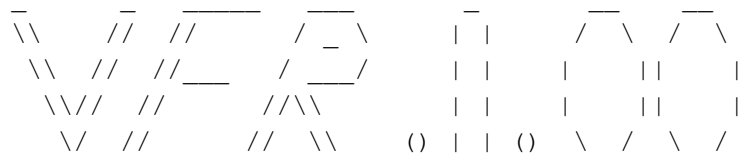
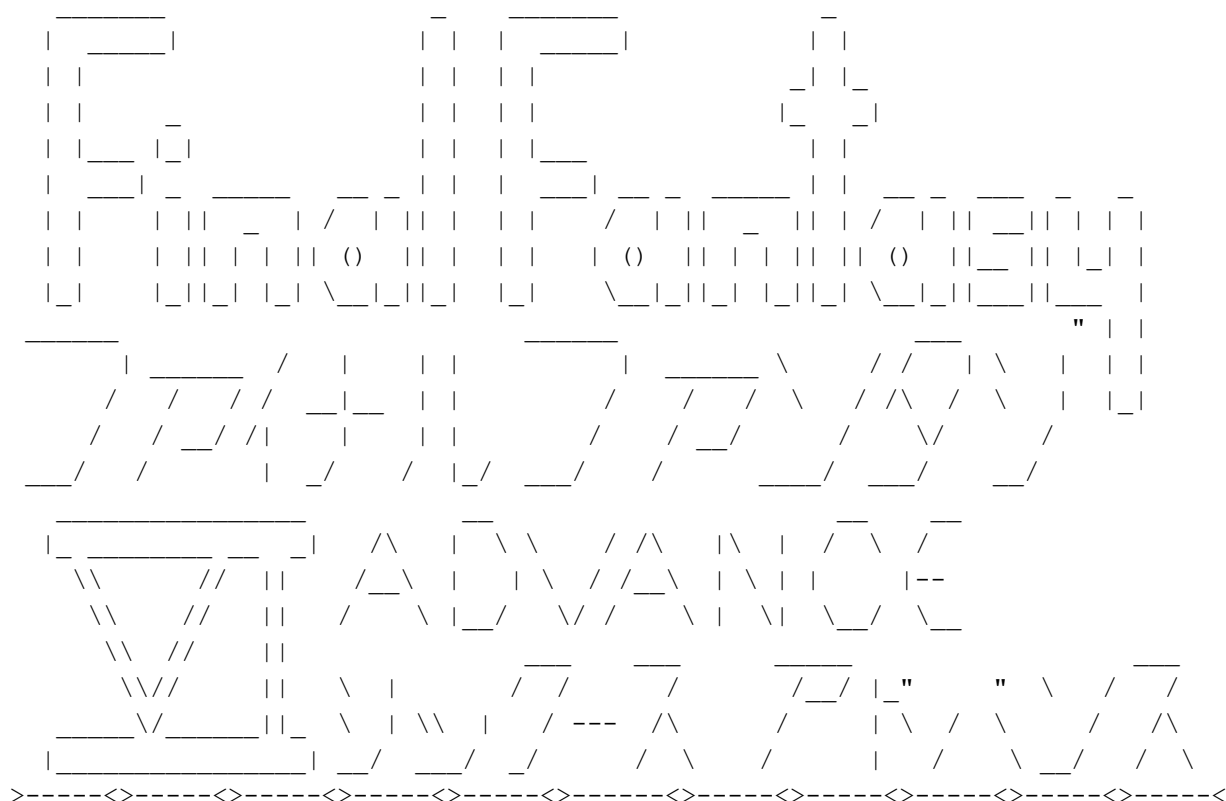


# Final Fantasy VI Advance FAQ/Walkthrough

by Tsunao

Updated on Jan 10, 2008

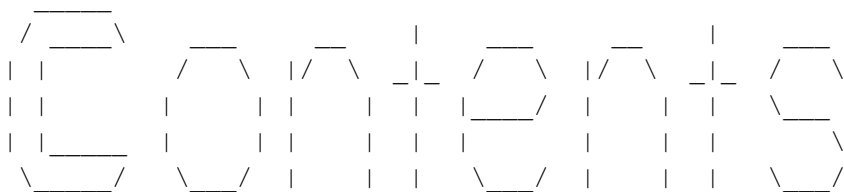


Version 1.00

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What is it?

In my FAQ, I try not to use Spoilers. I tried my best at this, as this is pretty much my second time playing this game again. Since I know where to go and stuff, I am aiming for a low-level playthrough up to Zozo, so all of your leveling up is up to you.



## I. Walkthrough-

- A. Narshe Infiltration--[W1]
- B. The Escape--[W2]
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## II. Acknowledgments

### 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 is a disadvantageous position, as if a party member is attacked physically







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 |

+-----+-----+-----+

| Item | Cost | Effect |

+-----+-----+-----+

| Dagger | 150 | Nothing special |

| 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 |

+-----+-----+-----+

| Item | Cost | Effect |

+-----+-----+-----+

| Sprint Shoes | 1500 | Doubles walking speed |

| Silver Spectacles | 500 | Prevents Blind |

| Star Pendant | 500 | Prevents Poison |

| Jeweled Ring | 1000 | Prevents Stone |

| Knight's Code | 1000 | Protects critical allies from physical attacks |

+-----+-----+-----+

+-----+

| Item Shop |

+-----+-----+-----+

| Item | Cost | Effect |

+-----+-----+-----+

| Potion | 50 | Restores 50 HP |

| 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 |

| Tent | 1200 | Restores all HP and MP of party |

+-----+-----+-----+

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









you forgot, is located to the left of the School. Examine it and the passage will open.

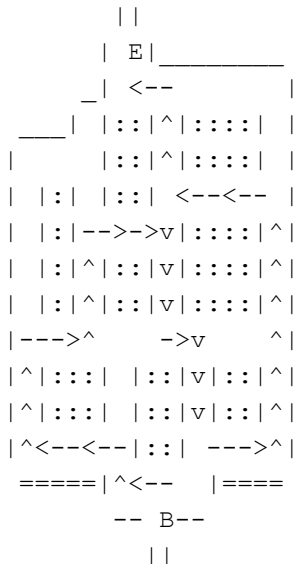
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AREA: Narshe Mines

TREASURES: Rune Blade

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Just go through the mines and follow the path. When you reach an area with a sparkling thing moving, try to remember the path. If you are lazy, wasn't looking, have short-term memory, or what has you, refer to the little diagram at the bottom (I tried my best).



Screw up once, and you will get into a forced battle. After going through the room, follow the path and take the doorway up ahead. Follow it and you will end up in the Moogles Cave. Go up and then left through a hole. Follow it and open the chest containing a Rune Blade. Follow the path out and you will eventually end up at the man's house (you know, from the beginning).

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After the conversation, that will be the end of Terra's Scenario. Next up, Locke's Scenario!

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Part 8: Locke's Scenario--[W8]  
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Locke's Scenario kicks off at South Figaro, which is under the Empire's grasp.

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AREA: South Figaro

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

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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 to 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



-----  
AREA: Cabin  
TREASURES: None  
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When you enter, a man on a chocobo will appear. He sell items.

| +-----+             |      |                                   |
|---------------------|------|-----------------------------------|
| Merchant            |      |                                   |
| +-----+             |      |                                   |
| Items               | Cost | Effects                           |
| +-----+             |      |                                   |
| Potion              | 50   | Restores 50 HP                    |
| Phoenix Down        | 500  | Revives a party member            |
| Tent                | 1200 | Restores all HP and MP of party   |
| Plumed Hat          | 250  | Nothing                           |
| Shuriken            | 30   | Use with "Throw"; inflicts damage |
| Invisibility Scroll | 200  | Use with "Throw"; bestows Vanish  |
| Shadow Scroll       | 400  | Use with "Throw"; bestows Blink   |
| Sprint Shoes        | 1500 | Doubles walking speed             |
| +-----+             |      |                                   |

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.

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[WORLD MAP]

Venture E and S through a patch of forest until you see what looks like a patch of sand and a bridge.

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AREA: Imperial Camp

TREASURES: Star Pendant, Green Beret, Mythril Glove, Remedy (Doma Castle)

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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. To 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.

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[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.







[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   |      |         |  |
|--------------|------|---------|--|
| Items        | Cost | Effect  |  |
| Heavy Shield | 400  | Nothing |  |
| Plumed Hat   | 250  | Nothing |  |
| Magus Hat    | 600  | Nothing |  |
| 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 |  |
| Tent         | 1200 | Restores all HP and MP of party            |  |

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 shoulda 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





|                |      |         |  |
|----------------|------|---------|--|
| Mythril Shield | 1200 | Nothing |  |
| Magus Hat      | 600  | Nothing |  |
| Bandana        | 800  | Nothing |  |
| Iron Helm      | 1000 | Nothing |  |
| Silk Robe      | 600  | Nothing |  |
| Iron Armor     | 700  | Nothing |  |

+-----+  
+-----+  
| Weapon Shop |

| Items          | Cost | Effect                      |  |
|----------------|------|-----------------------------|--|
| 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         | Cost | Effect                                         |  |
|---------------|------|------------------------------------------------|--|
| 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                             |  |
| Hi-Potion    | 300  | Restores 250 HP                            |  |
| Ether        | 1500 | Restores 50 MP                             |  |
| 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 |  |
| Tent         | 1200 | Restores all HP and MP of party            |  |

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.

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AREA: Figaro Castle

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This area is the same thing. Go to the shops! The supply has been changed! Here is the data:

+-----+  
+-----+  
| Tool Shop |

| Items         | Cost | Effect           |  |
|---------------|------|------------------|--|
| 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        |
| Drill        | 3000 | Inflicts damage; ignores defense |

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                   |
| Tent         | 1200 | Restores all HP and MP of party |

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                                     |
|---------------------|------|---------------------------------------------|
| Air Knife           | 950  | Deals wind-elemental damage                 |
| Chain Flail         | 2000 | Same power from back row                    |
| Moonring Blade      | 2500 | Same power from back row                    |
| Shuriken            | 30   | Use with "Throw"; inflicts damage           |
| 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 |
| Invisibility Scroll | 200  | Use with "Throw"; bestows Vanish            |

Armor Shop

| Items            | Cost | Effect  |
|------------------|------|---------|
| Mythril Shield   | 1200 | Nothing |
| Magus Hat        | 600  | Nothing |
| Bandana          | 800  | Nothing |
| Twisted Headband | 1600 | Nothing |
| Iron Helm        | 1000 | Nothing |
| Silk Robe        | 600  | Nothing |
| Iron Armor       | 700  | Nothing |

Item Shop

| Item         | Cost | Effect                                     |
|--------------|------|--------------------------------------------|
| Hi-Potion    | 300  | Restores 250 HP                            |
| Ether        | 1500 | Restores 50 MP                             |
| 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     |      |         |
|----------------|------|---------|
| Items          | Cost | Effect  |
| Mythril Shield | 1200 | Nothing |
| Twist Headband | 1600 | Nothing |
| Mythril Vest   | 1200 | Nothing |
| Ninja Gear     | 1100 | Nothing |
| White Dress    | 2200 | Nothing |

| 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                    |
| 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 |
| Shadow Scroll    | 400  | Use with "Throw"; bestows Blink             |

| Relic Shop    |      |                              |
|---------------|------|------------------------------|
| Items         | Cost | Effect                       |
| 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 |







TREASURES: Ether, Hi-Potion, Elixir

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+-----+
|  Armor Shop  |
+-----+-----+-----+
|  Items      | Cost | Effect          |
+-----+-----+-----+
| 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  |
+-----+-----+-----+
|  Items      | Cost | 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 |
| Shuriken      | 30   | Use with "Throw"; inflicts damage |
| 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 |
+-----+-----+-----+
+-----+
|  Relic Shop   |
+-----+-----+-----+
|  Items      | Cost | Effect          |
+-----+-----+-----+
| Silver Spectacles | 500  | Prevents Blind |
| Peace Ring      | 3000 | Prevents Confuse and Berserk |
| Earring         | 5000 | Increases magic power; increase with 2 |
| Sniper Eye      | 3000 | Physical attacks always hit |
| Reflect Ring    | 6000 | Bestows Reflect automatically |
| Amulet          | 5000 | Prevents Poison, Blind, and Zombie |
+-----+-----+-----+
+-----+
|  Item Shop    |
+-----+-----+-----+
|  Item      | Cost | Effect          |
+-----+-----+-----+
| Hi-Potion   | 300  | Restores 250 HP |
| Ether       | 1500 | Restores 50 MP  |
| Eye Drops   | 50   | Cures Blind     |
| Remedy      | 1000 | Cures all status effects except Zombie and KO |
| 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 |
+-----+-----+-----+

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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

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+-----+
|  Armor Shop  |
+-----+-----+-----+-----+
|      Items      | Cost |           Effect           |
+-----+-----+-----+-----+
| 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                    |
+-----+-----+-----+-----+

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+-----+
|  Weapon Shop  |
+-----+-----+-----+-----+
|      Items      | Cost |           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 |
+-----+-----+-----+-----+

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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.

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AREA: Magitek Factory

TREASURES: Flametongue, 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

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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





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 why)

=====

Before you go, Narshe's shops have added new goodies to their list. Here is the data:

+-----+

| Armor Shop |

+-----+-----+-----+-----+

| Items | Cost | Effect |

+-----+-----+-----+-----+

| 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 |

| Tiara | 3000 | Nothing |

| Golden Helm | 4000 | Nothing |

| Mythril Mail | 3500 | Nothing |

| Power Sash | 5000 | Nothing |

+-----+-----+-----+-----+

+-----+

| Weapon Shop |

+-----+-----+-----+-----+

| Items | Cost | Effect |

+-----+-----+-----+-----+

| Poison Rod | 1500 | Deals poison-elemental damage |

| Trident | 1700 | Deals water-elemental damage |

| 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 |

+-----+-----+-----+-----+

| Earring | 5000 | Increases magic power; increase with 2 |

| 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 |

+-----+-----+-----+-----+

| Hi-Potion | 300 | Restores 250 HP |

| 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                    |

+-----+-----+-----+-----+-----+

| 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 |

+-----+-----+-----+-----+-----+

| Items          | Cost | Effec                          |
|----------------|------|--------------------------------|
| 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

| Items           | Cost | Effect                                 |
|-----------------|------|----------------------------------------|
| Earring         | 5000 | Increases magic power; increase with 2 |
| Herme's Sandals | 7000 | Bestows Haste automatically            |
| Black Belt      | 5000 | May counter physical attacks           |
| Amulet          | 5000 | Prevents Poison, Blind, and Zombie     |

Item Shop

| Item         | Cost | Effect                          |
|--------------|------|---------------------------------|
| Hi-Potion    | 300  | Restores 250 HP                 |
| Ether        | 1500 | Restores 50 MP                  |
| 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          |
| Tent         | 1200 | Restores all HP and MP of party |

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                    |
|----------------|------|---------------------------|
| 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

| Items | Cost | Effect |
|-------|------|--------|
|-------|------|--------|

|               |      |                                                |  |
|---------------|------|------------------------------------------------|--|
| Mythril Spear | 800  | Nothing                                        |  |
| Trident       | 1700 | Deals water-elemental damage                   |  |
| 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





--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. :

1) 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 occurred in Doma. I never 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 asks 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 to 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 |

| Tiara | 3000 | Nothing |

| 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 |

+-----+-----+-----+-----+

| Items        | Cost  | Effect                                            |
|--------------|-------|---------------------------------------------------|
| Mythril Rod  | 500   | Nothing                                           |
| Flame Rod    | 3000  | Deals fire-elemental damage; may cast Fira        |
| Ice Rod      | 3000  | Deals ice-elemental damage; may cast Blizzara     |
| Thunder Rod  | 3000  | Deals thunder-elemental damage; may cast Thundara |
| Morning Star | 5000  | Same power from back row                          |
| Hawkeye      | 6000  | May inflict same damage from back row             |
| Heavy Lance  | 10000 | Nothing                                           |
| Darts        | 10000 | Nothing                                           |

Relic Shop

| Items           | Cost | Effect                                 |
|-----------------|------|----------------------------------------|
| Earring         | 5000 | Increases magic power; increase with 2 |
| 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           |
| Dragoon Boots   | 9000 | Changes "Attack" to "Jump"             |
| Sprint Shoes    | 1500 | Doubles walking speed                  |

Item Shop

| Item           | Cost | Effect                                        |
|----------------|------|-----------------------------------------------|
| Potion         | 50   | Restores 50 HP                                |
| Hi-Potion      | 300  | Restores 250 HP                               |
| Ether          | 1500 | Restores 50 MP                                |
| Remedy         | 1000 | Cures all status effects except Zombie and KO |
| Teleport Stone | 700  | Same as Teleport; exit dungeons and battles   |
| Holy Water     | 300  | Cures Zombie                                  |
| Phoenix Down   | 500  | Revives a party member                        |
| Tent           | 1200 | Restores all HP and MP of party               |

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.

AREA: Burning Home

TREASURES: Flame Rod, Ice Rod

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

3rd section - right door takes you to a chest containing an Ice Rod





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!

BOSS: Ultima Weapon HP: 24,000

--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

After the fight, Shadow will leave. Go up and watch the event unfold. After the event, you will have 6 minutes to escape the Floating Continent. Just follow the path and fight all of your fights, as you can't run from them. To

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                    |  |
| 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   |      |                                                    |  |
|---------------|------|----------------------------------------------------|--|
| Items         | Cost | Effect                                             |  |
| 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 |  |

| 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 |

| 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                                  |  |
| Remedy         | 1000 | Cures all status effects except Zombie and KO |  |
| Sleeping Bag   | 500  | 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 |  |  |  |
|------------|--|--|--|

+-----+

| Items | Cost | Effect |  |
|-------|------|--------|--|
|-------|------|--------|--|

+-----+



|               |       |                                 |  |
|---------------|-------|---------------------------------|--|
| Golden Shield | 2500  | Nothing                         |  |
| Beret         | 3500  | Increase success rate of Sketch |  |
| Tiger Mask    | 2500  | Nothing                         |  |
| Golden Helm   | 4000  | Nothing                         |  |
| Power Sash    | 5000  | Nothing                         |  |
| Golden Armor  | 10000 | Nothing                         |  |

+-----+  
+-----+  
| Weapon Shop |

| Items           | Cost  | Effect                                         |  |
|-----------------|-------|------------------------------------------------|--|
| 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 |

| Items          | Cost | Effect                                      |  |
|----------------|------|---------------------------------------------|--|
| 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                 |  |
| Peace Ring     | 3000 | Prevents Berserk and Confuse                |  |
| Jeweled Ring   | 1000 | Prevents Stone                              |  |
| Amulet         | 5000 | Prevents Poison, Blind, and Zombie          |  |

+-----+  
+-----+  
| Item Shop |

| Item         | Cost | Effect                                        |  |
|--------------|------|-----------------------------------------------|--|
| Hi-Potion    | 300  | Restores 250 HP                               |  |
| Ether        | 1500 | Restores 50 MP                                |  |
| 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 |

+-----+-----+-----+

| Items | Cost | 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 |

| Gaia Gear | 6000 | Absorb earth-elemental attacks |

| Power Sash | 5000 | Nothing |

| Diamond Vest | 12000 | Nothing |

+-----+-----+-----+

+-----+

| Weapon Shop |

+-----+-----+-----+

| Items | Cost | Effect |

+-----+-----+-----+

| Rune Blade | 7500 | Uses MP to deal critical hits |

| 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 |

| Enhancer | 10000 | Increase magic |

+-----+-----+-----+

+-----+

| Item Shop |

| Item         | Cost | Effect                                        |
|--------------|------|-----------------------------------------------|
| Hi-Potion    | 300  | Restores 250 HP                               |
| Ether        | 1500 | Restores 50 MP                                |
| Gold Needle  | 200  | Cures Petrify                                 |
| Phoenix Down | 500  | Revives a party member                        |
| 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               |

Upgrade equipment if you need and go to the Pub. Talk to the thief dudes and then they will start to leave. Go up and talk to the dude that looks suspiciously like Edgar. Follow him and he will stop. Talk to him again and he will start walking again. When he stops, talk to him yet again. After the conversation, go to the dock and watch the event unfold. Now you will be in South Figaro.

TOWN: South Figaro

TREASURES: (since some of the items are "upgraded), it is up to you to find them...if you left the items alone when I mentioned earlier in the FAQ)

Here is the item data:

| Armor Shop     |       |                                |
|----------------|-------|--------------------------------|
| Items          | Cost  | 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                        |
| Gaia Gear      | 6000  | Absorb earth-elemental attacks |
| Diamond Vest   | 12000 | Nothing                        |
| Diamond Armor  | 15000 | Nothing                        |

| Weapon Shop  |       |                              |
|--------------|-------|------------------------------|
| Items        | Cost  | Effect                       |
| Trident      | 1700  | Deals water-elemental damage |
| Heavy Lance  | 10000 | Nothing                      |
| Enhancer     | 10000 | Increases magic power        |
| Golden Spear | 12000 | Nothing                      |

| Relic Shop        |      |                                           |
|-------------------|------|-------------------------------------------|
| Items             | Cost | Effect                                    |
| Silver Spectacles | 500  | Prevents Blind                            |
| Star Pendant      | 500  | Prevents Poison                           |
| Fairy Ring        | 1500 | Prevents Blind and Poison                 |
| Amulet            | 5000 | Prevents Poison, Blind, and Zombie        |
| Herme's Sandals   | 7000 | Bestows Haste automatically               |
| Reflect Ring      | 6000 | Bestows Reflect automatically             |
| Angel's Ring      | 8000 | Bestows Float automatically               |
| Princess Ring     | 3000 | Bestows Shell and Protect when near death |

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

When you enter, talk to the man in front of the passage (is that the same fool that made off with the treasure on the Phantom Train? o.O) If you left the item boxes alone after going through it during Locke's story, you can score an X-Potion, Hi-Potion, and a Hero's Ring. When it comes down to it, just proceed through the cave until you see Gerad. After the conversation, hop on the turtle to go farther into the cave. The next screen will have empty chests. In the next area, if you go up, you will see Seigfried open a chest and start running. He doesn't seem to affect the area in any way. In the next area, you will be in Figaro Castle.

AREA: Figaro Castle

TREASURES: Gravity Rod, Crystal Helm, X-Potion, Hi-Ether, Royal Crown

When you enter, you will see Gerad. After he leaves, follow him and go in the direction as if you was going the room where you can ask the man to go underground. Go down the stairs. In the next area (B2F), is pretty much straight-forward from here. Just follow the path and go down the stairs. In the next area (B3F), be sure to open the chests containing the Gravity Rod, Crystal Helm, Hi-Ether, and X-Potion. GO through the western door and go upstairs to a chest with the Royal Crown. Go back and go through the central door and you will be at the Engine Room. After the conversation, guess what? BOSS ENCOUNTER!

BOSS: Tentacle x4 HP: 7,000 (Lower-right)  
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







<Recruit 1> Cyan--[WA]

[WORLD MAP]

Go into the town, which is Maranda.

TOWN: Maranda

Here is the shop data:

| +-----+             |       |                                             |  |
|---------------------|-------|---------------------------------------------|--|
| Armor Shop          |       |                                             |  |
| +-----+             |       |                                             |  |
| Items               | Cost  | Effect                                      |  |
| +-----+             |       |                                             |  |
| Crystal Shield      | 3500  | Nothing                                     |  |
| Crystal Helm        | 10000 | Nothing                                     |  |
| Oath Veil           | 9000  | Nothing                                     |  |
| Black Garb          | 13000 | Nothing                                     |  |
| Magus Robe          | 13000 | Nothing                                     |  |
| Crystal Mail        | 17000 | Nothing                                     |  |
| +-----+             |       |                                             |  |
| +-----+             |       |                                             |  |
| Weapon Shop         |       |                                             |  |
| +-----+             |       |                                             |  |
| Items               | Cost  | Effect                                      |  |
| +-----+             |       |                                             |  |
| Gravity Rod         | 10000 | May cast Graviga                            |  |
| Swordbreaker        | 16000 | May deflect physical attacks                |  |
| Falchion            | 17000 | May block attacks                           |  |
| 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 |  |
| Invisibility 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.

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AREA: Mt. Zozo

TREASURES: Red Cap, Ice Shield, Thunder Shield, Aegis Shield, Gold Hairpin

+++++







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 |

| Sniper | 15000 | May deal same damage from back row |

+-----+-----+-----+

+-----+

| 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 |

| 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 |

| Tent | 1200 | Restores all HP and MP of party |

+-----+-----+-----+

+-----+

| Relic Shop |

+-----+-----+-----+

| Items         | Cost | Effect                                 |
|---------------|------|----------------------------------------|
| Princess Ring | 3000 | Casts Shell and Protect when HP is low |
| Protect Ring  | 5000 | Bestows Protect automatically          |
| Gigas Glove   | 5000 | Increases physical attack power        |
| Angel Wings   | 6300 | Bestows Float automatically            |

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.

AREA: 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 inflicts 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.

After the fight, a conversation will take place. Examine the bookcase for the Lakshmi magicite. You now have Relm!

<Recruit #5> Strago--[WE]

[WORLD MAP]

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















triangle. (Hence, Triangle Island)

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

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AREA: Zone Eater's Belly

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.

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

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

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[WORLD MAP]

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

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AREA: Cave to the Ancient Castle

TREASURES: Gladius. Hi-Ether, Wing Edge, Death Tarot, X-Potion, Magicite Shard

+++++

I really don't know where to start. Go right and go down the stairs. To the  
right, you should see a chest. Open it for a Hi-Ether. Go left and go down  
through a doorway. You should see a chest, which is a monster chest. Open it  
for a Gladius. Go left through the wall and go up. You should be in the  
first area. Go up and then left. Open the nearby chest for a Wing Edge and  
go down through the doorway. In the next area, follow the path and go down  
the stairs. Open the chest that you saw earlier for the Death Tarot. Head  
left and go up the stairs. Follow the path and go through the wall into  
another area. In the next area, navigate through the area to find a chest  
with a Magicite Shard and another chest with an X-Potion. Now go down the  
stairs. You should now see a Save point. Save or whatever and go through the  
left stairway to the Ancient Castle.

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AREA: Ancient Castle

TREASURES: Master's Scroll, Blizzard Orb, Gold Hairpin, X-Ether

MAGICITE: Odin, Raiden\*

\*If you get Raiden, you will lose Odin.

+++++

<WARNING: DRAGON ALERT!>

Dragon #5/8 is located here.















| 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                                  |
| Remedy       | 1000 | Cures all status effects except Zombie and KO |
| Smoke Bomb   | 300  | Escape from battle                            |
| Sleeping Bag | 500  | Restores all HP and MP of one party member    |
| Tent         | 1200 | 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.

AREA: Ebot's Rock

When you enter, go up and step on a warp stone. In the next area, there will be a talking chest. It will demand coral. So...you have to go through the cave and get some amount of coral. The lowest I got was 22 pieces of Coral. While venturing through the cave, you may stumble across a save point. Just keep taking the warp stones until you get to the hungry chest. Give it the Coral and it will move. Go up and you will come see a monster.

BOSS ENCOUNTER!

BOSS: Hidon HP: 25,000  
 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.

After the fight, Strago will go to Gungho and tell about his encounter.

TOWN: Thamasa

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.























|                        |                                                      |
|------------------------|------------------------------------------------------|
| Tiger (tiger head)     | Magic uses nothing but magic. It can use Thundaga,   |
| Power (blue human)     | Holy, Imp, Reflect, Silence, Reraise, Flare, Rasp,   |
| Machine (behind Power) | Blizzara, Firaga, Stop and Dispel. When it is        |
| Magic (in the back)    | finished off, it will use 2 spells, usually Dispel.  |
| +-----+                | + Power uses nothing but physical attacks. It uses   |
| HP                     | 10-Hit Combo when finished off, which is 10          |
| -----+                 | physical attacks in one assault. Machine uses        |
| Tiger   30,000         | Magitek Laser, Missile, which inflicts Sap,          |
| Power   28,000         | Diffractive Laser, Atomic Rays, Gravity Bomb, which  |
| Machine   24,000       | cuts HP by half, Delta Attack, which inflicts Stone, |
| Magic   41,000         | and Absolute Zero. Magic usually starts the fight    |
| +-----+                | + off with Imp.                                      |
| WEAK vs.               | --Strategy: First off, take care of Magic. It        |
| -----                  | will cause more trouble if it is left unchecked.     |
| Ice (Tiger)            | After Magic, take care of Tiger or Machine. Then     |
| Poison (Power)         | Power will be easy. You might want to consider       |
| Lightning (Machine)    | casting Reraise on everyone as well as Hastega. As   |
| Earth (Magic)          | 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.    |

|                     |                                                       |
|---------------------|-------------------------------------------------------|
| +-----+             | + --Lady uses mainly recovery magic. When it is left  |
| Tier 3              | alone, it will cast Arise on Rest. It also has White  |
| Lady (the head)     | Wind, and if left unchecked, it will always restore   |
| Rest (resting blue) | 9,999 HP. Lady also has an attack called Repose. It   |
| +-----+             | + causes Sleep. Rest is the offense type. It can use  |
| HP                  | Tornado, which is extremely dangerous, Trine, which,  |
| -----+              | inflicts Blind and Silence, Meltdown, and Doom. When  |
| Lady   9,999        | it is weak, it will start chucking Meteor (Intangir). |
| Rest   40,000       | When finished off, it will use Repose. Do not         |
| +-----+             | + confuse it with Lady's Repose. This one kills       |
| WEAK vs.            | instantly, and it may use it twice when hit twice     |
| -----               | when it dies (like Dualcasting Ultima).               |
| None                | --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.                                               |

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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 Vengeance, 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. Acknowledgments

Well, there has to be something...

-CJayC - if you, the reader, is on GameFAQS, how would you be here right now?  
Hmm...? o\_O

-Other game websites - for e-mailing me and asking to host my FAQ and updating it every now and then

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-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.

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