end of the battle.
3. X-Ether Glutturn (blue imp in a yellow urn)
  - Steal: Master's Scroll
  - Commands: Berserk, Cloudy Heaven, Entice, and Overture
  - Final Attack: Diabolic Whistle, Disaster
  - Strategy: Hopefully you have Ribbons equipped, or else you'll suffer

from statuses like crazy. You might want to cast "Death" on anyone suffering from Overture unless you can use special attacks or target-all attacks using the Master's Scroll.

4. Elixir Glutturn (yellow imp in a green urn)

Steal: Soul of Thamasa

Commands: Ultima

Final Attack: Heartless Angel

Strategy: Have at least one person cast target-all "Curaga" every round to keep up with the HP lost from Ultima. Reraise is useless here, but casting "Arise" is worth it. Take it down as quickly as possible before you succumb to the Ultima gauntlet.

\\_\_\_\_\_ /  
\_\_\_\_\_ )===== ( \_\_\_\_\_ ( THE BATTLES ) \_\_\_\_\_ )===== ( \_\_\_\_\_ /  
/ "-----" \

The battles are somewhat random in their selection. Usually you'll get most of the same monsters each time, but occasionally you'll run into different groups of minor monsters here or there. For that reason, I'll just list general enemy formations for the minor encounters and list the major ones and boss battles. The description of the area the fight is found in is followed by the most common monsters you'll see in this battle and possible rewards. Keep in mind that monsters from the Dragon's Den can randomly pop up in place of most minor battles and even some boss battles (I had two of the legendary dragons replaced during my first run). Here's the list:

1. Prologue (Imperial Soldier x 2, Magitek Armor)
2. Mount Kolts (Spritzer x 2, Trillium, Zaghrem)
3. Lethe River (Exocite, Lesser Lopros, Nautiloid)
4. Seige of Doma (Satellite)
5. Phantom Train (Living Dead x 2, Oversoul)
6. Baren Falls (Opinicus Fish x 24, Rhizopas)
7. Phantom Train (Angel Whisper, Cloud x 2, Living Dead)
8. Narshe (Hell's Rider)
9. South Figaro (Corporal x 2, Heavy Armor)
10. West Continent (Iron Fist, Paraladia, Vulture)
11. Zozo (Gobbledygook x 3, Veil Dancer)
12. Zozo/Dragon's (Harvester, Hill Gigas)
13. Magitek Factory (General, Onion Knight x 2)
14. Magitek Res. (Chaser, Trapper x 3)
15. Veldt Cave (Death Warden) [Tigerfang]
16. Zone Eater (Baalzephon, Murussu)
17. Bomb Forest (Bomb x 6)
18. Cyan's Dream (Io)
19. Empire (Bug x 3, Fossil Dragon)
20. Sealed Cave (Outcast x 2, Zombie Dragon)

<break>

21. Burning House (Balloon x 6)
22. Esper Caves (Adamankary, Bonnacon x 2)
23. Magitek Res. (Mega Armor, Proto Armor)
24. Floating Cont. (Gigantos x 2) [Sasuke x 2]
25. Floating Cont. (Apocrypha, Brainpan x 2, Misfit)
26. Floating Cont. (Behemoth, Misfit x 2)
27. Floating Cont. (Ninja x 2, Platinum Dragon)
28. Bomb Forest (Grenade)
29. Solitary Island (Land Ray, Peeper x 2)

- 30. Solitary Island (Black Dragon)
- 31. Kefka's Tower (Ahriman, Daedalus)
- 32. Triangle Island (Intangir)
- 33. Kefka's Tower (Vector Chimera x 2)
- 34. Magitek Res. (Destroyer, Lenergia x 2)
- 35. Cactuar Desert (Cactuar)
- 36. Dragon's Den (Landworm)
- 37. S. Figaro Cave (Cruller, Humpty x 2, Neck Hunter)
- 38. S. Figaro Cave (Dante)
- 39. Figaro Castle (Dropper x 3)
- 40. East Continent (Borghese, Cloudwraith x 2)
- 41. Yeti's Cave (Tonberries) OR [Minerva Bustier, Minerva Bustier steal]  
(Dark Behemoth) [Gladius]

<break>

- 42. Darill's Tomb (Skeletal Horror)
- 43. Darill's Tomb (Exoray, Malboro)
- 44. Doma Continent (Knotty x 4)
- 45. Darill's Tomb (Devil Fist, Punisher x 2)
- 46. Darill's Tomb (Devil Fist, Glasya Labolas, Mugbear)
- 47. Veldt Cave (Gorgimera)
- 48. Kefka's Tower (Great Malboro, Primeval Dragon)
- 49. Narshe (Test Rider)
- 50. Escape Route (Magna Roder (purple), Magna Roder (red))
- 51. Narshe Mines (Magna Roder (brown), Magna Roder (yellow) x 2)
- 52. Owzer's Mansion (Blade Dancer x 2, Crusher x 2)
- 53. Owzer's Mansion (Rafflesia x 3)
- 54. Ebot's Rock (Mahadeva)
- 55. Ebot's Rock (Creature, Sorath, Warlock)
- 56. Ancient Castle (Armored Weapon)
- 57. Veldt Cave (Devil, Enuo, Figaro Lizard)
- 58. Cyan's Dream (Pluto Armor, Schmidt)
- 59. Cyan's Dream (Parasite x 3, Weredragon)
- 60. Cyan's Dream (Alluring Rider, Pandora x 3)
- 61. Zone Eater (Coco, Samurai, Suriander)

<break>

- 62. Dinosaur Forest (Tyrannosaur x 2)
- 63. Maranda Cont. (Greater Mantis, Sprinter, Lycaon x 2)
- 64. Maranda Cont. (Basilisk, Leap Frog x 2)
- 65. Kefka's Tower (Great Behemoth, Great Malboro, Vector Lythos)
- 66. Thamasa Cont. (Gloomwind, Purusa)
- 67. Phoenix Cave (Face, Necromancer x 2, Zeveak)
- 68. Phoenix Cave (Clymenus x 2, Necromancer)
- 69. Phoenix Cave (Chaos Dragon, Ouroboros, Seaflower x 2)
- 70. Zone Eater (Amduscias, Covert x 2)
- 71. Zone Eater (Baalzephon, Shambling Corpse)
- 72. Zone Eater (Kamui, Wartpuck)
- 73. Cultist's Tower (Level 10 Magic, Level 20 Magic)
- 74. Cultist's Tower (Level 30 Magic x 3)
- 75. Cultist's Tower (Level 10 Magic x 2, Level 30 Magic, Level 60 Magic)
- 76. Cultist's Tower (Level 40 Magic, Level 50 Magic, Level 70 Magic)
- 77. Cultist's Tower (Level 80 Magic, Level 90 Magic)
- 78. Cultist's Tower (Magic Urn x 2)

<break>

- 79. Darill's Tomb (Angler Whelk) [Dragon Claws]

80. Zozo (Dadluma) [various steals and drops]  
81. Vector (Crane) [Noiseblaster and Debilitator steals]  
82. Magitek Res. (Number 024) [various swords steals and drops]  
83. Magitek Res. (Number 128, Left Blade, Right Blade) [Kazekiri steal]  
84. Glutturn (Elixir Glutturn) [Soul of Thamasa steal]  
85. Blackjack (Air Force, Laser Gun, Missile Bay) [Princess Ring]  
86. Ancient Castle (Master Tonberry) [Gladius, Elixir steal]  
87. Dinosaur Forest (Brachiosaur) [Celestriad]

<break>

88. Kefka's Tower (Gamma) [Air Anchor steal]  
89. Kefka's Tower (InnoSent x 3) [Bioblaster steal]  
90. Kefka's Tower (Junk x 3) [Noiseblaster]  
91. Kefka's Tower (Demon Knight, Yojimbo) [Pinwheel and Masamune steals]  
92. Kefka's Tower (Muud Suud) [Thunder Shield steal]  
93. Kefka's Tower (Fortis, Prometheus) [Debilitator steal]  
94. Kefka's Tower (Death Machine, Duel Armor, Fortis) [various Tools steals]  
95. Kefka's Tower (Cherry, Dark Force, Outsider x 2) [various steals]  
96. Kefka's Tower (Mover x 3) [Super Ball x 3 steal]  
97. Kefka's Tower (Fiend Dragon x 2) [Guard Bracelet steal]

<break>

98. First Dragons (Ice Dragon) [Force Shield]  
99. First Dragons (Storm Dragon) [Force Armor]  
100. First Dragons (Earth Dragon) [Magus Rod, X-Potion steal]  
101. First Dragons (Gold Dragon) [Crystal Orb]  
102. First Dragons (Skull Dragon) [Muscle Belt]  
103. First Dragons (Holy Dragon) [Holy Lance or X-Potion steal]  
104. First Dragons (Blue Dragon) [Zantetsuken]  
105. First Dragons (Red Dragon) [Murakumo]

<break>

106. Figaro Castle (Tentacle)  
107. Darill's Tomb (Dullahan) [Genji Glove or X-Potion steal]  
108. Mobliz (Humbaba)  
109. Dragon's Den (Malboro Menace)  
110. Cyan's Dream (Curlax, Laragorn, Moebius)  
111. Ancient Castle (Samurai Soul) [Master's Scroll]  
112. Cultist's Tower (Magic Master) [Crystal Orb or Elixir steal, Megalixir]  
113. Ebot's Rock (Erebus, Hidon) [Thornlet steal]  
114. Falcon (Deathgaze)

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115. Kefka's Tower (Inferno, Ketu, Rahu)  
116. Kefka's Tower (Guardian) [Ribbon or Force Armor steal]  
117. Kefka's Tower (Demon) [Radiant Lance, Red Jacket steal]  
118. Kefka's Tower (Goddess) [Excalibur, Minerva Bustier steal]  
119. Kefka's Tower (Fiend) [Mutsunokami, Safety Bit steal]

<break>

120. Second Dragons (Ice Dragon) [Final Trump]  
121. Second Dragons (Storm Dragon) [Longinus, Hi-Ether steal]  
122. Second Dragons (Earth Dragon) [Godhand, X-Potion steal]  
123. Second Dragons (Gold Dragon) [Zwill Crossblade, X-Ether steal]  
124. Second Dragons (Skull Dragon) [Scorpion Tail]

- 125. Second Dragons (Holy Dragon) [Zanmato, Elixir steal]
- 126. Second Dragons (Blue Dragon) [Save the Queen, X-Potion steal]
- 127. Second Dragons (Red Dragon) [Apocalypse, X-Ether steal]
- 128. Dragon's Den (Kaiser Dragon) [Megalixir steal]

After defeating Kaiser Dragon, you'll finally gain the MASTER'S CROWN, which proves your mastery of the game. At this point, there is nothing left to do in Final Fantasy VI Advance! That's it. Yep. You're done. You can always replay the Soul Shrine again to gain more items, or you can take on Kefka's Tower again, but that would just be for fun at this point.

I really hope you've enjoyed the guide! For now, this will be the completed version. I might add in a small section for Coliseum wins on the ultimate equipment if I get the chance. However, I've decided not to do a full bestiary or anything due to the incredible size of this walkthrough already. There are plenty of great lists of equipment, monsters, and magic out there, so I highly recommend those guides. Again, thanks for reading!

- Noah  
 March 28th, 2007

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Thanks for reading and I hope you've enjoyed my guide to FINAL FANTASY VI ADVANCE. Keep an eye out for other guides from the Gameboy ports comming soon.

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O=====O
| C O N T A C T I N F O R M A T I O N |
O=====O

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This is my very second guide written for a game, so please let me know if there is anything that should be changed or what you think of it in general. You can contact me at:

author\_trinity (at) yahoo (dot) com

Please make sure to include in your subject "Final Fantasy VI Advance," otherwise your mail may remain unopened!

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\IN CLOSING \ \-----/ /-----\ \
| \-----/ /-----\ \
(09.01.00.00)) V E R S I O N H I S T O R Y ((~version)
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Version 1.00

- 03/13/07 Editing
- 03/16/07 Walkthrough: Kefka's Fall: Kefka's Tower
- 03/17/07 Walkthrough: Kefka's Fall: Finale

Walkthrough: Kefka's Fall: Epilogue

- 03/17/07 Walkthrough complete!
  - 03/21/07 Sidequests: Dragon's Den
  - 03/22/07 Sidequests: Soul Shrine
  - 03/28/07 Sidequests complete!
- Guide complete (for now)!

#### Version 0.90

- 03/05/07 Walkthrough: The Last Espers: Eye In The Sky
- 03/06/07 Walkthrough: The Last Espers: Cyan's Nightmare  
Walkthrough: The Last Espers: The Ancient Castle
- 03/07/07 Walkthrough: The Last Espers: The Greatest Cactus  
Walkthrough: The Last Espers: Lord Of The Seas  
Walkthrough: The Last Espers: The Sword Thief  
Walkthrough: The Last Espers: The Eight Dragons
- 03/08/07 Walkthrough: Other Objectives: Ebot's Rock  
Walkthrough: Other Objectives: Gau's Father
- 03/09/07 Walkthrough: Other Objectives: Master Duncan  
Walkthrough: Other Objectives: Shadow's Past
- 03/10/07 Walkthrough: Other Objectives: The Auction House  
Walkthrough: Other Objectives: The Coliseum
- 03/11/07 Walkthrough: Other Objectives: Dinosaur Forest  
Walkthrough: Other Objectives: More Lores  
Walkthrough: Other Objectives: Fancy Dances  
Walkthrough: Other Objectives: The Veldt
- 03/12/07 Walkthrough: Other Objectives: Leveling Up  
Walkthrough: Other Objectives: Class-based Equipment
- 03/12/07 Walkthrough: Kefka's Fall started

#### Version 0.50

- 02/26/07 Walkthrough: Three's A Party: Albrook  
Walkthrough: Three's A Party: Tzen  
Walkthrough: Three's A Party: Mobliz  
Walkthrough: Three's A Party: Nikeah  
Walkthrough: Three's A Party: South Figaro  
Walkthrough: Three's A Party: South Figaro Cave  
Walkthrough: Three's A Party: Figaro Castle
- 02/27/07 Walkthrough: Darill's Legacy: Kohlingen  
Walkthrough: Darill's Legacy: Darill's Tomb
- 02/28/07 Walkthrough: Familiar Faces: Finding Cyan  
Walkthrough: Familiar Faces: Finding Gau
- 03/01/07 Walkthrough: Familiar Faces: Finding Shadow
- 03/02/07 Walkthrough: Familiar Faces: Finding Relm
- 03/03/07 Walkthrough: Familiar Faces: Finding Locke  
Walkthrough: Familiar Faces: Finding Terra  
Walkthrough: Familiar Faces: Finding Mog  
Walkthrough: Familiar Faces: Finding Umario
- 03/04/07 Walkthrough: Familiar Faces: Finding Strago  
Walkthrough: Familiar Faces: Finding Gogo  
Walkthrough: The Last Espers: Cid's Legacy

#### Version 0.40

- 02/18/07 Walkthrough: The Sealed Gate: The Esper World  
Walkthrough: The Sealed Gate: Narshe  
Walkthrough: The Sealed Gate: Imperial Observation Post  
Walkthrough: The Sealed Gate: Cave To The Sealed Gate
- 02/19/07 Editing
- 02/20/07 Walkthrough: The Esper Treaty: Vector  
Walkthrough: The Esper Treaty: Albrook  
Walkthrough: The Esper Treaty: Tzen

- Walkthrough: The Esper Treaty: Albrook
- Walkthrough: The Esper Treaty: Transport Ship
- Walkthrough: The Esper Treaty: Thamasa
- Walkthrough: The Esper Treaty: Esper Caves
- Walkthrough: The Esper Treaty: Thamasa
- Walkthrough: The Esper Treaty: The Blackjack
- 02/21/07 Bought a Nintendo DS because the GBA died!
- 02/22/07 Walkthrough: Other Objectives: Doma Castle
- Walkthrough: Other Objectives: New Monsters
- Walkthrough: Other Objectives: More Lores
- Walkthrough: Other Objectives: Fancy Dances
- 02/23/07 Walkthrough: Other Objectives: The Veldt
- Walkthrough: Other Objectives: Wrapping Things Up
- 02/24/07 Walkthrough: The Floating Continent: The Blackjack
- Walkthrough: The Floating Continent: The Continent
- Walkthrough: World Of Balance complete!
- 02/25/07 Walkthrough: Solitary Island

#### Version 0.30

- 02/12/07 Walkthrough: Sabin's Scenario: Cabin
- Walkthrough: Sabin's Scenario: Seige Of Doma
- Walkthrough: Sabin's Scenario: Phantom Forest
- Walkthrough: Sabin's Scenario: Phantom Train
- Walkthrough: Sabin's Scenario: Baren Falls
- Walkthrough: Sabin's Scenario: Mobliz
- 02/13/07 Walkthrough: Sabin's Scenario: The Veldt
- 02/14/07 Walkthrough: Sabin's Scenario: Crescent Mountains Cave
- Walkthrough: Sabin's Scenario: Serpent Trench
- Walkthrough: Sabin's Scenario: Nikeah
- Walkthrough: Last Stand at Narshe
- 02/15/07 Walkthrough: Finding Terra: Narshe
- Walkthrough: Finding Terra: Figaro Castle
- Walkthrough: Finding Terra: Dragon's Neck Cabin
- Walkthrough: Finding Terra: Kohlingen
- Walkthrough: Finding Terra: Jidoor
- Walkthrough: Finding Terra: Zozo
- 02/16/07 Walkthrough: Into The Lion's Den: Jidoor
- Walkthrough: Into The Lion's Den: The Opera House
- Walkthrough: Into The Lion's Den: Albrook
- Walkthrough: Into The Lion's Den: Maranda
- Walkthrough: Into The Lion's Den: Tzen
- Walkthrough: Into The Lion's Den: Vector
- 02/17/07 Walkthrough: Into The Lion's Den: Magitek Factory
- Walkthrough: Into The Lion's Den: Magitek Research Facility
- Walkthrough: Into The Lion's Den: Vector
- Walkthrough: Into The Lion's Den: Zozo

#### Version 0.20

- 02/07/07 Game purchased and ASCII art added
- 02/08/07 Pre-Game Information: About The Guide
- Pre-Game Information: About The Game
- Pre-Game Information: Important Information
- Pre-Game Information complete!
- 02/09/07 Editing
- In Closing: Credits
- In Closing: Version History
- In Closing: Legal Information
- In Closing complete!
- 02/10/07 Walkthrough: Prologue: Narshe
- Walkthrough: The Marriage Of Figaro: Figaro Castle



Walkthrough: The Marriage Of Figaro: South Figaro Cave  
 Walkthrough: The Marriage Of Figaro: South Figaro  
 - 02/11/07 Walkthrough: The Returners  
 Walkthrough: The Returners: Sabin's House  
 Walkthrough: The Returners: Mount Kolts  
 Walkthrough: The Returners: Returner's Hideout  
 Walkthrough: Terra's Scenario: Narshe  
 Walkthrough: Locke's Scenario: South Figaro  
 Walkthrough: Locke's Scenario: South Figaro Cave

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(09.02.00.00)) C R E D I T S ((~credits)

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First, I would like to thank these great people who have pointed out errors and information that I overlooked or did not know about:

- \* Zack Booth and Luke Mason - who spotted errors in boss descriptions
- \* Mark Elliot and Jonathan Denney - for pointing out that refusing Banon three times results in a Genji Glove
- \* Billy Grim - for suggesting a list of useful enemy steals in each section. This will be forthcoming soon.
- \* Daniel - for pointing out that Mog's weapon works great for Edgar early in the game if you unequip it before the boss fight in Narshe
- \* Alexander Mehler - for pointing out that the Doberman appears on the Veldt even though it has no bestiary entry, for explaining the scrap of paper scenario in the Returner's Hideout, and for suggesting stuff for the Intangir battle!
- \* Dylan Hinds - for pointing out that Boss: "Number 024" had the Drops and Steals reversed
- \* Shari? - for pointing out that Mog's "Water Harmony" can be found in the World of Ruin as well if you fight Leviathan
- \* Igeschke - for suggesting that you say "yes" to Banon in the Returner's Hideout after getting the Genji Glove!
- \* Donovan Knowles - for noting Dullahan's missed command
- \* VeghEsther - for finding a whole bunch of things such as non-missable items marked as missable, Lore oddities, and other things. The emails were very much appreciated!
- \* Jonleung - for spotting two Rage mistakes
- \* Marc Thibeault, Anders Teglbjaerg, - for confirming that Shadow has no other flashbacks as well as their randomness of appearance when sleeping

Candice Fairley

- \* Chase Powell - for spotting a missing command for Number 128, Blaster
- \* Bobby Chichester - for the Banish recommendation on Wrex soul
- \* Gerbil72 - for the Galyptes' Celestriad idea
- \* Dark Eternal - for pointing out the chain of items to get Genji Armor when fighting in the Coliseum
- \* Carl Morris - for noting that Onion Knights' "Self Destruct" Lore is not activated by gravity
- \* Luke Mason, Xail - for pointing out the much-easier Intangir strategy by using "Stop" on it! Very much appreciated.
- \* Richmond Lam - for finding the man in Thamasa that tells you about the Triangular Island's Zone Eaters
- \* Shawn Loh - for pointing out that Gilgamesh teaches the rare "Quasar" Lore in addition to Goddess. I had it in the command list and didn't notice it for some reason.
- \* Mars Jenkar - for spotting several things to make life easier, such as tactics on Ultros and Humbaba as well as notes about how to fail in the Feeding Cid mission
- \* tons of people - for spotting the Bonnacon/Vennobennu mistake when trying to get the "White Wind" Lore! So sorry for the confusion!

I would like to thank the great people at Square-Enix for creating the Final Fantasy series, which has provided countless hours of entertainment. I'd also like to thank gamefaqs.com for hosting so many great guides that, without which, I wouldn't have been able to enjoy many games as fully as I have.

And finally, I'd like to thank anyone who uses this guide and enjoys it. There just wouldn't be a point to writing it without you!

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(09.03.00.00)) L E G A L I N F O R M A T I O N ((~legalinfo)
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