

Final Fantasy IX FAQ/Walkthrough Part 2

by Nemesis

Updated to vFinal on Aug 18, 2001

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- Return to Alexandria
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- Missing Princess
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01. Introduction

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Hello, and welcome to my Final Fantasy IX™ unofficial strategy guide/FAQ. Final Fantasy IX™ is one of the greatest RPGs EVER, in my humble opinion. It combines classic RPG gameplay from yesteryear, and combines it with lovable characters who are memorable and unforgettable, state-of-the-art graphics and CG (computer graphics...aka FMV), and a stunning score which makes the game feel so great to play. The battle system is classic Final Fantasy™, with Squaresoft's touch that can never be duplicated. Final Fantasy IX™ is better than Chrono Cross™, but just barely. They both have awesome gameplay, great graphics, and a terrific score, as well as memorable characters, but Final Fantasy IX™ just has that "old school" feel to it, with all of the dragons, castles, princesses, Moogles, and even flying airships. If you liked the old Final Fantasy™ games like Final Fantasy IV™ or Final Fantasy VI™, then I strongly recommend Final Fantasy IX™. Hell, there are even some parts of Final Fantasy IX™ that closely resemble Final Fantasy I™! Oh, and there are some references to the other PlayStation™ Final Fantasy™ games, like one to Final Fantasy VII™, when you can find a "flower girl" in a certain area of the game...

The part of the FAQ that you are reading now (Part II), is the guide for the "other" parts of the game that you would want to read after beating the game, and to get the most out of Final Fantasy IX™ (Enemy stats, weapon and item stats, character's abilities, side-quests and mini-games, etc...). If you want to get everything that Final Fantasy IX™ has to offer, then this is the part of the FAQ that you would want to read. However, if you want the walkthrough, and the information that you would need to just beat the game, then you should refer to Part I of this FAQ.

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| N O T I C E: |
| If you have any questions about Final Fantasy IX™, check the Part I |
| Walkthrough first (use Ctrl + F to help you...), and then please |
| check the FAQ Section, because maybe your question can be answered |
| there. If then you STILL cannot find the answer to your question, |
| then e-mail me. But a word of warning: If your question CAN be found |
| somewhere in this document, then I will NOT respond to you. Please |
| try to help yourself before you come to me. I get over 50 e-mails a |
| day, and I do not have time to respond to e-mails asking me |
| questions that can be found in this FAQ. Thank you. |
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02. Legal Stuff

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This FAQ can only appear on the following sites (w/out having to ask me):

- GameFAQS <www.gamefaqs.com>
- Cheat Code Central <www.cheatcc.com>
- GameSages <www.gamesages.com>
- Vgstrategies.com <<http://vgstrategies.about.com>>
- GameShark.com <www.gameshark.com>
- FAQ Domain <<http://faqdomain.cjb.net>>
- Happy Puppy <<http://www.happypuppy.com>>

NOT WWW.MEGAGAMES.COM

If anyone finds it on any other site or MegaGames.com, please inform me ASAP.

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contribute to this FAQ (you will be credited,) please e-mail me, as well as any questions, comments, or corrections, to the address above.

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03. Updates / Revision History

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Version: Final (08/18/01)

- Updated the "Catchin' Frogs" section of the FAQ
- Added the "Hidden FF3 Soundtrack" section to the FAQ
- Added the "Mr. Morrid's Coffee" section to the FAQ
- Added the "Figurines" section to the FAQ
- Added the "Friendly Monsters" section to the FAQ
- Added the "Ragtime Mouse" section to the FAQ

-258 KB

Version: Final (07/02/01)

- Updated the format a bit, fixed some errors, and changed the site at the top of the FAQ. It's done!

-220 KB

Version 00.95 (12/15/00)

- Updated the Blackjack section in the Mini-Games section.

-220KB

Version 00.90 (12/13/00)

- Added the Bosses semi-section to the Bestiary List.
- Updated the Table of Contents.

-220KB

Version 0.80 (12/12/00)

- Added the Bestiary Listing that I've been taking notes on as I progressed throughout my game progress.

- Updated the Abilities List a bit.

- 200KB

Version 0.70 (12/11/00)

- Updated the Moogle Locations section.

- Updated the Abilities List

- Updated the Side-Quests/Mini-Games section a bit

- 154KB

Version 0.65 (12/10/00)

- Updated the Moogle Locations section.

- Updated the Mognet Letters section.

- Updated the ATE's Section with a few more ATEs on Disc 3.

- 146KB

Version 0.55 (12/07/00)

- Updated the Moogle Locations section

- Updated the Mognet Letters section

- Updated the Side-Quests/Mini-Games section with a great way to level up quickly.

- 141KB

Version 0.50 (12/05/00)

- Okay, I give up. I created two parts for this FAQ. It was just too much of a hassle to type up some walkthrough, then scroll down to the Shops section and add some info there, then scroll wayyy down to the bottom of the document to update the Mognet Letters section or ATEs section, and so on, so I decided to split the guide up into two parts. One focusing on the main things you want to know while playing the game (walkthrough, shops info., status effects), while the second part contains "everything else" that is not necessary to beat the game,

but is very good to know (items/weapons/armor, abilities, 'extras' like Mognet Letters, ATEs, Mini-Games, and Moogle Locations).

- Updated the Moogle Locations section.
- Updated the Shops Info. section.
- Updated the Mognet Letters section.

- 137KB

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04. Item List

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ITEM NAME: Potion
WHAT IT DOES: Restores 150 HP.

ITEM NAME: Hi-Potion
WHAT IT DOES: Restores 450 HP.

ITEM NAME: Ether
WHAT IT DOES: Restores 150 MP.

ITEM NAME: Phoenix Down
WHAT IT DOES: Cures KO

ITEM NAME: Remedy
WHAT IT DOES: Cures various status abnormalities.

ITEM NAME: Phoenix Pinion
WHAT IT DOES: Cures KO.

ITEM NAME: Tent
WHAT IT DOES: Restores HP and MP.

ITEM NAME: Eye Drops
WHAT IT DOES: Cures Darkness.

ITEM NAME: Elixir
WHAT IT DOES: Fully restores HP and MP.

ITEM NAME: Echo Screen
WHAT IT DOES: Cures Silence.

ITEM NAME: Antidote
WHAT IT DOES: Cures Venom and Poison.

ITEM NAME: Ore
WHAT IT DOES: Restores HP.

ITEM NAME: Soft
WHAT IT DOES: Cures Petrify and Gradual Petrify.

ITEM NAME: Annoyntment
WHAT IT DOES: Cures Trouble status.

ITEM NAME: Vaccine
WHAT IT DOES: Cures Virus.

ITEM NAME: Magic Tag
WHAT IT DOES: Cures Zombie status.

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05. Equipment List
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On these numerous Equipment Lists (Weapons, Armor, Accessories, etc.), there are different stats and whatnot. Here is what each stat means:

- ABILITY(S): What Ability (or abilities) can be learned from the weapon.
- BUY PRICE: How much Gil you have to pay to purchase the weapon/item.
- SELL PRICE: How much Gil you will receive if you sell the weapon/item.
- SPEED: Speed determines how fast the character's ATB Guage fills up (the higher the value, the faster the character can act).
- STRENGTH: Strength determines the severity of a physical attack.
- MAGIC: Magic determines the amount of damage caused by magic and summon attacks.
- SPIRIT: Spirit affects the character's attack and defense. Higher values enhance your ability to Steal, Counter, and deal critical damage. Also, the character's Spirit determines how long status effects remain and how quickly the Trance Gauge fills.
- ATTACK: Attack determines the amount of damage the character deals using physical attacks.
- DEFENSE: Defense reduces the amount of damage the character receives from physical attacks.
- EVADE: Evade determines the character's ability to dodge physical attacks.
- MAGIC DEFENSE: Magic Defense reduces the amount of damage the character receives from magic attacks.
- MAGIC EVADE: Magic Evade determines the character's ability to dodge magic attacks.

Zidane's Weapons:

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Angel Bless:

ABILITY(S).....Thievery
ATTACK POWER...44
BUY PRICE.....9000 Gil
SELL PRICE.....3500 Gil

Butterfly Sword:

ABILITY(S).....What's That!?, Protect Girls
ATTACK POWER...21
BUY PRICE.....300 Gil

SELL PRICE.....850 Gil

Dagger:

ABILITY(S).....Flee
ATTACK POWER...12
BUY PRICE.....320 Gil
SELL PRICE.....160 Gil

Exploda:

ABILITY(S).....Sacrifice, Lucky Seven
ATTACK POWER...31
BUY PRICE.....1000 Gil
SELL PRICE.....1400 Gil

Gladius:

ABILITY(S).....Annoy, Lucky Seven
ATTACK POWER...30
BUY PRICE.....2300 Gil
SELL PRICE.....1150 Gil

Mage Masher:

ABILITY(S).....Flee, Detect
ATTACK POWER...14
BUY PRICE.....500 Gil
SELL PRICE.....250 Gil

Masamune:

ABILITY(S).....Sacrifice
ATTACK POWER...62
BUY PRICE.....16000 Gil
SELL PRICE.....6500 Gil

Mythril Dagger:

ABILITY(S).....Bandit
ATTACK POWER...18
BUY PRICE.....950 Gil
SELL PRICE.....475 Gil

Orichalcon:

ABILITY(S).....Dectect
ATTACK POWER...71
BUY PRICE.....17000 Gil
SELL PRICE.....8500 Gil

Rune Tooth:

ABILITY(S).....Lucky Seven
ATTACK POWER...37
BUY PRICE.....2000 Gil
SELL PRICE.....1900 Gil

Sargatanas:

ABILITY(S).....Annoy
ATTACK POWER...53
BUY PRICE.....12000 Gil
SELL PRICE.....4750 Gil

The Ogre:

ABILITY(S).....Soul Blade
ATTACK POWER...24
BUY PRICE.....700 Gil
SELL PRICE.....650 Gil

The Tower:

ABILITY(S).....Lucky Seven, Thievery
ATTACK POWER...86
BUY PRICE.....N/A
SELL PRICE.....15000 Gil

Ultima Weapon:

ABILITY(S).....Flee
ATTACK POWER...100
BUY PRICE.....N/A
SELL PRICE.....20000 Gil

Zorlin Shape:

ABILITY(S).....Flee
ATTACK POWER...42
BUY PRICE.....6000 Gil
SELL PRICE.....3000 Gil

Steiner's Weapons:

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Blood Sword

ABILITY(S).....Darkside
ATTACK POWER...24

BUY PRICE.....N/A
SELL PRICE.....950 Gil

Broadsword

ABILITY(S).....Beast Killer
ATTACK POWER...12
BUY PRICE.....330 Gil
SELL PRICE.....165 Gil

Coral Sword

ABILITY(S).....Charge!
ATTACK POWER...38
BUY PRICE.....4000 Gil
SELL PRICE.....2000 Gil

Defender

ABILITY(S).....Thunder Slash
ATTACK POWER...65
BUY PRICE.....9340 Gil
SELL PRICE.....4670 Gil

Excalibur

ABILITY(S).....Climhazard
ATTACK POWER...77
BUY PRICE.....N/A
SELL PRICE.....9500 Gil

Excalibur 2

ABILITY(S).....Minus Strike, Climhazard, Stock
ATTACK POWER...108
BUY PRICE.....N/A
SELL PRICE.....19500 Gil

Flame Saber

ABILITY(S).....Magic Break
ATTACK POWER...46
BUY PRICE.....5190 Gil
SELL PRICE.....2595 Gil

Ice Brand

ABILITY(S).....Mental Break
ATTACK POWER...35
BUY PRICE.....3780 Gil
SELL PRICE.....1890 Gil

Iron Sword

ABILITY(S).....Minus Strike
ATTACK POWER...16
BUY PRICE.....660 Gil
SELL PRICE.....330 Gil

Mythril Sword

ABILITY(S).....Armor Break
ATTACK POWER...20
BUY PRICE.....1300 Gil
SELL PRICE.....650 Gil

Raganarok

ABILITY(S).....Shock, Thunder Slash
ATTACK POWER...87
BUY PRICE.....N/A
SELL PRICE.....14500 Gil

Rune Blade

ABILITY(S).....Iai Strike
ATTACK POWER...57
BUY PRICE.....N/A
SELL PRICE.....4450 Gil

Ultima Sword

ABILITY(S).....Stock Break
ATTACK POWER...74
BUY PRICE.....14000 Gil
SELL PRICE.....7000 Gil

Dagger/Eiko's Weapons:

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Air Racket

ABILITY(S).....Scan, Panacea
ATTACK POWER...13
BUY PRICE.....400 Gil
SELL PRICE.....200 Gil

Magic Racket

ABILITY(S).....Berserk, Mini, Cure
ATTACK POWER...23

BUY PRICE.....1350 Gil
SELL PRICE.....675 Gil

Multina Racket

ABILITY(S).....Blind, Shell, Stona
ATTACK POWER...17
BUY PRICE.....750 Gil
SELL PRICE.....350 Gil

Mythril Racket

ABILITY(S).....Reflect, Protect, Shell
ATTACK POWER...27
BUY PRICE.....2250 Gil
SELL PRICE.....1125 Gil

Priest's Racket

ABILITY(S).....Might, Silence
ATTACK POWER...35
BUY PRICE.....11000 Gil
SELL PRICE.....4000 Gil

Tiger Racket

ABILITY(S).....Dispel
ATTACK POWER...45
BUY PRICE.....N/A
SELL PRICE.....2900 Gil

Freya's Weapons:

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Dragon's Hair

ABILITY(S).....Dragon Breath
ATTACK POWER...77
BUY PRICE.....N/A
SELL PRICE.....11750 Gil

Heavy Lance

ABILITY(S).....Six Dragons
ATTACK POWER...42
BUY PRICE.....4700 Gil
SELL PRICE.....2350 Gil

Ice Lance

ABILITY(S).....White Draw
ATTACK POWER...31
BUY PRICE.....2430 Gil
SELL PRICE.....1215 Gil

Javelin

ABILITY(S).....Dragon Killer
ATTACK POWER...18
BUY PRICE.....880 Gil
SELL PRICE.....440 Gil

Kain's Lance

ABILITY(S).....
ATTACK POWER...
BUY PRICE.....
SELL PRICE.....

Mythril Spear

ABILITY(S).....Reis's Wind
ATTACK POWER...20
BUY PRICE.....1100 Gil
SELL PRICE.....550 Gil

Partisan

ABILITY(S).....Lancer, High Tide
ATTACK POWER...25
BUY PRICE.....1600 Gil
SELL PRICE.....800 Gil

Trident

ABILITY(S).....Luna
ATTACK POWER...37
BUY PRICE.....3590 Gil
SELL PRICE.....1790 Gil

Amarant's Weapons:

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Avenger

ABILITY(S).....Counter, Demi-Shock
ATTACK POWER...70

BUY PRICE.....16000 Gil
SELL PRICE.....8000 Gil

Cat's Claws

ABILITY(S).....Chakara, Counter
ATTACK POWER...23
BUY PRICE.....4000 Gil
SELL PRICE.....2000 Gil

Dragon's Claw

ABILITY(S).....Counter, No-Mercy
ATTACK POWER...53
BUY PRICE.....N/A
SELL PRICE.....5180 Gil

Duel Claws

ABILITY(S).....Aura, No Mercy, Counter
ATTACK POWER...75
BUY PRICE.....18000 Gil
SELL PRICE.....9000 Gil

Kaiser Knuckles

ABILITY(S).....Countdown, Curse, Counter
ATTACK POWER...75
BUY PRICE.....18000 Gil
SELL PRICE.....9000 Gil

Poison Knuckles

ABILITY(S).....Spare Change, Counter
ATTACK POWER...33
BUY PRICE.....5000 Gil
SELL PRICE.....2500 Gil

Mythril Claws

ABILITY(S).....Curse, Counter
ATTACK POWER...39
BUY PRICE.....6500 Gil
SELL PRICE.....3250 Gil

Rune Claws

ABILITY(S).....Spare Change, Demi Shock, Revive
ATTACK POWER...83
BUY PRICE.....N/A
SELL PRICE.....14400 Gil

Scissor Fang

ABILITY(S).....Counter, Aura
ATTACK POWER...45
BUY PRICE.....8000 Gil
SELL PRICE.....4000 Gil

Tiger Fangs

ABILITY(S).....Revive, Counter
ATTACK POWER...62
BUY PRICE.....13500 Gil
SELL PRICE.....6750 Gil

Eiko's Weapons:

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Angel Flute

ABILITY(S).....Holy, Esuna, Curaga
ATTACK POWER...33
BUY PRICE.....N/A
SELL PRICE.....4150 Gil

Fairy Flute

ABILITY(S).....Ensuna, Regen, Haste
ATTACK POWER...24
BUY PRICE.....4500 Gil
SELL PRICE.....2250 Gil

Golem's Flute

ABILITY(S).....Auto-Regen, Cura, Life
ATTACK POWER...17
BUY PRICE.....2700 Gil
SELL PRICE.....1350 Gil

Hamelin

ABILITY(S).....Curaga, Might, Jewel
ATTACK POWER...27
BUY PRICE.....5700 Gil
SELL PRICE.....2850 Gil

Lamia's Flute

ABILITY(S).....Float, Stona, Silence
ATTACK POWER...21

BUY PRICE.....3800 Gil
SELL PRICE.....1900 Gil

Siren's Flute

ABILITY(S).....Full-Life, Dispel, Ensuna
ATTACK POWER...30
BUY PRICE.....7000 Gil
SELL PRICE.....3500 Gil

Dagger's Weapons:

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V

Asura's Rod

ABILITY(S).....Mini, Silence, Confuse
ATTACK POWER...27
BUY PRICE.....3180 Gil
SELL PRICE.....1590 Gil

Healing Rod

ABILITY(S).....Healer, Cura, Life
ATTACK POWER...23
BUY PRICE.....1770 Gil
SELL PRICE.....885 Gil

Mythril Rod

ABILITY(S).....Life, Silence, Shell
ATTACK POWER...14
BUY PRICE.....760 Gil
SELL PRICE.....280 Gil

Rod

ABILITY(S).....Cure, Protect, Panacea
ATTACK POWER...11
BUY PRICE.....260 Gil
SELL PRICE.....130 Gil

Stardust Rod

ABILITY(S).....Ability Up, Float, Reflect
ATTACK POWER...16
BUY PRICE.....760 Gil
SELL PRICE.....380 Gil

Whale Whisker

ABILITY(S).....Curaga, Break, Life
ATTACK POWER...36
BUY PRICE.....N/A
SELL PRICE.....5140 Gil

Wizard Rod

ABILITY(S).....Curaga, Shell, Protect
ATTACK POWER...31
BUY PRICE.....4000 Gil
SELL PRICE.....1995 Gil

Vivi's Weapons:

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Cypress Pile

ABILITY(S).....Demi, Break, Comet
ATTACK POWER...27
BUY PRICE.....3200 Gil
SELL PRICE.....1600 Gil

Flame Staff

ABILITY(S).....Fire, Sleep
ATTACK POWER...16
BUY PRICE.....1100 Gil
SELL PRICE.....550 Gil

High Mage Staff

ABILITY(S).....Osmose, Meteor
ATTACK POWER...32
BUY PRICE.....6000 Gil
SELL PRICE.....3000 Gil

Ice Staff

ABILITY(S).....Blizzara, Slow
ATTACK POWER...16
BUY PRICE.....980 Gil
SELL PRICE.....490 Gil

Lightning Staff

ABILITY(S).....Thundara, Poison
ATTACK POWER...16

BUY PRICE.....1200 Gil
SELL PRICE.....600 Gil

Mace of Zeus

ABILITY(S).....Doomsday
ATTACK POWER...35
BUY PRICE.....N/A
SELL PRICE.....5000 Gil

Mage Staff

ABILITY(S).....Fire
ATTACK POWER...12
BUY PRICE.....320 Gil
SELL PRICE.....160 Gil

Oak Staff

ABILITY(S).....Stop, Bio, Drain
ATTACK POWER...23
BUY PRICE.....2400 Gil
SELL PRICE.....1200 Gil

Octagon Rod

ABILITY(S).....Thundaga, Blizzaga, Firaga
ATTACK POWER...29
BUY PRICE.....4500 Gil
SELL PRICE.....2250 Gil

Quina's Weapons:

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Bistro Fork

ABILITY(S).....High Tide
ATTACK POWER...68
BUY PRICE.....10300 Gil
SELL PRICE.....5150 Gil

Fork

ABILITY(S).....High Tide
ATTACK POWER...21
BUY PRICE.....1100 Gil
SELL PRICE.....550 Gil

Gastro Fork

ABILITY(S).....High Tide
ATTACK POWER...77
BUY PRICE.....N/A
SELL PRICE.....6650 Gil

Mythril Fork

ABILITY(S).....High Tide
ATTACK POWER...42
BUY PRICE.....4700 Gil
SELL PRICE.....2350 Gil

Needle Fork

ABILITY(S).....High Tide
ATTACK POWER...34
BUY PRICE.....3100 Gil
SELL PRICE.....1550 Gil

Silver Fork

ABILITY(S).....High Tide
ATTACK POWER...53
BUY PRICE.....7400 Gil
SELL PRICE.....3700 Gil

Armor (Wrist):

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Aegis Gloves

STATS.....+30 Evade, +1 Defense, +10 Magic Evade
BUY PRICE.....7000 Gil
SELL PRICE.....3500 Gil

Bone Wrist

STATS.....+13 Evade, +9 Magic Evade, +1 Strength
BUY PRICE.....330 Gil
SELL PRICE.....165 Gil

Bracer

STATS.....+35 Evade, +18 Magic Evade, +1 Strength
BUY PRICE.....24000 Gil
SELL PRICE.....4000 Gil

Bronze Gloves

STATS.....+8 Evade, +2 Magic Evade, +1 Spirit
BUY PRICE.....480 Gil
SELL PRICE.....240 Gil

Chimera Armlet

STATS.....+22 Evade, +14 Magic Evade
BUY PRICE.....1200 Gil
SELL PRICE.....600 Gil

Defense Glove

STATS.....+25 Evade, +20 Magic Evade, +1 Defense, +1 Magic Defense
BUY PRICE.....6000 Gil
SELL PRICE.....3000 Gil

Diamond Gloves

STATS.....+19 Evade, +13 Magic Evade
BUY PRICE.....2000 Gil
SELL PRICE.....1000 Gil

Dragon Wrist

STATS.....+28 Evade, +12 Magic Evade, +1 Magic Defense, +1 Spirit
BUY PRICE.....4800 Gil
SELL PRICE.....2400 Gil

Egoist's Armlet

STATS.....+20 Evade, +20 Magic Evade
BUY PRICE.....2000 Gil
SELL PRICE.....1000 Gil

Gauntlets

STATS.....+36 Evade, +10 Magic Evade, +1 Defense
BUY PRICE.....8000 Gil
SELL PRICE.....4400 Gil

Genji Gloves

STATS.....+27 Evade, +2 Magic, +17 Magic Evade
BUY PRICE.....N/A
SELL PRICE.....1 Gil

Glass Armlet

STATS.....+10 Evade, +7 Magic Evade

BUY PRICE.....250 Gil
SELL PRICE.....125 Gil

Jade Armlet

STATS.....+27 Magic Evade, +2 Magic Defense
BUY PRICE.....3400 Gil
SELL PRICE.....1700 Gil

Leather Wrist

STATS.....+7 Evade, +7 Magic Evade, +1 Spirit
BUY PRICE.....200 Gil
SELL PRICE.....100 Gil

Magic Armlet

STATS.....+16 Evade, +16 Magic Evade, +2 Magic, +1 Magic Defense
BUY PRICE.....1000 Gil
SELL PRICE.....500 Gil

Mythril Armlet

STATS.....+17 Evade, +11 Magic Evade, +1 Spirit
BUY PRICE.....500 Gil
SELL PRICE.....250 Gil

Mythril Gloves

STATS.....+13 Evade, +7 Magic Evade, +1 Spirit
BUY PRICE.....980 Gil
SELL PRICE.....490 Gil

N-Kai Armlet

STATS.....+27 Evade, +2 Defense, +2 Spirit
BUY PRICE.....3000 Gil
SELL PRICE.....1500 Gil

Power Wrist

STATS.....+30 Evade, +10 Magic Evade, +2 Strength
BUY PRICE.....5100 Gil
SELL PRICE.....2550 Gil

Silver Gloves

STATS.....+10 Evade, +5 Magic Evade
BUY PRICE.....720 Gil
SELL PRICE.....360 Gil

Thief Gloves

STATS.....+26 Evade, +13 Magic Evade, +1 Speed
BUY PRICE.....50000 Gil
SELL PRICE.....25000 Gil

Thunder Gloves

STATS.....+16 Evade, +10 Magic Evade
BUY PRICE.....1200 Gil
SELL PRICE.....600 Gil

Venetia Shield

STATS.....+26 Magic Evade, +17 Evade, +1 Magic Def., +1 Strength, +1 Magic
BUY PRICE.....2800 Gil
SELL PRICE.....1400 Gil

Wrist

STATS.....+5 Evade, +3 Magic Evade
BUY PRICE.....130 Gil
SELL PRICE.....65 Gil

Armor (Head):

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Adaman Hat

STATS.....+33 Magic Defense, +3 Defense
BUY PRICE.....6100 Gil
SELL PRICE.....3050 Gil

Bandana

STATS.....+12 Magic Defense, +1 Speed, +1 Spirit
BUY PRICE.....500 Gil
SELL PRICE.....250 Gil

Black Hood

STATS.....+27 Magic Defense
BUY PRICE.....2550 Gil
SELL PRICE.....1275 Gil

Bronze Helm

STATS.....+6 Magic Defense

BUY PRICE.....330 Gil
SELL PRICE.....165 Gil

Circlet

STATS.....+51 Magic Defense
BUY PRICE.....20000 Gil
SELL PRICE.....6500 Gil

Coronet

STATS.....+35 Magic Defense, +1 Defense
BUY PRICE.....4400 Gil
SELL PRICE.....2200 Gil

Cross Helm

STATS.....+16 Magic, +1 Strength
BUY PRICE.....2200 Gil
SELL PRICE.....1100 Gil

Dark Hat

STATS.....+21 Magic Defense
BUY PRICE.....1800 Gil
SELL PRICE.....900 Gil

Diamond Helm

STATS.....+20 Magic Defense, +1 Spirit
BUY PRICE.....3000 Gil
SELL PRICE.....1500 Gil

Feather Hat

STATS.....+7 Magic Defense, +1 Spirit
BUY PRICE.....200 Gil
SELL PRICE.....100 Gil

Flash Hat

STATS.....+37 Magic Defense, +2 Evade, +1 Speed
BUY PRICE.....5200 Gil
SELL PRICE.....2600 Gil

Genji Helmet

STATS.....+29 Magic Defense, +2 Magic, +2 Defense
BUY PRICE.....N/A
SELL PRICE.....1 Gil

Golden Hairpin

STATS.....+32 Magic Defense, +2 Magic Evade, +1 Magic
BUY PRICE.....3700 Gil
SELL PRICE.....1850 Gil

Gold Helm

STATS.....+13 Magic Defense, +1 Magic
BUY PRICE.....1800 Gil
SELL PRICE.....900 Gil

Grand Helm

STATS.....+33 Magic Defense, +1 Speed
BUY PRICE.....20000 Gil
SELL PRICE.....7000 Gil

Green Beret

STATS.....+23 Magic Defense, +1 Speed, +1 Strength
BUY PRICE.....2180 Gil
SELL PRICE.....1090 Gil

Headgear

STATS.....N/A
BUY PRICE.....330 Gil
SELL PRICE.....165 Gil

Holy Miter

STATS.....+39 Magic Defense, +2 Spirit, +1 Magic
BUY PRICE.....8300 Gil
SELL PRICE.....4150 Gil

Iron Helm

STATS.....+7 Magic Defense, +1 Spirit
BUY PRICE.....450 Gil
SELL PRICE.....225 Gil

Kaiser Helm

STATS.....+26 Magic Defense, +1 Magic, +1 Strength
BUY PRICE.....7120 Gil
SELL PRICE.....3560 Gil

Lamia's Tiara

STATS.....+17 Magic Defense, +1 Spirit, +1 Magic
BUY PRICE.....800 Gil

SELL PRICE.....400 Gil

Leather Hat

STATS.....+5 Magic Defense
BUY PRICE.....150 Gil
SELL PRICE.....75 Gil

Mage's Hat

STATS.....+14 Magic Defense, +1 Magic
BUY PRICE.....600 Gil
SELL PRICE.....300 Gil

Magus Hat

STATS.....+10 Magic Defense
BUY PRICE.....400 Gil
SELL PRICE.....200 Gil

Mantra Band

STATS.....+19 Magic Defense, +1 Defense, +1 Magic, +1 Spirit
BUY PRICE.....1500 Gil
SELL PRICE.....750 Gil

Mythril Helm

STATS.....+11 Magic Defense, +1 Spirit
BUY PRICE.....1000 Gil
SELL PRICE.....500 Gil

Platinum Helm

STATS.....+23 Magic Defense
BUY PRICE.....4600 Gil
SELL PRICE.....2300 Gil

Red Hat

STATS.....+26 Magic Defense, +1 Defense
BUY PRICE.....3000 Gil
SELL PRICE.....1500 Gil

Ritual Hat

STATS.....+16 Magic Defense, +1 Strength, +1 Defense
BUY PRICE.....1000 Gil
SELL PRICE.....500 Gil

Rubber Helm

STATS.....+5 Magic Defense
BUY PRICE.....250 Gil
SELL PRICE.....125 Gil

Steepled Hat

STATS.....+9 Magic Defense, +1 Strength
BUY PRICE.....260 Gil
SELL PRICE.....130 Gil

Straw Hat

STATS.....N/A
BUY PRICE.....N/A
SELL PRICE.....750 Gil

Thief Hat

STATS.....+38 Magic Defense, +2 Speed, +3 Evade
BUY PRICE.....7100 Gil
SELL PRICE.....3550 Gil

Twist Headband

STATS.....+17 Magic Defense, +1 Strength
BUY PRICE.....1200 Gil
SELL PRICE.....600 Gil

Armor (Body):

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Adaman Vest

STATS.....+14 Defense, +2 Magic Defense
BUY PRICE.....1600 Gil
SELL PRICE.....800 Gil

Aloha T-Shirt

STATS.....N/A
BUY PRICE.....N/A
SELL PRICE.....9500 Gil

Battle Boots

STATS.....+2 Strength, +2 Defense, +1 Magic Defense
BUY PRICE.....6500 Gil

SELL PRICE.....10500 Gil

Black Robe

STATS.....+2 Magic, +43 Defense, +4 Magic Defense
BUY PRICE.....8000 Gil
SELL PRICE.....14500 Gil

Brave Suit

STATS.....+42 Defense, +1 Spirit
BUY PRICE.....26000 Gil
SELL PRICE.....11250 Gil

Brigandine

STATS.....+20 Defense, +1 Strength
BUY PRICE.....4300 Gil
SELL PRICE.....2150 Gil

Bronze Armor

STATS.....+9 Defense
BUY PRICE.....650 Gil
SELL PRICE.....325 Gil

Bronze Vest

STATS.....+1 Spirit, +9 Defense, +1 Magic Defense
BUY PRICE.....670 Gil
SELL PRICE.....335 Gil

Carabini Mail

STATS.....+1 Spirit, +1 Speed, +39 Defense, +1 Magic Defense
BUY PRICE.....12300 Gil
SELL PRICE.....6150 Gil

Chain Mail

STATS.....+12 Defense
BUY PRICE.....1200 Gil
SELL PRICE.....600 Gil

Chain Plate

STATS.....+10 Defense, +1 Strength
BUY PRICE.....810 Gil
SELL PRICE.....405 Gil

Cotton Robe

STATS.....+10 Defense, +2 Magic Defense, +1 Magic, +1 Strength
BUY PRICE.....1000 Gil
SELL PRICE.....2000 Gil

Dark Gear

STATS.....+37 Defense, +3 Spirit
BUY PRICE.....16300 Gil
SELL PRICE.....8150 Gil

Demon's Vest

STATS.....+31 Defense, +1 Magic
BUY PRICE.....10250 Gil
SELL PRICE.....3600 Gil

Diamond Armor

STATS.....+33 Defense, +1 Magic, +1 Strength, +2 Magic Defense
BUY PRICE.....8800 Gil
SELL PRICE.....4400 Gil

Dragon Mail

STATS.....+42 Defense, +1 Strength, +1 Magic
BUY PRICE.....14000 Gil
SELL PRICE.....7000 Gil

Gaia Gear

STATS.....+25 Defense, +2 Magic Defense
BUY PRICE.....8600 Gil
SELL PRICE.....4350 Gil

Genji Armor

STATS.....+25 Defense, +2 Magic
BUY PRICE.....N/A
SELL PRICE.....N/A

Gold Armor

STATS.....+19 Defense, +1 Magic
BUY PRICE.....2950 Gil
SELL PRICE.....1475 Gil

Juno Uniform

STATS.....+23 Defense, +1 Strength, +1 Spirit
BUY PRICE.....5000 Gil
SELL PRICE.....2500 Gil

Leather Plate

STATS.....+8 Defense
BUY PRICE.....530 Gil
SELL PRICE.....265 Gil

Leather Shirt

STATS.....+6 Defense
BUY PRICE.....270 Gil
SELL PRICE.....135 Gil

Light Robe

STATS.....+41 Defense, +1 Strength, +1 Magic, +3 Magic Evade
BUY PRICE.....20000 Gil
SELL PRICE.....20000 Gil

Linen Cuirass

STATS.....+10 Defense, +1 Magic
BUY PRICE.....800 Gil
SELL PRICE.....400 Gil

Magician Cloak

STATS.....+15 Defense, +2 Magic Defense
BUY PRICE.....1850 Gil
SELL PRICE.....925 Gil

Magician Robe

STATS.....+15 Defense, +2 Magic Defense, +2 Magic
BUY PRICE.....3000 Gil
SELL PRICE.....4000 Gil

Maximilian

STATS.....+54 Defense, +3 Spirit
BUY PRICE.....N/A
SELL PRICE.....11300 Gil

Minerva's Plate

STATS.....+34 Defense, +2 Magic, +1 Strength
BUY PRICE.....12200 Gil
SELL PRICE.....6100 Gil

Mythril Armor

STATS.....+15 Defense
BUY PRICE.....1830 Gil
SELL PRICE.....915 Gil

Mythril Vest

STATS.....+12 Defense
BUY PRICE.....1180 Gil
SELL PRICE.....590 Gil

Ninja Gear

STATS.....+35 Defense, +1 Speed
BUY PRICE.....14000 Gil
SELL PRICE.....7000 Gil

Plate Armor

STATS.....+36 Defense
BUY PRICE.....10500 Gil
SELL PRICE.....5250 Gil

Power Vest

STATS.....+27 Defense, +2 Strength
BUY PRICE.....7200 Gil
SELL PRICE.....3600 Gil

Robe of Lords

STATS.....+46 Defense, +5 Magic Defense, +1 Speed, +1 Strength
BUY PRICE.....30000 Gil
SELL PRICE.....26000 Gil

Rubber Suit

STATS.....+39 Defense, +2 Evade, +3 Magic Evade
BUY PRICE.....20000 Gil
SELL PRICE.....10000 Gil

Shield Armor

STATS.....+23 Defense, +5 Magic Defense
BUY PRICE.....4300 Gil
SELL PRICE.....2150 Gil

Silk Robe

STATS.....+16 Defense, +1 Speed, +1 Strength
BUY PRICE.....2000 Gil
SELL PRICE.....2900 Gil

Silk Shirt

STATS.....+7 Defense
BUY PRICE.....400 Gil
SELL PRICE.....200 Gil

Survival Vest

STATS.....+17 Defense, +2 Spirit
BUY PRICE.....2900 Gil
SELL PRICE.....1450 Gil

Tin Armor

STATS.....+62 Defense, +32 Evade, +27 Magic Defense, +17 Magic Evade
BUY PRICE.....50000 Gil
SELL PRICE.....10 Gil

White Robe

STATS.....+42 Defense, +2 Magic, +4 Magic Defense
BUY PRICE.....8000 Gil
SELL PRICE.....14500 Gil

Add-Ons (Accessories):

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Amethyst

STATS.....N/A
BUY PRICE.....N/A
SELL PRICE.....1 Gil

Ancient Aroma

STATS.....+2 Strength, +4 Evade
BUY PRICE.....N/A
SELL PRICE.....1 Gil

Angel Earrings

STATS.....+2 Strength, +2 Defense
BUY PRICE.....8000 Gil
SELL PRICE.....10000 Gil

Anklet

STATS.....+3 Magic, +1 Defense, +1 Spirit
BUY PRICE.....4000 Gil
SELL PRICE.....1600 Gil

Aquamarine

STATS.....N/A
BUY PRICE.....N/A
SELL PRICE.....1 Gil

Barette

STATS.....+3 Strength, +1 Magic, +1 Spirit
BUY PRICE.....1800 Gil
SELL PRICE.....3500 Gil

Black Belt

STATS.....+2 Spirit, +2 Strength, +1 Defense
BUY PRICE.....4000 Gil
SELL PRICE.....5500 Gil

Cacusha

STATS.....+1 Speed, +1 Spirit, +1 Magic Defense, +2 Magic
BUY PRICE.....1000 Gil
SELL PRICE.....1500 Gil

Coral Ring

STATS.....+2 Spirit, +3 Magic Evade
BUY PRICE.....1200 Gil
SELL PRICE.....2000 Gil

Desert Boots

STATS.....+2 Evade, +1 Spirit, +1 Magic
BUY PRICE.....300 Gil
SELL PRICE.....750 Gil

Diamond

STATS.....N/A
BUY PRICE.....N/A
SELL PRICE.....1 Gil

Emerald

STATS.....N/A
BUY PRICE.....N/A
SELL PRICE.....1 Gil

Extension

STATS.....+5 Evade, +2 Magic, +1 Strength, +1 Spirit, +1 Magic Defense
BUY PRICE.....3500 Gil
SELL PRICE.....5000 Gil

Fairy Earrings

STATS.....+4 Evade, +2 Magic Evade, +2 Spirit
BUY PRICE.....3200 Gil
SELL PRICE.....3000 Gil

Feather Boots

STATS.....+3 Evade
BUY PRICE.....4000 Gil
SELL PRICE.....3000 Gil

Garnet

STATS.....N/A
BUY PRICE.....350 Gil
SELL PRICE.....1 Gil

Germinas Boots

STATS.....+2 Evade, +1 Strength
BUY PRICE.....900 Gil
SELL PRICE.....2000 Gil

Glass Buckle

STATS.....+5 Magic Evade, +1 Strength, +2 Spirit
BUY PRICE.....500 Gil
SELL PRICE.....800 Gil

Gold Choker

STATS.....+2 Magic, +2 Evade, +1 Magic Defense
BUY PRICE.....1300 Gil
SELL PRICE.....2000 Gil

Lapis Lazuli

STATS.....N/A
BUY PRICE.....400 Gil
SELL PRICE.....1 Gil

Madain's Ring

STATS.....+2 Magic Defense, +2 Spirit

BUY PRICE.....3000 Gil
SELL PRICE.....3750 Gil

Magician Shoes

STATS.....+6 Magic Evade, +2 Magic
BUY PRICE.....1500 Gil
SELL PRICE.....3750 Gil

Maiden Prayer

STATS.....+3 Magic Evade, +1 Magic, +1 Magic Defense
BUY PRICE.....N/A
SELL PRICE.....1 Gil

Moonstone

STATS.....N/A
BUY PRICE.....N/A
SELL PRICE.....1 Gil

Opal

STATS.....N/A
BUY PRICE.....100 Gil
SELL PRICE.....1 Gil

Pearl Earrings

STATS.....
BUY PRICE.....
SELL PRICE.....

Peridot

STATS.....N/A
BUY PRICE.....100 Gil
SELL PRICE.....1 Gil

Phoenix Pinion

STATS.....N/A
BUY PRICE.....300 Gil
SELL PRICE.....1000 Gil

Power Belt

STATS.....+2 Defense, +3 Strength
BUY PRICE.....2000 Gil
SELL PRICE.....3500 Gil

Promist Ring

STATS.....+3 Evade, +2 Strength
BUY PRICE.....6000 Gil
SELL PRICE.....4500 Gil

Protect Ring

STATS.....+6 Magic Evade, +3 Magic Defense, +1 Spirit, +3 Magic Defense
BUY PRICE.....40000 Gil
SELL PRICE.....20000 Gil

Pumice

STATS.....+2 Magic Defense, +1 Magic, +1 Speed, +1 Defense
BUY PRICE.....50000 Gil
SELL PRICE.....1 Gil

Pumice Piece

STATS.....+2 Magic, +5 Evade, +1 Magic Defense, +2 Strength
BUY PRICE.....25000 Gil
SELL PRICE.....1 Gil

Rebirth Ring

STATS.....+2 Magic Defense, +4 Spirit
BUY PRICE.....7000 Gil
SELL PRICE.....5000 Gil

Reflect Ring

STATS.....+1 Strength, +1 Spirit, +1 Magic Defense
BUY PRICE.....7000 Gil
SELL PRICE.....3500 Gil

Ribbon

STATS.....+5 Evade, +1 Strength, +1 Spirit, +1 Defense, +3 Magic
BUY PRICE.....N/A
SELL PRICE.....1 Gil

Rosetta Ring

STATS.....+3 Magic Defense, +1 Magic, +2 Magic Evade, +1 Defense
BUY PRICE.....24000 Gil
SELL PRICE.....18000 Gil

Ruby

STATS.....N/A
BUY PRICE.....N/A

SELL PRICE.....1 Gil

Running Shoes

STATS.....+4 Evade, +4 Magic Defense, +2 Speed
BUY PRICE.....12000 Gil
SELL PRICE.....16500 Gil

Sandals

STATS.....N/A
BUY PRICE.....N/A
SELL PRICE.....600 Gil

Sapphire

STATS.....N/A
BUY PRICE.....200 Gil
SELL PRICE.....1 Gil

Topaz

STATS.....N/A
BUY PRICE.....100 Gil
SELL PRICE.....1 Gil

Yellow Scarf

STATS.....+1 Magic Defense, +2 Strength
BUY PRICE.....400 Gil
SELL PRICE.....900 Gil

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06. Ability List

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These are the abilities that each character (playable) in the game can use,
as well as where they can be learned from (what item). Example:

ABILITY NAME: WHAT ITEM IT CAN BE LEARNED FROM

Simple enough? ;)

Amarant:

FLAIR:

Aura: Duel Claws, Scissor Fangs
Chakra: Cat's Claws, Leather Plate

Countdown: Kaiser Knuckles
Curse: Kaiser Knuckles, Mythril Claws
Demi Shock: Avenger, Rune Claws
No Mercy: Dragon's Claws, Duel Claws
Revive: Rebirth Ring, Rune Claws, Tiger Fangs
Spare Change: Poison Knuckles, Rune Claws

ABILITIES:

Ability Up: Brigandine, Green Beret, Lapis Lazuli
Accuracy +: Lapis Lazuli, Power Wrist
Add Status: Bracer, Bone Wrist, Chimera Armlet, Glass Buckle
Alert: Germinas Boots, Ninja Gear
Antibody: Glass Armlet, Glass Buckle, Mantra Band, Survival Vest
Auto-Float: Feather Boots
Auto-Haste: Running Shoes
Auto-Life: Rebirth Ring
Auto-Potion: Demon's Vest, Gold Choker, Mythril Vest, Running Shoes
Auto-Reflect: Reflect Ring
Auto-Regen: Brave Suit
Beast Killer: Leather Wrist
Bird Attack: Adaman Vest, Yellow Scarf
Body Temp: Diamond, Fairy Earrings, Jade Armlet, Madain's Ring
Bug Killer: Mythril Armlet
Clear Headed: Circlet, Green Beret, Dark Gear, Magician Shoes
Counter: Avenger, Anklet, Cat's Claws, Dragon's Claws, Duel Claws
Cover: Red Hat
Devil Killer: Chain Plate, Demon's Vest
Eye 4 Eye: Flash Hat, Ninja Gear
Flee-Gil: Desert Boots, Gold Choker, Wrist
Gamble Defense: Adaman Hat, Twist Headband, Power Vest
Healer: Anklet, Garnet
High Tide: Dark Hat, Gaia Gear, Jade Armlet, Sapphire
HP + 10%: Aquamarine, Germinas Boots
HP + 20%: Adaman Hat, Black Belt, Mantra Band
Insomniac: Bandana, Holy Miter, Magician Cloak, Gaia Gear, Coral Ring
Jelly: Bronze Vest, Circlet, Dragon Wrist, Dark Gear, Dark Hat
Level Up: Fairy Earrings, Rosetta Ring
Locomotion: Anklet, Demon's Vest, Golden Skullcap, Ninja Gear
Long Reach: Protect Ring
Man Eater: Bandana, Coronet
MP Attack: Battle Belts, Power Belt, Red Hat
Power Throw: Bracer
Power Up: Golden Skullcap
Return Magic: Brigandine, Coronet
Return Magic: Brigandine, Coronet
Stone Killer: Adaman Vest
Undead Killer: Headgear, N-Kai Armlet, Ritual Hat

Zidane:

Ability Up: Brigandine, Green Beret, Lapis Lazuli
Accuracy: Lapis Lazuli, Power Wrist
Add Status: Bracer, Bone Wrist, Chimera Armlet, Glass Buckle
Alert: Germinas Boots, Ninja Gear
Annoy: Gladius, Sargatanas
Antibody: Glass Armlet, Glass Buckle, Mantra Band, Survival Vest
Auto-Float: Feather Boots
Auto-Haste: Running Shoes

Auto-Life: Rebirth Ring
 Auto-Potion: Demon's Vest, Gold Choker, Mythril Vest, Running Shoes
 Auto-Reflect: Reflect Ring
 Auto-Regen: Brave Suit
 Bandit: N-Kai Armlet, Mythril Dagger
 Bird Killer: Adaman Vest, Yellow Scarf
 Body Temp: Diamond, Jade Armlet, Fairy Earrings, Madain's Ring
 Bright Eyes: Feather Hat, Ritual Hat
 Bug Killer: Mythril Armlet
 Clear Headed: Circlet, Dark Gear, Green Armlet, Magician Shoes
 Counter: Avenger, Anklet, Cat's Claws, Dragon's Claws, Duel Claws
 Detect: Mage Masher, Orichalcon
 Devil Killer: Chain Plate, Demon's Vest
 Distract: Diamond, Judo Uniform, Reflect Ring
 Eye 4 Eye: Flash Hat, Ninja Gear
 Flee: Dagger, Mage Masher, Germinas Boots, Ultima Weapon
 Flee-Gil: Desert Boots, Gold Choker, Wrist
 Gamble Defense: Adaman Hat, Twist Headband, Power Vest
 High Tide: Dark Hat, Gaia Gear, Jade Armlet, Sapphire
 Insomniac: Bandana, Holy Miter, Magician Cloak, Gaia Gear, Coral Ring
 Jelly: Bronze Vest, Circlet, Dragon Wrist, Dark Gear, Dark Hat
 Level Up: Fairy Earrings, Rosetta Ring
 Locomotion: Anklet, Demon's Vest, Golden Skullcap, Ninja Gear
 Long Reach: Protect Ring
 Lucky Seven: Gladius, The Tower, Rune Tooth, Exploda, Thief Hat
 Man Eater: Bandana, Coral Ring, Coronet
 Master Thief: Thief Gloves
 MP Attack: Battle Belts, Power Belt, Red Hat
 Mug: Chimera Armlet, Survival Vest, Thief Hat
 Protect Girls: Butterfly Sword, Leather Shirt
 Restore HP: Brave Suit, Promist Ring
 Sacrifice: Exploda, Masamune
 Soul Blade: The Ogre
 Steal Gil: Glass Armlet, Yellow Scarf
 Stone Killer: Adaman Vest, Power Vest
 Thievery: The Tower, Angel Bless
 Undead Killer: Headgear, N-Kai Armlet, Ritual Hat
 What's That!?: Butterfly Sword

Dagger:

 SUMMONS:

Ark: Pumice
 Atomos: Amethyst
 Bahamut: Garnet
 Ifrit: Topaz
 Leviathan: Aquamarine
 Odin: Dark Matter
 Ramuh: Peridot
 Shiva: Opal

WHITE MAGIC:

Berserk: Magic Racket
 Blind: Magician Shoes, Multina Racket
 Confuse: Asura's Rod, Lamia's Tiara
 Cura: Barette, Healing Rod
 Curaga: Wizard Robe, Whale Whisker

Cure: Rod, Silk Shirt, Magic Racket
Float: Feather Boots, Stardust Rod
Life: Cachusha, Rebirth Ring, Whale Whisker, Healing Rod
Mini: Asura's Rod, Feather Boots, Magic Racket
Panacea: Rod, Air Racket
Protect: Desert Boots, Mythril Rod, Steepled Hat
Reflect: Ruby, Reflect Ring, Stardust Rod, Mythril Racket
Scan: Air Racket, Desert Boots
Shell: Cotton Robe, Gold Choker, Moonstone, Mythril Rod
Silence: Asura's Rod, Magic Armlet, Mythril Rod, Priest's Racket
Stona: Multina Racket

ABILITIES:

Ability Up: Brigandine, Green Beret, Lapis Lazuli
Antibody: Glass Armlet, Glass Buckle, Mantra Band, Survival Vest
Auto-Float: Feather Boots
Auto-Haste: Running Shoes
Auto-Life: Rebirth Ring
Auto-Potion: Demon's Vest, Gold Choker, Mythril Vest, Running Shoes
Auto-Reflect: Reflect Ring
Auto-Regen: Brave Suit
Body Temp: Diamond, Jade Armlet, Fairy Earrings, Madain's Ring
Boost: Pumice Piece
Chemist: Barette, Cotton Robe, Madain's Ring
Clear Headed: Circlet, Dark Gear, Green Armlet, Magician Shoes
Concentrate: Rosetta Ring, Robe of Lords
Half MP: Light Robe, Protect Ring
Healer: Anklet, Garnet
High Tide: Dark Hat, Gaia Gear, Jade Armlet, Sapphire
Insomniac: Bandana, Holy Miter, Magician Cloak, Gaia Gear, Coral Ring
Level Up: Fairy Earrings, Rosetta Ring
Locomotion: Anklet, Demon's Vest, Golden Skullcap, Ninja Gear
Loudmouth: Mage's Hat, Silk Robe, White Robe, Pearl Rouge, Golden Hairpin
Odin's Sword: Ancient Aroma
Reflect Null: Pearl Rouge, Robe of Lords

Steiner:

SWORD ARTS:

Armor Break: Mythril Sword
Charge!: Aegis Gloves, Coral Sword
Climhazard: Excalibur, Excalibur 2
Darkside: Blood Sword
Iai Strike: Rune Blade
Magic Break: Flame Saber
Mental Break: Gold Helm, Ice Brand
Minus Strike: Excalibur 2, Rubber Helm, Iron Sword
Power Strike: Diamond Sword
Shock: Ragnarok
Stock Break: Excalibur 2, Ultima Sword
Thunder Slash: Defender, Ragnarok

SWORD MAGIC:

Bio: Vivi
Blizzara: Vivi
Blizzard: Vivi

Blizzarga: Vivi
Doomsday: Vivi
Fira: Vivi
Firaga: Vivi
Fire: Vivi
Flare: Vivi
Thundara: Vivi
Thunder: Vivi
Water: Vivi

ABILITIES:

Ability Up: Brigandine, Green Beret, Lapis Lazuli
Accuracy +: Lapis Lazuli, Power Wrist
Add Status: Thunder Gloves, Glass Buckle
Alert: Germinas Boots, Ninja Gear
Antibody: Glass Armet, Glass Buckle, Mantra Band, Survival Vest
Auto-Float: Feather Boots
Auto-Haste: Running Shoes
Auto-Life: Rebirth Ring
Auto-Potion: Demon's Vest, Gold Choker, Mythril Vest, Running Shoes
Auto-Reflect: Reflect Ring
Auto-Regen: Brave Suit
Beast Killer: Broadsword, Black Belt, Moonstone
Bird Killer: Bronze Armor, Chain Mail, Yellow Vest
Body Temp: Diamond, Jade Armet, Fairy Earrings, Madain's Ring
Bright Eyes: Iron Helm
Bug Killer: Bronze Helm, Mythril Gloves
Chemist: Maiden's Ring, Grand Armor
Clear Headed: Gold Helm, Magician Shoes
Counter: Venetia Shield, Power Belt
Cover: Gauntlets, Mythril Armor, Linen Cuirass
Devil Killer: Cross Helm, Thunder Gloves
Distract: Diamond, Shield Armor, Reflect Ring
Eye 4 Eye: Kaiser Helm
High Tide: Sapphire, Demon's Mail, Grand Armor, Genji Gloves
Insomniac: Diamond Helm, Coral Ring, Mythril Helm
Jelly: Diamond Gloves, Mythril Armor
Level Up: Fairy Earrings, Iron Helm, Rosetta Ring
Locomotion: Plate Mail
Long Reach: Protect Ring
Man Eater: Coral Ring, Mythril Gloves
MP Attack: Battle Boots, Cross Helm, Power Belt
Restore HP: Grand Armor, Promist Ring, Platinum Helm
Stone Killer: Platinum Helm, Gold Armor
Undead Killer: Plate Mail, Silver Gloves

Vivi:

BLACK MAGIC:

Fire: Mage Staff, Leather Hat
Fira: Flame Staff, Mage's Hat, Topaz
Firaga: Octagon Rod
Sleep: Flame Staff
Blizzard: Leather Wrist
Blizzara: Ice Staff, Opal
Blizzaga: Octagon Rod
Slow: Ice Staff, Magus Hat

Thunder: Glass Buckle, Silk Shirt
 Thundara: Lightning Staff, Peridot
 Thundaga: Octagon Rod
 Stop: Oak Staff
 Poison: Lightning Staff
 Bio: Oak Staff
 Osmose: Gaia Gear, High Mage Staff
 Drain: Oak Staff
 Demi: Black Belt, Amethyst, Cypress Pile
 Comet: Cypress Pile
 Death: Black Hood
 Break: Cypress Pile
 Water: N-Kai Armlet
 Meteor: High Mage Staff
 Flare: Black Robe
 Doomsday: Mage of Zeus

ABILITIES:

Healer
 Auto-Float: Feather Boots
 Auto-Haste: Running Shoes
 Auto-Life: Rebirth Ring
 Auto-Potion: Demon's Vest, Gold Choker, Mythril Vest, Running Shoes
 Auto-Reflect: Reflect Ring
 Auto-Regen: Brave Suit
 Add Status
 Reflect Null
 Reflect x 2
 Magic Element Null
 Half MP
 High Tide
 Body Temp
 Level Up
 Ability Up
 Insomniac
 Antibody
 Loudmouth
 Jelly
 Return Magic
 Auto-Potion
 Locomotion
 Clear Headed

Freya:

 DRAGON SKILLS:

Lancer: Partisan, Coral Ring, Dragon Wrist
 Reis's Wind: Angel Earrings, Holy Lance, Gold Helm, Mythril Spear
 Dragon Breath: Dragon's Hair
 White Draw: Emerald, Kain's Lance, Ice Lance
 Luna: Trident
 Six Dragons: Heavy Lance
 Cherry Blossom: Kain's Lance, Obelisk
 Dragon Crest: Holy Lance, Kain's Lance

ABILITIES:

Auto-Float: Feather Boots
Auto-Haste: Running Shoes
Auto-Life: Rebirth Ring
Auto-Potion: Demon's Vest, Gold Choker, Mythril Vest, Running Shoes
Auto-Reflect: Reflect Ring
Auto-Regen: Brave Suit
HP + 10%
HP + 20%
MP + 10%
Accuracy +
Long Reach
MP Attacj
Devil Killer
Bird Killer
Beast Killer
Stone Killer
Undead Killer
Dragon Killer
Man Eater
High Jump
Add Status
Chemist
Gamble Defense
High Tide
Counter
Cover
Eye 4 Eye
Body Temp
Initiative
Level Up
Ability Up
Insomniac
Antibody
Loudmouth
Jelly
Return Magic
Auto-Potion
Locomotion
Clear Headed
Restore HP
Bright Eyes

Eiko:

SUMMONS:

Carbuncle: Emerald, Moonstone, Diamond
Fenrir: Maiden Prayer
Phoenix: N/A
Maden: Ribbon

WHITE MAGIC:

Cure: Magic Racket, Silk Shirt
Cura: Golem's Flute, Barette
Curaga: Angel Flute, Hamelin
Regen: Fairy Flute, Fairy Earrings
Life: Rebirth Ring, Fairy Flute

Full-Life: N/A
 Panacea: Air Racket
 Stona: Lamia's Flute, Multina Racket
 Ensuna: Angel Flute, Rubber Suit, Fairy Flute
 Shell: Multina Racket, Mythril Racket, Gold Choker, Moonstone
 Protect: Mythril Racket, Desert Boots, Steepled Hat
 Haste: Emerald, Fairy Flute, Running Shoes
 Silence: Lamia's Flute, Magic Armlet, Priest's Racket
 Mini: Feather Boots, Lamia's Flute
 Reflect: Ruby, Reflect Ring, Mythril Racket
 Float: Feather Boots, Lamia's Flute
 Dispel: Tiger Racket, Siren's Flute
 Might: Hamelin, Priest's Racket
 Jewel: Hamelin
 Holy: Angel Flute, White Robe

ABILITIES:

Insomniac
 Antibody
 Loudmouth
 Jelly
 Return Magic
 Auto-Potion
 Locomotion
 Clear Headed
 Boost
 Auto-Float: Feather Boots
 Auto-Haste: Running Shoes
 Auto-Life: Rebirth Ring
 Auto-Potion: Demon's Vest, Gold Choker, Mythril Vest, Running Shoes
 Auto-Reflect: Reflect Ring
 Auto-Regen: Brave Suit
 HP + 10%
 HP + 20%
 MP + 10%
 Healer
 Reflect Null
 Concentrate
 Half MP
 Body Temp
 Ability Up
 Level Up
 Guardian Mog

Quina:

 BLUE MAGIC:

1000 Needles: Cactuar
 Angel's Snack: Ephitaph, Behemoth, Ironite
 Aqua Breath: Axolotl, Vepal, Clipper
 Auto-Life: Reflect Ring
 Bad Breath: Malboro, Worm Hydra, Anemone
 Doom: Vetern, Ash
 Earth Shake: Adamantoise, Earth Guardian, Shell Dragon
 Frog Drop: Gigan Toad
 Frost: Chimera, Wraith, Kraken
 Goblin Punch: Goblin, Goblin Mage

Limit Glove: Axe Break, Mu, Blazer Beetle, Jabberwock
 Lv Defense-Less: Sand Scorpion, Carve Spider, Grand Dragon
 Lv4 Holy: Amdusias, Feather Circle
 Lv5 Death: Lich, Stroper, Dracozombie
 Magic Hammer: Ring Leader, Magic Vice
 Matra Magic: Trick Sparrow, Ogre, Zagnohl, Land Worm
 Mighty Guard: Gargoyle, Serpion, Gigan Octopus
 Mustard Bomb: Bomb, Wraith, Maliris, Red Vepal
 Night: Nymph, Abomination, Grimlock, Seeker Bat
 Pumpkin Head: Hedgehog Pie, Ladybug, Yeti, Basilisk, Bandersnatch
 Roulette: Zombie, Ghost
 Twister: Adadon, Tiamat, Red Dragon
 Vanish: Hornet, Gnoll, Troll, Vice
 White Wind: Griffin, Zuu, Garuda

ABILITIES:

Insomniac
 Antibody
 Loudmouth
 Jelly
 Return Magic
 Auto-Potion
 Locomotion
 Clear Headed
 Boost
 Auto-Float: Feather Boots
 Auto-Haste: Running Shoes
 Auto-Life: Rebirth Ring
 Auto-Potion: Demon's Vest, Gold Choker, Mythril Vest, Running Shoes
 Auto-Reflect: Reflect Ring
 Auto-Regen: Brave Suit
 MP + 10%
 Healer
 Add Status
 Gamble Defense
 Half MP
 High Tide
 Counter
 Body Temp
 Level Up
 Ability Up
 Millionaire
 Absorb MP
 Auto-Potion

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07. Mognet Letters

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 Opening a Mini-Theater

FROM RUBY TO ZIDANE

Ain't y'all comin' back to Alexandria?

I'm so lonely!

Just kiddin'. I'm openin' a li'l
theater in an alley here.

(A bartender pal o'mine is
quittin' the saloon and gettin' into
showbiz. He asked me to help.)

Shelter From the Rain

FROM STILTZKIN TO MOONTE

I left Lindblum and headed north.
I walked through the Mist and
Gizamaluke to reach Burmecia for
the very first time.

It's raining, as expected.
I'm going to look for shelter now...

It Was So Exciting!

FROM MOODON TO MOGMI

This year's Festival of the Hunt
was sooo exciting! Kupo!
The highest score was 215 points!
A guy named Zidane won the title!

Last year's winner, Belna,
only got 142 points!
Oh, it was so much fun!!!

Vube Desert

FROM STILTZKIN TO MOGRICH

There's trouble in the rainy city.
The guys I saw there were heading
towards Vube Desert, west of Burmecia...

They'll only find sandstorms.
What could they possibly want?

I'm gonna follow them and see...

Tantalus

FROM RUBY TO STEVE

I decided to start a small theater, but
I ain't had any luck finding any actors...

Do you know of any good actors who are
looking for work? Man, how I wish
y'all were here!

Come to think of it,
you Tantalus guys look like
a bunch of outlaws!
Just kidding.

In Danger

FROM MOPLI TO SERINO

By the time this letter reaches Serino,
Cleyra may be destroyed...
Stiltzkin keeps saying,

"I've been through stuff like this before.
We'll be fine."

But what if we won't be okay this time!?
Kupo!!!

Rumor About Princess Garnet

FROM KUPO TO MOSH

Kupo! What's going on in Alexandria!?
Soldiers are everywhere!

I heard a rumor that Princess Garnet
returned to Alexandria!

I guess Princess Garnet left the castle
because she suspected Queen Brahne!

Escaping Evil Forest

FROM MOSH TO MONTY

Monty! Were you able to escape
Evil Forest? Kupo!

I think this continent is headed for
some serious disaster! It might be
too late by the time we realize it.

Eidolon Odin's Power

FROM SERINO TO MOODON

I rode an airship called the Red Rose,
but I saw something horrible...Kupo.

The idolon Odin's power is terrifying.
It destroyed Cleyra completely.

There's not even a trace of the city now...

Narcissus From Lindblum

FROM RUBY TO STEVE

Oh, I'm havin' a terrible time finding
actors! I'm willing to take anyone
who can read at this point!

What was his name? That narcissist
from Lindblum? I'd even take him!
Get him over to my mini-theater!
We need to get some business!

Missing! Kupo!

FROM MOODON TO MOONTE

Oh, it's terrible! Kupo!
Mogki, from the castle, is missing!

Did the Alexandrian soldiers kidnap him?
Or did the black mages eat him? Kupo!

I'm so worried!!!

Very bored, Kupo!

FROM KUPPO TO MOGKI

I'm bored, kupo!

I'm so bored, I'm going to hide away!

Try finding me inside this cavern!

Hint: I'm behind a wall...

Rally-Kupo!

FROM MOGMATT TO SUZUNA

It's been six months since I started
living in Conde Petie...
The food here is great, and the
people are very nice. Kupo.

But... But... The only thing I can't
get use to is the "Rally-ho!"

I keep saying "Rally-kupo!"

Vivi's Eyes

FROM MOGRYO TO MOCCHI

A kid named Vivi came to the Black
Mage Village. His eyes were so sad...
Like he had the weight of the world on
his shoulders, kupo.

I wanted to say "Good luck!" to him,
but I couldn't...Kupo.

I'm on your side, Vivi!

The Mist

FROM STILTZKIN TO MOCCHI

The Mist is gone...

Is this a blessing?

Or a curse?

The Most Important Thing In Life

FROM KUPPO TO KUPO

Fossil Roo is very comfortable!
I like it here. Kupo!

We play hide-and-seek every day!
The most important things in life

are to work hard and play hard. Kupo!

Vanity

FROM MOGRIKA TO KUPO

Even Moogles want to look beautiful!

I use my special item very carefully.

You don't come across it very often.

It's very special to me. Kupo!

New Champion

FROM KUPO TO MOGRICH

There's an amazing new champion sprinter
in the town of Alexandria!

The sprinter's name is "Hippaul."

He's amazing! Remember his name! Kupo!

Alexandria Destroyed

FROM MOGKI TO MOODON

Alexandria is in a horrible state right now...
I wonder if Kupo and Mosh are okay?

Let me know when you have more info!
I heard that Stiltzkin was also in
Alexandria! Kupo!

Very Mad! Kupo!

FROM MIMOZA TO MOOEL

I haven't received any mail lately, kupo.
What's going on?

Hey, Mooel, would you go to
Mognet Central and complain for me?

I'm so mad about it! Kupo!

Stiltzkin, On the Move

FROM MOJITO TO MOGSAM

According to rumors, Stiltzkin is on a quest to find out why Mognet stopped functioning!

I'm sure Stiltzkin will find out the truth, kupo.
Why did Artemicion stop delivering mail?

Favor

FROM ARTEMICION TO MOGRIKA

Mogrika! I'm in trouble...

I used too much.

Do you have more? You don't, do you?

Oh, what am I going to do?

Problem

FROM MOGRIKA TO MOOLAN

Artemicion rubbed it all over himself!
The machine needs it to function properly, kupo!

I know how he must've felt.
I used it on myself once, too.
It's a wonderful thing, but...

Where Is Mognet Central?

FROM MOOLAN TO MOGTAKA

Artemicion used the item on himself!
Kupo!
I wanted to go to Mognet Central and complain, but where the heck is it located? Kupo?
I never thought about it until now. Kupo!

Where Is Mognet Central?

FROM MOGKI TO KUMOOOL

Hey, Kumool. How are you, kupo?
Us Moogles in Lindblum are all wondering
the same thing these days:
Where the heck is Mognet Central?
No one knows, kupo.
Do you know where it is, Kumool?
It's supposedly very far away, and you
can't enter very easily, kupo...

My First Mognet

FROM MOOROCK TO MOZME

This is my first time using Mognet!
And my first letter! Kupo!
Hmm, what should I write about? Kupo?

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08. Moogle Locations
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D I S C 1

- This Moogle (Moguo), is the Moogle who you can call on the World Map at anytime in the game. He's very convenient.
- This Moogle is near the old bell tower in Alexandria, near where you follow the Rat Kid (Puck).
- This Moogle is inside of Alexandria Castle, on the main floor, in the eastern room.
- This Moogle (Mogrich) is in Treno, near the Weapon Shop and Auction House.
- This Moogle is in Lindblum Castle, in the Princess's chamber, near a chest.
- This Moogle is inside of Lindblum Inn, on the second floor. (Moodon the Moogle).
- This Moogle is near Dragon's Gate, before you leave out onto the World Map (Moonte the Moogle).

D I S C 2

- This Moogle (Moguo), is the Moogle who you can call on the World Map at anytime in the game. He's very convenient.
- This Moogle is in Treno, near the old man, and he's running away from a dog. He holds a new letter for you...
- This Moogle is in Gargan Roo, near the entrance of the area.
- This Moogle is in Cleyra's Trunk, inside of the large hole in the side of the tree, near the chest containing a Needle Fork.
- This Moogle is inside of the Cleyra Settlement Inn, on the second floor.
- This Moogle is on the airship where Queen Brahne is, after the Cleyra area.
- This Moogle appears in Dagger's chamber in Alexandria Castle on Disc 2, after the mini-fight with Thorn and Zorn.
- This Moogle is at the beginning of Pinnacle Rocks on Disc 2.
- This Moogle is inside of Lindblum Inn, on the second floor. (Moodon the Moogle).
- This Moogle is near Dragon's Gate, before you leave out onto the World Map (Moonte the Moogle).
- This Moogle is inside of Fossil Roo, near the first Treasure Hunter
- This Moogle is hidden inside of Fossile Roo, behind a rocky wall near the third Treasure Hunter. You have to give the Hunter a Potion to dig the area, then dig up the back wall to find him.
- This Moogle (Mogmatt) is inside of the Grocer in the town of Conde Petie.
- This Moogle (Mogryo) is in Black Mage Village, and he sits outside of the hut where two Mages are guarding a Chocobo Egg from Quina.
- This Moogle (Suzuna) is in the Mountain Path area on Disc Two, alongside with Stiltzkin, the traveling Mog.
- This Moogle (Mocchi) is at the entrance of the Iifa Tree.
- This Moogle (Mocchi) is also at the Iifa Tree, but this time, he's on top of the tree, after you meet up with Kuja at the top.

D I S C 3

- This Moogle (Moguo), is the Moogle who you can call on the World Map at anytime in the game. He's very convenient.
- This Moogle (Kupo) is beyond the ally where Blank and Marcus hang out, and is near the ladder that leads to the roofs. He's with Stiltzkin and Artemician.

- This Moogles is inside of Alexandria Castle, on the main floor, in the eastern room.
- This Moogles (Mogrich) is in Treno, near the Weapon Shop and Auction House.
- This Moogles is in Lindblum Castle, in the Princess's chamber, near a chest.
- This Moogles is inside of Lindblum Inn, on the second floor. (Moodon the Moogles).
- This Moogles (Mimoza), sits at the entrance to Oeilvert on Disc 3, on the Forgotten Continent.
- This Moogles (Mooel), is inside the Oeilvert dungeon, and is near the last holograph projector (the last large one).
- This Moogles (Mojito), is in the first room to the right in the Desert Palace (the same room where Cid got the key and turned the hourglass upside-down).
- This Moogles (Mogsam), is in the Desert Palace library, to the west of the bookshelves.
- This Moogles (Mogrika), is at the top of Esto Gazo, right before entering Mount Gulug.
- This Moogles (Moolan), is inside of a cabin in Mount Gulug, to the east of the first rope you climb down.
- This Moogles (Mogtaka), is inside of the cabin that is to the west of the well and the lever, in Mount Gulug.
- This Moogles (Noggy), is in the eastern room in Daguerreo on Disc 3.
- This Moogles (Kumool), is in the second room in Ipsen's Castle.
- This Moogles (Moorock) is trapped inside of a large vase in a house in Bran Bel.
- This Moogles (Moorock), is also in Pandemonium, after you fight some battles with your party, just outside of the throne.
- This Moogles (Mozme), is at the top of the Blue Light Maze in Pandemonium.

D I S C 4

NOTE: For Disc 4, there are no Moogles. Instead, there are hidden save points, and hologram globes scattered around. I will list these instead of Moogles.

- This save point is at the entrance of Memoria.
- This save point is hidden after the Maliris boss fight in Memoria.
- This save point is right after the Tiamat boss fight in Memoria, after the space-bridge.

- This save point is hidden right after the Kraken boss fight in Memoria.
- This save point is the last hologram globe in Memoria, and your last chance to save your game. It is right before the Deathguise/Kuja/Necron boss sequence.

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09. Active Time Events (ATEs)

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D I S C 1

???: Watch the A.T.E. that the Moogle points out to you to see both Vivi and the Princess somewhere else in the forest.

The Escape: Steiner is trapped in a room (still), and he wishes to escape. He tries to think of a way to get out, but alas, it doesn't work. He still doesn't feel too good, so he sits down. As he does this, he finds a ragged doll that says 'Princess Garnet, age 15', and he freaks out, saying how could someone put her name on such a ragged doll, and that the Princess is 16, not 15.

The Girl Who was Left Behind: This one shows a girl by the name of Ruby, who is all alone way back at the Tavern in Alexandria. She's wondering where "everybuddy" went, and she doesn't know what to do now that nobody is around.

My Little Baby: This one shows Cinna outside of the crashed ship, and he's looking for something. He curses a few times, and keeps looking for his Garnet doll. He wonders how in the world he's supposed to sleep now, and thinks that it probably caught fire in the crash.

Orchestra in the Forest: This shows what is going on back at the Ship, with the band and a conductor. They all want to liven the place up, and make their music do the fighting against the monsters. As they begin, Baku comes downstairs, and says that he's gonna go take a look around, and he'll be right back...

Do as I say, Not as I do: This one shows Blank and Baku talking to each other on the ship. He gives Blank a map, and says it's gonna be a long trip back to Lindblum.

"Teach me, Mogster!" Lesson 1: This ATE shows two Moogles near a swamp, and the older brother (Mogster) will teach him several neat things including:

- Help Menu
- Battles
- Abilities
- Trance
- Icon that appears over the head
- Save Moogles
- Nothing

"Teach me, Mogster!" Lesson 2: You'll return to the swamp with Moggy and Mogster, the two brother Moogles. This time, here is what he'll teach you:

- Help Menu
- Battles
- Abilities
- Trance
- Icon that appears over your head
- Save Moogles
- Status Effects (NEW!)
- Elemental Properties (NEW!)
- Card Game (NEW!)

Vivi, Confused: In this ATE, Vivi explores the Village by himself, only to be confronted by a few snot-nosed kids, who upon seeing him, run away, and avoid him. Vivi becomes saddened by this, since whenever he attempts to walk towards them, they run away.

Garnet Tries: This ATE shows Garnet the Princess (who now has a new name, thanks to you, who changed it) in a small garden with some pumpkins and a scarecrow. She's wondering about the state of the Castle, and if it's okay, since there was quite a ruckus there earlier. She starts to sob, and says that her mother went too far (the Queen), and that she didn't have to fire at the ship, even if it was to rescue her. She also wonders how many people got hurt in the whole ordeal, then she meets up with an Old Lady. The Old Lady begins to kill the bugs on the crops, and as Garnet watches her, an oglop pops out of the crops, and the Old Lady notices that she likes oglops, when most girls hate them. So, in an attempt to blend in, she acts like she hates them, and screams.

Cat's Eye: This ATE shows a cat as he hops off the fireplace, and onto the desk of the receptionist inside of the Inn. The Innkeeper is stumped on what he should do. He says that he doesn't wanna give in to his brother, but everyone else is makin' money 'cept him. He then finds out who that "traveling customer" was, and says that he won't have to give him if he tells him about them, as the cat watches.

Cat's Eye 2: This one shows the Innkeeper again, but this time, he's happy about something. He laughs, and he says that he "sent someone to pick it up right away". He also says that he'll have to keep quiet until the guests leave, and pretend that he's asleep.

Garnet Tries Harder: This one shows Garnet in the Weapons Shop with Eve, and she's there to speak with Eve, and learn how common folk speak, but then some kid comes in and interrupts her.

Queen Brahne's Steiner: This one shows Steiner inside of some place in the village, helping out Dutiful Daughter Slai. He's helping her so she'll introduce him to some of the adults in the village, but she tells him that the adults don't come there during the day. He then

asks her what the main port of transportation is in the village, because there is someone he must escort to the castle. She tells Steiner to go to the observatory at the top of a mountain along the outskirts of village, and that an old man named Morrid lives there. He apparently takes care of the cargo ship.

Teach me, Mogster! (My first synthesis lesson): Back we go to the swamp with Mogster, and this time, the new thing he'll teach you about is the Synthesis Shops. You can also read up on the previous lessons as well:

- Help Menu
- Battles
- Abilities
- Trance
- Icon that appears over your head
- Save Moogles
- Status Effects
- Elemental Properties
- Card Game (NEW!)

Small-Town Knight in a Big City: In this ATE, it shows Steiner in the middle of Lindblum, saying how large it is, and that he's completely lost. He speaks to a Female Red Mage, and asks how to return back to the castle, and she just laughs at him. She also tells him how he should get rid of his armor, because of how disgusting it is. He then speaks to an old lady, and she shows him some pickles, he falls over, yells, but then states that they are rather good.

Vivi's Shopping: It shows Vivi inside of a shop, stating how "good a nut smells". Wow. Ahem, anyways, he begins to look around the shop, saying all kinds of stuff about the food, and reads this sign:

= Alice's Item Shop =

Festival of the Hunt Sale ends today!

When Vivi tries to check out, Alice asks him if he is friends with the Moogles, since he's buying a Kupo Nut, which are the Moogles' favorite food. She lets him have it for free, and Viv receives the Kupo Nut. She tells him that the upcoming festival has animals in it, and Vivi gets excited and runs off. After he leaves, Alice says something about "what's so fun about fighting savage beasts...?"

Steam Engine: This one shows Steiner lost once again, looking for the Princess. He whines about the size of the City, then asks someone where he is, and the old man tells him that he is on the bridge that links the castle and the docks. He points out the Hilde Garde 2, which is an airship that can run without Mist, since it has a steam engine.

What can I do?: This one shows Garnet in a bedroom, hearing the bell sound. As she tries to leave to go look around, the Elite Guard won't allow her to do so. Because of the Festival of the Hunt, the town is chaotic, making security rather difficult. He tells her it's for her safety...

Baku and His Crew: This ATE shows Baku and the others as they found a way out of the Evil Forest before it got petrified. They did this because Blank showed them a river before he gave the map to Zidane. Marcus wants to save his brother, Blank from the Evil Forest, but Baku thinks it's a better idea to let the Evil Forest stay petrified. They begin to find a way to get the forest un-petrified.

D I S C 2

Treno Tradition: This one shows Dagger in the city, as she watches a thief run away, then all of a sudden, some guy walks by her, and steals her money, and she loses 1000 Gil.

Confusion: This ATE takes over after the Treno Tradition one, and it shows Dagger walking around, while looking for SuperSoft. She talks to an old man, who cannot hear very well...and it's funny.

Unexpected Visitor: This ATE shows Dagger in an auction house, and she thinks that she might be able to find Supersoft here.

No Yummy-Yummies!: This ATE takes place in Cleyra Settlement, as Quina searches for some food...or yummy-yummies, but alas, cannot find anything. She asks two girls if they can make her the Queens-meal, or the South Gate Bunt Cake, but they just run away, cowering in fear.

Don't Hate Me: This ATE also takes place in Clerya Settlement, and it shows Vivi wandering around the town, as he spots some small children who call him a "pointy-headed devil". As he steps towards them, Burmecian Soldier Dan enters, and yells at him to leave his family alone...

I-I Haven't Hurt Anyone: This ATE is once again in Clerya, and it shows Dan the Soldier chasing Vivi into the Inn, saying that Vivi's a bastard, and that he killed his father. Then the entire family enters, and chants "Bastard!" at him.

There's a Mushroom!: This ATE shows Quina in the waterwheel part of town, as she finds a mushroom that she's never seen before...then she attempts to eat it...

Friendship: This ATE appears in Alexandria Castle, on Disc 2, when you attempt to save Dagger. It shows Marcus in the Evil Forest, running to save his brother

The Third Jewel: This ATE shows Alexandrian Soldiers in the Castle, loading up the supplies before Queen Brahne becomes upset. They're

packing up to leave, since they already have the Falcon Claw.

Brahne's Fleet Arrives: This ATE shows soldiers on Brahne's ship loading up supplies, as an Alexandrian Soldier yells at them to shut up and to keep loading. They wonder what the Queen could possibly want...

<Gwok-gwok!> **How infuriating!:** This ATE shows Alexandrian Soldiers prepping the ship, but as they're doing it, they find out that the machine has stopped, and the trolley stopping coming. They suspect Regent Cid in it, and that he's planning something...

Vivi and the Couple: This ATE shows Vivi exploring the Village of Conde Petie, and as he's doing so, Margaret Miller stops him in his tracks...only he's not the one she's talking to. She's really talking to Granin Miller, who is her husband. She's scolding him, and makes him get back to work.

Quina Accused: This ATE shows Quina inside of the Grocery, speaking with Wendy Grocer. She offers to sell Quina a pumpkin for 1000 Gil, and Quina asks why she needs Gil for food. Wendy then accuses her of being a thief, and Quina runs off.

Quina Can't Communicate: This ATE shows Quina in Conde Petie, looking for food still, only now she's being accused of being a thief everywhere she goes now, since they are always looking for thieves wherever they go...

Dagger and William: This ATE shows Dagger inside of a hut in Conde Petie, and as she tries to ask questions, they discuss her size, and what kind of girl she is. They also discuss her marrying someone in the Sanctuary...

Hungry Bryan: This ATE is also in Conde Petie, and it shows Bryan Rootrunner complaining to his sister that he's hungry, and she tells him that he's already eaten a boiled owl. He says he needs something with more punch, then they spot a Black Mage...

Life On The Run: This ATE occurs in Black Mage Village on Disc 2, and it shows the Black Mages running away from the humans (see: your party), and Vivi and Dagger are chasing them. As they do this, Dagger spots a hut...

Different Language: This ATE also occurs in Black Mage Village, and it shows Vivi trying to speak with the other Black Mages. They accept him, and show him their cemetery. Black Mage No. 56 talks about his friend, No. 36, who died, and they had to bury him...but he still thinks he's going to come back one day...

Visitor, Not Invader: This ATE also occurs in Black Mage Village, and it shows Dagger inside of one of the Mage's houses. She tries to talk to them, but all they do is accuse her of lying to them about Vivi.

Gourmand's Nose: This ATE also occurs in Black Mage Village, and this one shows Quina in another search for food, as she smells an aroma, she runs inside of a hut unknowingly...

Life Cycle: This ATE also occurs in Black Mage Village, and it shows Quina inside of the Mage house, as she finds out that the Mages are holding out on her with an Egg. She thinks it's a chocobo egg, and she wants to share it with them. They say that they got the egg from a chocobo mother before she died, and they want to raise it themselves. She says that they're crazy...

Vivi's Feelings: This ATE takes place in Madain Sari, on Disc 2. It shows Vivi searching around the area, and he's thinking deeply. He's thinking about what Black Mage No. 288 told him, about life and death. He wonders where he came from, and where he'll go when he dies.

Dagger's Feelings: This ATE also takes place in Madain Sari on Disc 2, and it shows Dagger wandering the town. She talks about the Summoners, those who can call forth eidolons. She wonders about her own eidolons herself...

Eiko's Feelings: This ATE also takes place in Madain Sari, and stars Eiko. She's in the kitchen, preparing a meal for her hero, Zidane.

Eiko's Kitchen: This ATE shows Eiko cooking, and you'll have to help her do so.

D I S C 3

It's So Big!: This ATE is in Alexandria, and it shows Eiko entering Alexandria castle. She is about to explore it, when the Ovenmeisters enter, and ask her if she is hungry. They ask her this question 3 times, and each time she nods, until they tell her "too bad", then run off. She gets pissed, and with good reason.

Long Time No See!: This ATE also takes place in Alexandria, and it shows Zenero, Benero, and Genero talking in the Weapon Shop. They all do the same gesture when they talk, which is funny. Genero has been gone training, and the other two want to know what he's been up to.

To Fly High: This ATE takes place in Alexandria, and shows Blank and Marcus hanging out in the back-ally, talking about Zidane and his ending relationship with Dagger. They say that he's depressed but this whole ordeal will make him stronger.

Artemicion: This ATE in Alexandria shows a purple Moogle in the clock tower where he meets up with Stiltzkin, and they are discussing the missing mail (letters).

I Forgot!: This ATE in Alexandria shows Baku in the mini-theater, where he's just remembered that he forgot to deliver Eiko's letter to Zidane. He checks himself for the letter, but it seems that he's lost it.

Clowns on a Dark Night: This ATE shows Zorn and Thorn in the town Square in Alexandria, and they're preparing to ask Dagger if they can re-enter the castle, but Blank and Marcus interrupt them. They are guarding Alexandria, so Zorn and Thorn cannot get past them, so they decide to leave Alexandria.

Eiko Talks Life: This ATE shows Eiko in Treno on Disc 3, and she's asked by Vivi why she didn't invite Zidane to go sightseeing with them. She tells him that he's thick-headed, and that he really likes Dagger, but he wants to act cool, but then they misunderstand each other, and end up fighting.

How He Ended Up Here: This ATE is also in Treno on Disc 3, and it shows Vivi's reunion with Marco, the guy from the Airship. He says that Vivi should thank his master, because he's the one who let him go to Alexandria for free.

Memories By The Water: This ATE takes place in Treno, and it shows Amarant wandering around, and shows a Four-Armed Man trying to scam the Queen Stella, but as he leaves, and sees who Amarant is, he runs off.

City People: This ATE is in Treno, and it shows Eiko overhearing a conversation between a few Noblemen about the cost of things, then laughing about it. The Four-Armed Man enters, and tries to kidnap Eiko so he can get the bounty for Amarant, so he offers to take her out to dinner...then Quina enters. S/he chases off the Four-Armed Man, to get some "delicious food". Eiko will get the Chimera Armllet that he dropped.

Home Sweet Home: This ATE shows Viv back home, in some odd cave area, as he remembers the past, and looks around the area to rethink about what happened in the past.

Good Old Days: This ATE shows Freya and Amarant outside of the Auction house in Treno. Freya has been investigating Kuja, and found that the owner of the auction house is Kuja. Amarant mentions that he used to be a security guard, and it was very dull...until the "day" showed up.

Hallucination: This ATE shows Quina wandering about Treno, looking for food. She still wonders why you need Gil to eat, and that she cannot eat without Gil. She then sees some food on the water, but she thinks it's a hallucination, but is too hungry to care, so she jumps in.

Premonition: This ATE shows Eiko in Treno, and she's returning to Dr. Tot in his tower. He then begins to ask her about her village and about her life. She then tells him that her and Dagger traded legendary crystals, which was divided up long ago. Tot tries to talk to her some more, but Eiko runs off,

Something Washed Ashore: This ATE takes place in Lindblum on Disc 3, and it shows some Soldiers near the dock, where Quina has washed up on the shore. They think she's dead, and the captain soldier says s/he is dead, but then Quina stands up, and he runs off, screaming.

Self-reproach: This ATE shows Dagger in Lindblum, on the roof where the telescope is, thinking to herself about Alexandria, and how it's her fault that it's gone...

Deep Anger: This ATE shows Kuja, who has survived the Alexandria disaster. He now thinks that nobody can kill him, and he's invincible. Kuja then walks out of his airship, with plenty of Black Mages

following him, as well as Zorn and Thorn.

My Hammer: This ATE shows Cinna in the Theater District in Lindblum, above the Clock Tower, helping to rebuild it. Marcus asks him if he can borrow his hammer, and Cinna freaks out about it. In the meantime, Cinna goes off to find something else for Marcus to use.

The Rally: This ATE shows all of the surviving Burmecians meeting together in Lindblum castle, including Freya. They get all happy about seeing each other once more, but then reflect on how sad it is that some of the other Burmecians had died. They ask each other what they're all going to do next, and the Burmecians say they will gather together to rebuild Burmecia, and they ask Freya to join them. She agrees to, but only have she has completed her objective with Zidane and the rest of the party.

No Free Lunch: This ATE in Lindblum shows Quina in the town square, looking for food. A man is selling gysahl pickles, and she wants some, so she tries one out...

Team: This ATE occurs in Lindblum Castle on Disc 3, after Mount Gulug has been conquered. It shows Baku and his team talking about the repairs in Lindblum, when Steiner runs in, looking for Dagger, because she cannot be found. Baku sends his team to search for Dagger in Lindblum, since they know the area so well.

Recovery: This ATE occurs after the "Team" ATE on Disc 3, and it shows Regent Cid speaking to the Engineers about the Hilde Garde 3, and he says that he's thinking about using parts of the Blue Narciss to build the body of the Hilde Garde 3, since it's a well made ship. They then begin building it quickly.

A Place to Call Home: This ATE takes place in Bran Bel on Disc 3, and it shows Quina speaking to the Genomes near the large crystal, and she asks why they are watching it, and if it's edible. She licks it, and finds that it's salty, then sees Zidane. They speak for a bit, then he walks off.

Where the Heart Is: This ATE also takes place in Bran Bel, and it shows Vivi attempting to speak to the citizens of Bran Bel, only to get no answer at all. He then thinks that he can get through to them, since he feels that he is similar to them in a way.

The Truth: This ATE also takes place in Bran Bel, and it shows Zidane following the blonde girl. She says she is taking him to see Garland, who is in Pandemonium.

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10. Mini-Games / Side-Quests

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In Final Fantasy IX, there are quite a few mini-games and/or Side-Quests that you can participate in, and even though you usually don't have to complete these to beat the game, they DO help you out in more ways than one.

 CATCHIN' FROGS

This mini-game can be played in Qu's Marsh, after you have recruited Quina into your party. Once she is in your party, your objective is to catch as many frogs as you can, all while earning prizes for your hard work from Quale, the elder Qu. Here is what you can earn for each amount of frogs you catch (Credit to Yee Seng Fu and his Secrets Guide for the following info):

Below shows
 the list of locations of the four Qu's Marsh.

Location Of Qu's Marsh	Description
Mist Continent	To the west of Chocobo's Forest, after crossing the bridge.
Outer Continent	Northeast of Black Mage Village.
Forgotten Continent	In the northern part of Forgetting Continent. East of Ipsen's Castle.
Salvage Archipelago	On an island, northwest of Daguerreo.

As Quina catches a certain number of frogs, Quale appears and rewards Quina. If you catch 99 frogs, Quale appears and challenges the party to a battle. By winning the battle, you receive Gastro Fork, Quina's most powerful weapon. Here's the rewards for the number of frogs you catch from Quale.

No Of Frogs	Rewards	
2 frogs	Ore	I haven't caught 99 frogs yet. Haven't had the time yet to play Final Fantasy IX. I think
5 frogs	Ether	I have caught around 60+ frogs currently. So, I haven't beaten Quale yet.
9 frogs	Silk Robe	
15 frogs	Elixir	
23 frogs	Silver Fork	[Please refer to 'Quale' section in the 'Secrets [Optional Boss]' content for strategies on how to beat Quale.
33 frogs	Bistro Fork	
45 frogs	Battle Boots	
99 frogs	Gastro Fork	

Credit	Thanks to PlayOnline for the list of rewards that you get for catching frogs.
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Quina's Blue Magic

You can learn some blue magic ability at Qu's Marsh by eating monsters like Gigan Toad, Sahagins etc. By eating Gigan Toad, Quina will learn the 'Frog Drop' ability. How much damage Quina's Frog Drop will cause, will depend on how much frog(s) Quina has caught. 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 x 100 = 7000 HP damage.

|Credit|Thanks to PlayOnline for the formula above. |
|_____||_____||

Frog Regenerate

It's important to know tips to help frogs to regenerate faster. Don't CATCH ALL the frogs, if not, it will take a LONG TIME for the frogs to regenerate. It could mean many HOURS. And, with ONLY FOUR Qu's Marsh in the world, it's important that you learn some tips. Here are some points that you should take note:

- a)The number of frogs you catch is cumulative. It means that the frogs you catch earlier still counts.
- b)Leave a male and female frog in the pond to let the frogs regenerate faster.
- c)If you leave a Golden Frog, together with a male and a female frog, the frogs will regenerate faster.
- d)Avoid catching the baby frogs. They will grow up to become adults. Adult frogs are easier to catch.
- e)Female frogs are usually brighter in colour than male frogs.
- f)Baby frogs are more olive-toned and are smaller.
- g)To distinguish the gender of the frogs, you might want to change the 'contrast' of your television. However, you can't distinguish the gender of the baby frogs, only adult frogs.

Another Tip:

The information below is contributed by zhicong <gayzc@yahoo.co.uk>. To distinguish between an adult male frog and an adult female frog, check the legs. [Applicable to adult frogs only.] An adult male frog has yellow legs and an adult female frog has red legs.

FESTIVAL OF THE HUNT

This isn't really a side-quest, since you have to complete it to advance in the game, but it is a mini-game, since it's a fun little game to play, and to earn some high-ass scores. ^_^ This can be played in Lindblum on Disc 1:

Hunters, on your mark! Ferocious beasts
swarm about the castle town!

The bigger the catch,
the higher the score!

= Festival of the Hunt =

The time limit is 12 minutes.
Use air cabs to go to other districts.
Once you lose in a battle,
you will be forced to retire.

The winner will be crowned Master Hunter
and receive the hunter's reward.
Who will come out on top!?

The point of the Festival of the Hunt is to kill as many of the roaming
monsters that you can in under 12 minutes. Here are some approximate
point values:

TRICK SPARROW: 4-10 Points
FANG: 15-23 Points
SQUIRREL: 10-20 Points

If you want to guarantee yourself a victory, simply find as many Fangs as
you can, be sure to have The Ogre weapon equipped, then head to the Business
District, then take the northeast path to find the largest monster:

ZAGNHOL (Worth over 200 Points)- You'll fight this monster alongside with
Freya. Simply attack it until it dies. It
has a few attacks that can do over 100 HP
of damage, but your Ogre weapon, and physical
attack can do well over 500 HP of damage to
him. If you kill him, you get all of the
points, and Freya gets none. :P

CHOCOBO HOT & COLD

This is one of the coolest mini-games in Final Fantasy IX, and can be played
after you've caught a chocobo in Chocobo Forest, which is to the east of
Dragon's Gate, and across the river. First, get some Gysahl Greens from Mene
the Moogler, then head out onto the World Map, and locate the Chocobo
tracks. Stand on them, and use the Gysahl Greens to catch Choco, the chocobo.
He is now yours! Now you can play Chocobo Hot & Cold:

- How to play Chocobo Hot & Cold -

Directional Pad: Move Choco
[Square]: Dig

When you dig with [Square],
Choco lets you know how close you are
to a treasure. When he finds it,

just dig, dig, dig, Kupo!

- Choco's Cries -

'Kweh' means nothing.
'Kweh!?' means it's far away.
'Kwehhh!?" means you're close.
'K-KWEHHH!!!' means you've found something!
Rare treasures are buried deep.
Once you find something, dig with [Square]!
until Depth reaches 0.

- Other Rules -

POINT SERVICE: You rack up points for each item you find. After enough points, you can exchange the points for items! This is what it keeps track of:

High Score (Area)

of games played (Area)/Total

Current points

DIGGING DEPTH: Each time you press [Square], Choco digs 6 feet underground. The deeper the item, the more valuable it is, and the more points it's worth.

POINT VALUES FOR ITEMS:

Echo Screen.....01 Point
Soft.....01 Point
Potion.....01 Point
Antidote.....01 Point
Gysahl Greens.....01 Point
Eye Drops.....01 Point
200 Gil.....02 Point(s)
Ore.....02 Point(s)
Remedy.....04 Point(s)
Stone with Pattern.....20 Point(s)

NOTE: You also get to keep whatever he digs up, even the Gil that he digs for you.

POINT BONUSES: If you find a treasure within the 5 seconds of another treasure, you'll get an additional 5 bonus points.

DIGGING BONUS: If you happen to dig up 4 or more items in one 60 second game session, Mene the Moogles will give you a bonus, which is that he'll DOUBLE the amount of points everything is worth for the remaining amount of time left in your session, and he'll add an extra 10 seconds to the game clock for you.

POINT EXCHANGE SYSTEM: When you exchange your points for items, you'll get a list to choose from:

Robe of Lords.....10000
Protect Ring.....8500
Wing Edge.....3500
Viltgance Card.....1800

Ether.....450
Ore.....250
Phoenix Down.....150
Gysahl Green.....10

Use your points wisely, and be sure to save up as many points as you can before trading them in for items. ^_^

LEVELING UP WITH CHOCO: As you collect points, Choco the chocobo can level up. There are different parts of him, like his Beak. The more points you rack up, the higher he levels up.

CHOCOGRAPH: This is also known as the "Stone with Pattern", and this area is located somewhere outside of the Chocobo Forest, and it contains tons of valuable treasure...

When you're ready, begin to play Chocobo Hot & Cold! Also note that you can always purchase additional Gysahl Greens from Mene the Moogles for 80 Gil per Gysahl Green. Here are the Chocobo Commands:

- Chocobo Navigation -

- [X] : Enter Chocobo's Forest
When you meet certain requirements...
- [Triangle] : Open Menu
- [Square] : Look for treasures
- [Circle] : Dismount
- [Select] : Switch navigation map
- [L1] [L2] : Camera Control
- [L2] : Lock/unlock camera rotation
- [R2] : Switch perspective

Now if you exit the Forest, and equip the Chocograph, it'll say to search the Stream, where it meets the ocean. To find it, simply cross the bridge again, then run left, and to the beach, and search there for a chest. Here is what I found in my chest:

- 2 Elixer
- 3 Hi-Potion
- 4 Ether
- 2 Germinas Boots

LEVELING UP QUICKLY

This trick only works in Oeilvert on Disc 3:

THIS AREA CONTAINS ENEMIES KNOWN AS EPITAPHS. THESE STONE-LIKE ENEMIES CAN BE STRONG AT TIMES, BUT IF YOU BATTLE THEM RIGHT, YOU CAN GAIN TONS OF EXPERIENCE POINTS FROM EACH BATTLE:

7000+ EXP.	FROM A BATTLE WITH ALL 4 OF YOUR PARTY MEMBERS ALIVE
9000+ EXP.	" " " " JUST 3 " " " " "
14000+ EXP	" " " " " 2 " " " " "
30000+ EXP	" " " " " 1 " " " " "

YA CATCH MY DRIFT? SO IF YOU FIGHT THE FIGHT WITH ONLY ONE CHARACTER LIVING AT THE END, YOU CAN GAIN SEVERAL LEVELS WITHIN JUST A FEW BATTLES. THE CATCH? WELL, THEY CAN CAST MIRROR, WHICH "MIRROR"'S ONE OF YOUR PARTY MEMBERS (NOT NECESSARILY ONE IN YOUR CURRENT PARTY, THOUGH), AND IT WILL CAST MIRROR A TOTAL OF THREE TIMES IN THE BATTLE, ONCE AFTER EACH TIME YOU HIT IT OR STEAL FROM IT. THE MORE MIRROR IMAGES YOU FACE, THE MORE EXP YOU CAN GAIN. BUT TO MAKE THE BATTLE EVEN EASIER, SIMPLY EQUIP JELLY, LEVEL-UP, AND ABILITY-UP. JELLY MAKES THE EPITAPH'S ONLY ATTACK, PETRIFY, UN-USABLE.

SO HERE IS HOW YOU SHOULD FIGHT HIM:

- ATTACK ONCE TO BRING ON THE MIRROR
- KILL MIRROR IMAGE
- ATTACK AGAIN TO BRING ON SECOND MIRROR
- KILL SECOND MIRROR IMAGE
- ATTACK ONCE MORE TO BRING LAST MIRROR
- KILL LAST MIRROR
- KILL EPITAPH

I SUGGEST KILLING OFF TWO OF YOUR CHARACTERS, THEN FIGHTING THE BATTLE WITH ONLY 2 CHARACTERS, THAT WAY, IF IT CLONES ONE OF YOUR CHARACTERS, THE OTHER WILL NOT BE CLONED (IT CLONES THE SAME MEMBER CONSISTANTLY THROUGHOUT THE BATTLE). AND IF YOU SURVIVE THE FIGHT WITH EITHER 1 OR 2 MEMBERS, YOU CAN GET ANYWHERE FROM 14000-40000 EXP FOR EACH FIGHT!!! BUT MAKE SURE YOU HAVE THE AUTO-POTION AND JELLY ABILITIES ON, OR ELSE THIS METHOD MIGHT NOT WORK, AND YOUR CHARACTERS WILL EITHER DIE OFF, OR BECOME PETRIFIED. I STRONGLY SUGGEST STAYING HERE FOR A FEW HOURS, AND LEVEL UP YOUR CHARACTERS UNTIL THEY ARE AROUND THE LEVEL 50-60 RANGE, THEN MOVING ON. THIS ALSO WORKS WONDERS FOR LEARNING ABILITIES, SINCE YOU LEARN THEM MUCH QUICKER HERE. ENJOY!!!!

THE EXCALIBUR 2

The Excalibur 2 is the strongest sword (or even weapon) in the whole game. To get this (according to rumors), is to reach the end of Disc 4 of the game in 12 hours or less. This sounds rediculous, but it's true. In order to do so, you'll have to do the following:

- Get a Chocobo so you can avoid random battles on the World Map
- Learn the Flee-Gil ability on Zidane right away so you can flee battles as not to waste time
- Skip FMVs
- Skip every ATE that occurs
- Don't do ANY side-quests (except for the chocobo one to get a chocobo, but that's it)
- Use the Airships you get to travel all the time
- Avoid un-needed items and areas (don't fully explore towns and villages to get extra items)

If you do this stuff, then you should be able to make it to disc 4 in around 12 hours, and get the Excalibur 2 sword.

STELLAZZIOS

Stellazzios are items/coins that are special, and can be found around Gaia during your adventure. They can be used to give to Queen Stella in her throne room in Treno, and in exchange, she'll reward you handsomely. Stellazzios are the coins that she collects, and everytime you give her one, she'll reward you with better and stronger items/gil/weapons. Be sure to find every Stellazzio in the game, and to collect all of the items that she gives you for each Stellazzio.

STELLAZZIO VALUES:

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.....	10000 Gil
8th Stellazzio.....	Black Belt
9th Stellazzio.....	20000 Gil
10th Stellazzio.....	Rosetta Ring
11th Stellazzio.....	30000 Gil
12th Stellazzio.....	Robe of Lords
13th Stellazzio.....	Hammer

LOCATIONS:

- Aries: In Dali on Disc 1, inside of the Windmill.
- Aquarius: In Ipsen's Castle on Disc 3, in a chest on the left side of the entrance.
- Cancer: In Burmecea on Disc 1, inside of a box inside one of the side areas.
- Capricorn: This one is in the chest in the water to the right of the entrance of Daguerreo on Disc 3.
- Gemini: This one can be found near Treno, near the entrance. To get it, just toss around 130-140 Gil into the fountain.
- Leo: This one is in the west tower in Alexandria on Disc 1, in the northern room, hidden in one of the corners of the room.
- Libra: This one is easy. It's in Madain Sari on Disc 2, next to the fountain near the Moogle.
- Ophiuchus: This one can only be gotten after gaining the other 12 Stellazzios and giving them to the Queen in Treno. It can then be found in Quan's Dwelling.
- Pisces: On Disc 4, when you get the Invincible, inside of a chest in the center area of the ship.
- Sagittarius: On Disc 2, in Lindblum, on the northern part of the ground near the Medicine shop.

Scorpio: This one is also in Quan's Dwelling, on the lowest level of the area.

Taurus: This one can be found on either Disc 2 or Disc 3, on the ground near the Item and Medicine shop.

Virgo: This one can be found on either Disc 2 or Disc 3, on the floor in the Inn.

BLACKJACK

To gain access to this Mini-Game, simply beat the game, and watch the credits. When the words "The End" appear, let the game sit for a while, then enter:

"R2, L1, R2, R2, Up, X, Right, Circle, Down, Triangle, L2, R1, R2, L1, Square, Square."

...and the Blackjack mini-game will begin. More on how to play this game later...

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.

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+ +

MR. MORRID'S COFFEE

NOTE: THE FOLLOWING SECTION WAS WRITTEN BY YEE SENG FU, AND WAS TAKEN FROM HIS FFIIX SECRETS GUIDE. ALL RIGHTS RESERVED.

In disc one, on your way from Ice Cavern to Dali, you might want to first head for the Observatory Mountain. An elderly man named Morrid lives inside the hut and he will reward you if you can bring him some rare coffee. [Hmm... coffee has brands too!!!]

The three rare coffees are Moccha Coffee, Kirman Coffee and Burman Coffee. You HAVE to give these three coffees to Mr. Morrid before the END of DISC THREE, that is before you head to the World Of Terra. Below shows the location of these three coffees.

Rare Coffee	Location	I didn't
_____	_____	return to
Moccha Coffee	South Gate entrance. Examine bottom	Dali during

	right of the screen.	the Card
		Tournament
Kirman Coffee	Search near the picnic table on the	period to
	far left on Eiko's back porch in	get Burman
	Madain Sari.	Coffee and
		Mini-Brahne.
Burman Coffee	See below for details.	<Shrug>

Getting Moccha Coffee:

There's so many South Gates and you might wonder which South Gate entrance. It is the South Gate entrance near the Chocobo's Forest. That South Gate is located on flat plains, not Mountain and from where Chocobo's Forest is, walk a little northeast and you will find it.

Moccha Coffee is on the bottom right of the screen. You should see water flowing down if you are observant. Check this area.

Getting Kirman Coffee:

See the table above for all the details. I don't think I have anything more to add on.

Getting Burman Coffee:

The ONLY chance to get Burman Coffee is to let Zidane leave Treno DURING the CARD TOURNAMENT during disc THREE and head through South Gate to Dali. You might WANT TO get some of your PARTY MEMBERS back since you will definitely face some enemies on your way from Treno to Dali. [Please refer to the 'Home Sweet Home' and 'Good Old Days' sections in the 'Secrets [Treno]' content to find more details on how to get some of your party members back during the Card Tournament.]

The Mayor is not at home during this period. You notice that the Mayor's son is sleeping on the sofa in the middle room. If Zidane makes too much noises during his movement, the Mayor's son will be awoken and you have to start your search again.

Search the Mayor's desk and you will find the Mini-Brahne here. Search the desk two more times and the boy starts to say 'Zzzz'. Slowly move to the stove and search the stove to find the Mayor's Key. Next, leave the Mayor's house and go to windmill. Move around the chocobo pen to the right side to find a hidden treasure chest contains 30,000 Gil. Examine the same chest to find the Burman Coffee.

TIPS	From the start of the Card Tournament in Dali onwards, you	
	will notice that the windmill in Dali has stopped spinning.	
	Enter the winmill and go upstairs. You can now get the two	
	chests that contain Cachusha and Elixir, which you can't	
	get previously.	

NOTE	If you forget to get the Burman Coffee in Dali during the	
	card tournament period in disc three, you will not be able	

| to get it anymore. However, you can still get the Mini- |
 |Brahne figure in disc four. Similarly, missing any of the |
 |three coffees will mean that you cannot get the Mini-Prima |
 |Vista. See rewards below and also the 'Figurines' section |
 |in the 'Side Quest' content for more details. |
 |_____ |

Rewards:

Mr. Morrid said that he will mail to you the Mini-Prima Vista model ship, which he bought it in Treno's Auction house, if you manage to find all the three rare coffees to him. Head to Tantalus hideout in Lindblum to find the Mini-Prima Vista model ship sitting on the floor near the bed.

This 'Mr. Morrid's Coffee' side quest is quite important, especially if you want to get the complete four figurines. The four figurines are key items and if you have them, it will improve your treasure hunting ranking. [Please refer to 'Ranking In Daguerreo' section in the 'Secrets [Daguerreo]' content for more details.]

If these aren't enough, check near the cart outside his house for a Hi-Potion and also near the fence by the cliff for 135 gil. [Not really a lot of money but let's just take it!!!!]

 FIGURINES

NOTE: THE FOLLOWING SECTION WAS WRITTEN BY YEE SENG FU, AND WAS TAKEN FROM HIS FFX SECRETS GUIDE. ALL RIGHTS RESERVED.

The four figurines are key items that will improve your treasure hunting ranking. Completing the 'Mr. Morrid's Coffee' side quest is also a MUST since you might also find two of the four figurines during your quest. [Please refer to 'Ranking In Daguerreo' section in the 'Secrets [Daguerreo]' and 'Mr. Morrid's Coffee' section in the 'Side Quest' content for more details.]

Figurines	Location
Mini-Cid	Purchase from Treno's Auction house.
Mini-Burmecia	Inside the Tantalus troupe's playhouse in Lindblum.
Mini-Brahne	See below for details.
Mini-Prima Vista	Complete the 'Mr. Morrid's Coffee' side quest. Then, go to Tantalus Hideout in Lindblum.

With reference to the table above,

a) Please refer to 'Treno Auction' section in 'Secrets [General]'

content for more details.

- b)The playhouse is in the Theater District. Remember the house where there's noone initially and later on, Lucella and Bunce came in later and have a conversation with Zidane? You can find 68 Gil, 97 Gil and 282 Gil and Mini-Burmechia.
- c)There are two ways to get Mini-Brahne. The first way is to search the Mayor's desk in Dali during the card tournament in disc three. If you forget to get the Mini-Brahne, you can still get it in disc four. The second way is to enter the Mayor's house in Dali during disc four. You notice that the Mayor is not there and his son is sleeping in the sofa. Notice that there's a ladder on the top-left of the screen? Climb the ladder to get the Mini-Brahne.
- d)Please refer to 'Mr. Morrid's Coffee' section in the 'Side Quest' content for more details.

Credit	Thanks to Marty Dado <dadom@wabash.edu> and pearlz
	<jeffo_67@yahoo.com> for telling me that you can still get
	Mini-Brahne in disc four, even if you didn't get it during
	card tournament period in disc three.
_____	_____

Problem Getting Mini-Prima Vista:

Many gamers have e-mailed me and asked me how to get the Mini-Prima Vista model ship. They found the Tantalus hideout in Lindblum and saw the Mini-Prima Vista model ship. The problem is they can't seem to reach the Mini-Prima Vista model ship and get it.

According to Tim <ragnarok@chartermi.net>, even though you can't pick up the Mini-Prima Vista model ship at Tantalus Hideout in Lindblum, the Mini-Prima Vista is being counted in your Treasure Hunting Ranking. However, it's not shown in the key item menu.

I hope the mystery of Mini-Prima Vista is finally solved. [But then, I have a feeling that I will have to update the information about Mini-Prima Vista one more time. I am sure I am going to get lots of e-mails on this.] I posted several messages regarding Mini-Prima Vista at gamefaqs message boards. Not much overwhelming responses but saw some answers in the board. However, it was Tim <ragnarok@chartermi.net> who e-mail me first so credit goes to him.

Credit	Thanks to Tim <ragnarok@chartermi.net> for telling me that
	even though Mini-Prima Vista cannot be picked up, it is
	still counted in your Treasure Hunting Ranking.
_____	_____

FRIENDLY MONSTERS

NOTE: THE FOLLOWING SECTION WAS WRITTEN BY YEE SENG FU, AND WAS TAKEN FROM HIS FFXI SECRETS GUIDE. ALL RIGHTS RESERVED.

During a random battle, you notice that the battle theme has changed to a sweet and melodic one. The creatures that appear will not attack

you but they beg you to give them a specific item. By agreeing to their request, you will receive tons of AP and even a useful item. There are nine such friendly monsters at various locations in the world.

Things To Take Note:

-
- 1) DO NOT attack these creatures or they will run away.
 - 2) You DO NOT need to encounter them IN ORDER but I will strongly advise you to encounter them in the ORDER I have listed in the table. [Look at the spoils you get for each creature and you will figure why.] However, to encounter the Friendly Yan, you have to find all the other eight creatures and perform their requests first, if not, the Friendly Yan will run away.
 - 3) Be PATIENT if these creatures don't appear. They MAY appear after you have fought a couple of battles in the area.
 - 4) They won't give the party any Exp or Gil but they give the party a lot of AP. Before fighting them, make sure the party equips weapons and armours to let them learn skills that require a LOT of AP. This makes learning ability faster. Also, equip them with the Ability Up ability so that they can double the AP they gain.
 - 5) Note that you must have the airship or at least a red chocobo to get to the forest where you can find Purple Jabberwock.

Name	Location	Request(s)	Spoil(s)
Brown Mu	Plains, Forest etc between Ice Cavern and Dali.	1 Ore.	10 AP, 1 Potion.
White Ghost	Plains around Treno.	1 Ore.	10 AP, 1 Hi-Potion
Colour Ladybug	Around Forest outside Black Mage Village.	2 Ores.	20 AP, Ether.
Green Yeti	The bigger forest outside Madain Sari.	2 Ores.	20 AP, Elixir.
Green Nymph	Forest around Iifa Tree area.	3 Ores.	30 AP, Emerald.
Purple Jabberwock	Forest directly east of Oeilvert.	Emerald.	40 AP, Moonstone.
Green Feather Circle	Lost Continent, near to chocobo's track.	Moonstone.	30 AP, Lapis Lazuli.
Rainbow Garuda	Forest facing east on the plateau after climbing the rope inside Gizamaluke's Grotto.	Lapis Lazuli.	40 AP, Diamond.
Friendly Yan	Forest on Vile Island. Vile island is the island southwest of Iifa Tree.	Diamond.	50 AP, Rosetta Ring.

What's The Reward:

It is important that you encounter all the nine Friendly Monsters. They are a valuable source for gaining huge amount of AP and it will aid you in learning skills that require high AP. Remember to equip the Ability Up ability.

Another reward that you will definitely want is the 'Friendly Monsters' blessings. It increases your range of attack when you are fighting against Ozma, thus making physical attacks to Ozma possible. This is very crucial as characters like Zidane, Steiner and Amarant more useful in the battle.

An Interesting Note:

It is possible to beat Ozma without getting the 'Friendly Monsters' blessings. If you beat Ozma before completing the 'Friendly Monsters' side quest and then you go and encounter Friendly Yan, [Assume you have found all other eight Friendly Monsters.], it will be stunned after you give it a Diamond. it will say a line like 'reach the round guy... huh? You already BEAT him?'

Credit Thanks to <ebk@sfu.ca> for telling me what Friendly Yan	
will say if you beat Ozma before encountering it.	

A Cheat!!!:

On the island, just outside Daguerreo, you may encounter a creature called Gimme Cat. It asks for a Diamond. You might think that it is the 10th Friendly Monsters. However, it isn't. You also notice that the usual battle theme is playing, and NOT the sweet and melodic music. If you give Gimme Cat a Diamond, it will run away, giving you NOTHING, so DON'T give it ANYTHING. It WILL NOT attack you initially but if you attack it first, it will get angry and start to attack you with comet. Defeat it and it gives you 4 Exp and 5000 Gil. Not advisable to beat since it's a waste of time but it's a good chance to earn gil, especially when the Millionaire ability is equipped. If not, choose to run away or use Zidane's Flee ability.

Not Friendly???:

You may encounter 'Not Friendly' versions of these friendly monsters. These monsters have the same name as the 'Friendly Monsters' but then, they are just like the normal enemies that you have encountered. However, you can spot some differences between these monsters and their respective 'Friendly' versions like colour differences, skin texture differences etc. Also, take note that these 'Friendly' and 'Not Friendly' monsters are found in the same area in the world.

An example is the 'Non-Friendly' versions of Yan, which can give you a lot of Exp but they are not really easy to defeat. [The Exp you gain is even higher than defeating Grand Dragons.] Each Yan has 19,465 HP, 3378 MP and it gives you 42,673 Exp and 2218 Gil for defeating it. Furthermore, they may come in a set of two or three. Also, if Quina manage to eat a Yan, s/he will learn the Auto-Life ability.

THE RAGTIME MOUSE

NOTE: THE FOLLOWING SECTION WAS WRITTEN BY YEE SENG FU, AND WAS TAKEN FROM HIS FFXI SECRETS GUIDE. ALL RIGHTS RESERVED.

While roaming the forests, you may encounter a weird creature in a battle that asks your party true or false question. You will also realise that the battle theme has changed to a rather sweet and melodic one. The large 'Circle' symbol represents true and the large 'X' symbol represents false.

You receive a percentage grade based on the number of questions that you have answered right or wrong for each correct answer. Percentage grade will be higher if you have answered most of the questions correctly. Depending on your percentage grade, you get different amount of gil.

There are some points that you should take note of:

- a)The Ragtime Mouse ONLY occurs RANDOMLY in FOREST. You cannot find Ragtime Mouse, OTHER than in FOREST.
- b)The battle theme changes if you encounter the Ragtime Mouse.
- c)DO NOT ATTACK the Ragtime Mouse or he will RUN AWAY.
- d)To answer his question, ATTACK the correct symbol. The answer is either TRUE or FALSE.
- e)If answer correctly, the Ragtime Mouse will give you a certain amount of gil. If you answer wrongly, you receive nothing.
- f)Unlike the Friendly Monsters, you DO NOT NEED to give the Ragtime Mouse ANYTHING.

In total, six different tips to encounter the RagTime Mouse have been compiled here and hopefully, some of these tips will be of some use to you.

Tip #1 To Encounter The RagTime Mouse Easily:

As you know, Ragtime Mouse appears ONLY in the forest. An example of an area where you can encounter Ragtime Mouse quite often is the huge forest outside the Black MageVillage.

I found a way to encounter Ragtime Mouse. It's not a trick. Now, the chances of Ragtime Mouse appearing in the SAME forest AGAIN is not quite high. You might have to fight a few battles before Ragtime Mouse can appear in the SAME forest.

First, you must have the airship. Having an airship makes travelling easier and saves time. Try to encounter Ragtime Mouse in a forest. After that, go to the airship and pilot the airship to the NEAREST forest. Walk around the new forest and enter into a random battle. Hopefully, it's Ragtime Mouse. If not, fight one or two more battles and Ragtime Mouse should appear in the next battle. Chances of Ragtime Mouse appearing is very high in a forest that you have NEVER been to or have not been to for a VERY LONG TIME. In such situations, your FIRST random battle is most likely to be the Ragtime Mouse.

I hope the above information helps you. I won't say this information WORKS all the time but this is what I have observed. I manage to

encounter the Ragtime Mouse CONSECUTIVELY for two to four battles by having each battle in DIFFERENT forest. With that, I completed the Ragtime Mouse side quest quite fast.

Tip #2 To Encounter The Ragtime Mouse Easily:

According to LatexMantus <latexmantus@hotmail.com>, he says that after your main character, Zidane gains a level, save your game and then wander around in a forest. Probability that Ragtime Mouse will appear is very high, usually 9 times out of 10 times.

Credit	Thanks to LatexMantus <latexmantus@hotmail.com> for the	
	tip that enables encountering of Ragtime Mouse easier.	

Tip #3 To Encounter The Ragtime Mouse Easily:

According to Paul Sutherland <subbo69@hotmail.com>, he says that while in a forest [any forest will do], use a tent, then just keep walking in a straight line up and down until a random battle occurs. Now, this is the most critical part. When a random battle occurs, you must quickly release any button you are pressing, or else Ragtime Mouse will not appear.

Use a tent anytime you want. he says that he was able to encounter the Ragtime Mouse in TEN CONSECUTIVE battles in the SAME forest, using this technique.

Credit	Thanks to Paul Sutherland <subbo69@hotmail.com> for the	
	tip that enables encountering of Ragtime Mouse easier.	

Tip #4 To Encounter The Ragtime Mouse Easily:

Ride your chocobo to the forest. Then, get off the chocobo and roam around until a random battle occurs. Most likely, it is the Ragtime Mouse. And, if you are in a designated area, where you can find the Ragtime Mouse or a Friendly Monster, there is quite a high chance of encountering either one after you get off the chocobo. After the fight, get onto the chocobo and then hop off the chocobo and finally, repeat the process over again.

Credit	Thanks to Diptoos <diptoos@yahoo.com> for the tip that	
	enables encountering of Ragtime Mouse easier.	

Tip #5 To Encounter The Ragtime Mouse Easily:

Chances of Ragtime Mouse appearing increases when you load from a saved game. So, if you are frustrated because Ragtime Mouse does not appear, try saving your game, then use soft reset and load the game again. Repeat this procedure several times.

Credit	Thanks to Joshua Koo <joshuakoo@edsamail.com.sg> for the	
	tip that enables encountering of Ragtime Mouse easier.	

| _____ |
Tip #6 To Encounter The Ragtime Mouse Easily: [By Aaron B Tadeo]

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.

-The tip above can be found in Aaron B Tadeo's marvellous FFIQ faq. Remember to check out his faq.

| _____ |
| Credit | Thanks to Aaron B Tadeo <aaron20@edsamail.com.ph> for the |
| | tip that enables encountering of Ragtime Mouse easier. |
| _____ |

Completing The Ragtime Mouse Quest:

Encounter the Ragtime Mouse Quest for 16 times and answer all his 16 questions. Encounter him one more time and Ragtime Mouse will be defeated. You will also receive Protect Ring for your efforts.

If you answer all his 16 questions CORRECTLY, besides obtaining the Protect Ring, you will also receive 22,852 Exp and 59,630 Gil.

Below are the questions asked by the Ragtime Mouse. The questions are asked randomly. Note that if you happen to spot any error in the questions and answers, please inform me.

/The Ragtime Mouse Questions \ / _____ \ No Question Answer		
1	"I Want To Be Your Canary" was written by Lord Afon.	False.
2	The 15th Lindblum War started in 1600.	False.
3	The theater ship Prima Vista was build in Artania Shipyards.	False.
4	Lindblum Castle is larger than Alexandria Castle.	True.
5	Some Mu's are friendly and won't attack.	True.
6	Burkmea Cable Cars have been running for 8 years.	True.
7	Only one desert exists in the entire world.	False.
8	Conde Petie is a village of Goblins.	False.
9	Prima Vista means love at first sight.	False.

10	Treno's cafe, Card Carta, is members only.	True.
11	Bobo bird is a bird that brings you fortune.	False.
12	You can defeat Ragtimer.	True.
13	Chocobo Forest is located between Lindblum and South Gate.	True.
14	The Theater ship Prima Vista uses Mist as its energy.	True.
15	Fossil Roo is an underground tunnel that connects Treno and Alexandria.	False.
16	Lindblum's Air Cabs operate around the clock.	True.

Thanks also to Aaron Tadeo for confirming the 16 Ragtime Mouse questions with me.

Credit|The questions and answers from 1 to 13 listed above in the table are taken from www.playonline.com.

Credit|Thanks to Pork Chop <pcandpg@home.com> for giving me the 14th question and the answer as well.

Credit|Thanks to Koujiryuu <koujiryuu@home.com> for giving me the 14th question and the answer as well.

Credit|Thanks to <chooyeon@pop.singnet.com.sg for giving me the 15th question and the answer as well.

Credit|Thanks to Vincent J. <vincent88@mail.com> for giving me the 16th question and the answer as well.

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11. Bestiary List

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ENEMY LINGO:

LEVEL: This represents what level the character is during the fight with the enemy. Just like the levels with

your characters, the higher the level, the stronger the enemy is, and the higher the stats of the enemy is (Defense, Attack, Magic, Magic Defense, etc.). So basically, if an enemy has a high level, then you can expect a tough battle ahead of you.

HP (HIT POINTS): This represents the HP (Hit Points) that the enemy has, and it's just like the HP of your characters. The HP represents how many hit points it takes to take out the enemy, and it's the enemy's health bar. The more Hit Points an enemy has, the more health it has, and the longer it will take to kill it, and the more damage the enemy can take in a battle.

MP (MAGIC POINTS): This represents the MP (Magic Points) that the enemy has, and it's just like the MP of your characters. The MP represents how many Magic Points the enemy has, and how much Magic the enemy can use at any given time. The more Magic Points it has, the more magic the enemy can use, and it can use more magic for a longer time. So basically, if it has more Magic Points, then it has more flexibility when it comes to using Magic, and therefore, it becomes stronger.

GIL: This represents the amount of Gil (money) that each enemy yields after the fight. The basic rule is that if the enemy is strong, then you will get more Gil than you would with a weaker enemy (stronger the enemy, the more Gil you receive).

EXP (EXPERIENCE POINTS): The EXP represents how much experience points each character receives after defeating the specific monster in a fight. The more EXP you get/have, the faster and stronger your characters become, and the more levels your character gains.

STEAL ITEMS: This represents what items you can steal from the enemy during a fight, but only with characters with the steal ability on them (Zidane and Amarant to an extent). There are different levels of steal-able items: There are items that you can get easily, items that can be sort of hard to steal, and those items that can be almost impossible to steal from the enemy. The smaller, more common items can be stolen easier than the stronger, rarer items. Good luck with this, and if you wish to steal better items, then I suggest that you use the Thievery skill with Zidane, then steal; it makes it much easier to steal from a enemy in battle.

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EXAMPLE ENEMY:

Red Dragon:

Level.....The level the enemy is at (high level = stronger)
HP.....The enemy's Hit Points

MP.....The enemy's Magic Points
Gil.....How much Gil you receive after a fight with them
EXP.....How much Experience Points you get after a fight
Steal Items.....Items you can steal from the enemy

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Abadon:

Level.....58
HP.....12658
MP.....2479
Gil.....2604
EXP.....32073
Steal Items.....Garnet, Vaccine, Phx. Pinion

Abomination:

Level.....15
HP.....879
MP.....482
Gil.....388
EXP.....913
Steal Items.....Ether, Hi-Potion, Ore

Adamantoise:

Level.....31
HP.....3587
MP.....1043
Gil.....4433
EXP.....5096
Steal Items.....Hi-Potion, Tent, Phx. Down

Agares:

Level.....43
HP.....6775
MP.....1596
Gil.....1945
EXP.....14279
Steal Items.....Ore, Tent, Soft

Amadusias:

Level.....42
HP.....6578
MP.....1568
Gil.....0
EXP.....0
Steal Items.....Tent, Ether

Amemone:

Level.....31
HP.....3586
MP.....1045
Gil.....1137
EXP.....5080
Steal Items.....Tent, Ore

Armstrong:

Level.....33
HP.....4204
MP.....1165
Gil.....1456
EXP.....7150
Steal Items.....Ore, Hi-Potion, Ether

Ash:

Level.....66
HP.....25951
MP.....3016
Gil.....2748
EXP.....40329
Steal Items.....Tent

Axe Beak:

Level.....06
HP.....241
MP.....249
Gil.....224
EXP.....123
Steal Items.....Ore, Ether

Axolotl:

Level.....06
HP.....211
MP.....266
Gil.....236
EXP.....106
Steal Items.....Potion, Hi-Potion, Phx. Pinion

Bandersnatch:

Level.....16
HP.....899
MP.....464
Gil.....347
EXP.....787
Steal Items.....Potion, Tent

Basilisk:

Level.....06346
HP.....346
MP.....247
Gil.....233
EXP.....167
Steal Items.....Hi-Potion, Soft

Behemoth:

Level.....71
HP.....24123
MP.....3338
Gil.....2764
EXP.....53168
Steal Items.....Phx. Pinion

Benero:

Level.....01
HP.....28
MP.....149
Gil.....0
EXP.....0
Steal Items.....None

Blazer Beetle:

Level.....19
HP.....1468
MP.....603
Gil.....740
EXP.....1548
Steal Items.....Ether, Hi-Potion, Phx. Down

Bomb:

Level.....10
HP.....526
MP.....359
Gil.....235
EXP.....178
Steal Items.....Ether, Ore, Hi-Potion

Cactuar:

Level.....30
HP.....1939
MP.....1018
Gil.....1021
EXP.....4208
Steal Items.....Tent, Ether, Phx. Down

Carrion Worm:

Level.....09
HP.....259
MP.....345
Gil.....319
EXP.....329
Steal Items.....Annoytmnt, Tent

Carve Spider:

Level.....03
HP.....123
MP.....199
Gil.....124
EXP.....48
Steal Items.....Potion, Tent, Ore

Catoblepas:

Level.....32
HP.....3727
MP.....1069
Gil.....1421
EXP.....6609
Steal Items.....Soft, Ether, Hi-Potion

Cave Imp:

Level.....02
HP.....74
MP.....186
Gil.....118
EXP.....35
Steal Items.....Phx. Down, Potion

Cerberus:

Level.....44
HP.....6977
MP.....1625
Gil.....1984
EXP.....15181
Steal Items.....Ore, Tent, Ether

Chimera:

Level.....67
HP.....21901
MP.....3053
Gil.....2732
EXP.....42785
Steal Items.....Garnet, Vaccine, Remedy

Clipper:

Level.....07
HP.....294
MP.....278
Gil.....190
EXP.....80
Steal Items.....Hi-Potion, Ore

Crawler:

Level.....10
HP.....625
MP.....358
Gil.....323
EXP.....480
Steal Items.....Antidote, Phx. Down, Hi-Potion

Dendrobium:

Level.....02
HP.....174
MP.....186
Gil.....99
EXP.....39
Steal Items.....Tent, Ore, Eye Drops

Dracozombie:

Level.....24
HP.....2179
MP.....760
Gil.....941
EXP.....3229
Steal Items.....Ether, Hi-Potion, Magic Tag

Drakan:

Level.....30
HP.....3292
MP.....1018
Gil.....1118
EXP.....5675
Steal Items.....Antidote

Dragonfly:

Level.....08
HP.....348
MP.....295
Gil.....307
EXP.....249
Steal Items.....Tent, Eye Drops

Epitaph:

Level.....32
HP.....3732
MP.....300
Gil.....0
EXP.....0
Steal Items.....Soft, Phoenix Down

False Answer:

Level.....11
HP.....594
MP.....376
Gil.....0
EXP.....23852
Steal Items.....None

Fang:

Level.....1
HP.....68
MP.....170
Gil.....90
EXP.....23
Steal Items.....Potion, Phx. Down

Feather:

Level.....13
HP.....619
MP.....448
Gil.....378
EXP.....628
Steal Items.....Hi-Potion, Ether, Phx. Down

Flan:

Level.....02
HP.....75
MP.....183
Gil.....110
EXP.....41
Steal Items.....Potion, Ore

Gargoyal:

Level.....44
HP.....6977
MP.....1628
Gil.....1956
EXP.....15181
Steal Items.....Tent, Ether, Hi-Potion

Garuda:

Level.....35
HP.....3521
MP.....1216
Gil.....1279
EXP.....6933
Steal Items.....Ether, Ore, Hi-Potion

Ghost:

Level.....04
HP.....118
MP.....9999
Gil.....129
EXP.....48
Steal Items.....Ore, Potion, Hi-Potion

Gigan Octopus:

Level.....31
HP.....3584
MP.....1044
Gil.....1840
EXP.....6096
Steal Items.....Phx. Down, Ether, Eye Drops

Gigan Toad:

Level.....07
HP.....297
MP.....280
Gil.....288
EXP.....178
Steal Items.....Ore

Gimme Cat:

Level.....36
HP.....4683
MP.....1240
Gil.....5000
EXP.....04
Steal Items.....Echo Screen, Tent, Ether

Gnoll:

Level.....18
HP.....1375
MP.....586
Gil.....691
EXP.....1368
Steal Items.....Phx. Down, Ether, Hi-Potion

Goblin:

Level.....05
HP.....33
MP.....172
Gil.....88
EXP.....23
Steal Items.....Potion

Goblin Mage:

Level.....15
HP.....983
MP.....485
Gil.....568
EXP.....913
Steal Items.....Ore, Potion

Grand Dragon:

Level.....60
HP.....13206
MP.....2550
Gil.....2604
EXP.....35208
Steal Items.....Rising Sun, Ether, Tent

Grenade:

Level.....36
HP.....4685
MP.....1240
Gil.....1336
EXP.....7459
Steal Items.....Ore, Ether, Tent

Griffin:

Level.....16
HP.....1470
MP.....602
Gil.....602
EXP.....1858
Steal Items.....Ore

Grimlock:

Level.....30
HP.....3292
MP.....1018
Gil.....1363
EXP.....6610
Steal Items.....Ether, Tent, Ore

Haagen:

Level.....01
HP.....33
MP.....673
Gil.....72
EXP.....0
Steal Items.....None

Hecteyes:

Level.....51
HP.....9567
MP.....2033
Gil.....2049
EXP.....17096
Steal Items.....Vaccine, Hi-Potion, Phx. Pinion

Hedgehog Pie:

Level.....07
HP.....295
MP.....281
Gil.....187
EXP.....119
Steal Items.....Ore, Hi-Potion, Phx. Pinion

Hornet:

Level.....07
HP.....293
MP.....281
Gil.....194
EXP.....89
Steal Items.....Potion

Ironite:

Level.....11
HP.....889
MP.....374
Gil.....269
EXP.....577
Steal Items.....Soft, Hi-Potion

Iron Man:

Level.....68
HP.....21217
MP.....3091
Gil.....2796
EXP.....42996
Steal Items.....Phx. Down

Jabberwock:

Level.....30
HP.....3442
MP.....1019
Gil.....1156
EXP.....4685
Steal Items.....Hi-Potion, Ore

King Leo:

Level.....01
HP.....186
MP.....373
Gil.....0
EXP.....0
Steal Items.....None

Ladybug:

Level.....06
HP.....244
MP.....266
Gil.....193
EXP.....89
Steal Items.....Eye Drops, Tent, Hi-Potion, Phx. Pinion

Lamia:

Level.....10
HP.....994
MP.....358
Gil.....494
EXP.....204
Steal Items.....Phx. Pinion, Ore

Land Worm:

Level.....29
HP.....5294
MP.....997
Gil.....1316
EXP.....5151
Steal Items.....Hi-Potion, Ore

Lizard Man:

Level.....10
HP.....589
MP.....359
Gil.....218
EXP.....173
Steal Items.....Ore, Tent

Magic Vice:

Level.....07
HP.....297
MP.....278
Gil.....237
EXP.....213
Steal Items.....Echo Screen, Ether

Malboro:

Level.....57
HP.....11687
MP.....2334
Gil.....2572
EXP.....30579
Steal Items.....Vaccine, Ore

Mandragora:

Level.....09
HP.....662
MP.....344
Gil.....595
EXP.....307
Steal Items.....Tent, Hi-Potion, Echo Screen

Mimic:

Level.....08
HP.....346
MP.....295
Gil.....777
EXP.....320
Steal Items.....Antidote, Hi-Potion

Mistodon:

Level.....19
HP.....1473
MP.....602
Gil.....747
EXP.....2548
Steal Items.....Hi-Potion, Ore

Mover:

Level.....52
HP.....7352
MP.....2064
Gil.....2300
EXP.....23801
Steal Items.....Tent, Vaccine, Opal

Mu:

Level.....02
HP.....78
MP.....186
Gil.....0
EXP.....0
Steal Items.....None

Myconid:

Level.....20
HP.....1372
MP.....584
Gil.....726
EXP.....1368
Steal Items.....Tent, Eye Drops

Nymph:

Level.....09
HP.....458
MP.....345
Gil.....303
EXP.....1368
Steal Items.....Ore, Echo Screen, Hi-Potion, Phx. Pinion

Ochu:

Level.....16
HP.....3568
MP.....622
Gil.....845
EXP.....2093
Steal Items.....Hi-Potion, Ether, Phx. Pinion

Ogre:

Level.....32
HP.....3727
MP.....1067
Gil.....1204
EXP.....5507
Steal Items.....Annoyment, Phx. Pinion, Ether

Plant Spider:

Level.....01
HP.....33
MP.....173
Gil.....91
EXP.....22
Steal Items.....Potion, Ore, Hi-Potion

Python:

Level.....02
HP.....75
MP.....184
Gil.....106
EXP.....40
Steal Items.....Ore, Potion, Hi-Potion, Phx. Pinion

Ragtime Mouse:

Level.....31
HP.....3584
MP.....1045
Gil.....59630
EXP.....22852
Steal Items.....None

Red Dragon:

Level.....36
HP.....8000
MP.....1242
Gil.....5156
EXP.....22377
Steal Items.....Ether, Tent, Elixer

Ring Leader:

Level.....51
HP.....9569
MP.....2030
Gil.....1868
EXP.....18816
Steal Items.....Echo Screen, Vaccine

Sahagin:

Level.....18
HP.....1375
MP.....585
Gil.....684
EXP.....1368
Steal Items.....Ether, Hi-Potion

Sand Golem:

Level.....11
HP.....342
MP.....376
Gil.....589
EXP.....677
Steal Items.....Eye Drops, Hi-Potion

Sand Scorpion:

Level.....10
HP.....526
MP.....360
Gil.....315
EXP.....400
Steal Items.....Ore, Ether, Antidote

Seeker Bat:

Level.....12
HP.....594
MP.....377
Gil.....366
EXP.....449
Steal Items.....Eye Drops, Tent

Serpion:

Level.....08
HP.....389
MP.....295
Gil.....184
EXP.....139
Steal Items.....Antidote

Shell Dragon:

Level.....58
HP.....12661
MP.....2482
Gil.....2588
EXP.....32073
Steal Items.....Tent, Vaccine, Hi-Potion, Phx. Pinion

Silver Dragon:

Level.....58
HP.....24055
MP.....9999
Gil.....5240
EXP.....0
Steal Items.....Dragon Mail, Kaiser Knuckles, Elixer

Skeleton:

Level.....08
HP.....400
MP.....293
Gil.....209
EXP.....104
Steal Items.....Ether, Ore, Hi-Potion

Soldier:

Level.....10
HP.....523
MP.....358
Gil.....311
EXP.....400
Steal Items.....Potion, Phx. Down, Phx. Pinion, Echo Screen

Stilva:

Level.....67
HP.....21906
MP.....3053
Gil.....2780
EXP.....42785
Steal Items.....Ether

Stroper:

Level.....21
HP.....1840
MP.....697
Gil.....915
EXP.....2346
Steal Items.....Soft, Peridot, Phx. Down, Phx. Pinion

Tiamat:

Level.....71
HP.....24127
MP.....3338
Gil.....2956
EXP.....0
Steal Items.....Wing Edge, Ether

Tonberry:

Level.....46
HP.....7886
MP.....1779
Gil.....1513
EXP.....13297
Steal Items.....Ether, Hi-Potion, Phx. Down, Phx. Pinion

Torama:

Level.....30
HP.....3292
MP.....1018
Gil.....1118
EXP.....5675
Steal Items.....Phx. Pinion, Antidote

Trick Sparrow:

Level.....05
HP.....191
MP.....250
Gil.....198
EXP.....65
Steal Items.....Ore

Troll:

Level.....20
HP.....1469
MP.....623
Gil.....854
EXP.....2093
Steal Items.....Tent, Ore

True Answer:

Level.....11
HP.....589
MP.....377
Gil.....0
EXP.....0
Steal Items.....None

Type A:

Level.....08
HP.....398
MP.....293
Gil.....199
EXP.....115
Steal Items.....Tent, Phx. Down

Type B:

Level.....10
HP.....526
MP.....361
Gil.....321
EXP.....373
Steal Items.....Potion, Ore, Ether

Type C:

Level.....13
HP.....623
MP.....447
Gil.....1326
EXP.....6933
Steal Items.....Hi-Potion, Ether, Phx. Pinion

Vepal:

Level.....34
HP.....4363
MP.....1188
Gil.....1270
EXP.....6434
Steal Items.....Hi-Potion, Phx. Pinion, Ether

Veteran:

Level.....44
HP.....6972
MP.....1627
Gil.....1971
EXP.....15181
Steal Items.....Ether, Hi-Potion, Phx. Pinion

Vice:

Level.....04
HP.....129
MP.....209
Gil.....128
EXP.....48
Steal Items.....Potion, Echo Screen

Weimar:

Level.....01
HP.....38
MP.....721
Gil.....73
EXP.....0
Steal Items.....None

Whale Zombie:

Level.....32
HP.....3730
MP.....1066
Gil.....1528
EXP.....6609
Steal Items.....Magic Tag, Antidote

Worm Hydra:

Level.....37
HP.....4846
MP.....1268
Gil.....1345
EXP.....8010
Steal Items.....Antidote, Hi-Potion

Wraith:

Level.....36
HP.....4686
MP.....1239
Gil.....1654
EXP.....8950
Steal Items.....Ore, Hi-Potion

Wyerd:

Level.....02
HP.....129
MP.....183
Gil.....116
EXP.....45
Steal Items.....Phx. Down, Tent, Potion

Yan:

Level.....72
HP.....19465
MP.....3378
Gil.....2218
EXP.....42673
Steal Items.....Elixer, Ore

Yeti:

Level.....09
HP.....463
MP.....342
Gil.....221
EXP.....133
Steal Items.....Hi-Potion, Ore, Eye Drops

Zaghnol:

Level.....16
HP.....1189
MP.....499
Gil.....546
EXP.....1261
Steal Items.....Ore, Tent, Ether

Zemzelett:

Level.....20
HP.....1571
MP.....625
Gil.....889
EXP.....2093
Steal Items.....Ether, Hi-Potion, Ore

Zenero:

Level.....01
HP.....32
MP.....149
Gil.....0
EXP.....0
Steal Items.....None

Zombie:

Level.....19
HP.....973
MP.....603
Gil.....708
EXP.....1445
Steal Items.....Ether, Tent, Magic Tag

Zuu:

Level.....08
HP.....1149
MP.....293
Gil.....384
EXP.....320
Steal Items.....Ore, Potion, Hi-Potion, Phx. Pinion

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Bosses
=====

Antlion:

Level.....16
HP.....3938
MP.....3950
Gil.....1616
EXP.....00
Steal Items.....Gold Helm, Mythril Vest, Annoytmnt

Armodullanhan:

Level.....13
HP.....818
MP.....4598
Gil.....474
EXP.....809
Steal Items.....Hi-Potion, Ore, Ether

Ark:

Level.....38
HP.....20002
MP.....1374

Gil.....5964
EXP.....00
Steal Items.....Power Vest, Elixer, Holy Lance

Baku:

Level.....02
HP.....202
MP.....1285
Gil.....00
EXP.....00
Steal Items.....Iron Sword, Hi-Potion

Beatrix (First Battle):

Level.....14
HP.....3630
MP.....3467
Gil.....00
EXP.....00
Steal Items.....Chain Plate, Phx. Down, Mythril Sword

Beatrix (Second Battle):

Level.....17
HP.....4736
MP.....3764
Gil.....00
EXP.....00
Steal Items.....Thunder, Phx. Down, Ice Brand

Beatrix (Third Battle):

Level.....19
HP.....5703
MP.....4203
Gil.....00
EXP.....00
Steal Items.....Phx. Down, Ice Brand, Survival Vest

Black Waltz No. 1

Level.....02
HP.....229
MP.....9999
Gil.....134
EXP.....00
Steal Items.....Silk Shirt, Remedy

Black Waltz No. 2

Level.....06
HP.....1030
MP.....3017

Gil.....441
EXP.....00
Steal Items.....Leather Plate, Steepled Hat

Black Waltz No. 3

Level.....07
HP.....1128
MP.....2080
Gil.....00
EXP.....00
Steal Items.....Linen Cuirass, Steepled Hat, Silver Gloves

Black Waltz No. 3 (Second Battle)

Level.....09
HP.....1272
MP.....344
Gil.....864
EXP.....00
Steal Items.....Lightning Staff, Flame Staff, Steepled Hat

Deathguise:

Level.....74
HP.....55535
MP.....9999
Gil.....8916
EXP.....00
Steal Items.....Elixer, Duel Claws, Black Belt

Earth Guardian:

Level.....54
HP.....20756
MP.....2234
Gil.....4512
EXP.....00
Steal Items.....Rubber Suit, Avenger

Garland:

Level.....42
HP.....40728
MP.....9999
Gil.....00
EXP.....00
Steal Items.....Ninja Gear, Battle Boots, Dark Gear

Gizamaluke:

Level.....16
HP.....3175
MP.....502

Gil.....800
EXP.....00
Steal Items.....Elixer, Magus Hat, Ice Staff

Hilgigars:

Level.....28
HP.....8106
MP.....908
Gil.....2136
EXP.....00
Steal Items.....Phx. Down, Mythril Fork, Fairy Flute

Kraken (Body):

Level.....72
HP.....59496
MP.....3380
Gil.....8628
EXP.....00
Steal Items.....Wizard Rod, Glutton's Robe, Genji Helmet

Kraken (Left Tentacle):

Level.....71
HP.....18168
MP.....3338
Gil.....4362
EXP.....00
Steal Items.....Elixer

Kraken (Right Tentacle):

Level.....71
HP.....18169
MP.....3339
Gil.....4386
EXP.....00
Steal Items.....Wing Edge

Kuja:

Level.....64
HP.....42382
MP.....999
Gil.....00
EXP.....00
Steal Items.....Ether, Light Robe, Carabini Mail

Lani:

Level.....19
HP.....5708
MP.....4802

Gil.....00
EXP.....00
Steal Items.....Gladius, Coral Sword, Ether

Lich:

Level.....71
HP.....58554
MP.....9999
Gil.....8436
EXP.....00
Steal Items.....Genji Gloves, Siren's Flute, Black Robe

Mailiris:

Level.....72
HP.....59197
MP.....3381
Gil.....8532
EXP.....00
Steal Items.....Ultima Sword, Genji Armor, Masamune

Masked Man:

Level.....01
HP.....188
MP.....223
Gil.....805
EXP.....00
Steal Items.....Wrist, Potion, Mage Masher

Meltigemini:

Level.....42
HP.....24348
MP.....1570
Gil.....6428
EXP.....00
Steal Items.....Vaccine, Demon's Vest, Golden Hairpin

Necron (Final Boss):

Level.....69
HP.....54100
MP.....9999
Gil.....00
EXP.....00
Steal Items.....Elixer(s)

Nova Dragon:

Level.....67
HP.....54940
MP.....9999

Gil.....9506
EXP.....2093
Steal Items.....Remedy, Dragon Wrist, Grand Armor

Ozma:

Level.....99
HP.....55535
MP.....9999
Gil.....00
EXP.....00
Steal Items.....Broad Sword, Leather Wrist

Plant Brain:

Level.....07
HP.....916
MP.....1431
Gil.....468
EXP.....00
Steal Items.....Iron Helm, Eye Drops

Prison Cage:

Level.....02
HP.....533
MP.....1186
Gil.....00
EXP.....00
Steal Items.....Leather Wrist, Broad Sword

Quale:

Level.....76
HP.....65535
MP.....3680
Gil.....10800
EXP.....65535
Steal Items.....Robe of Lords, Elixer, Ninja Gear, Glutton's Robe

Ralvuimago:

Level.....18
HP.....3352
MP.....584
Gil.....1404
EXP.....00
Steal Items.....Phx. Down, Adaman Vest, Oak Staff

Ralvurahva:

Level.....13
HP.....2296
MP.....3649

Gil.....00
EXP.....00
Steal Items.....Bone Wrist, Mythril Fork

Scarlet Hair (Amarant):

Level.....22
HP.....8985
MP.....5865
Gil.....4790
EXP.....00
Steal Items.....Ether, Poison Knuckles

Sealion:

Level.....03
HP.....472
MP.....9999
Gil.....205
EXP.....00
Steal Items.....Mythril Dagger, Ether

Soulcage:

Level.....26
HP.....9765
MP.....862
Gil.....3800
EXP.....00
Steal Items.....Oak Staff, Magician Staff, Brigandine

Steiner (First Battle):

Level.....01
HP.....169
MP.....523
Gil.....00
EXP.....00
Steal Items.....Silk Shirt, Leather Hat

Steiner (Second Battle):

Level.....01
HP.....167
MP.....620
Gil.....355
EXP.....00
Steal Items.....None

Steiner (Third Battle):

Level.....01
HP.....162
MP.....770

Gil.....8092
EXP.....00
Steal Items.....None

Taharka:

Level.....46
HP.....29186
MP.....1776
Gil.....8092
EXP.....00
Steal Items.....Elixer, Mythril Claws, Orichalcon

Tantarian:

Level.....41
HP.....21997
MP.....1456
Gil.....4472
EXP.....12585
Steal Items.....Ether, Demon's Mail, Silver Fork, Elixer

Thorn:

Level.....16
HP.....2984
MP.....9999
Gil.....00
EXP.....00
Steal Items.....Mythril Armlet, Mythril Armor

Tiamat:

Level.....72
HP.....59494
MP.....3381
Gil.....8820
EXP.....00
Steal Items.....Feather Boots, Grand Helm, Blood Sword

Trance Kuja:

Level.....76
HP.....55535
MP.....9999
Gil.....00
EXP.....00
Steal Items.....White Robe, Rebirth Ring, Ether

Valia Pira:

Level.....36
HP.....12119
MP.....9999

Gil.....4089
EXP.....00
Steal Items.....None

Zorn:

Level.....16
HP.....4896
MP.....9999
Gil.....00
EXP.....00
Steal Items.....Stardust Rod, Partisan

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Melodies Of Life (Japanese)
=====

Ate mo naku Samayotteita
Te ga kari mo naku sagashi tsuzuketa
Anata ga kureta omoide wo
Kokoro wo iyasu uta ni shite

Yakusoku mo suru koto mo naku
Kawasu kotoba mo kimetari mo sezu
Dakishime Soshite tashikameta
Hibi wa nido to kaeranu

Kioku no naka no te wo furu anata wa
Watashi no na wo yobu koto ga dekiru no?

Afureru sono namida wo
Kagayaku yuuki ni kaete
Inochi wa tsuzuku
Yoru wo koe
Utagau koto no nai ashita e to tsuzuku

Tobu tori no mukou no sora e
Ikutsu no kioku azuketa darou
Hakanai kibou mo yume mo
Todokanu basho ni wasurete

Meguriau no wa guuzen to ieru no?
Wakareru toki ga kanarazu kuru no ni

Kieyuku unmei de mo
Kimi ga ikiteiru kagiri
Inochi wa tsuzuku
Eien ni
Sono chikara no kagiri Doko made mo

Watashi ga shinou to mo
Kimi ga ikiteiru kagiri
Inochi wa tsuzuku
Eien ni
Sono chikara no kagiri

Doko made mo tsuzuku

Melodies Of Life [Translation]

Wandered about without a destination
I searched on and on without a support
The memories that you gave me became a healing song to my heart

No promises were made then
No exchange of words are fixed too
Those days when we embraced and affirmed
Shall never return again

The picture of you waving hands in my memories
I can still hear you calling out my name

These tears that overflow shall become shining courage
Life will go on
Passing through the night
Continuing towards a doubtless tomorrow

Towards the sky where the soaring birds are
Various memories I shall probably leave
Those fruitless hopes and dreams
I shall forget them somewhere where I can't reach

Can a chanced meeting be called "by chance"
When the time that two must part will definitely come?

Even if it is a fate to fade
As long as you live
Life will go on
Forever As long as that strength remains Wherever it may be

Even if I shall die
As long as you live
Life will go on
Forever As long as that strength remains
Goes on wherever it may be

+ +
The Japanese lyrics and the translation of the Japanese lyrics of
"Melodies Of Life" are from Kaze Yagami <yagami@pacific.net.sg>
and is borrowed from Yee Seng Fu's Side Quests and Secrets Guide.
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13. CREDITS

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CJayC- For accepting all of my FAQs, and for creating the best web site on
the net!

Me- For making this FAQ! :p

Final Fantasy IX Instruction Booklet- I used the Status Effects info from the
book in my FAQ.

Dan Birlew/Squaresoft/Brady Games- I referred to his/their official strategy guide to get some item stats, and the attack power for a lot of the weapons in my weapon/equipment lists, as well as some of the equipment stats. I also used their bestiary listing for a lot of the stats that I have in mine.

Kaze Yagami <yagami@pacific.net.sg>- For the "Melodies of Life" song lyrics.

Yee Seng Fu & Andrew Tadeo - For some of the secrets in this guide. All credit has been properly given in their respective areas.

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14. CONTACT INFO

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Brett

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Franklin

One final word:

"Don't Do Drugs!"

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~Fin~

