Final Fantasy VI Advance FAQ/Walkthrough

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II. Acknowleddments
Part 1: Narshe Infiltration--[W1]
Watch the opening and learn about events. After that, watch or skip the
snowfield trotting scene. You will now be in control.
TOWN: Narshe
TREASURES: None
This area is pretty straight forward. Just proceed up and you will be in your
first battle. The first against 2 Guards. Defeat them easily with any beam
attack or Bio Blast. Go up and you will get into 2 more fights back to back.
The first one is against 2 Silver Lobos. They are easy to defeat. The next
is against 2 Guards. Defeat them easily. Go up and you will get into yet
ANOTHER fight. This time it is an attack from both sides (Surrounded). This
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is a disadvantageous position, as if a party memeber is attacked physically

from behind, he/she will take double damage. In this case, don't panic. They are weak, so just attack. Go up. On the next screen, just proceed as normal and you come to, once again, another fight. This one may be a little tough. It is a fight against 2 Megalodoth and 2 Guards. The main concern is the Megadoloth. They can hit pretty hard, but they are not that tough. After the fight, go up through the cave. AREA: Narshe Mines TREASURES: None This area has some enemies. Go up and to the left, a save point. Save your game if you wish. Go up and a conversation will unfold. Guess what? THE FIRST BOSS ENCOUNTER! BOSS: Ymir HP: 1,600 Ymir (Shell) HP: 50,000 --This boss is pretty easy. All you have to do to try not to strike the shell. If you do, it will counter with Megavolt, which can target all or target a single party member, and it hurts. The boss uses Slime, which inflicts Slow. Try to take it slow, as the boss does retreat inside of its shell. Like I said, strike the shell and face the wrath of Megavolt. --The strategy: use any beam (even Thunder, since the head, not the Shell, does not absorb it). Have ?????? use Magitek Missile on the head. If you need to heal, use Healing Force or use ?????'s Cure magic. It's possible to defeat the shell, but it is not worth it. Trust me. DROP: Hi-Potion (the head), Ether (the shell) After the fight, proceed up and the party will come across a frozen Esper. Watch the events unfold. After the event, the scene switches to ?????? in a house. Go left and watch the events unfold. After the name selection, watch the events unfold. After the man asks Terra to follow him, go through the door and follow the path. Check the clock for an Elixir. Part 2: The Escape--[W2] AREA: Narshe Mines TREASURES: Phoenix Down, Sleeping Bag NOTE: If you see any item boxes, it will be best to leave them alone for now. They will change later on. This area is straight forward. Follow the path and you will come across a Proceed up and open the chest for a Phoenix Down. Proceed onward save point. and you will come across another chest containing a Sleeping Bag. Go up and watch the event unfold. Now Terra is in some unknown area. More events unfold. Now the scene switches as another character is introduced. After the name selection, watch the conversation. After that, the scene then switches to where Locke finds Terra. Watch the events unfold and then we are

3 parties.

introduced to a band of Moogles. Then there will be a tutorial about using

Guide Locke to an intersection and the other teams to another intersection. If one of the enemies touch one of your teams, then they will get into a battle. If you the team with Mog in it, Mog will learn a Dance called Twilight Requiem. If any of the party gets defeated, they will restart at 1 HP. When you destroy all of the enemies, go down to the leader. BOSS ENCOUNTER!

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BOSS: Guard Leader HP: 420
    Silver Lobo x2 HP: 27
WEAK vs. Poison (Guard Leader), Fire (Silver Lobo)
--The Guard Leader uses Net, which inflicts Stop. Watch out the Guard
Leader's Charge. It hurts.
--Strategy: Use Mog's team and use Twilight Requiem. If you use Locke's
team, you can steal a Mythril Knife. To heal, you best off using Hi-Potions.
After the fight, watch the events unfold.
When you take control of Locke, go to the man in front of the house to gain
access.
TOWN: Narshe
TREASURES: Ether, Sleeping Bag
In the Adventuring School, go to the bucket and examine it to get fully
restored. Go through the door near it and save your progress. Open the chest
to trigger a fight with a Silver Lobo. Defeat it and you will get...well,
nothing (I label these type of chests "Monster Chest".) Examine the pot in
front of the man for an Ether. Go out and go right and go through the first
door you come across. Inside, open the chest for a Sleeping Bag. Go out and
go to the door next to it. Inside, open the chest for a Potion. After
exploring, head outside.
Part 3: To Figaro--[W3]
[WORLD MAP]
From Narshe, head S through a forest and SW through a desert. Proceed SW until
you see a castle.
AREA: Figaro Castle
TREASURES: Phoenix Down, Potion, Antidote, Gold Needle
Go up and you will be stopped. After recognition, just keep going up and you
will meet the king of Figaro Castle. Watch the events unfold. After the
conversation, go out and head left or right and then up through a passage.
Open the chest for a Phoenix Down. Go down and go right to a room. Inside,
open the chests containing a Potion and an Antidote. Talk to the man, as he
sells Tools. These are used by Edgar. You should note, if you place Edgar to
the lead of the party, you will get a discount.
+----+
   Tool Shop
+-----+
          | Cost |
                         Effect
Items
+------+
| Auto Crossbow | 250 | Hits all enemies
| Noiseblaster | 500 | Inflicts Confuse on all enemies |
| Bioblaster | 750 | Deals Poison damage and Sap
                                        1
+-----+
Go out and go to the door to the left. Inside, open the chest for a Gold
Needle. The man sells Items.
+----+
| Item Shop
          _____
+-----+
          | Cost |
                           Effect
   Item
+-----
         | 50 | Restores 50 HP
| Potion
                                              | Ether
          | 1500 | Restores 50 MP
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	Antidote		50		Cures Poison	Ι
	Gold Needle		200		Cures Petrify	
	Echo Screen		120		Cures Silence	
I	Phoenix Down		500	L	Revives a party member	
	Sleeping Bag		500		Restores all HP and MP of one party member	
	Tent	I	1200		Restores all HP and MP of party	
+.		-+-		+•		+

Go down and go to through the left door. Go up and rest. Go downstairs and follow the path. Outside, go left and go into the tower. Talk to the old woman to learn about Edgar. After the event, go outside to the world map and save. Go back in and head to the Throne Room and talk to Edgar. View the conversation and then Kefka appears. Watch him talk and stuff and then Edgar appears. Guide Edgar and talk to the 2 Soldiers and Kefka. After Kefka leaves, go up and talk to Locke. After talking to Locke, guide Terra and follow Locke. View the conversation and watch the events unfold. When Kefka appears, talk to him. Now go up as you would go to the Throne Room and talk to the soldier. Watch the events unfold. BOSS ENCOUNTER! BOSS: Magitek Armor x2 HP: 210 --These two bosses are not that difficult. They use Metal Kick and Magitek Laser. Be extra careful about Magitek Laser, since its does a good chunk of damage. --Strategy: Attack and use Edgar's Tools. Use Terra's Fire to deal some good damage. Edgar's Noiseblaster will Confuse the mess out of them, so use it and watch them Magitek Laser themselves. If you use Magic, Edgar and Locke will have a conversation. DROP: Hi-Potion x2 After the fight, more events will follow. _____ [WORLD MAP] After the events, ride SE of Figaro to a cave. _____ Part 4: Journey to the Leader of the Returners--[W4] Enter the cave from the world map and you will see a Soldier. Talk to him and he will move. Press onward. AREA: South Figaro Cave TREASURES: Ether x2, Phoenix Down NOTE: If you see any item boxes, it will be best to leave them alone for now. They will change later on. This area is pretty straight forward. Go up and you will see a spring with a turtle. The spring fully recovers your HP and MP, so you might want to take some time to build up levels. Go right and then down. In the next room, go right and up the stairs to a room with a chest containing an Ether. Go back and take the right path. Follow it and then go right again at the next fork to a chest containing an Ether. Go past the stairs and take the stairs going

up the ledge. Follow the path and you will reach a chest containing a Phoenix Down. Take the stairs that was skipped earlier and it is a straight-forward to the exit.

Now that you got past the cave, head SE to a town near a forest.

TREASURES: Potion x3, Elixir, Gold Needle, Teleport Stone, Green Cherry, Eye Drops, Antidote, 500 Gil, 1,000 Gil, 1,500 Gil, Phoenix Down NOTE: If you want better items, leave the items alone. They will change later on. +----+ | Weapon Shop +-----+ | Cost | Effect Item +----+ | 150 | Nothing special | Dagger | Mythril Knife | 300 | Nothing special | Mythril Sword | 450 | Nothing special | Great Sword | 800 | Nothing special | Noiseblaster | 500 | Inflicts Confuse on all enemies | | Bioblaster | 750 | Deals Poison damage and Sap +-------+ +----+ | Armor Shop +----+ Item | Cost | Effect +----+ | Buckler | 200 | Nothing special | | Heavy Shield | 400 | Nothing special | | Hairband | 150 | Nothing special | | Plumed Hat | 250 | Nothing special | | Cotton Robe | 200 | Nothing special | | Kenpo Gi | 250 | Nothing special | +----+ +----+ Relic Shop 1 +-----+ Effect Item | Cost | +-----+ | Sprint Shoes | 1500 | Doubles walking speed | Silver Spectacles | 500 | Prevents Blind | Star Pendant | 500 | Prevents Poison | 1000 | Prevents Stone | Jeweled Ring | Knight's Code | 1000 | Protects critical allies from physical attacks | +-----+----+ | Item Shop Item | Cost | Effect | 50 | Restores 50 HP | Potion | Antidote | 50 | Cures Poison | Gold Needle | 200 | Cures Petrify | Eye Drops | 50 | Cures Blind | Echo Screen | 120 | Cures Silence | Phoenix Down | 500 | Revives a party member | Sleeping Bag | 500 | Restores all HP and MP of one party member | | 1200 | Restores all HP and MP of party l Tent +-----+ Go to the Pub. You will be in the Pub if the music changes and talk to the

ninja. Watch the conversation unfold. After the conversation, time to take a trip around town. First, re-equip everyone with the latest gear from the Armor Shop. Also try to equip some of the Relics, especially the Sprint Shoes. As for items, check the barrel near the entrance to the left of the

Chocobo Stable for a Potion. Go down from the Chocobo Stable and turn left to a box containing a Gold Needle. Follow the path and check another box for Eye Drops. Check the barrel above it for an Antidote. Check the box near the Chocobo Stable for a Green Cherry. Go in the house nearby and go upstairs and go in the first door. Go behind the bookcase and follow the path. The first door is empty. The second contains a Save Point. The third has a room with chests containing 500 Gil, 1,000 Gil, 1,500 Gil, and an empty chest. Go back exit out the right door. Check the nearby barrel for a Phoenix Down. Go around the house to enter another room. Check the clock for an Elixir. Go down from the boiler-thingy and you will end up in another room. Follow the path. To the right, a bucket contains a Potion. Go up the stairs and follow the path past the Item Shop until you reach a set of barrels. Check one of them for a Teleport Stone. Check the barrel between the Weapon and Armor Shop for a Potion. With all the stuff done for now, time to head out. Rent a chocobo (or whatever). -----[WORLD MAP] Go N from South Figaro to a house. AREA: Duncan's House TREASURES: Potion Go in the house. Edgar will start talking. Head over to the boiler-thingy and examine it. Then check the bucket near it for a Potion. After that, leave the house. Talk to the man outside to learn about some information. After that, head out. _____ [WORLD MAP] Go E and then N to some mountains. _____ AREA: Mt. Kolts TREASURES: Main Gauche, Tent x2 When you enter, go into the cave. Follow the path and go into the next cave. In the cave, head right and go down. Go around the wall and exit the cave. You should be near a chest, which contains the Main Gauche. Go back and go up and cross the bridge to go out. When you exit, a dark figure appears. Follow the dark figure. On the next screen, there will be 2 caves. Take the right cave and follow it to a chest containing a Tent. Go out and take the other cave and follow it. Once agian, the dark figure runs. Pursuit it. Go up and cross the bridge and into a cave. On the next screen, there will be a Save Point, so save your game. Go out through the right cave and follow the path, as it is a straight-shot. Then you will see who the dark figure was. Go to him and talk to him. After the conversation... BOSS ENCOUNTER! BOSS: Vargas HP: 11,600 Ipoon x2 HP: 360 WEAK vs. Poison (Vargas), Fire (Ipoons) --This boss is accompanied by 2 Ipoons. All they do is attack. You can't target yet until you defeat the 2 Ipoons. After they are dead, keep hitting Vargas. After a couple of rounds, Sabin will come and help. Vargas will blow everyone with Blizzard Fist except Sabin. Then it will be Sabin vs. Vargas, mano-o-mano. --Strategy: Use Auto Crossbow, Terra's Fire, and have Locke attack to get rid of the Ipoons. When fighting Vargas, have Locke steal and you may score the Mythril Claws. Edgar should use Bioblaster. Vargas has a deadly attack called Gale Cut, which deals Wind damage to the party. As for healing, use

Potions and Cure. When Sabin comes, Vargas will strike Sabin with Doom Fist.

Sabin will have 60 seconds to finish off Vargas. If you continue to pummel Vargas, he won't die...in time that is. Then you will learn how to input a Blitz. To finish off Vargas, input the Blitz command Left, Right, Left and press A. The Blitz command should be Raging Fist. This will finish off Vargas. After the fight, a conversation will take place. After the conversation, go through the cave. Open the chest to get a Tent. The rest of the way is a straight-shot to the exit. Part 5: The Leader of the Returners--[W5] _____ [WORLD MAP] Go N until you reach a mountain. _____ AREA: Returner Hideout TREASURES: Phoenix Down x2, White Cape, Antidote, Air Knife, Knight's Code, Ether, Green Cherry, Hi-Potion, Gauntlet or Genji Glove When you enter, go through the cave. When you enter, talk to the man. Follow him and go through the cave. Talk to the man, Banon. A conversation takes place. Now the scene switches to Terra. Talk to Locke nearby and open the nearby chest to get a Phoenix Down. Go left and then up across a bridge. In the next room, go up and open the chests, which contains a Phoenix Down, an Air Knife, and a Knight's Code. Check the bucket and pot to get an Antidote and an Ether. Go around and go down from the right side to discover a secret passage. This takes you to a chest containing the White Cape. Go out and explore some more. Talk to Sabin to learn some information. Talk to the man behind the counter. He sells goods. Oops...forgot the Item data. +----+ Item Shop +-----+ Item | Cost | Effect +-----+ | Eye Drops | 50 | Cures Blind | Potion | 50 | Restores 50 HP | Hi-Potion | 300 | Restores 250 HP | 1500 | Restores 50 MP | Ether | Echo Screen | 120 | Cures Silence | Sleeping Bag | 500 | Restores all HP and MP of one party member | | 1200 | Restores all HP and MP of party l Tent | Sprint Shoes | 1500 | Doubles walking speed +-----+ Go around the table and check the pot for a Green Cherry. Go up the stairs and go through the door. Talk to Edgar. After the talking, open the nearby chest to get a Hi-Potion. After that, make your way outside. Talk to the man so he can let you out. Outside, talk to Banon and a conversation will take place. If you select "Yes", then Banon will give you the Gauntlet Relic, which will use both hands to deal more damage, and a meeting will take place. If you select "No" 3 times, this will skip the meeting and you will get the Genji Glove, which enables 2 weapons to be equipped. It is your choice. I personally choose to get the Genji Glove. If you need to rest, do so now. Go back and save your game. Part 6: The Lethe River Escape--[W6] Go down and you will end up at the Lethe River.

AREA: Lethe River TREASURES: None This area is pretty much guided. Make sure Banon does not bite the dust, or it will be a Game Over. At certain junctions, you have to choose a path. Follow these paths to get to the exit: Any path -> Save Point -> Left -> Save Point -> Boss! When you get to the Left/Up path, you can keep going up to get into battles. This is an excellent way to get some levels. Normally I would keep going up until Terra learns Fira, which I think is at about Level 20. Be sure to save your game at every stop. Since I am trying to get the Magicites at a low level, I pretty much take the correct paths. After the 2nd Save Point, there will be no paths to choose. Put everyone in the back rank before going. While you are going down the River, guess what... BOSS ENCOUNTER! BOSS: Ultros HP: 3,000 WEAK vs. Fire, Lightning --Ultros can really throwdown if you are not at a high level. Ultros will say all sorts of things, which will tell who his attack, Tentacle, will hit. It hurts. This is why the back rank is neccessary. His Tentacle attack can also target all. Beware of Ink, which causes Blind and do little damage. --Strategy: Have Terra casting Fire, Edgar Auto Crossbow-ing, Sabin using his Blitz Raging Fist or Aura Cannon (or other Blitz like Rising Phoenix. I find Aura Cannon dealing more in my playthrough, since Sabin does not have it), and Banon using Pray. If you use Fire (or Fira, which can dish out about 1,000+ damage), Ultros will take big damage (In my playthrough, 150 damage) and counter with Ink. Revive if neccessary *raises hand*. After the fight, watch the event unfold. *LOL at event* Now...there will be a Scenario Selection: Terra, Sabin, and Locke. Order doesn't matter. For my scenario of choice: Terra and crew (need to get that Genji Glove off of Terra...) Part 7: Terra's Scenario--[W7] Terra's scenario begins at the Lethe River. AREA: Lethe River TREASURES: None You are almost at the end. Just hold out a little longer on the Lethe River. The Banon condition still applies, so make sure he doesn't bite the dust. There are no junction choosing or anything. _____ [WORLD MAP] Go W and then NW to reach Narshe. _____ TOWN: Narshe TREASURES: Nothing in particular When you reach Narshe, go up and you will get stopped by some guards. After the conversation, go to the hidden cave that Locke found. If you need any healing, go to the Adventuring School and examine the bucket. The cave, if

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you forgot, is located to the left of the School. Examine it and the passage will open.
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Part 8: Locke's Scenario--[W8]

TREASURES: Hyper Wrist, Herme's Sandals, Ribbon, Hi-Ether, Great Sword, Heavy Shield, Iron Armor, X-Potion, Earring,

This area is crawling with Imperial forces. What is there to do? You could go left and try to get past the Heavy Armor, that is if you are at a high level. You can go into the house at the starting point and go downstairs to a Save Point. Re-equip Locke and go the Item Shop. Talk to the Merchant and engage him. Use Steal to get his clothes from him. Now Locke has a Merchant disguise. Go to the house near the Item Shop. Go downstairs and talk to the kid. After that, go up through the door. Next, go upstairs and go left and talk to the soldier dude with the green hat-helmet thingy. Use Steal on the Cadet to get his uniform from him. Now Locke has a Cadet disguise. Head to the Pub and go downstairs. Go through the door and talk to the Merchant. Now you will engage with another Merchant. Use Steal, once again, to take his outfit. After the fight, Locke will get some Cider. What to do next? Go back to the house where the little kid let Locke through and go upstairs. Go to the left and down and talk to the old man. He will reveal some information. Now go downstairs and talk to the kid. For the password, choose "Courage" and he will show the hidden passage. Take the secret passage and

you will end up in the same area with the Elixir. Just follow the path and go upstairs in the house. Go behind the bookcase and go down some stairs. Just follow the path and you will reach a point where you can ditch the disguise or keep. It's your call. Anywho...go all the way down (until you can't go down no more) and turn right. You will be in a secret passage. This room contains chests with a Hyper Wrist and the Herme's Sandals. Follow the path and an event will unfold. Another character introduction will come up. After the event, examine the guard and take the Old Clock Key. Go into the next door and save your game. Go all the way to the door at the end and navigate through the room and check the clock at the end. Wind up the clock and a secret passage will be revealed. Follow the path. At the first junction, go down to a chest containing an Iron Armor. Go back and go left and then up. Follow it to get the 2 chests, which contains a Heavy Shield and a Great Sword. Go back and go down all the way. When you go down, check to the left and you should move to the left. Go down and go downstairs. Check the basement for a Hi-Ether and an X-Potion. Go directly down from the X-Potion chest and press A for a chest containing the almight Ribbon. Now, backtrack and go down all the way. Turn left and open the chest containing an Earring. Now just go all the way to the right and up the stairs. Now you will be on the outside of the town. Just go right and you will be out.

[WORLD MAP]

From South Figaro, go NW to the South Figaro Cave.

AREA: South Figaro Cave

TREASURES: Thunder Rod, Ether, X-Potion

--Strategy: Simple. Have Celes use Runic to absorb the magic and have Locke attack. If you use Steal, you may score the Air Knife. Heal up with Potions and this boss will go down.

DROP: Elixir

Part 9: Sabin's Scenario--[W9]

[WORLD MAP]

So where in the world are we? Somewhere. So, how do we go about tackling this situation? Easy. Go to the house nearby.

AREA: Cabin TREASURES: None When you enter, a man on a chocobo will appear. He sell items. +----+ Merchant 1 +----+ | Items | Cost | Effects | 50 | Restores 50 HP | Potion | Phoenix Down | 500 | Revives a party member | 1200 | Restores all HP and MP of party | Tent | Plumed Hat | 250 | Nothing | Shuriken | 30 | Use with "Throw"; inflicts damage | | Invisibity Scroll | 200 | Use with "Throw"; bestows Vanish | Shadow Scroll | 400 | Use with "Throw"; bestows Blink | 1500 | Doubles walking speed | Sprint Shoes +-----+ To the left, there is Shadow. Talk to him and have him join you. You can go into the Cabin and rest in the bed. _____ [WORLD MAP] Venture E and S through a patch of forest until you see what looks like a patch of sand and a bridge. _____

AREA: Imperial Camp

TREASURES: Star Pendant, Green Beret, Mythril Glove, Remedy (Doma Castle) When you reach the Imperial Camp, a conversation will take place as well as an event. A character will also be introduced. Fight the Captain with Cyan. To defeat him, use Bushido 2: Sky and wait for him to attack. This should kill the Captain in one swoop. Now the scene switches back to Sabin and Shadow. Go to the right and into the tent. Check the right side for a chest containing a Star Pendant. If you choose to kick it, you will fight Dobermans. If you hit it, then you won't get into a battle. Go back and go down past the bridge and a conversation will take place. After the conversation, the party will engage Kefka. Strike him and he will flee. Chase him and engage in another battle. Strike him and chase him. Go up the hill to a tent with 2 chests containing a Mythril Glove and a Monster Chest with a Green Beret. То beat the enemy, use Shurikens and have Sabin Blitz, though it will counter with Mega Berserk, which inflicts Berserk on Sabin. After the fight, talk to Kefka and fight him...again. After that, follow him and you will fight against 2 Imperial Soldiers and 2 Captains. After the fight, an event will unfold and control switches to Cyan. Go up through the door and go downstairs. Go out through the door and a conversation will take place. After the conversation, go down and down the stairs and hang left and through the door. Go right and check the pot near the fallen soldier for a Remedy. Go back upstairs and go up through the door to the right of the Throne Room. After the event, the scene switches to the Imperial Camp. Go help Cyan with the soldiers. After 3 battles, then the gang will pilot Magitek Armors. Go right and follow the path as if you are going back to the entrance. After a series of fights, the party decides to go to the forest to the south. _____ [WORLD MAP] Go S and then E past a bridge. To the SW lies Doma Castle, but it is under Imperial seige. When you cross the bridge, the forest is close.

TREASURES: None

TREASURES: Earring, Phoenix Down x2, Hyper Wrist, Sniper Eye,

A conversation will take place and then Cyan suggest leaving. When you try, it will be too late. After the talking, head right into the next cart. Talk to the ghost and he will join your party. Go through the door and press the switch in the upper-right corner. After the conversation, keep going left until you reach as far as you can go. Go in the cart and try to go out. Α ghost will stop the party. Engage it and defeat it. After that, ghosts will start appearing. Climb the ladder when you gain control and go to the end. After the suggestion, go into the cart nearby and press the switch to detach the rail. After detaching the rail, go back in and press the switch again to open a passage. Go through the passage and save your game. Don't worry about healing. There is a healing point at the next cart. Go there and get healed. After that, go outside and go around the cart. Go back into the cart from the right and open the chest containing an Earring. Go into the next cart and go into the door. Try to open and you will get into a...BOSS ENCOUNTER! BOSS: Siegfried HP: 1,900

--This boss attacks 8 times at the beginning of the fight. They are pretty weak attacks. After that, he attacks once.

--Strategy: This boss is pretty easy. If a person is equipped with the Black Belt, the boss will die before it finishes his attack. Even Shadow's dog will destroy the boss if the dog intercepts the attack. DROP: Green Cherry

BOSS: Phantom Train HP: 1,900

WEAK vs. Holy, Fire, Lightning

--The train uses Wheel, which does some small damage. It also uses Acid Rain, which does some big damage to the party and inflicts Sap. Saintly Beam hurts big time. Both of those attacks hurt like a mutha. Watch out for Diabolic Whistle. It inflicts a variety of status effects such as Poison, Confuse, Poison, Slow, and Blind. Think of it as a psuedo-Bad Breath.

--Strategy: Have Sabin use Aura Cannon, Cyan use Bushido 1: Fang, and Shadow chuck Shurikens. If you are reeeeeeally lazy, hit the blasted train with a Phoenix Down. (didn't know about this 'til I looked it up in the Nintendo Power March issue...). Oh yeah, and the party starts in the back rank. DROP: Tent

 [WORLD MAP]

| Buckler

| 200 | Nothing |

Go S and then E and then N to some mountains.

_____ _____ AREA: Cave to Baren Falls TREASURES: None This area is straight-forward. Just go up and you will reach a cliff. After the conversation, the jump off the cliff. While going down the cliff, you will fight monsters. 1st wave: Opinious Fish x2 2nd wave: Opinious Fish x3 3rd wave: Opinious Fish x2 4th wave: Opinious Fish x3 5th wave: Opinious Fish x3 6th wave: Rhizopas BOSS: Rhizopas HP: 775 WEAK vs. Lightning --The Rhizopas can use Blizzard and sometimes may attack. El Nino hurts, so watch out. Bite is not too bad. --Strategy: If only I was a higher level, then it will be Bushido 4: Flurry for me. Use Bushido 2: Sky and hope that the "boss" hits Cyan. As for Sabin, do whatever. I used Blitz Aura Cannon. After the fighting, Sabin and Cyan will be on an unknown land. An event and a character introduction will take place. After that, time to figure out what to do. _____ [WORLD MAP] Note: The area you are in is the Veldt. While on the Veldt, all, or most, enemies fought will appear. While on the Veldt, if you finish a fight and you see Gau (that boy a few seconds ago), there isn't much you can do. If you strike him, he will run. Go SE and E and then N until you reach a town. _____ TOWN: Mobliz TREASURES: Elixir, Tintinnabulum +----+ | Weapon Shop +----+ Items | Cost | Effect | +----+ | Mythril Knife | 300 | Nothing | | Mythril Sword | 450 | Nothing | | Mythril Claws | 800 | Nothing | | Kotetsu | 800 | Nothing | +----+ +----+ | Armor Shop +----+ | Items | Cost | Effects | +----+

| Heavy Shield | 400 | Nothing | | Plumed Hat | 250 | Nothing | | Magus Hat | 600 | Nothing | | 800 | Nothing | | Bandana | 1000 | Nothing | | Iron Helm | Kenpo Gi | 250 | Nothing | | Iron Armor | 700 | Nothing | +----+ +----+ | Item Shop +-----+ Items | Cost | Effect +-----+ | Dried Meat | 150 | Restores 150 HP | Potion | 50 | Restores 50 HP | Hi-Potion | 300 | Restores 250 HP | Eye Drops | 50 | Cures Blind | Green Cherry | 150 | Cures Imp | Phoenix Down | 500 | Revives a party member | Sleeping Bag | 500 | Restores all HP and MP of one party member | | 1200 | Restores all HP and MP of party | Tent +-----+ +----+ | Relic Shop +----+ | Sprint Shoes | 1500 | Doubles walking speed | White Cape | 5000 | Prevents Imp and Silence | +----+ Go to the house in the upper-left section of town and you will see a man. He will ask for you to give him the letter. Give him the letter and then go to the house the right of it (a house with a pigeon in front of it.) Give 500 Gil to send off things to Lola. Be sure to examine the clock for an Elixir. After sending off, go to the Inn and rest. Continue doing this will earn you the Tintinnabulum. Upgrade your equipment and go to the Item Shop and buy a Dried Meat. Go back to the world map. _____ [WORLD MAP] Get into fights until you find Gau. When you find him, use the Dried Meat on him. After the conversation, he will join your party. Take some time to use his Leap command to get some Rage. When you are ready, head S from Mobliz until you see a cave. _____ AREA: Crescent Mountain Cave TREASURES: None There is nothing special about this area. To find Gau's "treasure", just go through the cave as normal. AREA: Serpent Trench TREASURES: X-Potion, Green Beret This area has 2 path selectors. You will know if you see arrows on the screen. Select the path you wish to take: 1st junction: Left: Skips cave Right: Cave with an X-Potion 2nd junction: Left: Skips cave

Right: Cave with a Green Beret

[WORLD MAP] Go to the nearby town. _____ TOWN: Nikeah TREASURES: Elixir +----+ | Weapon Shop | +----+ Items | Cost | Effect | +----+ | Mythril Claws | 800 | Nothing | | Kotetsu | 800 | Nothing | | Mythril Spear | 800 | Nothing | +----+ +----+ | Armor Shop +----+ | Cost | Effect | Items +----+ | Heavy Shield | 400 | Nothing | | Plumed Hat | 250 | Nothing | | 600 | Nothing | | Magus Hat | Bandana | 800 | Nothing | | Iron Helm | 1000 | Nothing | | Kenpo Gi | 250 | Nothing | | Silk Robe | 600 | Nothing | | Iron Armor | 700 | Nothing | +----+ +----+ Item Shop +-----+ Items | Cost | Effects +-----+ | Potion | 50 | Restores 50 HP | Hi-Potion | 300 | Restores 250 HP | Echo Screen | 120 | Cures Silence | Smoke Bomb | 300 | Escape from battle | Green Cherry | 150 | Cures Imp | Phoenix Down | 500 | Revives a party member | Sleeping Bag | 500 | Restores all HP and MP of one party member | | 1200 | Restores all HP and MP of party l Tent +-----+ Go to the Inn and check the clock for an Elixir. What? That's all I can find in this little town. If you want, go shopping and when you are ready, take the ferry to South Figaro. I knew I should took the Mythril Spear from Mog when I had the chance... When you take the ferry, that will be the end of Sabin's scenario. Part 10: Returners vs. the Empire--[W10] TOWN: Narshe After all 3 scenarios are complete, the scene will shift to Narshe where Banon has a conversation. After the events are over, you will be in the snowfield. Prepare and equip everyone. When you are ready, save your game

and talk to Banon. You will have to divide into 3 teams. Since I am doing a low-level run up to Zozo, I may have to put my selfishness and put Gau in a party. Normally, I would have him by himself and do not use him. In this case, I will make an exception. Have a hard hitter and a healer in each team. After a long time thinking, here is my set-up: Team 1: Terra, Cyan, Locke Team 2: Sabin, Celes Team 3: Edgar, Gau

--Suggestion by T. Oliver: he says to use a team with Terra, Cyan, and Sabin. With this team, you can use Bushido 1: Fang or Bushido 4: Flurry and have Sabin use Rising Phoenix.

This part of the game is pretty difficult at where I am. In my set-up, I have Terra act as a healer more often than a Fire user. Sabin is always using Aura Cannon (I know, everywhere in my FAQ, I say Aura Cannon. This is because it deals more damage) and Celes on healing duty. Edgar with Noiseblaster can Confuse enemies and Gau using Oversoul Rage or Bomb Rage. After disposing the advancing soldiers, move out the team toward Kefka. The soldier that is running left and right is the Hell's Rider. It is pretty darn powerful, especially Silver Lance. Watch out for Reverse Polarity. It switches front rank with back and vice-versa. If you have Locke fight it, steal and you may score the Mythril Vest. I used my first team to defeat it. I had Locke Steal and Cyan use Bushido 2: Sky to finish it. Now, for Kefka! BOSS ENCOUNTER! BOSS: Kefka HP: 3,000 --This guy can really throwdown, though he looks goofy. I mean, he can use Poison, Confuse, Drain, Thunder, Blizzard, and Blizzara. Blizzara, I say! That Blizzara, at my level, is a OHK. --Strategy: After careful experimenting, I used Team 2. The reason is Celes. Use Runic so that she can absorb Kefka's magic. I had to make sure that Celes's HP is high. After defeating him, he will flee. DROP: Peace Ring After the fight, watch the event unfold. After the event and the conversation that follows later, you will have to go to Zozo with a party of 3 (if you want Shadow) or 4 of your choice. My team: Celes, Cyan, Edgar, Sabin. Part 11: Chase Terra!--[W11] TOWN: Narshe TREASURES: Elixir, 5,000 Gil, Earring, Thief's Knife, Thief's Bracer, Hyper Wrist While in Narshe, take some time to explore and do some shopping. First off, when you exit the house, follow the path (don't go down the stairs) until you reach a house. Inside, there are chests that containing 5000 Gil, an Earring, Thief's Knife, Reflect Ring, Thief's Bracer, and a Hyper Wrist. Don't worry about the locked chest. That will be discussed later. Did I mention? YOU CAN NOW SHOP! Here is the data: +----+ Armor Shop +----+ Items | Cost | Effect

+----+

| Mythril Shield | 1200 | Nothing | | Magus Hat | 600 | Nothing | | Bandana | 800 | Nothing | | 1000 | Nothing | | Iron Helm | 600 | Nothing | | Silk Robe | Iron Armor | 700 | Nothing | +----+ +----+ Weapon Shop +-------+ | Cost | Effect Ttems +----+ | Great Sword | 800 | Nothing | Mythril Claws | 800 | Nothing | Kotetsu | 800 | Nothing | Mythril Spear | 800 | Nothing | Air Knife | 950 | Deals wind-elemental damage | | Chain Flail | 2000 | Same power from back row | Moonring Blade | 2500 | Same power from back row +----+ | Relic Shop +-----+ Items Effect | Cost | +-----+ | Sprint Shoes | 1500 | Doubles walking speed | Jeweled Ring | 1000 | Prevents Stone | Fairy Ring | 1500 | Prevents Poison and Blind | Barrier Ring | 500 | Casts Shell when HP is low | Mythril Glove | 700 | Casts Protect when HP is low | Knight's Code | 1000 | Protects critical allies from physical attacks | +----+ Item Shop +------+ Item | Cost | Effect +-----| Potion | 50 | Restores 50 HP | 300 | Restores 250 HP | Hi-Potion | 1500 | Restores 50 MP | Ether | Gold Needle | 200 | Cures Petrify | Phoenix Down | 500 | Revives a party member | Smoke Bomb | 300 | Escape from battle | Sleeping Bag | 500 | Restores all HP and MP of one party member | | 1200 | Restores all HP and MP of party l Tent +-----+ To the left of the Relic Shop is some stairs. Take the stairs and follow it to the Elder's House. Examine the clock for an Elixir. When you are ready, head out to Figaro Castle. AREA: Figaro Castle This area is the same thing. Go to the shops! The supply has been changed! Here is the data: +----+ Tool Shop +-----+ Effect Items | Cost | +-----+ | Auto Crossbow | 250 | Hits all enemies

| Noiseblaster | 500 | Inflicts Confuse on all enemies | | Bioblaster | 750 | Deals Poison damage and Sap | Flash | 1000 | Inflicts damage and Blind | 3000 | Inflicts damage; ignores defense | | Drill +-----+ +----+ | Item Shop +----+ Item | Cost | Effect +-----+ | Hi-Potion | 300 | Restores 250 HP | Ether | 1500 | Restores 50 MP | Phoenix Down | 500 | Revives a party member | Holy Water | 300 | Cures Zombie | Antidote | 50 | Cures Poison | Eye Drops | 50 | Cures Blind | Gold Needle | 200 | Cures Petrify | 1200 | Restores all HP and MP of party | l Tent +-----+ If you have Sabin in your party, you can rest and learn some interesting information. Go to B1F of Figaro by going down the left stairway near the entrance and talk to the old man. Have him take you to Kohlingen. _____ [WORLD MAP] N from the castle and you should see a town. _____ TOWN: Kohlingen TREASURES: Elixir +----+ Weapon Shop +-----+ Items | Cost | Effects +-----+ | 950 | Deals wind-elemental damage | Air Knife | Chain Flail | 2000 | Same power from back row | Moonring Blade | 2500 | Same power from back row | 30 | Use with "Throw"; inflicts damage | Shuriken | Flame Scroll | 500 | Use with "Throw"; inflicts fire damage | 500 | Use with "Throw"; inflicts water damage | Water Scroll | Lightning Scroll | 500 | Use with "Throw"; inflicts lightning damage | | Invisibity Scroll | 200 | Use with "Throw"; bestows Vanish +----+ Armor Shop +----+ | Cost | Effect | Items +----+ | Mythril Shield | 1200 | Nothing | | Magus Hat | 600 | Nothing | | 800 | Nothing | | Bandana | Twisted Headband | 1600 | Nothing | | Iron Helm | 1000 | Nothing | | Silk Robe | 600 | Nothing | | Iron Armor | 700 | Nothing | +----+ +----+ | Item Shop

| Cost | Effect Item | Hi-Potion | 300 | Restores 250 HP | 1500 | Restores 50 MP | Ether | Holy Water | 300 | Cures Zombie | Antidote | 50 | Cures Poison | Green Cherry | 150 | Cures Imp | Phoenix Down | 500 | Revives a party member | Sleeping Bag | 500 | Restores all HP and MP of one party member | | Tent | 1200 | Restores all HP and MP of party +-----+ If you have Locke, go to the house in the northeastern area and learn some interesting stuff. Go to the Inn and Shadow will be there. If you have an empty space, he will join for 3000 Gil. Go to the house to the left of the Item/Weapon/Armor shop and examine the clock for an Elixir. _____ [WORLD MAP] Travel NE until you see a little cabin. Go in and examine the pot for a Hero's Ring. _____ [WORLD MAP] From Kohlingen, head S until you reach a town. _____ TOWN: Jidoor TREASURES: Ether +----+ Armor Shop 1 +----+ Items | Cost | Effect | +----+ | Mythril Shield | 1200 | Nothing | | Twist Headband | 1600 | Nothing | | Mythril Vest | 1200 | Nothing | | 1100 | Nothing | | Ninja Gear | 2200 | Nothing | | White Dress +----+ +----+ Weapon Shop +-----+ Items | Cost | Effect +-----| Kiku-Ichimonji | 1200 | Nothing | Kaiser Knuckles | 1000 | Deals holy-elemental damage | Kodachi | 1200 | Nothing | Moonring Blade | 2500 | Same power from back row | 500 | Use with "Throw"; inflicts fire damage | Flame Scroll | Water Scroll | 500 | Use with "Throw"; inflicts water damage | Lightning Scroll | 500 | Use with "Throw"; inflicts lightning damage | | Shadow Scroll | 400 | Use with "Throw"; bestows Blink +---------+ +----+ Relic Shop _____ +-----+ Effect Items | Cost | +----+ | Peace Ring | 3000 | Prevents Confuse and Berserk | Barrier Ring | 500 | Casts Shell when HP is low | Mythril Glove | 700 | Casts Protect when HP is low

| 5000 | Increases magic power; increase with 2 | Earring | Knight's Code | 1000 | Protects critical allies from physical attacks | | Sniper Eye | 3000 | Physical attacks always hit +------+----+ | Item Shop | +-----+ Item | Cost | Effect +-----+ | Hi-Potion | 300 | Restores 250 HP | 1500 | Restores 50 MP | Ether | 50 | Cures Poison | Antidote | Gold Needle | 200 | Cures Petrify | Holy Water | 300 | Cures Zombie | Phoenix Down | 500 | Revives a party member | Echo Screen | 120 | Cures Silence | 1200 | Restores all HP and MP of party | | Tent +-----+ Theres nothing much to do here. There is an Auction house, but it is closed for now. The only to do here is to upgrade equipment and re-stock on items. Also go to Owzer's house and check the pot for an Ether. When you are ready, grab a chocobo (if you want). _____ [WORLD MAP] NE and N and follow until you reach a "town". _____ AREA: Zozo TREASURES: Ether x2, Chainsaw, Brigand's Glove, Hi-Potion, Burning Fist, Potion MAGICITES: Ramuh, Cait Sith, Siren, Kirin Go into the building with the Pub sign. Follow the path and go to the right after climbing the stairs. Go through the right door and open the chest for an Ether. Don't worry about the left door. Go back down and go left and up and follow the path until you reach a building with what looks like an Inn sign. Go in and examine the clock. It will ask to set the time. Normally, it would take a long time to figure out the time, so let me tell you what it is: 6:10:50. Follow the opened path and open the chest for the Chainsaw Tool. Go out and go left. Follow the path and you will reach another building with an Armor Shop sign. Go in and open the chest for a Potion. Go out and go back and then go down and go into the building with what looks like a Relic Shop sign. Climb the stair and follow the path. When you reach outside, climb the stairs to the top and go through a door to a chest containing a Brigand's Glove. Go back down and go through the opened door and jump from building to building. From here, it is a straight shot. Be sure to check the pot and bucket for a Hi-Potion and an Ether. Also be sure to go into a door to get the Burning Fist. When you reach the end, you will see a man. Put people in the back rank (if you are low leveled). Talk to him and guess what...BOSS ENCOUNTER! BOSS: Dadaluma HP: 3,270 WEAK vs. Poison --This boss uses Sweepkick, which does some damage and inflicts Sap. Later in the fight, he will call out 2 Iron Fists. When he starts taking more damage, he will use 3 Hi-Potions, restoring a grand total of 750 damage and then uses Protect. He can also Jump, but it is not that bad. Watch out for the Mythril Knife! It really, really hurts...on my file that is. (500 + damage = OHK)--Strategy: Like I always say on my earlier strategies: Blitz Aura Cannon,

Blizzard, Drill Tool and Flash Tool, and Bushido 2: Sky. For some reason, he won't hit Cyan. If I was only high enough...that Bushido 4: Flurry would be mighty nice right now. As for healing, Cure or Hi-Potions. DROP: Thief's Knife, Twist Headband After the fight, climb the stairs and go through the door. Go up and talk to Terra. Watch the event and the conversation unfold. Now you will have 4 Esper magicites. Go down and talk to your companion that was left in Narshe. After that, more conversation will take place. Now you have a new destination: the Magitek Factory. You will be forced to take Celes and Locke. Bring two more people that you are comfortable with. My choice: Sabin and Edgar. You can take some time and start learning magic. If you want to learn magic with little leveling up, try killing nothing but the Harvester as a single enemy. It will give 3 Magic AP. I pretty much farmed on them until everyone learned all of the magic that is currently available. _____ [WORLD MAP] Go back to Jidoor. _____ Part 12: Maria and the Wandering Gambler--[W12] TOWN: Jidoor Go up to the northern part of Jidoor and go inside Owzer's house, which is the huge house. Inside, talk to the man pacing left and right. Talk to him and a conversation will unfold. After the conversation, go down and examine the letter. After the character introduction, time to go to the Opera house. [WORLD MAP] From Jidoor, head S and SE until you reach it. AREA: Opera House TREASURES: None When you enter, talk to the man. Watch the conversation unfold. After the event, you have control of Locke. Go to the room where Celes ran. After the conversation, have Celes read the score (like you really need it. Besides, this IS a walkthrough, right?). After reading the score (or whatever), go through the door and outside. If you fail three times, it will serve as some sort of Game Over. If you didn't memorize the score, have short-term memory, or what has you, here are the correct choices to the score. You have a limited amount of time to select the appropriate line. If you do not select the line, the line the cursor is on will be selected. Select the right lines and enjoy one of most memorable events in FFVI: 1) "O my hero..." 2) "I'm the darkness..." 3) "Must my..." After selecting the lines and Draco turns into some flowers, go up and go to the end and watch the rest of the scene. After the scenes, you will have control of Locke. Read the letter and go outside and save. Talk to the Impresario. After the conversation and the event, you will have 5 minutes to reach Ultros. Go right and go up to the Stagehand. Press the switch to the far right and go out and go to the left side. Go through the door. Navigate the balcony. When you are fighting, try not to use Blitz all the time. It.

wastes time. When you reach Ultros, talk to him. After the somewhat funny

conversation, you can already guess what's coming ... BOSS ENCOUNTER! BOSS: Ultros HP: 2,550 WEAK vs. Fire, Lightning --The octopus is back and sporting new attacks this time. He also moves to different parts of the stage. His attacks depends on where he is. Center-He can use Acid Rain, which damage inflicts damage on one side and inflicts Sap. He also has the standard Tentacle attack and Ink. He has Imp Song, which inflicts Imp. Lower-left-He can use L.3 Confuse, which inflicts Confuse on those whose level is divisible by 3. He can also use Imp Song, which will inflict Imp. Upper-center-He can use Fire and Imp Song Lower-right-He can use Megavolt, Drain, and Imp Song. --Strategy: This boss is really easy. Make sure to put the party member that is alone in the back rank so Tentacle won't kill in one hit. All you have to do is pelt the silly octopus with Thundara, if you have it, or Thunder. If you do not have anyone with Thunder or Thundara, just use your best attacks: Edgar on Chainsaw or Drill and Sabin on Blitz Rising Phoenix or Aura Cannon. If Cyan, Bushido 4: Flurry. If Gau, Bomb Rage or some other Rage that can use thunder-elemental attacks or fire-elemental attacks. It took me three rounds of Thundara to finish the silly octopus. After the fight, watch the event. AFter the event, you will be on the airship Blackjack. AREA: Blackjack You can un-equip everyone who is not in your party while on the ship. You can also buy items and get a free restoration. Here is the Shop data: +----+ Item Shop +------Item | Cost | Effect +-----+ | Hi-Potion | 300 | Restores 250 HP | 1500 | Restores 50 MP | Ether | Holy Water | 300 | Cures Zombie | Phoenix Down | 500 | Revives a party member | 1000 | Cures all status effects except Zombie and KO | | Remedy | Smoke Bomb | 300 | Escape from battle | Teleport Stone | 700 | Same as Teleport; exit dungeons and battles _____ | 1200 | Restores all HP and MP of party | Tent +-----+ When you are ready, talk to Setzer and watch the events unfold. After the event, Setzer will land near a town. Part 13: The Magitek Factory--[W13] _____ [WORLD MAP] Go to the town nearby _____ TOWN: Albrook

TREASURES: Ether, Hi-Potion, Elixir

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+----+ Armor Shop | Cost | Effect Ttems +-----+ | Twist Headband | 1600 | Nothing | Priest's Miter | 3000 | Increases max MP by 12.5% | | Mythril Vest | 1200 | Nothing | 1100 | Nothing | Ninja Gear | White Dress | 2200 | Nothing +----+ Weapon Shop +----+ | Cost | Items Effect | Kiku-Ichimonji | 1200 | Nothing | Venom Claws | 2500 | Deals poison-elemental damage; may cast Poison | | Bastard Sword | 3000 | Nothing | Sakura | 3200 | Inflicts wind-elemental damage | 30 | Use with "Throw"; inflicts damage | Shuriken | 500 | Use with "Throw"; inflicts fire damage | Flame Scroll | Water Scroll | 500 | Use with "Throw"; inflicts water damage | Lightning Scroll | 500 | Use with "Throw"; inflicts lightning damage +----+ Relic Shop 1 +------| Cost | Effect Ttems +-----| Silver Spectacles | 500 | Prevents Blind | Peace Ring | 3000 | Prevents Confuse and Berserk | Earring | 5000 | Increases magic power; increase with 2 | | 3000 | Physical attacks always hit | Sniper Eye | Reflect Ring | 6000 | Bestows Reflect automatically | 5000 | Prevents Poison, Blind, and Zombie | Amulet +-----_____+ Item Shop +------Effect Item | Cost | | 300 | Restores 250 HP | Hi-Potion | 1500 | Restores 50 MP | Ether | Eye Drops | 50 | Cures Blind | 1000 | Cures all status effects except Zombie and KO | | Remedy | Holy Water | 300 | Cures Zombie | Phoenix Down | 500 | Revives a party member | Tent | 1200 | Restores all HP and MP of party | Teleport Stone | 700 | Same as Teleport; exit dungeons and battles +-----Inside the Weapon Shop, check the pot for an Ether. In the Armor Shop, the chests are empty. Check the barrel near the Inn for a Hi-Potion. At the Relic Shop, go through the hallway and check the clock for an Elixir. After upgrading equipment, time to move out. _____ [WORLD MAP]

We have many choices. We could go to Maranda and Tzen. I did go to these

locales, but it is not worth it yet. So...the next destination is... *flips coin*...Vector! Go W and NW until you see it. TOWN: Vector TREASURES: None +----+ Armor Shop _____ | Cost | Effect Ttems +----+ | Twist Headband | 1600 | Nothing | Priest's Miter | 3000 | Increases max MP by 12.5% | | Mythril Vest | 1200 | Nothing | Ninja Gear | 1100 | Nothing | White Dress | 2200 | Nothing +-----+ +----+ | Weapon Shop +-----+ | Cost | Items Effect +-----+ | Kiku-Ichimonji | 1200 | Nothing | Venom Claws | 2500 | Deals poison-elemental damage; may cast Poison | | Bastard Sword | 3000 | Nothing | 3200 | Inflicts wind-elemental damage l Sakura +-----+ Do not stay at the Inn. It may be free, but 1000 Gil will be taken from the party. You can go into the house near the Weapon Shop and talk to the man. Say "No" and you will get into a fight with 2 Guards. After defeating them, the man will provide free healing when needed. If you go up, if the guard is near you, then you will get into a fight. When you go to the Imperial Palace and go farther, you will get into a fight with the unstoppable Guardian. So what to do? Go to the east end of Vector and you will see a man near some boxes. Talk to him and watch the event unfold. Now go up and you will be in the Magitek Factory. AREA: Magitek Factory TREASURES: Flametonque, Ether, X-Potion, Thunder Blade, Remedy, Dragoon Boots, Golden Shield, Golden Helm, Zephyr Cloak, Icebrand, Tent, Stone Blade MAGICITES: Unicorn, Carbuncle, Maduin, Shiva, Ifrit, Phantom, Bismarck, Catoblepas When you enter, go down the stairs and head left all the way. You will get on the conveyor belt-thingy and go down to a chest containing the Flametongue. See that hook cable going left and right? Press A when the hook reaches you to go the other side. go right and you will see 2 holes. Take the right one and open the chest for an Ether. Go back and take the left one to go farther. Open the nearby chest for an X-Potion. Go right and open the chest, netting you the Thunder Blade. Go down and open another chest with a Remedy. In the next section, go down and hang left. Go all the way left and you will see a chest. Inside it is the Dragoon Boots. Go up the stairs and follow the path and you will reach a chest with the Golden Shield in it. Now go back and go down the right walkway and through a door. Go all the way down and you will go through a door. To the left, a chest with the Golden Helm. Follow the path and you will come across a chest with a Tent. Now go back to where you entered the area (near the conveyor belt-thingy with the Magitek Armor-looking

thing). Go up the stairs and try going in between the boxes to get into the

pipes. Follow the path and take the right as soon as you come across it. There will be 2 chests with the Icebrand and the Zephyr Cloak. Go back and get on the conveyor belt-thingy. When you go down, a conversation will take place. Go down and get on the conveyor belt-thingy. You will now be in an area with 2 statue-looking thingies. Go through the door that is not blocked and rest up and save. "Talk" to the red "statue" and guess what... BOSS ENCOUNTER! BOSS: Ifrit HP: 3,300 Shiva HP: 3,000 WEAK vs. Ice (Ifrit), Fire (Shiva) --Yep! It's Ifrit! I already knew this. Remember: I am trying to be as spoiler-free as possible. Anywho...Ifrit uses Fire, Fira, and physical attacks. Every now and then, Ifrit will leave and Shiva will come in. I don't recall fighting Shiva on the SNES version. Anywho...she uses Blizzard, Blizzara, and Snowstorm. Blizzara hurts. When Ifrit gets low on HP, he will go to the center of the screen and use Firaga. After that, he will start using Blaze. As for Shiva, she will cast Reflect. --Strategy: Pelt Ifrit with Cele's Blizzard (or Blizzara if you manage to get her to about level 22) or Sabin's Blitz Raging Fist. As for Shiva, hit her with Fire (Rising Phoenix if you have Sabin with you.) Theres's no real way to inflict any damage. If you need Celes to hit Ifrit with Blizzard, press Select until her turn comes up. If you manage to take down either one, you will win the battle. As for healing, use Cure (or Cura if you manage to learn it). After the fight, talk to Ifrit and then Shiva. Then they will turn into magicites. Go back to the save point and save. Go through the door Shiva was blocking and go up the stairs. Just keep going up the stairs and you will be in the Research Facility. There is a Stone Blade in this area. To find it, go on the walkway and go down all the way. Go left until you stop. Press A and you should have the Stone Blade (correct me if I am wrong). Keep going and you will see a "man" in front of a door. "Talk" to him and you will get into yet another battle. BOSS ENCOUNTER! BOSS: Number 024 HP: 4,777 WEAK vs. Varies --This boss has an attack called Overflow, which inflicts Confuse. This boss can also use Barrier Change, which will changes its elemental weakness. This boss also has other attacks that reflects its element like Magnitude 8(Earth), which inflicts damage on the party if they are not floating, Acid Rain (Water), which inflicts damage on party and inflicts Sap, Aqua Breath (Water), Cure and Cura (Holy), Blizzara (Ice), Fire and Fira (Fire), and some others that I may not know of. When there is a "System Error", it will use Sunbath or Arctic Hare, which restores HP. This thing can be an idiot by using Libra on itself. --Strategy: Not a particularly difficult boss. At the beginning, hit it with Thundara and Chainsaw (Edgar), and Raging Fist (Sabin). When it Barrier Change, you can use Libra to find its weakness. DROP: Icebrand Go through the door and you will see some creatures inside of tanks. Go up and press the switch and watch the events unfold. After the event, go to the right and go down the elevator. When the elevator stops, go to the save point and save. Then talk to Cid. Then you will take a cart ride to the exit. But don't expect a joyful ride. You will get attacked. 1st wave: Magna Roader 2nd wave: Magna Roader x2 3rd wave: Magna Roader

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4th wave: Magna Roader x2
5th wave: Magna Roader x2
6th wave: BOSS ENCOUNTER!
BOSS: Number 128 (body) HP: 3,276
    Left Blade (right) HP: 700
    Right Blade (left) HP: 400
--This boss and its parts have different attacks. The boss (Number 128) uses
Blood Feast, which absorbs HP, and Blizzard. The Right Blade (left on screen)
uses Rapier, and Left Blade (right on screen) use Shamshir. When the boss
losses its blades, it will cast Haste on itself. Then it will start using
more attacks like Atomic Ray.
--Strategy: Not a hard boss. Just hit it with Rising Phoenix or other multi-
targeting magic. Use Chainsaw (Edgar) to deal damage quickly. As for
healing, please tell me you learned Cure (or Cura at least)?
AREA: Vector
After defeating the boss, just make your way out of Vector. Then you will
meet Setzer. After the conversation, you will get into a... BOSS ENCOUNTER!
BOSS: Crane x2 HP: 1,800 (Left)
            2,300 (Right)
WEAK vs. Water (Left, Right), Lightning (Right)
--The Cranes can cast Fire, Thunder, Thundara, and Fira. It can also use
Magnitude 8. Wrecking Ball is not all that damaging. When the Left Crane
is isolated, it will use Magitek Barrier, which puts up Reflect.
--Strategy: No real strategy here. Blast the Right Crane with Thundara and
the left with Fire magic. Have fun with Setzer and his Slot command. When
it comes down to it, just use Chainsaw, Blitz Raging Fist, and any other stuff
that you find useful. Take some time to try to steal the Debilitator Tool
from the Right Crane.
After the fight, a conversation will take place. Then the scene will switch
to the Esper World.
AREA: Esper World
While taking control, go up and examine the girl. Choose to
"Return with her". When you take control, go to the girl and talk to her.
After the conversation, you will have control again. Go out and go up and
talk to the beast. Then go up and go into the cave. Talk to Madeline and
watch the event unfold. After the event, go talk to the Elder. Then go out
and go left and then up to the cave. After the event, the scene switches back
to Zozo.
AREA: Zozo
After the conversation, the next destination is Narshe. To make things
easier, you will now have control of Setzer's airship.
_____
                                    _____
[WORLD MAP]
Fly a little NE of Zozo to reach Narshe.
_____
TOWN: Narshe
After the conversation, the next destination is decided: The Sealed Gate.
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This is located E of Albrook. Part 14: The Sealed Gate--[W14] TOWN: Narshe TREASURES: Golden Hairpin (if you got this, you heartless little...read on to see whv) Before you go, Narshe's shops have added new goodies to their list. Here is the data: +----+ Armor Shop _____ Items | Cost | Effect - 1 +------+ | Golden Shield | 2500 | Nothing | Priest's Miter | 3000 | Increases max MP by 12.5% | | Green Beret | 3000 | Increase max HP by 12.5 % | | Mythril Helm | 1100 | Nothing | 3000 | Nothing | Tiara | 4000 | Nothing | Golden Helm | Mythril Mail | 3500 | Nothing | Power Sash | 5000 | Nothing +----+ | Weapon Shop | +-----+ | Cost | Effect Items +-----+ | Poison Rod | 1500 | Deals poison-elemental damage | 1700 | Deals water-elemental damage | Trident | Boomerang | 4500 | Same power from back row | Morning Star | 5000 | Same power from back row | Hawkeye | 6000 | May inflict same damage from back row | | Sakura | 3200 | Inflicts wind-elemental damage +-----+ +----+ Relic Shop Items | Cost | Effect +------| 5000 | Increases magic power; increase with 2 | | Earring | Sniper Eye | 3000 | Physical attacks always hit | Herme's Sandals | 7000 | Bestows Haste automatically | Reflect Ring | 6000 | Bestows Reflect automatically | Black Belt | 5000 | May counter physical attacks _____+ +----+ Item Shop +------Item | Cost | Effect +-----| 300 | Restores 250 HP | Hi-Potion | Ether | 1500 | Restores 50 MP | Phoenix Down | 500 | Revives a party member | Green Cherry | 150 | Cures Imp | Tent | 1200 | Restores all HP and MP of party | Flame Scroll | 500 | Use with "Throw"; inflicts fire damage | Water Scroll | 500 | Use with "Throw"; inflicts water damage

| Lightning Scroll | 500 | Use with "Throw"; inflicts lightning damage | While in Narshe, go back to the area with all the chests. You know, the one with the locked chest. Go there and you will see Lone Wolf. After he leaves, open the chest. EMPTY! Time to take chase. Follow the path as if you are going to the frozen esper Valigarmanda. If you don't know how, go up to the Narshe Mines (as if you are going to Ymir) and go right through a cave inside the mines. Just follow the path and you will see Lone Wolf with a moogle. Approach him and he will threaten the moogle's life. Just wait there and the moogle will come to its senses. After the moogle comes to its senses, you will have 2 choices: get the Gold Hairpin, which halves MP usage, or save the moogle. If you choose to get the Gold Hairpin, you won't be able to get Mog (that is why I put "you heartless little..."). If you choose to save the moogle, you won't get the Gold Hairpin, but you will have another party member. Besides, the Gold Hairpin comes obsolete later in the game. _____ With Mog in your party, take some time to learn some Dances. Go around to different terrains to learn some Dances. Here are some locations to learn some Dances: Plains - Wind Rhapsody Caves - Twilight Requiem Forest - Forest Nocturne Mountains - Earth Blues Desert - Desert Lullaby River/Underwater - Water Harmony City - Love Serenade Snowfield - Snowman Rondo So...you are confused with Town, Snowfield, and River/Underwater, yes? Well, for Town, go to Zozo; River/Underwater, go to through the Lethe River or Serpent Trench (expect a long travel). As for Snowfield, you will have to wait later in the game to learn this one. _____ [WORLD MAP] Go to Jidoor. You are a big boy (or girl), you know where it is. _____ TOWN: Jidoor MAGICITES: Zona Seeker, Golem The Auction House is up. Take some time to nab the Golem and Zona Seeker magicites. They are expensive: 10,000 for Golem and 20,000 for Zona Seeker. _____ [WORLD MAP] Head to Tzen, which is north of Vector. _____ TOWN: Tzen MAGICITES: Seraph Time to add the shop data. It is better than nothing: +----+ Armor Shop Items | Cost | Effect 1 +----+ | Priest's Miter | 3000 | Increases max MP by 12.5% | | Mythril Helm | 1100 | Nothing | Mythril Vest | 1200 | Nothing | Ninja Gear | 1100 | Nothing | White Dress | 2200 | Nothing +-----+ +----+ Weapon Shop

| Cost | Effec Items _____ | Air Knife | 950 | Inflicts wind-elemental damage | | Moonring Blade | 2500 | Same power from back row | Bastard Sword | 3000 | Nothing | Boomerang | 4500 | Same power from back row +----+ Relic Shop | Cost | Effect Ttems +-----+ | 5000 | Increases magic power; increase with 2 | | Earring | Herme's Sandals | 7000 | Bestows Haste automatically | Black Belt | 5000 | May counter physical attacks | 5000 | Prevents Poison, Blind, and Zombie | Amulet 1 +-----+ +----+ Item Shop +------+ | Cost | Item Effect +-----+ | Hi-Potion | 300 | Restores 250 HP | 1500 | Restores 50 MP | Ether | Eye Drops | 50 | Cures Blind | Green Cherry | 150 | Cures Imp | Echo Screen | 120 | Cures Silence | Holy Water | 300 | Cures Zombie | Phoenix Down | 500 | Revives a party member | 1200 | Restores all HP and MP of party | | Tent +-----+ There's nothing special in this town. Go to the NE corner (near the Relic Shop) and talk to the man hidden behind the trees. He will offer the Seraph magicite for 3000 Gil. I would buy it. Later in the game, the price will be reduced to 10 Gil. _____ [WORLD MAP] If you want, you can go to Maranda, which is located SW of Vector. _____ ______ TOWN: Maranda TREASURES: Holy Water, Remedy Shop data is better than never: +----+ Armor Shop +----+ Items | Cost | Effect 1 +----+ | Priest's Miter | 3000 | Increases max MP by 12.5% | | Green Beret | 3000 | Increase max HP by 12.5 % | | Mythril Helm | 1100 | Nothing | Mythril Vest | 1200 | Nothing | Mythril Mail | 3500 | Nothing +----+ +----+ Weapon Shop | +-----+ Effect | Cost | Items +------

| Mythril Spear | 800 | Nothing | 1700 | Deals water-elemental damage | Trident | Venom Claws | 2500 | Deals poison-elemental damage; may cast Poison | | Bastard Sword | 3000 | Nothing | Boomerang | 4500 | Same power from back row +-----There's nothing special in this area. Check the box to the left near the entrance for Holy Water. Go to the corner where the soldier is chasing the woman and check the box for a Remedy. _____ _____ [WORLD MAP] Go E from Albrook and you will see a bridge. Land near it and go through the Imperial Observation Post. My party: Terra, Locke, Mog, Sabin _____ _____ AREA: Imperial Observation Post TREASURES: Nothing...for now If you visited this area before Vector (pre-Magitek Factory), this area would be crawling with Imperial forces. Now, the area is empty. Don't bother going into the house. The door in there is locked. For now, just go up and climb the stairs and go right. Just follow the path and you will be on the World Map. _____ [WORLD MAP] Just go right and you will be in the Cave to the Sealed Gate. _____ TOWN: Cave to the Sealed Gate TREASURES: Assassin's Dagger, Kazegiri, X-Potion, Heiji's Jitte, Hi-Ether x3, Genji Glove, Tent, Elixir, Magicite Shard x3, Ultima Weapon, Just a note: All enemies in this area are undead, so you can use Raise, Cura, Phoenix Downs, or whatever floats your boat. Also if you have Mog, his Water Harmony is extremely useful, especially El Nino. This area is a pretty good area to level up. When you enter, open the chest containing the Assassin's Dagger. Continue onward. In the next room, go down and be sure to grab the Kazekiri from the chest. In the next room, there will be bridges that will change. Go right and hold Right and you will get to a chest containing an X-Potion. Take two steps on the bridge and should be able to get on the pillar. To get the next chest, go down and go left on the bridge that has a space between it and the portion with the chest. Wait and go to the end of it. Quickly open the chest for the Heiji's Jitte and go back. Go all the way to the end of the bridge to get to the spot near the chest with the Heiji's Jitte. Hold Right and you should shift and be able to go farther. In the next room, go right and follow the path to a chest containing a Hi-Ether. Go back and go down the stairs and follow the path. Press the switch while on the bridge. You will drop down and a message will say that there is a distant sound. Go left and up to a chest containing the Genji Glove. Go back and then up and you will see 2 switches. Press the left switch to uncover a hidden door. Inside, there is a save point and a chest with a Tent. If you press the right switch, you will get into a fight with a Ninja. When you defeat the Ninja, he will reveal a secret. I don't find it really important. Anywho...go on the bridge to the right and press switch to reveal a set of stairs. Follow the stairs and be sure to open the chest with a Hi-Ether. Go through the cave and follow it up

and then right. Open the nearby chest for an Elixir. Go right and you go

around the right switch and open the chest and flip the switch. If you pressed the switch by mistake, then read on. Go down the stairs and hang left. Press the switch to reveal a doorway. Inside, there are chests containing and another switch a 2 Magicite Shards, Hi-Ether, and the powerful Ultima Weapon. It may not be powerful right now, but after getting a LOT of HP it will be one of the most powerful weapons on the game. (How could I miss this on the SNES version...) Go right and go up the bridge and press the switch. Okay...if you didn't open the chest I mentioned earlier, there should not be a bridge to crossover when you go right. If there is no bridge, then press the switch and go up the stairs and go left and open the chest to flick the switch. If you already flipped it, then go on and cross the bridge. Go up and open the chest for a Magicite Shard. From here, the rest of the way is a straight shot. Watch the events unfold. After the event, Teleport out and go to the airship. _____ [WORLD MAP] Travel to the Imperial Observation Post AREA: Imperial Observation Post TREASURES: Well....nothing. Just proceed as normal and watch the conversation as well as another event unfold. After the event, go outside. You will be near Maranda. _____ [WORLD MAP] Go NE from Maranda to reach Vector _____ Part 15: Vector: The Meeting--[W15] AREA: Vector TREASURES: Alarm Earring, X-Potion, Ether, Gale Hairpin, Holy Water, Tintinnabulum and Ward Bangle (depending on progress) When you reach Vector, just proceed up to the Imperial Palace. When you reach the Imperial Palace, go left and follow the path. After you go up the stairs, a soldier dude will quide you to the Emperor. Go up and talk to Emperor Gestahl. After the conversation, you will have 4 minutes to talk to as many soldiers as possible. When doing this, make sure you try not to open chests. They consume some time. Make sure your message speed is at fast and you have the Sprint Shoes on. I sorta compiled a list of soldiers you can talk to as well as some you can pound some sense into: +++++Go out --Soldier 1, 2, 3, & 4: the first ones you see when you come out. There are also two in in the Magitek Armors ++++Head outside --Soldier 5, 6, & 7: these are outside. The one on the left in the Magitek Armor you have to scrap with. There is one near the stairs you came from. +++++Head inside and hang left through a door. Ignore the first door and go up stairs through a door. --Soldier 8, 9, 10, 11, 12, & 13: they all are in one room. One of them you have to snuff. +++++Go through the door in the upper-left corner

--Soldier 14: deal with this one

+++++Go up the stairs

--Soldier 15: this one is walking around

++++Head outside.

--Soldier 16, 17, 18, 19, & 20: there are 4 in Magitek Armors and one in the upper-left corner walking around.
+++++Go up the stairs and through the door
--Soldier 21: this one needs a spanking.
+++++Go out and go through a door to the right. Go down the stairs and go through the first door.
--Soldier 22 & 23: just talk to them
+++++Go through the door on the left side
--Soldier 24: this one is by himself. Just talk to him
+++++After talking to the soldiers, just wait out the rest of the time. There is a room with Kefka. You can go there watch him talk. After the time is up, the dinner will take place. Gestahl will ask a series of questions or say something. :

- Q: "At last, we can all be together, sharing a meal at the same table! Let us make a toast! To what shall we raise our glasses?"
 A: To our homelands.
- 2) Q: "As you may know, I've imprisoned Kefka for his crimes of using poison against Doma. What do you think should be done with him?"A: Leave him in jail.
- 3) S: "I am truly sorry about what occured in Doma. Mo ever dreamed Kefka would use poison."A: That was inexcusable.
- 4) S: "By the way...With regard to General Celes..."A: Celes is one of us!

-----After this statement, Gestahl will ask if you want to ask something. Be sure to ask all 3 questions don't repeat the same question. When he ask to move to the question about Espers, choose "I still have a few things to ask." and ask him the other remaining questions. After asking the two remaining questions, move on the question about the Espers.

- 5) Q: "The Empire has been decimated by the espers that emerged from the Sealed Gate. They're just too powerful...If we don't do something, they'll tear the entire world apart!" A: They have gone a bit too far...
- 6) Q: "By the way...what was that first question you asked me a minute ago?"A: Whatever your first question was.

----After this point, Cid will suggest a short break. You can choose to have a short break and talk to the soldiers and fight them. When you are ready, go back into the center chair.

- 7) Q: "Is there anything you wish to hear me say?"A: That your war is truly over.
- 8) S: "And now, I have a favor to ask...-some talking-...Would you please go on board?" A: Yes

After the meeting, when you go out, a soldier will come to you and give you a message. -----All Imperial troops will be withdrawn from South Figaro. -----All Imperial troops will be withdrawn from Doma -----The armory at the Imperial Observation Post will be unlocked You will also gain the Tintinnabulum and the Ward Bangle. Take some time to

get the chests from the palace if you didn't get them. You should find an Alarm Earring, X-Potion, Ether, Gale Hairpin, Holy Water. Now leave Vector. _____ [WORLD MAP] Go E of Albrook to the Imperial Observation Post _____ AREA: Imperial Observation Post TREASURES: X-Potion, Angel Wings, 8,000 Gil, Hi-Ether, Angel Ring, Alarm Earring, Elixir x2, Hermes Sandals, 20,000 Gil, Reflect Ring, 13,000 Gil, Flametongue Go to the armory and open the chests, which contain an X-Potion, Angel Wings, 8,000 Gil, Hi-Ether, Angel Ring, Alarm Earring, Elixir, Hermes Sandals, 20,000 Gil, Reflect Ring, and 13,000 Gil. Be sure to check the boiler-thingy for a Flametongue. Check the bottom right corner and for a hidden chest with an Elixir. After getting the goodies, head to Albrook. _____ [WORLD MAP] GO SW of the Imperial Observation Post to Albrook _____ TOWN: Albrook TREASURES: Teleport Stone In Albrook, head to the dock. At the dock, check the box behind the soldier for a Teleport Stone. Go to the boat and talk to Leo. After the event, go to the Inn and rest. After resting, a scene will take place. After the scene, go to the boat to set sail for Crescent Island. When the scene switches to Terra, go talk to Leo. Watch the conversation and the event takes place. *LOL at Locke, poor Locke* Part 16: Thamasa: The Village of Mages--[W16] When the ship reaches land, talk to Leo and then Locke. _____ [WORLD MAP] world map, go N and NE until you reach a town. TOWN: Thamasa TREASURES: Gold Needle, Green Cherry, Eye Drops, Echo Screen Okay...time for some shop data: +----+ Armor Shop +----+ Items | Cost | Effect | Golden Shield | 2500 | Nothing | TigerMask | 2500 | Nothing | 3000 | Nothing | Tiara | Golden Helm | 4000 | Nothing | Mystery Veil | 5500 | Nothing | Power Sash | 5000 | Nothing | Gaia Gear | 6000 | Absorb earth-elemental attacks | | Golden Armor | 10000 | Nothing +-----+ +----+ Weapon Shop | +----+

I	Items	Cost	Effect						
	Ice Rod Thunder Rod Morning Star Hawkeye Heavy Lance Darts	3000 3000 3000 5000 6000 10000 10000	-						
+-	Relic Shop	+ 							
+-	Items	+ Cost		+					
 	Sniper Eye Herme's Sandal Reflect Ring Black Belt Dragoon Boots Sprint Shoes	5000 3000 s 7000 6000 5000 9000 1500	<pre>/ Increases magic power; increase with 2 / Physical attacks always hit / Bestows Haste automatically / Bestows Reflect automatically / May counter physical attacks / Changes "Attack" to "Jump" / Doubles walking speed</pre>	+ 					
I	Item Shop	-+ 	+	+					
	Item	Cost							
 +-	Potion Hi-Potion Ether Remedy Teleport Stone Holy Water Phoenix Down Tent	50 300 1500 1000 1000 700 300 500 1200	<pre>Restores 50 HP Restores 250 HP Restores 250 HP Restores 50 MP Cures all status effects except Zombie ar Same as Teleport; exit dungeons and batt Cures Zombie Revives a party member Restores all HP and MP of party </pre>	 nd KO les 					
In Thamasa, check the barrel for a Gold Needle. Check the one of the barrels on the side of the Item Shop for Eye Drops. Check the barrel behind the large house for a Green Cherry. Check the barrel near a planting field in the upper-left corner of the town for an Echo Screen. When you are done upgrading equipment or what-has-you, go to the house sorta next to the giant house. Inside the house, there is an old man. Talk to him and watch the conversation and the character introduction unfold. After the event, go to the Inn and rest. Go to the giant house, which is on fire.									
TRE	A: Burning Hom ASURES: Flame	Rod, Ice							
This area is pretty straight forward. If you have any Icebrands, equip them. If you have any Ice Rods, equip one on Strago. Strago also has a Lore, an equivalent to Blue Magic, called Aqua Breath. It deals water damage. As you go through the area, you will see moving fire. If you touch one or whatever, you will engage in an easy fight. When you reach parts where there are two doors, if you choose the wrong one, you will engage in a fight.									

1st section - right door

2nd section - right door takes you to a chest containing a Flame Rod left door goes farther

 $3 \, \mathrm{rd}$ section - right door takes you to a chest containing an Ice Rod

left door takes you farther After going through the door and going farther, you will see a fire and a conversation will take place. Guess what...BOSS ENCOUNTER! BOSS: Flame Eater HP: 8,400 WEAK vs. Ice --The boss starts the fight off with Bomblet, which summon Balloons. The Flame Eater can use Fire and Fira. When it gets weak, it will use Reflect and Protect. It will start throwing Firaga. Bomblet can also summon a Grenade. Its Fireball attack is not that powerful. --Strategy: Not a really difficult boss, except that a single-targetting Fira can hurt and that Firaga is no laughing matter. If the Grenade is summoned by Bomblet, it will Self-Destruct when it dies and take one of your party member out. Just do this: Trance Terra and strike it with the Icebrand or Blizzara. This may take it out in one blow (with 2 Earrings on and use Blizzara, 8,000+ for me). Get Strago to use Aqua Breath and Locke come in with Blizzara. As for healing, use Cura. After the fight, watch the event unfold. Then the scene switches back to Relm's room. After the conversation and the event is over, time to go to the next destination: the Esper Mountain. Part 17: To the Esper Mountain!--[W17] _____ [WORLD MAP] From Thamasa, go SW and then N through a forest until you reach a "cave". _____ AREA: Esper Mountain TREASURES: Healing Rod, Chocobo Suit, X-Potion, Tabby Suit When you enter, you will be in a cave. Nearby, there is a chest containing a Healing Rod. Go up and then turn right to go to another area. Just follow the path and you will see Relm. Follow her and you will be in an area with 3 gold objects. Go up to it to learn some history. After the history lesson, go down and guess who? After the conversation, you will know what's next... BOSS ENCOUNTER! Ultros HP: 22000 WEAK vs. Fire, Lightning --Ultros will start inching towards the party after every 2 attacks. When he reaches the party, he will use Magnitude 8 or Aqua Breath and start over. While he is inching, he will use attacks like Tentacle, Stone, which will cause Confuse, Hailstone, which reduces HP by 3/4, and Ink, which inflicts Blind. When Ultros get weak, he will cast Haste and Protect. After dishing out enough damage Relm will show up. --Strategy: Nothing special. Trance Terra and cast Thundara. It dealt 7000+ damage for me. Do 2 rounds with that and have Locke try to steal a White Cape from him. When Relm comes in, have her Sketch to finish the battle. You can finish him if you wish, but Sketch will save the hassle. After the fight, Relm will join the party. Go farther and you will reach a room with a save point. Rest up and save. You will see 3 "squares" at the top, left, and right side of the room. Take the left one and follow it to get to the end of the Esper Cave. Take the top one and go up to go outside to a chest with a Chocobo Suit. Go out and then follow to another exit to a chest with the Tabby Suit. Take the one at the right to a chest containing an X-Potion. When you are ready, go to the left "square" and follow the path. Watch the event unfold. Then the scene switches to Thamasa. Watch the event

When you have control of Leo, talk to Kefka and you will enter a unfold. battle with him. Just use Shock or Attack a couple of times. After the event, go to the airship and board it. After that event, you can go to the Floating Continent. I would advise you to learn some magic with any other party members while you can. Whenever you are ready, select the option of going to the Floating Continent. Part 18: Attack of the Empire!--[W18] When you select the option to go to the Floating Continent, you will have to make a party with 3 people. Form one you are comfortable with and get ready for a series of fights. (My party: Relm, Locke, Terra (can't help that I find Terra hot.) 1st wave - Sky Armor x2, Spitfire 2nd wave - Sky Armor x2, Spitfire 3rd wave - Sky Armor x2, Spitfire 4th wave - Sky Armor x2. Spitfire 5th wave - Sky Armor x2, Spitfire --After the 5th wave, go to the right side of the Airship and you will see Ultros. It's not rocket science what's about to come up next from the menacing octopus. 6th wave - BOSS ENCOUTER! BOSS: Ultros HP: 17,000 Typhon HP: 10,000 WEAK vs. Ice, Water (Typhon), Fire, Poison (Ultros) --Ultros come standard with the usual attacks. He has Octopus Ink, which is not that devastating unless you despise Blind, and Tentacle. When you dish out enough damage, Typhon will join the fray. Typhon can use Fireball, but it is not that dangerous. When you dish out enough damage on Typhon, he will use Snort, which will eject everyone from the battle. --Strategy: Nothing much here. With 2 Earrings equipped, you can take out Ultros by throwing Thundara and Fira. When Typhon makes its appearance, pelt it with Blizzara. --After the Snort attack, there will be one more wave 7th wave - BOSS ENCOUNTER! BOSS: Air Force HP: 8,000 HP: 3,200 Laser Gun Missile Bay HP: 3,000 HP: 420 Bit WEAK vs. Lightning, Water --The Air Force uses Magitek Laser. The Laser Gun uses Atomic Ray. When it is destroyed, the Air Force will release a Bit. If you try to cast magic, it will take the blow and absorb it. The Air Force will start a countdown. If it reaches zero, the Air Force will use Wave Cannon. The Missile Bay uses Missile, which deals damage and inflicts Sap. When the Laser Gun is left with the Air Force, it may use Diffractive Wave...I think. The Air Force can also use Diffractive Wave. --Strategy: Multi-target the Air Force and its parts. If you manage to take down the Missile Bay and the Laser Gun, you will have an easier time. The Bit may not seem to take a lot, but it has low HP. When a Bit is summoned, just focus on it. If it is destroyed, you can pelt the Air Force with Thundara. I didn't find the boss too hard. If you missed the Debilitator Tool, if you have Locke, use Steal on the Missile Bay. Can you take out the Air Force without it using Wave Cannon? DROP: Princess Ring

After the fight, you will be on the Floating Continent

Part 19: Floating Continent Exploration--[W19]

AREA: Floating Continent

TREASURES: Sasuke, Murasame, Beret

When you land on the Floating Continent, talk to Shadow laying on the ground. After the conversation, he will join your party. Save nearby and go right. You think it is a deadend, but it is not. Go up the stairs and a passage will open. Go forward and go down. Continue and another passage will open. Go forward and up. Examine the blue spot on the wall for a Murasame. Go down and go right. Another passage should open, giving you access to a Monster blue spot with the Sasuke. See that platform behind the wall? Go to the center of the wall and a passage will open. Take the platform and you will be in another area of the Floating Continent. Go down the stairs and go right. There should be a "switch" you can step on. This will reveal a pathway to go farther. Go right and then down the stairs. Head right and follow the path to another "teleporter" platform. Go down and you will be at an intersection to a platform to the left and a platform to the right. Take the left platform. Go down the stairs and press the nearby "switch" to lower a wall. Go up and go up the stairs and press the "switch" to lower a wall. Follow the path and then go down the stairs. Follow the path and be sure to go up and press the "switch" to open a pathway. Go right and you should see a blue spot. Examine it for a Beret. Go down and you should see one of them "teleporter" platforms. Take it and you will be at a Save Point. Go back and take the "teleporter" platform. You will be near the airship. You can choose to go to the airship if you need to re-stock, but you will have to start over. Go to the left and a passage will open. Follow it and you will see a beast. You know what it is...BOSS ENCOUNTER!

--IT'S ATMA! This boss can REALLY throwdown! It can cast Flare, which can deal some impressive damage. Its Quake is menacing if you don't have any Gaia Gear equipped. Full Power is decent. It can cast Fira and Blaze. The Mind Blast attack is REALLY annoying! It can cause stuff like Poison and Petrify (think of it as a dubbed down Bad Breath). It can cast Graviga, which is Gravity except more powerful and affects the party. That Meteor attack hurts...a lot! Bio is pretty annoying! Tornado is another story...When Ultima Weapon is focusing power, it will unleash its Flare Star, which is quite damaging!

--Strategy: This boss has no real strategy to follow. You can equip Reflect Rings, but that will eliminate healing options. You can use Rasp to drain its 5000 MP to get a kill in and not worry about its powerful attacks. It may take a while, but it works. If you prefer the beatdown method, then be sure to cast Float on your party members who don't have the Gaia Gear on. Keep up HP by using Cura. Have Shadow chuck Shurikens or what-has-you at the powerful beast. If you find the beast fast, hit it with Slow. If you are using Terra and have 2 Earrings on her, Trance her and cast a magic to deal some decent damage. When its HP get low, it will start throwing Flare Star and may cast Tornado (it did it, like, 4 times when I fought it again). Rasp for me, with Terra in Trance, did like 900 MP damage with 2 Earrings (1,000 one time). Keep it up and you can guarantee victory. I rather prefer using Rasp on the darn thing! If you have Locke and Steal, you may score the Ribbon or the Elixir.

DROP: Elixir

easily defeat the Naude, just pelt them with Fira. When you reach the end, you will see a sparkly thingy. I want to count this as a... BOSS ENCOUNTER! BOSS: Nelapa HP: 2,800 WEAK vs. Ice, Holy, Lightning --It will start the fight off with Doom on everyone. It has Auto-Reflect, so don't go around throwing magic at it. It can use Fireball, Fira, and Firaga too. --Strategy: None in particular. Just cast Reflect on someone and bounce off Blizzara. Shouldn't take long to conquer the fiend. When you reach the end, DO NOT JUMP FOR THE AIRSHIP. This is really, really, REALLY important! Just wait until 5 seconds and Shadow will come. Watch the event unfold. Part 20: The New World: World of Ruin--[W20] After the whole world event, watch the conversation unfold. AREA: Solitary Island Now you have to catch fish. You can choose to help Cid or not. If you choose not to help Cid, then catch the slow-moving fish and give it to him. If you want to help, then catch the fast-moving fish and give it to him. Regardless of whether you help or not does not effect the story overall. Continue to help (or kill) him until he is better (or dead). Go to the left and down some stairs to find a raft. Watch the event. _____ [WORLD MAP] From the starting point after the raft ride, go to the town nearby _____ TOWN: Albrook +----+ Armor Shop | +----+ Items | Cost | Effect 1 | Golden Shield | 2500 | Nothing | Priest's Miter | 3000 | Increases max MP by 12.5% | | Green Beret | 3000 | Increase max HP by 12.5 % | | Golden Helm | 4000 | Nothing | Golden Armor | 10000 | Nothing +----+ +----+ | Weapon Shop | +-----+ | Cost | Effect Items +-----+ | Flametonque | 7000 | Deals fire-elemental damage; may cast Fire | Ice Brand | 7000 | Deals ice-elemental damage; may cast Blizzard | Thunder Blade | 7000 | Deals lightning-elemental damage; may cast Thunder | +-----+ +----+ | Relic Shop +-----+ Items | Cost | Effect +-----+ | Sprint Shoes | 1500 | Doubles walking speed

| Gigas Glove | 5000 | Boost physical attack power | Earring | 5000 | Increases magic power; increase with 2 | Barrier Ring | 500 | Casts Shell when HP is low | Mythril Glove | 700 | Casts Protect when HP is low | Knight's Code | 1000 | Protects critical allies from physical attacks | | Reflect Ring | 6000 | Bestows Reflect automatically | Jeweled Ring | 1000 | Prevents Stone +----+ +----+ Item Shop +-----+ | Cost | Effect Item +------| Hi-Potion | 300 | Restores 250 HP | Ether | 1500 | Restores 50 MP | Phoenix Down | 500 | Revives a party member | Holy Water | 300 | Cures Zombie | 1000 | Cures all status effects except Zombie and KO | | Remedy \mid Sleeping Bag $\quad\mid$ 500 $\quad\mid$ Restores all HP and MP of one party member | Smoke Bomb | 300 | Escape from battle | Teleport Stone | 700 | Same as Teleport; exit dungeons and battles +-----+ There's nothing special in this town. If you talk to the people, you will learn all sorts of things due to Kefka's attack. Upgrade or whatever. Be sure to give Celes a Relic that can prevent Stone and Sprint Shoes. _____ [WORLD MAP] Go N from Albrook, past a tower-looking thing to Tzen. It is near a desert. _____ TOWN: Tzen When you reach inside of Tzen, there will be a flash. Go up and talk to Sabin. He will inform Celes to go in and help the child. AREA: Crumbling House TREASURES: Healing Rod, Holy Rod, Ether, Hyper Wrist, Blood Sword You will have 6 minutes to rescue the child. There is an enemy that can Petrify if you don't have necessary gear. (This is why I informed to equip something that can prevent Stone). Go forward through the door and open the chest with a Healing Rod. Go left and you will see another chest with an Ether. Go down the hallway and turn left for a chest with a Hyper Wrist. Go right and then up through a door for a chest with a Holy Rod in it. Don't open the Monster chest near the stairs. You can fight the enemies that are in the chest in the next area. Go down the stairs. On the next screen, go left and down. There should be a chest containing the Blood Sword. Go up the stairs. If you take the left stairs, don't bother with the Monster chest. They have the Nightwalkers, which you may have encountered already. Talk to the boy and time to head out. Be sure to grab the chest with the Magicite Shard in it. After rescuing the child, the rest is cake. Just get of the darn house. After the conversation, you will now have Sabin in your party. Now for the item data: +----+ | Armor Shop _____ +-----Effect | Cost | Items

+-----+

| Golden Shield | 2500 | Nothing | 3500 | Increase success rate of Sketch | Beret | Tiger Mask | 2500 | Nothing | Golden Helm | 4000 | Nothing | Power Sash | 5000 | Nothing | Golden Armor | 10000 | Nothing +-----+ +----+ Weapon Shop +-----| Cost | Effect Ttems +-----+ | Kaiser Knuckles | 1000 | Deals holy-elemental damage | Venom Claws | 2500 | Deals poison-elemental damage; may cast Poison | | Flametongue | 7000 | Deals fire-elemental damage; may cast Fire | Ice Brand | 7000 | Deals ice-elemental damage; may cast Blizzard | | Thunder Blade | 7000 | Deals lightning-elemental damage; | | may cast Thunder | Burning Fist | 10000 | Deals fire-elemental damage; may cast Fire ____+ +----+ Relic Shop +-----| Cost | Effect Items +------| Dragoon Boots | 9000 | Changes "Attack" to "Jump" | Thief's Bracer | 3000 | Increases success rate of Steal | Black Belt | 5000 | May counter physical attacks | Alarm Earring | 7000 | Prevents back attacks and both side attacks | | Sniper Eye | 3000 | Physical attacks always hit | 3000 | Prevents Berserk and Confuse | Peace Ring | Jeweled Ring | 1000 | Prevents Stone | Amulet | 5000 | Prevents Poison, Blind, and Zombie +------+----+ | Item Shop | +-----+ Item | Cost | Effect +-----| 300 | Restores 250 HP | Hi-Potion | 1500 | Restores 50 MP | Ether | Green Cherry | 150 | Cures Imp | Phoenix Down | 500 | Revives a party member | Echo Screen | 120 | Cures Silence | Holy Water | 300 | Cures Zombie | Remedy | 1000 | Cures all status effects except Zombie and KO | | Sleeping Bag | 500 | Restores all HP and MP of one party member | Tent | 1200 | Restores all HP and MP of party +-----+ There's nothing special in this area. If you miss the Seraph magicite, then here is your chance to get it at a low price of 10 Gil. Now for the next destination: Mobliz! _____ _____ [WORLD MAP] To reach Mobliz, go NE of Albrook (or SE of Tzen) and you will cross a bridge. Continue E on the trail until you reach it. You should pass a forest path on your way to Mobliz. _____ TOWN: Mobliz

MAGICITE: Fenrir When you reach Mobliz, you will see a man when you go farther. Just follow him and watch the event unfold. After the conversation, talk to Terra. After that, exit the area. Then a fiend attacks! BOSS ENCOUNTER! BOSS: Humbaba HP: ? --Terra is soloing this fiend. --Strategy: There's nothing you can do. Just loss. After Terra gets finished off, now it will be time to actually brawl with this fiend. BOSS ENCOUNTER! (again) BOSS: Humbaba HP: ? (for now...) --The boss uses electric attacks like Thundara and Gigavolt, which hurts. It has an attack called Solar Plexus. It's not that special. --Strategy: Just pummel the fiend for a couple of rounds. Cast Bio and have Sabin use Blitz or cast Bio. The fiend will then Flee. After the fight, a conversation will take place. After the conversation make your way out. When you exit, a child will give you the Fenrir magicite. Now for another destination. _____ [WORLD MAP] Go to the left side of the "continent" (do not cross the bridge) and go N and stay to the right. You should pass a tower surrounded by mountains. (that area will be covered later in this FAQ). You should reach Nikeah. _____ TOWN: Nikeah This town has some new goodies. Check it out: +----+ Armor Shop | Cost | Items Effect +-----+ | Diamond Shield | 3500 | Nothing | Priest's Miter | 3000 | Increases max MP by 12.5% | Green Beret | 3000 | Increase max HP by 12.5 % | Diamond Helm | 8000 | Nothing | 6000 | Absorb earth-elemental attacks | | Gaia Gear | Power Sash | 5000 | Nothing | Diamond Vest | 12000 | Nothing +----+ +----+ | Weapon Shop | +-----+ | Cost | Effect Items +-----+ | 7500 | Uses MP to deal critical hits | Rune Blade | Flametonque | 7000 | Deals fire-elemental damage; may cast Fire | Ice Brand | 7000 | Deals ice-elemental damage; may cast Blizzard | | Thunder Blade | 7000 | Deals lightning-elemental damage; | may cast Thunder | Enhancer | 10000 | Increase magic +------+

+----+

Item		Effect ++
		Restores 250 HP
		Restores 50 MP
		Cures Petrify
		Revives a party member
		Cures Zombie
-		
-		Cures all status effects except Zombie and KO
		Restores all HP and MP of one party member
		Restores all HP and MP of party
piciously like will start wal	e Edgar. lking ag , go to	leave. Go up and talk to the dude that looks . Follow him and he will stop. Talk to him again gain. When he stops, talk to him yet again. After the dock and watch the event unfold. Now you will
emif you let	e some o ft the i 	of the items are "upgraded), it is up to you to fir items alone when I mentioned earlier in the FAQ) =-=-=-=-
	+	
Armor Shop		
	+	++
		t Effect
Diamond Shield		++
) Increases max MP by 12.5%
Green Beret	3000) Increase max HP by 12.5 %
Diamond Helm	8000) Nothing
Gaia Gear	6000) Absorb earth-elemental attacks
Diamond Vest	1200	00 Nothing
Diamond Armor		00 Nothing ++
Weapon Shop	+	-++
Items		
		-++ Deals water-elemental damage
Heavy Lance		-
-		Increases magic power
Golden Spear		
=		NOCHING -++
Relic Shop		+
Items		Cost Effect
		500 Prevents Blind
		500 Prevents Poison
		1500 Prevents Blind and Poison
Fairy Ring		5000 Prevents Poison, Blind, and Zombie
	-	
Amulet		
Amulet Herme's Sandal	ls 7	7000 Bestows Haste automatically
Amulet Herme's Sanda Reflect Ring	ls 7	

Item Shop +-----+ Item | Cost | Effect +-----+ | Hi-Potion | 300 | Restores 250 HP | 1500 | Restores 50 MP | Ether | Eye Drops | 50 | Cures Blind | Echo Screen | 120 | Cures Silence | Phoenix Down | 500 | Revives a party member | Holy Water | 300 | Cures Zombie | 1000 | Cures all status effects except Zombie and KO | | Remedy | Tent | 1200 | Restores all HP and MP of party +-----+

If you left the items alone during the World of Balance, then you will get better items like a Remedy, Elixir, and an X-Potion to name a few. I do not feel like typing the items you find. Go to the Inn and go through the door and talk to Gerad. After he leaves, time to go the Figaro Cave. Be sure to talk to the man near the entrance and he will mention something about a shadow in the sea. This will allow you to fight the Leviathan. This will be discussed later in the FAQ.

[WORLD MAP]

Go to the cave nearby.

AREA: South Figaro Cave

TREASURES: X-Potion, Hi-Potion, Hero's Ring


```
5,000 (Upper-right)
6,000 (Lower-left)
4,000 (Upper-left)
```

WEAK vs. Ice, Water (Lower-right), Fire (Lower-left)

--This boss can be overwhelming. They all share the same attacks: Bio, which

inflicts Poison-elemental damage and inflicts Poison, Poison, which is a watered-down Bio, Stun, which inflicts Slow, Entwine, which inflicts Slow on a group, and Grab, which ensnares a Slow party member and absorb HP. Edgar also comes in the party with good equipment. --Strategy: Have Edgar use Chainsaw, as it can possibly instantly kill one of the Tentacles. Have Celes use Fira and target all. One may be healed but it is not that bad. Sabin should stick to Blitz Chakra and Raging Fist. After the boss fight, watch the conversation unfold. Now Figaro Castle can go to Kohlingen. Time for shop data, which has new items: +----+ Item Shop +-----+ Item Effect | Cost | +-----+ | 300 | Restores 250 HP | Hi-Potion | 1500 | Restores 50 MP | Ether | Antidote | 50 | Cures Poison | Eye Drops | 50 | Cures Blind | Echo Screen | 120 | Cures Silence | Phoenix Down | 500 | Revives a party member | 1000 | Cures all status effects except Zombie and KO | | Remedy | Tent | 1200 | Restores all HP and MP of party +----+ - 1 Tool Shop +-----+ Effect Items | Cost | +----+ | Auto Crossbow | 250 | Hits all enemies | Noiseblaster | 500 | Inflicts Confuse on all enemies | | Bioblaster | 750 | Deals Poison damage and Sap | Flash | 1000 | Inflicts damage and Blind | Debilitator | 5000 | Switches enemy weakness | Drill | 3000 | Inflicts damage; ignores defense | +-----+ When ready, depart for Kohlingen by talking to the old man. _____ [WORLD MAP] Head W and then NW until you reach Kohlingen. _____ TOWN: Kohlingen Shop data! Here goes: +----+ | Item Shop +-----+ Item | Cost | Effect +-----| Hi-Potion | 300 | Restores 250 HP | 1500 | Restores 50 MP | Ether | Antidote | 50 | Cures Poison | Phoenix Down | 500 | Revives a party member | Holy Water | 300 | Cures Zombie | 1000 | Cures all status effects except Zombie and KO | | Remedy | Sleeping Bag | 500 | Restores all HP and MP of one party member | Tent | 1200 | Restores all HP and MP of party +-----+

+----+

| Armor Shop

I	Items		Cost	Ι	Effect	L
+.		+-		-+-		+
I	Diamond Shield		3500	Ι	Nothing	I
I	Priest's Miter		3000	Ι	Increases max MP by 12.5%	I
I	Green Beret		3000	Ι	Increase max HP by 12.5 $\%$	I
I	Diamond Helm		8000	Ι	Nothing	I
I	Diamond Vest		12000	Ι	Nothing	I
I	Diamond Armor		15000	Ι	Nothing	I
+.		+-		-+-		+

+----+ | Weapon Shop |

+-----+

Items	l	Cost		Effect	
+	-+-	10000	-+-	Nothing	•+
Dice				Damage = roll result	1
				May instantly kill enemy	İ
Enhancer	Ì	10000		Increases magic power	
Golden Spear		12000		Nothing	
+	-+-		-+-		-+

Go to the Inn/Pub and you will see Setzer. Talk to him and watch the conversation unfold. Now for the next destination: Darill's Tomb!

[WORLD MAP]

Head to the location shown. If you have short-term memory or just lazy, go SW of Kohlingen.

TREASURES: Genji Helm, Crystal Mail, Growth Egg, Regal Gown, Man-Eater, Dragon Claws

WEHT - DLRO - QSSI - ERAU (ERAUQS SI DLROW EHT which is backwards for "The World Is Square").

A message will say something about a Growth Egg, which doubles EXP. Go out and go down through a door. Open the chest for a Crystal Mail and proceed downstairs. In the next room, open the chest for a Regal Gown. Proceed to the wall on the right side of the room and keep pressing Right until you go through a wall. Follow it to a chest containing the Growth Egg that was mentioned earlier. Go back and go up through the door. Go up and press the switch to open a door. Hightail back to the entrance and go through the central door and ride on the turtle. On the next screen, press the nearby switch (how could I miss it) to raise the water level. Go up through the hallway and be sure to save your game. Open the chest nearby to initiate a... BOSS EMCOUNTER!

Angler Whelk (Shell) HP: 9,230

WEAK vs. Fire (Boss, Shell)

--This boss is somewhat similiar to Ymir. The Shell also throwdown too.

The

--This boss starts the fight off with Level ? Holy. I have no clue what the requirement for this spell to connect. All I know is, it hurts. The boss also throw Blizzara and the damaging Blizzaga. Watch out for Holy and Morning Star! It can heal itself with Cura.

--Strategy: The boss is pretty overwhelming. Pelt the boss with Fira and have Sabin use Blitz Raging Fist (Rising Phoenix was useless). Have Edgar use Drill or Chainsaw (I used Drill) and Setzer go on healing duty with Cura or cast Fira. Use Raise whenever a character is dead (most likely you would do this). Runic may be somewhat useful in this fight.

Part 21: Recruitment & Sidequests--[W21]

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From here, you can go to that tower passed earlier when going to Tzen (if you are wondering, that is the final area). Probably at the level and the lack of party members, it will be really difficult to traverse Kefka's Tower. The guide will now fall into "sub-categories" to get your characters back. I do them in the order I see fit. If you want to follow a different course, please be my guest. Also be aware as you fly the Falcon. You may get attacked by Deathgaze. Altitude doesn't matter. It will be mentioned later in the FAQ. When you encounter it, just run.

<Sidequest #1> Quetzalli--[S1]

<Recruit 1> Cyan--[WA] _____ ______ _____ [WORLD MAP] Go into the town, which is Maranda. _____ TOWN: Maranda Here is the shop data: +----+ Armor Shop +----+ | Cost | Effect | Items +----+ | Crystal Shield | 3500 | Nothing | | Crystal Helm | 10000 | Nothing | | Oath Veil | 9000 | Nothing | | 13000 | Nothing | | Black Garb | Magus Robe | 13000 | Nothing | | Crystal Mail | 17000 | Nothing | +----+ +----+ Weapon Shop +-----+ | Cost | Effect Items +-----+ | 10000 | May cast Graviga | Gravity Rod | Swordbreaker | 16000 | May deflect physical attacks | Falchion | 17000 | May block attacks | 500 | Use with "Throw"; inflicts fire damage | Flame Scroll | Water Scroll | 500 | Use with "Throw"; inflicts water damage | Lightning Scroll | 500 | Use with "Throw"; inflicts lightning damage | | Invisibity Scroll | 200 | Use with "Throw"; bestows Vanish | Shadow Scroll | 400 | Use with "Throw"; bestows Blink +-----First order of business, talk to the man to the left of the entrance to learn about Cactuars. This will trigger the fight against the Gigantaur when you meet certain requirements. This will be discussed later on. For now, head through the town and go to the house all the way at the end of the town and talk to the woman. Examine the letter and agree to send the letter. Go outside and talk to the bird. The bird will go to the next location. Go out and get into the Falcon. ------[WORLD MAP] Go NW of Maranda to the town that was shown earlier, which is now Zozo. _____ AREA: Zozo At least this place hasn't changed. You must be wondering "Why?" First order of business, go around the the building with the Pub sign and talk to the merchant. He will inform you about going to Mt. Zozo. (that is the destination) He will offer the Rust-Rid to go farther for 1,000 Gil. Buy it and go through the building with the Pub sign and go upstairs and go examine the left door. Use the Rust-Rid and you will be in Mt. Zozo. AREA: Mt. Zozo TREASURES: Red Cap, Ice Shield, Thunder Shield, Aegis Shield, Gold Hairpin <WARNING: DRAGON ALERT>
Dragon #1/8 is located here! This is also a sidequest: To defeat 8 dragons!

When you enter, go left and open the chest for an Ice Shield. Go down and open the chest for a Red Cap. Follow the path through the door and be sure to open the chests for a Thunder Shield and an Aegis Shield. Go out through the doorway and you will be outside near a Gold Hairpin. Go back and follow the path. In the next cave area, go left and rest and save your game. Equip someone with Zona Seeker. Go up and press the switch to open a chest with a Dragon in it. Stand on the save point and you should engage with the dragon. BOSS ENCOUNTER!

--This boss is somewhat tough if you are not high leveled. I think Shell can cut its Wind Slash and Leaf Swirl. For once, I have to rely on Summons. Summon Zona Seeker and it should cut its attacks. Later in the fight, it will use Whirl and Wing Sabre. Only thing I can think of is to use Thundara on it and keep healing with Cura.

DROP: Force Armor

--there's a better strategy farther down in the walkthrough--

[WORLD MAP] Fly S of Zozo and search the strip of land for a house, which is the Opera House

AREA: Opera House

Dragon #2/8 is located here.

--Strategy: With Gaia Gear on, everyone can absorb all but one attack: Honed Tusk. Raise your party member with Raise. If you have no one with Gaia Gear,

keep Float up whenever it uses 50 Gs unless you have an Angel Wings on. Since I have no attacks that is its weakness, I had Edgar use Debilitator to change its weakness (changed to lightning). Have Edgar (if you are using him) use Chainsaw, Sabin use Phantom Rush (if you got it before this) or Air Blade (if you manage to learn it), and cast magic or whatever. Keep up the assault and you will come out victorious! DROP: Magus Rod _____ <SIDEQUEST 2> Sabin's Ultimate Blitz--[S2] ------[WORLD MAP] This one will be a little hard to explain. Fly to the island that is in the top-center of the map. Look around and you should see 5 trees arranged in a plus sign. _____ AREA: Duncan's House Have Sabin with you to watch an event unfold. After the event, Sabin will have Phantom Rush, the most powerful Blitz. <Recruit #2> Terra--[WB] _____ [WORLD MAP] Fly to Mobliz _____ AREA: Mobliz Go to the house where you saw Terra when you first got here and talk to the children. Go out and go left and go into the house. When you enter, a dog will come in. Watch it carefully and follow it (if you haven't paid attention, go behind the book case, go down and left until you go downstairs.) Watch the conversation unfold. Then there will be some rumbling! You can already guess who is it and what to expect! BOSS ENCOUNTER! BOSS: Humbaba HP: ? (for now....again) --This boss seem to got a little stronger. It can throwdown with Thundaga and 1000 Needles. It can also use Humbaba Breath, which blows away 2 party members in the middle (in other words: 2nd and 3rd position party members). --The only thing you can do is cast Bio on it, have Sabin use Blitz Phantom Rush (or any other Blitz), and keep HP high until it uses Humbaba Breath After the fight, Terra will come in and the battle will resume...again. BOSS ENCOUNTER! BOSS: Humbaba HP: 26,000 WEAK vs. Poison --Humbaba is the same as last fight. It has all of its attacks: Thundara, Thundaga, Solar Plexus, and 1000 Needles. --Terra is in a permanent Trance mode, so use her to throw Bio at the foul beast. As for anyone else (I'm going to assume you using Celes, Sabin, or Edgar), use Phantom Rush or some other Blitz (Sabin), Drill or Chainsaw (Edgar), and Bio (Celes). Try to keep HP above 1000 (if you are in the range) and use Bio and you will conquer the beast for good.

After defeating Humbaba, watch the event unfold. You now have Terra. _____ ______ <Recruit #3> Gau--[WC] _____ _____ [WORLD MAP] Have 3 party members with you. Fly N of Mobliz and land to land on the Veldt. _____ Fight until Gau comes out. He will join you. No questions asked. <Recruit #4> Relm--[WD] _____ My party: Terra, Sabin, Celes, Sabin <<NOTE: Only do this if you waited for Shadow at the Floating Continent. If not, then skip to Recruit #6--Shadow>> _____ [WORLD MAP] Go S of Zozo and go into the town, Jidoor. TOWN: Jidoor Shop data! +----+ Armor Shop | +----+ Items | Cost | Effect | +----+ | Circlet | 3500 | Nothing | | Black Cowl | 7500 | Nothing | | Crystal Helm | 10000 | Nothing | | Black Garb | 13000 | Nothing | +----+ +----+ | Weapon Shop | +-------+ Items | Cost | Effect +-----+ | Man-Eater | 11000 | Effective against Humanoid enemies | | Partisan | 13000 | May deflect physical attacks | Crystal Sword | 15000 | May block attacks | 15000 | May deal same damage from back row | | Sniper +----+ Item Shop +-----+ Item | Cost | Effect +-----| Hi-Potion | 300 | Restores 250 HP | Ether | 1500 | Restores 50 MP | Phoenix Down | 500 | Revives a party member | 300 | Cures Zombie | Holy Water | Remedy | 1000 | Cures all status effects except Zombie and KO | | Teleport Stone | 700 | Same as Teleport; exit dungeons and battles _____ | Sleeping Bag | 500 | Restores all HP and MP of one party member | 1200 | Restores all HP and MP of party l Tent +----+ Relic Shop +-----+

	Items				Effect	
					Casts Shell and Protect when HP is low	+
I	Protect Ring	Ι	5000		Bestows Protect automatically	Ι
I	Gigas Glove	Ι	5000		Increases physical attack power	Ι
I	Angel Wings	Ι	6300		Bestows Float automatically	I
+		. + -		+-		-+

To start things off, upgrade equipment if you need to. Go to the Auction House and talk to the man nearby. He will mention something about a sword. This will allow you to bid on the Excalipoor needed to get a magicite (this will be discussed later). Go to Owzer's Mansion.

TREASURES: Moogle Suit, Lich Ring, 293 Gil, Gold Needle, Potion, Ether MAGICITE: Lakshmi

Go up and turn the light on near the stairway. Go upstairs and you will see a bunch of pictures. If you examine the picture that looks like a flower, you will enter a fight. Go down and go left and examine the picture that looks like a lady. You will get into a fight. After the fight, go through the door and proceed downstairs. In the next room, if you get in front of the picture with a chair, you will get into a fight. Go farther and you will see 2 doors. Go through the left one to a chest with the Moogle Suit. Go back and go through the right door. In the next area, you will see 3 doors, one being opened. Go behind to the back and go left. Press A and you should open a chest with a Lich Ring. As for the door you should be going through, it is the left door that you should go through when it opens. The next area, there will be some floating chests. Step in the shadow of one of the top ones and you will have to battle for its contents. The chests have (order from left to right) 293 Gil, Potion, Ether, and Gold Needle. To go farther, examine the center picture and you will get into a fight. Go through the door and you will come across a save point. Rest and save. Go through the right door and follow the path. You will see Owzer and Relm. Talk to Owzer and a conversation will take place. After the conversation...BOSS ENCOUNTER! BOSS: Chadarnook (Woman) HP: 56,000

(Demon) HP: 36,000

WEAK vs. Fire (Woman, Demon), Holy (Demon)

--This boss switches forms. When the woman is out, it will counter any attack with Poltergeist, which inflicts HP Drain. It also seems to "stack", meaning that when hit with multiple Poltergeist, it will tend to reduce HP faster. It can use Entice, which I want to say inflicts Confuse, Last Kiss, which nflicts Doom, and Lullaby, which inflicts Sleep on all. As for the Demon form, it counters with Thundara. It also has an attack called Flash Rain. If everyone is stricken with Sleep, the Woman form may help by sending some kind of animal (looks like a cow) and cures the Sleep status.

--Strategy: Pelt either form with Fira, have Edgar use Tools, and Sabin go all out with Phantom Rush. You might want to aim for the Demon form, since it has less HP. If Terra has Earrings on, Trance her and have her use Fira. Heal up with Cura and if someone survives Lullaby, go on and use Esuna to heal it. Keep it up and you will vanish the evil painting fiend.

<Recruit #5> Strago--[WE]

[WORLD MAP]

Remember that tower that was passed earlier that was surrounded by mountains?

Time to go there for a little trip. If you don't know where it is, go S of Nikeah. Have Relm in your party. _____ AREA: Cultists' Tower TREASURES: None...for now When you enter, there will be a conversation. After the conversation, you will have Strago now. At this point in the game, the Cultists' Tower will be difficult to climb for now. You can only use magic when you climb it. This area will be discussed later in the FAQ. _____ <Recruit #6> Shadow--[WF] My party: Relm, Terra, Edgar, Sabin _____ [WORLD MAP] There is a cave on the Veldt. Go to the Veldt and find it. AREA: Cave on the Veldt TREASURES: Berserker Ring, Tigerclaws, Ichigeki When you enter you will see Shadow's dog (or not if you didn't wait for him). Follow it into the next area. In the next area, go right and then up and you should see a chest. Open it for the Berserker Ring. Do not worry about the people that are around the fire. Go through the door and go all the way to the left, back up to the right, and go down. You should reach the Monster chest with the Tigerfang. Go back and go down into the next area. From here, it is straight forward until you reach a room with some rocks in front of a doorway. In this room, go down through a door and flip the switch. Go down the stairs and open the chest for the Ichigeki. Go back through the door and go through the doorway that was blocked by rocks. You will see Shadow (or Relm) lying on the ground. Follow the path. In the next room, hit the Save Point and rest up. Save and go farther. When you get into the area, an event will unfold. After the event...time to scrap! BOSS ENCOUNTER! BOSS: Behemoth King (Normal) HP: 19,000 (Undead) HP: 19,000 WEAK vs. Fire (Normal, Undead), Poison (Normal), Holy (Undead) --The Behemoth King can use Blizzara, Blizzaga, and Holy. After beating the fiend, another Behemoth King will attack from behind. Your party will switch ranks (in other words: front row will be back row and back row will be front row.) The menacing undead fiend can use Meteor, so watch out. It can use Sleeping Gas, which inflicts Sleep. The undead fiend can also use a 4-hit combo, which inflicts damage big time. --Strategy: For the normal Behemoth King, cast magic on it, have Sabin use Phantom Rush, and Edgar use Chainsaw or Drill. When the Undead come out, hit with Curaga and Fira. If you are lazy, go on and use Raise or a Phoenix Down on the undead fiend. DROP: Behemoth Suit x2 After the fight, the party will go to Thamasa. After the event, talk to Shadow. After that time to head out. _____ [WORLD MAP] Go to the Dragon's Neck Coliseum, which is located N of Kohlingen.

AREA: Dragon's Neck Coliseum Go here and talk to the man in front of the door. Wager the Ichigeki that was found earlier in the cave and you will fight Shadow. After the victory, you will have Shadow in your party. <Recruit #7> Locke--[WG] _____ _____ [WORLD MAP] From Tzen, go N and you should see a huge mountain range. In the middle is what looks like a patch of land. "Land" on that spot _____ _____ AREA: Phoenix Cave TREASURES: Wing Edge, Ribbon <WARNING: DRAGON ALERT> Dragon #3/8 is located here.

NOTE: This area has a monster called Face. If you think about running, think twice. It will prevent you from escaping from battles. If you encounter a team with it and another group of monsters, take out Face and you will be able to escape. If you encounter a team with only 2, cast Confuse or use the Noiseblaster Tool (if you are using Edgar) on it and pelt it with magic or Flash Tool to safely win the battle.

ALSO: A majority of the chests in the Cave are empty. I will give directions to a chest that contains an item. Otherwise, you best off ignoring any chests that I do not give directions to. This will save you the hassle of enemy encounters, especially Face.

When you land, you will have to split your party into 2 teams. Here is my set-up (you don't have to use this team): Team A: Terra, Sabin, Celes, Shadow (my "main" team) Team B: Relm, Strago, Edgar, Cyan

If you want your main team (Team A) to take on the dragon, use Team A to press the switch when you enter.

----Switch to Team B

Guide the team through the door and hang right and then down through a door. A passage will open.

----Switch to Team A

Guide the team through the newly opened door and press the switch to lower the spikes.

----Switch to Team B

Go up past the lowered spikes. Head left and go down the stairs. In the next area, go all the way down and then you will go back upstairs. Press the switch to reveal a bridge. Cross it to safely open a chest with a Wing Edge in it. Go back up past the lowered spikes and head right. Follow until you get to a switch. Step on it. Go left and then down through a door. In the next area, head left and follow the path and press the switch to reveal some rocks. Ignore the chest. It is empty.

----Switch to Team B

Go up and go left and go down the stairs that you took earlier. In the next area, head right and follow the path. After hopping on the rocks, press the switch.

----Switch to Team A

Assuming that you switched while on the switch, go back and this time, go down and follow the path and through a door. Go left and go down through the door. Press the switch.

----Switch to Team B

Go through the passage. In the next area, go left and then down and there will be a Save Point. Rest up and Save if you want. Go up and cross the bridge. Stand on the switch.

----Switch to Team A

Go back up. In the next area, go up and go left across the lowered spikes. Go down the stairs. In the next room, hop across the stones. When you reach the point where there are two ways, ignore the first bridge. After that room, you should be near a switch. Flip it to lower the water. Go down the stairs.

----Switch to Team B

Go left and go down the stairs, head left and follow the path. In the next room, which is the room with the hopping stones, make your way to the chest in the middle for the almighty Ribbon. Go back and step on the switch to move the rocks and form a path for Team A.

----Switch to Team A

Go down through the newly opened passage. If you go all the way down, you will find the 3rd dragon. Touch it and guess what ... BOSS ENCOUNTER! BOSS: Red Dragon HP: 30,000 WEAK vs. Ice, Water --This dragon can really throwdown. Since it is red, it uses Fire-elemental attacks. It can use Fireball, Flare, Level 4 Flare, Flare Star, Fira, and Firaga. It has a really devastating attack called Southern Cross. Without proper procedures, this attack can wipe the whole party out. The dragon starts throwing Flare when it is near death. Trust me on this: Flare hurts! --Strategy: Try to start the fight off with Hastega. If you want, try to pelt the dragon with Slow. After taking these into account, Trance Terra and have her use Blizzara, Sabin does the usual Blitz Phantom Rush, Celes also use Blizzara, and Shadow chuck Water Scrolls on it. If that Southern Cross kicks in, you can expect a Game Over unless you are high-leveled (I'm at level 28). Rush him and heal with Curaga (this is what I used) and you can expect a victory. DROP: Murakumo

the stairs. Go left and then up. Stand on the switch to reveal some stones.

----Switch to Team B

Have Team B go back to the room where you found the Ribbon. Go left and go up the stairs. Follow the path and hop across the stones. Now you should be near Team A. Head down and step on a switch.

----Switch to Team A

Now go down and step on the other switch. Go down and follow the path. You will then see Locke. After the conversation, you will be in Kohlingen. TOWN: Kohlingen Watch the event unfold. After the event, you will now have Locke. Locke will also give some items that he got from the chests in the Cave (hence, the empty chests). The items are: X-Potion, Phoenix Down, X-Ether, Elixir, Flame Shield, and Valiant Knife. You will also have the Phoenix magicite. _____ <Recruit #8> Mog--[WH] _____ _____ [WORLD MAP] Time to go to Narshe. To find Narshe, from the Dragon's Neck Coliseum, go E until you see the "mountain" path. _____ TOWN: Narshe The only area that hasn't changed is the School. It still has the free restoration point. Do you still remember the cave entrance. Go there. AREA: Narshe Mines TREASURES: Elixir, Molulu's Charm, Guard Bracelet If you left the items alone at the beginning of the game, the items will change into new items. Go to the moogle's nest to recruit Mog. Mog will also mention something about a yeti. After the conversation, check the wall that Mog was near to get the Molulu's Charm. This Relic is extremely useful, as it prevents random encounters. If you remember the unopened chests, now is the time to get them. You should get an Elixir and the useful Guard Bracelet. Go out of Narshe and form a party with Mog and Locke. My team: Terra, Locke, Mog, Celes _____ <Sidequest #3> Ragnarok - Magicite vs. Weapon--[S3] _____ AREA: Narshe While in Narshe, go to the Weapon Shop with Locke in your party so you can enter it. Go behind the counter and go through the door. Talk to the man and he will give you 2 choices: The Ragnarok magicite or the Ragnarok sword. What's the difference? Let's analyze: Ragnarok (magicite) -Teaches Ultima, the most powerful magic in the game, and when summoned, it can change an enemy into an item.

Ragnarok (sword) -Boasts an attack of 255 and raises stats tremendously. It can also use Flare while attacking. It can be wagered to obtain the Lightbringer, arguably one of the best weapons in the game. Personally, I took the magicite. <Sidequest #4> Cursed Shield & Hero Shield--[S4] _____ AREA: Narshe While in Narshe, go up the stairs to the right of the Relic Shop with Locke in your party to enter the house. Go downstairs and talk to the man in the bed. He will give you the Cursed Shield. You may be wondering "Why do I need the shield? It sucks!" I know the shield blows, as it gives you every status effect known to man and gives you lousy defense against elements. Take it into battle 256 times and it will turn into the Hero Shield. It is one of the best shields in the game and it teaches Ultima. The best way to lift the curse is to have someone with the shield equipped go into 256 battles on the Solitary Island. Anyone can switch out the shield (like if Terra goes into battle with the Cursed Shield on 10 times and then Setzer takes it and goes into battle 25 times with it, that will count as the shield being in 35 times). Also have the person be equipped with a Ribbon. This will negate all status effects except for Doom. Once the curse is lifted, the shield will stay as the Hero Shield permanently. ______ _____ <Sidequest #5> Valigarmanda--[S5] AREA: Narshe Head to the snowfield. If you have Mog, you can learn a Dance in this area: Snowman Rondo <WARNING: DRAGON ALERT!> Dragon #4/8 is located in the snowfield. When you get to the snowfield, you will see a dragon. Touch it to throwdown with it. BOSS ENCOUNTER! BOSS: Ice Dragon HP: 24,400 WEAK vs. Fire --Just because the dragon is small doesn't mean you should underestimate it. It can use Absolute Zero, which inflicts a lot of ice elemental damage. Ιt can freeze a party member with Northern Cross. Its Avalanche attack is devastating! --Strategy: If you learned Firaga from the Phoenix magicite, then Firaga is going to be your best friend in this battle. If you have Terra, Trance her and use Firaga (since I have 2 Earrings on Terra, I clock at 8,000+ damage without using Trance). Heal with Curaga after every Absolute Zero. If a party member gets frozen by Northern Cross, just hit him or her with Fire. If the dragon seems too quick, cast Slow on it and speed up the party with Hastega. Just hit it with Fire attacks and heal everytime and you should come out victorous! DROP: Force Shield Go up and hit that Save Point. Rest, save, or whatever you need to do. Go up to the cliffs and you will see Valigarmanda (Man! I really hate typing

that. Can't seem to spell it without looking it up.) Flashing will ensue as well as a...BOSS ENCOUNTER! BOSS: Valigarmanda HP: 30,000 WEAK vs. Fire --Valigarmanda can use Rasp and Blizzaga, It can also use Freezing Dust, which..well, freezes a party member. It also boast a mean physical defense. --This boss is not that hard. If you have Reflect up, then you won't take any damage. As for a strategy, go a couple of rounds with Firaga and you will win. If you have Celes, her Runic will absorb the magic but not Freezing Dust. If a party member is struck with it, use Fire. After the fight, a conversation will take place. After the conversation, you will have the Valigarmanda magicite. <Recruit #9> Umaros--[WI] _____ AREA: Narshe In the area where you defeated Valigarmanda, go to the edge of the cliff and jump. Make sure you have Mog with you. AREA: Yeti's Cave TREASURES: X-Ether, Gauntlet MAGICITE: Midgardsormr If you want the Tonberry in the bestiary, head left through a door when you drop down. Watch out for dark-colored flooring. That indicates a hole. Open the Monster chest to scrap against the menacing fiends. Go back and go through the door to the right. Open the chest for an X-Ether. If you dropped down by mistake, be sure to go up the stairs or whatever and cross the bridge to a chest with the Gauntlet in it. Follow the path going right and go up the stairs. You should see a switch in the next room. Ignore that switch and follow the path to the switch at the end. Flip it and you should land in a different area. Examine the skull and you will score the Midgardsormr magicite. When you get it, there will be some rumbling. A yeti will come and attack. You know the drill...BOSS ENCOUNTER! BOSS: Yeti HP: 17,200 WEAK vs. Fire, Poison --This boss can usually attack twice. It can use Snowstorm and Tackle. When it uses a Green Cherry, it will get powered up and have some new attacks. Son-of-a-gun can also Jump. It can use Hailstone and Snowball, which I see as a halfing-HP-and-inflicting-HP-Drain attack. --Strategy: No real strategy is needed here. Just cast Hastega and pelt the beast with Firaga. When it gets powered up, don't be afraid. Just keep using Firaga and your best attacks (Phantom Rush and Chainsaw) and heal when needed and you can guarantee victory. After the fight, talk to the yeti if you have Mog in your party. After the conversation, you will have Umaro in your party. <Recruit #10> Gogo--[WJ] _____ _____ [WORLD MAP]

Remember where the Intangir was? Go there. If not, then fly to the island in the upper-right corner of the map. It is an island that looks like a

triangle. (Hence, Triangle Island)

Walk around the island until you come across the Zone Eater. Let it use Inhale on the party.

TREASURES: Genji Armor, Magical Brush, Fake Mustache, Zephyr Cloak, Red Jacket, Hero's Ring, Hi-Ether, Pinwheel, Thunder Shield

When you enter, go down the stairs. In the next area, go left and you will be on a bridge. You will also a dude in green. Touch the dude in green to end up in another area. Open the nearby chests for a Hi-Ether and Red Jacket. Go back up and proceed left. Be sure to grab the chests with the Genji Armor, the Magical Brush, and a Fake Mustache, which allows Relm to use Control. The next area has a save point. Go on and save for this one. Trust me. The next area has a ceiling that keeps crashing down. If you do not stand in the right area, you will get a game over. Be sure to navigate carefully for the chests containing the Zephyr Cloak, Hero's Ring, and a Pinwheel. The next area has a room where you can hop on chests. Go left and then up. follow the path and then go down and press A to hop to the platform with a switch. Press it and then go back to intersection where you went up. Instead of going up, go left and follow the path to a chest containing the Thunder Shield. Go back and go up. Now follow the path around and you will reach a door. Go through and you will see Gogo. Talk to Gogo and he/she/whatever will join your party.

<Sidequest #6> Ancient Castle & Odin--[S6]

My party: Terra, Celes, Locke, Mog (you can switch out someone for Strago if you want to learn a Lore)

[WORLD MAP]

Go to Figaro Castle and have the castle go underground. Stop and time to explore.

AREA: Ancient Castle TREASURES: Master's Scroll, Blizzard Orb, Gold Hairpin, X-Ether MAGICITE: Odin, Raiden*

*If you get Raiden, you will lose Odin.

When you enter, go up and an event should take place. After the event, go up and turn left when you see the front entrance. Go through one of the doorways and open the monster chest for the Master's Scroll. Go out and go through the front entrance. When you enter, go up and examine the stone statue for the Odin magicite. Go to the right and go through the left doorway. There should be 2 chests that contain the Blizzard Orb and a Gold Hairpin. Go back and stand on the right throne. Take 5 steps down and examine the floor to press a switch. Head right and you will be in another area. You should see a set of stairs going down. You can also read the diary in the bookcase if you wish. Examine the bucket for a X-Ether. Go downstairs and you will a dragon. Touch it and ... BOSS ENCOUNTER! BOSS: Blue Dragon HP: 26,900 WEAK vs. Lightning --This dragon uses Water-elemental attacks. Its first attack will most likely be Tsunami. The dragon can also use Slow on itself and then busts out with Rippler, which switches status effects. Other attacks include Acid Rain, which can inflict Sap, Aqua Breath, and Flash Rain --Strategy: Since I had someone with Ultima, I just used that whenever I got the chance. For the sake of not using Ultima, I will do a basic strategy: If you are lacking Ultima, then go on and use Thundaga or Thundara. Heal after every Tsunami attack. If you use Haste, the dragon will do the Slow+Rippler combo. If you are carrying Shadow, hope that it does not use it on him, as Shadow will lose the Interceptor bonus. DROP: Zantetsuken Go up and examine the statue of the woman. Then Odin will upgrade to Raiden. What's the difference between them? Let's analyze: -Odin Teaches Meteor and one of THE few magicites that can give a Speed +1 bonus -Raiden Has a better chance of instantly killing enemies and can teach a very useful magic: Quick. However, it does not boast the Speed bonus and replaces it with the Strength +2 bonus I personally left the magicite at Odin until I got the Cactuar magicite. Now that we are done here, time to go back. If you need Raiden, you can always come back here. _____ <Sidequest #7> Cyan's Dream--[S7] _____ Have a team with Cyan in it. My team: Terra, Mog, Celes, Cyan (you can replace Mog. I only have him for the Molulu Charm. You might want to carry Locke so you can steal a Momento Ring from the main boss of this area) _____ [WORLD MAP] Head to Doma Castle. It is located E of Nikeah. _____ AREA: Doma Castle TREASURES: Hi-Ether, X-Potion, Elixir, Phoenix Down, Prayer Beads I forgot to go here after it was liberated in the World of Balance. At least the treasure is still here.

If you already went here and got the treasure, then go through the door to the

left and go through the door to the right and rest. When you enter, go through the door to the left. If not, then read on.

When you wake, there will be a save point to the right. Go up the stairs to the left and you will see 3 doors. Go through the left door.

when you go through, you will be near one of the Dream Stooges and one of the party members. Talk to the party member and you will have one of them. Now go out the door. Now you will be in another area. Go up and right through another door. Now you should be near 2 doors. Take the right door. You should be near another Dream Stooge and another party member. Talk to the party member to get the other one. Go out through the door. Go through the door. Go left and go through the door. Go down and try to go through the door. BOSS ENCOUNTER!

BOSS: Curlax (top) HP: 15000 Laragorn (left) HP: 10000 Moebius (right) HP: 12500

WEAK vs. Ice, Water (Curlax), Fire (Laragorn)

--Curlax use Fira, Firaga, Reflect, Silence, White Wind, Slow, Stop, and Arise. Laragorn can use Blizzara and Blizzaga. Moebius can use Thundara, Thundaga, Reflect, Haste, Protect, Shell, and Cura. The three of them can use Delta Attack, which inflicts Stone. When any of the stooges HP get low, they will cast Reflect on himself and start chucking -aga spells. When one of die, they will cast their respective -ara spell.

--Strategy: I would say use Ultima all the way, but that is not a good strategy, as some people may lack the magic. To start the fight off, use Hastega. If a party member does not have Ultima, have that person use Blizzaga on Curlax and Firaga on Laragorn. Defeat Curlax first, since he has Arise. After that, go for Moebius. Then Laragorn will be easy. As for healing, use Esuna or some other method to heal Stone and use Curaga if you have it. If you are carrying someone else, use their best attacks. Keep up the pace and you should snatch an easy victory.

2) Dreamscape - Phantom Train

Go left and go through the cart. Rest and save if you wish. When you reach the next screen, you will see Cyan jump. Anywho...go into the cart. Press the switch and a box will move. Press it again and the box nearby will move. Open the chest for a Genji Glove. Go left and you will see an opened chest and an unopened chest. When you try to get to the unopened chest, the opened chest will block you. You will see 6 unopened chests and a switch. Go to the left and you will see a book and a chest. Open the chest for a Lump of Metal. Go to the moving chest and press A in front of it to place the Lump of Metal in. Go around the chest and open the chest in the back to get a Flame Shield. Go left and go into the next cart. In the next cart, press the 1st switch to move the seat over. Go left and press the switch near the table to move the boxes over. Go back and press the 1st switch to move the seat again, giving you access to a switch. Press the switch to rotate the seat. Go back and press the 1st switch to move the seat back. Go all the way to the left and press the switch to move the boxes. Go right and go down and right and open a chest with an X-Potion. Open the chest to get an Ice Shield. You will now see the same 6 chests and a switch. If you press the switch earlier near the book, you will get the solution. Since this IS a walkthrough, let me just give you the solution.

0 = closed chest; X = opened chest

- Х Х О
- 0 0 X

After closing the appropriate chests, press the switch and a passage should open. Go left and go into the next cart for a save point. Go into the engine room and go out and you will be in another Dreamscape.

3) Dreamscape - Cave

When you enter, you will see Cyan again. Wait for him to go out and follow him outside. Then you will reach an area that looks like a cliff. If you try going farther, you will be in an endless loop. So, turn back and follow the path and you should be in another area with Cyan. Follow him and you will drop on the bridge. Now you will be in yet another Dreamscape.

4) Dreamscape - Doma Castle

This is the final Dreamscape area. A conversation will take place and a save point will appear after the conversation. Rest up and save. You can travel around the castle and learn of some of Cyan's thoughts if you wish. The main area you want to go to is the Throne Room. There awaits the enemy! After the conversation...BOSS ENCOUNTER!

Soul Saver x2 HP: 3,066

WEAK vs. Ice (Wrexsoul, Soul Saver)

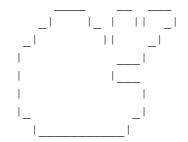
--When the fight begins, Wrexsoul will use Fury to possess a party member's body. As for the Soul Savers, they can chuck Thundaga, Firaga, and Blizzaga. The only way to flush out Wrexsoul is to finish off a party member. When Wrexsoul returns, the Soul Saver will start using Reflect and healing Wrexsoul with Cure. Then Wrexsoul will start reflecting spells off the Soul Savers. --Strategy: If you are lazy, then use Banish at the beginning of the fight to gain an easy victory. Though you didn't finish off Wrexsoul, its bestiary entry will fill in. If you rather take on the menacing foe the old-fashion way, then here is a strategy: Kill off a random party member until Wrexsoul appears. Then pelt Wrexsoul with Blizzaga. If you defeat Wrexsoul, you will win the whole fight.

<Sidequest X> Leveling up: Dinosaur Forest--[SX]

Not exactly a sidequest...

[WORLD MAP]

From the Doma Castle, head N and you should see a forest. It looks something like this:



This is a good area to level up. The Tyrannosaur carry good exp. 2 in a group is troublesome. If you come across the Bracchiosaur, be in for a gruesome fight. This is one of the hardest enemies to conquer. Defeating it may give you the Celestriad, which is an excellent Relic. It makes ALL magic cost 1 MP. If you have Locke, try to have him use Steal so you can score a Ribbon. The easiest way to conquer the dinos is to have a team with Relm. Equip her with the Fake Mustache and Control them. Then use magic to conquer the dinos. Ice will do the trick.

As a note: Bracchiosaur can use Curse and Ultima.

If the dinos prove too much, then level up outside the forest. Also have Vanish on so most of the attacks will miss.

<Sidequest #8> Cultists' Tower--[S8]

Form a team with good magic users.

My team: Terra, Celes, Relm, Mog (once again, Mog is for the Molulu's Charm)

[WORLD MAP]

Go S of Nikeah until you see a tower surrounded by mountains.

By now, you should have enough magic to tackle the Tower.

Here is some things that I recommend: Reflect Rings - equip to everyone, since you can only use Magic in this area. Reraise - this seems to be an absolute MUST! It is needed for the boss of this area. Earrings - to get that magic power increased Enhancer - this weapon gives a huge boost to magic. I am talking +7 here. Genji Glove - give this to the person who can use Enhancers. Celestriad - dunno why. I just add this because it is extremely useful Ultima, Holy, and the -aga spells - this is the only line of offense that can sorta stand a chance. Ultima seems like an overkill.

Also consider equipping Circlets and Magus Hats (if you have them). Also equip a White Dress (if you bother to buy it)

If you need Reflect Rings, go to South Figaro. As for learning magic, go to the desert near Maranda and kill some Cactuars. If you need Enhancers, go to Nikeah. My set-up: Reflect Ring on all Terra - Enhancer x2, Magus Hat, White Dress, Genji Glove Celes - Enhancer x2, Magus Hat, Genji Glove Relm - Magus Rod, Aegis Shield (to ward off magic attacks), Circlet, Earring Mog - Force Shield (same as Aegis), Molulu's Charm (no explanation), Circlet Enough of this preparation stuff. When you enter, start going up the stairs. This area is pretty much straighforward. Be sure to go through the doors to get treasures. Climb 1 - Safety Bit - while in the room with the Safety Bit, press A on the right side of the chest to press a hidden switch. Go out and go down through the door to get the Air Anchor Tool. Climb 2 - Genji Shield Climb 3 - Dragon!, Kagenui BOSS ENCOUNTER! BOSS: Holy Dragon HP: 18,500 --The dragon uses Holy-elemental attacks. It can use Holy and Dispel. Not much of an arsenal. --Strategy: If you have those Reflect Rings on, the dragon is sitting duck. It will absorb the Holy, but won't heal for much. It will waste its turn trying to use Dispel. Thankfully, the Reflect Ring is automatic. Pelt this dragon with all of your hard-hitting spells like Thundaga or Ultima (if you manage to learn it.) If you find the dragon annoying with its attacks, use Stop. You shouldn't have any problems conquering this dragon. Without the Reflect Rings, the dragon will no doubt kill off a party member with Holy. DROP: Holy Lance Back to climbing ... Climb 4 - Force Armor Climb 5 (Top) - Soul of Thamasa When you reach the top, open the chest to get a very useful Relic called the Soul of Thamasa. It allows double-casting. When you exit, a bunch of people will surround you. Then a ghost figure will approach you. Get ready to throwdown...BOSS ENCOUNTER! BOSS: Magic Master HP: 50,000 --This boss uses a LOT of magic! He can use Blizzara, Blizzaga, Firaga, Thundara, Thundaga, Bio, Death, and Silence. The boss can also Barrier Change. When it dies, it will chuck Ultima to get the last laugh. It hurts like a mutha. --Strategy: Now, if you learned Reraise, this is when you use it. Also, do you have them Reflect Rings on? Good. Spend a couple of turns trying to cast Reraise (Reflect Ring can't bounce it). After that, just let the Magic Master kill itself. You can help out by casting Holy or any other hard-hitting spells (Ultima clocked at about 5,500-6,000+ with Mog and 8,000-9,999 with the rest). If you strike it, it will start using Barrier Change. Please make sure you have Reraise up so you can win the battle. There is another alternative way of defeating him (supposingly): get rid of ALL 50,000 MP.

After defeating th another area.	ne Magic	/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\					
<pre><sidequest #9=""> Strago's Ultimate Lore[S9]</sidequest></pre>							
My team: Terra, Re	ch Strag elm, Str	o and Relm to trigger the sidequest. ago, Mog (do I really need an explanation?)					
[WORLD MAP] Go to the island i island.	in the s	outheast corner of the map. Thamasa is on that					
	=-=-=-						
TOWN: Thamasa							
When you enter, Re	elm will ation is data	go off. Then an event will unfold. After the decided: Ebot's Rock!					
+							
Items +							
Mystery Veil Circlet Black Cowl Luminous Robe Diamond Vest	3500 7500 11000 12000	Nothing Nothing Nothing Nothing					
+		++					
Weapon Shop	I						
+	-+ Cost -+	-++ Effect -++					
Da Vinci Brush Gravity Rod Holy Rod Viper Darts Golden Spear Man-Eater Shuriken Fuma Shuriken	7000 13000 12000 12000 13000 12000 11000 30 500	<pre>Deals holy-elemental damage Deals earth-elemental damage; may cast Graviga Deals holy-elemental damage; may cast Holy May instantly kill enemy </pre>					
+ Relic Shop							
Items	Cost	+ Effect					
Barrier Ring Fairy Ring Reflect Ring Jeweled Ring Princess Ring Protect Ring	500 1500 6000 1000 3000 5000	Casts Shell when HP is low Prevents Poison and Blind Bestows Reflect automatically					
-		Bestows Regen automatically					

+----+

| Item Shop

Item				Effect
				Restores 250 HP
Ether	I	1500		Restores 50 MP
Phoenix Down	I	500	I	Revives a party member
Holy Water	Ι	300	Ι	Cures Zombie
Remedy	I	1000		Cures all status effects except Zombie and KO
Smoke Bomb	I	300		Escape from battle
Sleeping Bag	I	500		Restores all HP and MP of one party member
Tent		1200	Ι	Restores all HP and MP of party
+	+-		-+-	

When you are ready, it's time to head out for Ebot's Rock.

[WORLD MAP]

See that island north of Thamasa with a small-looking mountain? That's Ebot's Rock! Go there.

Erebus x4 HP: 3,500

WEAK vs. Fire (Hidon, Erebus 1 & 2), Holy (Hidon, Erebus 1 & 2), Earth (Hidon, Erebus 2 & 3), Ice, Lightning, Poison, Wind, Water (Erebus 2)

--Hidon can use Bio. It sometimes counter with Poison. The Erebus(1) at the top can use Zombie Claw, which inflicts Zombie. Erebus(2) (below 1) can use Mega Claw, which inflicts damage. Erebus(3) (below Hidon) can use Poison Claw, which inflicts Poison. Erebus(4) (sorta behind the Hidon) has an Auto-Reflect and can absorb Holy. It can also use Confuse Claw, which inflicts Confuse. When Hidon is alone, it will use Grand Delta, which does some big damage. It also can use Leech, which drains HP and restores its own HP, and Venomist, which inflicts light damage and poison. Over time, the Erebus will respawn.

--Strategy: Take some time to get rid of the Erebus. You can use Banish to take care of them. A party member with the Zantetsuken can possibly slice one. Take heed of the Erebus in the back. You can also clear them with Ultima. Once Hidon is alone, it will use Grand Delta. This is the reason why to fight Hidon: to learn this Lore. To dispose of the Hidon, throw Holy and Firaga at it. If you are lazy, use Raise on it. Just keep up the pace and heal when necessary to win the battle. If you win the fight when Grand Delta was used, Strago will learn this powerful Lore.

Watch the event unfold. After that, time for another sidequest. If you missed out on Grand Delta, come back to Thamasa later and talk to Gungho. He will tell that the Hidon is out for some blood.

<Sidequest #10> The 8 Legendary Dragons--[S10]

I am going to assume you have high-powered spells and what-has-you. I will provide location and a short strategys.

+----+ | Storm Dragon | Red Dragon | --Mt. Zozo | --Phoenix Cave 1 +-----+ | Use Thundaga and heal when necessary | Use ice-elemental attacks and heal | | when neccessary. +----+ | Earth Dragon | Ice Dragon | --Snowfield | --opera House -----+ | use fire-elemental attacks | Equip Gaia Gear to absorb Quake. | Cast Float or equip Angel Wings if | | Gaia Gear is not available +----+ | Gold Dragon | Skull Dragon | --Kefka Tower | --Kefka Tower +----+ | Go all out. Just try to avoid using | Go all out on this one. Note that | | thunder-elemental attacks. | healing does not work on it. | +-----+ Defeating the 8 dragons will net you the Crusader magicite, as well as entrance to the Dragon's Den. _____ <Sidequest #11> Deathgaze & Bahamut--[S11] Make a team of your picks. Make sure your party members do not have a level that is divisible by 5. If so, compensate with an instant-death protection Relic. My team: Terra, Sabin, Gogo, Relm _____ [WORLD MAP] Just fly around until you come across it _____ BOSS ENCOUNTER! BOSS: Deathgaze HP: 55,555 WEAK vs. Fire, Holy --This boss will start the fight off with Level 5 Death. The boss have a variety of attacks, like Aero, which inflicts Wind damage, Death, which can kill off a party member, and Blizzaga. If you are not fast or powerful enough to defeat it, it will flee. --Strategy: In this fight, I decided to use Ultima so I can get a one-time encounter kill. In this team, I had Relm Dualcast Ultima. I had Gogo Mimic her. As for a non-Ultima strategy: hit Deathgaze with Firaga or Holy. Use powerful attacks like Phantom Rush to deal out pain quickly. If you have Gogo, have him/her/whatever Mimic Sabin. If you have Dualcast, have Gogo go for that. If Deathgaze flees, all damage will carry over. Conquering the menacing bat-demon thingy will net you the Bahamut magicite. _____ <Sidequest #12> Leviathan--[S12] _____ Form a team! My team: Relm, Terra, Sabin, Celes

It may be wise to get some Imp equipment. Go to the Desert and use the

Ragnarok's Metamorphosis to change Cactuars into Imp equipment. If you think you may stand a chance against the Leviathan, then be my guest. Try putting your party in the back rank if you are using Imp equipment. _____ _____ [WORLD MAP] Go to South Figaro _____ TOWN: South Figaro Talk to the man near the entrance to learn about an underwater shadow. Now get on the boat in either Nikeah or South Figaro. BOSS ENCOUNTER! BOSS: Leviathan HP: 32,000 --The first move the Leviathan will most likely use is Tsunami. If it is attacked, it will counter with Entangle, which inflicts Slow, and El Nino, a devastating water attack. It can also use Aqua Breath at will. Leviathan can also use Tsunami two times in a row (flashback with Ogopogo from FFIV). If it is not attacked, it will start attacking physically. --Strategy: Once again, you may tend to use Ultima, since most likely you may have the powerful magic. If not, then I have a non-Ultima strategy: Use Thundara (or Thundaga if you manage to learn it) on the powerful serpent. If you have Imp equipment on, then you will always get healed (unless it misses, like Terra). Keep Thundara (or Thundaga) going and you can claim an easy victory. If you are using Sabin, then use Phantom Rush. As for everyone else, use their best attack. I just thought about Gau for a while: if you are using him, use a Rage that can absorb water-damage. Conquering the big kahuna will net you the Leviathan magicite, one of the new Espers in the game. _____ <Sidequest #13> Gilgamesh--[S13] Form a team! My team: Terra, Relm, Sabin, Celes First off, you need 500,000 Gil. Trust me on this one. To get this amount of money, defeat Cactuars in the desert near Maranda. _____ _____ [WORLD MAP] Go to Jidoor _____ TOWN: Jidoor Talk to the man near the Auction House to learn about a sword in the Auction House. Go to the Auction House and keep going until the Excalipoor is up for grabs. Bid on it to acquire it. _____ [WORLD MAP] Head to the Dragon's Neck Coliseum. If you don't remember where it is, go N of Kohlingen. _____ **Note: You may want to save for this one. Lord knows you don't want to get another 500,000 Gil. AREA: Dragon's Neck Coliseum Wager the Excalipoor. Win the first match and Gilgamesh propose a challenge.

```
BOSS ENCOUNTER!
BOSS: Gilgamesh HP: 38,000
--Gilgamesh has a mean physical attack strength. He can also use Aqua Breath,
Dischord, Revenge Blast, Stone, and Quaser. When Gilgamesh takes a good chunk
of damage, he will use Protect, Shell, and Haste. Then he will do a
continuous chain of attacks:
Jump -> Blade Dance -> Throw x2: Zantetsukeken/Ragnarok/
                         Lightbringer/Mutsunokami
His Blade Dance attack will strike 4 times. He can also throw weapons at you,
like the all-powerful Lightbringer (the nerve of him...) and Zantetsukeken.
This will no doubt kill in one hit if not high leveled.
--Strategy: For once, I had to abuse Ultima. All of the other spells did
squat. Take some time to use Ultima and Vanish. When Gilgamesh uses Protect,
Shell, and Haste, make sure everyone is under Vanish. This way, you can be
safe from all of Gilgamesh's attacks.
**Thanks to Electrical Eagle on the message board to use Vanish to avoid his
attacks. I never thought about it.
DROP: Genji Helm, Genji Armor
Defeating this samurai dude will net you the Gilgamesh magicite.
<Sidequest #14> Gigantaur & Cactuar--[S14]
_____
**Note: It would be highly advisable to learn Reraise and Quick. You may
want to consider that your party members have at least a cumulative HP of
10,000. If not, then you are best off learning Reraise. If you wish, you may
want to equip the Quetzalli esper magicite.
_____
My party: Terra, Locke, Relm, Shadow
_____
[WORLD MAP]
Go to Maranda
_____
TOWN: Maranda
Talk to the man to the left of the entrance to learn about Cactuars. Go to
the desert near Maranda and finish off 10 Cactuars. After that task, go to
the SW corner of the desert and walk around until you come across the
Gigantaur.
BOSS ENCOUNTER!
BOSS: Gigantaur HP:
--This jumbo-size cactuar is a tough cookie indeed. It can use 1,000 Needles.
It does not use it once. Here is a flow of the 1,000 Needles:
1,000 Needles x2 -> 1,000 Needles x2 -> 1,000 Needles x4
To make it worse, when it dies it will use 1,000 Needles not two times, not
four times, but 10 times (do I smell 10,000 Needles?). Don't bother trying to
attack it physically. It boasts a mean evasion rate. Everytime it gets hit,
it will counter with Knockdown, which does a good 8,000 damage without any
good defense.
--Strategy: I solo trained Terra to level 65, thus allowing her to have
5,000+ HP. Even at a high level, a strategy is still required. You can have
one person use Quick and start casting Reraise. If someone has the Soul of
Thamasa on, use Quick and Reraise, then Reraise twice. Have someone go on
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healing duty with Curaga. As for some damage, you best off using Ultima, as it pierces and usually always hit. When you do a good enough damage (probably about 26,000 to 28,000) use Quetzalli and hope that someone kills Gigantaur and other one is in the air. If you do not like the Quetzalli, then make sure everyone is fully healed and has Reraise on. Conquering the giant Cactuar nets you the Cactuar magicite. Preparations for Kefka's Tower--[PKT] Before going through Kefka's Tower, let's do one final check: --Did you beat 6 dragons? If not, try to do so. --Go to the Coliseum and win some goods. Here is what I think you should try to bet and get: +Fuma Shuriken -> Pinwheel +Falchion -> Flame Shield +Elixir -> Rename Card -> Miracle Shoes +Behemoth Suit -> Snow Scarf +Impartisan -> Cat-Ear Hood -> Merit Award +Megalixer/Miracle Shoes -> Tintinnabulum -> Growth Egg +Gold Hairpin -> Dragoon Horn **These are only a few select that I think are useful. If you wish to add more, do not hesitate to E-mail me. --Try to learn alot of magic. Some I would consider are Reraise, Esuna (you should have this already), Ultima, Arise, Curaga, Quick, and Hastega to name a few. --Build some levels. I stopped everyone except Gau and Umaro at level 65-66. I see this as overkill, so I say a decent level might be level 45-50. If you need the EXP and the Dinosaur Forest is too hard, just fight outside the Forest and fight the enemies. I did all the characters solo with Vanish on so I don't have to worry about healing. As for stats, everyone had a Speed of at least 85 thanks to the Cactuar magicite (except for Terra). --Do you have Celestriads? This is a valuable Relic that reduces ALL magic consumption to 1 MP. You can get them from the Brachiosaur as a drop. To easily beat them, have a party with Relm and use Control. After that, pelt it with Blizzaga. When combined with the Soul of Thamasa, you will have a much easier time using high MP using spells. Bye-bye 80 MP Ultima, hello 1 MP Ultima! --Did you uncurse the Cursed Shield? You don't have to, but you will get an excellent shield that not only teaches Ultima, but gives great protection. Well...I can't think of anything else. Got anything to contribute, please do not hesitate. PART 22: The Final Battle: Attack at Kefka's Tower--[W22] _____ [WORLD MAP] From Albrook, go N and "land" on the Tower-looking structure. If from Tzen, qo S. _____ When you "land", an event will take place. Now you have to form three teams to tackle this place. Let me give a rundown of what bosses are expected for each team. Team 1: *Fiend, *Goddess Team 2: Ultima Buster, Gold Dragon, *Guardian, *Demon, *Goddess Team 3: Inferno/Kefu/Rahu, Skull Dragon, *Guardian, *Demon, *Fiend *NOTE: This depends on the path when you get to a certain part. Here is my team set-up:

Team 1: Terra, Cyan, Shadow, Gogo

When the dungeon starts, you will have control of Team 1. As Team 1, go down the conveyor belt and follow the path. Before you go into the doorway, go up and grab the chest with a Hypno Crown. The next area is straight forward. In the next area, be sure to open the chest for the Fixed Dice. Go down and you will be outside. Go down and go through the door. Now you will be at a dead-end.

----Switch to Team 2

The beginning path is straightforward. In the next area, go left and open the chest for a Minerva Bustier. Go down the stairs and go up through the door. The room should have a chest with the Pinwheel in it. Go out the room and go down. The next room will be the cells that Vector palace had. To the left is a beast in the cell. Talk to it...BOSS ENCOUNTER!

--This boss absorbs Holy, so don't go attacking with Holy-elemental stuff. This boss is just Ultima Weapon with a palette swap. It can use Firaga, Thundaga, and Blizzaga. It can use Southern Cross, which is fire-elemental, and Northern Cross, which can inflict Freeze on everyone. When it gets weak, it will use Tsunami/Quake/Meteor and Flare Star after each other. --Strategy: I could say keep using Ultima, but that won't be a liable strategy. Lemme come up with a decent strategy: Use your strongest attacks. In this case with my Team 2, I had Mog go Dragoon on the beast with the Dragon Horn to boot. I had Setzer attack and support with Hastega. Sabin on Blitz patrol with Phantom Rush, and Celes, as a mage, heal and attack with Ultima or whatever I choose. If only I knew that you could get a Crystal Orb if you steal from it... I checked the Bestiary after defeating it >.> <><><><><><><><><><><><><><><><>><><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>><>>><>>><>>><>>><>>><>>><>>><>><>>><>><>><>><>><>><>><>><>><>><>><>> Defeating Ultima Buster will spawn a Save Point where it was. Heal up and go down through the door. In the next area, head left and go up the stairs and through a door. In the next area, you will see 2 ladders going into a pipe: one on the left, one on the right. Go up the left ladder and go left into the next area. In the outside area, go down and open the chest with the Force Shield. Go down the conveyor belt and go into the door to the left. Inside, you should see Team 1. Press the switch nearby and a platform will move. Open the chest nearby for a Ribbon and go back outside. Go down and left and open a chest with the Force Armor. Now go right and go through the door. The next area is a straightforward hallway. In the next room, there is another one of those Legendary Dragons. "Talk" to it to initiate combat with it...BOSS ENCOUNTER!

WEAK vs. Water

--This dragon uses Thunder-elemental attacks. This boss uses Thunder, Thundara, and Gigavolt. Not much of an arsenal...

--Strategy: This dragon should be easy to take out. I need to come up with SOME kind of strategy. Sooo...use Flood, Phantom Rush, or whatever is your strongest attacks. I could say have Thunder Shields handy so you can absorb all of its attacks. I haven't seen not even one physical attack. DROP: Crystal Orb

----Switch to Team 3

Go down the conveyor belt. Go through the door to the left and follow the path and you should come across 2 chests with he Nutkin Suit and Gauntlet. Go back to the outside area. Open the nearby chest for a Red Cap. Now follow the path and you should come across a door. Go through the door. In the next area, just go left through a door. In the next area, go down and stairs and open the chest for a Hero's Ring. Go up and hop on the conveyor belt. In the next area, go left and there should be a Save Point. Heal up and save, 'cuz there is about to be a boss fight soon. Go left and...BOSS ENCOUNTER!

BOSS: Inferno (body) HP: 30,800 Kefu (right) HP: 11,000 Rahu (left) HP: 8,000

WEAK vs. Lightning (Inferno), Ice (Rahu), Fire (Kehu)

--Inferno (the body) uses Thundara, Gigavolt, Atomic Ray, a fire-elemental attack. If the boss and its arms are still intact, the boss will use Delta Attack, which inflicts Petrify. When Kefu or Rahu is gone, the boss will use Thundaga and Meteor. When both are gone, it will use Magitek Barrier, which gives it Reflect, Shell, and Protect. Rahu (left on screen) uses Rapier. Kefu (right on screen) uses Metal Cutter. The boss counters with Sobat when hit physically or magically. One of the parts seem to have some kind of Shockwave attack.

--Strategy: What you want to do is use attacks that hit all. Of course if you do and one of the parts go down, then the boss will become vicious and start chucking Thundaga. So...a strategy: In my team, Locke with the Wing Edge can possibly kill an arm with one hit with its effect. If you have any Thunder Shields, they will really help. I would say chuck Ultima, Grand Train, and use Tools like Flash, Chainsaw, or Drill. I had my Edgar with the Ultima Weapon+Master's Scroll combo, so I had an easy time defeating this monster. So long story short: use multi-targeting spells, like Ultima and Flood, to defeat it. Heal with Curaga and use Hastega and, if it proves too much of a challenge, Reraise.

WEAK vs. Holy, Fire

--This boss uses Will o' the Wisp at the start of the battle. After that, it will use Apparition, which inflicts Confuse, Doom, which inflicts a death countdown, and Disaster, which in an equivalent of Bad Breath.

--Strategy: This dragon can be tough if you don't know what you are doing. Ribbons can really help in this fight. It is weak against Holy and Fire, so cast Holy and Firaga on it to do some major damage. Despite its appearance,

Back to the dungeon...after defeating the dragon, go through the door to the right. Follow the path and you will be outside in the same area that Team 2 is in. Go up the stairs and step on the switch. The door should open.

```
----Switch to Team 1
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Now that the platform moved, go down and into the next area. The next area is straightforward. The next area is yet another straightforward section leading outside. If you remember to examine the opened chest, the path will be cleared. If it is blocked, switch to Team 3 and examine the opened chest. Go up the stairs and go left and open the chest containing a Pinwheel. Now go up through the door. You will now be in the area where Team 2 and 3 are. Go up through the door and you will reach a room with a path to the left and a path to the right. Take either one and the path will close. Left path: Go down outside. ~~Switch to Team 2~~ Move Team 2 off the switch ~~Switch to Team 1~~ Move the weight and go back inside and step on the switch ~~Switch to Team 2~~ Go up the stairs that was revealed and take the last remaining path and go outside. ~~Switch to Team 3~~ Move Team 3 off the switch, just like Team 2 ~~Switch to Team 2~~ Move the weight and go back inside and step on the Switch ~~Switch to Team 3~~ Go up the stairs that was revealed and step on the final switch. Now the path will be revealed Right path: <pretty much similar to the left path> Go down outside. ~~Switch to Team 3~~ Move Team 3 off the switch ~~Switch to Team 1~~ Move the weight and go back inside and step on the switch ~~Switch to Team 3~~ Go up the stairs that was revealed and take the last remaining

path and go outside.

~~Switch to Team 2~~ Move Team 2 off the switch, just like Team 2 ~~Switch to Team 3~~ Move the weight and go back inside and step on the Switch ~~Switch to Team 2~~ Go up the stairs that was revealed and step on the final switch. Now the path will be revealed

Either way will yield the same result except for which party will fight which bosses. Well...whatever team is in the middle, go down outside and step on the switch. Switch to the other two teams and have them go outside and go

through a door. I had... Team 1 go left, Team 2 go right, Team 3 go middle...or Left path in this case. Let's start with the middle team first. ----Switch to Middle Team Go up and go up the stairs. In the next room, you should see a machine. Approach it...BOSS ENCOUNTER! BOSS: Guardian HP: 60,000 WEAK vs. Lightning, Water --You might remember this machine during the World of Balance when you tried to enter Vector. This time, it is weakened. The machine has different battle programs. Normal-It can use Missile, which inflicts damage and can cause Sap, Mounted Laser, Magitek Laser, and Atomic Rays. Ultros-Tentacles, Entwine, which inflicts Slow on all, Ink, which inflicts Blind, and Stone, which can inflict Confuse. Dadaluma-It can use Shockwave and throw weapons like Ashura and Mythril Knife. It can heal itself with Potion and Hi-Potion. It can also use Magitek Barrier. Air Force-Diffractive Laser, Magitek Laser, Launcher, which targets all, and Wave Cannon Ultima-Meteor (Intangir), physical attacks, Flare Star It also does the programs in a cycle: Normal -> Ultros -> Normal -> Dadaluma -> Normal -> Air Force -> Normal -> Ultima --Strategy: Since this thing is a machine, it is not rocket science to figure out its weakness. If you don't know, it is Lightning. So...cast Thundaga and Hastega. As for healing, use Curaga. It is lucky no one in the party learned Meltdown. I would equip everyone with a Flame Shield and keep using Meltdown to deal damage and restore my HP. No Ultima is necessary for this boss. If you happen to have Locke, Steal and you can score a Force Armor. Defeating the boss will spawn a Save Point. Now will be a good time to save. Now you will have to face off with the Warring Triad statues. The first one I went after is Demon. If you are still using the Middle team, go up the stairs and follow the path. You will eventually reach the statue... BOSS ENCOUNTER! BOSS: Demon HP: 58,000 WEAK vs. Poison --This boss uses mainly fire-related attacks. It can use Metal Cutter, Stop, and Blaster, which can instantly kill. When its HP get low, it will start using Southern Cross, Aero, Flare Star, Meteor (Intangir), and Wave Cannon. When attacked, It will usually counter with Firaga. --Strategy: I think them Flame Shields will be pretty useful in this fight.

After defeating the statue, go through the door. There, a Save Point awaits. Heal up and Save. Go down the hole and step on the switch. Switch to another team and fight another statue. I will choose to go after Goddess since I have the Radiant Lance and the team I am using has Mog in it.

----Switch to Right team

Go up through a door. In the next room, you should see a statue. Approach it. BOSS ENCOUNTER!

--This boss uses thunder-elemental attacks. The fight will be a side attack party formation. This boss uses Thundara, Thundaga, Lullaby, and Flash Rain. As Goddess weakens, Goddess will start using Quasar and chuck Thundaga frequently. It also has some interesting attacks. One of them is called Overture. What is does? Whoever was struck by it will take the physical attacks for Goddess, even if the inflicted tries to attack Goddess. Another one is Entice. Don't get it confused and think it is a Confuse-inflicting attack. What it does is that the inflicted person will be in a somewhat "Berserk" status. What the inflicted person will do is keep attacking the party. The only ways to remedy the problems cause by Overture and Entice is to finish off the one struck by it. If you have a Dragoon set-up person (in this case, what I did to Mog), Overture-inflicted party member won't block the Jump. It will use Cloudy Heaven when it nears defeat. It puts a Doom countdown on both sides.

--Strategy: What you want to do is defeat this boss as quickly as possible. When Thundaga starts coming in, it will cause major problems as well as Quasar. Try to avoid using Holy or Thunder-related attacks and weapons, as it tends to absorb them. Try to have Reraise setup on everyone and use Hastega to get your turns quickly. Use magic like Ultima or whatever hits hard to finish this boss off. Keep HP high with Curaga.

DROP: Excalibur

----Switch to Left team

Zero, and Northern Cross, which can freeze the party. When it weakens, Fiend will flash. Then a message will say, "Fiend's aura is trembling violently!" Then it will use Force Field, which will give it an immunity to some element and sets up Reflect. Fiend will gain two attacks. The first is Targeting. It may not look much, but it is the starting move for Fiendish Rage, which does a lot of damage. When attacked physically, it will counter physically. --Strategy: This boss may be somewhat difficult. Try not to use any

Ice-elemental attacks or weapons. If someone becomes frozen from Northern Cross, use Fire to defrost the party member. When it uses Targeting, you can use Vanish on the targeted person and Fiendish Rage will miss. Vanish will wear off when Fiend uses Force Field or uses Targeting on the Vanished person. At the beginning, hit it hard with Holy, or Ultima if Holy is not strong. In this fight with Team 1, I had Terra use Holy, Shadow chuck Fuma Shuriken, Cyan use Bushido 7: Tempest, and Gogo Mimic Cyan. Be sure to cast Hastega to finish this boss quickly. DROP: Mutsunokami After defeating all of the Warring Triad statues, a conversation will take place. Rest, save, and make any changes to the party, such as equipment and stuff. When ready, go forward and press the final switch. Then a lengthy event will take place. After the event, you will be prompted to choose the party lineup when fighting Kefka. Consider your lineup. You can use your best characters first. But be careful who you send out. When a party member is Petrify, Zombie, or KO when you finish a tier, the next person in line will take the place of that one party member. EXAMPLE: First four are Edgar, Sabin, Celes, and Mog. The 5th person is Terra. Sabin is KO'ed when all the parts are destroyed. At the next tier, Terra will replace Sabin. You might want to have Locke first if you want another Ultima Weapon and the Ragnarok. My lineup: 7 – Shadow 1 - Terra 2 – Locke 8 - Sabin 3 - Relm 9 - Celes 10 – Strago 4 - Mog 5 – Edgar 11 - Setzer 6 - Cyan 12 - Gogo BOSS: Tower & Kefka _____

+-----+ --Visage can use Reverse Polarity, which puts all Tier 1 | back rows in front and vice versa, Sapping | Visage (head) | Strike, which inflicts Sap, Haste, Protect, Dread | Long Arm (under Visage) | Gaze, which inflicts Stone. When finished off | Short Arm (fist) | last, it will cast Quake. Long Arm can use +----+ Shockwave and physical attacks. It uses | Shockwave when finished off. Short Arm can use | HP |-----| Razor Gale and physical attacks. | Visage | 30,000 | --Strategy: Take out Visage first, since it has | Long Arm | 33,000 | Short Arm | 27,000 | more attacks than the other two part and uses | Quake when finished off. The other two parts are +----+ pretty simple to defeat. You can just keep using | Ultima to finish off all of the parts quickly. WEAK vs. | ------ | As for a non-Ultima strategy, hit Visage with | Water (Short Arm) | Firaga and the other parts with any hard hitting | Fire (Visage) | attack and magic. When Stealing, they all yield | Wind (Long Arm) | Elixir. +----+ _____

+----- Cross, Northern Cross, Northern Cross, Tier 2 | Flare Star, and Zombie Fang, which inflicts Zombie.

| Tiger (tiger head) | Power (blue human) | Magic (in the back)

+	+	
I	HP	
	+	
I	Tiger 30,000	
I	Power 28,000	
I	Machine 24,000	
I	Magic 41,000	
+	+	
I	WEAK vs.	
I		
I	Ice (Tiger)	
I	Poison (Power)	
I	Lightning (Machine)
I	Earth (Magic)	

| Magic uses nothing but magic. It can use Thundaga, | Holy, Imp, Reflect, Silence, Reraise, Flare, Rasp, | Machine (behind Power) | Blizzara, Firaga, Stop and Dispel. When it is | finished off, it will use 2 spells, usually Dispel. + Power uses nothing but physical attacks. It uses | 10-Hit Combo when finished off, which is 10 | physical attacks in one assault. Machine uses | Magitek Laser, Missile, which inflicts Sap, | Diffractive Laser, Atomic Rays, Gravity Bomb, which | cuts HP by half, Delta Attack, which inflicts Stone, | and Absolute Zero. Magic usually starts the fight + off with Imp.

> | --Strategy: First off, take care of Magic. It | will cause more trouble if it is left unchecked. | After Magic, take care of Tiger or Machine. Then | Power will be easy. You might want to consider | casting Reraise on everyone as well as Hastega. As | for attacking, use Ultima or hit them hard with -----+ their weaknesses, in this case...Thundaga on Machine and Blizzaga on Tiger. Use your best attacks as well. If Stealing, they yield Elixirs.

++
Tier 3
Lady (the head)
Rest (resting blue)
++
HP
Lady 9,999
Rest 40,000
++
WEAK vs.
None

--Lady uses mainly recovery magic. When it is left alone, it will cast Arise on Rest. It also has White Wind, and if left unchecked, it will always restore 9,999 HP. Lady also has an attack called Repose. It causes Sleep. Rest is the offense type. It can use Tornado, which is extremely dangerous, Trine, which, inflicts Blind and Silence, Meltdown, and Doom. When it is weak, it will start chucking Meteor (Intangir). When finished off, it will use Repose. Do not confuse it with Lady's Repose. This one kills instantly, and it may use it twice when hit twice when it dies (like Dualcasting Ultima). --Strategy: Defeat Lady first. It does all the -----+ healing and can revive Rest, which is trouble. Be sure you do not use elemental stuff on Lady, as it absorbs all elements. So...hit Lady with Flare or Ultima. As for Rest, make sure Reraise is up on everyone before it is dead. Lord knows you don't want Rest to have the last laugh. If you have Locke in this fight, use Steal on Lady to net the Ragnarok and Steal on Rest to score the Ultima Weapon.

FINAL BOSS: Kefka HP: ~60,000

--Kefka has an attack called Heartless Angel, which reduces the party's HP to 1. When a message says "The end draws near...", Kefka is preparing a somewhat powerful attack called Forsaken. He can also use Trine, which inflicts Blind and Silence, Havoc Wing, which really hurts, Hyperdrive, which hurts and can cause Sap, and Vengance, which dispels status effects. He can use Meteor, Blizzaga, and Firaga as well. I think I remembering seeing an Icarus Wing attack. When he nears defeat, he might cast Ultima.

--Strategy: Trine will be a hassle if precautions are not taken (shoulda had a Ribbon on...) Kefka usually starts the fight off with Heartless Angel, so be ready to cast Curaga. Havoc Wing is a pretty powerful attack, too. Nailed a good 4,000 on a front row party member (Mog tanked it and took 400). Hit Kefka with hard-hitting spells. Flare and Ultima should do. I really did not have to use Ultima. Relm can hit a good 9,000 with Thundaga. Anywho... hit hard and constantly heal with Curaga to win. Make use with Reraise,

Quick, and Hastega to finish off this "godly" boss. If you want a Megalixir, Steal from him. After defeating Kefka, watch the ending and credit roll. After the credits, you will be prompt to save a clear game data. Saving one will allow you to go through the Dragon's Den, if you manage to kill all 8 of the Legendary Dragons. You can also go through Kefka's Tower and fight him again to get more Ultima Weapons and Ragnaroks. Now would be a good time to go through the Dragon's Den. Don't expect a walkthrough on this FAQ. There is already one, actually two, up. Go check them out. II. Acknowledments Well, there has to be something... -CJayC - if you, the reader, is on GameFAQS, how would you be here right now? Hmm...? 0 0 -Other game websites - for e-mailing me and asking to host my FAQ and updating it every now and then -J. Humphries - confirming that a back rank party member takes less from Ultros's tentacle attack. -J. Weber - for giving me information about the items in the Figaro Cave and Narshe. -T. Oliver - for the suggestion about Terra, Cyan, Sabin team. -Electrical Eagle - telling me that using Vanish can help against Gilgamesh. -M. Milo - stating that putting Edgar to the front of the party = discount. Forgot to state ... -yyc - I'm gonna leave the @<address> for privacy reasons. Anywhoo...thanks for pointing out -You - for reading this guide. As for Copyright (that is if it still works) Copyright 2007 Steven Patton

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