

As a matter of fact, he is the one who inspired me to create guides. Thanks a lot. :) BTW, I really hate those thieves who stole his works.

Very Special thanks also to another one of the best guide writers ever to appear in gaming history. None other than, Dingo Jellybean. His guides are fantastic, you'll definitely get what you need and that's an example of how a true guide writer should be. Thanks Dingo!

One more note. I'd like to thank YSF (Yee Seng Fu) for coordinating with me for our guides. It's so nice to see 2 guide writers for the same game exchange information. We did this so that each of us can have a more complete guide. My guide will walk you through the game and give you the lists for everything. But if you want the more in-depth secrets and side-quests, I really recommend that you check out his Chocobo Hot and Cold and Side Quests/Secrets guides. They're the most in-depth I've ever seen. Thanks again YSF!

DISCLAIMER

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INTRODUCTION

Hello everyone! To those of you who know me, welcome back! :) This is my fourth project at GameFAQs. Seeing that this game will be the last among the Final Fantasy series that will grace the Sony Playstation console, I decided to create one too :) As with the objectives of other guides, I too would like to help out gamers out there who wants to know various infos about the game. I'm not finished with my guides, but I'm sure that I can manage. I'm a die hard RPG fan and I'll do my best to make this guide as helpful as possible.

Now, let's talk about the game itself. The 9th installment in the Final Fantasy series is really, IMHO, the best Final Fantasy ever! (It's second best RPG to me because I like Chrono Cross more). Final Fantasy IX is a whole new world and is not a sequel of any of the previous Final Fantasies. The hero in the game is Zidane, a member of a band of bandits called Tantalus. It was then that fate led them to meet the princess of Alexandria, Garnet. Princess Garnet is really not happy about everything around her inside the

castle at Alexandria. She then decided to leave the castle for good and that led her to meet Zidane. I won't spoil you anymore so let's start the guide!

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E-MAIL POLICY
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For the past few months, I've been receiving such a great number e-mails and some of them are quite annoying (just 2 of them though). So, I decided to put up this e-mail policy as a guide for you if you want to send an e-mail to me. Here are the things that you must do/must not do in sending an e-mail regarding this guide and any of my other guides:

Do's

1. Send me a question, which cannot be found on my guide. I will be more than happy to help you.
2. Try to be specific in order for me to understand what you're trying to ask me.
3. You can send in your questions/other e-mails in text or HTML format. No executables.
4. Check first the latest version of the guide before sending questions, contributions, etc. If you use later versions, the answer/s to your questions might have been answered already and will be most likely to be ignored. Check GameFAQs.com or vgstrategies.about.com for the latest updates.
5. If I happen to forget you, just e-mail me nicely and I'll respond to you ASAP.

Don'ts

1. Don't send any questions that can be answered from my guide. And don't be persistent in doing so.
2. Don't send nonsense e-mails like "I want to marry you!" "Can you buy me this or that?" etc.
3. Don't say bad words. F\$#k Y%u! and the likes.
4. And, don't send Chain letters! Please!
5. Don't send executable files (.exe, .com) as an attachment. I don't want any Trojans wandering around.
6. No spamming (repeated messages).

If you do any one of the "Don'ts", your e-mail will be ignored then deleted. Period.

Virus Info

There are still some people who are infected with the Snow White virus. You may receive an e-mail that is from hahaha@sexyfun.net that's all about Snow White and the seven dwarves. Here's what you can do to check if you are infected or not. Now, send a mail to yourself. This may sound crazy, but it works. If you receive another e-mail, which has the snow White virus, at the same time or a little later than the ones you send to yourself, it means that you are probably infected with the virus. To confirm this, check the IP Address and the STMP server indicated in the virus e-mail. Don't worry about infection, as long as you DON'T open the attachment, you're safe. But, if the IP Address and the STMP server in the virus e-mail is the same as the ones in your e-mail, you are 100% infected. So, run a virus scanner.

To prevent any virus from infiltrating, DO NOT open executable file such as (*.exe, *.com, *.scr, *.pif, *.bat) even if they're from a trusted friend or a family member. They may not know that they are infected. JPEGs and TXT files are safe. :)

UPDATES/REVISIONS
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Game/Guide Progress:

I just thought some of you may want to know my progress for the guide and the game itself so, here it is. Note that I played 4 games already.

Game1: 43:04:34

Game2: 85:40:26
Game3: 44:53:19
Game4: 20:57:17
Total play time: -194:35:36-

Guide: 100% complete

File Sizes:

Part 1 (496 KB - 507,421 bytes)
Part 2 (417 KB - 427,428 bytes)
Total e-mails: 3,130 since November 2000
(about FF9 only)

Final Version Update (Started: July 9, 2001)

I polished the guide and found some mistakes and a few things to add. Hopefully, this will be the final update for the guide. Thanks again everyone. Thanks to YSF for the information exchange.

- Treno Knight's House Update
- Short Update on Quale
- New Tetra Master Strategy
- Friendly Monsters Update (Yan)
- Special Abilities

Final Version (Started: April 22, 2001)

This is it, the final version of the guide. What a momentous occasion for my 21st birthday. I'll make sure every list is complete and all needed infos are in. Sad to say but I might not update this guide anymore as I think it's enough to help you out. Thanks again for reading the guide. Hope you enjoyed the game as much as I did!

- Various Walkthrough spelling/grammar corrections
- Lich Strategy
- Tetra Master Section Updates
- Removal of some irrelevant infos
- Final addition to Ozma Strategy (check these out!)

Version 1.43 (Started: April 7, 2001)

Greetings everyone! This is just a short update. Hopefully, I'll be able to release the final version anytime in April.

- Leveling up Steiner early in the game (when you visit Treno for the first time. Check the walkthrough)
- Jump Rope update
- New Ending Info (spoilers)
- Side Quests and Secrets Update
 - Treno Auction House
 - Tips on beating the Yans (new)
 - Chocobo's Paradise Treasures correction

Version 1.42 (Started: January 31, 2001)

This update took a lot of work. I fixed some text that resembles previous versions like, "I haven't found this or that yet" but actually, I already did in the latest version. FYI, I re-read the entire guide to fix this. Also, I decided that I won't be doing any new FAQs for now. However, I'll do FAQs once I get my hands on my own PS2. So, the first game in line would be FF10.

=) Just as some of you requested.

- Level Up Update
- Alexandria (Disc 3) Items
- New Ozma Strategy

- Tips on Beating the Yans (check Side Quest #12)
- Progress Info Update

Version 1.41 (Started: January 16, 2001)

The limelight to the completion of the guide is already in sight! :)

- Walkthrough Update:
 - Cat in Alexandria
 - Alexandria items (Disc 1 and Disc 3)
 - Things to do before Shimmering Island
 - Stiltzkin's offer at Alexandria (Disc 3)
 - New Necron Strategy
- Level Up information Update
- Characters Section Update
- Tetra Master Rules Update
- Card List Update
- New Ozma Strategies
- Beach Hunt update
- Encountering Ragtime Mouse SEQUENTIALLY!
- Ragtime Mouse's exact questions!
- Mognet Central update
- Carbuncle and Fenrir Secret (update)
- Card List Update

Version 1.40 (Started: January 13, 2001)

- Contact Info Update
- More Detailed Table of Contents
- Level Up info update
- Card List Update (Town Cards' alternate location *important*)
- Card Collector Level Update
- The Stellazzio Story (included in Stellazzio Section)
- Battle at Treno Knight's House
- Qu Marshes Update
- Carbuncle's Secrets
- Final Fantasy II OST Secret
- Chocobo's Abilities Update (Dead Peppers, etc.)

Version 1.39 (Started: January 11, 2001)

- Walkthrough Update:
 - Black Mage Village Directions (fixed)
 - Info in Entering Desert Palace
- Status Effects Update
- Level up Information Update
- Card List Update

Version 1.38 (Started: January 8, 2001)

Here's another batch of updates. More to come. :)

- *Important*
 - How to get the chests that you can't access at Cleyra's Trunk
- Walkthrough Update:
 - Multina Racket at South Gate
 - Phoenix Pinion at Cleyra Settlement
 - Zuu and Nymph Card at Cleyra
 - 1,800 Gil at Conde Petie
 - Ether and Elixir at Black Mage Village
 - Ether at Conde Petie Mountain Path
 - Phoenix Down at Madain Sari

- Elixir and a Cachusha from Mr. Morrid's Side Quest
- Elixir and a Remedy at Lindblum in Disc 3 (Card Freak Gon)
- Tent inside Hilda Garde 3
- Game and Guide Progress
- Blackjack Mini-Game (after ending)
- Virus Info Update

Version 1.37 (Started: January 5, 2001)

Here are just a FEW of the contributions. There are TONS more to come. :)
 Thanks for your support everyone. Check out the Virus Information in the e-mail policy. This might help you too.

- Walkthrough Update:
 - Beginning of the game update
 - Baku steal information
 - Extra Gil at Alexandria
 - Ether at Lindblum Grand Castle
 - Items at Dali
 - Silver Gloves at Lindblum synth shop
 - Gil outside Lindblum Inn
 - Festival of the Hunt fixed
 - more Tantarion Strategy
 - Meltigemini Attack Update
 - info at Oeilvert
 - new Strategies for the 4 Chaos guardians at Memoria
 - small Special Battles correction
 - Ragtime Mouse Update
- E-mail Policy Update

Version 1.36 (Started: January 4, 2001)

- Walkthrough Update:
 - 4-armed man in Daguerreo
 - the Burman Coffee
 - Ozma Strategy
- New Side Quests
- Level Up information

Version 1.35 (Started: January 2, 2001)

- Level Up information
- Card List Update

Version 1.34 (Started: December 31, 2000)

- Walkthrough Update:
 - more items at Mt. Gulug
 - Finally, maps for Chocographs and Paradise Treasures
 - small Chocobo Hot and Cold Update

Version 1.33 (Started: December 29, 2000)

I'll now be working on finishing the abilities list! Also, I'll include more reader contributions on the next update. And please read the E-mail Policy first if you want to send in an e-mail. Thank you for understanding.

- Walkthrough Update:
 - Racing with Hippaul
 - After getting the Blue Narciss (Alexandria Card)
- The use of the Aloha Equipments!
 - included in Side Quest #12

- Level Up Information

Version 1.32 (Started: December 24, 2000)

-
- Walkthrough Update:
 - Alexandria Castle Elixir (Disc 1)
 - Chest at South Gate
 - Ralvuimago Strategy
 - Cleyra Settlement Additions
 - Tantarion in Alexandria
 - Armodullahan at Fossil Roo
 - Black Belt at Black Mage Village
 - New Soulcage Strategy
 - Zorn's Steal info
 - Info on Kuja (end of Disc 3)
 - Earth Guardian Strategy
 - Beach Sub-Quest (see Chocobo's Paradise Side-Quest)
 - info about the use of the beaches around the world
 - Excalibur 2 Info
 - Card List Update

Version 1.31 (Started: December 19, 2000)

I'll be taking a Christmas break and the date when I'll be returning is still tentative. But, I'll be back with more. Thank you for your support!

- Important Ending information!
- Walkthrough Update:
 - More items at theater ship at the beginning of the game
 - Fixed Qu's Marsh
 - Getting the Ancient Aroma more efficiently
 - small fix at Fossil Roo
 - New Item at Lindblum
 - New Item at Iifa Tree
 - Desert Palace Info
 - Small update at Daguerreo
 - Correction at Stellazzio List
 - Finally, I beat Ozma. Check Ozma's Side Quest.
 - Lots of Strategies!
- Card List Update
- Chocobo Hot & Cold Update
- Corrected some major spelling errors

Version 1.30 (Started: December 18, 2000)

-
- Walkthrough Update:
 - Steal info for Steiner at Theater Ship
 - New item at Conde Petie
 - New cards at Alexandria (Disc 3)
 - Battle at Treno Knight's House
 - Character Renaming
 - Where to gain EXPs and APs (I included this for your convenience)
 - Small Update on Excalibur II
 - Level Up Information (leveling up section in game information)

Version 1.29 (Started: December 15, 2000)

Well, I just started another game. :) I reached 35:59:20 in my first game where I didn't finish it. For the second game, I reached 84:01:09. For a total of 120 hours! And for the contributors, please hold on. I have all your contributions in another file and they will be added soon. Don't worry, your

credit will be yours only. :)

- Walkthrough Update:
 - Phoenix Pinion at the very beginning of the game
 - Hippauls Cards at Alexandria Church/Steeple
 - Fixed Mognet Central
- Character Specific Abilities transferred to Part 2
- Stellazzio information fixed (Cancer)
- Qu Marshes Update
- E-mail policy revised (quit sending those executable please!)

Version 1.28 (Started: December 14, 2000)

- Chocograph Pieces (extra info) included at Chocobo Section.

Version 1.27 (Started: December 13, 2000)

- Transferred special Battles and Pop Quiz to this part of the guide
- Walkthrough Update:
 - Potion at the very beginning of the game
 - Getting Quina early in the game
 - gil at Treno Auction House
 - Brigandine Vest inside Iifa Tree
 - Extra Equipment at Pandemonium
- Card List Update
- Pop Quiz Update
- Special Battles Update

Version 1.26 (Started: December 11, 2000)

- Walkthrough Update:
 - Equipment Shop in Daguerreo
 - new item at Memoria
- Side Quest Overhaul! (check Table of Contents)
 - includes the Excalibur (check Treno Side Quest)
- New Card Collector Levels
- Card List Update

Version 1.25 (Started: December 10, 2000)

- Walkthrough Update:
 - Prizes from Brahne after fighting scene of Zidane and Blank
- Modified the Side Quests (new)
 - Treno (Stellazzio, Card Stadium, Behemoth, Auction House)
 - Excalibur 2
 - Chocobo Mini-Guide
- Modified Chocobo's Paradise Treasure Locations
- Madain Sari Sub-Quest Update
- Card List Update

Version 1.24 (Started: December 9, 2000)

- Walkthrough Update:
 - Card Phantoms
 - Amarant's Rune Claws
 - Zidane's Dyne Abilities

Version 1.23 (Started: December 7, 2000)

The walkthrough is finished! Yippee! What an ending! Don't go to the ending yet if you haven't finished the game yet or it'll spoil the story for you.

For the contributors, I have a whole lot of them. I'll do my best to include everything. Thanks again everyone!

- Walkthrough Updates:
 - Getting the chest behind the falling floor at Burmecia
 - Locations of some of the Ghost Card Masters at Memoria
 - Save point before entering Space
 - Walkthrough finished! (at long last)
- Card List Update

Happy Birthday to my favorite singer! Ms. Olivia Lufkin from Japan.
Omedetou Gozaimasu!

Version 1.22 (Started: December 6, 2000)

- Walkthrough Updates:
 - Complete Boss Information
 - Moogles Suit and Autograph at Lindblum in Disc 1
 - Gil at South Gate (before Treno)
 - Gysahl Greens at Cleyra Settlement
 - Steal info for Beatrix
 - Steal information for Black Waltz #3 2nd encounter
 - Maiden's Prayer at Ipsen's Castle
 - The Tower for Zidane at Memoria
- Card Collector Title
- Few Spelling Corrections

Version 1.21 (Started: December 5, 2000)

Dear me, this is the thing that I hate most. I received some e-mails that are corrupted (i.e. weird characters and incomplete). I got more than 20 e-mails like these. It may have something to do with the Mail Server. So, I'd like to tell you that I will reply to your message if it is sent successfully to me. If I didn't reply for about 3-4 days, that means your e-mail might not be sent successfully. Now, back to work... :)

- Chocobo's Paradise Treasures and Locations
- Card List Update

Version 1.20 (Started: December 4, 2000)

- Walkthrough Update:
 - Side Quests
 - Stellazzio
 - Chocobo's Paradise
 - Fix at last boss (it isn't Hades, sorry it's a typo)
 - Various Boss Steal Info
 - Desert Palace (Bloodstones)
- Complete Chocograph Locations
- Card List Update
- New Card Collector level

Version 1.19 (Started: December 3, 2000)

I'm already at the end, and gosh Necron's tough. :) Check out the other updates too. Note to contributors, if I ever forgot your contribution or your credits please send me an e-mail and inform me. I sincerely apologize if that happens. I have a flooded mailbox so I might miss some e-mails. Please understand.

- Walkthrough Update:
 - finished up to Necron
 - the legendary synthesist! :)

- Side Quests (near the beginning of Disc 4)
- Card List Update.

Version 1.18 (Started: December 3, 2000)

-
- Walkthrough Update:
 - New Jump Rope prize
 - The Real Card Rules! Check Tetra Master.
 - Card List Update
 - More Chocograph Locations

Version 1.17a (Started: December 2, 2000)

From here on, I decided to update both parts at the same time. I got confused when I tried to update one part only. This also to the benefit of the Webmasters who have my guide and also to everyone.

- Walkthrough Update:
 - Antlion steal information
 - Info at Ipsen's Castle
- Card Collector title

Version 1.17 (Started: December 1, 2000)

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- Chocobo Information
 - Complete Chocograph List
 - Chocobo Air Garden
 - Chocobo's Paradise
 - Card List Update

Version 1.16 (Started: December 1, 2000)

Ok. It seems that the file will be a lot bigger than I thought. So, I decided to split the guide into 2. This is for consideration to those who have Dial-Up Connections (like me). People are starting to e-mail me about the size of the file. So, here it is. For any suggestions/comments/contributions, just e-mail me at my address at the top of this document. Thank you.

Note: I'll be separating the Revision histories from now on.

Version 1.15 (Started: November 30, 2000)

Well, I'm having fun discovering those Chocographs. Gosh, they're really hard to find. Anyway, I'll continue on until I complete all Chocographs and their locations and discover what's in store afterwards. C'ya!

- Ability List Update
- Special Battles Update
- More Cards! (w/ locations)
- New Chocographs (and locations)
- Chocobo Lagoon section
- Stellazzio Update
- Equipments Update (Zidane's Weapons)
- Enemy List Sample

Version 1.14 (Started: November 28, 2000)

Woohoo! The walkthrough is at Disc 4 already. :) Just a little bit more and it's the end of the walkthrough! I'll be concentrating in the Card game and the Chocobo from now on. For the contributors, I'll be including the last message in the reply. I'm getting at least 50 e-mails a day all about FF9. As you can see also, there are 2 news sections to this guide :) More work!

Thanks a lot for all of your support. Now, back to work!

- Walkthrough Update:
 - steal info for Black Waltz #1
 - Finished right before going to Iifa Tree at Disc 4
- Blue Magic Section (new)
- Card List update! (Card locations included)
- Card Collector Level update
- Summons Update
- Ability List Update
- Character Section Update
- Stellazzio Update
- ATE List Update
- Moogles Locations Update
- Shop List Update
- Fantasy Trivia Update
- New FAQs
 - FAQ #1 updated (new sites)
- Credits Section Update

Version 1.13 (Started: November 25, 2000)

I blew it. I hope everybody will understand. I'm on my way to finishing Disc 3 already. But, I really have to update now for 2 reasons: First, there are a lot of people who sent in the same info and some are mad at me for not updating. Second, it's your right to know the progress of the guide. :) So, here is the current progress of the guide. I'll continue working now, bye!

- Walkthrough updates:
 - Fixed equipments at Iifa Tree
 - Strategy vs. Soulage at Iifa tree
 - On the way to Ipsen's Castle
- Ability List update
- Status Effects minor correction
- Weapon/F. Monster/Rare Card Locations (new section)
- Mognet and Moogles Locations update
- Summon Magic minor correction
- ATE List Update (a lot!)
- Stellazzio Correction
- Treno Auction House update
- Shop List Update
- Fantasy Trivia update (tons)
- FAQ #1 update (new site)
- Credits Section update

Version 1.12 (Started: November 24, 2000)

Ok. When I update this guide the next time, I'll make sure that the walkthrough will be finished for good. It will take longer than my previous updates but I'll do my best to complete it ASAP. As for the contributors, I'd like to make a request. I'll be concentrating on the walkthrough so, if you have contributions, you can send it after I finish the walkthrough. As for questions, you can send them in and I'll be more than happy to answer them. Thank you.

- Walkthrough Update:
 - Finished up to the beginning of Disc 3
- Ability List Update
- Items/Key Items Update
- ATE List Update
- Moogles locations Update
- Pop Quiz Update
- Shop List Update

Version 1.11 (Started: November 23, 2000)

Webmasters:

Please inform me if you want to put my guide on your website. I've found some already that I didn't know of. I won't eat you or anything :). All I ask is for you to tell me, so that I can also put your site in the guide.

- Walkthrough Updates:
 - Prize if you pleased all 100 audiences in the fighting sequence in the beginning at Alexandria
 - new items stolen from Baku in the very beginning of the game
 - Finished up to Conde Petie in Disc 2
- minor Status Effects correction
- Beatrix' Abilities
- Ability List Updated
- Chocobo Hot & Cold update
- Chocograph (1 new, 1 discovered)
- Special Battles Updated
- ATE list updated
- Moogles locations updated
- Shop List updated
- Credits Section Updated [for the Webmasters also :)]
- FAQ #1 update (new sites)

Version 1.10 (Started: November 22, 2000)

whew! At last I finished that HUGE update. Enjoy! :)

- Walkthrough Update:
 - Correction at Festival of the Hunt
 - Finished up to Red Rose
- E-mail Policy (new)
- Characters Section Update
- Ability List Update
- Items/Key Items List Update
- ATE List update
- Special Battles Update
- Stellazzio Update
- Chocobo Hot & Cold info (see Bonus Points)
- Summons Update/Correction
- Treno Auction House (new section)
- Moogles Locations Update
- Fantasy Trivia corrected
- Shop List update
- New FAQs (a lot)
- FAQ #1 update (new sites)
- New Gameplay Tips
- Credits Section Update

Version 1.09 (Started: November 21, 2000)

I decided to continue updating the Ability List because if I update it after the game, I'll miss the AP requirements of some of them because I might have learned it already. The equipments will be updated after the walkthrough.

- Walkthrough Update:
 - Beginning of Treno in disc 2
- Ability List Update
- Items/Key Items Update
- Shop List Update
- Moogles Location Update
- Info on Stiltzkin

- FAQ Section update

Version 1.08 (Started: November 20, 2000)

As for now, I'll be halting my updates for the equipments/abilities list. It takes a lot of time and prevents me from complete the Walkthrough fast enough. As for the rest of the guide, update will continue. PS: In my first game, I moved on to Memoria. I don't plan to finish the FFI using my first save. I'll be finishing it now in my second game. Again, please don't send contributions yet. Let me finish the walkthrough first.

- Walkthrough Update:
 - Trance Abilities of some Characters.
 - ATE List Update
 - Equipment List Update
 - Moogle locations Update
 - Shop List Update

Version 1.07 (Started: November 19, 2000)

-
- Walkthrough Update:
 - Up to beginning of Cargo Ship (after Dali)
 - Character information update (Trance and Skill abilities)
 - New Arch-Enemy
 - Status Abilities (see Abilities Section)
 - elemental properties
 - Ability List Updated
 - Equipments List updated
 - Items and Key Items Update
 - ATE list updated
 - New Stellazzio
 - Shop list updated
 - New Moogle Locations
 - New FAQs
 - FAQ #1 update (new site)

Version 1.06 (Started: November 18, 2000)

-
- Walkthrough Update:
 - After leaving Tantalus to save Garnet
 - Status Effect revised again
 - Ability List Updated
 - Equipments update
 - Items and Key Items Updated
 - Moogle Locations update
 - ATE List update
 - New Fantasy Trivia
 - Credits Section Updated

Version 1.05 (Started: November 17, 2000)

(I finally reached Disc 4. Now, my New Game is still ongoing and I'm writing everything in plain paper. This will be slow but will surely be completed in time. Meanwhile, enjoy the BIG update)

- Cures for Status Effects revised
- Modes of Transportation (new)
 - Check 'Moving About' Section
- New Supporting characters and Arch-enemies
- New Chocobo info (abilities)
- New Chocobo Hot & Cold Items
- Chocobo Hot & Cold Bonus points!

- New Chocograph w/ actual location in world map
- Special Battles (New Section)
- Summon Magic Update
- New Stellazzio
- Tetra Master (revised rules, new title)
- Equipments Section Update! (weapons, armor, etc.)
- Shop List Updated!
- Partial Card List
- FAQ #1 update (new sites!)
- Credits Section Updated

Version 1.04 (Started: November 16, 2000)

I'm now on a new game and I'm doing the walkthrough itself. I'll also revise the Card Game Rules as I find it incorrect. I discovered the REAL rules and I'll do it again and again to verify it.

- all about Chocobos (new section)
Chocobo info, Chocobo Forest and Chocobo Hunting Guide
- Card Game Strategies (new)
- FAQ #1 update (new site)
- Fantasy Trivia Updated
- Credits Section Updated

Version 1.03 (Started: November 15, 2000)

(I'm already at Disc 3 and I'll be finishing it soon. It's hard to keep spoilers at bay. Especially what happened to Brahne.)

- Characters Section Update
- Summon Magic Section (new)
- New Card Game Info
- Card collector level update (New Titles and Scoring System)
- Stellazzio Update

Version 1.02 (Started: November 14, 2000)

- New Characters!
- The Elements Section (new)
- Pop Quiz Section (new)
- Tetra Master Rules Finished
 - Card Collector Level update (Titles)
- Stellazzio update
- Status Effects List
- Fantasy Trivia Update
- FAQ #1 (new website)

Version 1.01 (Started: November 13, 2000)

- Walkthrough Update:
Small update at Alexandria
- Random Battle Information
- Abilities Info Updated
- New Contact Information
- Stellazzio Info
- Started the Tetra Master Section
- New Sections! (Fantasy Trivia, Moogle Locations and ATE List)

I1, contains information about the total time elapsed in the current game.
I2, on the other hand, shows your current location.

2. Item Sub-Menu

```
-----  
  
-----  
| Use      Arrange  Key | Item  |  
-----  
| Potion   5      Ether  3     |  
|          |          |          |  
|          |          |          |  
|          |          |          |  
|          |          |          |  
|          |          |          |  
-----
```

The item menu contains information about your Item and Key Items Inventory. It lists all of the items and their respective quantities. You can arrange them if you want so that you can browse through it quickly.

For the Key Items, it lists every Key Item that you acquired. You can then use the Examine button (X) to view that Key Item's Description.

3. Ability Sub-Menu

```
-----  
  
-----  
| Use      Equip    | Ability |  
-----  
|          |          |          |  
|          |          |          |  
-----
```

Here, you can use Abilities that can be used out of battles such as Cure, etc. You can also equip the abilities of your characters here. Abilities are explained on the abilities section of this guide.

4. Equip Sub-Menu

```
-----  
  
-----  
| Equip  Optimize  Off | Equip |  
-----  
|          | Weapon:          |  
|          | Helmet:          |  
| C. STATUS | Wrist Band:     |  
|          | Armor:           |  
|          | Accessory:      |  
|          |-----|  
|          | I1              |  
|          |-----|  
|          | I2              |  
-----
```

In this menu, you can equip your characters with the equipments that you found/bought during the game. You can use the OPTIMIZE Option to automatically equip the current character with the best equipments that he/she can have.

For the menu, C.STATUS shows the current stats of your character. I1, shows the ability of the current equipment highlighted. I2, shows the different abilities you can learn from that specific equipment and it's AP requirements. (More info on AP can be found in the abilities section)

5. Status Sub-Menu

```
-----  
-----  
| CS                | C1 |  
-----  
| Speed            | I1  |  
| Strength         |-----|  
| Magic            |     |  
| Spirit           |     |  
| Attack           |     |  
| Defense          | WI  |  
| Evade            |     |  
| Magic Def        |     |  
| Magic Evade     |     |  
-----  
-----
```

The character status screen shows you the stats of your characters and more. CS contains info about the HP/MP/Level/Magic Stones of that character. C1 contains the commands that can be used by the character during battles. I1 contains the current experience points and the experience points needed to level up. WI contains info about the equipped weapon, helmet, wrist band, armor, accessory of the character.

Note: The character stats on the left are explained at the Character Stats Section of this guide.

6. Card Sub-Menu

This will show you your collection of cards and info about your collector level.

```
-----  
-----  
|                | I2 |  
|                |-----|  
| I1            | I3 |  
|                |-----|  
|                | I4 |  
|                |-----|  
|                |    |  
-----
```

I1 contains all the cards that you've collected so far. This also included info on the quantity of the current card and its type. I2 contains info about collector level. It's tells you what kind of card game player you are. I.e. beginner. It also tells you your card game points and your current level. I3 shows you the number of wins, losses, draws in card games I4 contains info about the current card that is selected, it's name, quantity, and arrows.

Card Game or Tetra Master, is explained in the Tetra Master Section of this

guide.

7. Config Sub-Menu

You can set various parameters of the game in this sub-menu.

```
-----  
| Sound           | Stereo | Mono   |  
| Control         | Normal | Custom |  
| Cursor         | Initial| Memory |  
| ATB            | Active | Wait   |  
| Battle Camera  | Auto   | Fixed  |  
| Battle Control | Normal | Custom |  
| Movement      | Walk   | Run    |  
| Battle Speed   | S ===== F |  
| Field Message  | S ===== F |  
| Here Icon     | On     | Off    |  
| Window Color   | Normal | Classic|  
| Target Window  | Auto   | Always |  
| Vibration      | On     | Off    |  
-----
```

Here's a brief explanation of each:

Sound = Stereo for surround sound, Mono for one speaker TVs only

Control = Default controls or set your own controls to suit your needs

Cursor = Let the game memorize your moves and then use it on the next battle

ATB = Active Time Battle.

Active = your opponent will not wait for you to finish your move

Wait = your opponent will not attack you while you're selecting from
The command menu during battles.

Battle Camera = Auto: computer will change viewpoints of the camera

Fixed: you'll have a somewhat like a bird's eye view of the
Battle field

Battle Control = Default battle controls or change controls according to your
needs

Movement = Either walk/run when the D-pad/analog is used

Battle Speed = Slows down or speeds up battles

Field Message = Slows down or speeds up text displayed in pop-up windows.
Very useful.

Here Icon = display or hide the Here Icon in the field (the hand pointing at
Your character)

Window Color = change from default or classic background color & vice versa

Target Window = auto display or always display

Vibration = On for Analog controllers only. Turn this off if you're using
normal controllers.

C. GAME BASICS

The following sections will guide you through the basic in playing the game.

1. Moving About

Just as the previous Final Fantasies, you just have to press the D-Pad or use the Analog Stick in order to move around. You can also choose to Run/Walk when you press the D-pad or use the Analog Stick. You can configure it at the config sub-menu.

Here Icon

The 'Here' Icon will tell you where you are. There are some times that your character is covered by some objects. You can use this Icon to determine your exact location. This is especially helpful if you're stuck.

Field Icons (!)(?)

You can see these icons if there are some interesting objects around you. Once you see it pop out, use the Examine/Confirm button to check it out. You can get items, gain information, open doors, and much more. You'll never know what surprise comes in your way.

Transportation

You'll also encounter different modes of transportation in the game.

a. Blue Narciss = It is a ship created by Regent Cid and can only navigate through deep waters. Here are the controls:

Square = Move backward, Circle = Leave the ship, Triangle = go inside the deck, X = Move forward.

Note: you can only leave the ship in beaches.

b. Hilda Garde 1 & 3 = It is the airship of Regent Cid named after his wife. This transportation is very fast and can only land in level ground (flat ground). Its controls is almost the same as the Blue Narciss except that when you use the Circle button, the airship will land.

c. Chocobo = You can ride on the back of the cute Chocobos (cuter than Pikachu). You can also search for treasure while riding it. For more info about Chocobos, check the section about Chocobos in this guide.

2. Attacking and Battle System

Battle System

The battle system is just almost the same at the previous final fantasies. There is the 'ATB' or the Active Time Battle which will tell you if that character can turn now. If it's full, you can now issue commands to that character to do an attack, defend, etc.

The battles also depends in the HP (Hit Points) System. HP is the total amount of damage your character can endure. If it reaches 0, that character is KO'd (knocked out). You can revive him/her using Phoenix Downs.

If ALL of your party members' HP are 0 the game will be over. You now have to restart again to where you last saved your game.

Now, there are different types of attacks. They are the Physical Attacks, which your character uses the weapon he/she has and uses it at your opponent. There are also special attacks which only this certain character can do. Like Sword Tech which only Steiner can use. There's also the Abilities which your character can learn and use at opponents (more to this at the Abilities Section).

You can also do various things during battles. You can 'Change' the position

or order of your character in battle (you can also do this in the config sub-menu). There are 2 rows. The front and back row and each have advantages and disadvantages. In the front row, the characters' physical attacks will be normal but you'll also receive normal damage from the enemies. In the back row, you characters will receive less damage as they are farther from the opponent but their attacks will be weaker also. But, take note also that front/back row doesn't matter if you use projectiles such as Magic. Even if you're at the back row, if that character uses magic, the damage will still be the same even if he/she moves into the front row.

You can also use the Defend Option. This way, your character will defend for the rest of his/her turn (not the entire battle) and he/she will only receive half the total damage.

Sometimes, you'll inflict damage to your opponents which is greater than your normal attacks. It is called critical attack. It really depends on luck.

Random Battles

Just as in the previous final fantasies, you'll be encountering enemies randomly. I've seen 3 types of Random Battles as of now.

Back Attack - Your party will be facing away from the enemy. Your ATB will be empty and it will start to fill up only when the enemy hits you for the first time. You're physical attacks will be halved as well as your defense.

Pre-emptive Attack - Your party has the initiative in the battle. Your enemy will be facing away from you and you'll have the chance to attack first. Your damage to it will be doubled while your enemy's back is turned. Your enemies physicals attacks, on the other hand, will be halved.

Normal Battle - You face off with your enemy. Your ATB will be randomly filled and you receive/inflict normal amount of damage using physical attacks.

Take note that Projectile damage will not be affected whether you're back attacked.

Also, Escaping a battle is easy but not all characters can issue an Escape command to the party. That character must have the Flee Ability to be able to issue the command to escape.

Attacking

In a battle, one must attack in order to survive and win. In Final Fantasy IX, there are a lot of ways to attack.

First, is the normal attack or the physical attack. With this attack, your character will use his/her weapon to physically assault your opponent. This is the most basic yet most effective way to attack. You have to be careful though as some opponents have high physical defense and some are nearly impervious.

Second, each of your characters has his/her own skills which the other characters don't have. There are exceptions though, like the Steal Skill. For the skills of each character, check the Character Information Section of this guide.

Third, abilities. These are abilities that you can use to attack your opponents. Most of them can be learned by equipping a certain weapon and completing the required # of APs.

3. The Elements

Just as in the previous Final Fantasies, there is what we call the Elements System. There are 8 elements in the game. Elements will affect the outcome of a battle so you must study your enemies first and learn what element is it affiliated with. Elements is also related to where the character/enemy lives. The 8 elements are Fire, Ice, Thunder, Earth, Water, Wind, Holy, Shadow.

Fire = Effective against Undead and Ice monsters

Ice = Effective against insects, Large enemies, Fire and Dragon-type enemies

Thunder = Effective against enemies near waters

Earth = Ineffective against flying monsters

Water = Effective against Fire-type monsters

Wind = Effective against Flying monsters

Holy = Effective against Shadow Monsters

Shadow = Effective against Holy enemies

4. Active Time Events (ATE)

In Final Fantasy IX, there's what we call the Active Time Events. These are events that happens at the same time but in different location. I.e. You can see what happens to other characters in other places while you're controlling Zidane.

If the world Active Time Event flashes in the lower left corner of the screen, it means that you can now view an ATE. To view the events, press the Select Button. Now, if there are many events at a particular time, you can select which you want to view.

That's all there is to it. I think it's included to add to the excitement in the game. Example, you see your other party members in trouble and you control Zidane so that he could help. It's very exciting.

5. Trance System

The word is unfamiliar but the concept is almost the same as the signature moves of Final Fantasy VII and VIII characters, the Limit Breaks! It is defined in the game as a sudden surge of emotion which gives you more power and abilities. During this time, your character will glow and he/she can use special Trance Attacks. Take note that these decreases your MPs as well. But mind you, they are very powerful!

To use trance, your trance bar should be filled up first. You can see it just below the ATB of your character. If you get hit by an enemy, your Trance Bar will fill up. The amount depends on the amount of damage you get. If you get a big damage, the faster the trance bar will fill up. If the trance bar is full, you'll see your character glow and he/she can use a Trance Attack. Once you're in Trance Mode, your every turn will decrease it and if it empties up, your character will stop glowing and you can't use Trance anymore. You just have to wait again until your trance bar fills up.

Note: If you are afflicted with the Zombie condition, your Trance bar will go down to empty.

6. Abilities

'Abilities' are the different abilities that your character can use during or outside of battles. They also decrease your MP if you use them, except some of the Support Abilities. Abilities can be learned from the equipments that the character is equipped with. Each of these abilities requires a certain number of AP or Ability Points in order to be learned.

Learning abilities maybe quite confusing and tedious. Once you've equipped a new weapon, armor, etc., you can actually use the ability/ies that the equipment have. But, if you remove the equipment while the learning process is still incomplete, you can't use the ability anymore. But, if you completed the learning process (completed the required AP), you can still use that ability if you remove the equipment.

APs or Ability points can be acquired by fighting enemies. You won't receive any if you run away though. Now, to be able to make the ability acquire APs, you must equip it first in the ability sub-menu. Equipping Abilities also need Magic Stones which can be seen in the character frame (character's picture and his/her information). It presented in a fraction. I.e. 8/10 you can use 8 magic stones and you can have a maximum of 10. As you level up your character, the number of Magic Stones will be increased so don't worry.

Now, if an ability needs 40 AP, you must acquire a total of 40 AP from battles. After accomplishing these, you can now use that ability. Take note also that NOT all abilities can be learn by a character. There are certain abilities that can only be learned by a certain character. It will be grayed-out if it cannot be learned (another clue is that it has no AP requirement).

There are also 2 types of Abilities, the Support and the Attack abilities. The attack abilities are those that you can use during battles against your opponents or cure your characters. Support abilities, on the other hand, helps your characters by boosting your fighting ability (+Strength, +speed, etc.).

If you're familiar with the Junction system in FF8, you'll notice that the Abilities (especially the support abilities) in FF9 has a resemblance to each other.

Status Abilities:

Some weapons contain additional status abilities such as Silence. You'll need to equip the Add Status Ability. Example, let's say you have a sword with the Silence added ability. If you equip the Add Status Ability, when you attack monsters using the weapon, it will induce the Silence condition on the enemy.

7. Leveling Up

Leveling up is the same as it's predecessors. You acquire certain amount of EXPs from enemies and once it reaches a certain number, your character will level up. During level ups, your character's stats will increase, the HP/MP strength, etc. To see how much Experience Points are needed to level-up, check the status sub-menu.

Also take note that Bosses don't give off EXPs. They only give APs. It's the same as FF8.

8. Moogle

Moogles are those cute cat-like creatures. You can talk to them to save the game. Talking to them, also enables you to use your Tent and heal your characters. In the world map, you can call a moogle by pressing the Square Button. You'll then automatically use the Moogle flute to call a Moogle so you can save your game. Note: The moogle flute will be given to you before you enter the world map for the first time.

There's also the Mognet which is the Mail Delivery Sub System of the Moogles. You can help them deliver letters to other moogles as they are very far apart. You can also receive letters from different people and know what's happening in that place. I don't see any rewards yet but I'll try to discover if there are any. And also remember that you can only carry 3 letters at a time. If you have more than 3 you have to discard the excess letters.

9. Game Over

In Final Fantasy IX, there are instances wherein your party is incapable of fighting. These instances will cause your game to be over. If this happens, all you can do is to Load the game and start again where you last saved.

I'll tell you the ways wherein your game will be over. First, if all your party member's HP drops to 0 and no one is able to revive anymore. Second, if all your characters are petrified or the remaining party members that are alive are petrified. Third, if your party members who are alive are inflicted with the "Stop" Status. These are all that I know as of now.

D. CHARACTER STATS

I'll explain the different character stats and how they affect gameplay.

Speed - this determines how fast the ATB (Active Time Battle) of that fills up.

Strength - this determines how much damage your character can inflict on the enemy.

Magic - this determine how strong your magic attacks are. The higher this stat is, the bigger the damage you do.

Attack - this determines the Percentage or probability that you will hit your opponent.

Defense - this determines how strong your defense against physical attacks is. The higher it is the lesser the damage you get from enemies.

Evade - this determines the probabily that you can evade a physical attack of an enemy.

Magic Defense - this determines your endurance against Magic Attacks. The higher this stat is, the lesser the damage you receive from magic attacks of enemies.

Magic Evade - just like Evade, it is the probability that you can evade a

E. STATUS EFFECTS

There are 3 types of Status Effects. First, the Bad status effects. This will cause ailments to your characters but will be removed after the battle. The Very Bad status effects on the other hand will still remain even after the battle. You can see them in the small status window of your character. Now, the good status effects are those that increases your fighting ability, whether increase your speed or power. Here's the list of the status effects and their description.

Bad Status Effects
=====

BERSERK

Your character will be uncontrollable. It will attack on its own and the damage will be greater! Don't worry, it won't attack your party though.

Cure/Prevention

Use the Remedy Item: Use Gysahl Greens

CONFUSE

You'll lose control of the confused character. He / she will attack anyone. It will be randomly selected though, it may be your party or your opponent.

Cure/Prevention:

Use the Remedy Item: Prevent it by equipping the Clear Headed ability

FREEZE

When your character is Frozen, hope that an enemy won't attack him/her. Just as like real ice, once it is physically attacked, it will break into pieces. So, if your frozen character is physically attacked, he/she will KO'd immediately.

Cure/Prevention:

Attack your character with Fire Magic

HEAT

When your character is in Heat, he/she will be KO'd if he/she makes a single move.

Cure/Prevention:

Attack your character with Ice or Water magic: Prevent it by equipping the Body Heat ability.

MINI

Your character's body will shrink. During this time, you can only do 1 Damage using your physical attacks. But, you can still use your Items and Skills.

Cure/Prevention:

Use the Remedy Item

POISON

During this time, the poisoned character's HP will gradually drop during the battle.

Cure/Prevention:

Use the Remedy or Antidote Item: Use Dagger's Panacea Ability: Prevent it by equipping the Antibody Ability

SLEEP

Your character will literally sleep during battle. You cannot control the character and his/her ATB will stop.

Cure/Prevention:

Use the Remedy Item: Prevent it by equipping the Insomniac Ability

SLOW

When SLOWed, your character's ATB will fill up slower than normal. You'll miss a couple of turns if your inflicted with this condition.

Cure/Prevention:

Use the Remedy Item

STOP

You character's ATB will be stopped temporarily. During this time, you cannot use that character but your enemy can damage the stopped character. If everyone in the party is stopped, the Game will be Over.

Cure/Prevention:

Use the Remedy Item: Prevent it by equipping the Locomotion Ability

Very Bad Status Effects

=====

DARKNESS

This is the same as blind. Your character's chance of hitting the enemy will be greatly decreased. Therefore, that character will most likely miss.

Cure/Prevention:

Use the EyeDrop or Remedy Item: Prevent it by equipping the Bright Eyes ability

PETRIFY

Your characters will be stiff and you cannot control them. The petrified character/s will be literally out of battle.

Cure/Prevention:

Use the Soft Item: Use Dagger's Stona Ability: Prevent it by equipping the Jelly Ability

SILENCE

When silenced, your character cannot use Magic.

Cure/Prevention:

Use the Echo Screen or Remedy Item: Prevent t by equipping the LoudMouth Ability

TROUBLE

If an enemy hits the troubled character, the rest of the party will receive more or less half the damage receive by the troubled character.

Cure/Prevention:

Use the Annoyntment Item

VENOM

When your character is inflicted with Venom, his/her HP and MP will gradually decrease. But, unlike Poison, your character cannot move. If all of your party member's are inflicted, the Game will be Over.

Cure/Prevention:

Use the Antidote Item: Use Dagger's Panacea Ability

VIRUS

When your character has a virus, he/she will not gain any EXP or AP after the battle.

Cure/Prevention:

Use the Vaccine Item

ZOMBIE

This status effect will turn you into an undead character. Healing magic/items and other magic attacks will damage that character greatly.

Cure/Prevention:

Use Magic Tag Item

Good Status Effects

=====

AUTO LIFE

This is very helpful. Once the character with Auto Life, is killed, he/she will be automatically be revived once.

FLOAT

That character will literally float in the air during the battle. He/she will not receive any damage at all from Earth Based attacks.

HASTE

With the Haste Status, that character's ATB will fill up faster. Therefore, you can have more turns.

PROTECT

When PROTECTed, that character will receive less damage from physical attacks.

REFLECT

As the name implies, it will reflect Magic Attacks back at the caster. Note that some Magic attacks cannot be reflected.

REGEN

That character will slowly recover HPs.

SHELL

With shell, your character will receive minimal damage from Magic Attacks.

VANISH

The VANISHED character will be invisible and cannot be harmed by physical attacks. But, he/she will come back again if he/she is hit with any magic.

=====
CHARACTER INFORMATION
=====

A. Main Characters

=====
ZIDANE
=====

Special Skill: Steal, Skill

- member of the group of thieves, the Tantalus. Once included in the plot in the abduction of the Princess of Alexandria, he now protects her highness in an adventure they'll never forget.

=====
GARNET/DAGGER
=====

Special Skills: Summon, White Magic

- The Princess of Alexandria. She's the prettiest girl in the history of Alexandria. Although having a title and adored by many, she does not seem very happy at the way she is living in the castle. So, she decided to head out into the world. And then and there, she met Zidane. Was it coincidence?

Also, she will change her name into Dagger so as other's won't recognize her while she is outside of Alexandria.

Trance Ability:

When in Trance, Dagger will be able to use the Eidolon Command. When an Eidolon is summoned, it will stay in the background. I.e. Dagger used Bahamut as Eidolon. Bahamut will attack right? Now, on the next turn of Dagger, Bahamut will attack again without having to summon him again.

=====

VIVI

====

Special Skills: Black Magic, Focus

- A young Black Mage, but very pure of heart. An accident in a play led him to meet Zidane and company, and from then on, he aids Zidane and Garnet in their adventure by using his powerful Black Magic. No one knows his true self, even he doesn't know it.

Trance Ability:

When in Trance, Vivi will have the Dbl Blk (Double Black Magic) command. This will enable Vivi to cast 2 Black Magic spells consecutively without interruption from the enemy. (Vivi's steeple hat will be pointed)

=====

STEINER

=====

Special Skill: Sword Tech, Sword Magic

- the Captain of the Knights of Pluto. His sword duty is to protect the Princess even if it costs him, his own life. Although he and Zidane don't quite go well with each other they have the same duty to protect Garnet.

Trance Ability:

When in Trance, Steiner's attacks will do much more damage than usual. (Steiner's armor will become a full-armor which includes his face)

=====

FREYA

=====

Special Skill: Jump

A warrior from Burmeccia. She left home in search for her long lost love one, Sir Fratley. She'll meet with Zidane at Lindblum and will join you afterwards.

Trance Ability: Power Jump

Freya's Jump ability does more damage and it affects all enemies.

=====

BEATRIX

=====

Special Skills: Seiken, White Magic

The best Alexandrian knight ever. Her strength can even beat your entire party in a flash. Blinded by the true intention of the Queen, she'll do her best to pay for what she did to Burmeccia by helping you in your quest.

Seiken Abilities:

Thunder Slash 24 MP

- Attack single enemy with a powerful slash with the Thunder Element

Stock Break 26 MP

- Unleash a non-elemental attack at the enemy

Climhazard 32 MP

- Unleashes a massive non-elemental attack that will bring your opponent's HP to 1

Shock 46 MP

- A very powerful single enemy Thunder Attack. Most likely to kill an enemy with one blow

White Magic Abilities:

Cura 10 Silence 8
Life 8 Reflect 6
Full-Life 24 Blind 6
Esuna 20 Holy 36

=====

QUINA

=====

Special Skill: Eat, Blue Magic

Quina lives in the Qu Marsh with her master. Her master want Quina to view the world so that she'll learn that there's a lot more to Frogs. Her master then urged Quina to join your party to discover the world.

Trance Ability: Cook

Quina will cook the monster and will learn ability/ies that the enemy has, if there are. (Quina turns into somewhat like a Black Mage except he's color blue)

=====

EIKO

=====

Special Skills: White Magic, Summon

Eiko is a small girl living in Madain Sari, the lost village of the summoners. She has a liking to our main character but Zidane's heart is solely for Garnet. Little does she know that there is a bond/relationship between her and Garnet.

Trance Ability:

When in Trance, just like Vivi will have the Dbl Wht (Double White Magic) command. This will enable Eiko to cast 2 White Magic spells consecutively without interruption from the enemy.

=====

AMARANT

=====

Special Skills: Flair, Throw

Amarant is one of the most wanted bandits in Treno. Slowly, his life will turn around when he meets Zidane. Although cocky and arrogant, he still has a principle in life.

Trance Ability:

When in Trance, Amarant's Flair abilities will affect multiple targets rather than single ones.

=====

MARCUS

=====

Special Skill: Steal

He is one of the members of the Tantalus. He'll be joining Dagger and Steiner on their journey back to Alexandria. NOTE: Marcus doesn't have a Trance Ability.

B. Supporting Characters

QUEEN BRAHNE

=====

The mother of Garnet and the Queen of Alexandria. She was so obsessed with power so she used Garnet's Eidolons to conquer other major cities. In the end, she'll realize the mistakes she did and felt really sorry for it.

TANTALUS

=====

Tantalus, the group of bandits led by Baku. They're from the Kingdom of Lindblum this is the group where Zidane is from. The other members of Tantalus are Marcus, Blank, Cinna, and those two creatures whose names I don't know.

REGENT CID

=====

He is the present ruler of Lindblum. He's turned into an Oglop by his wife because of womanizing. He is also a technology expert and is fond of creating new Airships.

DOCTOR TOT

=====

A learned Doctor from Alexandria. By reading books he is able to give information about different places, events and people.

MINISTER ARTANIA

=====

The minister of Lindblum and assistant to Regent Cid. He will aid you by helping you to plan your next move.

KING OF BURMECIA

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The King of Burmecia who escaped to Cleyra when Burmecia was infiltrated by Brahne and company.

SIR FRATLEY

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The long lost love of Freya. He went out into a journey and didn't come back. But when he suddenly appeared in Cleyra, he doesn't remember anything except a slight memory about him being a Dragon Knight.

PUCK

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The prince of Burmecia. He traveled around the world and was able to see Fratley on the way. Puck is responsible in bringing a little memory back to Fratley.

C. Arch-Enemies

KUJA

=====

Little is known about this young girl, uh.. I mean man. He is also obsessed with power and will do everything to get what he wants. Somehow, he knows the real identity of Zidane, where he came from and what he is. Just move on in the story and you'll know what it is.

GARLAND

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He is the only one among the people of Terra who is awake. His job is to someday bring fort Terra through the destruction of Gaia.

NECRON

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The ultimate being. He is the one who controls the destiny of the entire universe. But then, he is underestimating the power of the human spirit and the will to live.

WALKTHROUGH

D I S K # 1

=====

THE BEGINNING

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Item:

Potion

Equipments:

Wrist

After loading the game, you'll see a short FMV. Now start a New Game and let's begin the adventure. You'll see another FMV. After the FMV, you'll see a man enter a dark room. Now, move forward and you'll see an exclamation point above the man's head.

This is the 'HERE' icon. It will tell you if there is something important or if there are some infos at your present location. So make sure to always use the examine button (the default is X) to check it out. You'll never know what you'll see/know/get. By the way, you can turn it of in the config menu.

Now, search around for some Gil and a Potion then examine the candle. Choose to light up the candle. The room will be lit and you can see clearly now. After that, some people will ask who you are. Now's the time to name our hero. For the sake of the guide, let's call our hero Zidane (default). Now, the people will recognize you and they'll come out. But suddenly, a small dragon-like creature will emerge and will engage you into battle.

The battle is pretty simple. It's almost the same as the previous Final Fantasies. Just select a command that you want your character to do. Each character also has the ATB or Active Time Bar which will tell you that its the characters turn. He/she can now be commanded. Now, as for your first battle, all you have to do is to attack! That's all. The creature is very easy. You can also steal a Wrist, Mage Masher and Potion from him.

During the fight, if you managed to deal a certain amount of damage to it, the dragon's head will break and you'll now know that it is actually Baku, one of your friends. After that, Baku will now call all of you into the room for a meeting.

The meeting will take the agenda about the abduction of Princess Garnet. Cinna will tell you about the plan. You'll be in a play and you'll act accordingly. After telling you the plan, Baku will then ask you. Choose "To Kidnap Princess Garnet". If you choose to kidnap Queen Brahne, you see a

into a room. When you regain control of Zidane, go right to that room too. In the next room, you'll see Garnet bump into Ruby. Then, Zidane will come in. Go to Ruby and talk to her. Garnet will be able to escape once more. Now, go down then stairs when you regain control of Zidane again. You'll be in the first room you saw in this game (the dark room). Here, Garnet and Zidane will have a short talk. Garnet wants to leave the castle and wants Zidane to kidnap her. Zidane humbly complies. Then, someone searching for the princess will shout from the door. Now, Cinna will come in and will tell you to follow him to the meeting room. When Zidane, Garnet and Cinna leaves, Steiner will come in including one of his knights and will search for the princess. Next, Cinna will help you escape through an escape hatch, Cinna created for such purposes. After escaping, Steiner will come in with the Knight. The knight will volunteer to go down first but he will be stuck. It seems that the knight isn't really a knight after all. Back to Zidane. When you regain control of Zidane, go left and enter the room there. You can mess with some gears in the engine room too. Slow it down and then Speed it up to receive an Elixir and a Potion. There's also a Phoenix Pinion on the top of the Engine and a Phoenix Down in a chest at the bottom of it. To your surprise, you'll see Steiner. The knight will then come in. Steiner will now be alone as the knight is with Zidane and co. You'll now fight Steiner. Just use normal physical attacks and he'll surely lose to you. You can steal a leather hat and a Silk Shirt if you want. After damaging Steiner about 150 HP, he will be angry and starts to use his Armor Break. He'll use it on the knight. The knight's armor will break revealing his true identity, Blank! Then, a group of Oglops will scatter around. This will enable Zidane and co. to escape. Later, you'll see the play again. Now, Zidane and Garnet will go up to the stage as well Steiner. Watch the amusing play (watch Steiner's reaction when Garnet is stabbed). Then, you'll see Vivi and Puck being chased by knights. Vivi will then run to the stage. He will use his fire magic and will accidentally burn Garnet's Hood. Everyone will now know that she is actually Princess Garnet. Then, you'll be attacked again by Steiner with 2 of his men. It's easy, just use physical attacks again. After the fight, you'll see the Theater ship fly off. Queen Brahne will then order her men to attack the theater ship. The ship will be directly hit. Then, Queen Brahne uses a powerful monster. The Bomb. You'll now fight with Steiner and a Bomb.

This fight is easy, just attack Steiner. He'll never notice that there really is a bomb behind him. When the Bomb reached its limit. An FMV will be shown again. The bomb will then explode damaging the ship greatly. Brahne will be happy that the ship is destroyed. But, to her dismay, the ship still flies and is able to escape. Then, you'll see a scene with Brahne, Zorn, and Thorn.

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PRIMA VISTA CRASH SITE
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Item/s:

Phoenix Down

You'll see a scene with Baku and his crew. After that short scene, you'll see Zidane come in from the woods to meet Cinna. After a short talk with Cinna, the moogles will come to you and will tell you about the A.T.E. or the Active Time Events which are events that are happening at the same time but in a different place. You'll see the "Forest Keeper" ATE here. After viewing what happened to Garnet and Vivi (they're in danger), search around the body which is to the left of Cinna. You'll get a Phoenix Down there. After getting that Phoenix Down, go and talk to the Moogles. Save your game then go south to enter the Evil Forest.

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EVIL FOREST

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In the first area of the Evil Forest, try to level up Zidane to level 6 or so. After reaching that level, go back and save your game. After saving, go back to the Evil Forest. Move on until you reach the next screen. You'll see Vivi. It seems that the Princess is in trouble. When you regain control of Zidane, move forward. You'll see the monster that captured Garnet. You'll also see Steiner here. You'll now fight the monster using Zidane and Steiner.

During the fight, Zidane will be in Trance Mode. You can use Zidane's Dye ability. Now, try to beat the monster as fast as possible because from time to time, the monster will steal HP's from Garnet. If Garnet dies, it's game over. After saving Garnet, Vivi will be the next one to be captured. This time, Vivi will use his Fire Magic on the monster. Zidane and Steiner will support Vivi. So, defeat the monster now. After that, Vivi will be released but the plant goes for one desperate move. It'll spray Vivi and Steiner with seeds that will grow in the body then boom! The host dies!

=====
PRIMA VISTA (theater ship)
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Item/s:

Potion

Ether

Equipment/s:

Bronze Gloves Iron Sword

Rubber Helmet Leather Hat

Wrist

Gil:

116 gil

After that incident, you'll see a scene where Steiner is taken to a room inside the Theater Ship. Next, you'll see Zidane and Baku arguing about Princess Garnet. Zidane decides to go after Garnet but Baku disagrees. When you regain control of Zidane, search near the globe to the right for a Bronze Glove. And then, go left towards the next screen. You'll be on top of a spiral stairs. You'll see 3 A.T.E.s here. After viewing them, continue down the stairs. Below, go left a little bit and examine the chest for another Wrist. Now, go right and talk to Blank. He'll tell you to go and meet Vivi. So, go right and enter Vivi's room. Now, talk to Vivi. Zidane will tell Vivi that what he did was good. When you regain control of Zidane again, examine the chest here for an Ether. Then, go up the double decker bed and examine the pillows for 116 Gil. After getting the items, leave Vivi's room. You'll then see a flashback of Zidane and Garnet's first meeting at the palace where Garnet tried to escape. After the flashback, you have to choose from 2 options, choose to "Go look for her". Then, Blank will come in. He'll tell you that you should talk to Baku concerning your decision to leave Tantalus and save Garnet.

From here, go left towards the next screen. In this area, examine the chest to get another Ether. Then, go down the stairs. You'll now be back in the first room you saw in the game (Cargo Room). In this room, go north and search for the Rubber Helmet. After getting the helmet, go right and enter the Meeting Room. Inside, you'll see Baku. He'll bust you up because of your decision to leave Tantalus. When you regain control of Zidane, examine the chest here for a potion. And then, go outside and talk to Baku in the Cargo room. You'll have to fight him now. Just use physical attacks. You can also steal an Iron Sword and a Hi-Potion from him. After the battle, go left to the next screen and enter the room, which Marcus is guarding a while ago. Talk to Steiner. At first he will not agree to go with you hoodlums. But,

you'll still be able to convince Steiner to join you. Steiner will then suggest that you also seek the help of 'Master' Vivi. So, leave the room and go to Vivi. Talk to Vivi and he'll agree to join your party. Now, go back to the Cargo room. From here, go south to the next screen. You'll meet with Blank. He'll give you his medicine that will help you cure the poison/seeds from the plants in the forest. Now, get the chest in this room for a Leather Hat and then go through the bottom right door. You'll be back outside the Ship. Out here, you can talk to Cinna and he will offer you items. But you have to pay for it now as you're no longer a member of the Tantalus. After buying items, if necessary, talk to the moogle and save. After saving, go south again and enter Evil Forest once more.

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EVIL FOREST
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Item/s:

Potion

Phoenix Down

Key Item/s:

Moogles' Flute

Here, level up Steiner and Vivi to at least level 3. After leveling up, move on until you reach the area where you fought the monster that captured Garnet. On the way, you'll see an ATE, "The Orchestra in the Forest". You'll see the musicians here playing Rufus' welcoming song! This is to boost their morale. After viewing that ATE, move forward and enter the hole at the end. Now, move on until you see a Moogle and a spring in the middle. Just as you enter that area, an ATE will commence. "Do as I say, not as I do". You'll see a scene with Baku and Blank here. After that ATE, go to the Moogle and save if you want. Don't use a tent. Examine the water gushing out of the spring. It will restore your HP/MP completely. Now, after saving, go northwest towards the next screen. From here, just move forward until you see a FMV of a huge plant. When you regain control of Zidane, move forward and enter the big tree at the end. You'll now have to fight the first boss in the game.

BOSS: Plant Brain

Level: 7 Type: n/a
HP: 533 Gil: 486
MP: 1,186 Items: 1 Potion, 1 Phoenix Down
AP: 5

Stolen Item/s: Eye Drops, Iron Helm

Attacks: Pollen, Thunder, Left Tentacle, Right Tentacle

Weakness: Fire

Now, you should use Vivi's Fire magic. For Steiner, have him use his Fire Sword Magic. Have Zidane steal first for an Eye Drop or Iron Helm and have him use physical attacks on the plant. If ever you need healing, just use Potions. After you deal about 700+ HP damage or so, Blank will come in and help. Now, continue on pummeling the big plant until it dies.

After the battle, Zidane and co. will be able to rescue Garnet. Zidane will use Blank's Medicine to cure Garnet. Then, suddenly, small plant-like creatures will come out. You party will leave through the upper right corner. When you regain control of your characters, RUN QUICKLY! Once these small monsters catch you, you'll have to fight them. So, just run quickly as the path is straightforward. At the end, Zidane will notice that the entire forest seems to be after them. After that, you'll see a FMV of the party

running away from lots and lots of those small creatures. You'll see Blank being left behind. He'll throw the map to Zidane. Then, the forest slowly petrifies, including Blank. After that FMV, you'll see a Camp Scene.

As always, Steiner always disagrees to what Zidane says. Garnet will still be weak now so your party will decide to call it a night. In the morning, Garnet will be very well. Zidane is now worrying about Blank. Back at the camp, a moogles will come flying in. It's the moogles inside the Evil Forest. He'll be amazed that you were able to leave Evil forest alive. He'll also tell you that, from here on, you'll be meeting stronger enemies. He'll initiate an ATE. "Teach me, Mogster!" Lesson 1. You'll see Mogster teaching another mog about the basics of the game. You'll learn about battles, Trance, Field icon, etc. After learning from Mogster, Monty (the Moogles) will give you the Moogles' Flute. This will enable you to call on Moguo, one of the moogles, in the world map. You can call him when you want to save or use a Tent by pressing the Square button anywhere on the world map. After giving the flute to you, your party will now leave the forest (watch what will happen to Steiner).

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WORLD MAP (Mist Continent)
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This will be your first time in the world map. You don't have to worry about the controls as it is the same as the previous Final Fantasies. Now, you should go to a cavern to the south right? But before going there, go all the way to the east and enter the gate-like structure.

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NORTH GATE (Melda Arch)
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In here, examine the large gate. Ask for someone inside. And then, you can choose to buy potions from the girl behind the gate (It's a girl, based on the instinct and experience of Zidane). You can buy a maximum of 99 potions here. In the right fence, you can get 2 chests with Eye Drops and a Potion. After that, leave the North Gate.

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WORLD MAP
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Now, check your map by pressing the Select button. Go to the Ice Cavern, which is a bit to the south of the Evil Forest. Save before entering, though.

=====
ICE CAVERN
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Items:

Tent Phoenix Down x2
Ether Hi Potion
Potion x2

Equipment/s:

Mage Masher
Leather Wrist

Upon entering, you'll see a short talk between your characters. In the next screen, when you regain control of Zidane, go up the ledge to the left and get the chest for a Tent. Then, go down the ledge then move north until you reach the next screen. In here, there are 2 paths. There are stairs to the

left and right. Go to the right stairs first. Examine the ice wall at the end. Zidane will then ask Vivi if he could use his Fire Magic on the Ice Wall. It will then melt revealing a chest. Get the chest for an Ether. Now, go down the stairs. You'll see the other ladder to the left right? You can go around below it to get the other chest that contains a Potion. After getting the potion, go up the left set of stairs and the keep on moving up until you reach the next screen.

In here, although the path looks like a maze, it will lead to the upper right corner. In this area, you can cross the icicle to the right to get the chest with a potion. After that, cross the icicle again. Now, have Vivi use his Fire magic on the icicle and it will fall. Cross the icicle again and you can get a more powerful weapon for Zidane, the Mage Masher. Now, go to the NORTH part of this area and examine the wall. Have Vivi use his fire magic again and another chest will appear. It contains an Elixir. After getting the items, go northeast until you reach the next screen.

This area is pretty straightforward too. You can get a Phoenix Down from a chest in this area. There's also an Ice wall to the left that will reveal a new path that will lead you to the other chest. It contains a Leather Wrist. After getting the equipment, go all the way to the north until you reach the next area.

Here, you'll see 2 paths. Go to the left path first. You'll see a moogle in here trapped in ice. Vivi will then use his Fire Magic on the ice and the moogle will be free. Then, you'll see another ATE, "Teach me, Mogster!" Lesson 2. Now, you'll learn about status effects, elemental properties and the card game. After the ATE, talk to the moogle to save your game. Now, south to the previous screen. Use the right path now. In the next screen, it will be very cold. First Vivi passes out then, Steiner, then Garnet, then finally Zidane. While unconscious, Zidane will be able to hear a bell. Zidane will regain consciousness again. Now, prepare Zidane for a battle ahead. When you're ready, move forward to the right onto the next screen.

Here, you'll see Black Waltz #1. He is the main reason why there is a very cold breeze. He will then attack Zidane.

BOSS: Black Waltz #1, Sealion

Level: 2 Type: Human
Black Waltz HP: 229 Gil: 339
Black Waltz MP: 9,999 Items: 1 Hi Potion, 1 Phoenix Down
Weakness: Fire

Level: 3 Type: Flying
Sealion HP: 472
Sealion MP: 9,999
Weakness: Fire

AP: 5
Stolen Item/s: Black Waltz: Remedy, Silk Shirt;
 Sealion: Ether, Mythril Dagger
Attacks: Black Waltz: Fire, Thunder, Blizzard
 Sealion: Wing, Blizzard, Tsunami

This will be a tough battle so be patient. First, you must defeat the Black Waltz first as he is able to heal the Sealion. He only has around 250 HP. After he dies, concentrate your attack on the Sealion. You'll probably achieve Trance Mode. If so, you'll be able to use Zidane's Dyne ability and

kill the Sealion faster. If you can't use Trance yet, just use normal physical attacks. If Zidane's HP gets below 150 HP, heal right away using a potion.

After you beat Black Waltz #1, you'll see Zorn and Thorn above. Now, the entire party regains consciousness. After a short talk, you'll regain control of your characters again. Now, go to where you fought Black Waltz. In this area, run up the slopes to the right. From here, just move on until you reach the top. On top, you're now above the Mist. You'll see a small town, not far from your position. It will now be your next destination. Seeing as Garnet is a Princess, Zidane suggests that she change her identity. You'll now get to name Garnet. The default name is Dagger (She got it from the weapon). Dagger will also have to talk casual so she'll practice a little bit. After that practice, your party will now be in the world map again.

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WORLD MAP
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Save your game at once. You don't want to repeat Black Waltz do you? Now, you can go directly to the south and enter the X mark, which is the South Gate.

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SOUTH GATE
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Equipment:
Multina Racket

In here, you can talk to the guard. You can ask the guard questions or wait for Mary from an item shop. So, just wait for a few moments and Part-Time worker Mary will come in and will offer you to Buy items from her or Rest for 100 gil. After buying and resting, leave the South Gate. You can get a Multina Racket on the lower-left side of the screen.

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WORLD MAP
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From the South Gate, or from the Ice Cavern Exit, go northwest and you'll see the Village. Enter the Village of Dali.

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VILLAGE OF DALI
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Item/s:
Potion x3 Antidote
Ether Hi-Potion

Stellazzio:
Aries

Gil:
347 (Accumulated)

Upon entering, you'll see a short dialogue between your characters. Then, they'll enter the inn. Inside, Zidane will wake the innkeeper up. Then, the party will now go to the room and rest. The next morning, Zidane will hear someone singing. He'll notice that everyone's awake now. When you regain control of Zidane, get the chest to the right for an Antidote. Go to the left part of the room and examine the hidden chest for a Potion. After getting the items, leave the room. You'll encounter another ATE. After viewing the ATE,

save your game then leave the Inn (note: if you enter your room inside the inn then come back out, you'll see another ATE).

Outside the inn, you'll see kids running around and you'll see another ATE. Now, go inside the house directly to the left of the Inn. It's the equipment shop. Inside, you'll see Dagger looking at the things inside the shop. Zidane tells Dagger that she's doing fine and that she should go back to the Inn so that you can talk about what to do next. Then, Zidane will decide to look for Vivi and Steiner. After Dagger leaves, talk to the ShopKeeper and buy some of the equipments that you don't have yet. After buying, examine the things Dagger was looking at a while ago. You'll see some info about the abilities. You'll also see the explanation of Status Abilities. Then, you'll also see the shopkeeper's idea about the numbers on the card. After buying equipments, leave the shop.

Outside, go north. If you take a peek in one of the windows of the Inn, you'll see Dagger in the room practicing how to speak casually. After that, go all the way to the north and talk to Vivi. Vivi is not feeling good as the children of the village is avoiding him. Zidane tries to cheer him up. You'll also hear a Chocobo in the small hole. After the short talk, head back to the inn and go inside the room. While on your way, Vivi will be kidnapped by someone. After the abduction of Vivi you'll see another ATE. After the ATE, go north and go inside the house with a Bull's head on top of the door. It's an item shop. After buying items, go to the inn and into the room and talk to Dagger. After a short talk between Zidane and Dagger, you'll see another ATE. You'll see Steiner help at the Item shop. The Girl will be pleased at what Steiner did and will tell him about an observatory on top of a mountain and that there is a man named Morrid whom he can talk to.

After that, Zidane and Dagger will look for Vivi as he hasn't come back yet. When you regain control of Zidane and Dagger, leave the inn. Outside, go north to where you saw Vivi and Zidane will notice that Vivi's not there anymore. Go on to the north and you'll hear a Chocobo and someone crying. When you try to talk to the person who is crying, you'll know that it is Vivi. Zidane and Dagger will think of a way to save Vivi. When you regain control of Zidane and Dagger, go to the house on the left (directly to the left of the Item Shop). Here, if you examine the door at the upper right, it will be locked. If you go to the left and behind the machine, you can get the Aries Stellazio. After getting Aries, go back near the entrance and examine the circular metal thing that looks like a hatch. Indeed, it is a hatch. Go down this hatch to reach the underground.

In here, just move on and use the small lift. Then, examine the chest here for 156 gil. After getting the money, go north until you reach the next area. In this area, you'll see a Chocobo. You'll also see some men talking inside a small room. Meanwhile, Dagger notices the pattern on the barrel. Then, the men will go out with Vivi! They'll drag Vivi along. After a short talk between Zidane and Dagger, go inside the room where the men were talking a while ago and get the chest in here for a potion. Next, there's a hidden chest here at the bottom of the screen. It contains Eye Drops. After getting the items, continue to the right until you reach the next screen.

In here, you'll see a coffin and a barrel. First, go behind the barrel and climb the boxes to reach the chest on top for an Ether. Then, go down the boxes and examine the wheel, where the rope is, and kick it. The chest will drop down. Get it for a Potion. After getting the items, examine the barrel in the middle and you'll see a moogles. Save your game. After that, go north to the next area.

Here, you can get two chests for an Iron Helm and a Leather Wrist. After

getting these 2 equipments, go to the upper right towards the next screen. Here, you'll hear someone crying inside a coffin. It's Vivi! Zidane will help Vivi out. After a short talk, you'll notice the machine to the right. When you regain control of your characters, get the chest here for 62 gil and then go RIGHT to the next screen. You'll see a Chocobo and a lot of eggs passing through another machine. Now, continue north to the next screen. You'll be shocked at what you will see. Black Mages! They look a lot like Vivi! Dagger and Vivi will be shocked. Someone will come in so Zidane takes both of them and enters the machine.

Now, you'll see a scene with Steiner on the observatory asking Morrid when the cargo ship will arrive. Morrid will go down so follow him when you regain control of Steiner. you can get a hidden Hi-Potion near the southern exit and 135 Gil near the northern end of the fence at Dali when you return there before going to Morrid's house. After that, return to the Observatory.

Below, go inside his house and talk to Morrid again. He'll now tell Steiner that the ship should have arrived by now. After that, leave Morrid's house and go south until you reach the next screen. Steiner will now see the cargo ship. But, to his amazement, there are things coming out of the ground. Then, you'll see a very short scene among the workers. Steiner will now arrive at the cargo ship and examines the barrel. You can either poke the barrel with the sword or examine it. Either way, Zidane and co. will come out of the barrel. After another argument with Steiner, something will come in and teleports around. It's Black Waltz #2. You'll have to do battle once more.

BOSS: Black Waltz #2

Level: 6 Type: Human
HP: 1,030 Gil: 441
MP: 3,017 Items: Ether
AP: 5
Stolen Item/s: Leather Plate, Steepled Hat
Attacks: Fire, Fira, Thunder, Blizzard, Teleport
Weakness: none

This will be a rather average battle. Don't use Vivi's Black Magic as Black Waltz will retaliate with a more powerful version of it. Have Steiner, on the other hand, use his Sword Magic. Have Zidane steal the equipments then use physical attacks afterwards. Let Dagger be the healer as her Cure magic is very effective.

After the battle with the Black Waltz, there'll be a short dialogue between your characters. Then, when an option appears, choose to rest in the Inn first. So, from here, go to the Inn and your party will rest. After resting, save your game then leave the Inn and go back to the Cargo Ship. When you reach the end, choose to board the airship. You'll see a short scene with your characters boarding the cargo ship. Then, you'll see an FMV of the airship while taking off

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CARGO SHIP
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After climbing aboard, Vivi will talk to you about those Black Mages. After that, Dagger invites Vivi inside the Airship. After Dagger and Vivi enter the airship, Dagger will come out again and will call Zidane. Inside, Zidane will see Vivi trying to talk to the Black Mages. They are not responding to Vivi.

After that scene, you'll be able to control Zidane. Now, just go north and climb up the stairs at the end. Then, you'll see Steiner on the deck. He thought Dagger wasn't able to climb aboard. To his surprise, Zidane is just behind him. As always, Steiner will threat Zidane again because he kidnapped Garnet. When you regain control of Zidane, go left and enter the control room there. Then, you'll see a FMV of the ship turning around. You'll also see Black Waltz #3. After that, Steiner will go to Zidane and scolds him again and asks Zidane why he turned around. After that, Black Waltz #3 will arrive on the deck of the ship in front of Vivi.

To Vivi's and Black Waltz' surprise, the Black Mages try to protect Vivi. Then you'll see a FMV where Black Waltz defeats all Black Mages. All Black Mages will fall from the airship. Vivi will be sad to what is happening. After the FMV, you'll see the party in the control room. Suddenly, Vivi goes out and charges at Black Waltz. Steiner will follow. Zidane will tell Dagger if she wants to continue to South Gate to Lindblum or head back to Alexandria. Then, Zidane will go out and help Vivi and Steiner. You'll now have to fight Black Waltz #3.

BOSS: Black Waltz #3

Level: 7 Type: Human
HP: 1,128 Gil: 0
MP: 2,080 Items: none
AP: 0
Stolen Item/s: Linen Cuirass, Steepled Hat, Silver Gloves
Attacks: Fire, Fira, Thunder, Blizzard, Thundara, Blizzara
Weakness: none

Do as what you did against Black Waltz #2. Now, Vivi will begin in Trance right away. So, use his Double Black Magic (Dbl Blk) and use Magic attacks 2 times in a row. Have Steiner use his Sword Magic and Have Zidane steal everything then attack. If your HP is low, just use Potions.

After you deal enough damage to him, he will escape. Steiner worries that there are more Black Waltzes. But Zidane's idea is good. Waltz has 3 beats and Black Waltz #3 should be the last. Then, you'll see Zorn and Thorn. They'll be pissed as you were able to beat all 3 Black Waltzes. Then, they'll notice something. Black Waltz is coming back to them! They'll escape as Black waltz #3 is already insane due to his loss against Zidane and co. Now, you'll see a nice FMV. You'll see Vivi square off with Black Waltz. Vivi will be able to pin down the aircraft of Black Waltz, but he is hit with Black Waltz' Magic. The chase is on to the South Gate! Dagger desperately maneuvers the airship into the closing South Gate. Fortunately, Zidane and co. made it out to the other side of the Gate. As for Black Waltz, he did not make it. After that, you'll see the airship fly to Lindblum. When the airship reaches Lindblum, you'll see a FMV where your airship enters Lindblum's Gate.

=====
LINDBLUM GRAND CASTLE
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Item:
 Ether
Equipments:
 Glass Armlet

Upon entering the Grand Castle of Lindblum, everyone will be amazed except Dagger as she already saw this place a couple of times when she was still a

and you'll get to name her. Let's use the default name, Freya. Then, Freya and Zidane will talk about the Festival of the Hunt. After that, you'll see a short scene with Dagger and Cid talking about Queen Brahne and that Regent Cid will always be there to help Dagger. Dagger will also know that Regent Cid is the one who order Tantalus to kidnap you. Regent Cid promised to Dagger's father that he would protect her. So, he decided to kidnap Dagger so that she will be away from the troubled Alexandria. After that, Dagger and Cid will go to Dock #1 of the castle where he is researching. He'll talk about the airship Hilda Garde. He will also tell you the TRUE story why he is now an oglop. Back then, his wife Hilda was very jealous of Cid because of other women so she turned him into an oglop. Although she did this to Cid, he still named his Airship Hilda Garde.

After the scene with Dagger and Cid, you'll see Zidane in the inn at the Business District. Vivi will come in and talk to you. After that conversation, an ATE will kick in. It's the Teach me, Mogster! Synthesis. After learning about synthesis shops, go to the next room and save your game. After saving, leave the moogle's room. Go north down the hallway and go down the stairs. Now, leave the Inn. You'll see another ATE. You'll see Steiner wander around the town. After that, you'll see Zidane outside the Inn. You can get 163 Gil on the lower left side next to the stairs leading outside the inn. Go a bit to the lower right and enter the house here. You'll see another ATE wherein you'll see Vivi shop. During this time, he will be able to get the Kupo Nut Key Item. After the ATE of Vivi, leave this house. Outside, just continue moving north until you reach the next screen.

This will be the place where you saw Steiner in the ATE. There are 2 paths here. Either to the upper left or upper right. First, go inside the house in the middle. It's the house of Card Freak Gon. You can challenge him in a Card Game. Now, get the two chests here for a Hi-Potion and an Echo Screen. Now, leave Gon's house. Outside, go to the upper right path first.

In the next screen, you'll see a fountain in the middle. You can buy items/equipments here. The item shop is located to the north, the Equipments shop is located a bit to the southeast of the item shop, and the Synthesis Shop can be found if you go northwest from the Item Shop. Try to buy the Synthesized weapons for Zidane as they are very powerful at this stage of the game. You can get a pair of Silver Gloves next to the old man here at the Synthesis Shop. Buy also items and some equipments for your other characters (If you are short of Gil, you can go out to the World Map by going to the area where the inn is and go south until you reach the World Map). Now, after buying equipments, head southwest to the previous screen. Here, use the upper left path. In here, just enter the church at the end. You'll find a Leather Plate at the back of the altar on top of a platform that can be reached by climbing the ladders. After getting the item, leave the church and head back all the way to the Inn. Save your game again. Now, leave the Inn. Go to the house a bit to the southeast again. Inside, move on to the left and use the Aircab. Let's head for the Industrial District First.

In here, just go up the ladder to the left. In the next area, search around the stairs you came from for a Leather Wrist. You'll see a statue in the middle now. Go north and go up the stairs at the end. In here, go all the way to the north (get a Bronze Vest along the way) and enter the house at the end. Inside this house, you can get the Mimic Card and a Steepled hat from 2 chests. Now, leave this house and go back to the Aircab. Go to the Theater District.

When you reach the Theater District, just go south to the next area. In here, you'll see another ATE, which is about Steam Engine. When you regain control of Zidane, go inside the house on the lower right. Just get the chest here

with the Ore and then leave this house. Outside, head to the left and go down the stairs to the next screen. Just as you enter this screen, you'll see a big establishment. Enter this at once. You'll now see the Hideout of Tantalus. No one's here yet so Zidane will rest for a short while. An ATE will be shown with Dagger trying to leave the castle. After that ATE, two kids will come in and talk to Zidane. Kid's will ask about how you kidnapped Garnet. They will then insist that you should meet her. When you regain control of Zidane, get the chests here for the ff: 97 Gil, 282 Gil, 68 Gil, and the Mini-Burmecia Key item in the top left bed. Then, leave the hideout. You'll see another ATE. You'll be shown what happened to Baku and the rest of the Tantalus. After that ATE, you can go south and use the ladder and take a look at the Theater. You'll see lots of fans of this Lowell guy. You'll also see a big Moogles! Just a mascot :)! After seeing this, just go back to the Aircab.

Don't get on the Aircab yet, go to the house in the lower right of the screen. It is the artist's house. Find a few items here and talk with the artist. Go down the stairs toward the Tantalus hideout. At this point in the game fans of Lowell are going down stairs to see Lowell. Then go down the stairs to the Fans waiting to see Lowell. Talk to all of them especially the President of the Fan club (although I am not sure of her title). After the short exchange between Zidane and her approach the fans again and Lowell will talk to his fans. He will leave and the big Moogles Mascot will walk by. It is Lowell in a Moogles suit. Go up the stairs and a woman there will tell you a Moogles just walked by. Go up again to the level where the old man was feeding pigeons and the artist house is. Go to the artist's house. Talk to Lowell. He will give you an autograph. Go by the barrels and find the Moogles suit.

Now, go to the Aircab and take it to Lindblum Castle. When you arrive, Just go south to the next screen. From here, just move on and go to the Guest Room. You'll see Steiner. As usual, he'll begin to blame you for what you did not do to Garnet. Now, go to the fountain. Zidane will hear someone singing. It's Dagger. So, go south and try to enter the lift. You won't be allowed. So, you have to think of a way. Go back up the right stairs. Here, climb down the stairs instead of entering the Guest Room. Talk to the guard in the lower left. Zidane will trick him and will get his clothes as a disguise. Now, go back to the fountain and then go south and you'll be enter the lift. You'll arrive on the upper level. Here, you can go in 3 directions. Go to the left first and go up the stairs. In the next room, go up another set of stairs on the left. You'll arrive on the roof. Now, go talk to Dagger (you'll see an FMV of Dagger singing). After a while, you'll take a look at the Telescope. Now, you must see all that there is to see in the telescope in order to move on. I've listed all the possible locations you can see through the telescope.

You'll see important locations with the Field Icon (!)

- Ceebell River = River by the South Gate.
- Marshland = Zidane thinks that there's something there and plans to go there in the future.
- Aerbs Mountains (Left) = Mountains that surround Burmecia.
- South Gate = You'll see that it's being repaired.
- ??? Forest = You'll see a Chocobo. You can capture chocobos here later.
- Aerbs Mountains (right) = Mountains that surround Alexandria.

After looking at the telescope, Zidane and Dagger will talk about the plan, Baku and co. tried to do in order to kidnap Dagger. Zidane will tell Dagger about the sleeping herb that they planned to use on her back at Alexandria. She'll ask for some. After that, Dagger will sing again.

After that, you'll see a scene with Steiner inside the Equipment shop. You'll

also see some kids playing Knights of Pluto vs. Lindblum army and Airships. You'll then see Vivi thinking about those Black Mages again. After that, you'll see Freya. She feels that there's something bad going to happen. She'll be looking also for Sir Fratley. Her long lost love. Then, you'll see Cid working at the research room. Finally, you'll see Zidane and Dagger again. Zidane mistakenly asked Dagger about the Airship Cruise! (she told that one to the lady at the bar right? He forgot! :) He's so naughty!) Dagger will be angry with Zidane as he mistook her for some other girl. Zidane will then make a deal, if he makes it to the top in tomorrow's Festival of the Hunt, he'll have a date with Dagger. Dagger agrees.

The next day, you'll see some people preparing for the festival. The monster will now be released. You'll also see Zagnol released. After those scene, you'll see Zidane and co. at the guestroom. A man will then explain to you the rules for the Festival of the hunt.

Rules:

During the Festival you have roam around and beat the monster that were freed. There will be a time limit of 12 minutes. If you lose in one battle, you will be force to quit the game. You can also use the Aircabs to travel from one district to another. The winner will receive the title of "Master Hunter" and will be given the Hunter's Reward.

The man will then ask you what you want to be your prize. Zidane goes for Gil, Freya chooses Add-on. Now, to Vivi's surprise, he is enlisted as a competitor. Zidane secretly signed him because he thinks that Vivi's Magic will protect him. Vivi will be hesitant. But, Zidane will deal with him. If Vivi wins, he'll get a date with Dagger. Vivi will shout! As usual, Steiner will ask about what's happening because he heard the word "princess". Vivi and Zidane will tell Steiner that is was nothing. Now, the man will now designate your starting positions. Zidane will be at the Theater District. Vivi will be at the Business District and Freya at the Industrial District. When you regain control of Zidane, SAVE your game first. Now, let's start the Festival of the Hunt!

Now, leave the guestroom and head to the Aircab. It will take to you the Theater District. You'll see a scene where Dagger and Steiner are preparing to watch the Hunt Festival. They will cheer for Vivi (especially Steiner). When you arrive at the Theater District, the time will start at once. Now, just move on and fight ALL the monsters that you will see. Hopefully, you have Zidane's "The Ogre" as it will knock monsters down in 1 blow. If you beat all the enemies here, move to another district and cleanse the area for monsters. Here are the points for the monsters:

Mu = 10 Points

Trick Sparrow = 10 Points

Fang = 19-21 Points

Zagnol = 75-95 Points

Note: to find Zagnol, find him at the Business District, near the Item Shop. You'll be fighting with Freya. Try to give Zidane the final blow at Zagnol. If you are equipped with Zidane's The Ogre, have him attack and have Freya just heal. This will secure your hunting points after the battle.

Letting Vivi win: Play as if you want Vivi to win, until you fight Zagnol. When you do, have Freya kill herself then Zidane kill himself. Freya must die first. Vivi wins, and you get a Theater Ship card.

After the time expires, the winner will be announced.

Correction: Freya will NOT always win the Festival. Zidane will be able to win the Festival by beating Zagnol at the Business District, which will give you a lot of hunting points. (Check the Credits Section for the contributors)

After the hunt, you'll be at the Royal Chamber. Freya will be rewarded with the title of "Master Hunter" (it is also a key item), and the Coral Ring Accessory. Suddenly, a Burmecian Soldier will come in. He will ask Cid for reinforcements as Burmecia is being attacked. Cid will agree right away, but they are short of men because of the Festival. Freya will then volunteer to save her Kingdom. She is a Dragon Knight after all. Then, Zidane will decide to come with Freya and so is Vivi, who wants to know who those Black Mages really are. Dagger will want to go with them but Zidane won't allow it because it will be a real war and she might be hurt or even be killed. Dagger desperately wants to join but Zidane still won't allow her. After that scene, Regent Cid will invite everyone to have a meal first while waiting for the Dragon Gate to be opened.

At the dining table, everyone will eat except Dagger. Suddenly, Zidane, Vivi, Freya, and Cid will feel sleepy and will finally go to sleep. Steiner will tell Dagger that he feels something. Dagger will also tell Steiner that he should be fine. Steiner will wonder how did the Princess know of this. Dagger used the Sleeping Herb given to her by Zidane. After that, Dagger and Steiner will leave.

Now, Zidane and the rest will finally wake up. Freya will then tell you to head for Gizamaluke's Grotto and pass through there to reach Burmecia. Cid will now tell you to go to the Base Level and use the Trolley there in order to reach the Dragon's Gate. When you regain control of your characters (Freya will now officially join the party), go back to the lift and go down to the Base Level. When you arrive in the Base Level, use the left Trolley. You'll be taken to the Dragon's Gate. Here, you can buy items from the man. After buying, if necessary, go and talk to the Moogle and Save your game. After preparing and saving, go out to the World Map through the Dragon's Gate.

=====
WORLD MAP
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Now, look at your map. You'll see locations near you. Burmecia to the north and the Chocobo's Forest to the northeast. Then, go north a bit and enter the marshes that you'll see (It looks like a small forest).

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QU'S MARSH
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Upon entering, just move forward to the next screen. Here, you'll see a very familiar scenery. You'll see Mogster and Moggy! You can ask him again about the different basics of the game. Now, if you ask Mogster for directions, he'll tell you that you should talk to the Qu guys here. They might know something. Now, go through the hole behind Mogster to reach the next area. In here, all that you'll see is grass. Press the Select button so that the Here Icon will appear and will show you where you are. In the grass, just go all the way to the north until you reach a screen with a Qu and a swamp with Frogs. Now, cross the bridge and head north to the next screen.

Here, you'll see a house. Go in. Talk to the Qu inside. You'll ask him if you know some excavation sites around. He can't remember if there are any. The Qu will tell you to find his student because his student might have seen the Site. Now, leave the house. From the house, go south to the next screen

again. Here, catch a frog first. When a Frog jumps into solid ground, try to catch it. Walk to it then press X. If the frog is in the water, you can't catch it. Once you've caught a Frog, give it to the Qu here. His/her name is Quina. Zidane will finally give the Frog to Quina. And then, Quale (the Qu you talked to earlier) will come in and scolds Quina. You'll be brought automatically to house.

In the house, Quale will tell Quina that there are a lot of things that Quina can eat in the world. Quale will tell Quina that he/she needs some enlightenment. Then, Quale will ask you if you could bring Quina with you to discover the world. So, have him in your party. Next, you'll see Zidane and Vivi talk. Vivi will notice that the man inside looks like his Grandpa. Vivi will then come inside the house again and talk to Quale. Quale will deny that he knows Quan, the grandfather of Vivi. Then, Zidane and Vivi will leave the house. Outside, you'll now have Quina in your party. Equip Quina as he/she is unequipped. Quina will be a good addition for your party now. After acquiring Quina, leave the Marsh and go east to the Chocobo's Forest

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CHOCOBO'S FOREST
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Upon entering, you'll see a Chocobo and a Moogle. The moogle will tell you about Chocobos and about this place. He will then tell you how to call Choco. (BTW, Choco is the only Chocobo in the game that you can call). To call on Choco, find Chocobo Tracks on the world map. Go to it then use a Gysahl Green and Choco will come to you. The moogle will tell you that he'll ask you to come back after you've successfully called Choco. Then, you'll exit to the world map. Out here, go to the Chocobo Tracks (it's just around the Chocobo Forest). When you're standing on the Chocobo Tracks, use a Gysahl Green and Choco will come to you. Ride Choco by pressing the X button. Now, while riding Choco, enter the Chocobo's Forest.

When you enter, talk to the Moogle. The Moogle will tell you that Choco will not leave its master if he/she takes care of him. After that, talk to the Moogle again and ask for the Big Secret. The Moogle will tell you that Choco can dig for treasure (check the Chocobo Section on this guide for more info). After that, you can now leave the forest or Dig Treasures. On the world map, Choco will still be with you (unlike in other FF games where the Chocobo will run). Go to the east of Chocobo Forest first and enter the location marked with a "x". It's the South Gate.

=====
SOUTH GATE
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Item:

 Ether

Key Item:

 Moccha Coffee

when you enter this place, you'll notice something. This was the place where Baku and company went after escaping from the Evil Forest. Now, when you regain control of Zidane, go to the gate and search near the stairs for an Ether. Now, go south and then to the lower right. Examine the tree trunk with spring water. It will completely recover your HP and MP. And then, if you search to the right of this tree trunk, you'll be able to get the Moccha Coffee (if you remember, Cinna tried to make coffee here). After getting these 2, go out to the world map.

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WORLD MAP

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From the North Gate, to North West to Gizamaluks Grotto. Don't forget to save your game before entering.

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GIZAMALUKE'S GROTTA

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Key Items:

Gizamaluks Bells

Equipments:

Magus Hat

Mythril Gloves

Upon entering, you'll see Burmecian Soldiers lying on the ground. Freya will be mad at the Black Mages. After that, you'll enter the Grotto. In here, go north a but and then to the right. Talk to the wounded Burmecian Soldier. He will tell you that Black Mages attacked them and that they stole the Bells. After that, he will give you the Gizamaluks Bell. Now, go left and go up to the door and ring the bell. The on the door will ring and the bell on your hand will shatter. Go in. In the next screen, you'll see Zorn and Thorn again. They will now call on 2 Black Mages to attack you. After beating the 2 Black Mages, Zorn and Thorn will escape. Now, move on to the right and kill the Black Mage here. You'll get another Gizamaluks Bell from it. Now, if you go north, you'll see 2 doors with bells on top of a ladder and a bell to the right. The best way is to go to the right (not up the ladders). Examine the bell and then ring your Gizamaluks Bell. You'll be able to enter it now.

In the next screen, you'll be in a long staircase. Move on and get the Mythril Gloves on the way. Continue moving through the stairs. On the way, below the bridge, search for a Magus Hat. And then, keep on moving through the ladders until you reach the center of the room. In here, you'll see a Moogles. She will call another moogles, which is inside the large bell. Then, the moogles will notice that Vivi has a Kupo Nut. Give it to the Moogles. The moogles will tell the moogles inside the bell that she has a kupo nut. The moogles inside the bell will free himself. After that, the 2 moogles will run around. When you regain control of Zidane, get another Gizamaluks Bell from the chest in the middle. And then, use it on the upper right door and move on to the next screen.

In here, you'll see the 2 moogles. Talk to the female one so you can use a Tent and then save your game. After saving, take note of the vines to the north. It will lead outside to the world map. But, you'll encounter the Grand Dragon that can instantly kill your characters at this point so don't up the vines. Instead, try to go back to the room with the large bell. One of the moogles will go to you and will give you the Holy Bell. Now, leave this room. In the room where the big bell was, go to the door to the left and use the Holy Bell there. After opening the door, prepare your characters. After preparing, go inside. Freya will try to talk to the Burmecian Soldier. But suddenly, something came into the water. You'll now have to face...

BOSS: GIZAMALUKE

Level: 16 Type: Flying

HP: 3,175 Gil: 800

MP: 502 Items: Tent

AP: 5

Stolen Item/s: Magus Hat, Elixir, Ice Staff

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Items:

Potion
Tent

Inside, your party will know that battles occurred on the other side of the gate. You can't help because it's urgent that you should go to Burmecia first. When you regain control of the party, go to the gate and get the chests for a Potion and a Tent. Now, leave the North Gate and continue moving north and enter Burmecia.

=====
BURMECIA
=====

Items:

Soft x2 Phoenix Down
Potion Tent
Ether

Key Item:

Protection Bell

Equipments:

Mythril Spear
Lightning Staff
Germinas Boots

Stellazzio:

Cancer

Upon entering, you'll see a short dialogue between your characters. Now, go north and enter Burmecia. In the second screen, search to the left behind some crates to find the Cancer Stellazzio, after that move forward. In here, you'll see Zorn and Thorn again. They'll call on 2 pathetic Black Mages to attack you. After beating the Black Mages, Zorn and Thorn will leave again. When you regain control of your characters (let's call this place Point A so that I can make a reference to it easily), go left and enter the door there. Inside, just get the chests in the ground floor for a Potion and a Soft. After getting the chests, return back outside (You can't get past the 2nd floor as the path has a gap). Outside, go all the way to the right. Climb up the stairs and enter the door on top.

Upon entering, go to the north and search for a hidden chest behind the stairs. You'll get a Soft. After getting the item, go up the stairs and go left towards the next screen (the chest is an enemy. You may or may not fight it). In the next area, you'll see a door with a bell on top. Just as in Gizamaluke's Grotto, you need a bell too. So, continue moving left until you reach the next screen. In here, try to get the chest on the left side. WALK onto the floor so that it won't fall down and you'll be able to get a Germinas Boots. Now, go all the way back to Point A. In here, go through the door to the left again. Go up the stairs and cross the path (this was the floor that fell from above). Continue moving to the right until you reach the next screen (the chest here is another Mimic). In the next screen, go to the lower right and choose to go out to the balcony. On the balcony, Zidane will jump over to the other balcony to the right and he will go in automatically. Inside the room, talk to the Burmecian Soldier. He'll tell you that there's a bell in the bed. So, go behind the bed then search for the Bell. You'll get the Protection Bell. After getting the bell, search for a hidden chest directly to the left of the bed. It contains an Ether. After getting the Bell and the item, go all the way back to the door with the Bell on top. There, ring the bell and the door will open.

In the next screen, you'll be in a large staircase. Freya will be determined

to protect Burmecia. As for Vivi, he desperately wants to know who the Black Mages really are. Then, a Burmecian Soldier with his wife and children will come running down. He'll think that you are an enemy because you have a Black Mage with you. But when he sees Freya, everything will be alright. Then, the Burmecian Soldier and his family will try to persuade Freya into leaving the king alone, and then they will leave. Freya will be more determined to protect the King and Burmecia. Now, go up the stairs onto the next area.

Here, enter the door in the middle and you'll see 2 Burmecians, Wei and Kal. They want to escape but Kal is seriously wounded and cannot walk. Suddenly, the statue will crumble and Zidane will save Kal. After a short scene, you'll be automatically taken outside. When you regain control of your characters, go up the stairs to the right. On top, you'll see 2 doors. Go inside the left one as the right one will be impassable. Just as you enter, take the chests here for a Phoenix Down and a Tent. And then, just move on and enter the door at the end (the chest to the right is a Mimic).

In the next area, you'll see 2 houses to the right and left and the path to Burmecia Palace in the center. Go inside the left house first. Freya will get a more powerful Spear, the Mythril Spear. After getting the spear, leave the house then enter the other house to the right. In here, go behind the moogle first and search for a Lightning Staff. Then, Stiltzkin will enter. Talk to him and he will offer you a set of Soft, Hi-Potion, and Ether for 333 Gil. I suggest you buy it. After that, talk to the moogle, use a Tent and then save your game. You can also use the Mogshop. You can buy items and equipments here. I suggest also that you upgrade your weapons as you'll be facing a tough opponent ahead. After preparing and saving, leave this house and go to the center towards the Burmecia Palace.

When you reach the Palace, you'll see a short scene with you characters. Suddenly, Freya will jump all the way to the top. She feels that someone is inside the Palace. Zidane and Vivi will then follow Freya. On top, Zidane and Freya will be shocked at what they'll see. It's Brahne and Beatrix!!! Freya somehow knew about this as they were told that Brahne sets her eyes on Burmecia. And then, Zidane will tell Freya that it's Beatrix who is standing next to Brahne. Freya will then have a flashback with Fratley. He will begin a journey around the world. Freya will really think that Fratley broke his promise to her that he will come back again after his journey. After the flashback, you'll see another person come in. Apparently, he (Yes, Kuja is a male) is another one of Brahne's generals. Kuja tells Brahne and Beatrix that the King and the others have already escaped to Cleyra. Brahne and Beatrix will be worried because Cleyra can't be easily attacked because of the whirlwind surrounding it. Kuja will promise Brahne that he'll show his true power and do something about the whirlwind. After the conversation of Kuja, Brahne and Beatrix, a Burmecian Soldier will come in! Freya and Zidane will then go in and helps the soldier as he is no match to Beatrix. Now, you have to fight Beatrix!

BOSS: BEATRIX

Level: 14	Type: Human
HP: 3,630	Gil: 0
MP: 3,467	Items: none
AP: 0	
Stolen Item/s: Phoenix Down, Chain Plate	
Attacks: Sword attack, Shock, Stock Break	
Weakness: none	

You're definitely no match against Beatrix. She can kill a single party

member with her Shock. So, use your characters' most powerful attacks. Use Freya's Rei's Wind (from the Mythril Spear) and the Lancer. Vivi should be the healer as Magic is very ineffective against Beatrix. If you're brave enough, try to steal from Beatrix then attack afterwards. Just continue attacking until it comes to a point that she uses her Shock Break and drops all your HPs to 1. The battle will be over now. Note: If you the entire party is killed before she uses the Shock Break, it's Game Over. So, attack and attack and wait for the Shock Break.

After the fight, Brahne and Beatrix will leave you alone. Kuja will then look at you. He's trying to hint something about Zidane. He'll tell you that Zidane will be a big problem to them. Why? Wait until you reach the later parts of the game. After that, you'll see a FMV of Kuja looking at your pathetic party. Then, he'll ride on his Silver Dragon and leaves. You'll be asked to save your game, do so. Change to Disk 2.

D I S K # 2

SUMMIT STATION
=====

item:

Phoenix Down

You'll now see the South Gate and a short conversation between the guards. And then, you'll see Dagger and Steiner on the Car. Finally, you're at the Summit Station. In here, you'll have to wait for the car that will head to Alexandria. The man will suggest that you go to the rest area. When you regain control of Dagger, go right and enter the rest area. In here, you'll be able to control Dagger alone. Go to the left and talk to the man on the left behind the counter. The car to Lindblum will now leave. Dagger will hear someone outside who missed the car. Somehow it's familiar to her. Now, go to the lower left area and get the chest for a Phoenix Down. And then, go to the right and you'll see a Moogles. Talk to it and save your game. After saving, leave the rest area through the lower left door. Outside, you'll see Marcus and Cinna! After a short talk, they'll enter the rest area. Now, go inside the rest area again.

Steiner will be at it again. He'll think that Marcus and Cinna are here to kidnap the princess again. Now, talk to Marcus and Cinna. Steiner will always try to stop you from talking to them. Dagger will then scold Steiner in front of everybody for not allowing her to speak to her friends. And then, the car to Alexandria will arrive. When you regain control of Dagger, go out of the rest area (notice that Steiner is a bit mad and ashamed at the same time) and go north then board the car. Once everybody is in, the car will leave. Inside, you'll know the reason why Marcus is going to Treno. He will look for the Supersoft item to release Blank from petrification. Dagger will offer to help, but then, the car will suddenly stop. The man will look outside but will come back because of shock. You'll then go outside. Surprise! It's Black Waltz #3. A little desperate eh? Now, you'll have a battle with him.

BOSS: BLACK WALTZ #3

Level: 9 Type: Human
HP: 1,272 Gil: 864
MP: 344 Items: none

AP: 5

Stolen Item/s: Steepled Hat, Lightning Staff, Flame Staff

Attacks: Hit, Fire, Thunder, Blizzard

Weakness: none

This will be easy. Have Marcus steal or attack Black Waltz. Steiner should use physical attack as he is already strong. As for Dagger, she will be a great healer. You'll defeat him eventually.

After the battle, your party will come back into the car and continue moving on towards Alexandria. In the car, you'll see a short conversation between Dagger and Marcus about the attack in Burmecia.

=====
SOUTH GATE
=====

Gil:
1610

When you arrive, you'll be at the south gate. You'll be told that there are 2 path on the next screen. The left one goes to Dali and the right one goes to Treno. When you regain control of your characters, go north a bit then go right. You can buy items from the Part-time worker Mary at the Item Shop Vega. After buying items, go to the northwest and move on until you reach the next screen. In here, you'll see a commemoration to the 20th anniversary of the friendship between Alexandria and Lindblum. Now, go right and then move on until you reach the next area. Here, find 1610 gil at the bottom of the screen then show your gate pass and you'll be allowed to exit. You'll then find yourselves in the World Map again.

=====
WORLD MAP
=====

If you look at the map, you'll see Treno. So, from the South Gate, head to the southeast and to go Treno. Save your game first then enter.

=====
TRENO
=====
Item:
Ether
Key Item:
Supersoft
Stellazzio:
Gemini
Taurus

Gil:
2217 (accumulated)

Card:
Yeti

Equipment:
Mythril Dagger

////////////////////////////////////
Leveling up Steiner by: Robin

probable spoiler

will leave the Auction House first. Dagger will remember the man he saw in the ATE. After that, you'll be automatically taken outside the Auction House (note: you can come back in and participate in the Auction if you want and if you have the Gil to spend). Now, search to the left of the door for 2216 gil.

Now, from the Auction House, go to the right onto the next screen. Here, go south past the weapon shop and climb the ladders going up to the drunk man. While going up, you'll see a Moogles fly near the door of the Weapon Shop. Go there and talk to Moogles and Save. After saving, go south again and go up the right stairs again to the drunk man on top. And then, just go southeast towards the next area. Here, walk a bit to the south. Go down the ladders to the right. Buy items first from the woman. After that, get the chest at the lower right of the item shop for 1 Gil! Then, get the chest, which is just to the left of the shop for a Yeti Card. Now, search behind the Item shop for the Taurus Stellazzio. After getting the items and Stellazzio, go up the ladder to the left and head left into a house (you saw Marcus go in here in one of the ATEs). Inside, you can rest if you want. Then, go down the stairs and talk to Marcus. He'll tell you that you can go anytime to search for the Supersoft. You can go back to town to prepare yourself. After preparing, talk to Marcus and tell him you're ready.

When you regain control of Dagger, go right and down the ladders until you reach Baku. Talk to Baku. Then, after a few moments, the screen will fade. You'll see a short scene with Kuja at the auction house. He'll say something about the canary going to its own cage. After that scene with Kuja, you'll see Steiner and Dagger in a boat. Steiner will now think about what is happening. He's helping the Tantalus to commit crime, which is the exact opposite of his duty. He'll also think about Dagger that his priority is to protect Dagger at all costs. And then, you'll see Dagger think to herself too. He'll blame Zidane for what is happening right now. After a while you'll reach a house. Inside, you'll begin to search for the Supersoft. Suddenly, someone is coming down from the stairs. Dagger knows him so she will go to the man, he's Doctor Tot. He's tutor of Dagger when she was little. Doctor Tot will be shocked why Dagger is here. Dagger will tell Doctor Tot that they are searching for the Supersoft to be able to cure your friend, Blank. Doctor will help but someone from upstairs is calling him. So, he'll tell you to go to his house. From the town entrance (where you threw 10 gils a while ago), go ALL THE WAY to the left until you reach the tower at the end. Then, Dagger and co. will leave the house. After that, you'll arrive at the inn again. Leave the inn and from there, go south to the next screen. You're at the town entrance right now. From here, go all the way to the left until you reach the tower at the end. Go up the short steps and get the chest to the left for a Mythril Dagger. Now, go right and enter the door.

In here, just go all the way up the spiral staircase and talk to Doctor tot at the end. He will then tell you that the Supersoft is in the box. Marcus will come in and does the honor of getting the Supersoft from the Chest. When you regain control of Dagger, go and talk to Doctor Tot. Dagger will ask about Gaia. Doctor tot will then have a flashback of him and Dagger when she was still little. After that scene, Doctor Tot will tell you that he can help you reach Alexandria. There's a secret ancient Transportation that was used long ago that will enable you to travel between Treno and Alexandria. Now, when you regain control of Dagger, talk to Doctor Tot. He'll tell you go down the hole. Also, you can head back to town first and buy some equipments, items or even save your game. After preparing, go back to Doctor Tot's Tower and enter the hole.

=====
GARGAN ROO
=====

Item:

Phoenix Down

Equipment:

Chain Plate

Here, you'll see the ancient transportation device. Doctor Tot will tell you that in order for this to work, you have to activate the sequence trigger. When you regain control of Dagger, talk to the moogle and save your game. From here, go to the left towards the next screen. Here, get the Chain Plate from a chest to the right. Next, get the chest to the left for a Phoenix Down. After getting the items, examine the lever and pull it. Now, go back and talk to the moogle and save. From here, let's go right to the next screen. Here, just go North to the next screen. Here, Doctor Tot will tell you that when you pull the switch, you'll call the Gargant that will give you a ride to Alexandria. So, go to the switch and pull it. You'll see the Gargant walking on top. After that, follow Doctor Tot to the previous screen. In here, go to the left and pull the lever. A big bowl of food will come down. The Gargant will stop and eat. You'll now board the Gargant. Doctor Tot lectures Steiner about his duty and that he'll endanger the princess if he doesn't make decisions for himself. After that, you'll now head off. On the way, the Gargant will begin to hesitate. Dagger and co. will then examine a reason. It's a bog Snake of some sort. You'll have to fight it now.

BOSS: RALVURAHVA

Level: 13 Type: Dragon
HP: 2,296 Gil: 0
MP: 3,649 Items: none
AP: 0
Stolen Item/s: Bone Wrist, Mythril Fork
Attacks: Devil's Kiss, Blizzara, String
Weakness: none

This will be another easy fight. For Marcus, just have him steal the equipments and then attack. Have Steiner use normal physical attacks and Dagger should be the healer of the party. Just beware as the snake can induce the Poison and "Slow" status effects at your party.

After beating it for a few times. It will escape. Then you'll continue on your journey to Alexandria.

=====
ALEXANDRIA
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Dagger and co. will finally arrive at Alexandria Castle. You party will now move on. On the way, you'll be trapped by Zorn and Thorn. They were ordered to capture you and bring Dagger to the Queen. After that, it's back to Zidane.

=====
BURMECIA
=====

Here, after a short talk between your characters, you'll decide to go to Cleyra where the Burmecians took refuge. Freya will then tell you that Cleyra is in a desert to the west of Burmecia. After that, you'll have some thoughts of Zidane. And then, you'll be taken automatically outside to the World Map.

=====
WORLD MAP
=====

From Burmecia, go west towards the desert. Cleyra is the place where you see a large sandstorm. Go to it. Save first and then enter Cleyra.

=====
CLEYRA'S TRUNK
=====

Item:

Phoenix Down	Tent
Ether	Remedy
Potion	Hi-Potion

Equipments:

Magician Shoes	Flame Staff
Ice Staff	Desert Boots

Gil:

900 gil

Upon entering, you'll see a short scene with your characters. Then, you'll be shown a FMV of Cleyra on top. When you regain control of your characters, go north to the next screen. Here, pull the lever on top of the stairs to the right. The door will now open. Go through it to reach the next screen.

Now, follow my instructions carefully as this place is more confusing than the previous places you've been before. Now, go north. Get the chest for a Phoenix Down on the way. Move on to the next screen. In here, get a hidden chest at the bottom of the screen for the Magician Shoes. From here, go north and you'll see a falls made out of sand. Search for the hidden chest here for an Ice Staff (it's hidden by the leaves of the tree in the middle). After getting the equipments, go right towards the next screen. In here, just move along until you reach the next screen. Here, get the chest for an Ether. Then, go south a bit and examine the small hole. Then, try to put in your hand. You'll see a lot of sand coming from the left. Now, go back to the previous screen. You'll see that you can't go south anymore. So, climb up the vines until you reach the hole on top. Go in and you'll reach the next screen. In here, go left and go inside the hole that you'll see. It will lead you to the next area.

In here, don't go up the slope yet. Go left and get the chest for a Needle Fork. Now, go up the slopes to the right. Get the chest here for a tent. From here, you'll see 2 paths, directly to the left and to the upper left. Go to the left path first and talk to the moogle at the end. Rest and then save your game. After saving, go to the upper left path to the next screen. In here, you'll see 2 paths again. Use the path to the north first and get the Flame Staff at the end. After getting the Staff, use the other path until you reach the next screen. In here, just cross the bridge and move on to the next screen.

In this place, get the hidden chest behind the tree in the middle for the Desert Boots. From here, you'll see a small hole just a bit to the upper left of the middle tree. Go in and search for a Mythril Vest. Now, go all the way to the right and get the chest for a Remedy. Now, use the upper right path and you'll reach the top of this screen :) then, just press UP on the d-pad or up on the Analog Stick and you'll reach the next screen. In here, get the chest for the Mythril Gloves. Then, move north until you reach the next screen. Here, pull the lever at the end. After pulling the lever, go back to the screen where you found a hidden chest behind a tree in the middle. Here,

go left and use the upper left path towards the next screen.

In this area, get the chest for a Potion. You'll see 2 paths again! Go to the right path first onto the next area. In here, get the chest for an elixir. Go back to the previous screen and use the other path, which is to the upper left onto the next screen.

In here, you'll see whirlpools of sand and 2 chests to the north. If you fall in the whirlpool, push the X button rapidly and Zidane will then jump out. Get the 2 chests to the north first for 900 gil and a Hi-Potion.

There's a neat trick here. When you enter the whirlpool. You should press the X button rapidly right? Now, you can actually go to the direction where you want Zidane to jump off. Just as you enter the whirlpool, Zidane will spin around right? When Zidane faces the direction where you want him to jump off, start pressing the X button. In short, where Zidane facing when you press the FIRST X button is the direction Zidane will jump off.

After getting the chest, go left to the next screen. From here, just move on to the next screen. Now, you'll see a ladder here. Don't go up yet. Instead, go to the left and get the chest at the end for a Gysahl Green. Then, climb up the ladder until you reach the next screen. From here, just move on and you'll reach the Cleyra Settlement.

=====
CLEYRA SETTLEMENT
=====

Item:

Ore	Ether
Echo Screen x2	Remedy
Gysahl Greens	Phoenix Pinion

Gil:

1,250

Equipments:

Thunder Gloves	Desert Boots
Yellow Scarf	Silk Robe

Right after you enter, the Oracles will greet you and Freya. One of the oracles will bring Freya to the King of Burmecia. The other oracle will offer you a tour. Just take the tour. During the tour, you'll visit the different places here at Cleyra Settlement. First, you'll be taken to their source of water. Next, the Oracle will show you the marketplace. Next, the oracle will show you the Windmill, which harnesses the wind of the sandstorm to extract water from below. Next, you'll head to the observatory where the people of Cleyra look at the splendor of the Sandstorm that has protected them in ages. Finally, the Oracle will show you the Cathedral where the high priest resides. This is the place where Freya went. After the tour, you'll be brought back to the entrance.

When you regain control of Zidane, go up the stairs to the left. When you reach the intersection, to right onto the next screen first. In here, search to the right for an Ore. After getting the Ore, go up the ladders (don't go to the left stairs). In the next area, you'll see the Burmecian soldier and his family whom you saw at Burmecia. The Burmecian soldier, Dad, will offer you equipments. Buy from him as he has a nice collection of equipments. After buying from him, go inside the house behind Dan. It's the Inn.

Inside, search to the upper left of the first floor for an Echo Screen. Then, search to the lower right for 1,250 gil. Then, you can rest for 100 gil. After resting, talk to the moogles in the second floor and save your game.

The Antlion will be fairly hard. Watch out for his Sandstorm attack. It will deal a very big amount of damage to your party to prepare to heal. Just have Zidane steal and then use normal Physical Attacks. For Vivi, use level 2 Magic such as Thundara, Blizzara and Fira at Antlion and make him the main healer for the party. For Freya, have her use Rei's Wind to cast Regen on everybody. Then, continue on using the Lancer to drain Antlion's MP. If your HP gets too low, especially after the Sandstorm attack, just use Potions.

After the battle, Puck will leave again. He'll greet Vivi before he leaves. Then, you'll see a scene with the King of Burmecia and Freya. The high priest will then come in and invite Freya to join the ceremony to strengthen the Sandstorm. Freya will be more than willing to do so. Then, you'll see Freya and others dance. After the ceremony, a bad omen will occur. The strings of the harp will snap! Then, you'll see a FMV where the Sandstorm around Cleyra disappears. The King of Burmecia will feel that someone will try to invade Cleyra. After that shocking scene, you'll see Steiner and Marcus in the prison.

=====
ALEXANDRIA
=====

You'll see a short dialogue between Steiner and Marcus. Then, you'll see Dagger in her room. She'll talk about her Mom. It seems that everything changed when the tall man, Kuja, arrived in the Castle. And then, Zorn and Thorn will come in and calls Dagger. Brahne summons Dagger.

Then, you'll see Dagger finally meets with Brahne. Dagger will ask Brahne if she was responsible for what happened to Burmecia. Brahne will admit it just because she wanted to prevent resistance. When you're asked to choose from 2 options, just choose any. Kuja will then arrive at the scene. He will go to Dagger and put here into deep slumber. Brahne will then order the preparation to extract Dagger's Eidolons. Then, you'll see Zorn and Thorn extract the eidolons.

=====
CLEYRA SETTLEMENT
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Items:

Remedy	Ether
Phoenix Down	Phoenix Pinion
Elixir	

Cards:

Nymph
Zuu

The scene will then revert to Zidane and co. You'll see them at the observatory. Freya will ask you and you can choose any of the options. After that, Zidane and Freya decide to go down to see what really happened. Zidane will now look for Vivi. You'll get to control Freya. Now, go first to the inn. In the second floor, you'll see Stiltzkin. You can buy another set of items from him. You can get Hi Potion, Ether, and Phoenix Pinion for 444 gil. After buying the set from Stiltzkin, save your game. After saving, leave the inn and go straight to the Town Entrance.

Here, you'll see Zidane and Vivi. When you regain control, just go down the Cleyra Trunk. On the way, you'll meet Alexandrian Soldiers but they will pose no problem to you. When you reach the wooden bridge, Freya will notice something. If Alexandria plans to attack, why send such a few soldiers? Puck

will then come in and tells you that the town is under attack! You'll then go immediately to the town. Meanwhile, you'll see Beatrix to the left. It seems it was her plan to lure Zidane and co. in the trunk so that they can use full force in the town.

Back in town, you'll see the Black Mages terrorizing the town (they'll kill Dan in the Process). Zidane and co. will now arrive at the town entrance. Here, you'll fight with Black Mages and Alexandrian Soldiers. After fighting, when you regain control of Zidane, go right first where you fought the Antlion a while ago. Here, you'll see Stiltzkin and another moogle. Talk to the moogle and save you game. Now, go back to the town entrance and go up the stairs. Here, you'll see the Oracles. You'll have to guide them in order for them to escape. Choose to go to the right. You'll arrive in the next screen. Here, just go up the ladders to the north. You'll see the Burmecian family again. You have to choose once more where they should go. Choose to go to the left. You'll now fight a lone Black Mage. After fighting, Zidane will go to the left. In the next screen, you'll have to guide them again. Choose to go to right and cross the bridge. You'll now fight Alexandrian Soldiers. After fighting with the soldiers, you'll follow the Burmecians and the Oracles. In the next screen, tell the Burmecian family that it is still not safe yet. Then, you'll see 2 cleyrians. They'll be at the observatory. Zidane will then tell everyone to go to the Cathedral so that they can make a better stand against the Black Mages.

In the cathedral, you'll be surrounded by Black Mages. There's no escape! Not until a stranger comes in and destroys the Black Mages all by himself. Well, if it isn't Sir Fratley! Inside the Cathedral, Freya will talk to Fratley. Something is odd. Fratley doesn't remember who Freya is. Zidane will come in and then the King of Burmecia. Fratley can't remember even the King. Then, Puck will come in. He'll tell everyone that he saw Fratley during one of his journeys around the world. When he found him, he didn't even remember who he was. After that, Fratley will leave. The high priest will then call for you. It's Beatrix and she got the Jewel from the Harp. She will then leave with it. The part will try to follow Beatrix. In the next area, you'll be able to control Zidane & co. In here, you'll see the people you have saved. Each of them will give you items that you can use. You can get the following items: Remedy, Phoenix Down, Elixir, Ether, and a Phoenix Pinion. You can also get a Nymph Card and a Zuu Card from the kids. After getting the items, prepare your characters then talk to the moogle and then save your game. After saving, leave the Cathedral. You'll see Beatrix. You have to fight here once more.

BOSS: BEATRIX

Level: 17 Type: Human
HP: 4,736 Gil: 0
MP: 3,694 Items: none
AP: 0
Stolen Item/s: Phoenix Down, Thunder Gloves, Ice Brand
Attacks: Thunder Slash, Shock, Stock Break
Weakness: none

Beatrix will be as hard as the first time you fought with here. Again, if you're brave enough have Zidane steal from her. For Vivi, use his level 2 Magics. For Freya, use the Rei's Wind again and the Lancer Ability. As with the previous one, she can still knock you one in one hit with the Shock. You'll also see her new ability, the Thunder Slash. Use the Coral Ring to protect you. Once you dealt a certain amount of damage to her, she'll use the dreaded Stock Break again and bring all your HP to 1.

After the battle, Beatrix will leave you. She'll then use the Black Mages as a teleporter. You characters will then follow Beatrix by using the Black Mages. If you have Quina with you, he/she will temporarily leave your party. You'll get him back before going to Fossil Roo later in the game.

You'll now see Brahne aboard the Red Rose. She's dying to use the Eidolon that was extracted from Dagger by which Kuja told her that it is possible. She'll now use Odin to destroy Cleyra. You'll then see a FMV where Odin comes out from the sky and charges at Cleyra. With one mighty throw of his spear, ALL of Cleyra were literally Vaporized! Brahne is amazed at the power of the Eidolon.

=====
RED ROSE
=====

After that FMV, you'll see Zidane and co. arrive at the Red Rose. Freya will be very sad as Cleyra was destroyed. Zidane will now notice that there is someone coming. The party will then hide. It's Beatrix. She's very reluctant as she is very confident that she and her soldiers alone are enough to capture and destroy Cleyra, so why use Eidolons and Black Mages. Then, she'll remember Steiner's words for a while. When you regain control of Zidane, go up the stairs and into the next area. Your party will try to eavesdrop on Brahne.

You'll then see a scene with Brahne and Beatrix. Beatrix will hand over the jewel that she got from the harp at Cleyra. Beatrix will not be feeling good as Brahne never even showed signs of gratitude to her. Instead, Brahne wants more and orders Beatrix to find more Jewels. Beatrix will now ask about Dagger. Brahne will order the execution of Dagger because she is of no more use to her. Beatrix will be shocked!

Zidane will then hear the coming execution of Dagger and will want to rescue here. They'll now have to think of a way to reach Alexandria first before Brahne does. Vivi will then let you follow him. When you regain control of Zidane, go right to the next screen. In here, go down the stairs. You'll notice a moogles run on the top floor. Go back up and to the left onto the next screen. Talk to the moogles here then save your game.

After saving, go right to the next screen and go down the ladders. Move on and talk to Vivi at the end. Vivi will tell you that you will be able to reach Alexandria by using the teleportation devices here. And then, Zidane and co. will be teleported to Alexandria.

=====
ALEXANDRIA
=====

Item:

Tent

Equipment:

Ice Brand

Here, Steiner and Marcus will plan on escaping by swinging the cage to the second floor. When the command appears, you'll have to choose which to press, either left or right. Just press the corresponding button as to direction of the swing. The easiest way is when it reaches the extreme left, push the right button and when it reaches the extreme right, push the left button. After doing this, the cage will crash to the second floor. When you regain

control of Steiner, go all the way to the left and climb up the high ladder. Note that on your way, you'll be chased by Alexandrian Soldiers. You'll have to fight them if they catch up with you. Now, on top of the ladder, just go left towards the next screen.

Here, Marcus will leave Steiner to save Blank. And then, Zidane and the rest will be teleported here. Steiner will be surprised. Zidane will then tell Steiner that Dagger will be executed once Brahne comes back. Steiner won't believe it but Vivi will second the motion of Zidane. Steiner finally believes you and will go with you. You'll be given 30 minutes to rescue Dagger.

From the teleportation room, you'll go right to the next screen. You'll see Marcus here. He'll close the gate to prevent the Alexandrian Soldiers from coming in. Marcus will finally leave to save Blank. When you regain control of your characters, go south to the next screen. From here, just move on until you reach the Castle itself. Don't forget that you may encounter the Alexandrian Soldiers on the way. Inside the castle, go up to where Zidane first bumped into Dagger (Hooded Girl).

////////////////////////////////////
In the left library, you can see a Book on top of a bookshelf. If you examine it and choose the top option twice, you'll engage with a battle with the Tantarion.

BOSS: TANTARIAN

Level: 41 Type: Demon
HP: 21,997 Gil: 4,472
MP: 1,456 Items: Running Shoes, Ramuh Card
EXP: 12,584 AP: 30
Stolen Item/s: Demon's Mail, Silver Fork, Elixir, Ether
Attacks: Paper Storm, Doom, Edge, Poison
Weakness: none

What I did was when the book opened, I used magic, or just don't use physical attacks, and it will open for a long time and it won't close. That's a good thing as the Tantarion can only be damaged effectively while it is open. This is what I observed as of now.

Strategy by: Jpuga (I tried this myself)

It starts as a closed book. The damage you inflict in this form is minimum (Zidane barely hurt it for 40 HP with The Ogre equipped).

When you hit it, it opens itself in a certain page. The number of the page is equal to the total amount of damage your party inflicted on the book form. Most of times, when it opens it just says "There's nothing in this page", but more less between pages 150 and 200 you can find the true form of the monster (a big crying head coming out of the pages!).

NOTE: If you make more than 200 damage without making the true form come out, you start from the first pages again (i.e. 145 + 70 takes you to page 15 :().

Explanation so far:

THORN

Level: 16 Type: Human

HP: 2,984

MP: 9,999

Weakness: Ice

AP: 0

Stolen Item/s: Zorn(Partisan, Stardust Rod),
 Thorn(Mythril Armor, Mythril Armlet)

Attacks: Meteorite, Flare, Charge up

They're not hard as they look. If you attack them, there will be a possibility that Thorn (Red) will give Zorn (Blue) the Meteorite Ability, which will damage all of your characters badly. Zorn, on the other hand, will sometimes give the Flare ability to Thorn. The trick here is to concentrate on beating just one of them. Use any attack. Steiner's Sword Magic is preferable. You can neutralize their attacks though. Have Vivi use any Thunder Magic, or have Steiner use any Sword Magic with Thunder.

After the battle, Zorn and Thorn will leave. Go to Dagger. She seems dead, but she still has a pulse but in a very deep sleep. Then, you'll see an ATE of Marcus. After the ATE, you'll be able to control Zidane while carrying Dagger. Now, go south and talk to the moogle here. You can rest using a tent and then save your game. From her, go all the way back to Queen Brahne's Chamber.

In the Queen's Chamber, Zidane will let Dagger rest first. Then, Zidane and Steiner will have a short talk. Later, Zorn and Thorn will come in together with, Beatrix! You'll have to fight her again!

BOSS: BEATRIX

Level: 19 Type: Human

HP: 5,709 Gil: 0

MP: 4,203 Items: none

AP: 0

Stolen Item/s: Phoenix Down, Thunder Gloves, Ice Brand

Attacks: Thunder Slash, Shock, ClimHazard

Weakness: none

Just as the previous battles with her, have Zidane steal from here and then use physical attacks afterwards. Have Steiner use Sword Magic and Vivi use his Black Magic. Have Freya cast Rei's Wind in the first turn then use the Lancer ability. If your HP drops, have Vivi or Freya do the healing. After a while Beatrix will use the Climhazard, which will bring everyone's HP down to 1.

After the battle, Zidane will ask Beatrix about her duty. To protect the Princess and the Kingdom at all costs. Zidane will point to Dagger and Beatrix will be shocked. She'll now have a change of heart. She realized that everything she did was wrong after all. She'll ask for forgiveness from the Burmecian People but Freya tells her that it's too late for apologies. The only thing Beatrix can do now is to protect Dagger, their Princess Garnet. Beatrix will break the spell on Dagger then she will wake up.

And then, Brahne will come in. She'll order Zorn and Thorn to throw Garnet to prison. Beatrix won't allow it. She'll defy Brahne this time. Zorn and Thorn

will summon the Bandersnatch to kill Beatrix. Freya will join Beatrix and help her beat the enemy. Zidane and co. will now escape through the passageway. When you regain control of Zidane, go down the spiral stairs again. You'll meet black Mages on the way but they're no big deal. After beating them, continue down the stairs. Steiner will leave your party for now to help Freya and Beatrix because they defied the Queen and will be killed. After Steiner leaves, move on. When you reach the big circular area, go south to the next screen (the north part was the chapel where Dagger was held a while ago). Here, move on and you'll be trapped again. Zorn and Thorn will come in. Marcus and Blank will now come in and save the day. You'll then be shown a flashback as to what happened to Marcus and Blank in the Evil Forest. Now, after opening the trap gate, Zidane and co. will head outside and ride the Gargant what will go to Treno. On the way, the Gargant will begin to hesitate again. You'll have to fight another Snake here.

BOSS: RALVUIMAGO

Level: 18 Type: n/a
HP: 3,352 Gil: 1,404
MP: 584 Items: Ether
AP: 7
Stolen Item/s: Phoenix Down, Adaman Vest, Oak Staff
Attacks: Stab, Ultra Sound Wave, Thundara
Weakness: Ice

This is not that hard. Have Zidane steal the items and use physical attacks afterwards. Have Vivi use his most powerful Black Magic. Dagger should be your healer. Use her Cure ability when your HPs are low. Use her also to heal status effects if they are inflicted with any.

A good strategy here is to let Vivi attack Ralvuimago physically. It will compact itself. This way, you can let Zidane steal. When Ralvuimago unwraps, have Vivi attack again and have Zidane steal until you get all equipments. Just have Dagger on standby and cure if necessary. Take note also that Ralvuimago will not attack when compact.

After the battle, the Gargant will move on. On the way, the Gargant will begin to run fast. Why? The snake will be running after you. Then, you'll see a FMV of the tunnel.

Meanwhile, you'll see a scene with Brahne. Zorn and Thorn will present guest to Brahne but they won't be allowed to go near the Queen because they let Dagger escape. The guests will come in. You'll see a woman named Lani (she'll be familiar to you as she is very popular in Lindblum, one of the hunters) and a red-headed man. Brahne will order them to retrieve the Pendant from Dagger. And, Brahne will also order them to assassinate the Black Mage with you, Vivi. Lani will leave now. As for Zidane, Brahne offers an extra reward to whoever kills him. The red-headed man will be delighted to hear that. After that, you'll hear an Alexandrian soldier tell Brahne that they're ready to leave. Where? You'll find out later. :)

=====
PINNACLE ROCKS
=====

Equipments:
 Mythril Vest
 Peridot Gem
 Mythril Armlet

In here, you'll have a short conversation between your characters. Then, an old man will appear. He'll tell you about the Eidolons that they will always follow their masters. As for Cleyra, the Eidolon followed a Greedy master, Brahne. He will then tell you his name, Ramuh. Dagger asks Ramuh if he could help her. Ramuh will agree but in one condition, you must find his 5 manifestations in this forest. Each of the 5 manifestations contains a part of the hero's story. When you know the 5 parts of the story, rearrange it and tell him the correct pattern of the story. When you regain control of your party, go back north to the previous screen. Here, you'll see the first manifestation; here's a part of the Hero's Story.

Hero

"Although Joseph's death was not reported to his daughter, the manner of his death speak for itself. This is one true story of a True hero."

After hearing that part of the story, you'll have 4 left to go. Go south to the previous area. Here, talk to the moogles and save your game. After saving, go down the slope (don't use the upper left path). Just below the slope, search for a hidden treasure chest for a Mythril Vest. Now, go into the pond. You'll see another manifestation of Ramuh in the pond. Here's a part of the Hero's Story.

Human

"The fact that they didn't report Joseph's death to his daughter as indicative of their guilt for failing to protect him. In the end, heroes are also human."

3 manifestations left. Now, go left to the next screen. There are 2 chest here, one to the left and one to the right above a cliff. If you try to get the left chest, you'll see another manifestation of Ramuh. Here's the Hero's Story.

Cooperation

"With Joseph's help, the troop defeated the Adamantoise in the snowfield cavern and acquired the Goddess Bell they needed to enter the Empire's Castle."

2 more manifestations left. Now, get the chest for The Ogre. Now, go to the upper right towards the next screen. Not the green slope leading up. In the next screen, you'll see another manifestation of Ramuh at the end. Here's a part of the Hero's Story.

Silence

"On their way home, they fell into a trap set by a traitor. Joseph gave his life to save the troop. Then troop left without telling Joseph's daughter, Nelly, about the tragedy."

1 more manifestation left. Now, go back south to the previous screen. Here, climb up the green slope leading up. On top, there's an intersection. Go up first and go around until you see a field icon. Jump to the cliff and get the chest for a Mythril Armlet. Now, you'll fall down below. When you regain control, just go south to the next screen again and climb up the green slope again. In the intersection, head south to the next screen. You'll see the last manifestation of Ramuh. Here's a part of the Hero's Story.

Beginning

"Once upon a time, 33 small countries fought together against an empire. One day, a rebel troop visited a man named Joseph, who lived with his daughter. Owing a debt to the troop, he gladly accepted their plea for help. They headed for a cavern in the Snowfield."

After seeing all the 5 manifestations, talk to the moogle first then save your game. After saving, go to where you jumped off earlier to get the chest with the Mythril Armlet. Now, go left past the field icon and you'll see Ramuh himself. He'll now ask you to arrange the 5 manifestations to create a meaningful story. But, you have to choose only 4 of them. I choose these 4 in the following arrangement: Beginning, Cooperation, Silence, Hero. Ramuh will then ask why you chose hero as the conclusion. After reasoning out, Ramuh will give Dagger the Peridot Gem and he is now an eidolon of Dagger. Then, Zidane and Vivi will begin to wonder why Ramuh had to ask Dagger some questions, as Ramuh will become an eidolon of Dagger anyway. Ramuh will tell you that "It's not what people say afterwards... what's important is being true to oneself". On the next screen, choose to jump off the cliff. You'll see a short conversation. Then, you'll see the Red Rose and the Alexandrian Fleet. They are attacking Lindblum! You'll also see Black Mages terrorize the town. Next, you'll see another FMV with Dagger. Then, another Eidolon will show up. It's Amethyst. It will suck up almost everything in Lindblum. You'll now see Dagger and Zidane, shocked at what they've seen. Afterwards, Zidane and co. will be at the Lindblum entrance.

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LINDBLUM

=====

Card:

Lindblum

Dagger and Zidane will decide to go to the town. Vivi will stay for a while. Now, when you regain control of Zidane, go to the inn, rest then talk to the moogle and save your game. Next, leave the inn. Go all the way to the north until you see Minister Artania. He'll take you to Cid afterwards.

Zidane will be glad the Cid surrendered or else Lindblum would have been like Cleyra now. Lindblum Soldiers will capture Vivi but Cid will let him free. Now, Cid will talk about Kuja, the one responsible for the weapons of Brahne. The Black Mages are included as well. They saw him sometime before, riding on a Silver Dragon from the north so they assumed that he is from the Outer Continent. The party will then decide to go after Kuja to prevent supplies from reaching Alexandria. Zidane will try to borrow an airship but Brahne has control over it. Brahne gave 2 conditions for the surrender of Lindblum. First, Alexandria will take over the airships. Second, Brahne will get the Falcon Claw from Cid. Zidane will then ask for a boat, but Alexandria seized it too. But Cid has a way. He'll tell you about a swamp located directly to the north of Lindblum that was supposed to have a way to reach the Outer Continent. Then, Cid will give you 3000 gil so that you can prepare your characters.

Now, in the town, the man will tell you that you should talk to him when you're ready to go. When you regain control, you can visit the equipment shop to the right. Talk to man here, who is the owner the shop, and he'll give you discounts. Next, outside the equipment shop, talk to the woman who is a little bit to the northwest of the Equipments shop. She'll offer you some Items. Next, from here, go to the upper left area towards the next screen for the Synthesis Shop. I suggest that you buy the new weapon for Zidane here. Now, after buying items and equipments, go back to the inn first and save

your game (you'll see an ATE along the way). Now, go north one screen from the Inn. Examine the left path (where the church was) and you'll see that it isn't passable anymore. Search around here for the Lindblum Card. After saving, talk to the man near the fountain now and he'll take you to the castle where Cid is waiting at the Base Level. You'll then see another ATE of Brahne. After the ATE, Zidane will go to the lift to the Base Level. Here, Cid will give you the treasure of Lindblum. The map of the entire world. And then, you'll see another ATE. After that ATE, you'll ride the trolley and arrive at the Dragon's Gate. Here, you can buy again from the man. Then, talk to the moogle and save your game. After saving your game, exit to the world map

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WORLD MAP
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Take a look at your map, you'll see the Qu's Marsh to the north of Lindblum. Now, let's head there.

=====
QU's MARSH
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You probably have Quina now as I stated earlier (before Burmecia) that you can get Quina early in the game. If you got Quina early in the game, go to point B, if not follow Point A below.

Point A

Upon entering, just move forward to the next screen. Here, you'll see a very familiar scenery. You'll see Mogster and Moggy! You can ask him again about the different basics of the game. Now, if you ask Mogster for directions, he'll tell you that you should talk to the Qu guys here. They might know something. Now, go through the hole behind Mogster to reach the next area. In here, all that you'll see is grass. Press the Select button so that the Here Icon will appear and will show you where you are. In the grass, just go all the way to the north until you reach a screen with a Qu and a swamp with Frogs. Now, cross the bridge and head north to the next screen.

Here, you'll see a house. Go in. Talk to the Qu inside. You'll ask him if you know some excavation sites around. He can't remember if there are any. The Qu will tell you to find his student because his student might have seen the Site. Now, leave the house. From the house, go south to the next screen again. Here, catch a frog first. When a Frog jumps into solid ground, try to catch it. Walk to it then press X. If the frog is in the water, you can't catch it. Once you've caught a Frog, give it to the Qu here. His/her name is Quina. Zidane will finally give the Frog to Quina. And then, Quale (the Qu you talked to earlier) will come in and scolds Quina. You'll be brought automatically to house.

In the house, Quale will tell Quina that there are a lot of things that Quina can eat in the world. Quale will tell Quina that he/she needs some enlightenment. Then, Quale will ask you if you could bring Quina with you to discover the world. So, have him in your party. Next, you'll see Zidane and Vivi talk. Vivi will notice that the man inside looks like his Grandpa. Vivi will then come inside the house again and talk to Quale. Quale will deny that he knows Quan, the grandfather of Vivi. Then, Zidane and Vivi will leave the house. Outside, you'll now have Quina in your party. Equip Quina as he/she is unequipped. Continue to Point B...

Point B

Go and talk to Quina first then he/she will join your party once more after leaving your party at Cleyra. Now go to the house of Quale. From the house, go right to the next screen. Here, Quina will see some Frog and she will lead you to the upper right area onto the next screen. Here, Quina accidentally brought you to the Excavation Site entrance. When you regain control enter the Excavation Site.

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FOSSIL ROO

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Item/s:

 Ether

Equipement/s:

 Lamia's Tiara

 Survival Vest

Upon entering, just move on until your characters feel an earthquake. An enemy will come from behind and chases you. In the next screen, run to the right while dodging the swinging blades. In the next screen, dodge another set of Swinging blades. In the next screen, you'll jump over a hole. The enemy will then fall down the hole afterwards.

I tried to fight it but I still can't beat Armodullahan. I think it's like X-ATM of Final Fantasy VIII. You'll need only to inflict about 900-950 damage to it before it goes down. I'll try to beat it somehow.

In the next screen, you'll see Lani. She will try to get the Pendant from Dagger. You will refuse then Lani will engage you in battle.

BOSS: LANI

Level: 19 Type: Human

HP: 5,708 Gil: 0

MP: 4,802 Items: none

AP: 0

Stolen Item/s: Coral Sword, Gladius, Ether

Attacks: Aera, Water, Fira, Thundara

Weakness: none

She is not as hard as you think. Just have Zidane steal from her then use physical attacks afterwards. Note that it will take a long time to be able to steal the neat equipments from Lani. Next, have Vivi use his most powerful black Magic. Quina should use normal physical attacks and sometimes, let Quina use a Potion on an endangered party member. Then, let Dagger be the main Healer of the party.

After the battle, Lani will leave you alone. Now, go north down the stairs onto the next screen. This area might confuse you as this is like a maze of some sort. Your party will then see an untamed Gargant pass by. Now, go to the left and get a flower. Go near the big hole and press the X button when a field icon appears. The Gargant'll give you a ride. Note: all gargants in this place needs a flower before you can ride on them. When you arrive, go north to the next screen. Here, talk to the man. You'll ask him about the exit to this place. He'll tell you to push the switches around to manipulate the direction of the Gargant. Now, when you regain control, go Northeast towards the next screen. In this area, get a flower again and summon the

Gargant. Now, when you arrive in another area, go right to the next screen. Here, flip the switch. You'll see the path change into another direction. Now, go back to the previous screen and ride the Gargant again.

Now, when you arrive in a new area, go up the stairs to the left first and go north to the next screen. Get the chest here for an Ether. Then, go back south one screen. Go down the stairs then head north to the next screen. In here, just move on until you reach another screen. In here, just Flip Switch #2. Now go back and ride the Gargant once more.

After the trip, flip switch #1 again. And then, ride the Gargant once more. After the trip, move go back to where you saw the man who told you about the switches. From the man, go south and talk to Stiltzkin first. He'll offer you a Phoenix Pinion, a Remedy and an Ether for 555 gil. After buying from Stiltzkin, talk to the other moogle and save your game. After saving, go south to the next screen and ride the Gargant. After the trip, you can talk to the man here and buy items from him. After buying, if necessary, go up the stairs. In here, flip switch #4. Then go right to the next screen. Ride another Gargant. After the trip, just go to the right onto the next screen. Get the chest here for Lamia's Tiara. Now, go back to the previous screen and ride the Gargant again. Now, flip switch #4 again. Then go right to the next screen again and ride the Gargant once more.

After the trip, go right onto the next area. Here, you'll see vines to the right. Cling to it and try to go right. You'll be washed down to the pond. While in the pond, press the X button and Zidane will jump out of the water. When you regain control of Zidane, go up the slopes to the right and climb up the vines to a path to the upper right. Go inside the path onto the next screen. You'll be at the mining site. Talk to the man here. If you give him a Potion, he'll allow you to search for treasures. Now, give him a potion. He'll now hand over to you the Pick. Go to the right and pummel the pile of rocks at the end with your pick. After 2 or 3 hits, you'll hear something. Continue on pummeling the rocks until the moogle inside is free. Talk to him and rest if you want. Buy items from his mogshop, if necessary, then save your game. You can get some neat stuff from digging like the Madain's Ring, and some other items like the Potions, Echo Screens, etc. Now, talk to the man and tell him that you'll now stop searching for treasure. When you regain control of Zidane again, go to the lower right path to the next screen. In here, just search to the lower left for a Survival Vest. Now, go back to the mining site. From here, go left to the next screen. In here, climb the vines and go to the left. You'll see the last switch there. Flip it so that the Path will lead to the exit.

After flipping the switch, cling on to the vines again. Now, go down to the pond. From here, go to the lower right onto the next screen (don't go up the slopes). In here, ride the Gargant and sooner or later, you'll be able to exit to the world map.

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WORLD MAP (Outer Continent)
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you're now at the Outer continent, which is to the north of your continent. Now, just walk on until you see a structure on a bridge. Go around the cliffs and go to that place. Note: It's not located yet in the map.

=====
CONDE PETIE
=====
Item:

Phoenix Pinion

Gil:

4,500 (accumulated)

After a short talk just outside the weird village, your party will go inside. Watch as your party enters the village, Rally-Ho! And then, you'll see an ATE. After the ATE, you'll get to control your party once more. Now, there's 2,700 Gil when you first enter Conde Petie. It's below the door that's next to the second villager. Then, go north a bit and enter the door beside the other villager. In the next screen, you'll see another ATE. After the ATE, you'll notice 2 doors to the left and stairs to the north. Go to either of the 2 doors on the left.

This will be the bar and the Inn. Have Zidane rest here. After resting, get 1,800 Gil next to one of the beds then leave the Inn and go up the stairs to the north. In the next screen, you'll see another ATE. After that, go to the south and talk to Vivi. Then you'll see yet another ATE. After viewing the ATE, go to the lower right area and go down the stairs. You'll be in the item shop. You'll be shocked at what you'll see. It's a Black Mage! Vivi will chase it. Zidane will then follow. In the next screen, Vivi continues to pursue the Black Mage. Dagger will ask what is wrong and then they will go to Vivi. At the entrance, the Black Mage got away. The man (Harold) will tell you that these Pointy-Hats come here to traded. They came from a forest southeast from Conde Petie. Your party will then decide to go there. But before leaving, go to the item shop first and buy some items. And then, talk to the moogles here and save your game. Search around in the southern portion of this room for a Phoenix Pinion. Now, go to the upper right path onto the next screen. You'll see the equipments shop. After buying items and Equipments. Go out to the World Map.

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WORLD MAP
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Just outside Conde Petie, if you look to the southeast, you'll see a big forest just below the cliff. From Conde Petie, just go southeast. Go around the cliff and to the Black Mage Village.

=====
BLACK MAGE VILLAGE
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Items:

Gysahl Greens
Ether
Elixir

Equipment:

Black Belt

Gil:

2843 gil (accumulated)

Once inside, you'll see a Black Mage go to the upper right. Now, just go to the upper right 3 times then go to the upper left. You'll see the Black Mage appear again. Now, follow him to the upper right. You'll see a Sub-FMV where the Black Mage reveals the forest where the Black Mage lives.

Once inside, your party members will be surprised at what they will see. The Black Mages here can talk! Vivi will try to find some Black Mages and talk to them. Dagger will come in but will leave Zidane and explore the town. Quina will come in next and will leave Zidane also to find more food! :) Zidane is all alone now. You'll now see another ATE. When you regain control of Zidane,

go to the house directly to the left. This is the Equipment shop. Buy stronger equipments here. After buying, if necessary, leave the shop and find an Elixir to the right of the weapon shop's door. From here, go to the northeast onto the next screen. Go past the moogle first and into the house at the end. Inside, you'll see an ATE again. After that ATE, you can talk to Quina. Quina tries to eat the Chocobo Egg. The Black Mages try to protect the Egg from Quina. After talking to them, search around here for a Gysahl Green. After that, leave this house. Talk to the moogle outside and save your game. Now, go south towards the town entrance. Here, go to the Northwest until you reach the next screen.

You'll see 2 houses here. Go inside the right one first. You'll be in an Item Shop. Buy items if you want, then get an Ether next to the bookcase, then go left and leave the shop. Now, go inside the house to the left. You'll see Dagger in here. Zidane will talk to her then she'll leave to look for Vivi. When you regain control of Zidane, search for the hidden chest here which contains 2000 gil. Next, go up the ladders onto the roof. Here, just go to the north and search for a hidden chest with 843 gil. Then, go back down the ladders and talk to the Black Mage. It's the Black Mage Village Synthesis Shop. Synthesize some equipment then leave the shop.

Outside, go left and you'll see Vivi run. Follow Vivi inside the Item Shop. Inside the Item shop, use the back door and cross the wooden bridge and you'll arrive at the inn. Talk to Vivi. Quina and Dagger will come in afterwards. Then, you'll be asked if you want to rest. Do so. During the night, Vivi will leave the Inn. Zidane and Dagger will be alone in the room. They'll have a conversation. Zidane will tell Dagger that Vivi is just trying to find something. Trying to find a place that he can finally call home. And Vivi might be able to find it here in the Black Mage Village. Then, Zidane will tell Dagger a story. Once there was a man, who didn't know where he came from, who his parents were, and even what he is. One day, he left the house of his adoptive father and tried to find that place. Unfortunately, he wasn't able to find anything and return to his adoptive father's house. His adoptive father gave him a spanking for leaving the house. But, there's still a smile on the man's face. At the least, he has a place to call home.

Then, after that story, you'll see Vivi talk to the Black Mage again. He'll ask about "stopping" or death again. In the morning, Dagger will learn something from the Black Mage. They saw Kuja in a Silver Dragon in the northern part of this continent. With Kuja around, there must be a secret to this continent. After that, Vivi will come in as well as Quina. Now, you have to go through Conde Petie to reach the Sanctuary. When you regain control of your characters, prepare them. Rest, buy some items and equipments and then, leave the Black Village. Also, after you stay overnight and are about to leave, go to the synthesis shop, climb the ladder, and go to the screen to the right from there. Walk to that little overhang at the bottom of the screen and the field icon will appear. You'll hear 2 mages talking about 'the usual' that the mage who sells you items gives. Go talk to the items mage and ask him about 'the usual'. He comes from behind his counter to look for it, leaving you access to the ladder behind his counter that leads to his room. Climb the ladder and search around the beds, and you'll find a Black Belt.

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WORLD MAP
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Here in the world map, just go straight to Conde Petie. Save your game first before entering.

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CONDE PETIE

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Upon entering, you'll see a short talk again. Then, go inside Conde Petie. Here, just to the area where the inn is and go up the ladders to the north. In here, talk to the gatekeeper to the upper right. He'll tell you that you must have the ceremony first so that you can pass through to the Sanctuary. Then, he'll tell you to speak to His holiness. Go back to the area where the inn is. Talk to Father David who is walking outside. He'll tell you that the ceremony is the binding of a man and a woman. Then, they'll be allowed to go to the Sanctuary. Zidane will ask Dagger if she wants to do it. Dagger will agree right away. Then, you'll see the ceremony being held. You'll see Zidane thinking about some funny stuff. After the ceremony, Zidane will try to kiss Dagger but, Dagger got away :). Now, You'll see Vivi and Quina. Have them married too! Now, Zidane and Dagger will announce to the twins by the equipment shop that they are newlyweds. The twins will let them pass. But then, you'll see a girl and a moogle steal some food from the villagers. In the next screen, the Girl and the moogle will escape. Vivi and Quina will now come in also as newlyweds. Now, go to the northeast onto the next screen and you'll arrive at the...

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MOUNTAIN PATH

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Items:

Remedy
Ether
Tent

Key Items:

Blue Stone	Yellow Stone
Red Stone	Green Stone

In here, you can see the Girl and the Moogle who you saw steal some food from the Villagers at Conde Petie. The Girl will be trapped in the branch and the Moogle will go away. Quina will think that the Mog is delicious so Quina will chase the Moogle. Then, the girl will be free from the branch. She will now introduce her self. Let's use the name Eiko, which is her default name. Zidane and co. will now agree to guide Eiko to her home past this mountain path.

When you regain control of Zidane, go left and go up the vines and get the chest here for a Remedy. Now, down go down the vines. Go right towards the next screen. Note: If you use the Fenrir Summon of Eiko for the first time, your party will talk about it during the battle. Now, examine the statue here and choose to take out the Blue Stone. After getting the stone, go back to the previous area. Go down the vines, and head to the lower right onto the next screen. Here, climb up another Vine. Go left to the next screen and get the chest for a Tent. Then take out the Red Stone from the Statue. Now, go back right to the next screen and go down the vine. Here, just move on to the right. In this area, just move along to the north onto the next screen. You'll see Stiltzkin again. Talk to him and you will be able to buy a Magic Tag, Tent, and an Ether for 666 gil. After buying from him, talk to the other moogle. You can use a Tent and then save the game. Now, you'll see that there are three paths to the south. The center of which is where you came from. Go to the right path first and put in the 2 stones that you've got so far. And then, go back to the moogles. From here, use the left path, climb up the ladder and move on to the next area. From here, move forward until you see a FMV of a very huge tree. When you regain control of your characters, prepare them for a boss battle. After preparing, go to the area to the right and battle...

BOSS: HILGIGARS

Level: 28 Type: Human
HP: 8,106 Gil: 2,136
MP: 908 Items: Tent, Antlion Card
AP: 9
Stolen Item/s: Fairy Flute, Mythril Fork, Phoenix Down
Attacks: Earthquake, Hiphop, Knock Down, Curaga
Weakness: Thunder

Now, try to finish of this giant as fast as you can. Don't worry about your HP as you now have 2 healers in your party. But if the battle takes too long, The giant will use Earthquake and Hiphop frequently and he may be able to knockout your entire party. So, concentrate your attacks with Vivi and Zidane. Eiko and Dagger should be in the back row and should provide support for the 2 attackers. If you have the MP, try casting the summons of Dagger and Eiko.

After the battle, you'll have a short talk. The party will talk about Eiko and the Eidolons. Eiko will be surprised too that Dagger can use Summons also. Then, Eiko will tell you that the tree you saw was the Iifa Tree which is called the Sanctuary at Conde Petie.

When you regain control of your characters, examine the statue here for the Yellow stone. Then, go right to the next screen. Here, you'll see 2 paths. Go to the one that leads to the right first. In here, get the Green Stone and get an Ether in a chest next to the statue with the stone. After getting the stone, return to the previous screen and go up the other path (we'll deal with the Stones later). From here, just move along until you reach the World Map.

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WORLD MAP
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Here, you'll be on the other side of the Conde Petie Mountain Path. Go north and go to the ruins. Save first then enter Madain Sari.

=====
MADAIN SARI
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Items:
 Tent
 Ore
 Phoenix Pinion
Key Item:
 Kirman Coffee
Stellazzio:
 Libra

Upon entering, your party will look around. Then, moogles will come out of nowhere. After that, you'll follow Eiko. In the next area (fountain area), Zidane will ask Eiko about Mog. Eiko tells him that Mog is always by her side. Then, Eiko will pull Zidane over to the bench and asks a lot of questions about Zidane. After that, Dagger will be jealous. Now, Eiko will start to cook for your meal. You'll see an ATE. After the ATE, you'll be able to control Zidane. Now, search around the fountain for the Libra Stellazzio.

There's also a hidden chest in this area which contains a Tent. After getting the item and the Stellazzio, go to next screen to the left and talk to Vivi. You'll see another ATE. After the ATE, try entering the door. The moogles will stop you from entering because Eiko is not yet through preparing the meals. You'll see another ATE.

During this ATE, you'll see the preparation of Eiko. She and the Moogles will decide on the dishes that will be served. Then Eiko will order the moogles to do specific tasks. To go fishing, dig for Potatoes, and help in the kitchen. Just select any of the moogles. Then, Eiko will start to cook.

After that interactive ATE, go back to the fountain area. From here, go north onto the next screen. Talk to the moogles. It won't let you pass because this is a restricted area. Then, you'll see Quina. She'll tell you that she ate rocks. Then, Quina'll jump into the water. After that, head back to the Fountain Area. Now, go left to the next screen again and talk to the moogles by the door. The moogles will give you a tour of the Eidolon Wall while Eiko is cooking. Now, go to the restricted area. On your way, you'll see another ATE.

You'll now see Eiko prepare. She'll have to decide the number of people that will eat. Select any number more than 10. Next, you can put an Oglop or not. Finally, let Mocha cook and lend a hand to the other moogles who are fishing. Eiko will get Quina!

After the ATE, talk to the moogles by the restricted area. Zidane will call Dagger first. When you regain control, go to the fountain area and go south to the next screen. Here, talk to Dagger. You'll tell her about the Eidolon wall and she'll come with you. Now, go back to the restricted area. The moogles will let you in. Morrison (the moogles) will talk to you about the Eidolon wall. Then, Dagger will look at the murals. She'll recognize some of them then she'll continue to look over to the other murals. You'll now take control of Zidane again. Leave the Eidolon Wall. You'll see another ATE.

In this ATE, you'll see Eiko and Quina. Quina is a Gourmand and can help you cook. When asked, choose to ask Quina for advice. Quina will tell you about the water and the ingredients of the meal. Quina will need more heat so she will then have an idea of calling Vivi over and provide fire.

Now, go all the way to the left and you can now enter the door. You'll see the meal. Your party will then have their meal. While eating, Eiko will tell everyone that she is the lone survivor of the summoners here at Madain Sari. After the conversation, everyone will thank Eiko for the meal. Zidane will think that maybe he'll try Eiko's cooking. Eiko will be angry at Zidane. She'll order you to get the dishes and bring it to the kitchen. When you regain control of Zidane, get the chest to the right for an Ore. Then, go around the table and get the partially hidden chest for a Phoenix Pinion. After getting the 2 chests, examine the table and you'll gather the dishes. Bring it to the kitchen, which is to the left. In the kitchen, Eiko will tell you to put the dishes down. Now, talk to Eiko. She'll tell you more about the Iifa Tree. She says that the Iifa Tree is sealed by an Eidolon. Then, talk to Eiko and ask her help to break the seal but she'll refuse. Talk to her again until she says she won't do it. Now, go to the dining room and try to leave. A moogles will come in and offers you a rest. So, rest up.

During the night, Zidane will see Vivi thinking a lot again. Zidane will tell Vivi to try to loosen up and not to think too much. Zidane will then tell Vivi about what life is. That it's unfair and you are what you do and you are the ones who make the choices in your life. While talking, you'll see Eiko eavesdropping on them.

Dagger. You'll see Soulcage. It will talk to you. It will tell you that the mist was sent to the world to create chaos among the leaders of the different nations. It'll also tell you that Kuja uses the waste product of the mist in order to create the mist. You must defeat Soulcage now to rid the world of the Mist. You'll now have to fight.

BOSS: SOULCAGE

Level: 26 Type: Undead
HP: 9,765 Gil: 3,800
MP: 862 Items: Elixir, Phoenix Down
AP: 9
Stolen Item/s: Brigandine, Magician Cloak, Oak Staff
Attacks: Level5 Death, Fire Blades, Shockwave
Weakness: none

This is a tough one. Its level5 Death will instant kill all your characters that have a level in multiples of 5 (i.e. 20,30,25). Zidane should just use physical attacks. Let Vivi use Ice Magic. Eiko and Dagger should be the healers. If you can spare a turn, use Eiko or Dagger's Summon. And, also hope that Zidane will reach Trance!

Strategy by Megat Suhamdan (shah_ff7ff8@hotmail.com):

The strategy is very simple. Only four words. Just Throw One Elixir (at him of course). There, that's the strategy. Very simple huh.

Strategy by Geno (geno8827@home.com):

There's a faster and easier way of killing Soulcage. All you have to do is have Eiko or Dagger cast life on the him and he dies instantly.

Note that both strategies are have been tested and proven by me. :)

After the battle, the party will leave the tree. You'll now see a FMV of the Iifa Tree. The Mist will be gone now and the Iifa Tree looks more beautiful. After that FMV, you'll party will be at the entrance waiting for Kuja. Vivi will talk about the Black Mages. What if they get mad at Vivi. And then, a moogles will come in and tell Eiko that someone stole something important back at Madain Sari. The party will help Eiko. Kuja can wait so they'll help Eiko first. Now, exit to the World Map and then head back to Madain Sari through the Conde Petie Mountain Path.

=====
MADAIN SARI
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Items:

Tent
Elixir
Phoenix Down

Equipments:

Survival Vest
Exploda
Memory Earring

Here, the moogles will call on Eiko. When you regain control of Zidane, follow Eiko and go to the Kitchen. Here, see the moogles gathered around. Now, go down the stairs here and go inside the room below the kitchen. You'll see Eiko here. The stone that was passed down through generations is the one that was stolen. The party will then decide to find the thief for Eiko. Eiko

will then leave and go to the Eidolon Wall. But then, you'll hear Eiko scream. Vivi will come in and tell you that Eiko is held by the woman you saw back at Fossil Roo. None other than Lani. When you regain control of Zidane, get the chest here for a Survival Vest as well as a Phoenix Down. And then, go to the Eidolon wall.

Here, talk to the moogles in front of the door. Ask the moogles to heal your party. Then, take a peek inside. You'll see Eiko and Lani. After that, another moogles will come in and gives you the Exploda and an Elixir. Then, talk to the moogles in front of the door again and ask for Mog. Mog will be very scared even if Zidane assures her safety. Then, talk to the moogles again and choose to save her. In the Eidolon wall, Eiko will be put to sleep by Lani. She demands that you surrender the pendant of Dagger. Also, Vivi should be the one who will give it to her. Just as Vivi walk towards Lani, the Red-Headed man will show up and stop Lani and save Eiko. Eiko will then wake up. Lani will be outraged at what the red-headed man did then she'll leave. The man will then challenge Zidane into a one on one battle.

BOSS: SCARLET HAIR

Level: 22 Type: Human
HP: 8,985 Gil: 4,790
MP: 5,865 Items: Tent
AP: 9
Stolen Item/s: Poison Knuckles, Ether
Attacks: Physical Attacks
Weakness: none

The man will be easy. Just use normal physical attacks on him. When Zidane's HP reaches 600, heal Zidane right away as the man is very fast and can have 2 turns in a row. The man will also go around the battlefield. When he says "Here I go!", attack him as he will be returning to the center. Basically, this fight is easy but long. :)

After the battle, Zidane will ask the man to return what he stole. Then the man asked Zidane to finish him. Zidane will not do it. He has the Stolen item back, both of them are alive, so there's no point in taking the man's life. The man will then leave. You'll now give the stone back to Eiko. When you regain control of the Zidane, go back to the kitchen and enter the room below.

Here, Eiko will ask you if she could go with you. She promised to her grandfather that she won't leave until her 16th birthday. Tell her that it's ok to join your party. She's decided to come with the party anyway. After that, she'll keep the stone so that it won't be stolen or lost again. She'll wear it as an earring. The Memory Earring. Then, Mog will come in. They will have a short talk. Then, go to the dining room and go right to the next screen. Here, search around for a field icon. You'll hear someone sing a familiar song. Dagger is on a boat singing. Zidane will talk to her. Later, Zidane will tell Dagger about the story of Ipsen, a great adventurer. You'll then see boat go adrift. Dagger and Zidane will head another woman singing the same song! Dagger will remember what happened to her in FMV fashion. She was the girl in the boat. She escaped with her mother when the Madain Sari was destroyed by large tornadoes while a huge eye watches from above. Then, Dagger will lose consciousness.

When Dagger wakes up, she realizes that she really came from this village before she became the princess of Alexandria. Dagger decides to go and talk

to Doctor Tot to know the truth. And then, you'll find yourselves at the Eidolon wall. Dagger will tell Eiko that she prays at the Eidolon wall way back when she was still here. Eiko will be happy as she is not alone anymore and decides to join you in your journey. Then the party will be at the entrance. You'll see the moogles say goodbye to Eiko. Then, the red-headed man will come in. He is puzzled by the way how Zidane beat him and why he spared his life. Zidane tells him to join in so that he'll know why. Name him now. Let's use the name Amarant which is the default one. Now, you'll be asked to choose your party members. After selecting your party members, exit to the world map and go to the Iifa Tree once more.

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IIFA TREE
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Upon arrival, your party members will see the Silver Dragon and Kuja himself. When you regain control of your characters, move on until you see your characters talk about getting on the trunk of the tree. Amarant will lend a hand and takes Eiko and Vivi to the Trunk (he wonders how this dimwit was able to beat him). Zidane, on the other hand, gives Dagger a piggyback ride. You'll see Kuja. He'll take you as a warm-up until the elephant-lady comes. And then, when you have the chance, prepare your characters for battle. Kuja will later notice that the curtains are up and the show will begin. You'll see a FMV of Brahne's Fleet going towards the Iifa Tree. She'll be so damn greedy and decides to kill Kuja and take the Outer Continent. Brahne will order the Black Mages to concentrate all magic into one spell then attack Kuja. Dagger will not believe what she sees. Then, Kuja will call some spawns of the mist and you'll have to fight them. After the battle, you'll see Kuja and Brahne square off.

Now, Dagger will try to save his mother. Even though Zidane tries to stop her, she will not give up. Dagger will then ask Eiko if the Eidolon that is trapped is still here in the Tree. Eiko then points to the roots of the tree. Dagger will go there by herself! When you control Zidane, just go south to the next screen and just move on until you see Dagger. Remember that, you'll encounter some Mist Spawns on the way down. Then, you'll see Dagger call upon the trapped Eidolon. She'll receive the Aquamarine and Leviathan. It's no use. Leviathan destroys the enemies by using a Tidal wave!

After that, you'll see the exhausted Black Mages. Now, Brahne uses her most powerful weapon. The eidolon Bahamut! You'll see the FMV of Bahamut rising from the ocean. Then, Bahamut will attack Kuja and the Silver Dragon. The attack injured Kuja a little drawing blood on his forehead. Then, Kuja raises his arm and the big eye will appear in the sky. It will kill the Black Mages and will corrupt Bahamut. Kuja will use Bahamut against Brahne. You'll see Brahne and she is frightened. Bahamut aims directly at the Red Rose then boom!

Later, your party will see Brahne at the short with her escape pod. Finally, Brahne finally came to her senses and talks to Dagger like a real mother she once was. Brahne will tell Dagger that she might be better off sitting on the throne. And then the inevitable happens, Brahne will die. After that tragedy, the party will go back to Alexandria using Brahne's escape pod.

In Alexandria, you'll see Doctor Tot call on Dagger. You'll also see Steiner and Beatrix pledge their loyalty to Princess Garnet. Then, Dagger will put a wreath on Brahne's Grave. You'll then see a FMV of Dagger. After the FMV, you'll be asked if you want to save your game. Save your game and put in Disc 3.

Ruby will greet Vivi. Then Blank and co. will come in. They'll be scolded later. :)

After that, you'll see Dagger in her room in the castle. She'll talk to Steiner and ask about Zidane. Then, Doctor Tot and Beatrix will come in. Doctor Tot will give you the Opal, Topaz, and Amethyst Stones that contains the Eidolons that Brahne extracted from Dagger in the past. Dagger will then prepare. After that scene in Dagger's room, you'll see Eiko at a hallway. She's confident that she can now have Zidane because he and Dagger is already apart. She'll then decide to write a love letter to Dagger. Doctor Tot will come down the stairs and meets Eiko. Eiko will ask Doctor Tot to write him a love letter. Doctor Tot will do it. Eiko will then leave. Doctor Tot notices the horn of Eiko. He remembers the time when a ship drifted ashore during a stormy night. He saw a dead woman and a baby girl with horns. The King will order the removal of the horn. Then, he and Brahne decide to raise the baby as if she is their own child.

After that, you'll see Dagger in a beautiful dress. Dagger will then tell Beatrix about who she really is. But, Beatrix already knew it from Doctor Tot. Then, Doctor will finish the letter of Eiko. Eiko then tells Doctor Tot her real name and where she came from, Madain Sari. Afterwards, you'll control Eiko. Go southeast to where Doctor Tot is and talk to the moogle and save your game. After saving, leave this room. Next, go left onto the next screen and then go north. In the main hallway of the 2nd floor, go north to the stairs that lead down to the first floor. Eiko will bump into Baku! Eiko will be hanging from the edge. Eiko will then ask Baku to deliver her letter to Zidane because she can't go down and Baku can't reach her. Baku will agree to bring the letter to Zidane.

Next, you'll see Baku at the fountain. You'll see Steiner and the knights of Pluto do their rounds at the premises of the castle. Steiner notices Baku. After a short talk (or quarrel), Baku will leave using the boat. Then, Steiner leaves the area too. Beatrix will then come in. She'll see the love letter at the steps (Baku accidentally left it). Beatrix will then read the love letter and assumes that Steiner wrote it.

Next, you'll see Zidane again. Ruby and the Tantalus guys will come in and encourages Zidane to go to bring himself together and go to Dagger. Baku will then come in and then Vivi. Vivi wants to go to the castle and meet Dagger and he asks Zidane if he could go with him. Zidane will agree. When you regain control of Zidane, leave the bar. You'll see an ATE. After the ATE, go to the area where the ticket booth is and go north and enter the castle gate. Here, you'll see Freya and Amarant square off. Zidane and Vivi will come in and break them up. Freya will be mad at Zidane because he didn't even visit Dagger. You'll now decide to meet Dagger. When you regain control of your characters, use the boat and it'll take you to the castle. When you arrive at the castle, just move on and go inside. You'll see Steiner carrying Eiko. The party will then talk to Eiko. Freya talks to Eiko and then asks where she came from. Steiner will not allow you to go inside. Vivi will then persuade Steiner into letting you go inside the castle and meet Dagger.

Inside, Steiner will call on Dagger. Dagger will come out of the room. The party will be happy to see her. But Zidane didn't say anything at all. Eiko will then come up and she'll ask Dagger if they will ever meet again. Dagger will tell her that they'll surely meet again. The two will then trade jewels. After that, you'll see Zidane talking about his feelings for Dagger.

In the next scene, you'll see Eiko at the fountain. She'll be mad at Zidane because he can't tell Dagger his true feelings for her. Then, Eiko will see Blank and Marcus. Blank talks about the letter he read and this is the

Stolen Item/s: Holy Lance, Power Vest, Elixir
Attacks: Photon (drops Hp to 1), Propeller Wind, Whirlwind, Boomerang
Weakness: Shadow

Man, this one is tough. Get your healers ready and hope that they already learned the Chemist Support Ability. The Ark will use Whirlwind most of the time. And it causes the Confuse status effect. All you can do is use physical attack. But, you can use the abilities of non-magic casters like Freya, Zidane, Amarant, and Steiner. Amarant's Throw ability is very useful against Ark. For Zidane, you can steal the item/equipments if you want then just use physical attacks. For Freya, cast Rei's Wind occasionally then use her Lancer. This fight will be long so be patient.

After the battle, the scene will shift to the other party members who were left behind at the Desert Palace.

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DESERT PALACE
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Equipments:

Promist Ring Black Hood
Anklet Venetia Shield
Shield Armor
N-Kai Armlet

You'll see your other party members. Kuja will give Zidane only 10 minutes to arrive. If he doesn't return in 10 minutes, the rest of the party will be killed. Cid will be angry at what Kuja did! He then decides to put matters into his own hands. You'll then see Black Mages talking about traps. When you control Cid, go south and then go right to the next screen.

In here, you have to get the key which is tied at the cage of a monster. You're given 6 minutes to complete everything. Now, when the monster isn't looking, press the Circle button as fast as you can. When the monster turns around, stop pressing the circle button. When you reach the cage, you'll get the Hourglass Key. Then, you'll have to put 3 weight into one of the dishes so that Cid can climb up and turn the Hourglass upside down. You'll see 4 weights. One is made of wood, and the others are made from, Clay, Stone, and Iron. Now, place the Clay, Stone and the Iron Weights onto the dish. This is the heaviest combination possible. Now, choose to climb up. Cid will be able to go to the top and turn the hourglass upside down to save the party. After that, you'll see your remaining party members escape from their rooms. You'll be able to control them (remember that Zidane and the 3 party members he chose are still at Oeilvert). Now, go left to the next screen. Here, just climb up the stairs. You'll reach the entrance to the Desert Palace.

Before going up the stairs, examine the lamp on the left angel. A red light will appear on the right angel. Examine the red light and then inspect the bloodstone. You'll get a Promist Ring. After getting the ring, go up the stairs. Here, you'll see 2 gargoyle statues and a woman statue in the center. Examine the right gargoyle first and then the left gargoyle, and finally the woman statue in the center. Now, walk to the left. You'll see Blue Stairs appear. Go up the Blue Stairs and move on to the next screen and light the lamp at the end. Then, go back down the Blue Stairs. From here, go left towards the next area.

You'll see 3 circular lamps here in the main room. Examine all 3 and light them up. The 2 north doors should be open. Go up the upper left door and move on until you reach the other side of the main room. Now, light all the 3

lamps here. The statues to the left will be gone. Now, put out the flames of the upper right lamp and the right one. The 2 doors to the north should be open and the statues to the left are gone. Go through the upper right door and go to the other side again. This time, light the 2 lamps in the center of this room (you can't light up the one to the south). The right statues will be gone now. And then, open ALL lamps in this room. 3 to the right, 3 to the left, 2 in the center, and the last one should be the one in the center to the south. There'll be a red light. Examine it again and inspect the Bloodstone. You'll get the Anklet. Now, go to the upper right area of this room and enter the newly opened door.

In the next screen, light up the candle near the statue of a woman. Another red light will appear. Inspect the bloodstone again and you'll get the Shield Armor. After getting the armor, move north and go up the stairs at the end onto the next screen. Here, light up the candle which is on top of the stairs. Then, move on until you reach the Library.

Here, there are 3 levels/floors in here. First, light up the candle to the left. It'll activate the ladder to the right. Now, go to the right and go up the ladder to the 3rd level/floor. Light the candle here at the 3rd level and a door will be revealed. Enter the newly opened door and inspect the bloodstone here for the N-Kai Armlet. After that, head back inside the library. Now, go down the stairs. Use the ladder that you see and go up to the 2nd level. Here, light up the candle and another door will be revealed.

From here, go left up the stairs. Go all the way to the end lighting up 2 candles on the way. After lighting the 2 candles, go back inside the library. Now, light up the right candle in the 1st level. Another door will be revealed. Enter it and light another candle inside. Go back inside the Library. You should hear the sound of the moogle. In the 1st floor, go left and talk to the moogle, use a Tent and save the game (finally).

After saving, go left to the next screen. Here, you'll see a Gargoyle with 2 candles. Light up the one to the right. Take note of the direction the shadow is facing, and then go through the door. Move on until you reach the opposite side. You'll see a painting with 1 candle, and another Gargoyle with 2 candles. There are 3 candles in here. Now, light up the candle at the painting. It will give you a clue "Dare not follow those of evil. Strive to follow those of good."

If you examine the 2 gargoyles, the one to the right is the "Apostle from Underground" and the one near the painting is the "Messenger from Heaven". The clue says don't follow evil. This means that do no face towards evil (which is the right Gargoyle). So, light up the candle which is the right at the left Gargoyle. The shadows of both Gargoyles will be facing to the left. A Blue Stairs will appear at the center. As for the other clue, follow those of good, the shadow of the right gargoyle follows the shadow of the left gargoyle which is the good ones.

Note: If you lit BOTH candles at each of the Gargoyles, you'll get a Venetia Shield at the left and a Black Hood to the right.

Now, go around again and go up that blue stairs. In the next screen, unequip everything that you got by inspecting bloodstones here at the palace (Promist Ring, etc.). Now, move forward and you'll fight the defense system of the palace.

BOSS: VALIA PIRA

Level: 36 Type: Flying
HP: 12,119 Gil: 4,089
MP: 9,999 Items: Elixir
AP: 11
Stolen Item/s: ?
Attacks: Thundaga, Blizzaga, Reflect, Firaga
Weakness: Water

Remember, I told you to remove bloodstone equipments. If you equip any of them, the defense system will be enhanced. The bloodstone equipments will enhance its, Magic Power, Elemental Defense, Physical Defense, Evasion, Magic Defense and Magic Evade. Basically, you can just use physical attacks and use Magic or summon. Just heal your characters when your HP is at critical level. I also had a fun time using Carbuncle. The AI of Valia Pira is quite low. It attacks you even you have Reflect.

After the battle, move forward and light the candle at the end. Now, go back and examine the Shining floor. You'll now see Zidane's group arrive at the Desert Palace from the Hilda Garde 1. When you regain control of Zidane, move on and use the teleporter. On the next area, Kuja will welcome you again. He'll tell you that Zidane must come alone. When you regain control of Zidane, move on and go up the ladders into Kuja's Room. When you reach the room, Kuja will show you your other party members locked up below.

Meanwhile, outside the room, you'll see your entire party meet again. Everyone will now go to Zidane and save him. But then, Eiko will be left outside and Zorn and Thorn will nab her. Now, the party arrived at Kuja's room. Kuja will be surprised as you were able to escape. Zidane is really mad now as the 4 party members Kuja has shown you are fakes. After that, Kuja will take the Gulug stone from you and then he'll leave. When you regain control of your characters, go to where the Hilda Garde is. When you get there, you'll see that Kuja already left. Now, move north to the next screen. You're party members will talk. Cid suggests that you follow Kuja aboard the Blue Narciss. When you regain control of Zidane, examine the lever here and kick it. A ladder will appear. Go down the ladder and move on until you reach the World Map.

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WORLD MAP (Lost Continent)
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In the world map, you'll see the Blue Narciss follow Hilda Garde 1. You'll eventually reach a shore. When you disembark, go to the west and enter Esto Gaza.

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ESTO GAZA
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Item:
 Wing Edge

Upon entering, go inside the building. Inside, you'll see the Bishop of Esto Gaza. The bishop will tell you that you're on sacred land. He'll also mention some pointy-hats pass by. Zidane will ask if a little girl is with them. The bishop will tell you that the path behind him is the path of souls which leads to the Shimmering Island. Then, he'll tell you that he saw a lot of pointy-hats pass by, Kuja, Zorn and Thorn and a little girl held by one of the Black Mages. He'll tell you that they went to Mount Gulug. When you regain control of you characters, leave this area and come back again. You'll

now see a lot of people. You can talk to the bishop and rest for 100 gil. From here, go right to the next screen. You'll reach a shop that sells items and equipments. After buying, go around the shop to the north (note, use the 'HERE' icon as your guide) until you reach the counter to the right. Search here for a Wing Edge. Now, go to where the bishop is and go up the stairs onto the next area. Here, talk to the moogle and save your game. Then, go right and move on until you reach Mount Gulug.

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MOUNT GULUG
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Item:

Wing Edge

Equipments:

Gaia Gear

Demon's Mail

When you regain control of your characters, go left into a house. You'll get 9,693 Gil and a Red Hat in here. After that, leave the house, go left and just move on past another house until you reach a well. Examine the rope at the well and go down. Here, you can go to the left or right path. Go to the right first. Here, talk to the moogle and save your game. After saving, search to the lower right of this room for a Wing Edge. Then, continue on to the right. Just enter the door at the end. From here, just move on until you reach a dead end and search there for a Gaia Gear. After getting the equipment, head back to where the well is. Note that you'll have to fight Red Dragons on the way. When you reach the area where the well is, go left to the next screen and enter the house at the end. Here, get the Demon's Mail. Now, leave this small house and enter the doorway just beside this house. Inside, go up and stairs and talk to the moogle and save your game once more. After saving, continue up the stairs. Here, just move on and enter another house at the end. Inside, you'll get an Elixir. But before you do, a Red Dragon will attack you. After getting the Elixir, head all the way back to where the well is.

Here, examine the lever to the left of the well and pull it down 3 times. You'll see the rope dangle below. Examine the rope and use it to go down. Below, you'll fight another Red Dragon. After beating it, go through the wall where the Dragon went in. You'll see Eiko. Dagger recognizes the ceremony that Zorn and Thorn does to Eiko. Zidane and co. will now go and save Eiko.

Next, you'll see Zorn and Thorn chant. They will be unsuccessful because Eiko hasn't reached 16 years old. Eidolons can only be successfully extracted when then subject reaches 16 years old. Kuja still insists for an Eidolon that is more powerful than Alexander to be able to beat a man named Garland. He orders Zorn and Thorn to continue the extraction, but then, Mog will come out and saves Eiko. Eiko will battle Zorn and Thorn. Mog will tell Eiko to use Terra Homing. Eiko will do that and you'll see another Eidolon. It seems that Mog is really an Eidolon and he took the form of a moogle in order for him to be close to Eiko. After the battle, Eiko will receive the Ribbon, which she gave to Mog. Then, Kuja will be surprised that he saw an Eidolon in Trance. After a short talk, he will leave. Vivi will follow Kuja and will try to ask him about the Black Mages. But then, Zorn and Thorn will move and they will merge into one. The battle begins.

BOSS: MELTIGEMINI

Level: 42

Type: Demon

HP: 24,348

Gil: 6,428

MP: 1,570

Items: Vaccine

AP: 11

Stolen Item/s: Demon's Vest, Golden Hairpin, Vaccine

Attacks: Viral Smoke, Bio, Venom Powder, Wings

Weakness: Mini

Zorn and Thorn combined is not as hard as you think. They're a pretty average boss. All you have to do is to use the most powerful attacks of your characters or you can even use normal physical attacks. Just remember to heal your characters when their HPs reach about 1/2 so that you won't have any trouble reviving a KO'd character.

After the battle, Vivi will come in together with 2 black Mages. After a short talk, a woman will call out to you. When Zidane and co. goes to her, she will thank you for chasing Kuja away. Then, Dagger will go to her and the woman will recognize her. Cid will come in and you'll finally know the true identity of the woman. She's the wife of Regent Cid, Lady Hilda. After a short talk between the party, Cid and Hilda, you'll be automatically taken back to Lindblum.

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LINDBLUM

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Here, Cid and Hilda will talk inside the Royal Chamber. Hilda will tell Cid that Kuja is not from this world. Then, Cid will apologize to Hilda for what he has done in the past and asks her if she could turn him back into a human. Hilda will do that. She'll kiss Cid and then... poof! Regent Cid is human again! Then you'll see a touching scene.

Meanwhile, you'll see Zidane. A Lindblum soldier will wake him up. (Notice that Zidane is having a very naughty dream with Dagger). Then, the soldier will tell Zidane that Lady Hilda called for a meeting at the Conference room. When you regain control of Zidane, go talk to the moogles in here and save your game first. After saving, go to the left and go up the Upper level then go to the conference room.

Here, Zidane will see Cid in his human form (without manners as always). Then, the meeting will start. Hilda will tell you that she got info from Kuja himself while she was at captivity. Then, you'll notice that Dagger is missing. Steiner will go look for her. Then, Cid will leave the room and prepare for the construction of Hilda Garde 3. Back to the meeting. Hilda will tell you that Kuja is out of this world and is planning to use this world to achieve greater power. Kuja also said that this world is called Gaia, and the place where he's from is called Terra. You'll see an ATE. After the ATE, Hilda will talk to you about the Shimmering island. There's a seal here that prevents entry. But, Kuja unintentionally told Hilda that the seal can be broken at an old castle at the northern part of the Forgotten Continent. You'll call it Ipsen's Castle. You'll see another ATE again. After that, the party will prepare to go to Ipsen's Castle. But then, Steiner will come in and tell you that Dagger is missing and she is nowhere to be found in Lindblum even with the help of the Tantalus. Zidane tells the rest of the party to wait for him. He'll leave the castle and search for Dagger.

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ALEXANDRIA

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Here, you'll see the members of Tantalus search for Dagger. Then, you'll see

alone and get to the place where you can break the seal first. Allow him to go. After that, choose your party members. Now, go up the stairs into Ipsen's Castle.

Inside, search to the left at once for a chest with a Dagger. Then, to the right for the Aquarius Stellazzio. After getting these 2, go inside the door at the end. In this next area, go north first and get the chest for a Cat's Claws. Now, talk to the moogle and save. After saving, go to the right then examine the pole and go down. Here, just use the ladder to the upper right and move on until you reach the next screen. Here, just go north and enter another hole.

It might be confusing here so let's give each of the ladders here a number. From the hole, use the First Ladder and go down. Now, move on until you reach the Second Ladder. Go up until you arrive at the next screen. Here, jump off the ladder. You'll see the Third Ladder here. Go right past the Third Ladder and get a chest at the very end for a Rod. Now, go all the way back to the First Ladder. Go up past the hole where you came in to this area. On top, you can either jump to the left or to the right. Jump to the left first and get the Javelin for Freya. Now, go back to the First Ladder and now, jump to the right. Get the BroadSword at the end. After getting the sword, go to the Third Ladder (After the Second Ladder) that you passed by earlier and go up using that ladder. On top, jump off and enter a room.

In this room, there's a lift to the north and at the center. Go up and you'll see Amarant. He'll leave your party now as he already proved himself to you. When you regain control of Zidane, examine the mirrors at the wall. You'll be able to get 4 mirrors and each of them has something written on it.

Wind Mirror "My power is protected by wind, behind a Tornado"; Water Mirror "My power is protect underwater, surrounded by earth"; Fire Mirror "My power is protected high atop a fiery mountain"; Earth Mirror "My power is protected under the shaking ground".

After getting all of these mirrors, the guardian of this place will attack you.

BOSS: TAHARKA

Level: 46 Flying
HP: 29,186 Gil: 8,096
MP: 1,776 Items: none
AP: 11
Stolen Item/s: Orichalcon, Mythril Claws, Elixir
Attacks: Curl, Chop, Blizzaga, Ram
Weakness: none

This boss is bit hard. Your characters' physical attacks will be so weak against it. So, use Magic attacks! If you have Steiner and Vivi, use Fire Magic. It proves to be useful against this boss. Have Zidane as your Stealer. Be patient though, you might spend the entire battle stealing so be contented with what you have stole. For the other character, make him/her the healer of the party. Give Ethers to Vivi and Steiner if their MPs are in critical. It's also best to use Steiner's Flame Saber for this one.

After the battle, Taharka will say something, "One is all, all is one". After that one, leave this room. In the next room, go south and examine the weird wall to the right. You've got to do a lot of things here. Now, Push the door,

and then Pound it, then think. After that, push and then pound again. After that a new option will appear. Choose "Try something Drastic". Zidane will now kick the wall. It still won't budge. Kick it again and then Rest. The door will open! Go through the door and get the Barette on the balcony (by the way, you'll see the first room in this castle). Now, go to the Moogle and save your game. On the way, you'll see a trap on the floor.

In this same room, to the upper right of the first trap door is a 2nd trap door, if you walk over it, it will open and you will drop into the room below, where you can see the area you get to when you ride down the pole from above. There is a treasure chest here and inside is the "Maiden Prayer".

Then, just continue and save when you see it. After saving, go to the west and you'll be back at the first room here at Ipsen's Castle. Now, you'll notice that a ladder appeared at the north in the center and just to the left beside the door to the moogle. Go up the new stairs.

On top of a new place, go to the center and use the lift and it'll take you down. Below, get the chest for the Golem's Flute. Now, you'll see a big sword-like thing here. You'll also see 2 pots to the left and to the right. The center potholder is empty. Now, let's call the pot to the left, Pot #1. Let's call the pot to the right, Pot #2. For the potholders, let's use left potholder, center potholder, and right potholder.

The clue given is "To obtain my power... work against the flow of time"
So you have to move the pots counter clockwise.

Move Pot #2 from right to middle
Move Pot #1 from left to right
Move Pot #2 from middle to left
move Pot #1 from right to middle

The electric current on the big sword-like thing will go to the right pot. Now, examine the pot to the right (Pot #1) and you'll get the Ancient Aroma. Go back to the lift and go up. Upon disembarking the lift, go left and get the chest here for the Air Racket (Dagger's Scan ability!). After getting the weapon, try to leave the castle.

Outside, your party will notice that Amarant hasn't come out yet. Zidane will then go in by himself to find Amarant. When you control Zidane, go inside the Castle. Go to the moogle and save your game if you want. Now, go to the right and go down the pole again. Here, you'll hear some one. Don't go up the ladder to the upper right, instead, go to the south of this room and you'll find Amarant lying helplessly. Amarant will wonder why you came back for him. Well, that's what a team is really for, to take care of one another and Amarant has been with them for a while already and is already a part of the team. When you regain control of Zidane, go outside the castle. Here, the party will now plan their next move. Your party will notice that the wall where the mirrors were is a map of the world. And the 4 mirrors probably pinpoint the locations as to where the seal can be broken. And Zidane will also remember the clue given by Taharka when it died. You'll now be back at the Hilda Garde 3.

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WORLD MAP / HILDA GARDE 3
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Now, your party will decide to take on all 4 locations at once. 2 Party members will go inside each of the 4 locations. A Crew member will then tell you that was a sailor back then and may be able to help you with the

directions. Now, you'll go to the Water Shrine first. You can ask the Crew member, but I'll tell it to you anyway. :) Now, control Hilda Garde and go south of Ipsen's Castle. Search for a structure in the water. Go to it and press Circle to go in.

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WATER SHRINE
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Here, Eiko and Dagger will be the ones to go in here. After that, Zidane plans the next one. Onto the Fiery Mountain! Zidane will leave and Eiko and Dagger will move on. Now, when you regain control of Hilda Garde, go to the Northeast of Esto Gaza in the Lost Continent and search for a mountain wherein it's mouth is full of Lava.

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FIRE SHRINE
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In this shrine, Freya and Amarant will be the ones going in. After that, Zidane will plan again for the next move. It's to the wind shrine! When you regain control of Hilda Garde 3, go to the Southeast of Oeilvert. Go inside a small cave in between the mountains. It's hard to see so, you must be facing south to be able to see it. Go in the wind shrine.

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WIND SHRINE
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This time, it's Steiner and Vivi's turn. Steiner is the best member to go in here as his Armor can withstand the wind. Vivi will be following behind. Now, Zidane worries about Steiner and Vivi. But he'll be more worried as he is with Quina. When you regain control of the Hilda Garde 3, go Southwest of the Desert Palace and go to a place where you can actually see the ground shaking. Now go inside the Earth Shrine.

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EARTH SHRINE
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you'll see Zidane and Quina arrive. They'll have a short talk. After that, move on to the left. In the next screen, there will be floor traps that will try to squash you. When you see the field icon (!), quickly press the X button to avoid being squashed. Do this another time and you're done.

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SHRINES
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Now, you'll see Dagger and Eiko. There's also a trap here that hurls icebergs! Back to Zidane. Quina will arrive to the place where to put the mirror. Go to it and someone will talk to Zidane and Quina. After that, you'll see Freya and Amarant. Just before Freya put the mirror, the Fire Guard will show up. Next one, Zidane and Quina will see the Earth Guard. Then, you'll see Amarant and Freya again. After a short discussion with the Fire Guard, they'll begin to fight (don't worry you need not control them). Next, you'll see Vivi and Steiner this time. Vivi is scared as he may miss the target. Steiner will try to keep the monster at bay because the Wind Guard is fast. Once held by Steiner, Vivi will use Magic against the Wind Guard. Now, Zidane and Quina will fight the Earth Guard. This time, you get

to control them. Prepare for a hard fight.

BOSS: EARTH GUARDIAN

Level: 54 Type: Demon
HP: 20,756 Gil: 4,512
MP: 2,234 Items: Phoenix Pinion
AP: 11
Stolen Item/s: Rubber Suit, Avenger
Attacks: Earthquake, Firaga
Weakness: Wind

This boss is really hard. Hopefully, you have that equipment that has the Auto-float ability so that the Earth Guard's Earthquake, which is a very very powerful one, will be useless against you. Now, use Quina's Blue Magic if you have one or use normal physical attacks. For Zidane, you can steal from the Earth Guard but it will only waste your time. Zidane and Quina might be KO'd if you concentrate on stealing. Just be patient with this battle. As for me, I'm very lucky to have Zidane in Trance!

Strategy by: Edric Solis

If Quina has learned the Bad Breath Blue Magic, use it on Earth Guardian and he will be inflicted with Mini, Slow, and Blind therefore making it very easy to beat him.

After the battle, you'll see Eiko and Dagger. Eiko asks Dagger if she loves Zidane. Dagger can't answer. Then, Zidane and the rest of the party will come in and pick Dagger and Eiko up. Poor Eiko. ;)

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WORLD MAP / HILDA GARDE 3
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On the deck, Zidane will see Amarant. He will ask you what motivates you in doing all of these. Just choose any. After that, choose your party members. After choosing, you'll take control of the Hilda Garde 3 again. First, you can go to the south of Oeilvert and in an Island, you'll see a small cave. Go in and you'll be at Daguerreo.

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DAGUERREO
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Items:
 Elixir x2
Stellazzio:
 Capricorn

Upon entering, you can go either to the left or to the right. Go right first and search in the water for the Capricorn Stellazzio. Move on to the right onto the next screen. Here, use the lift and go up. Talk to the man here. It's the Synthesis shop. It has great items so buy now if you want. After that, talk to the moogles and save your game first. Now, go left to the next screen (don't go down the lift).

Here, go to the left and examine the statue on the wall. You'll hear something below. After that, continue to the left and talk to the man who is searching for a book about Eidolons. Then, go right and examine the pile of

the heart of the Shimmering Island.

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TERRA

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Equipments:

Coronet Mythril Racket
Dragon Wrist Demon's Mail
Minerva's Plate

Item:

Elixir
Remedy

When you arrive, Zidane will meet the Black man (You saw him in the Invincible when Kuja called him, back at Alexandria). He will invite Zidane to see Terra. After that, Dagger will come in. You'll be asked to change party members again. When you regain control of Zidane, go right to the next screen.

Here, you'll see a girl. Which looks like Zidane. Go down the stairs to the left first onto the next screen. Here just get the chest for a Coronet then move on to the north and get another chest for a Dragon Wrist. After that, go back up the stairs to where you saw the girl. Follow her to the north onto the next area. Here, just move on to the north. Get a chest on the way for an Elixir. Move on and see the girl again. Follow her to the next screen. Here, follow her again towards the next screen. Here, go right and go down the web. Go down to another web and get a Remedy from the chest. Now go up 1 web only. Here, go left and you'll see a gap. Jump across and get the Mythril Racket from a partially hidden chest at the end. Then, go back to the gap and choose to go down. Get another chest here for a Demon's Mail. Now, follow the girl.

In the next screen, go up the first set of stairs. Now, go left and go around the wall (use the 'HERE' icon) and move on to get the chest below for a Minerva's Plate. Go back around again and continue up the sets of stairs until you reach the next screen. From here, just move on until you reach Bran Bal.

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BRAN BAL

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Items:

Elixir
Wing Edge

First, you'll see a FMV where Dagger and Zidane will see the Invincible! Dagger then remembers what happened at Madain Sari when she and her mother escaped. Then, Dagger will faint. You'll see a short scene near a green doorway afterwards. When you regain control of your characters, go left to the next screen. Here, you'll see a lot of people that looks like Zidane! Everything and most especially the tail! Now, go inside the first house to the left. Zidane decides to let Dagger rest here. You'll then rest for a while.

After resting, you'll see Eiko outside trying to talk to the people. Then, you'll see a short conversation with Zidane and the party inside the resting house. When you regain control of Zidane, leave this house. Enter the next house to the north. Here, you'll see a lot of people. You can talk to them if you want. After that, when you're ready, use the stairs to the upper right area of this house and go down. Below, you'll see something very shocking. Talk to the girl who you saw way back in the entrance of Terra. She'll tell

you about themselves, the Genomes and Zidane IS a genome like them. Zidane will wonder why does he have emotions and the people here are like cold puppets with no emotions. The girl will tell you that you are... special. You have a special purpose and that's the reason why Zidane can feel and make decisions for himself. The girl will also mention the name Garland that was spoken by Kuja way back at Alexandria. When you regain control of Zidane, search around here for an Elixir and then go back up the stairs. You'll see the girl again. She'll tell you that genomes are merely vessels as the real people of Terra are actually asleep. Then, she'll tell you that Garland is waiting for you.

Then, you'll see Eiko and co. at the resting house. Dagger will finally be awake again. She'll ask Eiko to find Zidane for her. Then, you'll see an ATE.

- You'll see Quina trying to eat the image. Quina will also talk to Zidane in this ATE. Zidane will act like the other people here for a while.

After that, leave the resting house. You'll see yet another ATE.

- This time, you'll see Vivi trying to talk to the people. They are not responding to him. Then, Zidane will be behind Vivi. He'll tell Zidane that the people here are like the Black Mages. They are not responding but Vivi thinks that he can get into them. There'll also be something wrong with Zidane.

After the ATE, go right to the next screen (don't go inside the house to the north). In the next screen, watch another ATE.

- Now, you'll see Zidane and Amarant talk to each other about their past. Specifically about their parents.

After the ATE, go inside the door to the north. You'll be inside the house where Zidane went. You'll see another ATE.

- This time, you'll see Zidane and the Girl. The girl leads Zidane to the teleporter to meet Garland.

Now, talk to Quina. Quina will now join your party. Now, leave this house by using the lower right exit again. Then, go inside the next house to the right.

Here, talk to Stiltzkin and you can buy a good set from him. You can have a Diamond, Elixir, and an Ether for 2,222 gil. After buying from him, examine the blue vase at the end. There's a moogles inside. Examine it again and you'll be able to let the moogles free. Talk to the moogles. You can buy great equipments from the moogles. After that, you can save your game. After saving, get the chest in here for a Wing Edge then leave the house.

Outside, go south and talk to Vivi. He'll join your party also. Continue moving south onto the next screen. Here, you'll see Amarant. He'll join your party too. Now, go inside the green light. Move on and talk to the girl. She'll tell you that Zidane went on his own free will to meet Garland. Eiko will now go back to the other party members at the resting house to inform them about what happened to Zidane.

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PANDEMONIUM
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Item:
Elixir

Equipment:

Holy Miter Carabini Mail
Battle Boots

Gil:

20,007!

When you regain control of Zidane, move on and you'll meet Garland. He'll tell you that he lost one of his most prized Genomes. It is Zidane. He'll also tell you about his real intentions. He plans to make Gaia into Terra. Then, he'll also tell you that there's another genome that's like Zidane. When you regain control of Zidane, follow Garland.

On the next screen, just jump onto the floors, which look like shells. Now, Garland will tell you that the Genomes are just vessels for the souls of the people of Terra. Then, he'll tell you something about the other genome that has a strong will. He used him as a servant. And his name is Kuja and he is somehow related to Zidane just like brothers. Move on to the next screen.

Garland will not tell you the mission of Kuja. It is to bring war and chaos in Gaia. At first, Kuja was really frightened to know that there's another one that is more powerful than he is so he discarded Zidane and brought him to Gaia. Now, follow Garland again. He'll finally tell you that he really wants to disrupt the souls in Gaia so that the souls of the people of Terra can fill be filed in. Then, Gaia will now become Terra afterwards. Garland will take you to the observatory where he looks at the present condition of Gaia and Terra. Then, he'll also tell you about the Iifa tree that it is the one that disrupts Gaia. Then, he'll tell Zidane that Kuja is not immortal. He'll die someday and he will need a new "Angel of Death". And that would be none other than Zidane. Zidane will refuse, as he loves his experience with his friends in Gaia. He'll become an "Angel of Death" not to Gaia but to Garland! How foolish! Garland will then disrupt Zidane and he'll lose consciousness.

Next, you'll see Kuja arrive at Terra. He really wants more power and he'll do everything to get it. He decides to stop Garland and Zidane. Then, you'll have a glimpse of the Invincible.

After that, you'll see Zidane's thoughts. Then you'll see him sitting on a chair. He's losing it! He doesn't know who he is or what he is and he is very ver confused. He'll see some flashbacks of the team. Some words from each of the party members. Then, Vivi and Eiko will wake Zidane up. They came to save Zidane. But Zidane ignores them and called them dimwits! Eiko and Vivi will be trapped behind. (These scene and the following scenes are very exciting!)

In the next screen, you'll engage in a battle. Here, just attack. Then, Freya will come in and helps you out. Then, Amarant will lend a hand also. Zidane will leave the 2 just like what he did to Eiko and Vivi! Amarant and Freya will be puzzled as to why Zidane is acting like this. Then, at the next area, you'll see Steiner and Quina. They're in a battle. Zidane will come in and helps but it's just a coincidence as he just passed by. After the battle he'll leave the 2 also. He'll tell Steiner and Quina that he can't be with them anymore. Steiner and Quina will be puzzled also.

In the next screen, you'll fight again. This time, when the enemy used its Smash ability, it will bring your HP back to 1. Then, Dagger will come in a cures your completely. She'll help you in the battle. After that, Zidane and Dagger will talk. Zidane doesn't want the party to be involved anymore. Then, Steiner and Quina will come in. They'll show Zidane the true meaning of Friendship. After that, Zidane will finally get a hold of himself. You must now head back as the other 4 party members are trapped. Now, Zidane, Dagger,

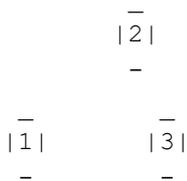
Steiner, and Quina will be together. Go to the right. When you reach the other party members, Zidane will apologize to everyone for acting like a dud. Then, Zidane will promise to everyone that he will never leave again and they'll always be together until the end.

When you regain control of Zidane, go all the way to right until you reach the chair where Zidane sat. Examine it and you'll get the Holy Miter. After getting it, go back to the left area and talk to the moogles and save. You can level up here if you want. The moogles have a mogshop so you don't have to worry about items. Also, buy the equipments from the moogles if you don't have them yet. :)

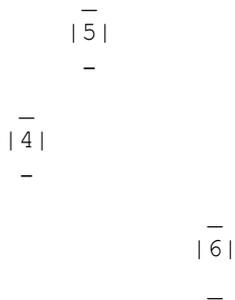
After saving, go all the way to the left until you reach a room with lots of little pot-like things. Examine the switch to the north (Its shape is round), and light will come out of the pots. Continue to the left and move on until you see a weird switch with an image of a platform. You have to set the Heading here to adjust the moving platform at the next screen. First choose Heading #3. Then, go left to the next screen.

Here, it's quite confusing if I explain in words only. There are 3 sets of platforms here and here are their positions according to what you will actually see in your TV screens.

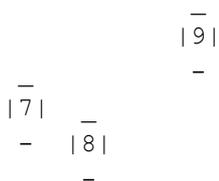
Set 1: (lower platforms)



Set 2: (middle platforms)



Set 3: (top platforms)



Now, you selected heading #3, right? So, go to Platform #2 and use the moving platform there. It will take you to Platform #5. Here, go to the upper right and walk up (use the "HERE" icon and you'll see where Zidane is) to the top platforms. Here, use Platform #8 and get 20007 gil from the chest. Go all the way back down (just use the platforms that you went through in order to get back) to the switch for the heading. Now, select Heading #4. Go back to the left onto the area with the platforms.

Now, use platform #3. It will take you to Platform #6. From here, just go up

to the top platforms and use Platform #7. Choose to go up to the next floor. In here, just go south and move on until you see a teleporter.

You can also get extra treasures here. Instead of going down and to the left to the teleport pad which takes you to the next area where after a little teleportation you meet the moogle. Go up and a little left and you will see another teleportation device to take you to the same level above but in a different location so you will be able to reach the following chests.

They contain the following:

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- Chest in the center of the area (at the same level you initially get on this floor using the teleporter that will get you to the moogle - Elixir
 - Chest in the bottom center of the screen - Carabini mail (gives the ability of auto-regen those who wear mail armor)

Now, go down and use the southern teleporter and go to the next floor. After using the platform, you'll be taken to a room with lots of teleporters. First, let call your current position as START. Now, go right and you'll see 2 teleporters. Use the lower one and you'll be able to get the Battle Boots. Now, go back to START and use the other teleporter to the north and you'll reach the moogle. Prepare your equipments then talk to the moogle and Rest then finally, save your game.

When you're ready, continue on to the right until you meet Garland. You'll just see a short conversation between Garland and the party then, Garland will call on a Silver Dragon and you'll have to fight with it.

BOSS: SILVER DRAGON

Level: 58 Type: Dragon/Flying
HP: 24,055 Gil: 5,240
MP: 9,999 Items: Wing Edge
AP: 13
Stolen Item/s: Kaiser Knuckles, Dragon Mail, Elixir
Attacks: Claw, Aerial Slash, Twister
Weakness: none

The silver dragon is easy. Just attack however you want (either use physical or magic attacks). If your HP is at critical, heal at once! You'll eventually beat the Dragon. Note: Use Thunder Magic. I've seen that it's more effective than Fire and Ice.

After that, Zidane will ask Garland about his true intentions. Garland will simply say that he wants the restoration of Terra and he was created to fulfill that. Now, you'll fight Garland himself.

BOSS: GARLAND

Level: 62 Type: Human
HP: 40,728 Gil: 0
MP: 9,999 Items: none
AP: 0
Stolen Item/s: Dark Gear, Ninja Gear, Battle Boots
Attacks: Psychokinesis, Stop, Flare, Wave

Weakness: none

Garland sure is tough! Fortunately, I equipped the Man Eater ability of Zidane and pummeled Garland to oblivion! (exaggerated) I have Dagger, Vivi and Steiner with me. Dagger is the Healer. Vivi should use Magic and support Dagger in healing the party. For Steiner, physical attacks will do, don't bother using Sword Magic as the damage will be the same.

After the battle with Garland, you'll see a FMV of the Invincible. Kuja is controlling it. Then he'll go down to you. He desperately wants the power to control every soul! Now that the invincible is with him, it is very much possible. Then, as you're of no use to him, he'll engage you in battle.

BOSS: KUJA

Level: 64 Type: Human
HP: 42,382 Gil: 0
MP: 9,999 Items: none
AP: 0
Stolen Item/s: Light Robe, Carabini Mail, Ether
Attacks: Demi, Thundaga, Ultima
Weakness: none

Kuja is so cocky! Don't use Vivi's Black Magic as it only do more or less half the normal damage. Just use physical attacks with the other party members. If you have Dagger and Eiko, their purpose should be healer only. When you defeat him, he'll get into Trance! He'll change into a more devilish form. He'll unleash Ultima at your party and you'll be annihilated.

If Zidane level is at 99, Kuja will only do one attack over and over during that battle. He will only cast "Flare Star" and he will do it very quickly, making it very difficult to beat him if your other characters aren't leveled up.

After the battle, you'll talk to Kuja. He'll tell you that he learned Trance from the Moogle he saw at Mt. Gulug (Mog). And he used the souls the Invincible got to give him more power, which includes the soul of Brahne. Then, Kuja will divert his attention towards Garland. Kuja will kick Garland until he falls down from the cliff.

Then, Garland finally reveals the true purpose of Kuja. He is only meant to live until Zidane, the much deserving genome, grows up. Kuja will be Mad and won't believe it. Then, you'll see a FMV of Kuja destroying Terra. Everything will be in shambles! After the FMV, you'll see Zidane. He'll go back to Bran Bal and save the genomes. Eiko and the rest will go to the Invincible and use it to escape. Dagger will then come along with Zidane so make sure he'll never leave again. When you regain control of Zidane, just go to the right until you reach the lift with lots of eyes. After a short talk, go to the lift and you'll be back at Bran Bal.

Then, you'll see Eiko and the rest of the party. You'll see Quina upset because there's no good food here in Terra. Meanwhile, Zidane and Dagger will talk to the Genomes in Bran Bal to convince them to evacuate the place. Then, Eiko and the rest of the party will arrive inside the Invincible. Then, Zidane will talk to the girl. Her name is Mikoto. After knowing her name Zidane will take her to the Invincible. Now, you'll see a FMV of the Invincible escaping from Terra. In Gaia, the Invincible will appear at the

ocean.

Next, you'll see the party inside the Invincible. You'll see a short conversation about Kuja then Steiner will come in and tries to show you something. On the deck, you'll see Mist covering all of Gaia. Now, you'll be asked to save your game. Save it and then put in Disc 4!

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D I S K # 4

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BLACK MAGE VILLAGE

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Here, you'll see Vivi talk to the Black Mage at the cemetery. Vivi will thank the Black Mage for allowing the Genomes to stay here. It's no problem for the Black Mages and they're going along pretty well. Then, Zidane will come in. Zidane and the Black Mage (practically everybody except Kuja), hopes for a future where everyone will get along with each other and live in peace. Now, you'll see some scenes with the Genomes.

First, you'll see Eiko, a Genome, a Black Mage and the Chocobo. Its name is Bobby Corwen. The genome will be scared of the Chocobo :) At the item shop, you'll see Quina here. The genome will ask about selling items and about money. Quina then tells the genome that there are only 2 types of things in the world, the one that you can eat and the one that you no can eat. Quina made it more confusing. After that, see Freya and Amarant outside. They'll see a genome and a Black Mage starting out to be friends.

Finally, you'll see Dagger and Steiner at the town entrance. Steiner suggests that you visit Cid. Dagger doesn't want them to worry again so it's better not to tell Cid. Zidane will come in and then Mikoto. Mikoto will tell you that you have no chance against Kuja. Zidane may be weaker but hey, it's the one who persevere wins. Now, Zidane decides on the final destination, Iifa Tree. You'll now take control of the faster Invincible Airship. Right now, you can do anything you want. Cards, Chocobo, level up, shop, talk to people, discover secret. I'll fill in side quests if there are new ones. For the Chocobo and the Cards, they have their own section in this guide. Check them out for the info.

If you're ready for the final showdown, go to the Iifa Tree and press the Circle button when you get there.

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S I D E Q U E S T S

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SIDE QUEST / SECRET #1

CHOCOBO MINI-GUIDE AND CHOCOBO'S PARADISE TREASURES

Just like in Final Fantasy 7, you'll be able to evolve Choco into different colors and learn some abilities in the process. There are 5 abilities that Choco can have. Field, Reef, Mountain, Sea, Sky. For the complete guide, check the Chocobo Section at the bottom of this part of the guide. You'll see almost everything to know about Chocobos. For a mini-guide check below.

CHOCOBO MINI-GUIDE

I'll be explaining the steps in order to get the Gold Chocobo and to reach the Chocobo's Paradise. I have the list below but it doesn't explain the steps so I'll put it here. For the complete Chocographs and Paradise Treasures, check the Chocobo Guide below this document.

***Step 1: When you go to the Chocobo Forest for the first time, you'll get Choco, your only Chocobo in the game, and you'll be able to play Chocobo Hot and Cold. Now, keep on digging Chocographs until Choco says that he is unable to dig for more Chocographs in this area.

***Step 2: Locate the "Healing Shores" Chocograph and you'll receive the Light Blue Chocobo that has the Reef Ability (ability to cross shallow waters). Mene (Moogle at the forest) will tell you about the Existence of a Lagoon. Go to Salvage Archipelago and use Choco through the puzzling shallow waters until you reach the south island and go into the cave-like opening into the Chocobo's Lagoon.

***Step 3: Dig all Chocographs here until Choco says that he can't dig any more Chocographs. Now, locate the Dawn Lagoon Chocograph and Choco will go into the Dreamworld again. He'll evolve into a Red Chocobo that can cross Mountains. Now, Mene will tell you about an unmapped Chocobo Paradise. You can't go there yet so let's continue. Now, return to the Chocobo's Forest. There, Choco will be able to dig more Chocographs. The 2 small elevations to the left and right are included in the area where Choco digs. You can go near it and when the Field Icon appears, press X to go up. Now, dig all the Chocographs here. Then, locate the "Green Plains" Chocograph and Choco will be at the Dreamworld again. He'll evolve into a Dark Blue Chocobo that can cross the Sea/Ocean.

***Step 4: Then, after digging all Chocographs at the forest, return to the Lagoon and dig all Chocographs there (you'll get new ones). Now, locate the "Mist Ocean" Chocograph. Choco will now evolve into a Gold Chocobo that can fly! Now, you can go to the Chocobo's Air Garden. Now, fly and search the world for a big circular shadow. Use the Dead Pepper and Choco will fly high up the sky onto the Air Garden.

***Step 5: Here, just dig all Chocographs and Mene will tell you that you can go to the unmapped paradise. Leave the Air Garden and find all the Chocographs first.

***Step 6: Now, Choco must fly to the northwest corner of the map. There's an island there. Land Choco and use a Dead Pepper on the crack at the mountain. You'll arrive at the Chocobo's Paradise. You'll see Fat Chocobo here. You'll now be able to get hints from the Chocobos about other treasures that are scattered around the world.

***Step 7: After searching around the world for treasures, go to Fat Chocobo and he'll tell you to visit all of the beaches around the world.

Besides the Chocographs, there are tons of treasures scattered all over the world. To gain info as to where these treasures are, talk to the Chocobos at Chocobo's Paradise. Note, some of the chocobos tell you 2 locations. When you talk to the Chocobo using the X button, it'll tell you a hint as to where a treasure is. If you talk to the Chocobo using the Square Button, that Chocobo will tell you another treasure. Note that you can also battle the Chocobos in a Card Game. :) It's weird but it is true.

Here are some of the treasure locations that I've found so far. You can get these clues by talking to the different Chocobos at the Chocobo's Paradise.

1. "There's a crack in the east side of a mountain at Seaways Canyon at the Forgotten Continent"

Location: At the west side of the Forgotten continent is the Seaways canyon.
Check one of the mountains for a crack. There's a Forest nearby.

Note: Your clue here is a forest.

Treasures: 1 Maiden Prayer, 1 Dragon's Hair, 1 Gauntlets, 1 Odin Card

2. "There's a crack in a mountain on Seatence Ice Field at the Lost Continent"

Location: The Seatence Ice Field is located to the north of the Outer Continent. You'll find the mountain range there.

Note: Choco should be in the ground. Use Dead Pepper to destroy the crack.

Treasures: 41 Lapis Lazulis, 1 Rosetta Ring, 1 Protect Ring, 1 Airship Card

3. "Water is foaming in the lagoon on the southernmost tip in Forgotten Continent."

Location: It's directly to the south of the Wind Shrine hidden in a lagoon.

Note: It's where bubbles come out.

Treasures: 10 Remedies, 1 Black Robe, 1 Protect Ring, 1 Blue Narciss Card

4. "There's foam on the surface of the ocean between the Mist Continent and the Outer Continent"

Location: It's directly to the North of Alexandria, it's in the ocean. You'll bubbles.

Note: Choco should be at the Ocean then go to the bubble and use the Dead Pepper.

Treasures: 8 Straw Hat, 8 Pearl Armlet, 7 Aloha T-Shirt, 8 Sandals

5. "There's a part of the Ocean foaming between the Outer and the Lost Continent"

Location: It's in the center of the World Map and on the top of the map. It's in between Mognet Central Island and the tip of the Lost Continent.

Note: It's in the Ocean.

Treasures: 50 Potions, 25 Hi-Potions, 9 Ether, 7 Elixir

6. "At the Western side of a mountain on Seaways Canyon at the Forgotten Continent also has a crack in it"

Location: It's somewhere above Oeilvert and there's another forest near it.

Note: Your clue is the forest (It's different from #1 Forest).

Treasures: 19 Eye Drops, 1 Madain's Ring, 1 Genji Helmet, 1 Hilda Garde 1 Card

7. "The seawater is foaming on the ocean surface near Quan's Dwelling"

Location: Check Quan's Dwelling Sub-Quest :) Everything is there.

8. "There's a crack on the mountain located on a big island north of Outer Continent. I heard something saying 'kupo' from the crack"

Location: The Mognet Central

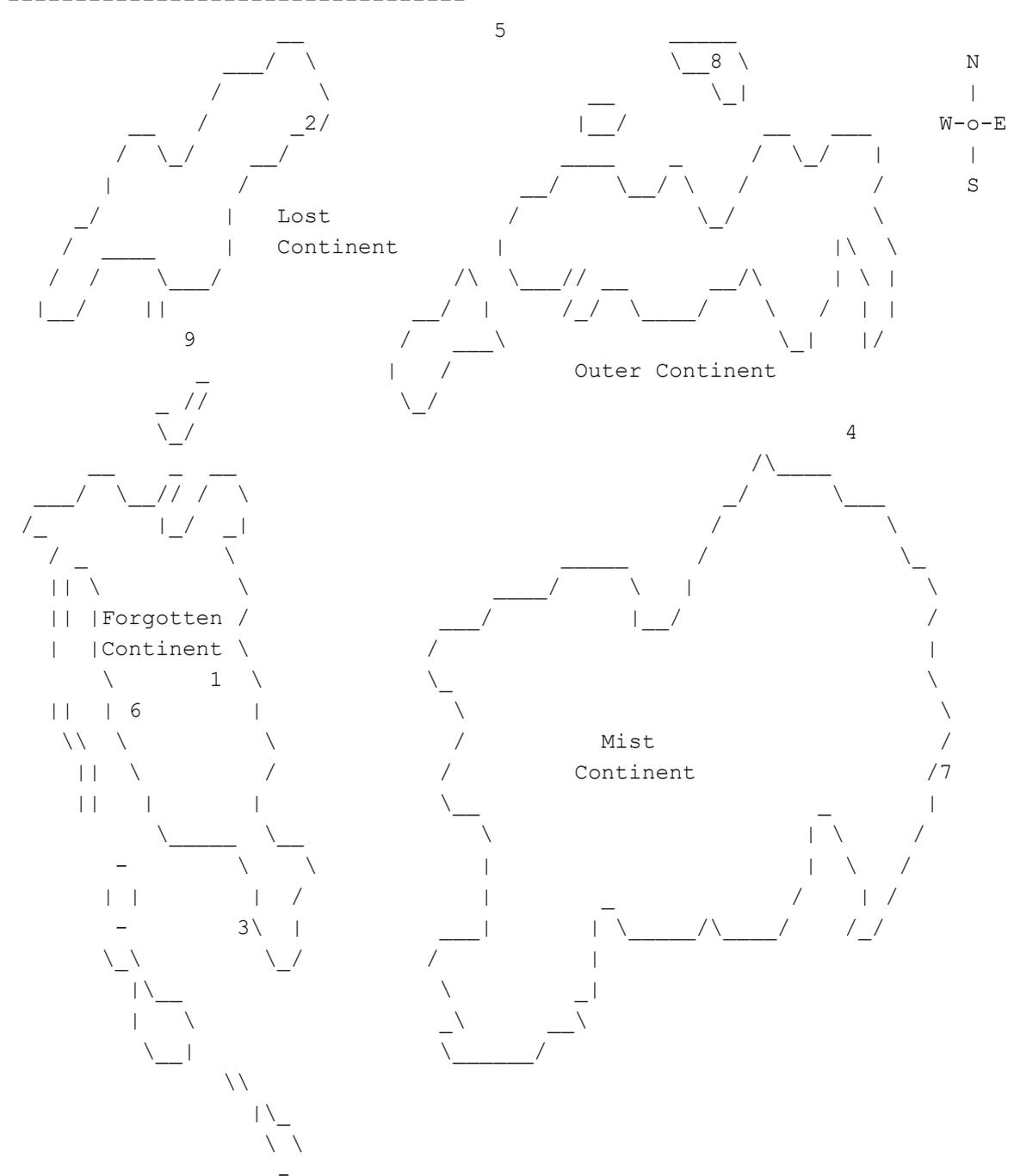
9. I forgot the clue here.

Location: It is exactly where the Shimmering Island was (go here only if you're at Disc 4)

Note: There's no foaming (bubbles) of the ocean. You must be exactly where the Shimmering Island's location in the map. You might use more than 1 Dead Peppers because you have to search.

Treasures: 10 Aquamarines, 1 Ultima Weapon, 1 Maximillian, 1 Invincible Card

Here's a Map for your Convenience:



Legend:

Place	#/Char	Continent
Treasure #1	1	Forgotten
Treasure #2	2	Lost
Treasure #3	3	Forgotten
Treasure #4	4	Mist and Outer
Treasure #5	5	Outer and Lost
Treasure #6	6	Forgotten
Treasure #7	7	Mist
Treasure #8	8	Outer

After acquiring all of these 9 treasures, the Chocobos will be happy that you'll return home again. Talk to the Fat Chocobo. Zidane and Mene will be asked to leave Choco here at the Paradise. Choco will still come with you. :) After that, talk to the Fat Chocobo again and he'll give you his Card and then he'll also give you the Rare cards that you've lost from chests/treasures.

BEACH HUNT

After getting all 8 Chocobo's Paradise Treasures, the Fat Chocobo will tell you something about going to all beaches in the world. So, go to each of the beaches around the world while riding the Chocobo and dismount. Then press the circle button and you'll hear a chime. Do this on all the beaches and Choco will then be able to heal your entire party and remove status ailments. I have a list of beaches in the maps section, use them to guide you. (= thanks to Kyle Miller for telling me this =)

You don't really have to take your Chocobo with you. It will be much easier if you will use your airship to visit all the beaches. (Contributed by: Barubary)

SIDE QUEST / SECRET #2

MADAIN SARI SIDE QUEST

thanks to Indra, Hansen, Andrew and Yosa for this Side Quest.

In Disc 4, go to Madain Sari with Zidane, Eiko, Dagger, and Steiner in your party. Go to the kitchen and you'll see a familiar figure jump off. Now, leave Madain Sari and have Zidane, Vivi, Steiner, and Quina in your party. Go to the Kitchen and to the room. Just outside, you'll see Lani. She had a change of heart after being saved by the Moogles. She'll then tell you that there are words, written inside that room that might mean something. Go inside the room below the kitchen. Inside, search for the words that are carved near the treasure chest that contained the Jewel of Eiko. It'll give you a clue. About going Clockwise, then counter clockwise and about the number 9.

Now, go to the Eidolon Wall. Upon entering, to right until you reach the door again. You'll hear a "Cling". Then, go left and when you reach the door again, you'll hear another "Cling". From here, go right and left and when you hear the 9th "Cling", your HP/MP will be restored and all Status Effects will be removed. You can now view the other Eidolon images that you can't examine before. I haven't seen any item/equipment except for the info in the Eidolon wall. I'll try to find out if there's more to this one. Thanks again to the 4 boys from Indonesia who sent me this. :)

The real reason for this Side Quest is to know the real name of Dagger and her Mom. Dagger's real name is Sarah and her mother's name is Jane.

SIDE QUEST / SECRET #3

MOGNET CENTRAL

To be able to solve the mystery at Mognet Central, you should have sent ALL messages since the beginning of the game without discarding any of it. You can do this from Disc 3 onwards. Go to Alexandria and talk to Kupo. And he'll hint you about the mystery of the Mognet Central. You'll just have to send all the next messages and the item will be revealed to you. Use my Moogle Location list in Part 2 of the guide for your reference. As for me, I did it in Disc 4. You might have trouble finding Mois, but actually, he is located in the entrance of Fossil Roo.

For the location of Mognet Central, it is on an island north of the Outer Continent. It's big enough to be seen on the World Map. There is a mountain range there and you'll see a crack. Use a flying Chocobo to get here and then on the ground, go near the crack and use a Dead Pepper and you'll be able to see the Mognet Central.

Now, you'll see that the Machine is not working. Now, Kupo asked you to give a mail to Atla. As the Machine here at Mognet Central isn't working, go to Atla at Burmecia. There, Atla will give you a letter for Mogryyo. Then, from Mogryyo to Kumool. So, go to Ipsen's Castle and talk to Kumool. Kumool will then ask you to deliver a mail to Mois. Go to Mois at the entrance of Fossil Roo if you're in Disc 4. But, if you're still in Disc 3, Mois will be at the Ice Cavern. Bring Quina with you and enter the Qu's Marsh near Burmecia and go to the excavation site entrance.

Now, talk to Mois and he'll ask you to deliver a message to Noggy. Go to Daguerreo and give the letter to Noggy. Finally, Noggy will ask you to deliver the final mail to Kupo. When Kupo reads the mail, Kupo will know that Mognet Central Needs the Superslick item and that someone here at Alexandria has it. Now, go to the mini-theater and talk to Ruby. She'll give you the Superslick. Now, go to the Mognet Central and give the Superslick to Artemicion. The machine will be in perfect condition now. You'll get a Protect Ring from Artemicion for your efforts. Also, one Moogle here will tell you the total number of letters you successfully delivered. I got 25. That's all for the Mognet Central.

- Thanks to Josh Attwood for telling the location of Mognet Central -

SIDE QUEST / SECRET #4

QUAN'S DWELLING

Items:

 Ether 3x Topaz 15x
 Ore 9x

Equipment:

 Tiger Racket
 Running Shoes

Card:

 Red Rose

Stellazzios:

 Scorpio

It is found in a cave in the mountain to the west of Treno (walk past the forest). In there, just move on and get the chest at the end for an Ether. Now, go to the upper left and go down the rope. Here, if you inspect the Spring, it will recover your HP and MP as well as Remove all your status effects. If you move on, get the chest at the end for another Ether. Now, a

little bit to the left of the chest (with the second ether) search in the ground for the Scorpio Stellazzio. After getting the Stellazzio, go up the ropes again and go to the upper right onto the next screen. Here, go up the ladder to the left and get another Ether. If you search around this room, you'll see a note from Quan, "Six Months after I adopted Vivi, still too small to eat". After that, go right onto the next screen. Here, go to the ledge and let Zidane use a Dead Pepper. You'll automatically get the Chocobo here so don't worry about calling Choco from the world map. After using the Dead Pepper, Choco will fly and dive underwater. Choco will get treasures from below. You'll get: 9 Ores, 15 Topaz, 1 Tiger Racket (yippee!), and 1 Red Rose Card. After this Zidane will know that you can get treasures if you use the Dead Pepper on Choco. Now, go to the Chocobo's Paradise treasure section above and you'll see the treasures and their locations.

Now, try to enter Quan's Dwelling with Vivi and Quina. Examine the hourglass in here and there will be a scene between the two. You'll then receive the Running Shoes which contains the very useful Auto-Haste ability.

- Special thanks to Andrew Gilbert Gualberto for telling me where Quan's dwelling is -

SIDE QUEST / SECRET #5

TRENO

When you reach Disc 4, you'll be able to do lots of things at Treno. Here they are in no particular order.

1. THE STELLAZZIO'S

In Treno, Queen Stella collects these small but precious stones called Stellazzio. She'll tell you that if you find real Stellazzio's, bring it to her and she'll give you rewards for your troubles. There are 13 of them scattered around the world. They compose of the Zodiac Signs. Here's the list of the Stellazzios I found and their respective locations.

Name	Location
Capricorn	In the first screen at Daguerreo, search to the right in and you'll find it in the water.
Aquarius	You can see it in the first room of Ipsen's Castle
Pisces	you can find it in the core area of the Invincible. It's on a chest at the left side.
Aries	You can find it behind the windmill inside the house to the north of the Mayor's House at Dali.
Taurus	You can find it behind the Item Shop (across the Inn) at Treno.
Gemini	At the town entrance of Treno, drop 10 gil at in the pond to the left. Do it 11 times and the 11th coin will be replaced by Gemini.
Cancer	In Burmecia, it is on the second screen right after you enter from the world map. It's behind the debris (create) on the left side of the screen.
Leo	At the Neptune Room in the west tower of Alexandria Castle, search at the upper right corner to get it.
Virgo	You can find it in the Black Mage Village Inn

Libra You can find it behind the fountain in Madain Sari
Scorpio It's in the lower level, near the Recovery Spring at Quan's Dwelling.
Sagittarius From the world map, enter Lindblum. Keep moving north. On the third screen (you'll see the house of Card Freak Gon), search the left portion in this area and you'll get it. Get this after Brahne destroys Lindblum and in Disc 3.
Opiuchus Give all 12 coins to Queen Stella and then tell her that there is another coin.. she will give you all coins. Then go back to QUAN'S dwelling and at the lower level inspect the ground to find it. It's exactly where the Scorpio Stellazzio was.

Here are the prizes you'll get from the Stellazzios. It doesn't matter which Stellazzio you give first but here's the prizes:

1st Stellazzio = 1000 Gil
2nd Stellazzio = Phoenix Pinion
3rd Stellazzio = 2000 Gil
4th Stellazzio = Blood Sword
5th Stellazzio = 5000 Gil
6th Stellazzio = Elixir
7th Stellazzio = 10,000 Gil
8th Stellazzio = Black Belt
9th Stellazzio = 20,000 Gil
10th Stellazzio = Rosetta Ring
11th Stellazzio = 30,000 Gil
12th Stellazzio = Robe of Lords
13th Stellazzio = Hammer

THE STELLAZZIO STORY

The Stellazzio story will give you hints as to where to find the 13th Stellazzio. Here they are.

ARIES

The story of 12 Zodiacs. The 11 Zodiacs pondered. How best to catch Virgo's Heart? Aries headed East.

TAURUS

Taurus had an idea. He would give Virgo a gift. Through the forest and over the mountain, he found a star.

GEMINI

Gemini thought by the river: 'I will sing her a song'. He didn't know where she was, but he hoped his song would reach her.

CANCER

Cancer headed to the cape where Virgo waited. The sun was setting into the ocean. Will he finally see her?

LEO

Leo was waiting for the sun to set into the ocean. Then Cancer showed up, and they began to fight. Into the ocean they fell.

VIRGO

Watching the sunset from the cape, Virgo whispered, "My only wish is to be with you now..."

LIBRA

Libra was a perverse fellow. He would always walk in the opposite direction of the sun. Would he ever see Virgo?

SCORPIO

Scorpio was very timid. He always looked at his shadow, until one day, he decided to look away. He walked up a hill.

SAGITTARIUS

Sagittarius dashed through the night, defying the chilly northern wind that was touching his right cheek.

CAPRICORN

Impatient Capricorn ran up a hill toward the sun and fell asleep from exhaustion.

AQUARIUS

Aquarius arrived late. He asked everyone, "Who kissed Virgo?"

PISCES

Pisces said to Aquarius, "Virgo made her choice. Go see him and he'll tell you the rest."

The story points to the actual location of the last Stellazzio. Here's how I understood it (my knowledge of the location of the 13th stellazzio jeopardizes my understanding though). Now, the point here is who is Virgo with. The location is on a hill where the sun is setting. Now, think of a Stellazzio that is near a part of the World Map where the sun sets. Obvious choices are the southern area the Forgotten Continent and to the east of Treno. In the Forgotten Continent, there are 2 Stellazzios. The Capricorn at Daguerreo and Aquarius inside Ipsen's Castle. But, Daguerreo is not on a place where the sun sets and so does Ipsen's Castle. So, the last one should be to the east of Treno. Therefore, it's Scorpio at Quan's Dwelling. Now, Pisces told Aquarius that Virgo chose already right? And that Aquarius should go to the one who Virgo has chosen. So, you have to go to where Scorpio is located, which is at Quan's Dwelling.

OPIUCHUS

"Their future was uncertain, but Scorpio and Virgo kissed in the light of dusk that moment meant everything." =Opiuchus=

THE 13TH STELLAZZIO

Stellazzio:

Opiuchus

Equipment:

Hammer

If you managed to collect all 12 of the Stellazzios. Go to Stella and she'll ask you if there is another Stellazzio. Tell her that there is. She'll give you all 12 Stellazzios so that you can find a clue as to the whereabouts of the last Stellazzio.

Now, go to Quan's Dwelling and inspect the area where you got the Scorpio Stellazzio. You'll notice that there's something there. It's the Opiuchus! It's the 13th Stellazzio. Now, go back to Stella and give her all 13 Stellazzios. You'll now be rewarded with the Hammer.

2. TRENO KNIGHT'S HOUSE

Here in Treno, at Disc 4, you'll be able to challenge great players at the Card Stadium. They have an excellent stock of cards and you might want to get them to increase your Card Collector Level. Here's the list of the card masters that you'll meet at the Card Stadium.

Name	Cards he/she owns
Straight Shooter Shak	= Some hard to find cards
Oglop Master Gon	= nothing but Oglops
Bomb Master Shannon	= nothing but Bomb Cards
Beast Master Gilbert	= you'll get Behemoths and other beast cards
Magic Master Thalisa	= Holy, Meteor, Flare
Malboro Master Joe	= nothing but Malboros
Weapon Master Hunt	= Masamune, Mythril Sword, Save the Queen
Eidolon Master Leyra	= All of Dagger's Eidolons
Gilbert's Teacher	= I forgot his cards
Worker #9	= Iron Man Cards

4. THE TRENO AUCTION HOUSE

In Treno, you'll see the Auction House wherein you can actually participate in Auctions. The auctioned items are rare items and most of them can't be found anywhere else. So, if you have the money, join in the bidding. Here are the items that I've seen so far and the highest bid I saw for them by me or the other bidders in Treno.

Here's the auction items list:

Mini-Cid	1,600 gil	Rat Tail	15,500 gil
Doga's Artifact	10,000 gil	Griffin's Heart	6,100 gil
Une's Mirror	14,400 gil	Elixir	-
Reflect Ring	18,600 gil	Dark Matter	16,600 gil
Feather Boots	-	Madain's Ring	7,600 gil
Protect Ring	-	Magical Fingertip	52,200 gil
Magician Robe	7,000 gil	Thief Gloves	19,900 gil
Fairy Earrings	6,400 gil	Ribbon	74,400 gil
Pearl Rouge	14,000 gil		

You can learn some abilities from these items. The Dark Matter, lets you learn Odin for Dagger. The Thief Gloves that will let Zidane learn the Master Thief ability so that you can steal everything from anyone. Some of the Key Items that you can win will enable you to get the Excalibur of Steiner.

- Thanks to MogTheMogri for these infos -

Sometimes you get a repeat of items like Magician Robe, Elixir, Madain's Ring, and Pearl Rogue. To get the rarer items you will have to actually buy all four items for the rare items to start appearing...if the items are different the next time you enter in the auction, you're on the right path.

- Special thanks to Dingo Jellybean for the contribution -

5. THE EXCALIBUR

Now, you have to get these 4 Key Items from the Auction House. The Une's Mirror, Doga's Artifact, Griffin's Heart, and the Rat Tail. Now, just sell

them to some of the people at Treno (the list is below), and keep on going back to the Auction House until you see the Magical Fingertip. Note also that, after you sell your item to the people, it will be offered in the Auction House again.

Item	Person/Location	Price Offered
Une's Mirror	Noble (Fat Man) walking near Coffee Shop	15,000
Doga's Artifact	Noble at the Synthesis Shop	10,000
Rat Tail, Griffin's Heart	Red Mage near the Cafe	25,000

After getting the Magical Fingertip, go to Daguerreo. Go to the moogles at the second floor near the Synthesis shop then go left to the next area. Here, talk to the old man by the resting place. He'll ask you if you could give the Magical Fingertip to him. Give it to him and he'll give you the Excalibur in exchange for the Magical Fingertip.

SIDE QUEST / SECRET #6

THE EXCALIBUR 2

To get the best sword in the game, you have to reach the last part at the last level in Disc 4 in less than 12 hours. It may seem impossible but you can do some things to speed up your progress.

- Skip all Active Time Events.
- Skip FMVs by opening and closing the Playstation cover.
- Save your game with moogles only, don't save in the world map.
- Put the Battle Message and Battle Speed at maximum speed.
- There is a way to prevent battles, walk a short distance (say, for about 1 or 2 seconds) and then stop, now walk again. Keep on doing this until you reach your destination. But your characters' level will be compromised.

The Excalibur II is in Memoria/Gate to Space, and you can get it right after fighting Lich. On the left column is a hidden save point ("After the battle with Lich, search around to the left and you'll be able to see a save point."). If you're under 12 hours, the right column will have an !. Get it and it'll show this message:

To Brother Gil

Bro, I found the sword, like you told me. But there were two. One of 'em had a lame name, Something II. It was a dingy, old thing with flashy decorations, something you'd probably like. So I went with Excalipur. I'll be back after I find the Tin Armor.

You'll then get Excalibur II.

The message is a direct reference to Final Fantasy 5. In FF5, Gilgamesh tries to use the "Excalipur" sword against you. You can steal Excalipur from Gilgamesh, but when you use it, it always does 1 damage, even though it has the same power rating as Excalibur :)

SIDE QUEST / SECRET #7

QU'S MARSHES

There are various Qu Marshes around the world. They have different sets of frogs for Quina to catch. Quale will award Quina with items after catching the Frogs. Here are the locations of the Qu Marshes that I've listed as of now. For easy reference, check my world map at the maps section.

I'll write them here also for your convenience:

1. North East of Black Mage Village
2. South of Burmecia
3. East of Ipsen's Castle
4. Northwest of Daguerreo

Now, if you let Quina catch frogs at the Marshes, Quale will give something to Quina in return for trying hard. Here are the items that I got so far.

9 Frogs = Silk Robe
15 Frogs = Elixir
23 Frogs = Silver Fork
33 Frogs = Bistro Fork
45 Frogs = Battle Boots

Battle with Quale

If you catch 99 frogs Quale will challenge you to a fight to see who the new master is. You also get the Gastro Fork if you beat him.

OPTIONAL BOSS: QUALE

Level: 76	Type: n/a
HP: 65,535	Gil: 10,800
MP: 3,680	Item/s: Gastro Fork
AP: 0	EXP: 65,535

Stolen Item/s: Glutton's Robe, Robe of Lords, Ninja Gear
Attacks: Rolling Attack, Water, Aqua Breath, Mini, Potion, Confuse,
Blind, Silence
Weakness: none

Note: Don't worry about catching all the frogs in the Qu Marshes. Leave it for a while (about an hour or so), and Frogs will appear again. :)

Thanks to the following for the info about this battle with Quale:
Kyle Miller, Samuel Edric Solis

SIDE QUEST / SECRET #8

OZMA

At the Chocobo's Air Garden, go to the northern air island and examine the rock formation there. Mene will feel that something is inside the Eidolon Dwelling. If you choose to examine it, you'll be given a change to regroup and plan your next battle which is the hardest battle in Final Fantasy 9. Here's some info about the battle.

BOSS: OZMA

Level: 99 Type: Flying
HP: 55535 Gil: 18,312
MP: 9999 Items: Strategy Guide, Pumice
AP: 100 EXP: 65,535
Stolen Item/s: Pumice Piece, Robe of Lords, Elixir, Dark Matter
Attacks: Curse, Meteor, Flare, Holy, Reflect, Doomsday, Curaga,
 Mini, Berserk, Flare Star, Gas
Weakness: none

This will be the toughest enemy in the game. I was finally able to beat Ozma with Zidane (lv.99), Amarant (lv.67), Freya (lv.74), and Steiner (lv.84). Each equipped with the Auto-Reflect, Clear Headed, and HP+20%! One thing to remember that Ozma is so fast that he can attack twice or even thrice in a row. Beware also of his Meteor because it can kill everyone or deal a very annoyingly huge amount of damage. Prepare also to use Remedy when he casts Curse. I used Zidane as the healer, Amarant throw Wing Edges or use Dark Matter, Steiner use Shock, and Freya use Dragon's Crest.

OZMA STRATEGIES:

by: Theo O'neal
=====

Zidane Level 76 5704/286
Auto-Reflect, Auto-Haste, Auto-Regen, Auto-Life, HP+20%, Clear Headed

Freya Level 59 5085/231
Auto-Reflect, Auto-Haste, Auto-Regen, HP+10%, HP+20%, Accuracy+

Amarant Level 58 4729/195
Auto-Reflect, Auto-Haste, Auto-Regen, HP+20%, Bird Killer

Steiner Level 71 4748/254
Auto-Reflect, Auto-Haste, Auto-Regen, Auto-Life, Bright Eyes, Clear Headed

I was very conscious of two things: Ozma usually seemed to do, at most, a little over 4000 damage with an attack, so I only took characters who could manage that. Auto-Regen could do the rest afterwards (and even during, for attacks with long animations, like Doomsday). The other thing was that the Auto-Reflect was crucial. It doesn't work against spells with multiple targets, but every time that Ozma cast Berserk on someone, it would bounce back ineffectually on Ozma, buying us time and wasting one of Ozma's turns (of which it has too many already).

After this setup it was pretty simple, and the battles usually last no longer than five minutes. The plan:

Freya only uses Dragon Crest (about 6000-7000 each time),
Amarant only Threw Wing Edges (about 7100 each time, but he had Bird Killer),
Steiner only uses Shock (9999 each time)
Zidane was the helper, tossing Remedies and Elixirs and the occasional Phoenix Pinion.

And that was that. Ozma would Curaga itself for about 8000, but it could either spend time healing or attack us. It had to break sometime.

By: Joaquin Puga

I used Zidane, Dagger, Vivi and Steiner. Everyone had Auto-Life, Auto-Haste and Auto-Regen equipped. I also had to protect them from confusion. Vivi had 'Return Magic' equipped too, this may help you bounce 'Holy' back to Ozma, dealing a fair amount of damage, but it may also bounce Doomsday, healing the boss for 9999. My main attack was Steiner's Shock, with damaged for 9999 HP always. Holy seemed to be pretty effective, but it was no good for me since my Eiko was at level 37 :(Dagger kept healing, while Vivi used Flare. Zidane was mainly useless, since his attacks can reach Ozma. I used him to lift status abnormalities. When everyone was fine, I had him attack with Thievery. After Ozma used Curse, I had everyone but Zidane use a Remedy on him/herself.

By: Andrew Gilbert Gualberto

ZIDANE, QUINA, EIKO, DAGGER (at Level 70 and up)

* Equip abilities such as

- counter measures for all negative statuses
- Auto Regen, Auto Life, Auto Potion (optional)

- * Make sure Quina has Magic Hammer and Angel's Snack
- * All summoners must have Boost Ability
- * NEVER EVER use DARKNESS spells like Doomsday etc...
- * NEVER EVER summon ARK (you will be sorry if you do)

QUINA - cast magic hammer until OZMA's MP reaches 0
- cast Angel's Snack when OZMA uses GAS

ZIDANE - use thievery

EIKO- cast HOLY or MADUIN if you want to...

DAGGER - PARTY main HEALER

By: Luna

I can teach you 10 special ways to beat him:

- 1) Have your active members have these abilities: Auto Regen, Boost (if you have summoner in your party), HP+10% and HP+20% (Equip the two of them, For Summoner, equip MP+10% and MP+20%), Auto Haste, Quina's Magic Hammer Blue Magic, Zidane's Thievery (if you have steal a amount of items it should be deal a 6000+ damage), Garnet's Curaga (I know you would have it). An Ability that can prevent Darkness status, Poison Status, and Confuse status. Most importantly Gamble Defense.
- 2) Put your Party at back row before fighting Ozma
- 3) If Ozma opens the battle by casting Meteor, Reset the game and try it again (of course, save before fighting)
- 4) If Ozma uses Gas, let Garnet cast Mini on your party
- 5) IF Quina is in your party use Magic Hammer, If Steiner is in, use Shock
- 6) Zidane MUST! use the Thievery ability or else Zidane will be useless in this battle (Steal IF needed)
- 7) If Eiko is in your Party, Cast Holy and Maduin (Let her have the Half MP usage ability , to save MP)
- 8) NO TRANCE while fighting Ozma because it will cast Berserk

9)Have Vivi cast Meteor and Flare, but no Doomsday

10)Don't use Summon for Garnet (means the boost ability is only for Eiko)

Let Garnet be the main healer

IF you fulfill this requirement for you party, 75% of the chance you will defeat Ozma in no time!

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By: Samuel Edric Solis

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Use Zidane, Freya, Steiner, and anyone for the fourth spot. Everyone should have Auto-Life, Auto-Regen, Auto-Reflect, Auto-Potion, Auto-Haste. Use Dragon's Crest for Freya, Steiner's Shock, and heal with Elixirs. Equip Dark Gears and Demon's Mails to absorb Ozma's Doomsday attack.

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By: Barubary

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When Ozma uses the Curse attack, Quina will be most useful, especially with the Angel's Snack Blue Magic. It will undo all the status effects changes that Ozma did.

In-Depth Guide for Ozma by:

As a total perfectionist, I wanted to beat Ozma as early as possible. Once I got everyone back (right after getting the Airship) I spent some time tediously learning most abilities. When I was done (I was fighting weak enemies mostly) Zidane was the highest level at lv45. I tried 5 or 6 different strategies for beating up Ozma before I found one that worked. No strategy can require luck for a major part, since any battle will last too long; Ozma will certainly do something nasty to all of you at some time, no matter how lucky you are. This is the strategy that worked for me:

Character 1: Zidane (lv 45)

Role: Support. Skip his turn until you need it, then use items (phoenix down, elixir, remedy, ether) to keep other people in action. His attacks are useless so don't waste the turn, unless you can use Dyne attacks. Don't you wish you could bring along someone else?

Support abilities: Auto-Reflect/Haste, High Tide, Clear headed

Equipment: Egoist's armband

Character 2: Eiko (lv 39)

Role: Healer. Cast Curaga on everyone, every turn even if everyone is full. This anticipates Ozma's attack. Use full-life as well when needed.

Optional roles for people who live dangerously: Holy, Maged

Support abilities: Auto-Haste, Reflect-Null, Antibody, Clear Headed,

Equipment: Pumice piece

Equipment for optional role 'Holy': Jade armband, white robe

Character 3: Steiner (lv 41)

Role: Shock. Every turn. If he runs low on MPs, have someone ELSE give him an ether. Likewise, someone else should remedy him if he gets Mini'd.

Support abilities: Auto-Reflect/Haste, Antibody, Bright Eyes, Clear Headed

Equipment: Demon's mail

Character 4: Quina (lv 44)

Role: Magic Hammer! Every turn. Even if you drained Ozma on the last turn.

Optional roles for people who live dangerously: Angel's Snack, Limit Glove
Support abilities: Auto-Haste/Life, Antibody, Clear Headed Equipment: Pumice
piece

How this works:

If you just try to beat Ozma by doing lots of damage, it will be very difficult. This strategy doesn't have many attackers in it (only 1) but it keeps you alive long enough to finish the job. At these low levels, most attacks are too low to do serious damage to Ozma. This requires a little luck for the first couple turns (if Ozma casts Meteor or Flare Star twice in a row, you're dead, but odds are that he won't; his attacks are more random), but I did it the first try with this configuration.

Do as much as you can to prepare for Ozma's nasty attacks. The only damage attacks you can do anything about really are Holy and Doomsday. Holy can be reflected, Doomsday can't. Give everyone something to absorb or nullify Shadow damage; I had 2 pumice pieces by this time (before going to Ipsen's castle) and they absorb Holy and Shadow! For the two other characters, I used Egoist's armband (Zidane) and Demon's Mail (Steiner); both absorb or nullify Shadow. On the same characters, I also equipped Auto-Reflect to bounce Holy (and berserk/mini). Yeah, these aren't the best items, but if Ozma attacks you, you're dead anyway at these levels. Doomsday will heal you (ha ha!) and you will probably bounce it back with Reflect to heal Ozma 9999 damage. It's much better for Ozma to waste one of his precious turns than to worry about healing him.

Put everyone in the back row to reduce your damage. No-one will be making regular physical attacks anyway. Everyone has Auto-Haste to somewhat counter Ozma's insane speed. Everyone has Clear Headed to block Confusion, and a few people have Antibody to block poison/venom as well (you will be mostly dead from the poison attack if you survive it, and you can easily die from poison).

The whole key to this strategy is Quina's Magic Hammer. It usually knocks off 1500-3000mps per hit, for only 2mp casting cost! (Note: if s/he is Mini'd, it will do much less). You have to make it through only 5 or so turns of continuous Magic Hammering; I gave Quina Auto-Life to give her a "second wind", since Ozma will probably do something to kill him/her in those turns. After Ozma is totally out of MP, he uses a skill called MP Absorb (takes away all or most MPs and apparently costs him 0 MP to use) to get it back. When I fought him, he kept doing it to Quina. Have someone else (Zidane makes a good pick) give her Ether.

I had been SHOCKing Ozma every turn for 9999 hps. By the time I also drained off his MPs, he was badly hurt. After using MP Absorb, his next action was usually Curaga. It heals 8000+ HPs, but it doesn't matter, since you will be pounding away with shock anyway. He did this 3 times in a row! MP Absorb/Curaga until he died... He fought a losing battle at this point because he would get SHOCKed twice in the time it took him to get back the MPs to cure once.

What are the other characters doing? They are there to help make sure you last long enough to drain Ozma's MPs. Your main priority is keeping Quina alive, as well as at least 1 other character with high HPs who can support Quina. I have Zidane wait (skip his turn with Triangle button) until he is needed, and Eiko casts Curaga every turn (she has Reflect-Null so Curaga won't bounce off of Zidane/Steiner and heal Ozma). As soon as Ozma starts casting something, I have Zidane use a phoenix down on Eiko. She will die if anything hits her, but she can Full-Life anyone else. Cast Curaga even if

everyone is at full HPs, especially in the beginning of the battle; Ozma will probably cast some nasty damage spell on all people before she can cast Curaga anyway, so you are anticipating his attack. A handy bonus for being so low level: Curaga on everyone will heal you all to full! Don't bother really trying to cure Eiko specially though. If Ozma's attack hits, it will usually kill her.

Eiko is also a good second choice to give Steiner or Quina an ether, especially if Zidane has just acted. Quina's Magic Hammer will do really tiny damage if she is Mini'd, so that is also a priority to remedy her as soon as possible.

Eiko is a great support healer. In addition to Curaga and Full-Life, she can summon Phoenix to revive multiple people. In addition, once you have Ozma down to no MPs, you can cast Holy to become an additional attacker (I gave her white robe, and jade armband to improve damage with Holy). She got killed right before the only time I tried to have her cast Holy in my battle though.

Quina can also use Angel's Snack to un-mini everyone, but it's more of a priority to get rid of Ozma's MPs. Use remedy on the people who need it, Steiner and Quina first.

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By: Luke Hill
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I really didn't find him that difficult at all, it only took me 2 goes to whoop his arse. Personally, 3 Yans are harder to beat than he is. Well, I basically did it like this:-

Members:- Zidane (level 76, 5493/305)Auto-haste/life/regen, hp+20%, Bird killer, Level up, antibody, Clear headed, Gamble defense. Weapon:- Ultima Weapon, Circlet, Egoist's armband(important!!!), Brave Suit and Ribbon

Steiner(level 66, 6027/240)Auto regen/life, HP+10%, HP+20%, Level up, Ability up, Bright Eyes, Clear Headed. Weapons: Ragnarok, Genji Helmet, Venetia Shield, Demon's Mail(important!!!), Rebirth ring.

Dagger(level 70, 3692/344)Auto-Reflect/regen/life/potion, Reflect-Null, Clear headed. Weapons: Tiger Racket, Golden Skullcap, Egoist's Armband(important!!!), Rubber Suit, Ribbon.

Quina(level 56, 3401/247)Auto regen, High Tide, Level Up, Ability Up, Loudmouth, Locomotion, Clear-headed.

Roles:- Zidane- Zidane was my main offensive attacker against Ozma. I did the 9 spirits quest thing which meant that Ozma could now be hurt by ground attacks. I also got Dagger to cast Berserk on Zidane, which raised his attack power, and with the auto haste, Zidane basically cut Ozma down to size, Attacks reaching about 7000.

Steiner- Steiner was my second attacker against Ozma, using his Shock, which scored 9999 attack points against Ozma.

Dagger- Dagger was, you guessed it, the healer in the group. I basically got Dagger 2 cast Curaga every go, apart from when she cast Berserk on Zidane.

Quina- Quina's first job was to cast Mighty Guard on everyone, which reduced

the damage made by Ozma's attacks. She then either cast Magic hammer, taking away Ozma's MP or Angel's snack when Ozma cast curse on everyone.

With Zidane and Steiner cutting loose on Ozma, Dagger healing and Quina keeping off status affects and zapping Ozma's MP away, Ozma never really stood a chance.

P.S.: The Demon's Mail for Steiner and Egoist's Armlet for everyone else was really important because it basically nullified Ozma's most powerful attack, Doomsday. Make sure no one is on levels that are multiples of 4 or 5, because Ozma uses, I think it was, a level 5 death and level 4 holy, or was it the other way around, I didn't have enough time to notice, he was so easy to beat.

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By: Dingo Jellybean
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Defeating Ozma:

Party: Zidane(lvl 99) Eiko(Lvl 95), Freya(Lvl 99), Amarant(lvl 99)

Abilities for each: Auto-Regen, Auto-Haste, Return Magic, Clear-Headed, Locomotion, Bright Eyes, Antibody, and High Tide(for Zidane), High Jump(for Freya), Boost(for Eiko), and Auto-Reflect for everyone - This is very risky if you want to heal...just incase Auto-Regen doesn't do the job quick enough but it will bounce back the Death spell and the Mini spell.

NOTE: The higher your SPIRIT, the quicker Auto-Regen does it's work...if you have a spirit of 35...Auto-Regen will heal about 2-5 times a round, while at 50+ it can heal 5-12 times a round depending what you do.

When the battle started I had Zidane just act as a medic...giving a Remedy to those who became Mini. I had Eiko summon Madeen(9999 DMG), Freya Jump with her Dragon's Hair lance, which did about 6000-9500 DMG, I had Amarant throw Wing Edges, Orihalchon, and such, and when Zidane was in trance, I used his Dyne skills and did Solution 9(9999 DMG). This next part is just sick...Ozma casted Meteor on my entire party...get ready to drool now...and nobody died and EVERYONE returned Meteor back at Ozma...damaging him anywhere from 20,000 to 40,000 HP...that's basically 60% of his HP gone He'll usually counter a lot of 9999 attacks with Curaga(healing him anywhere from 6900-9800 HP)...and sometimes even use Curaga 2x in a row. And as I recall from someone in your guide(or somebody else's I dunno)...if you wear something that absorbs Shadow(Dark Mail, Demon Vest, etc.) you'll be healed by the Doomsday attack...but unfortunately he never hit me with Doomsday when I had my Return Magic ability on...but it might heal him...four times in a row. *shudders*

So having Return Magic is a risk as well, I just got extremely lucky that time. I wouldn't really suggest anyone else...Quina is only good for the Magic Hammer and Angel Snack IMHO, Steiner is a solid character to use over Amarant, Vivi is okay...although he's really only effective with Meteor and Flare, and Garnet is another solid character that can replace Eiko...but I wouldn't use her over Eiko, why? HONEST TO GOODNESS, Eiko basically saved my party...everyone was dead and Eiko was the last to die...but a DIFFERENT animation of the Rebirth Flame came up and restored everyone...man, I was so psyched up I was like "What's up now?!!!" :P So I would definitely put Eiko over Garnet...her Phoenix Summon is what can make the difference in the battle...even if you already do have the Auto-Life ability equipped.

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By; Matthew Withers
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zidane lv 67 hp:5500+ mp:250+

I equipped auto haste - excellent for countering his amazing speed.
auto life- always useful
auto regen- necessary to keep hp up
hp +20% - very useful for a good hp try to equip armour which absorbs
shadow and fire. this counters doomsday and flare star which can be
annoying!equip bright eyes, anti body and clear headed to attempt to stop his
curse attack! you may equip auto-potion if you wish but I think it's a waste
of time. make sure you equip all armour to magic def not regular def because
ozma only uses magic!!!!!! THIS IS IMPORTANT

If you (like me) didn't bother about the 9 spirits of
gaia quest, make sure zidane is near trance before
battle! This is important and is how I beat him.

Dagger lv 55 hp:3000+ mp:200+
auto life, auto regen, anti body , clear headed,
anything else you want...
Dagger's purpose is entirely for curing, make sure you
have the wizard rod for curaga and press r1 for
multiple targets for your white magic. Also be prepared
to use remedies and other items.

Steiner lv 63 hp:4000+ mp:200+
Steiner will be your most valuable character for most
of the battle. auto life, auto regen,hp+20%, antibody, clear headed
and bright eyes plus anything else you want. Okay I
usually use mp attack but save your mp for "shock" you
get this ability from the ragnarok sword from
chocograph 21 found in the air garden. This cost 20+
mp but will do 9999 damage unless you're in mini. Get
zidane to cure his status ailments with remedies, etc.
Just use shock!

Aramant lv57 hp:4000+ mp:180+
Equip the same abilities as Steiner and use aramant's
throw ability. If you have wing edges this is very
good and will do around 8000 damage. Also equip bird
killer for added damage.
This is about all of amarants role!

Now before you proceed make sure you equip all your
armour to magic defence!!!!!!!!!! Now proceed...

Okay at the start of the battle you should get zidane with haste first to
make a move instead wait for amarant or steiner and use shock or wing edge.
If he causes lots of damage to everyone do curaga to all. If your unlucky
enough for him to cast mini or even worse, curse on your guys use zidane to
use remedies on the most valuable steiner or dagger. Keep doing this
until either a few of you party members are dead (auto life should counter
this) and use phoenix down NOT life (save dagger for healing) to revive then
cure them or zidane is in trance. At which point I suggest you throw anything
you've got at him because he should nearly be dead. Grand lethal, Shock and
any good throwing item will be a deadly combo. Boom! He explodes you get 100
ap and pumice as well as the strategy guide to prove your power.

Congratulations! You've beaten the toughest boss in the game!

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By: Traveller

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(note: These are very interesting and it works)

I. OZMA WITH NO SUPPORT ABILITIES, NO EQUIPMENT, ORIGINAL WEAPONS...

Characters Needed: Zidane, Eiko, Quina, Amarant.

Required Level: Virtually irrelevant. You'll need enough HP for Amarant to survive one standard attack, probably Meteor or Flare Star in my experience.

Required Abilities: Zidane's Thievery and Quina's Frog Drop should do very near to 9,999 damage, or don't bother. Amarant must have learnt Aura. Before battle, fight some Yans with Amarant using High Tide. He needs to be the smallest possible amount of damage away from Trancing prior to battle.

Required Equipment: Each character's weakest weapon, which can't be removed. No other equipment.

STRATEGY: The very first thing you should do is have Eiko summon Carbuncle, unless you are on really low levels when you should use Quina's Mighty Guard first. Carbuncle will reflect Mini, Berserk, Death, and some elemental magic. Have Zidane use Thievery and Quina use Frog Drop (if on decent levels). Do not use Amarant until Ozma's first attack hits. If it doesn't kill you, you are in business, immediately use Amarant's Elan (Flair-All) Aura once he trances. Now the key is to use Elan-Aura every time more than one character gets killed (and automatically revived). You should be able to do this up to five times, providing you don't use Amarant for anything else. Focus on attack now, because if Ozma gets a chance to cast anything that isn't reflected, you'll use up your Auto-Life. Zidane should use nothing but Thievery, Quina Frog Drop, and Eiko summon Madeen. If you are able to deal out enough damage quickly enough, and Ozma casts Berserk or Mini a few times, you should be able to take him out.

Typical Battle...

Eiko: Carbuncle

Ozma: Meteor (Amarant Trances)

Zidane: Thievery

Quina: Frog Drop

Ozma: Mini

Ozma: Berserk

Amarant: Elan-Aura

Eiko: Madeen

Ozma: Flare Star (Eiko KO'd)

Zidane: Thievery

Quina: Frog Drop

Ozma: Curaga

Ozma: Berserk

Eiko: Madeen

Zidane: Thievery (Ozma KO'd)

II. OZMA WITH NO CONTROLLER...

Characters Needed: Zidane, Vivi, Eiko, Amarant

Required Levels: As close as possible to LVL 99.

SETUP:

ZIDANE: LVL 99, 6840 HP

Equipment - Ultima Weapon, Black Hood, Chimera Armlet, Ninja Gear, Protect Ring

Support Abilities - (67/72 Magic Stones)

Auto-Reflect

Auto-Haste

Auto-Life

Auto-Regen

Auto-Potion

HP + 20%

Clear Headed

Antibody

Gamble Defense

VIVI: LVL 99, 4976 HP

Equipment - Mace of Zeus, Black Hood, Jade Armlet, Robe of Lords, Pumice Piece

Support Abilities - (67/68 Magic Stones)

Auto-Reflect

Auto-Haste

Auto-Life

Auto-Regen

Auto-Potion

Antibody

Clear Headed

Return Magic

EIKO: LVL 99, 4704 HP

Equipment - Tiger Racket, Black Hood, Chimera Armlet, Adaman Vest, Pumice Piece

Support Abilities - (58/63 Magic Stones)

Auto-Reflect

Auto-Haste

Auto-Life

Auto-Regen

Auto-Potion

Antibody

Clear Headed

AMARANT: LVL 99, 5428 HP

Equipment - Rune Claws, Flash Hat, Chimera Armlet, Ninja Gear, Rosetta Ring

Support Abilities - (68/68 Magic Stones)

Auto-Reflect

Auto-Haste

Auto-Life

Auto-Regen

Auto-Potion

Antibody

Clear Headed

Return Magic

Gamble Defense

Comments: Zidane is very near to useless in this battle, his only contribution is to stay alive and cast Auto-Potion on himself, creating time for Vivi and Amarant's Auto-Regen to work. Ditto Eiko, but with the bonus of a random Phoenix summon, which you may well need. The chances are excellent that Ozma will lead off with Doomsday, which will damage Ozma for between

5,500 and 9,999 HP. This will heal your characters or have no effect, but Vivi and Amarant will cast it back on Ozma. Expect Vivi to do 9,999 damage and Amarant a thousand or two less. At LVL 99 and Status defenses taken care of, the only attacks of Ozma that will kill you are Meteor (usually one or two characters, but can be Returned for good damage), and Curse (you'd be unlucky to lose any more than one character).

You may be KO'd by a follow up attack, but that's where all the time-wasting Auto-Potions are needed. If both Amarant and Vivi are around to experience the first two Doomsdays (Ozma never learns :P), this will be a very quick battle. Chances are, one of the two characters with Return Magic will be KO'd more than once, so Auto-Life can't help them. Thing is, Ozma will cast Curaga then Doomsday, however Doomsday damages Ozma for roughly the amount the Curaga healed him, and then the Doomsday is returned. If Vivi or Amarant survive a Meteor, it seems to do significant damage back to Ozma. The returnable magics are Doomsday, Flare and Meteor. You definitely can't return Curse or Flare Star. For some reason Ozma has never used Holy on me in one of these no controller battles, so I can't confirm whether you can return this. If things get at all messy, say heavy losses with Meteor, there is a good chance of Phoenix arriving with a random Rebirth Flame, and then it's on again. This no controller setup will kill Ozma more than 80% of the time. I was extremely unlucky the first time I tried this setup, having Vivi and Amarant taken out by one Meteor, and it still killed him in 19 mins 45 secs. :)

SIDE QUEST / SECRET #9

RAGTIME MOUSE POP QUIZ

In your journey, you'll encounter a Quiz Game in one of your Random Battles. You'll have to answer the questions correctly by attack the corresponding symbols. If you believe that the argument is true, attack the Circle. If not, attack the X. Prizes will be given to you if you answer to questions, correctly and after a certain number of Pop Quizzes (I answered 3 quizzes) the percentage of correct answers will determine your prize. Example, I answered 1 question correctly from 3 questions. That's 33%. I received 1000 Gil. I don't know if there's only 3 sets of questions later in the game though. But remember that one random battle with a Pop Quiz has only one question. It's not like the Criosphynx in Chrono Cross wherein you have to answer consecutive questions.

You can encounter the Pop Quizzes in any forest around the world.

Here are the questions and their respective correct answers that I've discovered so far. The style of all questions is True or False and they appear in random.

-
1. The War in Lindblum started in the year 1600? Answer: False
- It was somewhere near 1700.
 2. "I want to be your Canary" was written by Lord Afon. Answer: False
- Written by Lord Avon.
 3. Chocobo forest is located between Lindblum and South Gate. Answer: True
 4. The theater ship Prima Vista was built in Artania Shipyards. Answer: False
 5. Lindblum's Air Cabs operate around the clock. Answer: True
 6. Fossil Roo is a tunnel that connects Treno and Alexandria. Answer: False
- Connects Mist and Outer Continents.

7. Berkmea Cable Cars have been running for 8 years. Answer: True
8. Lindblum Castle is larger than Alexandria Castle. Answer: True
9. Some Mu's are friendly and don't attack. Answer: True
10. Only one desert exists in the entire world. Answer: False
 - There's a desert near the Desert Palace (duh!), and a desert at Cleyra.
11. Conde Petie is a village of Goblins. Answer: False
 - Not only goblins. I forgot what the other is called.
12. Prima Vista means Love at First Sight. Answer: False
 - Prima means first or ultimate. I don't know what Vista means.
13. Treno's Cafe, Card Carta, is members-only. Answer: True
14. Bobo Bird is a bird that brings you fortune. Answer: False
15. You can defeat Ragtimer. Answer: True
16. The Theater ship Prima Vista uses Mist as source of energy. Answer: True
 - The only prototype of a ship that can fly w/o mist is the Hilda Garde.

After answering all 16 questions, encounter him one more time and you'll now be able to beat him. If you got 100%, he'll say, "What? 100%!?" , "UNBELIEVABLE"! He'll faint and you'll get a Protect Ring for your efforts in answering the questions. You'll also receive 23,852 EXP and 59,630 Gil.

- thanks to Martin and Andrew Gilbert Gualberto for most of the info. As for the exact questions and some more info, I discovered them myself. -

How to encounter Ragtime Mouse (by: Yours Truly)

In my 3rd game, I discovered 2 ways on how to EASILY encounter the Ragtime Mouse. Note that the second one is proven by me and I actually discovered and did it. As for the first one, it was just my observation when I'm in the quest for the Ragtime Mouse.

1. You can encounter Ragtime Mouse in 2 forest. Example, the 2 forests outside Dali (one is just beside Dali and the other one is near the Ice Cavern). Let's call the one in Dali as Forest #1 and the ones at the Ice Cavern as Forest #2. Now, let's say you encountered the Ragtime Mouse for the first time at Forest #1, just go to Forest #2 and you'll encounter him again within 3 battles or so. This is just an observation though.

2. Now, here's one trick that I actually discovered. I did this in the Forest just outside Dali. All I did was to stay in the center of the forest. The Ragtime Mouse is there. But, in order to encounter him, what I did was I kept tapping the Analog Stick back and forth and tried my best to stay in the center of the forest. Now, when you move through a forest, you'll see the leaves sway behind Zidane right? But, when you tap the Analog Stick, the leaves won't sway. Just keep on doing that and you'll encounter the Ragtime Mouse AT ONCE. That's all. I hope this would help all of you who are frustrated in encounter Ragtime Mouse.

Encountering the Ragtime Mouse by: Reeko

You can encounter the ragtime mouse everywhere in the world. You always find him in a forest and rarely at the same place without killing a lot of enemies. So the way I figured it, is that you take your airship and do a forest in each continent, try one in the mist continent, then in the outer continent, then ice, forgotten, and then mist again, etc... You never wait more then 5 to 7 battles before having an encounter with him if you do it this way. If you don't do it this way, you'll still be able to find him, but more rarely, so it will be longer.

SIDE QUEST / SECRET #10

 SPECIAL BATTLES (SPIRITS OF GAIA)

There are certain battles that you'll encounter wherein you'll see a weird enemy asking for items, especially gems. I've listed those that I've discovered so far.

Monster Name	Location	Demands:	Rewards:
Nymph	Eesistern Coast (North of Cleyra)	Ore	30 AP, 2 Emerald Stones
Ghost	Forest Area near Treno	Ore	10 AP
Mu	Forest near Dali	Ore	10 AP
Lady Bug	Forest around Black Mage Village	Ore	20 AP, Ether
Yeti	Lucid Plains near Madain Sari (forest)	Ore	20AP, Elixir, Yeti Card
Feather Circle	Outside Esto Gaza	Moonstone	30 AP, Lapis Lazuli
Garuda	Forest up the vines From Gizamaluke's Grotto	Lapis Lazuli	40 AP, Diamond
Jabberwock	Forest to the east Of Oeilvert	Emerald	40 AP, Moonstone
Yan	Vile Island Forest	Diamond	50 AP, Rosetta Ring
*Gimme Cat	Sacrobless Island near Daguerreo	Diamond	nothing! (so don't give him your diamonds!)

 * You need not give it anything (not important)

After locating the first 8 special battles, go to the Yan and he won't run away now. When you give the requests of all the 9 monsters (except the Gimme Cat), Ozma becomes MUCH easier to beat (like say, lvl 70 instead of lvl 99). Ozma is an optional boss in the Chocobo's Air Garden, just search the large rock and he will pop up and fight you. He drops a Pumice, which has Garnet's Ark summon, the only way to get it other than synthesizing it at the legendary synthesis shop.

Thanks to the following who sent me info about this Side-Quest:
 Brainy Boy, Indra, Hansen, Andrew, and Yosa.

Thanks to Yee Seng Fu's Side Quests/Secrets Guide for the information on the Yan's rewards.

 SIDE QUEST / SECRET #11

 CHARACTER RENAMING

You must have card no. 098 the name is Namingway card. After you get that card. Talk to the man in level 2 (where there are elixirs) of Daguerreo. You can now rename all your characters. For the Namingway card, win it from Mario at the Treno Card Stadium Tournament or inside Kuja's Room at the Desert Palace.

Thanks to the following who sent me info about this Side-Quest:
 Indra, Hansen, Andrew, and Yosa.

 SIDE QUEST / SECRET #12

GAINING EXP, AP, and GIL

To gain lots of EXP, try heading for the Vile Island which is the big island to the southwest of the Iifa Tree. You'll encounter Yans that will give you 10000+ EXPs (if all 4 characters are alive). The good thing here is that most of the time, they come in 2s and 3s and that makes it easy reach level 99 than the Grand Dragons (although the Grand Dragons are really helpful in leveling up early in the game). Take note that the Yan are much tougher than its looks. Its comet attack may KO any one.

Freya's weapon OBELISK and BATTLE BOOTS both have INITIATIVE ability for 95 pts. If you equip both and have ABILITY UP and defeat a GRAND DRAGON the 3ap you gain will multiply 4 times! This means you Gain 12ap in one battle!!!

For acquiring Gil, if you have the Aloha Equipments, you can sell them for lots of cash! You can get them from the Chocobo's Paradise Treasure #2. Check the Chocobo's Paradise Treasure section for more info. Another alternative in acquiring more Gil is to use Quina's Millionaire Ability.

SIDE QUEST / SECRET #13

THE 4-ARMED MAN IN DAGUERREO

At Daguerreo, in the room where the moogle and the synthesis shop are, you can find a person who tells you your treasure hunter rank. If you achieve rank S, the guy runs away, but you'll find him at the exit. He apologizes for acting big (he is actually just a rank D treasure hunter) and reveals his name is Gilgamesh. He gives you a special item, the Rank S Medal.

SIDE QUEST / SECRET #14

MR. MORRID'S COFFEE

Once you complete the 3 coffee key items (Burman Coffee, Moccha Coffee, and Kirman Coffee), go to Dali Observatory in Disc 3 and talk to Morrid. He'll take the 3 coffee key items from you and tells you that he'll send you the Theater Ship (Prima Vista) model to you.

In Lindblum, go to the Tantalus' Hideout and get the Mini-Prima Vista Key Item on the upper bed where you got the Mini-Burmecia before.

Locations of the Coffees:

Burman Coffee = Do Mr. Morrid's Side-Quest (Disc 3)
Kirman Coffee = Find it at the left side of Eiko's Kitchen at Madain Sari
Moccha Coffee = Get it from the South Gate (to the right of the recovery Spring).

Note: The windmill is now still so you can get the 2 chests on the second floor that contains an Elixir and a Cachusha.

SIDE QUEST / SECRET #15

CARBUNCLE AND FENRIR'S SECRETS

Besides the Ruby Light, Carbuncle has other abilities depending on the add-on jewel that Eiko is equipped with. Here is the list of the said abilities.

CARUBUNCLE

Jewel	Ability	Description
Emerald	Emerald Light	Cast Haste on entire party
Diamond	Dia Light	Cast Vanish on entire party
Moonstone	Pearl Light	Casts Protect and Shell on entire party

FENRIR

Add-on	Ability	Description
Virgin's Hope	1,000 Year Gust	(for the Japanese Version only)
Maiden's Prayer	Millennial Decay	haven't tried yet

SIDE QUEST / SECRET #16

FINAL FANTASY III ORIGINAL SOUNDTRACK

You can do this only after Terra is destroyed, or at disk four. First, win Une's mirror and Doga's artifact at Treno Auction House. Then go to the Black Mage Village. Talk to black mage standing near the gramophone in black mage village Inn to hear the OST of FF III.

SIDE QUEST / SECRET #17

BEATING THE YANS

In accordance to Side Quest/Secret #12, everyone will definitely have a hard time beating the Yans at Vile Island. So, here are some tips on beating them.

1. Make sure your at a decent level. Let's say, at around level 65 and above.
2. Use Shadow attacks against them such as Doomsday. Powerful summons/eidolons such as Ark will also be fine.
3. Make sure that you are at Max HP and MP when starting a battle with those Yans.

Strategy by: yours truly

Here's what I did during my battles with them. A good thing to do is to have Freya and Steiner in your party. Freya should have learned Dragon's Crest and Steiner should have learned Shock. Each will deal more or less 9,000 HP damage therefore, using these 2 will be able to kill the Yans at once. Another thing to use is Odin. This will be very risky but it works. Sometimes, it can even kill all 3 Yans giving you instant victory.

Strategy by: Dave (amarant76@hotmail.com)

There some attacks that definitely works on the Yans. Most specifically, you can use Countdown and Doom.

SIDE QUEST / SECRET #18

////////////////////////////////////
 This entire section is borrowed from Yee Seng Fu's excellent Side

+ 11	4060 HP	+ 15 HP
+ 12	4074 HP	+ 14 HP

After letting Zidane steal for 12 times and recording down 13 values of damage Thievery causes, I have come to a conclusion. Did you notice that the damage caused after each steal EITHER increase by an additional 14 HP or 15 HP? It actually alternates between 14 HP and 15 HP.

Assume that with ZERO successful steal, Thievery causes 0 HP. That will mean that Zidane needs to steal successfully between 667 times to 714 times in order for his Thievery attack to cause 9999 HP.

Take note that this method assumes that the level remains unchanged after many consecutive steals. But, if I am not wrong, if Zidane increases a new level, his thievery damage will increase by a certain amount of damage. Unfortunately, I haven't had the time to experiment it myself.

Special thanks to Yee Seng Fu for this Thievery computation.

II. DRAGON'S CREST

Freya's Dragon Crest attack actually becomes more powerful as the party keeps defeating dragons. The more dragons the party kills, the more damage Dragon Crest causes. One good way is to let Quina learn the Lv5 Death, which will kill Grand Dragon instantly. Quina can learn this Lv5 Death by eating a Whale Zombie on the south shore of the Lost Continent. Eventually, Freya's Dragon Crest can cause up to 9999 HP of damage.

Note that Dragon Crest's damage will still increase, even if Freya is in the party or not when the party is killing the dragons. In short, the damage caused by Freya's Dragon Crest is determined by the number of dragons the party has killed. The amount of damage caused DOES NOT CHANGE with different monsters or bosses for a fixed number of dragons killed.

According to Jason Miller (sparkyl1@mediaone.net) and durrton597 (durrton597@hotmail.com), the formula for calculating the damage caused by Dragon's Crest is:

Damage = no of dragons killed by party to the power of 2.

a) Jason Miller (sparkyl1@mediaone.net) says that, using this formula, in order for Freya's Dragon Crest to do 9999 HP, the party must kill 100 dragons. [Note: $100^2 = 10,000$ and $99^2 = 9,801$.]

b) durrton597 (durrton597@hotmail.com) recorded a table of damage done based on the number of dragons killed. The damages are 3364, 3481, 3600, 3721, 3844, 3969, 4096, 4225 and 4356. He discovered that all these numbers are perfect square, which can be square rooted. From here, he derives the formula. [Note: $3364 = 58^2$, $3481 = 59^2$, $3600 = 60^2$, $3721 = 61^2$ and so on.....]

Final Conclusion:

Without a doubt, the formula for the damage of Dragon's Crest is most likely to be the square of the no of dragons killed by the party, even though I haven't tried it yet.

III. FROG DROP

Frog Drop is a blue magic that Quina can learn by eating the Gigan Toad. Quina's Frog Drop attack actually becomes more powerful as Quina catches more frogs in the Qu's Marsh and when Quina's level increases. The amount of damage caused DOES NOT CHANGE with different monsters or bosses. Frog Drop has a 100% success rate and the formula to calculate the damage caused is:

Quina level x amount of Frog(s) = HP damage.

For example, if Quina is at level 70 and he has caught 100 frogs, the damage that Frog Drop will cause is $70 \times 100 = 7000$ HP damage.

Credit goes to PlayOnline for the info above.

After doing these side quests, you can now head to the Iifa Tree to finally finish what you've started.

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IIFA TREE
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Upon entering, you'll see one of the best FMVs in the game. You'll see the Invincible heading towards the Iifa Tree. Then, hundreds or thousands of Silver Dragons appear to halt the Invincible. Just as the Silver Dragons approach the Invincible, something blasts them away. The entire Lindblum Airship Fleet will arrive making a path for the Invincible. The Invincible moves on but there are still Silver Dragons following them. It's the Red Rose's turn to help. It'll block the Silver Dragons, allowing the Invincible to move on. When you finally reach the Iifa Tree, you'll get into battle at once.

BOSS: NOVA DRAGON

Level: 67 Type: Dragon/Flying
HP: 54,940 Gil: 9,506
MP: 9,999 Items: Wing Edge
AP: 13
Stolen Item/s: Grand Armor, Dragon Wrist, Remedy
Attacks: Aerial Slash, Psychokinesis, Shockwave, Tidal Wave
Weakness: none

This is one of those tough bosses! I'm at level 58 and it's still hard to beat. Have 2 of your best attackers to the job in finishing him and have the other 2 as the healers. Beware, the Nova Dragon has the counter ability. Just try to keep your HP more than half the Maximum of your characters and you'll be safe.

=====
MEMORIA

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Equipments:

Kain's Lance	Rune Claws
The Tower	Angel Flute

You'll arrive at a strange place after the battle. You'll see the entire party here. Then, someone will talk to Zidane. It's Garland. He'll tell you that this is Memoria...a place of Memories and to know the truth, you must move on. Now, you'll be asked to choose your party. After that, move on towards the next screen. Here, you'll notice a Field Icon (?) to the bottom right. You can return to the Invincible here. Now, move up and you'll notice a sphere. You can use a Tent and Save your game. Do so. After saving, go north. Before entering the door, go right and you'll find Kain's Lance. Go north through the door onto the next screen. Here, search to the left and you may battle the Master Phantom in a card game. From here, you can just move along.

At the top of the stairs, there's a little balcony that sticks out from the pathway. If you go out on it, you can find the Tower for Zidane which is sort of on the right side of the little balcony. After that, Go on until you meet one of the 4 Chaos Guardians. You'll have to fight it.

BOSS: MALIRIS

Level: 72	Type: Demon
HP: 59,497	Gil: 8,532
MP: 3,381	Items: Phoenix Pinion
AP: 10	
Stolen Item/s: Masamune, Ultima Sword, Genji Armor	
Attacks:	Mustard Bomb, Sword Quiver, Flame Clash
Weaknesses:	Ice, Water

This one isn't too tough. Physical Attacks and Magical Attacks both work well against Maliris. Just heal when your HPs are already at half. Just make sure that you have at least 50%-75% of your HPs as Maliris has a final attack, the Raining Swords, which will damage everyone.

Strategy by: Grandmaster Sexay

He isn't really tough. I had Zidane, Amarant, Dagger, and Vivi. Zidane kept attacking (and used Solution 9 and Meo twister when he had Trance). Amarant attacks, and Vivi used Flare. Of course, the healer/reviver was Dagger. Make sure everyone can endure 1500-2000 damage of HP, because his raining sword can finish you off. If you have Eiko, make sure she has Phoenix (equip Phoenix Pinion as a accessory) and she uses Phoenix when 1-2 people die.

After the battle, go right onto the next area. Here, the party will see Alexandria Castle. You'll see the previous FMVs that you saw when you were at Alexandria, like the ones where Bahamut appeared. Garland will tell you that these are your memories. After that, when you regain control of your party, go north (up the short stairs) and search to the right for a save point. It's just like the sphere at the Entrance. If you search to the left, you'll get an Angel Flute for Eiko. Now, go to the right until you reach the next screen. Here, just move on until you reach an area where it is raining. Search to the left and you can play a Card Game with the Defense Phantom (Ribbon Cards). Then, move on until Zidane sees a girl at the boat. It's Dagger and her Mom's escape from Madain Sari during the night of the storm.

Zidane wonders why he is seeing it. Continue up the stairs. Garland then tells Zidane that it is also his memory, not just Dagger's. Now, move on and you'll fight another one of the Chaos Guardians.

BOSS: TIAMAT

Level: 72 Type: Dragon
HP: 59,494 Gil: 8,820
MP: 3,381 Items: Phoenix Down, Wing Edge
AP: 10
Stolen Item/s: Grand Helm, Feather Boots, Blood Sword
Attacks: Twister, Absorb MP, Absorb Magic, Float, Snort, Jet Fire,
Absorb Strength, Silent Claw
Weakness: Earth

This boss sure has a lot under his sleeve. I really hate it when Tiamat uses Snort. It literally snorts one of your party members out of the battle. After that, the snorted character cannot be used in this battle anymore. So, try to finish Tiamat as early as possible. Use Thunder Magic at Tiamat. You can also use physical attacks. Just try to be fast or else everybody will be snorted away.

Strategy by: Grandmaster Sexay

I hate Tiamat and all of his attacks. Have Eiko in your party and make sure she has Auto-life so that she's protected. Have your attackers attack as usual (and if you have High tide, you can Trance faster). Don't worry much about his Absorb HP/MP/Strength attacks, they barely affect anyone. Try to finish the battle quickly, so that Tiamat can't snort you out of battle. If he uses a fire type attack that will heat all members, try to get Vivi to Blizzard all members. Or equip Body temp.

Before you fight Kraken, you can try to get Zidane near Trance.

After that battle, search to the lower left and you'll be able to get the Rune Claws for Amarant. Then, go through the eye up the stairs onto the next area. From here, it's another straightforward path. Move along until you see an image of 2 planets colliding. Garland will tell you that it is Gaia and Terra merging into one. After a short talk, you'll regain control of your characters again. Now, go to the weird castle. Inside, use the sphere again and use a Tent then save your game. After saving, just move on to the next screen. Here, you'll see Quina swimming under the ocean. Zidane and the rest will be standing and breathing normally. Quina then feels that it's hard to breathe. It's because Quina thinks it is real "The Matrix!" :) When Zidane finally convinced Quina that it is not real, and it is real to Quina because Quina believes that it is true, Quina will be able to stand and breath normally again. Now, go north. Don't go up the stairs yet. Prepare your party for a battle. Go right and search behind the coral reefs until a man asks who disturbs his sleep. Choose not to leave and he'll fight you.

BOSS: HADES

Level: 92 Type: Demon/Flying
HP: 55,535 Gil: 9,638
MP: 9,999 Items: Wing Edge, Elixir
AP: 30 EXP: 65,535

Stolen Item/s: Robe of Lords, Battle Boots, Running Shoes, Reflect Ring
Attacks: Judgement Sword, Cleave, Curse
Weakness: none

Hades is back, with a vengeance. During the battle, try to have MAX HP always. Put everyone in the back row as Hades' Cleave ability will definitely kill your party members on the Front Row. He'll also charge for the Curse attack, which will inflict the "Doom" Status effect on your party. To attack him, you can just use physical attacks and Fire/Thunder/Holy Magic at Hades.

After the battle, he will offer you his synthesizing abilities. Well, he's the legendary Synthesist after all! :) I really thought the synthesist would be at the world map.

Special Thanks to Indra, Hansen, Andrew, and Yosa for this very valuable info

After battling Hades and buying some very very neat equipments from him, prepare your characters for another battle. Use a Tent and Save at the previous screen if you want. If you're ready, from the ocean floor, go to the upper left stairs and move on to the next screen. On the way if you search in a rubble, you'll be able to do a card battle against the Strong Phantom. Then, just move along and you'll fight the 3rd Chaos Guardian at the stairs.

BOSS: KRAKEN

BODY

Level: 72 Type: Demon
HP: 59,496 Gil: 17,376
MP: 3,380 Items: Phoenix Down, Phoenix Pinion
Weakness: Fire

LEFT TENTACLE

Level: 71 Type: Demon
HP: 18,169
MP: 3,339
Weakness: none

RIGHT TENTACLE

Level: 71 Type: Demon
HP: 18,168
MP: 3,338
Weakness: none

AP: 10

Stolen Item/s: Glutton's Robe, Wizard Rod, Genji Helmet
Attacks: Freeze, Ink, Water-Gun, Waterga

This is another annoying battle. Everytime you attack, Kraken will use the Water-Gun as a counter attack that will deal a very big damage to the attacker. Prepare your Phoenix Downs and Curative Items/Spells for this battle. You'll need them. Use Thunder or Ice Magic at Kraken. You can also use physical attacks at him. He'll die eventually but it sure is annoying.

Strategy by: Grandmaster Sexay

As soon as Kraken Waterga's you, Zidane SHOULD be in Trance. If not, try to

get him into it. Have him use Meo twister, for it hit 9999 on every enemy for me, and doesn't cost too much MP. If everyone has Auto-Potion set on high potion or Auto-regen, don't worry too much on healing. One Meo twister and one Thundaga should kill both tentacles. Use physical attacks with Thundaga and you should go through the battle easily.

Have undead/demon killer on everyone before you fight Lich. And make sure none of your parties' levels have a 5-digit number, or you'll regret it.

After the battle, move on to the next screen. Here, you'll see a clock. Go to the extreme right and search for a Save Point. You can use a Tent and then save your game. After saving, go the upper left and move on until you see a large red planet.

If you go to the balcony, which is just above the save point, you may have a Card Battle with the Card Master Empress. After that move on.

Here, Garland will tell you that you're seeing the birth of Gaia. After another short talk, go up the first ladder. Here, there's another ladder to the north, search to the left first for the Ultimate Weapon of Vivi, the Mace of Zeus. Then, search to the right and you'll have the opportunity to fight the Dark Phantom. One of the Ghost Card Masters.

After that, go up the ladder and move on until you reach a room with 3 doors. Try to go near the center door and the last of the 4 Chaos Guardians will attack you.

BOSS: LICH

Level: 71 Type: Demon
HP: 58,554 Gil: 8,436
MP: 9,999 Items: Phoenix Down, Phoenix Pinion
AP: 10
Stolen Item/s: Black Robe, Siren's Flute, Genji Gloves
Attacks: Stop, Doom, Earth Shake, Earthquake, Death Cutter
Weaknesses: Thunder, Wind

Lich is deadly! Equip the Undead Killer for your physical attacker. Use equipments that absorb or reduce Earth-based damage. Lich's Earth Shake may kill your party members. Do prevent this, you can use Float and you'll be out of harms way. Prepare your Phoenix Down when he casts Doom and use Remedy if he uses Stop. You'll need all the help you can get so you just can't afford to lose a party member.

Strategy by: Grandmaster Sexay

Prepare for a tough battle. Whenever Lich casts Doom, have Amarant use Aura if he has it. Have Eiko in your party to revive dead members with Phoenix. If you have Quina, have her use Angel's snack if you have it. Magic attacks against Lich are pretty useless. When someone dies, revive ASAP. Once he uses Venom powder, remedy the victim. Like I said, make sure no one in your party has a 5-digit level number, or else his Lv 5 Death will end them.

If one can hit very hard, keep that member alive (and if possible, try to equip things that will cancel bad status effects).

Strategy by: Atomos

Lich isn't that much of a boss as long as you're at a high lvl with Zidane and you have his Ultima Weapon. (Which you get at where there used to be Shimmering Island, use a chocobo to get there)

Here are the chars I used:

Zidane lvl=85

6351/315

Abilities:Auto-Haste,Auto-Regen,Accuracy+,HP+20%,Bird Killer,Devil Killer,Beast Killer,Counter,High Tide,Mug and Level Up.

Vivi lvl=58

3149/307

Abilities:Auto-Regen,Add Status,ReflectX2,Level Up and Ability Up.

Steiner lvl=54

5274/211

Abilities:Auto-Regen,HP+20%,HP+10%,Bird Killer,Devil Killer,Counter,Level Up and Ability Up.

Dagger lvl=69

3876/390

Abilities:Auto-Regen,MP+20%,Ability Up,Level Up,Antibody and Boost

With Steiner use his Shock at all turns until he dies (Don't waste a turn to recover him)With Dagger (garnet) use the Bahamut summon since Lich is strong against Ark, keep using Bahamut until dagger or Lich dies (if dagger dies don't waste a turn with her either)Now Zidane should attack Lich and Vivi should use Phoenix Down-Remedy or use Flare.IF Zidane has a trance use his Free Energy attack, it SHOULD take 9999 hp from Lich, if you follow this strategy Lich isn't gonna be that tough after all.

After the battle with Lich, search around to the left and you'll be able to see a save point. After saving, go through the door. Zidane and co. will be in space! You'll then see Zidane walk on space with the stars. In the next screen, where you'll see Zidane and the stars only, press the UP button or push up on the Analog Stick and you'll reach the end. Garland will finally tell you that all memories are accumulated. It's not just the present. Everything, from the beginning to the parents onto the children, all memories are intact and can never be forgotten. He'll also tell you about the Crystal that's beyond the space, which is the beginning of everything. Then, Garland will bid you farewell. He asks you to protect the Crystal from Kuja. Now, move on and you'll reach the Crystal World. From here, just move on again until you reach the Final Sphere and save point in the game. Prepare your equipments, use a Tent and then Save your game. Now, you can go back from here using the Teleport command from the Sphere. It'll take you back at Memoria's Entrance. But, if you're ready, move forward and meet Kuja. After a short talk about the crystal, which is just behind Kuja, he'll call on Deathguise to attack your party.

BOSS: DEATHGUISE

Level: 74	Type: Demon/Bug/Flying
HP: 55,535	Gil: 8,916
MP: 9,999	Items: Wing Edge, Ether
AP: 0	

Stolen Item/s: Duel Claws, Black Belt, Elixir
Attacks: Meteor, Close, Spin, Twister, Open, Demon Claw
Weakness: none

Yikes! He's good. Just take note that Meteor is a non-elemental attack and will greatly damage the party. Use physical attacks and/or Thunder Magic against Deathguise. Keep your HP above 75% to prevent being KO'd. You'll just have to attack and heal a lot.

After the battle with Deathguise, you'll be able to control Zidane. Now, go back to the Sphere, use a Tent, prepare your characters again, and Save your game. If you're ready, move forward again and this time, you'll have to fight Trance Kuja himself.

BOSS: TRANCE KUJA

Level: 76 Type: Human/Flying
HP: 55,535 Gil: 0
MP: 9,999 Items: none
AP: 0
Stolen Item/s: Rebirth Ring, White Robe, Ether
Attacks: Flare, Reflect, Holy, Flare Star, Ultima, Curaga
Weakness: none

Prepare to heal your party every turn. Kuja usually make use of Flare Star. It damages your party a lot. It's also good to equip the Auto-Potion ability to help you regain your HP's. Try to equip your party with damage reducing abilities from Elemental Attacks (especially against Fire and Holy). When you damaged him enough, he'll unleash his ultimate attack, the Ultima. All your HPs will be trimmed down to 1 (this includes even the other 4 party members whom you did not include in the battle).

After the battle, Kuja dies. You'll see your party lying helplessly. Suddenly, someone speaks to Zidane. He talks about Kuja and that he tried to destroy the crystal so that he would not be alone and he would like everything to perish with him. The voice will then tell Zidane that it will start anew and remove everything in existence. Zidane won't allow it. He chooses to live on. He will do everything in his abilities as well as the other party members to stop it from happening. Then, you'll be asked to choose your party for the final battle. All HPs are down to 1. Now, select the 4 party members. The other 4 party members will give every ounce of their powers/lives to help the group in the next battle. Each of them will give their words of encouragement and then they will disappear. You'll be taken to the main menu afterwards to prepare your equipments. Sadly, you cannot save your game anymore. After preparing, you'll be in the Final Battle of Final Fantasy IX.

BOSS: NECRON

Level: 69 Type: Flying
HP: 54,100 Gil: 0
MP: 9,999 Items: 0
AP: 0
Stolen Item/s: 3 Elixirs
Attacks: Grand Cross, Blue Shockwave, Protect, Shell, Holy, Flare
 Neutron Ring, Curaga, Firaga, Blizzaga, Thundaga

Weakness: none

This one's a pure cheater! Necron can attack 2 to 3 times per turn and he even uses Grand Cross and Neutron Ring consecutively! I suggest that you come here at a high level. Level 60+ should be enough. You must also have the best equipments for your party. What I did was use Steiner's Shock. Although it seems so easy because Shock deals 9999 damage to him, the problem is that he's so fast. So, just use your physical attacks! Magic attacks will be less effective. You'll beat him eventually.

When he uses the Grand Cross attack, it will inflict various status effects on your party. The most common are Mini, Silence, Blind and even Death. So always be prepared to remove the status effects and heal your party's HP.

Contributed by: Barubary

When Necron uses the Grand Cross attack, Quina will be most useful, especially with the Angel's Snack Blue Magic. It will undo all the status effects changes that Necron did.

E N D I N G

***** SPOILER ***** SPOILER ***** SPOILER ***** SPOILER *****

After the battle with Necron, you'll see a FMV of the Iifa Tree moving violently. The party will talk about the violent reaction that Kuja told them that would happen to the Iifa Tree. Then, you'll see Beatrix and Mikoto at the Red Rose worrying about Zidane and co. Mikoto will feel that Zidane and the rest are alright and tells that to Beatrix so calm her down. Beatrix will then order the Pluto knights to contact the Hilda Garde to inform them that Zidane and the rest of the party are alright. Cid will be relieved that Zidane is alright. Then, you'll see a short FMV of the Hilda Garde 3.

On land, you'll see the party. They'll be boarding the ship. But then, Zidane will feel something. Kuja is still alive and he decides to go and save Kuja. The party will be mad at Zidane because they already here and yet he still wants to save Kuja who at first wants their deaths. But, they can't change Zidane's mind so they each say their farewells to Zidane and then board the Hilda Garde. You'll now see a FMV of the Hilda Garde 3 taking off as Zidane and Dagger look at each other.

Now, after that sad goodbye, you'll see a great FMV of Zidane running for it through the Iifa tree to save Kuja. He'll see Kuja beneath the Iifa tree but he misses. After the fall, Zidane will stand up and go to Kuja. Kuja and Zidane will now talk. Kuja is surprised as to why Zidane came back for him. It's just now that he realized the real reason to live. Then, you'll see a FMV where the roots of the Iifa Tree blocked their only way out. Then, you'll see Mikoto's thoughts about Kuja that he gave them hope and a reason to live.

Sometime later...

You'll see Vivi at Alexandria. Then, Puck bumps into him. Vivi won't recognize Puck at first. It's because the Black Mage is Vivi's Son! Puck is surprised. You'll see lots of Black Mages that look like Vivi afterwards (I wonder who their mother is) Then, you'll see Dagger's thoughts. You'll see this often from here on. Next, you'll see Freya and Sir Fratley at Burmecia. They now express their love for each other after not seeing for a very long time. Next, you'll see Beatrix decide to leave Alexandria for good. She'll also

arrow placements.

Note: You can see the rules at Dali Weapon Shop Bulletin.

3. Involving yourself in a card battle

You can challenge other persons in a Card Game. But, remember that not everyone can play and will play with you. To challenge them, just go near them and press the Square button. Some battles are automatically initiated such as the tournaments.

4. The Board

As the name implies, Tetra (means "Four"), the board is composed of 16 tiles in 4x4 arrangement. Once the game has started, you'll also see tiles which are covered. You cannot place your cards here, neither the opponents card.

5. Starting Up

At the beginning of a Card Game, you must choose 5 cards from your card inventory which you will use for the card game. Then, you'll see a coin with two sides of different color. The Red ones is for the computer and the blue ones is yours. Then, the coin will spin and whomever the color faces up, he/it will be the one to place the first card on the board.

6. Placing your Cards / Flipping other cards

To place a card, you simply select the one which you want to place in the board. Then, you should select one empty tile. You cannot put a card over another card or over a covered one.

The arrows in the cards now come into play. If an arrow in your card faces one card of your opponent, that card will be automatically yours.

e.g.

```
-----  -----
| Your | |      |
|      >| |  R  >|
| Card | |      |
-----  -----
```

Let's say you put your card beside the opponent's card. The arrow on your card faces the opponent's card right? The opponent's card will be flipped and it will turn into blue therefore, it's now yours. You'll get 1 point and the opponent will get minus 1 point.

7. Card Battle / Combo

If one of the arrows in the card that you just placed, faces an opponent's card but an arrow from his card also points at that card, a card battle will occur.

e.g.

```
-----  -----
| Your | |      |
```

```

|      >| |< R  |
| Card | |      |
-----

```

If you place your card beside the opponent's card and the arrows are pointing at each other, a card battle will occur wherein the stats of the card come into play.

You'll notice that there are numbers and a letter in the card. Example, "1P10". The first number is the attack power of your card. The Letter determines the type of attack.

```

-----
| Your | |      |
|      >| |< R  |
| Card | |      |
|      | |      |
| 1P10 | | 7P89 |
-----

```

In this battle, you'll know right away who the winner is. Your Card has attack level of 1 (first digit), and a Physical attack. Your attack power of 1 will battle the physical defense of the opponent's card, which is 8. Your card will lose. The damage will be at random but will be based on the attack level of the cards.

If in case, the letter is M. Your card will attack the magical defense of the opponent's card. If the letter is X, it will attack the Physical or Magical defense whichever among them has the lowest Defense power. Example, a 1X10 card battles the 7P89 card. The first card will choose to battle the physical defense, which is "8" rather than the "9".

Who ever wins the card battle, in this case, the opponent's card wins, your card will be flipped and will be in the possession of the opponent. And sometimes, you may lose even if you have a higher attack power.

If your card has a letter X, that means the game will choose from the physical or magic defense of the enemy, which is lower. Here's a graphical example of it.

```

-----
| Your | |      |
|      >| |< R  |
| Card | |      |
|      | |      |
| 3X20 | | 7P16 |
-----

```

In this case, your card will select the physical defense of your opponent's card which is 1. You'll win the battle this time.

Card Level Up

If you use a certain card frequently, it will level up. If that card flipped many cards already, its attack power will increase. If that card successfully defends after a card battle initiated by the enemy for a couple of times, that card's HP or Defense Power will increase.

8. Winning and Losing

To determine who is the winner, after card the battle, whoever has the most number of cards in his color wins. You can also know who is the winner by looking at the fraction like number in the lower left portion of the screen. Whichever color has the higher number wins!

9. Card Collector Level

The Card Collector level shows you your experience in Card collecting/battling. Each time you get a new card, your Card Collector level will increase. And, if you win from card battles, you'll get more points. When you reach a certain number of Collector Points, you'll be given a title in which the card community will call you. I don't know yet what are the benefits in achieving a higher title but I'll get into that once I discover it.

a. Card Game Scoring System

(special thanks to Ferdinand Pelayo (fpelayo@altavista.com) for this very interesting and helpful info)

- Having one unique card type: 15 points
- Having a unique card, but has the same arrow arrangement as another card in your collection: 10 points
- Having more than one of the same card type: 5 points per extra card
- Having a card with level X: 1 point added
- Having a card at level A: 1 point added on top of the point for X level

So as others have already said, to get 1700 Card Collector points, you need all 100 types of cards in 100 unique arrow arrangements ($15 \times 100 = 1500$ pts), and all at level A ($2 \text{ pts added} \times 100 = 200$ bonus points).

Before you card fanatics start despairing over having 100 arrow arrangements, you may wanna know that you could have:

- 56 arrangements of 5 arrows
- 28 arrangements of 6 arrows
- 8 arrangements of 7 arrows
- and of course, 1 card with all arrows

b. Card Collector titles:

Beginner	= 0-299 Card Collector Points
Novice	= 300-399 Card Collector Points
Player	= 400-499 Card Collector Points
Senior	= 500-599 Card Collector Points
Fan	= 600-699 Card Collector Points
Leader	= 700-799 Card Collector Points
Coach	= 800-899 Card Collector Points
Advisor	= 900-999 Card Collector Points
Director	= 1000-1099 Card Collector Points
Dealer	= 1100-1199 Card Collector Points
Trader	= 1200-1249 Card Collector Points
Commander	= 1250-1299 Card Collector Points
Doctor	= 1300-1319 Card Collector Points
Professor	= 1320-1329 Card Collector Points
Veteran	= 1330-1339 Card Collector Points
Freak	= 1340-1349 Card Collector Points
Champion	= 1350-1359 Card Collector Points

Analyst = 1360-1369 Card Collector Points
 General = 1370-1379 Card Collector Points
 Expert = 1380-1389 Card Collector Points
 Shark = 1390-1399 Card Collector Points
 Specialist = 1400-1449 Card Collector Points
 Elder = 1450-1474 Card Collector Points
 Dominator = 1475-1499 Card Collector Points
 Maestro = 1500-1549 Card Collector Points
 King = 1550-1599 Card Collector Points
 Wizard = 1600-1649 Card Collector Points
 Authority = 1650-1679 Card Collector Points
 Emperor = 1680-1689 Card Collector Points
 Pro = 1690-1697 Card Collector Points
 Master = 1698-1700 Card Collector Points

The rest of the list was supplied by: ajie (ajieadona@edsamail.com.ph)

 B. CARD LIST

The Max Stat. is the maximum level of the card that I've seen so far. F. Monsters are the 'Friendly' Monsters.

No.	Name	Type	No.	Name	Type
1	Golbin	Monster	51	Abadon	Monster
2	Fang	Monster	52	Behemoth	Monster
3	Skeleton	Monster	53	Iron Man	Monster
4	Flan	Monster	54	Nova Dragon	Monster
5	Zaghnol	Monster	55	Ozma	Monster
6	Lizardman	Monster	56	Hades	Monster
7	Zombie	Monster	57	Holy	Magic
8	Bomb	Monster	58	Meteor	Magic
9	Ironite	Monster	59	Flare	Magic
10	Sahagin	Monster	60	Shiva	Summon
11	Yeti	Monster	61	Ifrit	Summon
12	Mimic	Monster	62	Ramuh	Summon
13	Wyerd	Monster	63	Atomos	Summon
14	Mandragora	Monster	64	Odin	Summon
15	Crawler	Monster	65	Leviathan	Summon
16	S. Scorpion	Monster	66	Bahamut	Summon
17	Nymph	Monster	67	Ark	Summon
18	Sand Golem	Monster	68	Fenrir	Summon
19	Zuu	Monster	69	Madeen	Summon
20	Dragonfly	Monster	70	Alexander	Summon
21	CarrionWorm	Monster	71	Excalibur II	Equipment
22	Cerberus	Monster	72	Ultima Weapon	Equipment
23	Antlion	Monster	73	Masamune	Equipment
24	Cactuar	Monster	74	Elixir	Equipment
25	Gimme Cat	Monster	75	Dark Matter	Equipment
26	Ragtimer	Monster	76	Ribbon	Equipment
27	Hedgehog P.	Monster	77	Tiger Racket	Equipment
28	Ralvuimahgo	Monster	78	Save the Queen	Equipment
29	Ochu	Monster	79	Genji	Equipment
30	Troll	Monster	80	Mythril Sword	Equipment
31	B. Beetle	Monster	81	Blue Narciss	Ship
32	Abomination	Monster	82	Hilda Garde 3	Ship
33	Zemzelett	Monster	83	Invincible	Ship
34	Stroper	Monster	84	Cargo Ship	Ship
35	Tantarian	Monster	85	Hilda Garde 1	Ship

36	Grand Dragon	Monster		86	Red Rose	Ship
37	F. Circle	Monster		87	Theater Ship	Ship
38	Hecteyes	Monster		88	Viltgance	Ship
39	Ogre	Monster		89	Chocobo	F. Monster
40	Armstrong	Monster		90	Fat Chocobo	F. Monster
41	Ash	Monster		91	Mog	F. Monster
42	Wraith	Monster		92	Frog	F. Monster
43	Gargoyle	Monster		93	Oglop	F. Monster
44	Vepal	Monster		94	Alexandria	Castle
45	Grimlock	Monster		95	Lindblum	Castle
46	Tonberry	Monster		96	Two Moons	Rare
47	Veteran	Monster		97	Gargant	Rare
48	Garuda	Monster		98	Namingway	Rare
49	Malboro	Monster		99	Boco	Rare
50	Mover	Monster		100	Airship	Rare

C. FRIENDLY MONSTERS/MAGIC/EQUIP/SHIP/SUMMON/CASTLE/RARE CARDS LOCATIONS

Note: I started a new game so I'm collecting cards once again. I hope you'll understand. I'll do my best to get all of these rare cards and their respective locations. :)

* Listed According to its card number

#55 Ozma

- Beat Ozma at the Chocobo's Air Garden

#56 Hades

- Get it from Card Master Empress at Memoria

#57 Holy Card

- Win it from 'Magic Master' as Treno Card Stadium in Disc 4

#58 Meteor Card

- Win it from 'Magic Master' as Treno Card Stadium in Disc 4

#59 Flare Card

- Win it from 'Magic Master' as Treno Card Stadium in Disc 4

- Win it from Card Master Phantom at Memoria

#60 Shiva Card

- Win it from 'Straight Shooter Shak' at Treno Card Stadium in Disc 4

#61 Ifrit Card

- Win it from 'Eidolon Master Leyra' at Treno Card Stadium in Disc 4

- received after beating Ring Leaders in Terra

#62 Ramuh Card

- Win it from 'Eidolon Master Leyra' at Treno Card Stadium in Disc 4

#63 Atomos Card

- Win it from 'Eidolon Master Leyra' at Treno Card Stadium in Disc 4

#64 Odin Card

- Win it from 'Eidolon Master Leyra' at Treno Card Stadium in Disc 4

- Included in Chocobo's Paradise Treasure #1

#65 Leviathan Card

- Win it from 'Eidolon Master Leyra' at Treno Card Stadium in Disc 4

#66 Bahamut Card

- Win it from 'Eidolon Master Leyra' at Treno Card Stadium in Disc 4

#67 Ark Card

- Win it from 'Eidolon Master Leyra' at Treno Card Stadium in Disc 4

#68 Fenrir Card

- Win it from 'Eidolon Master Leyra' at Treno Card Stadium in Disc 4

#69 Madeen Card

- Win it from 'Eidolon Master Leyra' at Treno Card Stadium in Disc 4

#70 Alexander Card

- Locate the "Ocean" Chocograph
- Win it from Card Master Phantom at Memoria
- Win it from 'Eidolon Master Leyra' at Treno Card Stadium in Disc 4

#71 Excalibur II Card

- Win it from 'Weapon Master Hunt' at Treno Card Stadium in Disc 4

#72 Ultima Weapon Card

- Win it from 'Weapon Master Hunt' at Treno Card Stadium in Disc 4

#73 Masamune Card

- Win it from 'Weapon Master Hunt' at Treno Card Stadium in Disc 4

#74 Elixir Card

- Get it from Card Master Empress at Memoria
- Win it from Card Master Phantom at Memoria
- It is the content of the chest in South Gate that you weren't able to get with Steiner when he and Dagger pass through the South Gate while Dagger is hiding inside the bag of pickles.
- Spoils from the Nova Dragon (sometimes)

#75 Dark Matter Card

- Locate the Fairy Island Chocograph

#76 Ribbon Card

- Get it from Card Master Empress at Memoria

#77 Tiger Racket Card

- Get it from Card Master Empress at Memoria

#78 Save the Queen Card

- Win it from 'Weapon Master Hunt' at Treno Card Stadium in Disc 4

#79 Genji Card

- Get it from Card Master Empress at Memoria

#80 Mythril Sword Card

- You can get lots of it from 'Weapon Master Hunt' at Treno Card Stadium in Disc 4

#81 Blue Narciss Card

- Win it from the 4-armed man at Daguerreo
- Included in Chocobo's Paradise Treasure #1

#82 Hilda Garde 3 Card

- Locate the Outer Island 2 Chocograph

#83 Invincible Card

- Locate Chocobo's Paradise Treasure #8

#84 Cargo Ship Card

- Locate the Uncultivated Land Chocograph

#85 Hilda Garde 1 Card

- Locate the Chocobo's Paradise Treasure #6

#86 Red Rose Card

- Win it from the 4-armed man in Daguerreo
- Included in Chocobo's Paradise Treasure #7

#87 Theater Ship Card

- Locate the "Cold Field" Chocograph

#88 Viltgance Card

- Give 1800 Chocobo Hot & Cold Points to Mene at Chocobo Forest or Chocobo Lagoon.

#89 Chocobo Card

- Get it from the Fat Chocobo at Chocobo's Paradise

#90 Fat Chocobo Card

- Collect ALL treasures that can be found using Choco

#91 Mog Card

- Get it from Card Master Empress at Memoria

#92 Frog Card

- Get it from the enemy frogs at Qu's Marsh to the south of Oeilvert.
- Get it from Card Master Empress at Memoria

#93 Oglop Card

- Win the Card game tournament against Sailor Erin and Regent Cid at Treno

#94 Alexandria Card

- Jump 200 times at the Jump-Rope mini-game at Alexandria. It's in Alexandria after it's destroyed by Bahamut.
- Talk to one of the girls in front of the weapon shop after you go to Ruby's show in Alexandria.

- There's an easy way to get LOTS of this type of card! Go and have a battle with the Master Phantom at Memoria (the first one). He has lots of this type of card.

#95 Lindblum Card

- Find it in the shambles to the left of Card Freak Gon's house after right after Lindblum is destroyed by Brahne. Get it also from Card Master Empress at Memoria.

- There's an easy way to get LOTS of this type of card! Go and have a battle with the Master Phantom at Memoria (the first one). He has lots of this type of card.

#96 Two Moons Card

- Get it from Card Master Empress at Memoria

- Win it from Card Master Phantom at Memoria

#97 Gargant Card

- Acquired from Adamantoises at Seaway Canyon in the Forgotten Continent
- Acquired from Dracozombies

#98 Namingway Card

- You can get it from Mario at the tournament in Treno Card Stadium in Disc 3
- You can get it inside Kuja's room at the Desert Palace

#99 Boco Card

- Get it from Card Master Empress at Memoria

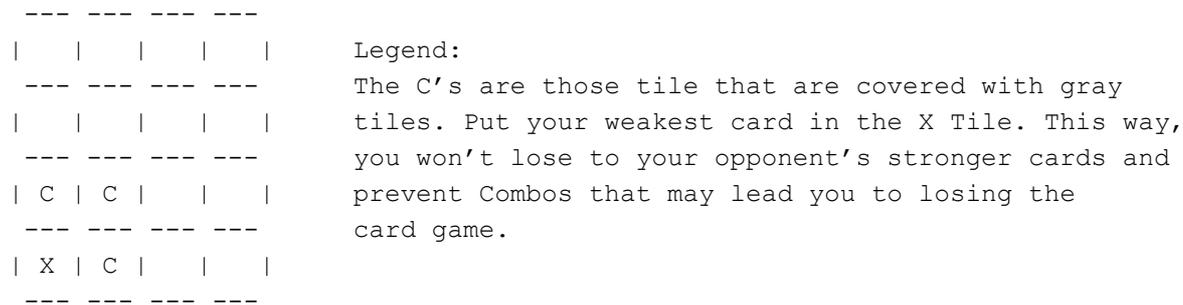
#100 Airship Card

- Locate the Chocobo's Paradise Treasure #4
- Get it from Card Master Empress at Memoria

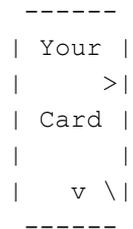
D. CARD GAME STRATEGIES

Here are some strategies that you can use to your advantage in Card Gaming.

1. If there's a lone tile, put your weakest card in there. Here's a diagram.



2. Position your cards strategically on the board for your advantage.
Example, place a card (as shown below) on the upper left corner. Notice that the card will attempt to stop any card placed adjacent to it. This way, your card won't get taken easily without a fight.



=====

ALL ABOUT CHOCOBOS

=====

A. CHOCOBOS

=====

Just like in previous Final Fantasies, you'll be able to use your Chocobo to navigate around the world. But unlike in the previous games, there's a new way in catching one. In the world map, near the Chocobo Forest, which is a little to the southeast of the South Gate near Alexandria and Lindblum,

you'll see footprints of Chocobos. While you're stepping on the footprints, use a Gysahl Green. The Chocobo will then come to you.

Chocobo's now have different abilities and they even have a Beak Level. When you talk about the abilities, this will tell you what your Chocobo can do, in what kind of places it can dig (i.e. field), and what places it can reach. The Beak Level is concerned on how deep your Chocobo can dig. This will enable you to get the RAREST items in the game.

Just when you thought navigating is the only use for Chocobo. In Final Fantasy IX, you can actually use them to dig buried treasures. Check out the Chocobo Treasure Hunting Section.

B. CHOCOBO FOREST

=====

The Chocobo forest is located just south east of the South Gate in the Mist Continent. Once you go inside for the first time, you can see a Moogle and a Chocobo running around. The moogle will talk to you about the Chocobo. It will tell you that you can use your Gysahl Greens to summon a Chocobo and ride it.

The moogle will also offer you some services like the Chocobo Hot & Cold mini-game, sell you Gysahl Greens and the moogle also gives you info about your Chocobo Hot & Cold points.

C. CHOCOBO LAGOON

=====

After you got the Blue Chocobo, Mene (Moogle at Chocobo Forest) will tell you about a lagoon near the Salvage Archipelago. He'll tell you that the entrance is at the Palmnell Island. To get there, you can easily see it on the map. But, it needs a more complex way to reach. To the west of the Chocobo Lagoon, Use the Airship (Hilda Garde 3 or Invincible) and land on the island called Salvage Archipelago. Use the Chocobo Tracks here. Now, you must go to the water and travel through the shallow waters around to the north until you reach Palmnell Island. Enter a cave-like opening and you'll arrive at the Lagoon.

Just as the Chocobo Forest, you can dig items here but there are some revisions of the rules:

1. You can only dig for 30 seconds. But, the price will be halved for you (30 Gil).
2. It's much much harder to dig here than the Chocobo Forest. You must have a good, Level 25 Beak Level (although you can Dig even at low beak levels, you can't get Chocographs).
3. You can only dig at a Maximum of 4 times here. After successfully digging 4 items in 30 seconds, Mene will stop you and he'll give you a bonus for finding many items.
4. Minor revision to the 5-second rule. In Chocobo Forest, you can get 5 points if you managed to find the next item within 5 seconds. In Chocobo Lagoon, you'll receive 10 bonus points.
5. After you receive the Ocean-crossing Chocobo, the rules will be revised again. You'll now have 1 minute to play and the area will be wider. You can now have a maximum of 8 successful digs.

D. CHOCOBO AIR GARDEN

=====

After you get the Chocobo's Sky ability, you can search for the Chocobo Air Garden. This is very confusing at first but I accidentally saw it. :) now, once you get the Sky Ability, go to the Long island to the Northwest of the Chocobo Lagoon. There is a forest there so let your Chocobo fly!

Now, the Air Garden doesn't stay in one place. It moves back and forth. I've seen 2 locations so far. One, you can find it near the Desert Palace. Second, and most frequently, on an island to the northwest of the Salvage Archipelago (where you used the Chocobo Tracks to call on Choco to reach the Lagoon).

Now, the clue here is a shadow.

When the Airship is flying, you'll see a shadow of it on the ground right. As for the Air Garden, you'll see a fairly large circular shadow on the ground. Now, while flying (using Choco, of course), go to the center of the shadow and use a Dead Pepper. Choco will fly high up in the sky and you'll finally enter the Chocobo Air Garden.

The rules here are just like the Forest and the Lagoon but there are some few minor adjustments. Here they are:

1. You can only dig for 1 minute.
2. You'll receive x3 points for every item you dig up. Also, the 5-second bonus will be increased to 15 points.
3. It will be harder this time, sometimes during the dig, you have to go to the other air island for the treasure. You have to climb down to the clouds and walk to the other air island.

When you finally reached the Air Garden, you'll be sure to complete the Chocograph. Now, after you've collected ALL 24 Chocographs and ALL 6 Chocograph Pieces, Mene will tell you to go to the Unmapped Chocobo's Paradise. Follow the next section of this guide, it will help you.

E. CHOCOBO'S PARADISE

=====

This is the unmapped paradise that Mene was talking about. It's very familiar to Final Fantasy 7 and 8 in the sense that FF7's Knights of the Round is unmapped and is located at the northwest part of the world map and, FF8's Deep Sea Research where Ultima Weapon is hiding and is located in the lower left part of the world map. In the upper left corner of the map, you'll see a small island with a mountain and a forest. Now, use the Gold Chocobo and land there. Now, go near the mountain. You'll see an odd looking rock formation that looks like a door. Go near it and use a Dead Pepper on Choco. Choco will break the rocks and you'll finally be able to enter the Chocobo's Paradise.

Inside the Chocobo's Paradise, you'll see a lot of Chocobos here. Once you reach the palace, you'll see Fat Chocobo, the ruler of this place. He'll tell Choco to stay here forever as he is a Chocobo and this is his home. If you weren't able to find all 24 Treasures, Chocobo will be allowed to go with you and continue searching. I don't know yet what's in store here if you got ALL the treasures from the Chocographs.

F. CHOCOBO TREASURE HUNTING

=====

1. Chocobo Hot & Cold Mini Game

First things first. There's a minigame in the Chocobo Forest wherein you use your Chocobo to dig for various items. First, you have to talk to the moogles and ask him to allow you to play. The moogles will charge you 60 gil per game. Now, as the game starts, you'll be riding your Chocobo and you'll be given a time frame of only 1-minute to dig. Here are the mechanics of the game.

Mechanics:

To dig, just press the Square button. Once you press the Square button, the Chocobo will say something. If the Chocobo says....

- "Kweh", it means that there's no treasure in your position nor anywhere near you.
- "Kweh!?", it means that there's a treasure but it is quite far from your position.
- "Kwehhh!?", it means that a treasure is very near your position so keep on pressing the Square button and search for the treasure.
- "K-Kwehhh!!!", You found the treasure!

Once you find a treasure, you'll see the depth level meter. Just keep on pressing the Square button until it reaches 0. When it reaches 0, you'll now get the item/treasure. Here is the list of the items you can dig here and their equivalent points.

Item	Points	Item	Points
Gysahl Green	10	Stone with Patterns	25
Chocograph	15	50 Gil	1
Chocograph Piece	8	Remedy	2
Antidote	1	Anoyntment	1
Potion	1	Soft	1
Ore	2	Phoenix Pinion	2
Echo Screen	1	5000 Gil	8
200 Gil	2	Pinwheel	15
Elixir	12	Tent	-
500 Gil	-	Cachusha	-
Hi-Potion	-		

Now, the points are used for 2 reasons. First, every 10-15 Points or so, your Chocobo's beak level will increase, thus enabling you to find rare items. Second, you can exchange your points with different items. Just go to the Moogles and ask him if you can exchange your points for items/equipments. Here's the list of items/equipments the moogles are offering for your Chocobo Hot & Cold Points.

Item	Points	Item	Points
Robe of Lords	10,000	Ether	450
Protect Ring	8,500	Ore	250
Wing Edge	3,500	Phoenix Down	150
Viltgance Card	1,800	Gysahl Green	10

Bonus Points:

There are also instances wherein you will receive extra bonus points.

a. When you successfully dug 4 items within the 1-minute time frame, you will be given an additional 10 seconds to play. Plus, all the items you'll get will now be doubled in points.

b. You'll receive extra +5 points for an item if you managed to dig another item within 5 seconds from the previous one. Example, you got a potion first. Then, within 5 seconds, you should get another item.

c. When you successfully dug 8 items, Mene (the moogle) will stop you from continuing. He'll give you bonus points afterwards depending on how much time is left.

d. When you get the Mountain Crossing Chocobo, you can now climb the 2 ledges to the left and to the right in the Chocobo Forest.

BTW, I was able to dig 8 items when I got the river crossing Chocobo. :)

2. Treasure Hunting

You thought the Chocobo Hot & Cold is the treasure hunting eh? Now, remember that you'll get the Stone with Patterns item in the Chocobo hot & Cold. It is the Chocograph. It contains info on various treasure locations ALL OVER THE WORLD. Yes, it covers the entire world map. So you really have to HUNT. Once you get the Chocograph, examine the Chocobo and you'll see the details of chocographs that you've discovered in the Chocobo hot & cold minigame. Remember that you have to play the Chocobo Hot & Cold to get Chocographs. Each Chocograph has its own treasure location. Here's the info on Chocograph.

When you look at the Chocograph menu, you'll see all the treasure locations where you can hunt treasure. You'll also see the Abilities of your Chocobo that is required by that location. Each location has a picture of it. You just have to find it in the world map. Once you see it in the world map, you can then press the square button while you're on a Chocobo to search for the treasure. I haven't tried hunting yet as I'm still locating them in the map. Meanwhile, here's the list of the Chocographs that I've found so far.

Sample:

Chocograph Name Required Abilities: -

Description:

The in-game description of the location

Actual location on the World Map:

This will tell you where to find the actual place in the world map of the picture of this particular Chocograph is.

Treasures Found:

All treasures in this location

They're listed according to their arrangement in the actual Chocograph:

#1 STREAMSIDE Required Ability/ies: Field

Description:

"Go check where the river meets the ocean. Kupo!"

Actual Location:

A bit to the west of the Chocobo's Forest, there's a bridge right. Now, if you take a look at the picture carefully. This bridge is there! So, from the bridge, go south to the beach and search there for the treasure.

Treasures Found:

2 Elixirs, 3 Hi-Potions, 4 Ethers, 2 Germinas Boots

#2 BETWEEN MOUNTAINS Required Ability/ies: Field

Description:

"Go look near the mountains facing the ocean in the southwest side of the Mist Continent."

Actual Location:

Eunurus Plains at the Southwest part of the Mist Continent. Use the Tracks near Qu's Marsh and go SW. You'll see the location there.

Treasures Found:

5 Potions, 5 Hi-Potions, 2 Tents, 2 Cotton Robes

#3 UNCULTIVATED LAND Required Ability/ies: Field

Description:

"The treasure is buried near a river, kupo!"

Actual Location:

This is easy. Go to Evil Forest on the map. You'll see a river. That river is the one in the picture. From the Evil Forest, follow the river and you'll arrive at the location. For the Chocobo tracks, it's very near this area, you won't miss it.

Treasures Found:

10 Antidotes, 1 Jade Armllet, 3 Wing Edges, 1 Cargo Ship Card

#4 HEALING SHORE Required Ability/ies: Field

Description:

"I've seen a beach that looks like this near a city with high winds, kupo."

Actual Location:

The beach is located just north of Cleyra in the Mist Continent. The Chocobo tracks are near the beach so don't worry about getting Choco.

Treasures Found:

When you get the chest, it will release sleeping gas and your Chocobo will enter the Chocobo Dreamworld. There, you'll see the Chubby Chocobo and chocobos that are different in color. Here, Choco will be given the ability to cross rivers and shallow waters, the Reef ability. Choco will turn into a Blue Chocobo. Then, you'll be brought back to the world map.

#5 ABANDONED BEACH Required Ability/ies: Field

Description:

"There's a beach near a huge dying forest. That might be it. Kupo!"

Actual Location:

You can find the beach just to the east of Black Mage Village.

Treasures Found:

9 Phoenix Pinions, 5 Phoenix Downs, 12 Peridot Gems, 1 Diamond Gloves

#6 COLD FIELD

Required Ability/ies: Field, Reef

Description:

"Looks like a very cold place, kupo..."

Actual Location:

It's at Quelmiera Shores. Here's a nice trick to this. If you look at the map, there are 3 places in the Lost Continent. Fire Shrine, Esto Gaza, and the Shimmering Island. The location is at the Center Point of the 3. For the Chocobo Tracks, there's some just a bit to the north.

2 Legend:

1 x 1: Esto Gaza; 2: Fire Shrine; 3: Shimmering Island

3 x: The location of the Chocograph

Treasures Found:

5 Echo Screens, 7 Hi-Potions, 3 Tents, 1 Theater Ship Card!

#7 FORGOTTEN LAGOON

Required Ability/ies: Field, Reef

Description:

"Kupo! Why not go play in icy-cold water!"

Actual Location:

From Esto Gaza, use the Chocobo Tracks there and go to the Beach onto the Shallow waters. Just move along southward in the shallow waters and you'll arrive at the island, which the Chocograph describes.

Treasures Found:

8 Gysahl Greens, 5 Ethers, 7 Hi-Potions, 1 Dragon's Claws

#8 FARAWAY LAGOON

Required Ability/ies: Field, Reef

Description:

"I heard there is a long stretch of reef.. That might be it, kupo."

Actual Location:

This is another tricky one. Let's use the Water Shrine as it is near the location. To the lower left of the Water Shrine, there's a LONG stretch of island. There are Chocobo Tracks in that long stretch of island (the island's name is Everlang Island). Now, take the blue Chocobo to the shallow waters. Follow it's path to the north and around to the east. The location of the Chocograph can be found EXACTLY to the east of Water Shrine.

Treasures Found:

37 Potions, 6 Magic Tags, 1 Shield Armor, 1 Gaia Gear

#9 ABANDONED LAGOON

Required Ability/ies: Field, Reef

Description:

"I hear there's a sunken treasure near a peninsula in the southern part of the Outer Continent, kupo."

Actual Location:

The location is directly to the west of Fossil Roo. Use the Chocobo Tracks, which are to the Southeast of Black Mage Village.

Treasures Found:

6 Softs, 4 Ethers, 1 Feather Boots, 1 N-Kai Armlet

#10 BIRD'S EYE LAGOON Required Ability/ies: Field, Reef

Description:

"There are so many small islands surrounding the Mist Continent, Kupo!"

Actual Location:

From Qu's Marsh near Burmecia, use the Chocobo Tracks there. Then, go directly west using the Blue Chocobo and search for the island in the Chocograph among the many islands to the west. You'll find the treasure in the water.

Treasures Found:

8 Potions, 4 Phoenix Downs, 3 Ethers, 1 Magician Robe

#11 SMALL BEACH Required Ability/ies: Field, Reef

Description:

"It's a beach on a small island! A right place to vacation, kupo."

Actual Location:

It's on an island to the south of the Chocobo Forest. From the Forest, use the Chocobo tracks and cross the bridge. Go to the beach and follow the shallow waters onto the LanShake Island. The treasure is there.

Treasures Found:

4 Remedies, 2 Elixir, 8 Rising Sun, 1 Oak Staff

#12 DAWN LAGOON Required Ability/ies: Field, Reef

Description:

"It's near a city where the night never ends."

Actual Location:

It's just Southeast of Treno. Use the Chocobo Tracks near the Chocobo Forest and take your Chocobo to the East until the environment changes (from morning to afternoon). Use the beach and head to the location.

Treasures Found:

When you get the chest, it will release sleeping gas and your Chocobo will enter the Chocobo Dreamworld. There, you'll see the Chubby Chocobo and chocobos that are different in color. Here, Choco will be given the ability to cross Mountains, the Mountain ability. Choco will turn into a Red Chocobo. Then, you'll be brought back to the world map.

#13 DUSK PLAINS Required Ability/ies: Field, Reef, Mountain

Description:

"What a beautiful sunset, Kupo!"

Actual Location:

It is a little bit to the Southwest of Oeilvert. It's near the sea. For the Chocobo tracks, use the one at the North tip of the Forgotten Continent.

Treasures Found:

12 Phoenix Downs, 14 Ores, 1 Kaiser Knuckles, 1 Iron Man Card

#14 FORBIDDEN FOREST

Required Ability/ies: Field, Reef, Mountain

Description:

"The forest lies where many mountain ranges merge, Kupo!"

Actual Location:

This mountain range is found to the west of Dali. For the Chocobo Tracks, you can use the ones at the Chocobo Forest.

Treasures Found:

7 Ethers, 2 Elixir, 10 Wing Edge, 1 High Mage Staff

#15 GREEN PLAINS

Required Ability/ies: Field, Reef, Mountain

Description:

"There are treasures on the high plains too, Kupo!"

Actual Location:

This is easy, it's somewhere among the mountains to the Northwest of Alexandria.

Treasures Found:

When you get the chest, it will release sleeping gas and your Chocobo will enter the Chocobo Dreamworld. There, you'll see the Chubby Chocobo and chocobos that are different in color. Here, Choco will be given the ability to cross Ocean, the Sea ability. Choco will turn into a Dark Blue Chocobo. Then, you'll be brought back to the world map.

#16 FORGOTTEN PLAINS

Required Ability/ies: Field, Reef, Mountain

Description:

"The long peninsula sort of points to the location of the treasures, Kupo!"

Actual Location:

This long stretch of peninsula is located to the south of Ipsen's Castle. Use the Chocobo Tracks near Ipsen's Castle and find the treasure on the hills.

Treasures Found:

17 Ores, 5 Ethers, 14 Opals, 1 Demon's Mail

#17 SEA AT DUSK

Required Ability/ies: Field, Reef, Mountain, Sea

Description:

"There must be more treasures deeper at the ocean."

Actual Location:

It's to the north of the Wind Shrine at the same time, to the east of Oeilvert. You'll see the islands just like in the picture of the Chocograph.

Treasures Found:

15 Phoenix Pinions, 1 White Robe, 1 Diamond, 1 Masamune Card

#18 OCEAN

Required Ability/ies: Field, Reef, Mountain, Sea

Description:

"Look carefully! There's a small reef, Kupo!"

Actual Location:

It's just a little bit to the west of Everlang Island. The Everlang Island is the long stretch of island to the west of the Forgotten Continent. There is a Chocobo Track in that island. After calling the Chocobo, search to the west of this island and you'll get the treasure from the sea.

Treasures Found:

27 Ores, 1 Light Robe, 1 Whale Whisker, 1 Alexander Card

#19 COLD LAGOON

Required Ability/ies: Field, Reef, Mountain, Sea

Description:

"What a complicated cove, the water looks very cold, Kupo!"

Actual Location:

This group of Icebergs is located to the west of the Fire Shrine. Use the tracks near Esto Gaza and go to the Ocean and go around until you reach it.

Treasures Found:

11 Peridot Gems, 9 Opals, 15 Sapphires, 19 Topaz

#20 MIST OCEAN

Required Ability/ies: Field, Reef, Mountain, Sea

Description:

"Look around the small islands located in the northeastern shore of Mist Continent."

Actual Location:

It's to the north of Alexandria. The 2 landforms that you see in the picture is actually 2 islands. The treasure is in the ocean.

Treasures Found:

When you get the chest, it will release sleeping gas and your Chocobo will enter the Chocobo Dreamworld. There, you'll see the Chubby Chocobo and chocobos that are different in color. Here, Choco will be given the ability to Fly, the Sky ability. Choco will turn into a somewhat Golden Chocobo. Then, you'll be brought back to the world map.

#21 OUTER ISLAND

Required Ability/ies: Field, Reef, Mountain, Sea, Sky

Description:

"Kupo. It isn't a very big island."

Actual Location:

This island is located in the Northeast of the Desert Palace. Use the Chocobo Tracks to the west of the Desert palace and fly to the Island.

Treasures Found:

21 Amethyst, 16 Garnet, 1 Genji Armor, 1 Ragnarok!

#22 OUTER ISLAND 2 Required Ability/ies: Field, Reef, Mountain, Sea, Sky

Description:

"I think there's a desert nearby, Kupo."

Actual Location:

This is an island located to the Northwest of Desert Palace. You can see the actual picture of the location when you're in the desert but the treasure is on the island. Use the Chocobo Tracks to the west of Desert Palace.

Treasures Found:

11 Sapphires, 1 Circlet, 1 Pumice Piece, 1 Hilda Garde 3 Card

#23 FAIRY ISLAND Required Ability/ies: Field, Reef, Mountain, Sea, Sky

Description:

"There's a mountain in the middle of the island."

Actual Location:

This island is located to the Southwest of the Iifa tree. It's big enough to be seen in the world map! Use the Chocobo Tracks to the Southwest of Black Mage Village and Fly to the Island. The treasure is somewhere on the foot of the mountain.

Treasures Found:

33 Potions, 15 Annoyntments, 1 Holy Miter, 1 Dark Matter Card

#24 FORGOTTEN ISLAND Required Ability/ies: Field, Reef, Mountain, Sea, Sky

Description:

"What a strange place for an island, Kupo."

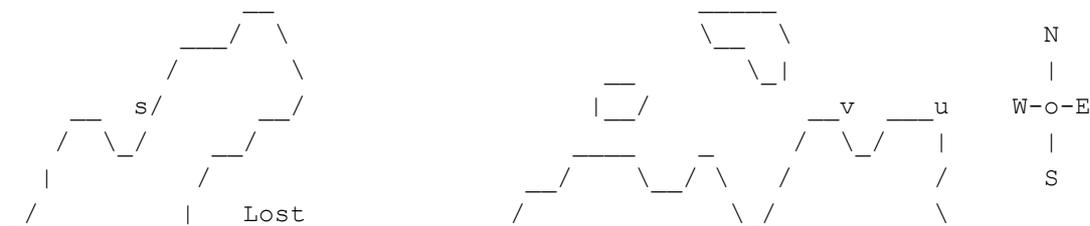
Actual Location:

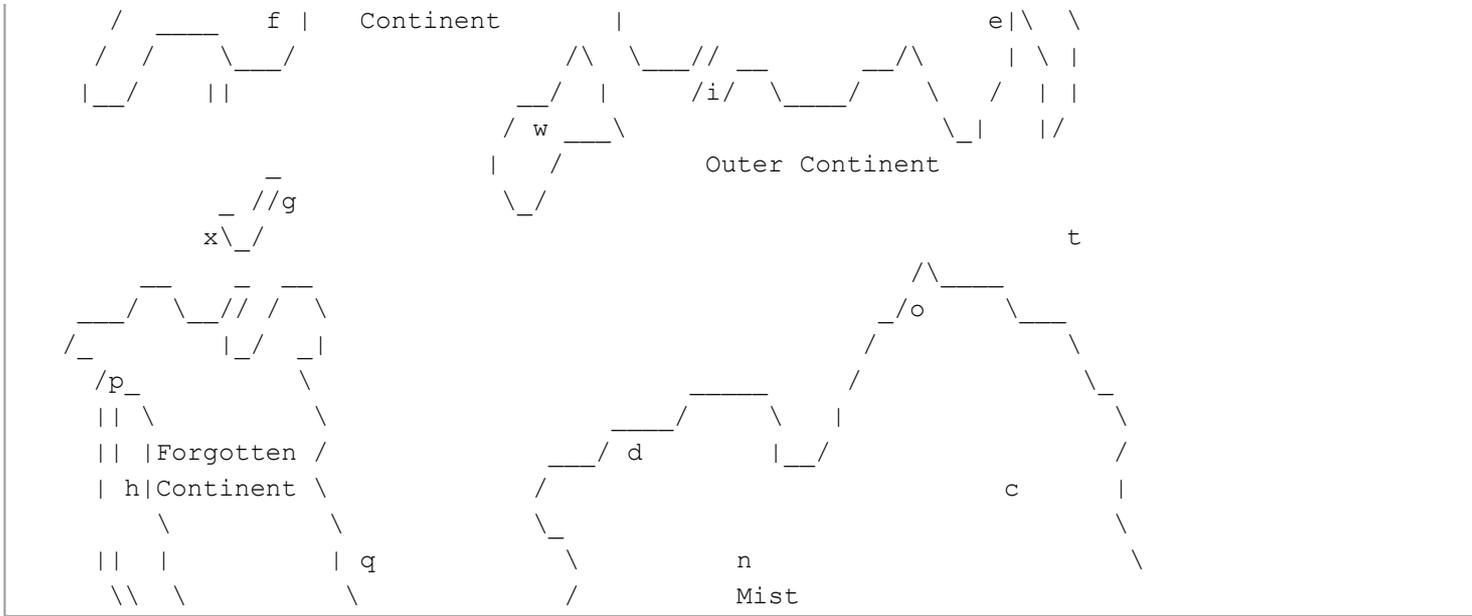
It's the island that's located at the North of the Forgotten Continent. It can be seen on the map. Its shape is like a Chocobo. Search in this island and you'll be able to get the Treasure.

Treasures Found:

1 Ribbon, 1 Rebirth Ring, 13 Amethyst, 1 Ark Card

Here's a Map for your Convenience:





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