

Final Fantasy IX FAQ/Walkthrough

by GheddonLN

Updated to v0.52 on Feb 3, 2002

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Final Fantasy IX FAQ/Walkthrough
Version 0.52
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Started on January 19, 2002
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By José Felipe Vargas C. (GheddonLN)
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0. TABLE OF CONTENTS

=====

Chapter 1 - Introduction

-
1. Copyright Notice
 2. Version history
 3. Credits
 5. Introduction

Chapter 2 - Game overview

1. Controls
2. Basics
3. Basics of battling
4. Characters

Chapter 3 - Game walkthrough

1. Disk 1
2. Disk 2
3. Disk 3
4. Disk 4

Chapter 4 - Various lists

1. Weapons
2. Armor
3. Other
5. Bestiary
6. Eidolons
7. Abilities
8. Status effects
9. Spells
10. Items
11. Cards
12. Abilities (Description)

Chapter 5 - Subadventures

1. Subadventures

Chapter 6 - Misc.

1. Misc.

Chapter 7 - Outro

1. Last words
2. Shameless self promotion---other FAQs by me

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CHAPTER FIRST

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- =====
1. COPYRIGHT NOTICE

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WEBMASTERS!: I've changed my mind. This FAQ can only be found at neoseeker.com, gamefaqs.com and psxcodez.com. For the webmasters of this webpages: when this FAQ goes up, you may post it on your page without asking me. For other webmasters: don't bother about sending me posting proposals, because my answer will be no!. Sorry, I've had some bad experiences regardless my FAQs.

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2. VERSION HISTORY
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Version 0.1
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Date: 1/19/2002
Information: Start of the FAQ
File Size: 0 Bytes

Version 0.40
=====

Date: 1/28/2002
Information: Er... Ahem. I sent the FAQ, and I got posted.
I didn't knew it was going to get posted!.
Anyway, I messed up with the versions, so I'll
Mark this one as the version 0.40. Anyway,
Updated the walkthrough.

Version 0.49
=====

Date: 1/29/2002
Information: Updated the walkthrough.

Version 0.52
=====

Date: 2/2/2002
Information: Updated the walkthrough and changed the ASCII
Art at the top.
File size: 385KB

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3. CREDITS
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To SQUARESOFT
---For making what's one of the best RPG in the market, and one of the best
Playstation games.

To the Brady Games guide

---For a helluva lot of information regarding the lists, misc, subadventures as well as basics sections.

EmailEffects

---For the ASCII art at the bottom.

ATadeo Guide

---I referred to it the first time I played through the game.

PlayOnline

---For a lot of information.

To me

---For typing up this guide(which took me a helluva lot of time).

=====
4. INTRODUCTION
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Welcome to another FAQ by me, GheddonLN. I decided to do a FAQ for this game because it is a game I love a lot and played for several times, I decided to do a FAQ/Walkthrough for it, because the only GOOD guides are the ones by ATadeo Nemesis and a few others. So I wanted my guide to be one of the best, so here Ya go!.

Final Fantasy IX is a great game. The Final Fantasy are now part of the video Gaming history, and that's easily explained. Final Fantasy is by far the best RPG game you'll come to see, and the ninth part comes to make sure the legacy Ain't lost. As always, epic history with epic characters who have own personalities as well as her/his own history are mixed with epic battles, spell effects and cinemas to make this one of the best games you'll see in the PSX.

Final Fantasy IX(FFIX) impressive graphics will leave you astonished. From The field map, to the world map, to the FMV, you'll see how many work was put Onto the graphic department. Detailed backgrounds as well characters make This one of the best playstation games graphically talking. Not to mention Battle effects, and other. This a really great game you should buy when you Can. Don't forget about the epic history, gameplay, controls, music and sound Buy it as soon as you. You'll never regret it.

-GheddonLN.

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CHAPTER SECOND
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=====
1. CONTROLS
=====

Basic controls

[Dpad/Left stick] = Use this to move the main character.

-->In depth information

Use this to move Zidane.

[X] Button = Confirm selection/Talk with people/pick up items/examine

-->In depth information

Used to confirm options and talk with people. Is there is anything you can pick, or if the field icon pops up, press this button to examine or pick the item. Is what you would call "action button".

[Circle] button = Press this along the d-pad and run. Use it to cancel selections and to exit the menu, etc.

-->In depth information

Use this to cancel your selections. If you made a choice and it is wrong, press this to cancel it. You can also exit from the menu, and the menu sub-menus such as items, status etc.

[Triangle] button = Use this to enter the menu.

-->In depth information

Use this to enter the menu. While there, use the d-pad or the analog stick to cycle through options, and the [X] button to select them.

[Square] button = Talk with people(if they don't want to play a card game)/ Challenge to a card game/Examine/call for moogles(on the World map).

-->In depth information

Use this to challenge people to a card game. If they don't wanna play a card game, then you'll talk with them normally. Use it to pick up items/examine things when the field icon pop-ups and to call for the moogles while on the world map and save or use a Tent.

[L1/R1] = Change the camera angle(during the world map).

-->In depth information

Use this to rotate the camera angle leftwards(L1 case) or rightwards(R1 case). This only applies on the world map.

[L2] = Put camera behind main character(world map only)

-->In depth information

Use this to put the camera right behind Zidane during world map exploration ONLY.

[R2] = Put camera angle top down or angle.

-->In depth information

Nothing special here, see above.

[START] = Used to pause the game.

-->In depth information

No in depth information.

[SELECT] = Toggle on or off the mini map during while on the world map.

-->In depth information

Press this while on the world map to toggle on the mini map and see where are you going. Press this button once again to see a bigger version of this map which also shows the locations you've visited and where you currently are.

Battle controls

[D-pad/Left stick] = Select command

-->In depth information

Use this to select a command or spell. Use the X button then to select it.

[X] Button = Confirm selection.

-->In depth information

When you want to select a command or spell after marking it by using the d-pad or the left stick. Is really common sense you know.

[Circle] button = Cancel selection.

-->In depth information

If you want to cancel a spell you selected(before you selected your target) or to exit the spells menu, use this button to do so.

[Triangle] button = Change character(as long as the ATB bar is full).

-->In depth information

There are four ATB gauges. When one fills up(the one of the character you'll use to press this button) and other bars fill up, you can use this option. Use this to shift from X(somebody with the ATB bar full) character to Y character(as long as he or she has here/his ATB bar full). You'll be using this a lot.

[Square] button = Hide battle information.

-->In depth information

Use this to hide the name, MP, HP, ATB bar and menus from the battle, and only show the background, field, enemies and characters. You'll only use this if you want to see an spell animation or something similar at full color.

[L1/R1] = Change from multiple to single targets.

-->In depth information

Certain spells can target multiple targets. Use this to shift to that option(multiple targets) and vice versa. You'll be using this option a lot too.

[L2] = Turn on or off the target window

-->In depth information

You can toggle on or off a little screen which shows the enemies on the battle names, so you can select which one attack.

[START] = Pause game.

-->In depth information

No further information is required I believe...

[SELECT] = Show or hide the help menu.

--In depth information

Show or hide the help menu(which shows helpful information, of course).

=====
2. BASICS
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Saving your game

Now, you don't have to rely on weird, lifeless, signs to save your game. Instead, you'll have to talk with a moogle, a lively, pink, cute and fuzzy creature which are scattered around the world of Gaia. To save your game, talk with them by pressing the [X] button, and then press [X] on the option SAVE. You'll then taken to a menu where you can save your game as long as you have enough memory space(1 block). Also, when you talk with a moogle, you can use a tent to replenish your party's health.

Using Tents

Again, the tents can only be used on save points(by asking it to a moogle). The Tents, unlike in other Final Fantasy games, do not replenish ALL of your health. Instead, they replenish a big portion of your health, and remove a great amount of status effects from your whole party, but that excludes unconsciousness. If you're party is on a bad situation, you may have to use two tents to heal them completely.

The field icon

An improvement to the Final Fantasy series. Now items are not just in chests, or boxes or etc, they're now scattered around the place, and to pick them up. You'll need to use the fabled field icon. The field icon is the same as a ! icon inside a white box. This icon only pops-up when you can examine something or pick up something. While you walk, this may show up. Press X, and Zidane may pick up something or do something. Always search the area to see if this characteristic icon appears.

Basic exploration

As the good RPG it is, Final Fantasy comes with tons of exploration and searching. Each area of this game has its own secrets, hidden items, objects and other things you can interact with. If you're not in a hurry, you should take your time, and search around every nook and cranny of the area, an look for the field icon or an out-of-reach chest, or seemingly impossible thing to reach. Sometimes, by being curious, you may find something new or special, so, search often.

Talking, talking, talking

Talking... oh yes talking. Even though in this game talking with people is not as important as in Shenmue or In other games, you'll find yourself talking with a lot of people. Every time talk with people. Some people may give you an unusual tip on how to beat a local monsters, whereas other will tell where's that switch you've been looking for and that needs to be flipping. Or one of them saw your pretty face and wants to give you something special because of that. Never forget to talk with every people around because they normally give a lot of information, tips, or even prizes.

Area map

You call area map the towns, dungeons and areas you'll visit, where the background are pre-rendered and there are people or enemies, and you can gather items, etc, etc. When in the area map, normal battles _normally_ don't ensue, unless is a dungeon or similar. Also, while on area maps, the field icon will show up, meaning that nearly every area map holds items and secrets. Area maps look a lot more detailed than the world map, because of the pre-rendered backgrounds and quality graphics.

World Map

You'll spend a good portion of your game here. The world map is the area you'll walk one while outside towns and dungeons. In other words, where you're not on an area map. The world map, unlike the area maps, is in full 3-D, and random battles ensue on it. Sadly, the 3-D graphics aren't that good and look pretty blocky, and there is also a lot of pop-up. In the area map, as stated before, you'll find enemies after a few steps, and you'll be able to save your game and make use of a Tent.

The help menu

Ever wondered what kind of special stats does that or this weapon has?. Ever wondered what this item does?. Ever wondered what this spell does?. Stop wondering, because you now have this rather useful "help menu". The help menu is triggered by pressing the select button. When you do so, anything you had marked with the Disney-looking hand will show a little pink box with an explanation inside it. You can use this menu while on the menu, to get explanations regarding items and options, and while on battle.

Here icon

There are some places where it is impossible to see the character, or it is very hard due to some background debris or the camera angle. If you find yourself in this kind of situation, press the select button to activate the here icon, which is a white, Disney-looking hand that positions itself above the main character, and is always above him(or her). With this option on, you won't be able to lose track of your character and won't have trouble controlling him throughout the area you are currently on.

Equipment

The equipment is also very important in the world of Final Fantasy IX. Each character has several slots where certain kind of equipments can be put, such as armor, weapons and accessories. Each slot can only hold one piece of CERTAIN kind. This means that if the first slot is for weapons, you cannot put a piece of armor on it. When you get a new piece or armor/weapon/other, check these slots to see if it is beneficial for you to equip it, or use the "optimum" command, which fits your character with the best equipment around.

Items

Items, which can be used whether you are in battle or during the area/world map(unless it is some kind of special item) are a strong point of this game. Normally, items can be bought at stores in the various cities or the game, but you can also find them by doing a lot of exploration. There are healing items, curative items or damaging items. You should keep a generous amount of each one of them for "looking-bad" situations.

Abilities

Now you don't learn abilities by equipping some weird Materia or by Drawing them from enemies and learning them from monsters. You know learn them from your equipments, FFVI style(even though back then you learned the abilities from the Espers...). When you equip a certain piece, you'll be able to use the ability which comes with it, but if you de-equip it, you'll then be unable to use it unless you master it(you fill the little bar below by gaining AP). There are all kind of abilities, such as defensive, offensive, or misc.

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3. BATTLE

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Basics of battling

While walking on the world map or around certain areas such as the Gizamaluke's Grotto or the Ipsen Castle, random battles will ensue. When they do, you're transported to a 3-D looking battlefield, where your four characters appear at the bottom of this arena, and the enemies at the top. The ATB(Read below for more information regarding it) will also appear, and when it fills, you'll be able to use an ability or command. All characters have the "Attack" and "Item" command, but not all of them have white magic or black magic commands.

ATB

The ATB, which stands for "active time battle" is that bar that fills as time passes. It is located next to the magic point. Each character has an ATB bar, and when it fills, that character will be able to select a command. Keep in mind

that regardless you select a "wait" ATB or "active" ATB, your progress on battle

will change. Selecting a "wait" ATB will let you cycle through your spells without worrying by enemy's attack, but other ATB bars will also freeze. By selecting an "active" ATB, when you select your items or attacks, enemy's will attack you, but other people ATB will also fill.

Attacking

Whenever you have at least one enemy(or one ally) you can attack. At first, your attacking options are severely limited because of your levels and lack of abilities. But as time passes and you grow up into a better warrior, you'll get new spells, weapons and abilities that'll let you wreak havoc on your enemies. When you're going to attack, you should think about the attack you're going to use. Don't start pressing the attack button for each character. Instead, use a SCAN spell on the enemy to see its weakness, and then strategize. Always bear that in mind.

Rows

In battle, there are two row, the back row, and the front row. And each one of them has different effects on the character located on it. Front row grants you a lot more of physical strength, but you'll be also receiving a lot more of damage. The back row grants you less physical power, but you receive less damage. Therefore, place strong characters with high hit points on the front row, and mages or weaklings such as Vivi--who's also good in magic--in the back row, so they receive less damage.

Keep in mind that if you receive a surprise attack(see below for more information on that), the rows shift. Back row characters will be now on the front row, and front row characters will be now on the back row. If this seriously damages your strategy, then you may want to use the "change" command, which can be accessed by pressing the left arrow on the d-pad while on the command menu. That way, you'll shift rows, and be able to continue with your plans.

Damage

When you perform an attack, the total damage is deducted. I cannot give you information regarding "how" the game system deducts the damage, because that would require hours and hours of internet surfing and math-books-reading and I don't have time, but what I can tell you is the higher your level and the better the attack, the more the damage you deal. But also, there are times where the damage you deal can be increased or similar by a lucky shot. See below for more information about these "lucky shots".

[MISS] = Character misses target.

-->In depth information

You'll be seeing this a lot more than you think, and is normally common on attack weapons. When you do a [MISS] the character will escape your attack, and receive no damage. This is really annoying, but the enemies can miss attacks they launch onto you.

[CRITICAL] = Character inflicts double damage.

-->In depth information

You won't be seeing this a lot, but I guess that's OK. When you score a critical hit, the damage you were going to deal is multiplied X 2. So, if you do an attack with the Ultima Weapon---which would cause about 4500 points of damage--- and get a critical hit, then you would deal about 9.000 or 8.500 points of damage.

[GUARDS] = Character can inflict status attack

-->In depth information

There are certain spells and weapons(as long as the "status attack" ability is equipped) that cause status alterations. If the enemy has guard against it, you'll miss your attack. Keep in mind that you'll still cause damage with weapons, but spells will be lost.

[DEATH] = Character kills enemy instantly

-->In depth information

Certain weapons and/or spells have the added effect of death, which means that when they hit, they may kill the targeted enemy instantly. This is very rare, though.

Trance

During battle, you also receive damage. This damage makes the bar below the ATB bar to fill. When it fills up, you go into trance, where you become stronger and

have access to certain abilities. This what you would call a Limit break in previous Final Fantasies. Trance only lasts for a battle, and each time you perform an attack, the bar depletes, and when it depletes, battle is over. Try not to waste Trances on random battles. Also, if you know a boss is near, battle

a lot of enemies so when the boss comes, you're only a short way away from the Trance.

Experience & AP

After you win a battle, you'll get experience(unless is a boss battle) and ability points(AP). Each character receives experience point, which is accumulated on a counter. When that counter reaches certain number, you then level up. When you level up, your stats such as strength, agility etc. increases. The AP is spread throughout all of your learnable abilities and when these abilities reach certain amount of AP, you'll learn that ability permanently.

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4. CHARACTER OVERVIEW
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Zidane Tribal overview

Zidane is the main character of the game. He is at first a thief who falls in love with the Alexandria princess. He then ends up traveling with her, and gets involved in a dark conspiracy. He's one of the best characters(he's the main character all right) with good hit points as well as attack. His magic score is not the best, but he doesn't uses it anyway.

Special ability

Zidane's special ability is steal, which is used to steal items from your enemies. As time passes, you'll be able to equip certain abilities such as master thief, bandit and mug to steal from enemies with a bigger chance of success or to damage them(Mug).

Trance

Zidane's trance is the "Dyne" skill. The Dyne skills special abilities which you learn as you equip different weapons(the Grand Lethal is first learned when you get the Angel Bless weapon). These skills are normally incredibly powerful, and get more powerful overtime as you increase your attack score.

Vivi Orunitia overview

Vivi is a little fella who appears in Alexandria during the "I want to be your canary" theater presentation. He's a black mage who is looking for his roots and origins. As a black mage, he uses black magic which damages your enemies. He has high MP, but low HP and takes a lot of damage from attacks. Don't forget he also has a low physical rating.

Special ability

Vivi's special ability is the black magic. Black magic are attack spells which are used to cause damage to your enemies and in some cases to alter their status. She can also use the FOCUS command, which increases black magic damage.

Trance

Vivi's trance is the double black magic. These trance allows him to cast two consecutive black magic spells. Sadly, you'll also spend x 2 magic points. Damn.

Garnet Til Alexandros overview

Garnet is Alexandria princess, daughter of the queen Brahne. She's "kidnapped" by Zidane so he can visit Lindblum and talk with his uncle about Brahne's problem. She then falls in love with him. Garnet, as a white mage and summoner, can use the white magic, which is used to heal people and to cure them from status effects. She can also summon Eidolons which are beasts that cause a lot damage and consume a lot of mp.

Special ability

Garnet has two special abilities: white magic and summon. White magic lets her cast white magic which, as stated before is used to heal people and cure status effects. The Summon commands let her call for beasts called Eidolons, which do... something.

Trance

Her trance ability is the "master summon". Master summon increases chances of the eidolon to appear in the animation, so the total damage is bigger.

Adelbert Steiner overview

Steiner is Garnet's loyal bodyguard, who gets involved in this party after Garnet escapes with Zidane and Vivi. He doesn't likes Zidane, because he thinks he's some kind of worthless punk. He's a monster you know. He has the highest hit points in the game (higher than Amarant's) and is able to learn HP+20% and HP+10% and is an extremely powerful physical attacker.

Special ability

His two specials abilities are sword skill and the sword magic. Sword skill are special sword abilities which vary from offensive to defensive skills. These are very useful and powerful, so make sure you learn them.

Trance

His trance skill is... nothing!. He has no trance skill whatsoever. When he gets into trance, his attack score increases, which makes him cause a lot more damage with the sword skill as well as his physical attack.

Freya Crescent overview

Freya is one of the best dragoons the Burmecian kingdom has. She is a great warrior, master of the jumping abilities and lances. She is looking for her love, one of the best dragoons around. She's one of the best characters in the game due to her dragoon abilities and jumping abilities. She also has a decent amount of hit points, and can learn abilities such as HP+10% and HP+20%.

Special ability

Here special abilities are: jump and her dragoon skill. When she uses Jump, she'll jump(duh!) and then fall onto the targeted enemy. Her Dragoon skills varie from healing skills to offensive skills, which are very powerful.

Trance

When she trances, her physical attack as well as dragoon skills become more powerful, but more important, when she falls onto the ground after jumping, she hits all enemies and causes far more damage.

Eiko Carol overview

Eiko, the last of the summoners from Madain Sari, now loves a criminal live along her moogles. She normally visits conde petie to steal a few goods, and then returns to her village where she feeds her moogles and herself. She, pretty much like Garnet, can use the white magic and summons, has high Magic Points but low hit points as well as strength and defense. But she's better than Garnet.

Special ability

Eiko has two special abilities: white magic and summon. White magic lets her cast white magic which, as stated before is used to heal people and cure status effects. The Summon commands let her call for beasts called Eidolons, which do... something.

Trance

Eiko's trance is basically the same as Vivi's: double white magic, which make here greater than Garnet. She can cast two white magic spells at once, making her THE white mage. Sadly, you'll also spend x 2 magic points.

Amarant Coral overview

Amarant, a lone bounty hunter hired by Queen Brahne to kill and retrieve the falcon claw from Garnet, loses a battle against Zidane, and therefore, he owes him the life, and must follow him through this adventure. He's a very powerful character. He has HIGH hit points(not as high as Steiner's though) and attack score. Combine that with his throw command, and you have one hell of a character.

character of the game. He has a monkey tail, short blonde hair, blue trousers and some funny-looking "gauntlets". He is member of the Tantalus thief gang, and you're currently on their headquarters. Head forwards and ignore the candle. Enter open closet, which has a few goodies on it. On the right side and left side you'll get some nifty items, as well as some amounts of gil. You could also examine the purple lettering on the right of the closet opens door to get more information regarding the Prisma Vista. Once you're ready, light the candle.

You'll see a real time cinema. The people on the other side of the door will ask who is. You'll be prompted to select a name. The default name is Zidane. Yes, the same one as the soccer player. When you select the name, a masked man(the mask is green and has a dragon shape) will enter the room abruptly, and a battle will start.

BOSS ENEMY: Baku
HP: 160

This is a really, really easy boss. He'll attack occasionally, and sometimes he'll miss. Use the character named Quina to use the command "steal". Steal enough times so you get an item called the "Mage Masher", which is rather important. Have Marcus and Blank, as well as Zidane to use the attack command on Baku to cause some nifty damage. Once you cause enough damage, the mask will break revealing a purple haired man.

After the battle, Baku will call the crew for a meeting in the room adjacent to this one. There, Baku will explain you the plan. Apparently, we need to kidnap Alexandrias hottes babe, the heir to the throne, Princess Garnet. All of the crewmembers will tell you a bit of information. During the conversation, you'll have to make a choice. Once of them is worth a scream from Baku, and the other is the correct. The correct one is the one with the word Garnet on it. Once you make the correct choice, we are off Prisma Vista.

After you leave the Prisma Vista, we'll see another CG where we'll be introduced to Vivi, a black mage with blue clothes, yellow pointy hat and an eerie looking black face with yellow glowing eyes. He is pretty scared about visting Alexandria. He's here to see the play "I want to be your canary" like everybody else. Once you get to control him, head backwards(south) immediately, to get to a circular plaza with a statue on it. The statue has some interesting information you may want to learn. Check the corners and everywhere until the field icon pops up and you get your cards. Return to the main street again.

This time around, head north, and a little mouse will then bump into you. Another little girl will help you out. Grab the Potion below the cartel on the bottom of the screen, near the entrance to the plaza. Enter the open house here, and check below the bed and at the top of the ladder to get another Potion as well as a generous amount of Gil. Return to the main street and go north once again. You'll then see three Treno Nobles. They're heading towards the same play you are going to see. When they leave, check the grass to get some cards and

items. You could also check the lettering here. Enter the bar, and look for the Flan card which is by a barrel.

Advance forwards then to the screen, which has as background a portal. There is a man named Doug here who owns the item shops, and you may enter it and buy items if your 500 gil stash(plus bonus gil you may have gotten by doing exploration). Then go through the big portal, to get to a circular plaza, which is way bigger than the other one. There are also several shops here, including the armory and the weapons shop, but you can't buy a thing in any one of them. You could also visit the Inn to get a cinema including the hippo family and their reservation problem.

Visit the booth right down the middle, and press X once the field icon pops up. Vivi will then talk with the man there, and he'll examine your ticket. Lucky for you, it is fake, so you're stuck here. When the poor Vivi starts to cry, he'll give you some cards to stop you from crying. I guess that's better than nothing.

You could also visit this guy again to get some information regarding the play that is currently playing(redundance?). You could talk with the girls on the far right corner of the area and play the jump rope. Head towards the alley by them then.

There, you'll witness another real time cinema, and afterwards, Puck, the same mouse that bumped onto you at the very start of this city will appear. He'll give you a "slaving" proposal. Decline now, and head forwards. You'll come to a houses complex. Enter the houses, and examine them for some nifty items. If you ring the bell at the bellhouse, you'll get some extra cards. When you're done, return to the alleyway, and wait for Puck. This time around, accept. Once you do so, wait until a text box shows up. Say that nobody is coming, and move on.

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If you wait too long in the alley, alleyway jack will appear. If he gets too near you, he'll steal a stash of gil from your pocket. If your timing is right and you press X before he mugs you, you'll then learn that is nothing but a Tetra master guru. He'll take you to the bar, where he'll give you a lesson on how to play this addicting game, the Testra Master.

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Follow Puck to the bellhouse, and try to climb the ladder. A pink creature called Kupo(a moogle) will fall down from the sky, and talk with you. He'll then give you a tutorial on how to talk with Moogles and what they do. Once he finishes, another moogle, Siltzkin(something like that) will appear and tell Kupo he's leaving soon. When the conversation ends, Puck will be waiting for you in the top of the tower. Talk with Kupo, and save your game. Then select the Mognet option and you'll get your first delivery.

==*

From now on, each time you find a Moogle, select the mognet option and they may give you a letter for you to deliver. Delivering letters to the moogle is worth nothing(unless you're playing the Mognet central sidequest). Normally, the Moogle you need to deliver the card to is the next one you'll find, but some times you may need to do a bit of backtracking

==**==

Climb the ladder, and you'll end up on the Alexandria rooftops. Follow Puck instructions, and follow him. Check the rooftops for some nifty Gil. After following Puck for a while, he'll ask for your name. Input it and head towards the end of the rooftop complex and the play will begin. Witness the play, and you'll end up on a battle in the middle of it. This is a really easy battle, rely on physical attacks, but do not use the SFX option because the SFX spells cause no damage.

After this cinema, continue looking at the play, and once again, you'll have to do a bit of button pressing. Blank and Zidanw will do a choreography, and you msut press the buttons Blank screams. Press them correctly, and you'll impress the nobles and get gil. Press them incorrectly, and you won't impress the nobles, and therefore, you won't get gil. You can repeat this as many times as you want. Once th play is finished, Blank and Zidane will get into the castle.

==+-
ALEXANDRIA CASTLE
ENEMIES: Steiner
ITEMS: Phoenix down(x2), Elixir, Phoenix pinion
==+-

Go up the stairs, and don't try to go through the portals next to them, because the guards will stop you. When you go up the stairs, you find Garnet. You'll be given a choice. Either one of them will trigger a cutscene where you'll see Garnet escaping. Zidane and Blank follow her. Afterwards, Zon and Thorn will go towards the queen's place and inform her about the situation. Beatrix intervenes, and queen Brahne sends captain Adelbert Steiner to look for the Princess.

After Steiner finishes with the kingths of Pluto, backtrack to the queens place and talk with here to get a silk shirt. Get back to the hallway and go down the stairs, and go through the door to Steiner's left. In the next room, go down the stairs, and head forwards towards the exit. Keep heading forwards to reach the lake. Talk with the knights of Pluto you find, and head throught the left passage. Talk with the knight of Pluto and go through the door to the prisons.

Head forwards the hallway towards a big, big stair(which is by an old desk). Climb them(on your way there, talk with the knight of Pluto). When you reach the top, you'll see a FMV, and then take controls of Zidane again. When you do, go through the door the princess went. You'll see Ruby. Talk with her, and go through down the stairs. You'll see another real time cinema, and then go through the door. Cinna will open a passage for you then.

You'll fall on the ship's engine room. Immediately behind you is a wheel. Turn it to the right and to the left then. This will make two chest to fall. Go left from the wheel, up, and down the stairs. Check behind the machine for the first chest and in front of it for the second one. Go through the door then, where we'll meet Steiner, and we'll also have to fight him.

BOSS ENEMY: Steiner

Use steal with Cinna to get the goodies he's holding, and use both Blank and Zidane to attack. This should be easy.

After the battle, the action will shift to the play. Pay attention to it. Afterwards, Steiner, Garnet and Zidane will accidentally get into the play, and they'll had to improvise. Once the play is almost finished, Vivi will come and wreak some havoc. After this, Steiner will realize that he was pursuing you, and a battle will begin(Your party is conformed by Marcus, Vivi, Garnet & Zidane). Use Vivi to cast fire, both men to attack, and Garnet to heal. After the fight, the ship will try to take off, but Brahne attacks it, and sends a bomb. Now, another battle will begin. Attack Steiner until the bomb explodes, and you'll see a cinema.

==*

The other day, I gamesharked and gave Garnet 999 MP. Then, when I fought Steiner, I used Bahamut, which caused about 3.000 points of damage, and... Steiner was STILL alive!. This makes me think that Steiner has no HP in this Battle(the one with the bomb)

==*

The ship manages to escape even though it was badly damaged, and with Garnet on it. You'll then see a real time cinema where Brahne curses the fact her daughter escaped. There is something fishy going on here... Brahne seems to be needing Garnet for something...

==+

EVIL FOREST
ENEMIES: Fang, Goblin, Prison Cage, Dendobrium, Plant brain, plant spider
ITEMS: Phoenix down, Bronze gloves, Etherx3, leather hat, Rubber Helm
Potion, Wrist, Blank's medicine, continental map

==+

Once you arrive, watch at the cinemas, and you'll be then able to control Zidane. You'll also be forced to watch your first ATE, which is a glimpse of what you'll confront next. Once you can move, talk with the moogles here and save, then go through the trunk. In the next screen, random battles will finally ensue. I suggest you to fight a few enemies to gain levels. Don't forget to steal; these guys normally give potions. Afterwards, head towards the right. You'll see a cinema. When it is finished, you'll have to fight.

BOSS ENEMY: Prison Cage
HP: About 200.

Zidane trances at the start of this battle. If you equipped the mage masher, then this should be a cinch. Use normal attacks with Steiner(or the Minus strike if he loses a considerable amount of HP). With Zidane, select "Dyne" and then select "Fre energy". Don't use "Tidal Flame" because this WILL kill Garnet, finishing the game instantly.

Once you beat this guy, it'll catch Vivi once again. This time around, he'll help you by casting Fire, but Zidane won't be on trance. Use normal attacks and rely on Vivi's fire. Once the Prison Cage is finished, it'll launch some

spores

which will affect both Vivi and Steiner. Zidane, hopefully, evades them. The action then shifts to the Prisma Vista.

You'll see Zidane and Baku having an argument regarding Garnet. Zidane then decides he'll have to look for Garnet alone, without any help. When you regain control of him, return to where you argued with Baku, and get the items in the chest. Return to the spiral staircase and go down. On your way down, you'll have to see several ATEs. Once in the bottom, head a bit left and snag the item on the chest, and then head right. Talk with Blank and enter the room. Inside, talk with Vivi. Once the chat has been finished, check the treasure chest here, climb to the bed's top(the one next to Vivi's) and snag the gil. Return to the room with the staircase.

Zidane will suddenly have a flashback, and you'll be given a choice. Bow to save Garnet. Blank then suggests you to talk with Baku. Head left from Blank's position into the next screen. Snag the item on the chest, and go down the stairs. You'll be on the cargo room(where you started the game) once again. Go through the door across the stairs you used to get there. You'll find Baku inside. He'll chat with Zidane, and then leave the room. Snag the item here, and go outside, where Baku will be waiting. In order to leave Tantalus, you'll have to beat this son of a gun.

BOSS ENEMY: Baku
HP: About 160

I would recommend you to steal the items he's holding, since they're pretty good(an Iron Sword as well as a high potion). Otherwise, stick with the attack command until he gives up.

Once the battle is finished, read Baku's messages, and head left once again. Go through the door directly across the stairs, when you'll find Steiner. After a lot of persuasion, he'll decide to go with you, and suggest you should visit Master Vivi. Go down from the room Steiner was one, and then all the way right to Vivi's room. Talk to him, and then exit the room. Backtrack to the cargo room, and go through the door at the south. You'll find Blank, who'll gie you a medicine. Snag the item on the chest, and go outside. Cinna will be selling items here, but for a price. Buy what's necessary and save youe game. Enter the evil forest once again then.

Level up both Vivi and Steiner here. It's gonna be a lot tougher because you have two more party members, and the enemies will give you less exp. This makes this a lot tougher, as stated before. You should ba able to take them to level 3 though. Once you're finished, go to where you fought the prison cage, and go down the ramp. Then head all the way forwards(You may find Dendobriums who give you more exp.) to a spring, where you'll find a moogle. Heal yourself on the spring, and deliver the mognet card to the moogle here(save your game, too). Then go towards the road at the right portion of this area. Head forwards and go trthought the hole. Watch the cinemas, and then you'll have to fight the Plant

through the door. In the next area, you'll find Vivi trying to speak with the black mages, but they don't answer. Vivi gets sad then. Afterwards, head north towards the end of the room, and go up the ladder. You'll be at the deck, where you'll find Steiner. Watch the cinemas, and you'll get to fight yet another Black Waltz.

BOSS ENEMY: Black Waltz # 3

HP: 1128

Vivi will be on Trance on this battle. You'll have Steiner and Zidane as your backup. Have Vivi use two consecutive Thunder, and Steiner use Thunder Sword, and Zidane to steal. Once you stole all of the BW#3's items, have Zidane attack too. This battle should be really easy. After the battle, watch the cinemas, and you'll end up on Lindblum Grand Castle.

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LINDBLUM
ITEMS: Kupo Nut, Mini Burmecia, Autograph, Moogle Suit, Glass armet, ether
      Hi Potion, echo screen, Tent(x2), Leather plate, Silver Gloves, Ore
      Leather wrist, Bronze Vest, Mimic card, Wyerd Card
ENEMIES: Fang, Mu, Zhagnol
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Immediately after you arrive, the party gets amazed by Lindblum's genial architecture. Garnet feels normal because she's been here before. Before the party can do a thing, a couple of guards will come, and demand for a proof that Garnet is Garnet. She'll show them the falcon claw, and they'll call for Artania. See the cinemas, and after them, you'll be on a place with a fountain, a stair to the right and a lift directly across the fountain. Take the stairs on the right.

In the next area, head right and go up when you first can (do not take the stairs down). You'll be on the guestroom. Head left and then up the short stairs, and then left again, where you'll find a moogle. You should save your game now. To the left of the moogle is a treasure chest. There is another one north of the moogle, too. Once you gotten all of the items, go out the guestroom and return to the area with fountain, and go to the lift across it. Artania will then explain you about the different levels the castle has: bottom, middle, and top. We are heading to the top one.

There, we'll see a cinema where Cid is finally introduced to you (what a surprise, eh?). After the cinemas, you'll see Zidane entering a bar, where he'll order the stupid special. While there, he'll meet an old girl he knew before. After a while, he'll finally remember who she is. Freya is the name. They'll talk about the festival of the hunt. Afterwards, you'll see a cinema regarding Garnet and Cid, where you'll finally learn what happened to Cid. After this cinema, you'll see Zidane on the inn. Talk with Vivi, who leaves, and go out your room. Enter the room next to yours and save your game. Then go down the stairs.

Check the tea-table for more gil, and go out the inn. Directly across it is the aircab, but don't take it just yet. Instead, head all the way north to the next screen. In here, you'll see two paths. The left one takes you to a church. Enter

it, and go up the ladder behind the altar, and snag the item on the chest. Return to the path split again, but take the right path this time around.

You'll

reach an area with a big pillar in the middle, as well as shops. Here you'll find the armory(right) the medicine shop(north) and synth shop, which is northwest. I recommend snything some weapons, specially the Ogre. After you are done, head back to the inn and enter the aircab across it. Go to the theater district.

After you arrive, go out the aircab. In the next area, go a bit south and enter the house to the right. This is the artist house. Grab the item on the chest here, and then exit the artist's place. Head towards the stairs ad go down. In the next area, you'll see a big construction site. Enter it. This is the tantalus hideout. Here, Zidane will start to sleep, and you'll see more ATEs. Afterwards, grab the gil on the chest, and grab the Mini Burmecia which is in the second level of beds. Go out the hideout, and south, then go down the stairs. In the next screen, you'll see a lot of Lowell fangirls, as well as a big moogle.

After the spectacle, go back to the aircab, but don't enter it just yet. Instead, enter the artist house, talk with the artist, and go out his house, and go down the stairs. Go south and head towards you found the moogle. Talk with fangirls, and then Lowell will appear, as well as the moogle. The moogle will then leave. Follow it to the artist house, where you'll find Lowell. He'll give you his autograph. Check on the barrels for the moogle suit. So, Lowell was the moogle!. After you laugh your butt out, head towards the Aircab and head to Lindblum Grand Castle. After you arrive, head south to the next area. Then, head left, up the stairs and right. Head south then.

You'll be on the fountain area once again. You'll hear Dagger's voice. Try to use the lift, but some punk ass guard won't let you pass. You can kiss my @\$\$!. Oh well, I cannot be helped, so go up the stairs on the east part of the room. Head right, but this time around, go down the stairs, and head left, where you'll find a guard snoozing. Talk with him, and Zidane takes him to the guestroom, where he puts the guard to snooze once again, and takes his clothes, Head towards the elevator once again, and select to go to the "upper level". In the upper level, Zidane takes his clothes out. Avoid being seen by the guards, and take the stairs on the left.

Go around the big machine here, and go up the stairs. You'll arrive at a lookout. The guard here won't pay attention to you, so, head to the left and then north, where you'll find Dagger. Zidane will talk with her. After they are finished, Zidane will look through the telescope nearby. You must mark all the locations in the map before you can exit the telescope view.

Ceebell River = By the south gate(below it)

Marshland = Right in the middle of the map, around the forests.

Aerbs Mountain = They surround Burmecia

South Gate = To the north

???? Forest = Around where you see Chocobos

Aerbs Mountain(right) = They surround Alexandria.

Afterwards, watch the long cinemas. After all of this worthless information and cinemas, you'll see a lot of people preparing themselves for the festival of the hunt. People will give freedom to Mus and Fangs. You'll then see Zidane and Co. on the guestroom. A guard will then come and ask for what you want to receive if

you win the festival. If Zidane wins, you'll get 5.000 Gil, if Freya wins you'll get a coral ring. If Vivi wins, you'll get a card(Prisma Vista). The best bet is obviously Zidane's(even though Vivi's is not so bad). Is really hard to me to give you an exact strategy, so all I can say is...

Good Huntin'.

Once the festival has been finished, you'll be taken to the upper level, where you'll get your prize. Regardless of who won, you may get a different item(the ones listed above). You'll also get the "Master Hunter" key item. After you receive your prizes, a wounded Burmecian guard will come. He'll say that Burmecia is being attacked, and ask for your help. He then passes out. As a good knight, Freya will offer her help. Zidane then adds himself to the mix. Same goes for Vivi. Garnet wants to go, but Zidane won't let her. Watch the following cinemas until you can control Zidane once again. You must go to the bottom level and take the trolley to the dragons gate. Level up and buy items first(heal yourself at the inn, too) and save, because you won't be able to return Lindblum for quite a long time. When you are ready, take the trolley to the dragon's gate. Save your game, and go out the world map.

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WORLD MAP/QU'S MARSH
ENEMIES: Serpion, LadyBug, Ironite, Vice, Hedheog Pie, Axolotl, Gigan Toad
ITEMS: Moccha Coffee
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Go north from the dragon's gate and you should find a marsh. Enter it then. This is the Qu Marsh. Head north, and you'll find Mogster. You can talk with him for information about the game. You should also notice several paths by him. Take one, and head north. You'll arrive at a pond. There is a Qu named Quina here who is catching frogs. Catch one by yourself, and offer it to he/she(Quina). After you do so, you'll be taken to a house in the marsh. You'll find Quina's professor, who'll tell Quina that there are so many yummy-things in this world he has to see. In other words, Quina joins your party. Leave the marsh and head north until you find the Gizamaluke's grotto.

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GIZAMALUKE GROTTA
ENEMIES: Black Mage, Hornet, Skeleton, Lamia, Gizmaluke
ITEMS: Gizamaluke Bell, Holy bell, Bronze Vest, Mythril Gloves, Magus hat
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After you see the cinema, you'll be on the grotto itself. Head north and try to open the door. Zidane will say the door won't budge. Head right from this locked door, and talk with the guard lying on the floor. After you talk with him, you'll get a bell, and the guard will pass out. Use the bell on the locked door, and go through it. You'll see Zorn and Thorn, the same you saw back at the beginning of the game. They'll throw at you 2 black mages. When you beat them, Zorn and Thorn will escape. Take a right and go down. You'll have to beat a black mage. When you beat him, you'll get another bell. Now, go north. There

the item behind the moogle. There is a lighting staff. It lets you learn the spell Thundara. If you already go the ice staff(from Gizamaluke), you should already have the Thundara and Blizzara spells. Afterwards, save your game, and head north by using the path on the middle.

You'll be at the outskirts of the castle. Freya will jump in, as well as Zidane.

Vivi can't, so he'll have to find another way in. Inside, the party will hide behind some statues, and heard what the fat-ass, ugly-butt Brahne has to say about. You'll also spot general Beatrix next to her, and a "man" with white clothes and wuss-looking clothes(he looks like a woman you know). During the conversation, a Burmecian soldier will sneak in, and try to challenge Beatrix. The guard is no challenge against her, so the party intervenes. You'll then have to fight the toughest woman in the world, the femal version of General Leo(Final Fantasy Six).

BOSS ENEMY: Beatrix

HP: 3630

Beatrix is definitely not pushover. Her attacks(specially Shock) do a lot of damage and normally kill characters in one hit. Immediately set up Rei's Wind with Freya to regain HP gradually. Use as much as magic as you can with Vivi(Ra spells such as Thundara and Blizzara[which are the only ones you have] ;) and have Zidane attack(you could also Steal if you're feeling like a stupid today). Quina should use physical attacks/potions/blue magic(if you have Mighty Guard, USE IT GODDAMIT!!!!!!). Once you caused Beatrix enough damage, the battle will end, and the first disk will end.

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2. DISK TWO

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==+==
SUMMIT STATION

ENEMIES: Black Waltz # 3

ITEMS: Phoenix down

==+

Finally, rest after those lengthy battles and everything. You'll be on the Summit Station, and Garnet will finally spot her beloved Alexandria. To get there, they must wait for the next cable car. Therefore, we should go to rest. Use one of the walkways and head right to the rest room. There is a lot of people here, as well as a moogle, who'll be more than happy to save your game. Next to the moogle is a man who sells medicine and weapons. Buy what's necessary, and talk to the attendant to continue with game.

Garnet will then hear two voices outside she apparently recognizes. Fast as a thunder, she goes out and finds two of the infamous Tantalus thief, Marcus and Cinna, who are going to Lindblum in order to save their bro(Blank). Marcus is headed to where you are heading(Treno). When the cable car arrives, Marcus leaves his pal stranded, and enters the cable car leading to Treno with the Garnet and Steiner. Inside the car, select a seat, and then you'll see a couple

of cutscenes, and you'll learn that Marcus is going to Treno to get a rare item called the supersoft, which can be used to de-petrify Blank. Suddenly, some ruckus is heard outside, and your party must discover what it is---and eliminate it.

BOSS ENEMY: Black Waltz # 3
HP: 1292

Black Waltz 3 is a pushover this time around. He can use attacks such as Thundara and Blizzara, as well as Freeze, which is a new spell to you that freezes(duh) characters instantly. After they're freezed, if they receive an attack, they die. Use both Steiner and Marcus to attack, and Garnet to heal and cast protect on the party. Keep the pressure up, and you should win. After the battle, you'll arrive on the South Gate.

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SOUTH GATE
ENEMIES: None
ITEMS: Elixir
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In the first screen, a certain somebody will tell you that in the next scree, the path branches, and the one to the left takes to Dali and the one to the right to Treno. You can also buy items here. Afterwards, go north into the next screen, to the branch. Head to the right. Now, keep moving forwards until you reach a wrecked bridge. Garnet will jump across the gap instantly, so don't worry. At the other side of the bridge, go down towards the bottom of the screen, and grab the gil on the chest. Then, go up and then right towards the gate. Show your gate pass to the guards, and you're off the world map.

=====
WORLD MAP
ENEMIES: Ghost, Mandragora, Carve spider, trick sparrow
ITEMS: None!
=====

Treno is very near from where you appear. Go north, and then take a right and you should see a city which looks like an Italian colosseum from the Cesars era.
But don't go there just yet. Instead, head all the way north and walk across the forest. On the forests, you'll find an enemy called Mandragora, which are very tough, but they also give you a lot of experience. Don't fight them just yet, though. Keep heading north until you reach a "dead end". Then, look to your left and you'll see a hole. Enter it.

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QUAN'S DWELLING
ENEMIES: None
ITEMS: Scorpio Stellazio, Phoenix down
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From tne entrance go all the way north and search for a rope. Go down it, an dhead towards the pond. This pond replenishes all of your MP and HP, and should be used if you're serious about training your characters by fighting Mandragoras

outside. Directly south of the pond, at the bottom of the screen, is another stellazio for your collection. Once you get it, take the rope back to the main level and head to the next area. In here, use the ladder to get an Ether, as well as a note about Vivi. From the ladder, go right, and you'll arrive at a lookout(the "peak"; that's how I call it in this guide). There is nothing there by now, so, leave.

WORLD MAP

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Head south towards Treno. Enter it.

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TRENO  
ENEMIES: Griffin(disk2), Catoblepas(disk3;first 1/2), Amdusias(disk3;second  
1/2)  
        Behemoth(disk4)  
ITEMS: Mythril Dagger, Power Belt, Tonberry card(defeat Griffin), 15.000 Gil  
        (defeat Catoblepas), Runing shoes(defeat catoblepas or Amdusias)  
        Circlet(defeat Behemoth)  
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Treno, like Lindblum, is one hell of a city. There are lot of items and secrets here, so you should follow this guide. Because a lot of people will using this portion of the guide, I'll exclude the spoilers. Ok, after both party members leave Steiner(you:) alone, watch the ATEs and head a bit left to a pond. Throw Gil at it, and the 11th time you'll get yet another Stellazio. Afterwards, use the path to the left. In this area, head left, and take the ladder down. If you continue heading left, you'll get to a locked tower, so ignore it.

Watch the ATE that comes out, and then head up, and take a left. Enter the big mansion which is just above the Café. Inside, go left, and then south. You'll find the four armed man that pickpocketed Garnet a while ago. When he notices you're her bodyguard, he immediately hands down the Power Belt, the item he spend the money on. Once he leaves, keep heading south to the next screen, which is the synth shop. Synth necessary items, and then go out the building. Outside, head all the way north to the next screen.

You'll find a circular house with lots of pigeons around it. This is the house of Queen Stella, who is looking for the famous Stellazio. Enter the house, and talk with the woman on the throne to deliver all of the stellazios you've found. When you deliver one, Queen's Stella assistant will give you a certain prize. It is very important to get the Blood sword, specially if you're serious about leveling up Steiner. Once you have gotten your prizes, go out Queen's Stella house and head south to the next screen. In here, head all the way south once again. In the next screen, head right to find the card stadium. There, you can buy cards from, and challenge the people outside to card games. You should avoid this since you're pretty weak at this moment. The Usher can also tell you about the basics of card gaming. Once you're ready, continue to the right past the card statidium.

In the next screen, you'll see a moogles who is trying to escape from a dog. Wait her for land, and talk with her to save your game or to deliver some mognet cards. Directly to the right pf the area the moogles is one is a big door, which

is the entrance to the weapons shop. There, you can challenge the griffin below.

If you have the blood sword and you're feeling confident, then do it. You could also buy new equipment and weapons here. Once you are ready, go out the store and head south. Ignore the flight of stairs. In the next area, enter the big door, where you'll find Garnet. You'll now control her.

Once you control Garnet, go out the auction house (you could bid if you have enough money...), search to the left of the door for gil, and then head to the right to the next screen. In here, head north (forwards), and take the first right you can. Go up the stairs (ignore the drunken man :) and head south towards

the screen to the next area. In here, you'll be on Treno's poorer portion. Go down the ladder across the inn. Grab the items on the chest, and buy items if you need to. Go around the stand, and get the Treno stellazio. Once you've gotten these, go up the ladder again and enter the inn.

In the inn, you could rest if you want to, or go down the stairs, where you'll find Marcus. You can tell him that you're ready whenever you want, so you can continue with the history. Prepare yourself, and tell him you are ready. He'll take you to Baku, and both of them will take you to the docks. Head to the right

and then down the ladders until you arrive where Baku is. Afterwards, you'll see

a short cutscene involving Kuja and the man at the auction house. Once it is finished, you'll see a cutscene, with Garnet and Steiner. When it is finished, you'll be on a house. The party will start looking for the supersoft, and suddenly, somebody will appear. It turns out to be Doctor Tot, which was Garnet's tutor. Watch the cutscenes.

After the party returns to the inn, go out it, and head all the way south, to the town's entrance. Head to the left, to the next screen. In here, head all the

way to the left, to reach the now unlocked tower. Talk with the little guys here, and then go up the short stairs, and go through the big brown door.

You'll

be on the bottom part of a big, big ladder. Go up this ladder, to reach the summit, where Doctor Tot is. Marcus immediately takes the supersoft. After the cutscenes, talk with Tot, and you'll see a flashback. After it, Tot will tell you he knows a way to take you to Alexandria. You have to go down the stairs here. Before doing so, go back to town and save your game, and buy items. Then go down the stairs to enter the Gargan Roo.

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GARGAN ROO

ENEMIES: Dragonfly, Crawler, Ralvurahva

ITEMS: Chain Plate, Phoenix down

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You appear on a circular room, with two paths. Tot tells you that in order to use the "ancient transportation device" you must move some levers 'round here in order to call for the Gargan. First off, use the moogles here and save your game.

Then, take the left passage, and look for a lever. Pull it, and return to the circular room with the moogles. Take the right path then. Go to the right, and Tot will come immediately, and give you in depth information regarding the gargans and the gargans roo. Once he's finished, pull the lever, and a massive insect will come. We must make it stop. Run to the left side of this area, and pull down the level with the "feed" lettering. Once you do, the gargan stops for

a while, and the party gets in. As you travel to the exit, a massive snake attacks.

BOSS ENEMY: Ralvurahva

HP: 2296

This battle will be really easy. Use Garnet to heal, and both Marcus and Steiner to smackdown the snake. You could also use Minus Strike with Steiner, specially if he has a lot of HP to share. Garnet should also cast spells such as Protect and Shell. This is a really easy battle anyway.

Watch the cutscenes, and then the action shifts back to Zidane. After the party exits Burmecia to the world map, head to the west until you find a furious sandstorm which is the representation of Cleyra. Before entering, you may want to do a bit of level-up. In the outskirts of Cleyra, sand scorpions normally attack. These guys give a lot of exp. Sadly, they're rather infrequent. Once you are ready, enter the vertex... er, the sandstorm.

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CLEYRA'S TRUNK
ENEMIES: Dragonfly, Sand Golem, Carrion Worm, Zuu
ITEMS: Phoenix down, ice staff, Flame staff, magician shoes, ether, tent,
       Needle Fork, Kupo Nut, Desert Boots, Remedy, Mythril Vest, Mythril
       Gloves, Potion, Elixir, Hi Potion, Gyshal Greens
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After the short cutscene at the start of the trunk, go north until you reach the next screen. Here, look for a switch at the top of a short set of stairs, and flip it off. Now, go north, and grab the phoenix down along the way. Keep heading north until you reach the next screen. Look at the bottom of the screen south of the tree and get the partially hidden Magician Shoes. Hidden by the tree is also an Ice Staff, which will come useful later. Then, head to the right to the next screen. In here, just make your way to the north to the next screen, and grab the ether. Go down from the chest, and examine the hole. This will make the room below to flood. Go out then.

Now, head south, but stop about half of the way. Use the rope, and go through the hole(the rest of the path if flooded with sand, making it a blocked path). In the next area, walk across the sand to the left and go through the hole in the "wall". In here, you'll see a ramp leading up, but instead of taking it, go around it and get the needle fork. Then, take the slope north until you find a split. The left is a short path which leads to a moogle. Deliver a mooglet card for him(if you have it) and you should receive a Kupo Nut. Afterwards, go a bit right and take the ramp and head north. You'll come to another branch.

Take the path directly to the north, and snag the flame staff. You now have all of the Ra spells in your possession. Backtrack to the branch, and take the other path into the next screen. In here, you'll spot a bridge. Cross it and go through the hole. You'll get in a place with three different paths. In the center one, check behind the pillar to the north, and the behind the wall to

the left of the pillar to get two items. Then, head forwards to the "darkness". In the next screen, flip the switch to make a chest available in other place. Go back to the area with the three paths, and take the one to the right.

You'll see yet another branch. There is one leading to the north(forwards) and the other leading to the east(right). Take the east path. Head forwards towards the chest you just unlocked before, and get the item inside it. Double back to the branch, and take the north(forwards) path. You'll arrive at a room with whirlpools, and two chests. To get the chest, get into the first whirlpool, and mash the X button. Point the left stick BACKWARDS, and when you come out the hole, you should land on the hole next to a chest. Do the same thing, and grab the item on the chest. Get into the whirlpool once again, and press X a la lata. When you're about to come out, point the stick to the right. Grab the item, and head through the hole on the wall.

You'll reach a ladder which leads to Cleyra settlement. Grab the gyshal greens to the left of this ladder, and take It up. Go right, and then north into the city of sand.

==+==
CLEYRA SETTLEMENT

ENEMIES: Antlion, Type B, Alexandrian Soldier, Beatrix

ITEMS: Phoenix pinion(x3), Remedy(x2), Ether(x2), Ore, Thunder Gloves, Mythril Gloves, Mythril Vest, Gyshal Greens, Echo screen, Yellow scarf, elixir Phoenix down, emerald

==+==

As you arrive in the city, Freya rushes towards the cathedral where the Burmecian King should be. One of the oracles will then offer you a tour. Go ahead and take it. The oracle will take you to a lake, whose waters are clear as

a day. Thinking about it makes me thirst, you now. Anyway, on to the tour.

After

showing you the water's splendor, the oracle will take you to marketplace.

Next,

you'll be taken to the windmill, which maintains the sandstorm alive. You'll be taken to the observatory then, where Cleryans look at the sandstorm's beauty. Lastly, you'll be taken to the cathedral. Ultimately, you'll be taken to the entrance.

Go up the stairs to the next area, which is the one with the lake on it. In here, take the stairs leading up, and keep taking ladders and slope until you find a group of rat people(burmecians). These are Dan and Co., and even though seeing Vivi with you doesn't make them happy, they'll still sell you armor as well as weapons(items?). Directly behind them is the inn, which you should enter. Inside, there is a very sad Vivi who you can't help. Search on the in for

items, and talk with the moogle on the second level, who has a letter from Ruby.

Once you've done your thing, go out the inn and take a right. Go up the stairs, and head north until your reach the cathedral. Enter it. Inside, head forwards and talk with the oracles, who'll tell you Freya's messages. According to Freya,

you should wait her at the inn. Go to the inn, and somebody enters the inn, and tell you the Antlion is attacking a little kid. The oracles ain't any help, so, save your game, and go out the inn. Then go south all the way to the bottom(the entrance). There, take a right. You'll find the Antlion, who's holding Puck,

the
same guy you found at Alex. He is a prince!. A battle will then start.

BOSS ENEMY: Antlion

HP: 2938

This guy is extremely easy. I've read various guides, and all of them say this guy is hard, but is actually easy. All you need is a level 20 Vivi with Blizzara

and the Ice Staff equipped and Rei's Wind. First off, set up Rei's Wind to maintain a good level of health. With Vivi, launch Blizzara like a madman. It causes like 1.000 points of damage. Have Zidane rely on stealing, and Quina do nothing. This guy counters physical attacks, so be sure you're in good shape. It should be really easy though.

After the fight, You'll see more cutscenes. Freya will be taken to the cathedral, were the burmecian king will tell her to participate on the ceremony to strengthen the sandstorm. Freya will accept ipso facto, and she and the other Cleyrans will start to do some weird dance. Suddenly, the harp strings will snap out, and you'll see a cinema in where the sandstorm finally disappears. The Burmecian king is scared. After this scenes, the action will shift back to Alexandria. You'll see a couple of cinemas, and you'll also have to make a choice on them. Once the cutscenes are finished, you'll return to Cleyra.

You'll be on the lookout. The party wants to go to the bottom of the trunk to learn what's going on here. Zidane will say he'll go and search for Vivi. You'll then control Freya for a short time. Head towards the inn, and enter it. There, you'll find Siltzkin as well as another moogle. Siltzkin is selling one of his popular combos, which is a Hi Potion, Phoenix down and an Ether for 444. Afterwards, go out the inn and head to the entrance, where the party will regroup. Now, head towards the trunk.

NOTE: As you advance through the trunk, Alexandria soldiers will attack.

In the trunk, go down the ladder you used to enter Cleyra settlement, and head to the right. You'll come to the whirlpool room, but the whirlpools are down. Head to the right to the next room. You'll come to a branch. Head all the way south, and you'll be on the on the room with the three paths. Head a bit to the right, and then south towards the TV screen. When you reach the next area, Prince Puck will come and tell you that Cleyra is being attack!. The plan was to take you out Cleyra so they could attack full-force. You'll be taken back to Cleyra.

As you arrive, two black mages will appear. You'll need to kill them in order to advance. Once they are finished, take a right. There, you'll find Siltzkin as well as a save moogle. Save your game because things are going to get tricky soon. Head to the entrance again, and go north up the stairs. You'll find two oracles. You'll know must select the correct way to take them through. Select to the right. In the next screen, go north onto the next screen. In here, you'll see the Burmecian family again, and you must guide them. Select to go to the left.

You'll come to a Black Mage. You'll have to beat it. Once you do, Zidane will go through the left path. In the next area, you'll have to guide the Burmecians once again. Take the right path, and go through the bridge. You'll then have to fight two Alexandrian Soldiers. Once you beat them, you'll follow the Oracles and the Burmecian. When prompted, tell the burmecians is still not safe. Then, you'll spot two Cleyra in the lookout. Zidane suggest to go to the Cathedral so everybody can be safe. You'll then head to the north. When you arrive at the cathedral, a couple of Black Mages will surround you. It looks like everything is lost, but then a Burmecian, Sir Fratley will come and liberate you. You'll the enter the cathedral.

Inside the cathedral, the party will talk with Fratley(Freya specifically). But there is something just odd here. Fratley can't remember Freya. Zidane then comes as well as the Burmecian King. Fratley won't be able to recognize the king either. Puck will then come and clarify the situation. During his journey through the world, he found Fratley, who couldn't remember him. He's been suffering amnesia. He'll then leave. The high priest will then give the party the freshest news. Beatrix, the toughest woman in the world has stolen the emerald used to maintain the sandstorm. Watch the cutscenes, and you'll be then able to control Zidane. Talk with the people you saved to get some nifty items, and save your game. Then go outside the cathedral.

BOSS ENEMY: Beatrix
HP: 4736

Beatrix is a tough as ever. First off, set up Rei's wind to maintain your health up. Have Vivi cast Slow on Beatrix to prevent her constant shock attacks. Then, start attacking. Use Fira with Vivi, and Lance with Freya. Zidane should perform normal attacks, and use Potion on the party. Remember, her Shock attack does a lot of damage('round 900) and is normally enough to kill a character.

Once the battle is finished, Beatrix will use the black mages to escape Cleyra. Zidane and the rest of the party will do the same. If you have Quina in your party, she WON'T follow you. After you arrive at the Red Rose, you'll see Brahne, who wants to test out her new Eidolon, Odin. You'll then a cinema win where Brahne calls for Odin, who throws his Lance at Cleyra and tears it up. Brahne is astonished.

Once in the Red Rose, both Freya and Vivi will be very sad because of the incident. Then, Zidane will spot somebody is coming, and he'll hide. Is Beatrix. Read what she's got to say. When you can control Zidane, go up north up the stairs, and then head to the left. You'll come to a door, and the party will eavesdrop at Brahne. Beatrix hands over the jewel, and Brahne tells her plans. Once Zidane hear this, he'll decide he's to go to Alexandria ASAP!. We must now search for a way to get there.

Once you can finally control Zidane again, go north(right)to the next screen, and then go south(left) to find a moogle. Use it to save your game, and then go north(right) and go down the stairs. In here, move south and talk with Vivi. He'll tell you he knows of a way to go to Alexandria easily. There are tele-transporters here, and they'll take you to Alexandria. The party will then use them.

into the synth shop. In here, I suggest you to get the Exploda. Then, go out the shop, and head south. In the next screen, head south into the next screen, and head south again. Enter the inn, heal and save your game. Then go and talk with the man. You'll be taken to the base level, where Cid will give you the world map. You'll be taken to the dragon's gate then. Buy items from the man, and save your game. Then go through the north door to the world map.

WORLD MAP

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Head north to the Qu marshes

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QU MARSHES
ENEMIES: Gigan Toad, Axolotl.
ITEMS: None
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In here, you have two ways to go, regardless if you got Quina early in the game. This first explanation is for those who go Quina early in the game. Head to the north where Mogster is, and go through the path right behind them. In the next screen, head all the way to the north until you arrive at the next screen. In here, talk with Quina, and she'll rejoin your party. Then, head to the south to the screen Mogster is on, and head to the far right, until you reach the limit. Then, head north. You'll see a cutscene, and Quina will take you to the Fossil Roo entrance.

* * *

For those who didn't got Quina early in the game... head to the north where Mogster is, and then head to the far north, until you arrive the pond Quina is on. Ignore her, and head to the north into the next screen. Enter the house, and talk with the man inside, who directs you to Quina. Head to the pond again, and catch a frog for Quina. Present it to her, and you'll be then taken to Quale's house. IN here, Quale will tell Quina he has so many things to know. Quina will join your party then. Afterwards, head to the south to the screen Mogster is on, and head to the far right, until you reach the limit. Then, head north. You'll see a cutscene, and Quina will take you to the Fossil Roo entrance.

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FOSSIL ROO
ENEMIES: Armodullahan, Lani, Abomination, Griffin, Seeker Bat, Feather circle
ITEMS: Elixir, Fairy earrings, Ether, Lamia's tiara, Survival Vest
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Move on until a monster comes out a prison. Now, you'll have to run away from it. Run and evade the swinging blades(or else you'll have to fight it). After a quite long chase, the monster will fall into a hole. If you get to fight this guy, you'll have to inflict it about 1.000 points of damage in order to make the fight finish, and you'll be then able to run away. This guy is pretty much a X-ATM# from FF8. Once you finish this chase, you'll come into Lani. She'll try to get the falcon claw from Garnet, but she'll refuse. Lani will then have to get this item by using other tactics...

BOSS ENEMY: Lani

HP: 5708

This battle is very tough. Lani uses strong physical attacks which cause a lot of damage. She also uses the Water spell, which hits everyone, and also causes a lot of damage. Have Dagger cast Ramuh and use Cure spells occasionally. Zidane should steal his items, and use his Exploda to attack. Quina should use her best blue magic, and Vivi use Ra spells.

After the fight, go down the stairs(to the north) into the next area. In the next screen, go a bit south and then head to the left until you find a couple of flowers, and use them by the hole(make use of the field icon). A gargan will come and pick you up, and take you to the next screen. Go north to a place where you'll find a man. Zidane will ask for directions, and the man will explain you the roo system. Afterwards, go a bit south, and you'll find a moogle, as well as Siltzkin. Save, buy Siltzkin combo, and then head north and up the stairs.

In the next screen, grab another flower, and call for the Gargant. Then, when it drops you off, head to the right into the next screen. There, you'll find a switch. Flip it off, and the Gargan direction will then change. Head back to the previous screen, and call for the Gargan. After you arrive, go up the short flight of stairs, and then head to the north to the next screen. Grab the item, and return to the previous screen. Go down the short stairs, and head north. In this area, move around the path to next screen, and flip the switch. Then, return back to the Gargan and call for it.

After the Gargan drops you off, head back tot switch number 1, and flip it off. Now, call for the gargan. After the ride, head towards the room with the man who gave you directions, and head south, and then to the right(if you've been fighting a lot of enemies, heal by using a Tent with the moogle here). Grab the Gargan. After it drops you off, talk to the man to the left, who'll offer you items... for a price. Then go up the stairs. In the next screen, flip the switch off, and head to the right onto the next screen, and call for the Gargan. This take you to an area with a Lamia's Tiara on it. Ride the gargan back.

When you arrive, head to the left and flip the switch off(the same one you flipped off a while later). Afterwards, go and call for the Gargan once again. After you arrive, go through the hole to the right. In this screen, you'll see a wall with vines. Climb it up, and put yourself below a "face". It'll shoot a burst of water, and you'll fall into the water. Press X to get out. You'll appear in the left side of the screen. Go up the slopes, and head to the right. Go towards the bottom right portion of the screen, and grab the item here. The man here will also let you dig for items if you give him a potion. Go ahead and give him a potion. Now, head to the end of the circular path, and dig on the wall. After various hits, a moogle will come out. You can buy items from it, and you can also save/rest. Once you're finished, talk with the man again and tell him you're off diggin'. Then, return to the room with the Vines.

a
bucket with an elixir on it. Enter the shop and buy items if necessary. Leave afterwards. Now, go to the far right part of the screen. In here, you'll see a moogle, and a little noodle house. Enter the house, and you'll see two black mages raising a baby chocobo. Quina will try to eat it!. Go out the house afterwards, and talk with the moogle. Then, go south. Now, in the next screen, go up the short flight of stairs, and head to the left.

You'll come to two houses. The one to the far right is the inn, but you can't do a thing there by now. The one to the left is the items shop, where you can finally buy Hi Potions. Buy at least 99(14.000). It is a lot of gil, but it is worth it, specially if you're serious about using the Auto Potion ability. Now, go out the store, and enter the house to the left. It is the snyth shop. Garnet is here. After she rejoins you, tank with the black mage here, and you'll be able to snyth items. Go out the shop then, and head to the left. You'll see Vivi running.

Follow him to the inn. When you finally catch on him, Garnet will suggest the party to take a rest. Accept her proposal. In the middle of the night, Vivi will go out the inn. Dagger shows herself a little worried, but Zidane tells her not to worry. Vivi may had found a place to call home. Zidane will then tell Garnet a story. There was a man, with no family, no past. He tried to get answer, but he got nothing. Then, an old man raised him. The man tried to escape in order to find his past, his family, but he found nothing, and when he returned his house, his adoptive father beat him up. But the man was happy. He, at least, had a place to call home.

The next day, Garnet finds out that Kuja is on the northwestern part of this continent, and to reach that portion of this continent, we must convince the dwarves at Conde Petie to let us pass. After the chat, go and save your game, buy new items and get some weapons remodeled. Leave the town afterwards.

WORLD MAP
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From the dome shaped forest, go north, and then go up the slopes. Then, go north until you reach Conde Petie.

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CONDE PETIE REVISITED
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After you arrive, go north into the next screen, and go up the stairs by the inn. Then, in the next screen, go north and talk with the dwarf. The party will tell the dwarf that they need to get past him. The dwarf will then tell you that you need to get past the "ceremony", and if you want to do so, you should talk with the hooliness(that's what they say:). Go south afterwards and down the stairs. You'll see his hooliness wandering around. Talk with him, and he'll say Zidane gotta get married with someone in order to past the blockade. Zidane asks Garnet, and Garnet accepts Ipso Facto. You'll then see the ceremony. After it, Vivi and Quina will ask you if it is OK to marry. Say yes, and they'll marry!. After that, go into the items shop and go through the door to the right. Talk with the dwarves here, and advance into the next screen. In here, head all the

on
it. At this points, you should be exhausted thanks to the battles. Heal, and
save your game. Then, keep moving until you arrive at a circular platform.
Have
Zidane stand on it, and then the rest of the party. The next area is also very
straightforward. After it, you'll reach another weird place. Step on the leaf,
and you'll go down. On your way, you'll have to fight several monster. You'll
be
able to heal between battles. You'll arrive at the bottom of the Lifa Tree
after
three battles.

After you regain control of Zidane, go down the stairs here, and search behind
them for an Elixir. There is also a Brigandine around here. Afterwards, talk
with Eiko, and look at the pretty green light with her. Then, go check the wall
to the right. Zidane will notice it is moving, and something will fall from
above. You'll then have to check on Garnet. Check on her, and return to where
the thing fall. You'll see Soulcage, who presents itself as the one who creates
the mist. He'll tell that he is the one that's providing Kuja with the power of
mist so he can create the black mages. Vivi(and the rest of the gang) will get
mad at him, and you'll have to fight.

BOSS ENEMY: Soulcage
HP: 9.200

This guy is really hard or extremely easy. For the hard way, you should Heal
with Garnet, and use Fenrir with Eiko. Zidane should attack physically(or use
Solution 9 if he trances). Vivi should use the Bio magic. And if you're feeling
cheap, use a Phoenix down on soulcage. Problem solved pal!.

After the fights, watch the cinemas. You'll then have to return to Madain
Sairi.
Once you get there, the game resumes.

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RETURN TO MADAIN SAIRI
* - * - * - * - * - * - *

When you arrive here, head towards Eiko's backyard, and go down the stairs, and
go through the door there. You'll find Eiko, who'll tell you that a stone that
was passed through summoner generations has been stolen. Eiko will then leave
for the Eidolon wall, and you'll hear her scream. Now, head towards the Eidolon
wall. Outside it, you'll find a moogle, who'll give you several choices. Select
to be healed, and then to peek inside. You see Lani and Eiko. Then, ask for
Mog.
Laslty, select to save Eiko. Inside, watch the cutscenes. Be prepared to fight
too.

BOSS ENEMY: Scarlet Hair
HP: 8.985

This guy is very easy. If you have Auto Potion and Hi Potions, just attack
him(be sure you attack him when he says "Here I go"; don't attack him when he's
far away) and use Solution 9.

After the battle, Zidane will demand for the stolen item. Amarant(Scarlet Hair)

You'll be on Alexandria's Main Plaza once again. In here, you could go to the left part of it, where both the weapons shops and synth shops are located. Both of them are communicated, so you should have no problem finding them. Synth new weapons and armor, if necessary. Directly across these stores is the inn, where you can rest if you want to do so. To the north is the entrance to the castle, but, we can't enter it. Not yet. Instead, head towards the bottom left part of the screen.

You'll arrive at an alley. You should spot Marcus and Blank here; ignore them by now, and just head south. In the next screen, go right a bit, and then south. Enter the bellhouse then. In there, you'll see Kupo the moogler, as well as Siltzkin, the combo selling moogler. He'll have another combo for you, which consists on a Phoenix Pinion, Hi Potion, Elixir for 777 Gil. If you've been buying all of his combos(ALL) you'll get a Circlet after he gives you THIS combo. After doing so, climb the stairs in here, and ring the bell above for the Ramuh and Shiva car. Now, head back to where you saw Blank, and talk with him.

You'll then see Garnet in his room. She'll ask Steiner about Zidane, and then Doctor Tot as well as Beatrix will come. Tot will hand over the Opal, Topaz & Amethyst, which contain the essence of the eidolons Ifrit, Atomos & Shiva(NOT respectively). Garnet will then have to prepare. After this, you'll see Eiko, who has decided to write Zidane a love letter, now that he's far away from Garnet. Tot will then come, and because he looks so nerd:) Eiko will ask him if he could write the love letter for her. Tot will accept. He'll then remember something.

You'll see Garnet once again, but now with an elegant dress. After the scenes, you'll be able to control Eiko(whose letter has been finally finished). Head to the right onto the next screen, where there is a save moogler. Now, go out this room, and head north into the next screen. In this screen, head north once again, and go down the stairs. Eiko will bump into Baku, and will skyrocket towards a branch and get stuck there. Eiko will then ask Baku to deliver the letter to Zidane.

You'll see Baku on the fountain area. Steiner will then come, and he'll have a short talk with Baku, Baku will leave. Steiner will also leave. Beatrix will then come, and find the love letter(it escaped from Baku's pocket). She'll read it, and she'll assume it is from... Steiner!!!.

Anyway, you'll then see Zidane, once again, in the bar. The Tantalus gang will come again, and encourage him to see Garnet. Baku will then enter, as well as Vivi. Vivi will want to go and see Garnet, and Zidane will finally agree. After you regain control of Zidane, return to the main plaza. In there, go back to the mini theater, and search inside it for gil and other goodies. Return to the main plaza, and head north. Enter the castle. There, you'll see Amarant and Freya about to fight. Zidane will prevent the fight.

After the cutscene, examine the area for more items, and then board the boat. You'll arrive at the castle. Now, enter the castle and head to the set of stairs where you met Garnet for the first time. Garnet will appear again, and talk with her friends. Everybody will be happy with the exception of Zidane. Eiko will change jewels with Garnet, and then the game will resume.

Now, head to the card stadium, and talk to the man behind the counter to start the tournament. You'll first have to fight the Attic Man Wake. This guy uses magic cards, which are 1M. Select cards with 2M, 3M, 3P attack ratings, and go for the killing. Try to attack him from the diagonal, and but do not enclose your cards with his, or this could end up in a combo, which is bad for you. Try to make him put a healthy group of cards all together, and then make a combo.

Secondly, we'll have to beat Cardona Bishop. She likes to use cards with lots of arrows, so using cards with few arrows is basically losing immediately. Use cards with lots of arrows, and play offensively. Don't try to make Cardona form a bunch with her cards so you can combo her. Instead, go ahead, and try to flip down all of her cards, because she WILL do so. Don't neglect a combo chance, though.

```

_____|
| Before tackling into the third battle, head to the weapons shop, and look
| for the flying moogles. Save!. It is important, because you CAN'T repeat the
| third fight. Beat the third opponent, and you get a valuable Rebirth Ring
| (which teaches you Auto Life). Draw, and you'll fight immediately again.
Lose|
| and you get nothing. That's why is important to save!.
|
_____|
\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\

```

The third fight is against Sailor Erin, a cutee who is Cid personal airship-flier!. Anyway, she uses ONLY Oglop cards, which are pretty weak, and have no magical defense. Use card with lots of arrows and with strong magic power. When you beat her, Eiko comes and explains the situation.

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ALEXANDRIA ON FIRE!
ENEMIES: Mistodon, Tantaran
ITEMS: None
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You'll see Kuja first, who'll call for Bahamut. Bahamut will come from the sky, and start throwing flares at Alexandria. Garnet watches from her castle. Beatrix will then come and tell Garnet she needs to give orders to the soldiers. Each soldier has a different task to accomplish, so this IS NOT random. See below to know what each soldier should do.

- Blutzen & Kohel = Gather information
- Weimar & Haager = Protect the citizens
- Breireitch & Lando = Send for reinforcements
- Dojebon & Mulkedheim = Pepare the cannons.

If you do everything OK, Beatrix will give you an item. Afterwards, you'll see Beatrix and Steiner in the main plaza. You'll have to destroy every Mistodon you find. In the main plaza is one. To kill it DO NO USE some nasty skills like climhazard or stock break. Save those for later (and multiple) Mistodons. Once you destroyed the one on the main plaza, advance south, destroying all of the Mistodons. Once you finished the last one, the action will shift back to

Garnet.

After you regain control of her, go up the stairs, and then south. In the next area, go up the stairs, and go through the doors at the north. Now, in the next screen, go through the door to the left, and go up the stairs. After you go up all of the stairs, go through the door to the right. Now, just keep moving and seeing cinemas until the action shifts back to the airship the party is on.

Eiko's amulet will shine, and she'll jump put the airship. She'll land directly next to Garnet, and both of them will start to call for Alexander. You'll then see a FMV where Bahamut tries to penetrate Alexander's wings, but it can't. Alexander then hits Bahamut, who disappears. Kuja will then call for the invincible. Now, just see the scenes until you can control Zidane. When you do, take him to where Garnet is. Zidane will save Garnet, but Alexandria will be destroyed.

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LINDBLUM
ENEMIES: None
ITEMS: Elixir, Remedy, Lapis Lazuli, Strange Potion, Unusual potion, beautiful
      Potion, Egoist's armler, Sagittarius Stellazio
==+-+--+-+--+-+--+-+--+-+--+-+--+-+--+-+--+-+--+-+--+-+--+-+--+-+--+-+--+-+--+-+--+-+--+-+--+-+--+-+--+-+--+-+--+-+==
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After Zidane awakes, look for the chests in this room, and save your game if necessary. Either way, try to go out the guestroom, and Blank will come. You'll be given a choice. If you ask for Dagger, he'll tell you she's at the telescope.

If you select the other option, he'll tell you should go to the throne room. After the chat, go out the guestroom, and head to the left. In the next screen, head south onto the lift, and take it to the upper level.

After you arrive, you could go north, to the meeting with Cid, or you could go to the left. Go left. In this area, go around the machinery, and then up the stairs. In the next area, go left and up the stairs, where you'll find Dagger, who doesn't says a thing(she actually lost her talk, because of all of the incidents; the destruction of Alexandria, the murder of her mother...). Afterwards, head to the meeting, and hear what the regent has to say. You must get three special potions: the unusual potion, the strange potion and the beautiful potion.

Now, take the aircab to the theater district. In there, go out the aircab, and head south. You'll find the couple you helped in Burmecia. They'll show you their sons. Now, form the couple, head right and enter the artist's house. Look on the bucket on the lower portion of the stairs, and you'll find the Strange Potion. Now, go out the house, and head to the left, and go down the stairs. In the next screen, head south, and talk with Cinna to get the unusual potion. Enter the hideout then to get more gil.

Now, head back to the air cab, and head to the business district. In here, go out the aircab, and head to the house across it, which is the inn(you can read the guestbook; Zidane will leave a note!). Heal yourself, and save your game. Now, go out the inn, and head to the north into the next screen. In this screen, head to the right onto the next screen. Here, synth a couple of new weapons and buy armor. Then, talk to the woman by the item shop, and she'll give you the beautiful potion.

Now, return to the castle, and head to Cid's room. Tot will give the potion to the regent, but it won't work!. Instead, it'll turn Cid into an ugly frog!. Cid,

however, decides the party must continue on their quest for Kuja, no matter what!. The party then decides to visit the black mage village so they can look for Kuja. Now, grab the lift, and head to the base level. In there, take the right trolley to the serpent's gate. Board the blue narciss then. Select your party members(screw of Dagger; because she has so many things in her mind, she tends to miss her commands[actually, she doesn't perform them] at times)

WORLD MAP

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Because you already have the black mage village marked in your map, head towards it. Dock at the beach south of the black mage village, and head north. Enter the black mage village then.

- * - * - * - * - * - * - * - *

BLACK MAGE VILLAGE REVISITED

- * - * - * - * - * - * - * - *

After you arrive, enter the inn, and search behind the beds(counter) for the Virgo Stellazio. Now, head to the far left part of the town(cemetery), and there you'll find Vivi talking with a Black Mage, who'll explain you about the situation. After the little chit chat, head to the chocobo sack, and enter it, where you'll find two more black mages. Now, just keep watching the cutscenes. Return to the cemetery, and he'll tell you that Kuja is below the sand at the eastern part of the continent.

WORLD MAP

=====

Steer the boat to the desert at the eastern part of the continent. Now, there are four quicksand holes in here. Enter the one without the puffs of sand coming out of it.

- * - * - * - * -

DESERT PALACE

- * - * - * - * -

You were captured in the quicksand, and Kuja trapped you in a confined room. Kuja will then talk with you. He'll open a hole in the floor, and shows you the lava below. He has a work for you, and if you neglect, you become roast chicken.

When given the choice, select you have no choice. You'll go out the room then, along with Cid. When you can move, head south to the panel between the black mages, and stand between them. You'll be transported elsewhere in the Desert Palace.

When you arrive in Kuja's room, talk with him. He'll tell you he wants you to visit Oeilvert, city of the ancients, and retrieve the Gulug Stone. He says that if you decline, he'll do something to your friends... he tells you he wasn't to go there because in that place people can't use magic, and he's a magical person. You'll know have to select the party members you want to use in Oeilvert. Pick CAREFULLY! I suggest Freya, Amarant, Zidane and Quina(yes Quina).

Once you are ready, you'll be transported into another area...

In this area, go a bit south from the transporter, and then head to the right.

When you find it, a cinema will be played. This shows some kind of weird city. When it is finished, continue to the left until you arrive at the next screen. In here, you'll appear next to a previously locked door. Go through it. In this screen, the ancient god who protect Oeilvert will talk with you. They'll talk about Terra, and how Terra assimilates other planets in order to live(they also assimilate the planet's souls). Afterwards, go out this area. Head back to the main screen(where you could go to the left, right and north). This time around, head to the right.

In here, talk with both moogles. One of them will sell you items for 888(The good old Siltzkin) and the other one will heal you/save your game(save now). Then, go around the pit here, and another globe will appear. This shows more about Terra. After you go around it, go through the door. In here, stand on the platform, and a FMV will show you going down. When you arrive at the bottom, try to retrieve the Gulug Stone, and its guardian attacks you!.

BOSS ENEMY: Ark
HP: 20.002

This battle is really tough. I hope you've equipped the Clear Headed ability. Anyway, this guy likes to use an attack which confuses your party members, as well as some strong attacks(there is one that reduces a party member HP to one). Start off by setting up Rei's wind to maintain your health level(if you have Quina's white wind, then don't bother). Have Amarant throw Pinwheels(which you should have bought at Mimoza's shop) and Zidane attack and steal. Freya should use the Lancer ability. Once you beat him, the action will shift back to the guys who stranded at the desert palace.

==+==
DESERT PALACE
ENEMIES: Ogre, Grimlock, Drakan, Torama, Valia Pira
ITEMS: Hourglass key, Promist ring, anklet, Shield armor, N-Kai armlet
Black hood, Venetia shield, Namingway card
==+==

Kuja will double-cross you!. He won't guarantee your party friends safety, unless Zidane arrives at the palace within 10 minutes. Cid, who is the only one free, will be mad at him. You'll then hear two black mages talking about traps. After you can move, head to the south, and then take a right onto the next screen.

In here, you'll have to get the key. Press Circle as fast as you can when the monster here is not looking. Once you get the key, you'll have to place the weights---which are made from wood, iron, clay and stone---in the dishes correctly so Cid can reach the hourglass and turn it upside down. To do so, put the weights in this order: Clay, Stone and Iron. That way, Cid will be able to reach the hourglass, and he'll flip it, freeing the party and securing their safety.

After you can control the DP(Desert Palace) party, head to where you flipped down the hourglass. In here, talk with the moogle and save your game. You can also buy items from this moogle. Then, head to the left, and go up the stairs. Welcome, properly, to the Desert Palace. Now, you'll see a flight of stairs to the north. Before going towards it, examine the candle here. It'll turn out to be a bloodstone. After you get it, head to the north. In this screen, you'll see

three statues. Examine the one to the left, then the one to the right, and the one at the center. Then head to the left.

A blue set of stairs will appear. Go up them, and light up the candelabra (candles are the ones with bloodstones whereas candelabras are the ones you must light up). Then, go down the flight of stairs, and head to the left. You'll see three candelabras in what a call main room. Light all of them up, and then go through the top left door (which opened a while). You'll arrive at a balcony. Go through the door to the right. In here, light up the candelabra to the bottom left part, next to the statues. Then, return to the balcony, and go back to the main area.

The statues to the left were removed. Now, light the candelabras in the left and right part of the top of the central stairs. This causes the right set of statues to disappear, as well as the stained glass to the right. Then go down the central stairs, and light the candle at the bottom. This causes the bloodstones to appear. Now, go up the stairs and get the bloodstones. Then, head to the right and go through the door previously covered with glass. In the next area, move forwards, and check on the candelabra about halfway. You'll get the Shield Armor (and you'll activate another bloodstone). Now, continue moving forwards until you reach the end. Then, go up the stairs.

Now, light up the candle at the top of the stairs, and continue towards the library. In here, light the candle to the left, and a stair magically appears. Go up them to the top level, and examine the fixture to the left. A portion of the library disappears, revealing a hidden hallway. Remove the bloodstone from the candelabra then. Then, go back to the library, and go down the stairs to the bottom, and go up the short flight of stairs to the left. Light the candelabra, and go through the newly opened doorway.

In here, go up the spiral staircase, and light the candle halfway up. Then, continue heading up, and light the candle at the top. Return to the library, and light the candle at the bottom right portion of the screen. This opens a new path. Go through it, and advance forwards towards the next candle you must light. Light it up, and head back to the library. A path located to the bottom left part of the library will be opened. There is a moogle there. Save your game, and continue to the left.

In this screen (called the "balcony screen"), you'll see a gargoyle statue, and three candles. Light all of them up, and extract the bloodstone from the candelabra. Then, go through the door here. You'll be on a balcony. Head to the left, and go through the doorway. You'll arrive at the other side of the balcony screen. In here, light up all of the candles, and then get the bloodstone from the candelabra. Afterwards, light down the left candle under the angel statue here, and then return to the part of the balcony screen (the one with the gargoyle).

Light down the candle to the left (and below) the demon statue. This makes a staircase to appear. Go up them. In the next area, head to the north, and you'll be suddenly attacked! (equip the N-Kai armet on Vivi before this battle)

This guy toughness depend on how many bloodstones you collected. The more bloodstones you go, the easier. The less bloodstones, the tougher. If you got EVERY bloodstone, then this guy will be a cinch. Have Vivi cast Water, and Steiner Water Sword. Eiko should set up Carbuncle, as this guy uses a lot of Ga spells (yes Ga---Firaga, Blizzaga, Thundaga). Dagger should cast Leviathan (as you can see, this guy doesn't like Water) and Eiko act as a healer, by using items (you have reflect on, remember?). Leviathan may miss once or twice (thanks to Dagger problems) but that's OK.

After the battle, check on the candle, and step on the shining panel on the floor. You'll then see Zidane's grupito arriving at the Desert Palace. Zidane must go alone and deliver the Gulug stone. Enter Kuja's room, and watch all of the cutscenes, until you can move again. Then, examine the little table at the left side of Kuja's room to get the Namingaway card and then go out Kuja's room.
Step on the light.

You'll be transported to the Hilda Garde's docking bay. Go up the stairs, and head to the left. The Hilda Garde is gone!. Now, head to the north until you arrive at the next screen, where the party will talk for a while. After they stop, you'll notice an staircase. Use it to go down, and then follow the path until you arrive the world map. You'll see the Blue Narciss docking at the icy continent (name made up by me:). After you land, head to the left and enter Esto Gaza.

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ESTO GAZA
ENEMIES: Garuda
ITEMS: Wing Edge.
==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==

```

Ah Esto Gaza... you'll be on the outskirts of this beautiful city. In here, monsters called Garuda will attack you. They are easily beaten though. Anyway, head to the north and enter what looks like a building. Inn here, you'll be greeted by the local bishop, who'll tell you what happened a while ago. Kuja came her, as well as an army of black mages and Zorn and Thorn. They headed to the Mount Gulug and entered it. The Bishop will then offer you healing by 100 Gil. Rest, and when you can move, head to the right. In this screen, you'll be able to buy items. Buy an Octagon Rod, as it teaches you the Ga spells, and you won't be able to buy it again in a long time. Once you are ready, head back to where the bishop is, and head to the north. Then, follow the path (save on your way there) until you arrive at Mount Gulug's door. Enter then...

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MOUNT GULUG
ENEMIES: Worm Hydra, Red Vepal, Grenade, Wraith, Red Dragon, Meltigemini
ITEMS: Ether, Red Hat, Golden Hairpin, Wing edge, Gaia Gear, Demon's Mail,
      Elixir, Ribbon.
==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==

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NOTE!: This portion of the walkthrough only takes you to the end of this area, and I won't explain how to get items in the other parts of this mountain.

After you can control your party, enter the house the left. In here, examine among the debris for 9693 Gil and a Red Hat. Then, go out this house, and head to the far right. In here, just keep moving to the right (there is a moogle

TERRA

ENEMIES: Hecteyes, Mover, Ring leader, Malboro

ITEMS: Coronet, Dragon Wrist, Elixir, remedy, Mythrill racket, Demon's vest
Minerva's plate.

==+==

After you are greeted by Garland, go down onto the next screen. Move forwards until you find a girl, which looks a lot like Zidane. Now, just follow her. On your way there, you should take a few detours in order to get some goodies 'round here. The path is pretty much straightforward, so I guess you should have

no problem with this part of the game. You'll eventually reach an area with a bridge. Cross it, and you'll reach the bran bal.

==+==

BRAN BAL

ENEMIES: None

ITEMS: Wing edge, Elixir, Flash Hat, Angel earrings, Minerva's plate

==+==

As you enter this medieval looking town, you'll see a short FMV showing a ship on the sky. Is the invincible!. Dagger will look at it and remember that day in Madain Sairi(when it was destroyed) She'll then faint. You'll see a short cutscene, and you'll be then able to move. Go down the stairs to the left, and enter the first house you come across. Zidane decides that this is a great place to rest. You'll then see Eiko trying to talk with the locals, with no avail. Apparently, they're as cold as the ice. You'll then see Zidane again, and you'll be able to control him.

Visit every house here. There is one with a set of stairs to upper-right part of it. If you go down these stairs, you'll advance with the history, so ignore it for now. You'll also come across with a house with a moving bucket. Examine it, and a moogles will come out. This moogles will let you save your game, and will also sell you items. This little fella sells the good stuff, so you should waste a lot of money on him(about 20.000-25.000---there is still one more shop you must waste your money on...).

Now, return to the house with the stairs on the upper right corner(by the inn) and go down the stairs on the upper right corner. You'll find a woman who looks a lot like Zidane(like everybody here :). She'll the unveil the shocking truth. She'll reveal that everybody, including Zidane is a puppet, a test-tube offspring, without a soul, without feelings. Cold as ice. But Zidane is different. Zidane was given a soul, so he can feel and do what he wants. The woman will then invite you to Pandemonium, where you'll be able to get more answers.

You'll get to control Eiko for a short while. You could go out the bran bal and fight some random battles to get some nifty experience. The enemies in the outskirts of the city are very powerful, but they are also worth a lot of experience. The Movers also give a lot of experience(not as much as in FFV though) but they can kill you with one hit(Delta Attack). Anyway, once you are ready, chat with Amarant("catch my drift?") and go through the green portal. You'll learn that Zidane has already leaved.

==+==

PANDEMONIUM

ENEMIES: Amdusias, Malboro, Shell Dragon, Mover, Abadon, Silver Dragon,
Garland

Kuja

ITEMS: Holy Milter, Carabini Mail, Elixir, Battle Boots

==+==

As you enter this place, you'll be greeted by Garland, the master of this place.

You must follow him by jumping from platform to another platform, and hearing what he has to say. He unveils more shocking truths. Apparently, Zidane is Kuja's brother(or vice versa?) and Kuja also has a tail! It is only hidden!(DBZ?). After this, Zidane will pass out. He'll be then awoken by Vivi and Eiko, who finally caught up him. But, Zidane has changed his aptitude. The weight of the truth has made him a sad person. A soul less genome.

As he crawls out of his confinement, he'll fight an Amdusias. This thing is pretty hard, but you should beat it. He'll then find Quina and Steiner having trouble fighting a monster, so he joins in and fights. Beat the monster and continue. This time around, he'll bump into a shell dragon, who'll cause a lot of damage to Zidane, leaving him near death. Fortunately, Garnet comes in and applies a healing spell on him. You'll then have to beat the shell dragon. Once you beat it, Zidane finally puts himself together, and the adventure resumes.

After you can control Zidane, talk with the moogle here, and save your game.
You

can also use this moogle to buy items and to switch party members out. From the moogle, head north into the next screen. In here, head north, and examine the chair, and you'll get a Holy Miter. Return to the previous screen(the one with the moogle) and head south. In this screen, head to the left onto the next screen. In here, you'll see several buckets(they are not exactly buckets, but they look a lot like them) and a big button in the center. Approach it, and press X. Three buckets will catch on fire, and a timer will appear. You must travel to the next screen by using the doorway to the south within the time limit. If you touch any of the lighted up buckets, you'll have to fight a Shell Dragon, and to try again. Cross the holographic bridge, onto the next screen.

In here, you'll see another weird gadget, which you should ignore by now. Keep heading to the left into the next screen. Go up the slope to the far left, and examine the floating platform. There are several platforms of this kind here, and you must use the panel you saw in the previous screen to control these platforms, so you can reach the top. This is HARD!. Keep going back and forth until your friends offer to help you. When they do so, return to the room with the platforms, and press select. You'll be able to handle the device. Keep switching from one party to the other until you reach the top. Then, step on the tele porter.

In this area, there are several teleporters you must use in order to continue with your adventure. Head to the right, and take the first teleporter, and go up one floor then, go left and teleport down. Grab the items here, then teleport back, head to the right, and use the teleporter there. Then, move up to the top teleporter, jump up the red platform and teleport back to the landing platform(yes, it's the same thing the brady games guide says; I couldn't explain this part, sorry :())

Go down, and then head to the left. Stand on the tele porter, and you'll be taken to tele porter room once again. Head south, and then to the right. Step on

the tele porter, and head upwardly twice. Then, teleport down again to the lowest path(using other tele porter, if I remember correctly), head to the right, and head upwardly twice(by using the tele porter here). You'll see another moogle. Save your game, and go through the doorway by it. You'll see a couple of cutscenes. Then, you'll have to fight a series of enemies, in succession, without rest(only a few cutscenes). The format used below is different from the one used on normal boss fights.

NOTE: The strategies listed below are mainly for a party conformed by Freya, Zidane, Eiko & Steiner/Vivi.

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BOSS FIGHT # 1
The Silver Dragon
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Weak Versus: None AP given: 13
Hit points: 24.055 Spoiled items: Wing edge
Stolen items: Kaiser Knuckles, Dragon Mail, Elixir, Ether

Strategy: Thus guy is really easy. The party I used for this fight(and the party I used for the rest of the game) was conformed by Freya, Eiko, Zidane and Steiner(or Vivi). With Freya, I used Dragon's crest, which caused about 8.000 points of damage. Steiner used stock break, Vivi used Flare, and Eiko Madeen. I also had a lot of ethers(because the attacks I used waste lots of MP). For the other party members, use her/his strongest attack.

```
\_..\_..\_..\_..\_..\_..\_..\_..\_..\_.._
BOSS FIGHT # 2
Garland
```

Weak Versus: Physical attack(equip man eater) AP given: 0
Hit points: 40.728 Spoiled items: None
Stolen items: Dark Gear, Ninja Gear, Battle boots.

Strategy: He's also very easy. He uses the Flare spell, which is the most powerful thing he has, but hopefully, it is not that strong. If you equipped the ability man eater, Zidane, Freya and Steiner will deal a lot of damage on this guy. Amarant and Quina are also useful here, specially if you have the mighty guard blue magic. Eiko should use Madeen and concentrate on healing.

```
\_..\_..\_..\_..\_..\_..\_..\_..\_..\_.._
BOSS FIGHT # 3
Kuja
```

Weak Versus: None AP Given: None
Hit Points: 42.382 Spoiled Items: None
Stolen Items: Light robe, Carabini Mail, Ether.

Strategy: Kuja, unlike the others, is no pushover. This guys uses a spell called Flare Star which causes a lot of damage. Have Freya use Dragon's Crest, Steiner his best sword skill(it could be either climhazard or shock, if you've been doing a lot of choco exploration). Zidane should steal items and attack physically, and Eiko act as a healer. Dagger is reduced to a healer too(she should also summon Bahamut) and Amarant throwing abaility is very useful for this battle.

After the battle, Kuja kills Garland, and trances (becomes super saiyajin [sajaiyin in Spanish] in other words). You'll then have to escape. Just watch the cinemas. You'll then end up on the invincible, the best ship in the world, and the third disk will finally come to an end.

=====
4. DISK FOUR
=====

At the start of this disk, you'll see the party at the black mage village, where the genomes from Terra have been taken. The genomes and the black mages have started to be friends. You'll see a couple of cinemas, and after that, the party decides to go after Kuja. You'll then appear outside the black mage village, inside the invincible, the best ship in the world. Before heading towards the endgame, you may want to do a bit of this and that. When you are ready, head to the Lifa Tree, and press circle when near the glowing ball. You'll see the best FMV in the game (at least in my opinion) and then you'll have to fight.

=====
NOVA DRAGON
HP: 55.000 HP
=====

This guy is very, very hard. Its tidal wave attack will cause a lot of damage on your party, and it hits everyone. I hope that before this battle, you've equipped abilities such as auto regen, auto haste and auto life. I also hope you are at quite high levels. The party you should be using is Vivi, Zidane, Freya and Eiko. Have Freya use Dragon's crest, Vivi cast Flare and Zidane use physical attacks (steal). Eiko should be concentrated on healing and on casting an occasional Madeen.

You'll then enter Memoria. For this last area of the game, I won't give you a walkthrough, but a boss guide. Why? Not, it is not because I am lazy, but because I consider that this last portion of the game is not that hard. And... if spoiled all of the game for you, so there you go. Bosses may be a little hard, so I'll give you some short strategies for them.

=====
BOSS ENEMY: Maliris
HP: 54.500
=====

This guy is also a bit tough. Follow these strategies: Have Eiko cast Madeen, Vivi cast Blizzaga, Freya cast Dragon's crest, and Zidane steal (this guy has a lot of nifty things on his possession). By now, you should have dealt about 30.000 points of damage. Repeat and he's done for. Once he dies, he'll unleash a final attack, so keep the HP up.

=====
BOSS ENEMY: Tiamat
HP: 54.500
=====

This guy is also very, very tough. First off, be sure you are equipped with

auto haste, auto regen and body temp(the last one is the most important). For a cheap strategy, cast reflect on all of your party members, and then cast Blizzaga on all of your party members to do a x4 attack. Have Eiko cast Madeen and heal, Frey cast dragon crest and Zidane steal.

=====
BOSS ENEMY: Kraken
=====

For this battle, I would recommend using this abilities: auto regen, auto haste, auto life and body temp. Have Eiko cast Madeen, and Vivi cast Firaga on the main body. Zidane should steal as usual, and Freya cast Dragon's Crest on the main body. You don't have to kill the tentacles, but two madeens kill them.

=====
BOSS ENEMY: Lich
HP: 56.000
=====

This guy is also very hard. Be sure your levels ain't multiple of five(50-55-60...) and equip the abilities auto regen, auto haste, auto life and auto float. If you don't have auto float, then equip something that drains earth type attacks. Have Eiko cast Madeen, Vivi cast Flare, Zidane steal and Freya use Dragon's crest. Keep the pressure up and you should win.

=====
BOSS ENEMY: Deathguise
HP: 55.000
=====

This guy is also very hard. He likes to cast Meteor a lot, and like Ozma, it causes random damage. But unlike Ozma, is very hard to see a 9999 meteor with this guy. Have Eiko cast Madeen, Zidane steal, Vivi cast flare and Zidane steal and use physical attacks.

=====
BOSS ENEMY: Trance Kuja
HP: 60.000
=====

This is one tough hooshee!. He'll use Flare star almost every turn, which causes a lot of damage. He also likes to cast Holy, Flare, Curaga(on himself of course) and reflect(on himself). Set up Eiko as your healer, and have her use an occasional Madeen. Freya should use dragon's crest, and Vivi Flare. Zidane should his physical attacks and trance skills.

=====
BOSS ENEMY: Necron
HP: 60.500
=====

This is also a very tough enemy. His neutron ring is very powerful(it takes a character HP down to one!). His grand cross causes random status to your party.

Have Freya use Dragon's crest, Eiko heal and cast Madeeen, Vivi cast Meteor or Flare, Zidane use remedies to cure statuses that grand cross causes and use trance skills if he trances. Once he's finished, sit back and enjoy the ending.

=====
CHAPTER FOURTH
=====

=====
1. WEAPONS
=====

-->Zidane's weapons

=====
Dagger

Cost: 320

Selling cost: 160

Attack power: 12

Added effects: None

Abilities: Flee (40AP).

=====
Mage Masher

Cost: 500

Selling cost: 250

Attack power: 14

Added effects: Silence

Abilities: Flea, Detect (40ap).

=====
Mythril Dagger

Cost: 950

Selling cost: 475

Attack power: 18

Added effects: None

Abilities: Bandit (40ap)

=====
Butterfly sword

Cost: 300

Selling cost: 850

Attack power: 21

Added effects: Silence

Abilities: What's that (30), Protect girls (35).

=====
The ogre

Cost: 700

Selling cost: 650

Attack power: 24

Added effects: Darkness

Abilities: Soul blade (35)

=====
Gladius

Cost: 2300

Selling cost: 1150

Attack power: 30

Added effects: Slow

Abilities: Annoy (50), Lucky seven (85)

=====
Exploda

Cost: 1000

Selling cost: 1400
Attack power: 31
Added effects: Trouble
Abilities: Sacrifice (50), Lucky seven (85)

=====
Rune tooth
Cost: 200
Selling cost: 1900
Attack power: 47
Added effects: Poison
Abilities: Lucky seven (85).

=====
Zorlin Shape
Cost: 6000
Selling cost: 3000
Attack power: 42
Added effects: None
Abilities: Flee(42)

=====
Angel Bless
Cost: 9000
Selling cost: 3500
Attack power: 44
Added effects: Confuse
Abilities: Thievery(100)

=====
Sargatanas
Cost: 12000
Selling cost: 4750
Attack power: 53
Added effects: Petrify
Abilities: Annoy(50)

=====
Masamune
Cost: 16000
Selling cost: 6500
Attack power: 65
Added effect: Doom
Abilities: Sacrifice(55)

=====
Orichalcon
Cost: 17000
Selling cost: 8500
Attack power: 71
Added effect: None
Abilities: Detect(40)

=====
The Tower
Cost: None
Selling cost: 15000
Attack power: 86
Added Effect: Mini
Abilities: Lucky seven(85), Thievery(100).

=====
Ultima weapon
Cost: None
Selling cost: 20000
Attack power: 100
Added effect: Sleep
Abilities: Flee(40).

=====
-->Rods (Garnet)

=====
Rod
Cost: 260
Selling cost: 130
Attack power: 11
Added effect: None
Abilities: Cure(55), Panacea(15), protect(30)
=====

=====
Mythril Rod
Cost: 760
Selling cost: 280
Attack power: 14
Added effect: None
Abilities: Life(30), Silence(30), Shell(35)
=====

=====
Stardust rod
Cost: 760
Selling cost: 380
Attack power: 16
Added effect: Shadow damage reduced by 50%
Abilities: Ability up(60), Reflect(20), Float(20)
=====

=====
Healing rod
Cost: 1770
Selling cost: 885
Attack power: 23
Added effect: None(when you attack with it, you heal your target)
Abilities: Healer(30), Cura(50), Life(30).
=====

=====
Asura's rod
Cost: 3180
Selling cost: 1590
Attack power: 27
Added effect: Hole elemental attack.
Abilities: Mini(40), Confusre(35), Silence(30)
=====

=====
Wizard Rod
Cost : 4000
Selling cost: 1995
Attack power: 31
Added effect: None
Abilities: Curaga(155), Protect(30), Shell(35).
=====

=====
Whale Whisker
Cost: None
Selling cost: 5140
Attack power: 36
Added effect: None
Abilities: Curaga(155), Life(30), Break(35).
=====

=====
-->Rockets (Garnet & Eiko)

=====

Air racket
Cost: 400
Selling cost: 200
Attack power: 13
Added effect: Wind elemental attack.
Abilities: Scan(25), Panacea(15).1

Multina Racket
Cost: 750
Selling cost: 375
Attack power: 17
Added effect: Wind elemental attack
Abilities: Blind(40), Stona(25), Shell(35).

Magic Racket
Cost: 1350
Selling cost: 675
Attack power: 23
Added effect: Wind elemental attack/Raises holy elemental attack
Abilities: Berserk(30), Mini(40), Cure(30)

Mythril Racket
Cost: 2250
Selling cost: 1125
Attack power: 27
Added effect: Wind elemental attack
Abilities: Reflect(20), Shell(35), Protect(30).

Priest's racket
Cost: 11000
Selling cost: 4000
Attack power: 35
Added effect: Wind elemental attack
Abilities: Dispel(25).

-->Flutes(Eiko)

Golem's flute
Cost: 2700
Selling cost: 1250
Attack power: 17
Added effect: None
Abilities: Auto-Regen(35), Cura(40), Life(35).

Lamia's flute
Cost: 3800
Selling cost: 1900
Attack power: 21
Added effect: None
Abilities: Float(25), Stona(25), Silence(25).

Fairy Flute
Cost: 4500
Selling cost: 2250
Attack power: 24
Added effect: 24
Abilities: Esuna(80), Haste(30), Regen(25).

Hamelin

Cost: 5700

Selling cost: 2850

Attack power: 27

Added effect: None

Abilities: Curaga(80), Might(23), Jewel(50).

Siren's flute

Cost: 7000

Selling cost: 3500

Attack power: 30

Added effect: None

Abilities: Full-Life(90), Dispel(25), Esuna(80)

Angel Flute

Cost: None

Selling cost: 4150

Attack power: 33

Added effect: None

Abilities: Holy(110), Esuna(80), Curaga(80).

-->Swords(Steiner)

Broadsword

Cost: 330

Selling cost: 165

Attack power: 12

Added effect: None

Abilities: Beast killer(55).

Iron sword

Cost: 660

Selling cost: 330

Attack power: 16

Added effect: None

Abilities: Minus strile(365).

Mythril sword

Cost: 1300

Selling cost: 650

Attack power: 20

Added effect: None

Abilities: Armor Break(35)

Blood sword

Cost: None

Selling cost: 960

Attack power: 24

Added effect: None

Abilities: Darkside(30).

Ice Brand

Cost: 3780

Selling cost: 1890

Attack power: 35

Added effect: Freeze/Ice elemental attack

Abilities: Mental Break(45)

=====
Coral Sword
Cost: 4000
Selling cost: 2000
Attack power: 38
Added effect: Thunder elemental attack
Abilities: Charge!(30).
=====

Diamond Sword
Cost: 4700
Selling cost: 2350
Attack power: 42
Added effect: None
Abilities: Power break(40)
=====

Flame saber
Cost: 5190
Selling cost: 2595
Attack power: 46
Added effect: Heat/Fire elemental attack
Abilities: Magic Break(25).
=====

Rune Blade
Cost: None
Selling cost: 4450
Attack power: 57
Added effect: Darkness
Abilities: Iai Strike(40)
=====

Defender
Cost: 9340
Selling cost: 4670
Attack power: 65
Added effect: Ice/Thunder damage reduced by 50%
Abilities: Thunder Slash(30).
=====

Ultima sword
Cost: 14000
Selling cost: 7000
Attack power: 74
Added effect: Sleep
Abilities: Stock Break 35.
=====

Excalibur
Cost: None
Selling cost: 9500
Attack power: 77
Added effect: Holy elemental attack
Abilities: Climhazard(70).
=====

Ragnarok
Cost: None
Selling cost: 14500
Attack power: 87
Added effect: Slow.
Abilities: Shock(60), Thunder slash(30).
=====

Excalibur 2
Cost: Nonw
Selling cost: 19500

Attack power: 108
Added effect: None
Abilities: Minus strike(35), Climhazzard(70), Stock break(35).

=====
-->Staves(Vivi)

=====
Mage staff
Cost: 320
Selling cost: 160
Attack power: 12
Added effect: None
Abilities: Fire(25).

=====
Flame staff
Cost: 1100
Selling cost: 550
Attack power: 16
Added effect: Fire elemental attack
Abilities: Fira(50), Sleep(20).

=====
Ice staff
Cost: 980
Selling cost: 490
Attack power: 16
Added effect: Ice elemental attack
Abilities: Blizzara(50), Slow(30).

=====
Lighting staff
cost: 1200
Selling cost: 600
Attack power: 16
Abilities: Thundara(50), Poison(35).

=====
Oak Staff
Cost: 2400
Selling cost: 1200
Attack power: 23
Added effect: Slow
Abilities: Stop(25), Bio(40), Drain(60).

=====
Cypress Pile
Cost: 3200
Selling cost: 1600
Attack power: 27
Added effect: Confuse
Abilities: Demi(30), Break(30), Comet(55).

=====
Octagon Rod
Cost: 4500
Selling cost: 2250
Attack power: 29
Added effect: Absorbs water/wind elemental attack/Trouble/Raises water
Elemental attack.
Abilities: Blizzaga(85), Thundaga(80), Firaga(75).

=====
High Mage Staff
Cost: 6000

Selling cost: 3000
Attack power: 32
Added effect: Silence
Abilities: Meteor(95), Osmose(75).

=====

Mace of Zeus
Cost: None
Selling cost: 5000
Attack power: 35
Added effect: 35
Abilities: Doomsday(150).

=====

-->Lances(Freya)

=====

Javelin
Cost: 880
Selling cost: 440
Attack power: 18
Added effect: None
Abilities: Dragon Killer(70).

=====

Mythril Spear
Cost: 1100
Selling cost: 550
Attack power: 20
Added effect: None
Abilities: Rei's wind(40).

=====

Partisan
Cost: 1600
Selling cost: 800
Attack power: 25
Added effect: None
Abilities: Lancer(20), Hight Tide(20).

=====

Ice Lance
Cost: 2430
Selling cost: 1215
Attack power: 31
Added effect: Ice elemental attack/Freeze.
Abilities: White draw(90).

=====

Trident
Cost: 3580
Selling cost: 1790
Attack power: 37
Added effect: Darkness
Abilities: Luna(30)

=====

Heavy Lance
Cost: 4700
Selling cost: 2350
Attack power: 42
Added effect: Stop
Abilities: Six Dragons(25).

=====

Obelisk

Cost: None
Selling cost: 3000
Attack power: 52
Added effect: Petrify
Abilities: Cherry Blossom(40), Initiative(95).

Holy Lance
Cost: 11000
Selling cost: 5500
Attack power: 62
Added effect: Holy elemental attack
Abilities: Dragon's crest(45), Rei's wind(40).

Kain's Lance
Cost: None
Selling cost: 7500
Attack power: 71
Added effect: Confuse
Abilities: Dragon's crest(45), Cherry Blossom(40), White draw(90)

Dragon's Hair
Cost: None
Selling cost: 11750
Attack power: 77
Added effect: None
Abilities: Dragon Breath(205).

-->Forks(Quina)

Fork
Cost: 1100
Selling cost: 550
Attack power: 21
Added effect: None
Abilities: Hight Tide(250)

Needle Fork
Cost: 3100
Selling cost: 1550
Attack power: 34
Added effect: Petrify
Abilities: Hight Tide(250).

Mythril Fork
Cost: 4700
Selling cost: 1550
Attack power: 42
Added effect: None
Abilities: High tide(250).

Silver Fork
Cost: 7400
Selling cost: 3700
Attack power: 53
Added effect: Slow
Abilities: High Tide(250).

Bistro Fork

Cost: 10300
Selling cost: 68
Added effect: Sleep
Abilities: High Tide(250).

=====

Gastro Fork

Cost: None
Selling cost: 6650
Attack power: 77
Added effect: Stop
Abilities: High Tide(250).

-->Knuckles(Amarant)

=====

Cat's claw

Cost: 4000
Selling cost: 2000
Attack power: 23
Added effect: None
Abilities: Chakra(30), Counter(240).

=====

Poison Knuckles

Cost: 5000
Selling cost: 2500
Attack power: 33
Added Effect: Poison
Abilities: Spare Change(90), Counter(240).

=====

Mythril Claws

Cost: 6500
Selling cost: 3250
Attack power: 39
Added effect: None
Abilities: Curse(20), Counter(240).

=====

Scissors Fang

Cost: 8000
Selling cost: 4000
Attack power: 45
Added effect: Venom
Abilities: Aura(25), Counter(240).

=====

Dragon's Claw

Cost: None
Selling cost: 5180
Attack power: 53
Added effect: Water elemental attack
Abilities: No mercy(25), Counter(240)

=====

Tiger Fangs

Cost: 13500
Selling cost: 6750
Attack power: 62
Added effect: None
Abilities: Revive(35), Counter(240).

=====

Avenger

Cost: 16000
Selling cost: 8000
Attack power: 70
Added status: Death Blow
Abilities: Demi shock(50), Counter(240).

=====
Kaiser Knuckles
Cost: 18000
Selling cost: 9000
Attack power: 75
Added status: Trouble/Wind elemental attack
Abilities: Countdown(40), Curse(20), Counter(240).

=====
Duel claws
Cost: 16000
Selling cost: 9000
Attack power: 75
Added status: Berserk
Abilities: Aura(25), No mercy(25), Counter(240).

=====
Rune Claws
Cost: None
Selling cost: 14400
Attack power: 83
Added status: Darkness
Abilities: Spare change(90), Demi shock(50), Revive(25).

=====
2. ARMOR
=====

Aloha T-shirt
Cost/Selling cost: None/9500
Stat bonuses: None
Notes: Provides a tropical, southern feeling.

=====
Leather shirt
Cost/Selling cost: 270/135
Stat bonuses: Defense+6
Notes: Leather clothes.

=====
Silk Shirt
Cost/Selling cost: 400/200
Stat bonuses: Defense+7
Notes: Thunder damage reduced by 50%

=====
Leather plate
Cost/selling cost: 530/265
Stat bonuses: defense+8
Notes: Ice damage reduced by 50%

=====
Bronze vest
Cost/Selling cost: 670/335
Stat bonuses: spirit+1, defense+9, magic defense+1
Notes: Bronze plate

=====
Chain Plate
Cost/selling cost: 810/405
Stat bonuses: Strength+1, Defense+10

Notes: Plate that increases strength.

=====
Cotton Robe

Cost/Selling cost: 1000/2000

Stat bonuses: strength+1, magic+1, defense+10, magic defense+2.

Notes: Ordinary robe.

=====
Mythril Vest

Cost/Selling cost: 1180/590

Stat bonuses: Defense+12

Notes: Water damage reduced by 50%

=====
Adaman Vest

Cost/Selling cost: 1600/800

Stat bonuses: Defense+14, Magic defense+2

Notes: Fire damage reduced by 50%

=====
Magician Cloak

Cost/Selling cost: 1850/925

Stat bonuses: Magic+1, Defense+15, Magic defense+2

Notes: Raises Ice elemental attack.

=====
Silk Robe

Cost/Selling cost: 2000/2900

Stat bonuses: Strength+1, Magic+1, Defense+16, Magic defense+2

Notes: Robe made of silk.

=====
Survival Vest

Cost/Selling cost: 2900/1450

Stat bonuses: Spirit+2, Defense+17

Notes: Vest that raises spirit.

=====
Brigandine

Cost/selling cost: 4300/2150

Stat bonuses: Strength+1, Defense+20

Notes: Clothes that raise strength

=====
Magician Robe

Cost/Selling cost: 3000/4000

Stat bonuses: Magic+2, Defense+21, Magic defense+3

Notes: Robe for mages

=====
Judo uniform

Cost/Selling cost: 5000/2500

Stat bonuses: Strength+1, Spirit+1, Defense+23.

Notes: Clothes from a foreign land

=====
Gaia Gear

Cost/Selling cost: 8700/4350

Stat bonuses: Defense+25, Magic defense+2

Notes: Absorbs & increments earth elemental attack

=====
Power Vest

Cost/Selling cost: 7200/3600

Stat bonuses: Strength+2, Defense+27

Notes: Raises strength

=====
Demon's Vest

Cost/Selling Cost: 10250/36000

Stat bonuses: Magic+1, Defense+31.

Notes: Shadow damage reduced by 50%

=====
Ninja Gear

Cost/Selling cost: 14000/7000

Stat bonuses: Speed+1, Defense+37

Notes: Absorbs shadow elemental attack.

=====
Dark Gear

Cost/Selling cost: 16300/8150

Stat bonuses: Spirt+3, Defense+37

Notes: Raises spirit

=====
Rubber suit

Cost/Selling cost: 20000/10000

Stat bonuses: Defense+39, Evade+2, Magic Eva+3, Magic defense+1

Notes: Thunder damage reduced by 50%.

=====
Light robe

Cost/Selling cost: 20000/20000

Stat bonuses: Strenght+1, Maguc+1, Spirit+1, Defense+41, Magic defense+6.

Notes: Raises Holy/Shadow elemental attack.

=====
Glutton's robe

Cost/Selling cost: 6000/8000

Stat bonuses: Strenght+1, Magic+1, Defense+41, Magic defense+4

Notes: Robe worn by Qus.

=====
White robe

Cost/Selling cost: 8000/14500

Stat bonuses: Magic+2, Defense+12, Magic defense+4.

Notes: Raises holy elemental attack.

=====
Black Robe

Cost/Selling cost: 8000/145000

Stat bonuses: Magic+2, Defense+43, Magic Defense+4.

Notes: Raises Shadow elemental attack.

=====
Robe of Lords

Cost/Selling cost: 30000/26000

Stat bonuses: Speed+1, Strenght+1, Magic+1, Spirit+1, Defense+46, Magic
Defense+5.

Notes: Wind damage reduced by 100%

=====
Bronze armor

Cost/Selling cost: 650/325

Stat bonuses: Defense+9

Notes: Wind damage reduced by 50%

=====
Linen Cuirass

Cost/Selling cost: 800/400

Stat bonuses: Magic+1, Defense+10.

Notes: Packed with magic.

=====
Chain Mail

Cost/Selling cost: 1200/600

Stat bonuses: Defense+12

Notes: Earth damage reduced by 50%

=====
Plate Mail

Cost/Selling cost: 2320/1160

Stat bonuses: Spirit+1, Defense+17, Magic defense+1

Notes: Raises spirit.

=====
Gold armor

Cost/Selling cost: 2950/1475

Stat bonuses: Magic+1, Defense+19.

Notes: Made of gold.

=====
Shield Armor

Cost/Selling cost: 4300/2150

Stat bonuses: Defense+23, Magic defense+5

Notes: Fire/Ice & Thunder damage reduced by 50%

=====
Demon's mail.

Cost/Selling cost: 5900/2950

Stat bonuses: Defense+27

Notes: Absorbs & Raises shadow elemental attack.

=====
Diamond Armor

Cost/Selling cost: 8800/4400

Stat bonuses: Strength+1, Magic+1, Defense+33, Magic defense+2

Notes: Made of diamonds.

=====
Minerva's plate

Cost/Selling cost: 12200/6100

Stat bonuses: Strength+1, Magic+2, Defense+34, Magic defense+1

Notes: Plate worn by women

=====
Platina Armor

Cost/Selling cost: 10500/5250

Stat Bonuses: Defense+36

Notes: Ice damage reduced by 100%.

=====
Carabini Mail.

Cost/Selling cost: 12300/6150

Stat Bonuses: Speed+1, Spirit+1, Defense+39, Magic defense+1

Notes: Armor with extraordinary powers.

=====
Dragon Mail.

Cost/Selling cost: 14000/7000.

Stat bonuses: Strenght+1, Maguc+1, Defense+42

Notes: Armor made from dragon scales.

=====
Genji Armor

Cost/Selling cost: None/1

Stat bonuses: Magic+2, Defense+45, Magic defense+1

Notes: Very famous armor.

=====
Maximilian

Cost/Selling cost: None/11300

Stat bonuses: Spirit+3, Defense+54.

Notes: Exclusive to Steiner.

=====
Grand Armor

Cost/Sellinc cost: 45000/14000

Stat Bonuses: Strenght+1, Defense+59

Notes: Shadow damage reduced by 50%

=====
Tin Armor

Cost/Selling cost: 50000/10

Stat bonuses: Defense+62, Evade+32, Magic defense+27, Magic evasion+17.

Notes: Looks like a toy.

=====

Brave Suit.

Cost/Selling cost: 26000/11250

Stat bonuses: Spirit+1, Defense+42

Notes: Raises Fire elemental attack.

=====

Mythril Armor

Cost/Selling cost: 1830/915

Stat bonuses: Defense+15

Notes: Water damage reduced by 50%.

=====

3. OTHER

=====

Headgear

^^^^^^^^

=====

Straw Hat

Cost/Selling cost: None/750

Stat Bonuses: None

Notes: Provides a tropical feel.

=====

Leather Hat

Cost/Selling cost: 150/75

Stat Bonuses: Magic Defense+6

Notes: Not a suitable item for combat.

=====

Feather Hat

Cost/Selling cost: 200/100

Stat Bonuses: Spirit+1, Magic defense+7.

Notes: Raises wind elemental attack.

=====

Steepled Hat.

Cost/Selling cost: 260/130

Stat Bonuses: Strength+1, Magic defense+9

Notes: Worn by mages.

=====

Magus Hat

Cost/Selling cost: 400/200

Stat bonuses: Magic defense+10

Notes: Raises Ice elemental attack.

=====

Bandana

Cpst/Selling cost: 500/250

Stat bonuses: Speed+1, Spirit+1, Evade+2, Magic Defense+12.

Notes: Any.

=====

Mage's Hat

Cost/Selling cost: 600/300

Stat bonuses: Magic+1, Magic defense+14.

Notes: Raises Holy/Shadow elemental attack.

=====

Ritual Hat

Cost/Selling cost: 1000/500

Stat bonuses: Strentgh+1, Defense+1, Magic Defense+16.

Notes: None.

=====
Lamia's Tiara

Cost/Selling cost: 800/400

Stat bonuses: Magic+1, Spirit+1, Magic defense+17.

Notes: Wind damage reduced by 50%.

=====
Twist Headband

Cost/Selling cost: 1200/600

Stat bonuses: Strength+1, Magic defense+17.

Notes: Raises Earth elemental attack.

=====
Mantra Band

Cost/Selling cost: 1500/750

Stat Bonuses: Magic+1, Spirit+1, Defense+1, Magic defense+19.

Notes: None.

=====
Dark Hat

Cost/Selling cost: 1800/900

Stat Bonuses: Magic Defense +21

Note: Ice damage reduced by 100%

=====
Green Beret

Cost/Selling cost: 2180/1090

Stat Bonuses: Speed+1, Strength+1, Magic Defense+23.

Notes: Nonw

=====
Red Hat

Cost/Selling cost: 3000/1500

Stat bonuses: Defense+1, Magic defense+26

Notes: Raises fire elemental attack.

=====
Black Hood

Cost/Selling cost: 2550/1275

Stat bonuses: Magic Defense+27

Notes: Fire/Thunder/Water elemental damage reduced by 50%.

=====
Adaman Hat

Cost/Selling cost: 6100/3050

Stat Bonuses: Defense+3, Magic defense+33

Notes: Thunder damage reduced by 100%.

=====
Coronet

Cost/Selling cost: 4400/2200

Stat Bonuses: Defense+1, Magic defense+35.

Notes: Wind damage reduced by 100%.

=====
Flash Hat

Cost/Selling cost: 5200/2600.

Stat Bonuses: Speed+1, Evade+2, Magic defense+37.

Notes: Raises Thunder & Holy elemental attack.

=====
Holy Milter.

Cost/Selling cost: 8300/4150

Stat Bonuses: Magic+1, Spirit+2, Magic Defense+39.

Notes: Holy hat.

=====
Golden Skullcap.

Cost/Selling cost: 15000/6000

Stat Bonuses: Defense+2, Magic defense+47.

Notes: Earth damage reduced by 50%/Raises Water elemental attack.

=====
Circlet.

Cost/Selling cost: 20000/6500.

Stat Bonuses: Magic Defense+51.

Notes: Earth damage reduced by 100%.

=====
Rubber Helm

Cost/Selling cost: 250/125

Stat Bonuses: Magic defense+5.

Notes: Thunder damage reduced by 50%.

=====
Bronze Helm

Cost/Selling cost: 330/165

Stat Bonuses: Magic defense+6

Notes: Warer damage reduced by 50%.

=====
Iron Helm

Cost/Selling cost: 450/225

Stat Bonuses: Spirit+1, Magic defense+7

Notes: None

=====
Mythril Helm

Cost/Selling cost: 1000/500

Stat Bonuses: Spirit+1, Magic defense+11.

Notes: Raises Holy elemental attack.

=====
Gold Helm

Cost/Selling cost: 1800/900

Stat Bonuses: Magic+1, Magic defense+15

Notes: Notes.

=====
Diamond Helm

Cost/Selling cost: 3000/1500

Stat Bonuses: Spirit+1, Magic defense+20

Notes: None

=====
Platinum Helm

Cost/Selling cost: 4600/2300

Stat Bonuses: Magic defense+23.

Notes: Ice damage reduced by 50%.

=====
Kaiser Helm

Cost/Selling cost: 7120/3560

Stats bonuses: Strength+1, Magic+1, Magic defense+26

Notes: None.

=====
Genji Helmet

Cost/Selling cost: None/1.

Stat bonuses: Magic+2, Defense+2, Magic defense+29

Notes: None

=====
Grand Helm

Cost/Selling cost: 20000/7000

Stat Bonuses: Speed+1, Magic defense+33.

Notes: None

=====
Headgear

Cost/Selling cost: 330/165

Stat Bonuses: None

Notes: Water damage reduced by 50%.

=====
Golden Hairpin

Cost/Selling cost: 3700/1850

Stat Bonuses: Magic+1, Magic Defense+32, Magic evasion+2.

Notes: Raises water elemental attack.

=====
Barbut

Cost/Selling cost: 600/300

Stat Bonuses: Spirit+1, Magic defense+9.

Notes: None

=====
Cross helm

Cost/Selling cost: 2200/1100

Stat Bonuses: Strength+1, Magic+16

Notes: None

=====
Thief Hat

Cost/Selling cost: 7100/3550

Stat Bonuses: Speed+2, Evade+3, Magic Defene+38.

Notes: None.

=====
Arm Gear

^^^^^^

=====
Pearl Armlet

Buy/Sell: None/490

Stat Bonuses: None

Notes: None

=====
Wrist

Buy/Sell: 130/65

Stat Bonuses: Evade+5, Magic evasion+3

Notes: None

=====
Leather wrist

Buy/Sell: 200/100

Stat Bonuses: Spirit+1, Evade+7, Magic evasion+5

Notes: None

=====
Glass armllet

Buy/Sell: 250/125

Stat Bonuses: Evade+10, Magic evasion+7

Notes: Water damage reduced by 50%

=====
Bone wrist

Buy/Sell: 330/165

Stat Bonuses: Strenght+1, Evade+13, Magic evasion+9

Notes: Raises Earth elemental attack

=====
Mythril armllet

Buy/Sell: 500/250

Stat Bonuses: Spirit+1, Evade+17, Magic evasion+11

Notes: None

=====
N-Kai armllet

Buy/Sell: 3000/1500

Stat Bonuses: Spirit+2, Defense+2, Evade+27

Notes: Drops magic evasion down to zero.

=====

Jade armllet

Buy/Sell: 3400/1700

Stat Bonuses: Magic defense+2, Magic evasion+27

Notes: Raises Holy elemental attack.

=====

Magic armllet

Buy/Sell: 1000/500

Stat Bonuses: Magic+2, Evade+16, Magic defense+1, Magic evasion+16

Notes: None

=====

Chimera Armllet

Buy/Sell: 1200/600

Stat Bonuses: Evade+22, Magic evasion+14

Notes: Holy damage reduced by 100%

=====

Egoist's armllet

Buy/Sell: 2000/1000

Stat Bonuses: Evade+20, Magic evasion+20

Notes: Shadow damage reduced by 100%

=====

Dragon wrist

Buy/Sell: 4800/2400

Stat Bonuses: Spirit+1, Evade+28, Magic defense+1, Magic evasion+12

Notes: Shadow damage reduced by 100%

=====

Thief Gloves

Buy/Sell: 50000/25000

Stat Bonuses: Speed+1, Evade+26, Magic evasion+13

Notes: None

=====

Power wrist

Buy/Sell: 5100/2550

Stat Bonuses: Strength+2, Evade+30, Magic evasion+13

Notes: None

=====

Bronze Gloves

Buy/Sell: 480/240

Stat Bonuses: Spirit+1, Evade+8, Magic evasion+2

Notes: None

=====

Mythril Gloves

Buy/Sell: 980/490

Stat Bonuses: Spirit+1, Evade+13, Magic evasion+7

Notes: None

=====

Thunder Gloves

Buy/Sell: 1200/600

Stat Bonuses: Evade+16, Magic evasion+10

Notes: Thunder damage reduced by 50%/Raises thunder elemental attack

=====

Diamond Gloves

Buy/Sell: 2000/1000

Stat Bonuses: Evade+19, Magic evasion+13

Notes: Water damage reduced by 100%.

=====

Aegis Gloves

Buy/Sell: 7000/3500

Stat Bonuses: Defense+1, Evade+30, Magic evasion+10

Notes: Nullifies Fire damage

=====
Genji Gloves

Buy/Sell: None/1

Stat Bonuses: Magic+2, Evade+27, Magic evasion+17

Notes: None
=====

Gauntlets

Buy/Sell: 8000/4000

Stat Bonuses: Speed+1, Evade+36, Magic evasion+7

Notes: Fire/Earth/Water/Wind damage reduced by 50%
=====

Defense Gloves

Buy/Sell: 6000/3000

Stat Bonuses: Defense+1, Evade+25, Magic Defense+1, Magic Evasion+20

Notes: Fire/Ice/Thunder reduced by 50%
=====

Venetia shield

Buy/Sell: 2800/1400

Stat Bonuses: Strength+1, Magic+1, Evade+17, Magic defense+1, Magic evasion+26

Notes: None
=====

Bracer

Buy/Sell: 24000/4000

Stat Bonuses: Strength+1, Evade+35, Magic evasion+18

Notes: Raises wind elemental attack
=====

Silver Gloves

Buy/Sell: 720/360

Stat Bonuses: Evade+10, Magic Evasion+5

Notes: Ice damage reduced by 50%.
=====

Add-ons

^^^^^^

=====
Desert Boots

Buy/Sell: 300/750

Stat Bonuses: Magic+1, Spirit+1, Evade+2

Notes: Earth damage reduced by 50%
=====

Magician shoes

Buy/Sell: 1500/3750

Stat Bonuses: Magic+2, Magic evasion+6

Notes: None
=====

Germinas boots

Buy/Sell: 900/2000

Stat Bonuses: Strength+1, Evade+2

Notes: Raises Earth elemental attack
=====

Sandals

Buy/Sell: None/9500

Stat Bonuses: None

Notes: None
=====

Feather Boots

Buy/Sell: 4000/3000

Stat Bonuses: Evade+3

Notes: Absorbs Earth elemental attack

=====
Battle boots

Buy/Sell: 6500/10500

Stat Bonuses: Strength+2, Defense+2, Magic defense+1

Notes: None

=====
Running Shoes

Buy/Sell: 12000/16500

Stat Bonuses: Speed+2, Evade+4, Magic evasion+4

Notes: None

=====
Anklet

Buy/Sell: 4000/1600

Stat Bonuses: Magic+3, Spirit+1, Evade+5

Notes: None

=====
Power belt

Buy/Sell: 2000/3500

Stat Bonuses: Defense+2, Strength+3

Notes: None

=====
Black belt

Buy/Sell: 4000/5500

Stat Bonuses: Strength+2, Spirit+2, Defense+1

Notes: Raises wind elemental attack

=====
Glass buckle

Buy/Sell: 500/800

Stat Bonuses: Magic evasion+5, Strength+1, Magic+1, Spirit+2

Notes: None

=====
Madain's Ring

Buy/Sell: 3000/3750

Stat Bonuses: Spirit+2, Magic defense+2

Notes: Absorbs Ice elemental attack.

=====
Rosetta Ring

Buy/Sell: 24000/18000

Stat Bonuses: Defense+1, Evade+2, Magic+1, Magic defense+3, Magic evasion+2

Notes: Absorbs Fire elemental damage

=====
Reflect ring

Buy/Sell: 7000/3500

Stat Bonuses: Spirit+1, Magic defense+2

Notes: None

=====
Coral Ring

Buy/Sell: 1200/2000

Stat Bonuses: Spirit+2, Magic evasion+3

Notes: Absorbs Thunder elemental attack

=====
Promist ring

Buy/Sell: 6000/4500

Stat Bonuses: Strength+2, Evade+3

Notes: None

=====
Rebirth Ring

Buy/Sell: 7000/5000

Stat Bonuses: Spirit+4, Magic defense+2

Notes: Raises Holy elemental attack

Protect Ring

Buy/Sell: 40000/20000

Stat Bonuses: Spirit+1, Defense+2, Evade+4, Magic defense+3, Magic evasion+6

Notes: All elemental damage reduced by 50%

Pumice Piece

Buy/Sell: 25000/1

Stat Bonuses: Evade+5, Magic+2, Magic defense+1, Strength+2

Notes: Absorbs Holy & Shadow elemental attack

Pumice

Buy/Sell: 50000

Stat Bonuses: Speed+1, Magic+1, Defense+1, Magic defense+2

Notes: None

Yellow scarf

Buy/Sell: 400/900

Stat Bonuses: Strength+2, Magic defense+1

Notes: None

Gold Choker

Buy/Sell: 1300/2000

Stat Bonuses: Evade+2, Magic+2, Magic defense+1

Notes: Wind damage reduced by 50%

Fairy Earrings

Buy/Sell: 3200/3000

Stat Bonuses: Evade+4, Magic evasion+2, Spirit+2

Notes: Raises wind elemental attack

Angel earrings

Buy/Sell: 8000/10000

Stat Bonuses: Strength+2, Defense+2

Notes: Raises holy elemental attack

Pearl Rogue

Buy/Sell: 5000/2000

Stat Bonuses: Magic evasion+4, Spirit+4, Magic+2

Notes: Holy damage reduced by 50%. Raises water elemental attack

Cachusha

Buy/Sell: 1000/1500

Stat Bonuses: Speed+1, Magic+2, Spirit+1, Magic defense+1

Notes: Raises fire elemental attack.

Barette

Buy/Sell: 1800/3500

Stat Bonuses: Strength+3, Magic+1, Spirit+1, Magic defense+1

Notes: Raises Ice elemental attack

Extension

Buy/Sell: 3500/5000

Stat Bonuses: Strength+1, Spirit+1, Defense+1, Magic+2, Magic defense+1

Notes: Raises thunder elemental attack.

Ribbon

Buy/Sell: None/1

Stat Bonuses: Strength+1, Spirit+1, Defense+1, Evade+5, Magic+3,

Magic defense+1, Magic evasion+4

Notes: Absorbs Water/Wind elemental attack. Fire/Ice/Thunder/Holy damage
Reduced by 50%.

=====

Maiden Prayer

Buy/Sell: None/1

Stat Bonuses: Magic+1, Magic defense+1, Magic evasion+3

Notes: Raises Holy elemental attack

=====

Ancient aroma

Buy/Sell: None/1

Stat Bonuses: Strenght+2, Evade+4

Notes: Raises shadow elemental attack.

=====

Garnet

Buy/Sell: 350/1

Stat Bonuses: None

Notes: Heals HP(cannot be used in the area map)

=====

Amethyst

Buy/Sell: 200/1

Stat Bonuses: None

Notes: See above

=====

Aquamarine

Buy/Sell: None/1

Stat Bonuses: None

Notes: See Garnet

=====

Diamond

Buy/Sell: None/1

Stat Bonuses: None

Notes: See Garnet

=====

Emerald

Buy/Sell: None/1

Stat Bonuses: None

Notes: See Garnet

=====

Moonstone

Buy/Sell: None/1

Stat Bonuses: None

Notes: See Garnet

=====

Ruby

Buy/Sell: None/1

Stat Bonuses: None

Notes: See Garnet

=====

Peridot

Buy/Sell: 100/1

Stat Bonuses: None

Notes: See Garnet

=====

Sapphire

Buy/Sell: 200/1

Stat Bonuses: None

Notes: See Garnet

=====

Opal

Buy/Sell: 100/1
Stat Bonuses: None
Notes: See Garnet

=====
Topaz
Buy/Sell: 100/1
Stat Bonuses: None
Notes: See Garnet

=====
Lapis Lazuli
Buy/Sell: 400/1
Stat Bonuses: None
Notes: See Garnet

=====
Phoenix Pinion
Buy/Sell: 300/1000
Stat Bonuses: None
Notes: Cures KO. Can't be used in the field.

=====
Dark Matter
Buy/Sell: None/1
Stat Bonuses: Strength+3, Magic+2
Notes: Deals damage to target.

=====
5. BESTIARY
=====

-->Bosses

=====
Antlion:

Level = 16
HP = 3938
MP = 3950
Gil = 1616
EXP = 0
Steal Items = Gold Helm, Mythril Vest, Annoyment

=====
Armodullahan:

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 = 0
Steal Items = Power Vest, Elixer, Holy Lance
=====

Baku:

Level = 2
HP = 202
MP = 1285
Gil = 0
EXP = 0
Steal Items = Iron Sword, Hi-Potion

Beatrix (First Battle):

Level = 14
HP = 3630
MP = 3467
Gil = 0
EXP = 0
Steal Items = Chain Plate, Phoenix down, Mythril sword

Beatrix (Second Battle):

Level = 17
HP = 4736
MP = 3764
Gil = 0
EXP = 0
Steal Items = Thunder, Phoenix down, Ice Brand

Beatrix (Third Battle):

Level = 19
HP = 5703
MP = 4203
Gil = 0
EXP = 0
Steal Items = Phoenix down, Ice Brand, Survival vest

Black Waltz No. 1

Level = 2
HP = 229
MP = 9999
Gil = 134
EXP = 0
Steal Items = Silk Shirt, Remedy

Black Waltz No. 2

Level = 6
HP = 1030
MP = 3017
Gil = 441
EXP = 0
Steal Items = Leather Plate, Steepled Hat

Black Waltz No. 3

Level = 7
HP = 1128
MP = 2080
Gil = 0

EXP = 0
Steal Items = Linen Cuirass, Steepled Hat, Silver Gloves

=====

Black Waltz No. 3 (Second Battle)

Level = 9
HP = 1272
MP = 344
Gil = 864
EXP = 0
Steal Items = Lightning Staff, Flame Staff, Steepled Hat

=====

Deathguise:

Level = 74
HP = 55535
MP = 9999
Gil = 8916
EXP = 0
Steal Items = Elixer, Duel Claws, Black Belt

=====

Earth Guardian:

Level = 54
HP = 20756
MP = 2234
Gil = 4512
EXP = 0
Steal Items = Rubber Suit, Avenger

=====

Garland:

Level = 42
HP = 40728
MP = 9999
Gil = 0
EXP = 0
Steal Items = Ninja Gear, Battle Boots, Dark Gear

=====

Gizamaluke:

Level = 16
HP = 3175
MP = 502
Gil = 800
EXP = 0
Steal Items = Elixer, Magus Hat, Ice Staff

=====

?_?_?_?_?_iligigars:

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

=====

Kraken (Body):

Level = 72
HP = 59496
MP = 3380
Gil = 8628
EXP = 0
Steal Items = Wizard Rod, Glutton's Robe, Genji Helmet

Kraken (Left Tentacle):

Level = 71
HP = 18168
MP = 3338
Gil = 4362
EXP = 0
Steal Items = Elixer

Kraken (Right Tentacle):

Level = 71
HP = 18169
MP = 3339
Gil = 4386
EXP = 0
Steal Items = Wing Edge

Kuja:

Level = 64
HP = 42382
MP = 9999
Gil = 0
EXP = 0
Steal Items = Ether, Light Robe, Carabini Mail

Lani:

Level = 19
HP = 5708
MP = 4802
Gil = 0
EXP = 0
Steal Items = Gladius, Coral Sword, Ether

Lich:

Level = 71
HP = 58554
MP = 9999
Gil = 8436
EXP = 0
Steal Items = Genji Gloves, Siren's Flute, Black Robe

Mailiris:

Level = 72
HP = 59197
MP = 3381
Gil = 8532
EXP = 0
Steal Items = Ultima Sword, Genji Armor, Masamune

=====
Masked Man:

Level = 1
HP = 188
MP = 223
Gil = 805
EXP = 0
Steal Items = Wrist, Potion, Mage Masher
=====

Meltigemini:

Level = 42
HP = 24348
MP = 1570
Gil = 6428
EXP = 0
Steal Items = Vaccine, Demon's Vest, Golden Hairpin
=====

Necron :

Level = 69
HP = 54100
MP = 9999
Gil = 0
EXP = 0
Steal Items = Elixer
=====

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 = 0
EXP = 0
Steal Items = Broad Sword, Leather Wrist
=====

Plant Brain:

Level = 7
HP = 916
MP = 1431
Gil = 468
EXP = 0
Steal Items = Iron Helm, Eye Drops
=====

Prison Cage:

Level = 2
HP = 533
MP = 1186

Gil = 0
EXP = 0
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 = 0
Steal Items = Phoenix. Down, Adaman Vest, Oak Staff

=====

Ralvurahva:

Level = 13
HP = 2296
MP = 3649
Gil = 0
EXP = 0
Steal Items = Bone Wrist, Mythril Fork

=====

Scarlet Hair:

Level = 22
HP = 8985
MP = 5865
Gil = 4790
EXP = 0
Steal Items = Ether, Poison Knuckles

=====

Sealion:

Level = 3
HP = 472
MP = 9999
Gil = 205
EXP = 0
Steal Items = Mythril Dagger, Ether

=====

Soulcage:

Level = 26
HP = 9765
MP = 862
Gil = 3800
EXP = 0
Steal Items = Oak Staff, Magician Staff, Brigandine

=====

Steiner(First battle):

Level = 1
HP = 169
MP = 523
Gil = 0
EXP = 0
Steal Items = Silk Shirt, Leather Hat

=====

Steiner(Second battle):

Level = 1
HP = 167
MP = 620
Gil = 355
EXP = 0
Steal Items = None

=====

Steiner(Third battle):

Level = 1
HP = 162
MP = 770
Gil = 8092
EXP = 0
Steal Items = None

=====

Taharka:

Level = 46
HP = 29186
MP = 1776
Gil = 8092
EXP = 0
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 = 0
EXP = 0
Steal Items = Mythril Armlet, Mythril Armor

=====

Tiamat:

Level = 72
HP = 59494
MP = 3381
Gil = 8820
EXP = 0
Steal Items = Feather Boots, Grand Helm, Blood Sword

=====
Trance Kuja:

Level = 76
HP = 55535
MP = 9999
Gil = 0
EXP = 0
Steal Items = White Robe, Rebirth Ring, Ether
=====

Valia Pira:

Level = 36
HP = 12119
MP = 9999
Gil = 4089
EXP = 0
Steal Items = None
=====

Zorn:

Level = 16
HP = 4896
MP = 9999
Gil = 0
EXP = 0
Steal Items = Stardust Rod, Partisan
=====

-->Normal enemies

=====

Abadon:

Level = 58
HP = 12658
MP = 2479
Gil = 2604
EXP = 32073
Steal Items = Garnet, Vaccine, Phoenix `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, Phoenix 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 = 6
HP = 241
MP = 249
Gil = 224
EXP = 123
Steal Items = Ore, Ether

Axolotl:

Level = 6
HP = 211
MP = 266
Gil = 236

EXP = 106
Steal Items = Potion, Hi-Potion, Phoenix pinion

=====
Bandersnatch:

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

=====
Basilisk:

Level = 6
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 = Phoenix pinion

=====
Benero:

Level = 1
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, Phoenix 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, Phoenix down

=====
Carrion Worm:

Level = 9
HP = 259
MP = 345
Gil = 319
EXP = 329
Steal Items = Annoyment, Tent

=====
Carve Spider:

Level = 3
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 = 2
HP = 74
MP = 186
Gil = 118
EXP = 35
Steal Items = Phoenix 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 = 7
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, Phoenix down, Hi potion
=====

Dendrobium:

Level = 2
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 = 8
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, Phoenix down

Feather:

Level = 13
HP = 619
MP = 448
Gil = 378
EXP = 628
Steal Items = Hi-Potion, Ether, Phoenix down

Flan:

Level = 2
HP = 75
MP = 183
Gil = 110
EXP = 41
Steal Items = Potion, Ore

Gargoyle:

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 = Phoenix down, ether, eye drops

Gigan Toad:

Level = 7
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 = Phoenix down, Ether, Hi potion

Goblin:

Level = 5
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 = 1
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, Phoenix pinion
=====

Hedgehog Pie:

Level = 7
HP = 295
MP = 281

Gil = 187
EXP = 119
Steal Items = Ore, Hi-Potion, Phoenix pinion

=====
Hornet:

Level = 7
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 = Phoenix Down

=====
Jabberwock:

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

=====
King Leo:

Level = 1
HP = 186
MP = 373
Gil = 0
EXP = 0
Steal Items = None

=====
Ladybug:

Level = 6
HP = 244
MP = 266
Gil = 193
EXP = 89
Steal Items = Eye Drops, Tent, Hi-Potion, Phoenix pinion

=====
Lamia:

Level = 10
HP = 994
MP = 358
Gil = 494
EXP = 204
Steal Items = Phoenix 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 = 7
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 = 9
HP = 662
MP = 344
Gil = 595
EXP = 307
Steal Items = Tent, Hi-Potion, Echo Screen

Mimic:

Level = 8
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 = 2
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 = 9
HP = 458
MP = 345
Gil = 303
EXP = 1368
Steal Items = Ore, Echo Screen, Hi-Potion, Phoenix pinion
=====

Ochu:

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

Ogre:

Level = 32
HP = 3727
MP = 1067

Gil = 1204
EXP = 5507
Steal Items = Annoyment, Phoenix Pinion, Ether

=====
Plant Spider:

Level = 1
HP = 33
MP = 173
Gil = 91
EXP = 22
Steal Items = Potion, Ore, Hi-Potion

=====
Python:

Level = 2
HP = 75
MP = 184
Gil = 106
EXP = 40
Steal Items = Ore, Potion, Hi-Potion, Phoenix 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

=====
Shahagin

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 = 8
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, Phoenix pinion

=====

Silver Dragon:

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

=====

Skeleton:

Level = 8
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, Phoenix down, Phoenix 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, Phoenix down, Phoenix 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, Phoenix down, Phoenix pinion
=====

Torama:

Level = 30
HP = 3292
MP = 1018
Gil = 1118
EXP = 5675
Steal Items = Phoenix pinion, antidote
=====

Trick Sparrow:

Level = 5
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 = 8
HP = 398
MP = 293
Gil = 199
EXP = 115
Steal Items = Tent, Phoenix 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, Phoenix pinion

=====
Vepal:

Level = 34
HP = 4363
MP = 1188
Gil = 1270
EXP = 6434
Steal Items = Hi-Potion, Phoenix pinion, Ether

=====
Veteran:

Level = 44
HP = 6972
MP = 1627
Gil = 1971
EXP = 15181
Steal Items = Ether, Hi-Potion, Phoenix pinion.

Vice:

Level = 4
HP = 129
MP = 209
Gil = 128
EXP = 48
Steal Items = Potion, Echo Screen

Weimar:

Level = 1
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 = 2
HP = 129
MP = 183
Gil = 116
EXP = 45
Steal Items = Phoenix down, Tent, Potion

=====
Yan:

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

Yeti:

Level = 9
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 = 1
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 = 8
HP = 1149
MP. = 293

Gil = 384

EXP = 320

Steal Items = Ore, Potion, Hi-Potion, Phoenix pinion

=====

6. EIDOLONS

=====

~~[Garnet's Eidolons]~~

-----+
| R A M U H |
-----+

| Ramuh, the god of the thunder, is the first Eidolon you get, and therefore, |
| the weakest. Ramuh appears in the firmament, and charges his staff with |
| the power of the thunder. He then throws his staff to the earth, where the |
| furious thunders damage the enemies. The attack is very weak, even on |
| enemies who are weak against thunder, but you'll use it in the first portion |
| of the game. |

-----+
| I F R I T |
-----+

| Ifrit, the god of fire, comes out from a burning flame, and charges his |
| fist with the power of the hellish flames. He then swings his fist towards |
| the ground and creates a shockwave which damages all enemies. This attack |
| is powerful, but is not powerful enough so you'll use it against, say, Kujala |

-----+
| S H I V A |
-----+

| The goddess of ice appears within falling ice and aurora. When she reaches |
| ground, she throws an ice-wave towards his enemies by swinging delicately |
| her hand. This ice-wave forms a huge iceberg which damages the enemies. |
| Shiva is given to you along with Ifrit, and is as powerful as he is. |

-----+
| A T O M O S |
-----+

| A big pink colored figure with a really, really big mouth appears on the |
| forests. This figure, known as "Atomos" then shoots a gravity ball from its |
| mouth, which is directed towards his enemies. The enemies get sucked onto |
| and then spitted, receiving damage. The damage Atomos causes depends on the |
| enemy(ies) HP and if the animation was complete or not. |

-----+
| L E V I A T H A N |
-----+

| Leviathan, god of water and the sea, comes flying out of the water, and |
| by making use of his powers, he creates a tsunami which rushes towards his |
| enemies. This attack, like on other final fantasy game, is really, really |
| powerful, specially against enemies weak against it. |

O D I N

Odin, chief of the Nordic gods, comes out from the sky flying on his loyal horse. Using his sword, he chops the enemy(ies) death. But don't get fooled this attack misses a lot of time, making Odin very useless, unless you equip the ancient aroma and the ability "Odin's sword". That way, if Odin fails to kill his enemy(ies), he'll cause wind type damage.

A R K

Ark, god of the shadows, comes out from the outer space as an airship. It then transforms itself into a power-ranger-looking monster. Making use of his lasers, he marks his enemies with the mark of doom, and uses the power of the darkness to blast them out. This attack is VERY powerful and is very useful.

B A H A M U T

Bahamut, king of the dragons, comes out from the sky and lands in front of his enemy. He then uses the fluids inside his body and combines it with super-heated plasma and launches a ray of chemicals. This attack then hits the enemy and causes an explosion. Like Ark, this attack is very, very powerful and gets more powerful as you synth more "Garnets".

~~[Eiko's Eidolons]~~

C A R B U N C L E

Carbuncle comes out from a black hole, and flies in front of the team. He then uses the carbuncle on his head and casts reflect on the entire team. As you can see, Carbuncle function is to reflect your party, and not to damage enemies. Keep in mind that when you master "Carbuncle" you can equip other add-ons to make Carbuncle do something different.

| ADD-ON EQUIPPED | EFFECT |
|-----------------|--|
| Emerald | "Emerald light"; casts Haste on the entire party. |
| Moonstone | "Pearl light"; casts Protect on the entire party. |
| Diamond | "Diamond Light"; Casts Vanish on the entire party. |

P H O E N I X

Red colored feathers fall from where the phoenix---I mythical creature that rebirths from its ashes every 500 years---appears and uses his flames to damage the enemies and revive downed characters. The attack itself is not very powerful, but the fact that it revives downed characters make Phoenix one of the best eidolons

F E N R I R

Fenrir---the mystical beast who devoured Odin in the battle against the giants---does an eerie howl in the night, which calls for the stone owl, The stone owl triggers the anger of the earth, which is represented by a rock hand which punches the enemies towards the blue skies. This attack is very powerful(when you first get it, it causes about 1.000 points of damage) and you'll find yourself using it a lot. Like Carbuncle, learn it, and equip certain Add-ON to see something different:

| ADD-ON EQUIPPED | EFFECT |
|-----------------|--|
| Maiden Prayer | "Millennial Decay(1.000 year gust)"; wind damage to all enemies. |

M A D E E N

Using her(?) powers, Madeen launches the enemy towards some creepy place, were she(?) makes use of her powers to imprison the enemy in a holy sphere and then launches it towards the "end" where it explodes. This attack is EXTREMELY POWERFUL. Learn the ability "BOOST" and level up Eiko to the level 40+ and Madeen will cause about 9.999 points of damage.

7. ABILITIES

~~[General abilities]~~

| EQUIPMENT | ABILITY(IES) |
|-----------------|------------------------------|
| Dagger | Flee |
| Mage Masher | Detect, Flee |
| Mythril Dagger | Bandit |
| Gladius | Annoy, Lucky seven |
| Zorlin Shape | Flee |
| Orichalcon | Detect |
| Butterfly Sword | What's That!?, Protect Girls |
| The Ogre | Soul Blade |
| Exploda | Sacrifice, Lucky seven |
| Rune Tooth | Lucky Seven |
| Angel Bless | Thievery |
| Sargatanas | Annoy |

| | | |
|-----------------|--|---------|
| Masamune | Sacrifice | |
| +-----+ | +-----+ | +-----+ |
| The tower | Lucky Seven, Thievery | |
| +-----+ | +-----+ | +-----+ |
| Ultima Weapon | Flee | |
| +-----+ | +-----+ | +-----+ |
| Broad Sword | Beast Killer | |
| +-----+ | +-----+ | +-----+ |
| Iron Sword | Minus Strike | |
| +-----+ | +-----+ | +-----+ |
| Mythril Sword | Armor Break | |
| +-----+ | +-----+ | +-----+ |
| Blood Sword | Darkside | |
| +-----+ | +-----+ | +-----+ |
| Ice Brand | Mental Break | |
| +-----+ | +-----+ | +-----+ |
| Coral Sword | Charge!. | |
| +-----+ | +-----+ | +-----+ |
| Diamond Sword | Power Break | |
| +-----+ | +-----+ | +-----+ |
| Flame Saber | Magic Break | |
| +-----+ | +-----+ | +-----+ |
| Rune Blade | Lai Strike | |
| +-----+ | +-----+ | +-----+ |
| Defender | Thunder Slash | |
| +-----+ | +-----+ | +-----+ |
| Save the Queen | N/A | |
| +-----+ | +-----+ | +-----+ |
| Ultima Sword | Stock Break | |
| +-----+ | +-----+ | +-----+ |
| Excalibur | Climhazard | |
| +-----+ | +-----+ | +-----+ |
| Ragnarok | Shock, Thunder Slash | |
| +-----+ | +-----+ | +-----+ |
| Excalibur 2 | Minus Strike, Stock Break, Climhazard | |
| +-----+ | +-----+ | +-----+ |
| Javelin | Dragon Killer | |
| +-----+ | +-----+ | +-----+ |
| Mythril Spear | Rei's wind | |
| +-----+ | +-----+ | +-----+ |
| Partisan | Lancer, High Tide | |
| +-----+ | +-----+ | +-----+ |
| Ice Lance | White Draw | |
| +-----+ | +-----+ | +-----+ |
| Trident | Luna | |
| +-----+ | +-----+ | +-----+ |
| Heavy Lance | Six Dragons | |
| +-----+ | +-----+ | +-----+ |
| Obelisk | Cherry Blossom, Initiative | |
| +-----+ | +-----+ | +-----+ |
| Holy Lance | Dragon's Crest, Rei's Wind | |
| +-----+ | +-----+ | +-----+ |
| Kain's Lance | Dragon's Crest, Cherry Blossom, White Draw | |
| +-----+ | +-----+ | +-----+ |
| Dragon's Hair | Dragon's Breath | |
| +-----+ | +-----+ | +-----+ |
| Cat's Claws | Chakra, Counter | |
| +-----+ | +-----+ | +-----+ |
| Poison Knuckles | Spare Change, Counter | |
| +-----+ | +-----+ | +-----+ |

| | | |
|-----------------|----------------------------------|---------|
| Mythril Claws | Curse, Counter | |
| +-----+ | +-----+ | +-----+ |
| Scissor Fang | Aura, Counter | |
| +-----+ | +-----+ | +-----+ |
| Dragon's Claw | No mercy, Counter | |
| +-----+ | +-----+ | +-----+ |
| Tiger Fangs | Revive, Counter | |
| +-----+ | +-----+ | +-----+ |
| Avenger | Demi shock, Counter | |
| +-----+ | +-----+ | +-----+ |
| Kaiser Knuckles | Countdown, Curse | |
| +-----+ | +-----+ | +-----+ |
| Duel Claws | Aura, No mercy, Counter | |
| +-----+ | +-----+ | +-----+ |
| Rune Claws | Spare change, Demi Shock, Revive | |
| +-----+ | +-----+ | +-----+ |
| Air Racket | Scan, Panacea | |
| +-----+ | +-----+ | +-----+ |
| Multina Racket | Blind, Stona, Shell | |
| +-----+ | +-----+ | +-----+ |
| Magic Racket | Berserk, Mini, Cure | |
| +-----+ | +-----+ | +-----+ |
| Mythril Racket | Reflect, Shell, Protect | |
| +-----+ | +-----+ | +-----+ |
| Priest's Racket | Silence, Might | |
| +-----+ | +-----+ | +-----+ |
| Tiger Racket | Dispel | |
| +-----+ | +-----+ | +-----+ |
| Rod | Cure, Panacea, Protect | |
| +-----+ | +-----+ | +-----+ |
| Mythril Rod | Life, Silence, Shell | |
| +-----+ | +-----+ | +-----+ |
| Stardust Rod | Ability Up, Reflect, Float | |
| +-----+ | +-----+ | +-----+ |
| Healing Rod | Healer, Cura, Life | |
| +-----+ | +-----+ | +-----+ |
| Asura's Rod | Mini, Confuse, Silence | |
| +-----+ | +-----+ | +-----+ |
| Wizard Rod | Curaga, Protect, Shell | |
| +-----+ | +-----+ | +-----+ |
| Whale Whisker | Curaga, Life | |
| +-----+ | +-----+ | +-----+ |
| Golem's Flute | Auto-regen, Cura, Life | |
| +-----+ | +-----+ | +-----+ |
| Lamia's Flute | Float, Stona, Silence | |
| +-----+ | +-----+ | +-----+ |
| Fairy Flute | Esuna, Haste, Regen | |
| +-----+ | +-----+ | +-----+ |
| Hamelin | Curaga, Might, Jewel | |
| +-----+ | +-----+ | +-----+ |
| Siren's Flute | Full-Life, Dispel, Esuna | |
| +-----+ | +-----+ | +-----+ |
| Angel Flute | Holy, Esuna, Curaga | |
| +-----+ | +-----+ | +-----+ |
| Mage Staff | Fire | |
| +-----+ | +-----+ | +-----+ |
| Flame Staff | Fira, Sleep | |
| +-----+ | +-----+ | +-----+ |
| Ice Staff | Blizzara, Slow | |
| +-----+ | +-----+ | +-----+ |

| | | |
|-----------------|------------------------------|---------|
| Lighting Staff | Thundara, Poison | |
| +-----+ | +-----+ | +-----+ |
| Oak Staff | Stop, Bio, Drain | |
| +-----+ | +-----+ | +-----+ |
| Cypress Pile | Demi, Break, Comet | |
| +-----+ | +-----+ | +-----+ |
| Octagon Rod | Firaga, Blizzaga, Firaga | |
| +-----+ | +-----+ | +-----+ |
| High Mage Staff | Meteor, Osmose | |
| +-----+ | +-----+ | +-----+ |
| Mace of Zeus | Doomsday | |
| +-----+ | +-----+ | +-----+ |
| Fork | High Tide | |
| +-----+ | +-----+ | +-----+ |
| Needle Fork | High Tide | |
| +-----+ | +-----+ | +-----+ |
| Mythril Fork | High Tide | |
| +-----+ | +-----+ | +-----+ |
| Silver Fork | High Tide | |
| +-----+ | +-----+ | +-----+ |
| Bistro Fork | High Tide | |
| +-----+ | +-----+ | +-----+ |
| Gastro Fork | High Tide | |
| +-----+ | +-----+ | +-----+ |
| Pinwheel | None | |
| +-----+ | +-----+ | +-----+ |
| Rising Sun | None | |
| +-----+ | +-----+ | +-----+ |
| Wing Edge | None | |
| +-----+ | +-----+ | +-----+ |
| Wrist | Flee Gil | |
| +-----+ | +-----+ | +-----+ |
| Leather Wrist | Beast Killer, Blizzard | |
| +-----+ | +-----+ | +-----+ |
| Glass Armlet | Steal Gil, Antibody | |
| +-----+ | +-----+ | +-----+ |
| Bone Wrist | Add Status | |
| +-----+ | +-----+ | +-----+ |
| Mythril Armlet | Bug Killer | |
| +-----+ | +-----+ | +-----+ |
| Magic Armlet | Clear Headed, Silence | |
| +-----+ | +-----+ | +-----+ |
| Chimera Armlet | Mug, Add status | |
| +-----+ | +-----+ | +-----+ |
| Egoist's armlet | Beast Killer, Level up | |
| +-----+ | +-----+ | +-----+ |
| N-Kai armlet | Bandit, Undead Killer, Water | |
| +-----+ | +-----+ | +-----+ |
| Jade Armlet | Body Temp, High Tide | |
| +-----+ | +-----+ | +-----+ |
| Thief Gloves | Master Thief | |
| +-----+ | +-----+ | +-----+ |
| Dragon Wrist | Jelly, Lancer | |
| +-----+ | +-----+ | +-----+ |
| Power wrist | Accuracy+ | |
| +-----+ | +-----+ | +-----+ |
| Bracer | Add status, Power Throw | |
| +-----+ | +-----+ | +-----+ |
| Bronze Gloves | Antibody | |
| +-----+ | +-----+ | +-----+ |

| | | |
|----------------|-------------------------------------|---------|
| Silver Gloves | Undead killer | |
| +-----+ | +-----+ | +-----+ |
| Mythril Gloves | Man eater, Bug killer | |
| +-----+ | +-----+ | +-----+ |
| Thunder Gloves | Devil Killer, Add status | |
| +-----+ | +-----+ | +-----+ |
| Diamond Gloves | Ability up, Jelly | |
| +-----+ | +-----+ | +-----+ |
| Venetia Shield | Auto Float, Counter | |
| +-----+ | +-----+ | +-----+ |
| Defense Gloves | HP+20% | |
| +-----+ | +-----+ | +-----+ |
| Genji Gloves | High Tide | |
| +-----+ | +-----+ | +-----+ |
| Aegis Gloves | Charge!. | |
| +-----+ | +-----+ | +-----+ |
| Gauntlets | Cover | |
| +-----+ | +-----+ | +-----+ |
| Leather Hat | Fire | |
| +-----+ | +-----+ | +-----+ |
| Straw Hat | None | |
| +-----+ | +-----+ | +-----+ |
| Feather Hat | Bright Eyes, Add status | |
| +-----+ | +-----+ | +-----+ |
| Steepled Hat | Protect | |
| +-----+ | +-----+ | +-----+ |
| Headgear | Undead killer | |
| +-----+ | +-----+ | +-----+ |
| Magus Hat | Slow | |
| +-----+ | +-----+ | +-----+ |
| Bandana | Man eater, Insomaniac | |
| +-----+ | +-----+ | +-----+ |
| Mage's Hat | Loudmouth, Fira | |
| +-----+ | +-----+ | +-----+ |
| Lamia's Tiara | Clear headed, Confuse, Float | |
| +-----+ | +-----+ | +-----+ |
| Ritual Hat | Counter, Bright eyes, Undead killer | |
| +-----+ | +-----+ | +-----+ |
| Twist Headband | Gamble defense, add status | |
| +-----+ | +-----+ | +-----+ |
| Mantra Band | Hp+20%, Antibody | |
| +-----+ | +-----+ | +-----+ |
| Dark Hat | High tide, Jelly | |
| +-----+ | +-----+ | +-----+ |
| Green Beret | Ability Up, Clear Headed | |
| +-----+ | +-----+ | +-----+ |
| Black Hood | Accuracy+, Locomotion, Death | |
| +-----+ | +-----+ | +-----+ |
| Red Hat | MP attack, Cover | |
| +-----+ | +-----+ | +-----+ |
| Golden Hairpin | Auto-regen, Loudmouth | |
| +-----+ | +-----+ | +-----+ |
| Coronet | Man eater, Return Magic | |
| +-----+ | +-----+ | +-----+ |
| Flash Hat | Eye 4 Eye, Beast Killer | |
| +-----+ | +-----+ | +-----+ |
| Adaman Hat | HP+20%, Gamble Defense | |
| +-----+ | +-----+ | +-----+ |
| thief Hat | Long reach, Lucky seven, Mug | |
| +-----+ | +-----+ | +-----+ |

| | | |
|-----------------|--|---------|
| Holy Militer | Insomaniac, BodyTemp | |
| +-----+ | +-----+ | +-----+ |
| Golden Skullcap | Power Up, Locomotion | |
| +-----+ | +-----+ | +-----+ |
| Circlet | Jelly, Clear Headed | |
| +-----+ | +-----+ | +-----+ |
| Rubber Helm | Minus Strike | |
| +-----+ | +-----+ | +-----+ |
| Bronze Helm | Bug Killer | |
| +-----+ | +-----+ | +-----+ |
| Iron Helm | Bright Eyes, Level up | |
| +-----+ | +-----+ | +-----+ |
| Barbut | Alert, Dragon Killer | |
| +-----+ | +-----+ | +-----+ |
| Mythril Helm | Insomaniac, Antibody | |
| +-----+ | +-----+ | +-----+ |
| Gold Helm | Mental Break, Rei's wind, Clear headed | |
| +-----+ | +-----+ | +-----+ |
| Cross Helm | MP Attack, Devil killer | |
| +-----+ | +-----+ | +-----+ |
| Diamond Helm | Accuracy+, Insomaniac | |
| +-----+ | +-----+ | +-----+ |
| Platinum Helm | Restore HP, Stone Killer | |
| +-----+ | +-----+ | +-----+ |
| Kaiser Helm | Eye 4 Eye | |
| +-----+ | +-----+ | +-----+ |
| Genji Helmet | HP+20% | |
| +-----+ | +-----+ | +-----+ |
| Grand Helm | High Tide | |
| +-----+ | +-----+ | +-----+ |
| Aloha T shirt | None | |
| +-----+ | +-----+ | +-----+ |
| Leather shirt | Protect Girls | |
| +-----+ | +-----+ | +-----+ |
| Silk Shirt | Cure, Thunder | |
| +-----+ | +-----+ | +-----+ |
| Leather Plate | Chakra | |
| +-----+ | +-----+ | +-----+ |
| Bronze Vest | Jelly | |
| +-----+ | +-----+ | +-----+ |
| Chain Plate | Devil Killer | |
| +-----+ | +-----+ | +-----+ |
| Mythril Vest | Auto-Potion | |
| +-----+ | +-----+ | +-----+ |
| Adaman Vest | Stone Killer, Bird Killer | |
| +-----+ | +-----+ | +-----+ |
| Magician Cloak | Insomaniac, MP+10% | |
| +-----+ | +-----+ | +-----+ |
| Survival Vest | Locomotion, Antibody, Mug | |
| +-----+ | +-----+ | +-----+ |
| Brigandine | Ability Up, Return Magic | |
| +-----+ | +-----+ | +-----+ |
| Judo Uniform | Distract, HP+10% | |
| +-----+ | +-----+ | +-----+ |
| Power Vest | Stone Killer, Gamble Defense, Counter | |
| +-----+ | +-----+ | +-----+ |
| Gaia Gear | Insomaniac, High Tide | |
| +-----+ | +-----+ | +-----+ |
| Demon's Vest | Devil Killer, Auto Potion, Locomotion | |
| +-----+ | +-----+ | +-----+ |

| | | |
|------------------|---------------------------------|---------|
| Minerva's Plates | Restore HP, High Tide | |
| +-----+ | +-----+ | +-----+ |
| Ninja Gear | Alert, Locomotion, Eye 4 Eye | |
| +-----+ | +-----+ | +-----+ |
| Dark Gear | Clear headed, Jelly | |
| +-----+ | +-----+ | +-----+ |
| Rubber Suit | Eye 4 Eye, Esuna | |
| +-----+ | +-----+ | +-----+ |
| Brave Suit | Restore HP, Auto Regen | |
| +-----+ | +-----+ | +-----+ |
| Cotton Robe | Chemist, Shell | |
| +-----+ | +-----+ | +-----+ |
| Silk Robe | Ability Up, Loudmouth | |
| +-----+ | +-----+ | +-----+ |
| Magician Robe | Auto Potion, MP+10% | |
| +-----+ | +-----+ | +-----+ |
| Glutton's Robe | Antibody, Body Temp, Auto Regen | |
| +-----+ | +-----+ | +-----+ |
| White Robe | Loud Mouth, Auto Potion, Holy | |
| +-----+ | +-----+ | +-----+ |
| Black Robe | MP+20%, Flare, ReflectX2 | |
| +-----+ | +-----+ | +-----+ |
| Light Robe | Half MP, Auto Regen, Full Life | |
| +-----+ | +-----+ | +-----+ |
| Robe of Lords | Reflect-Null, Concentrate | |
| +-----+ | +-----+ | +-----+ |
| Tin Armor | None | |
| +-----+ | +-----+ | +-----+ |
| Bronze Armor | Bird Killer | |
| +-----+ | +-----+ | +-----+ |
| Linen Cuirass | Cover | |
| +-----+ | +-----+ | +-----+ |
| Chain Mail | HP+10%, Bird Killer | |
| +-----+ | +-----+ | +-----+ |
| Mythril Armor | Jelly, Cover | |
| +-----+ | +-----+ | +-----+ |
| Plate Mail | Locomotion, Undead Killer | |
| +-----+ | +-----+ | +-----+ |
| Gold Armor | Stone Killer | |
| +-----+ | +-----+ | +-----+ |
| Shield Armor | Distract | |
| +-----+ | +-----+ | +-----+ |
| Demon's Mail | High Tide | |
| +-----+ | +-----+ | +-----+ |
| Diamond Armor | Ability Up | |
| +-----+ | +-----+ | +-----+ |
| Platina Armor | Beast Killer | |
| +-----+ | +-----+ | +-----+ |
| Carabini Mail | Auto Regen | |
| +-----+ | +-----+ | +-----+ |
| Dragon Mail | High Jump | |
| +-----+ | +-----+ | +-----+ |
| Genji Armor | Accuracy+, Body Temp | |
| +-----+ | +-----+ | +-----+ |
| Maximilian | HP+20% | |
| +-----+ | +-----+ | +-----+ |
| Grand Armor | Chemist, Restore HP | |
| +-----+ | +-----+ | +-----+ |
| Desert Boots | Flee Gil, Protect, Scan | |
| +-----+ | +-----+ | +-----+ |

| | | |
|----------------|--------------------------------------|---------|
| Magician Shoes | MP+10%, Clear headed, Blind | |
| +-----+ | +-----+ | +-----+ |
| Germinas Boots | Alert, HP+10%, Flee | |
| +-----+ | +-----+ | +-----+ |
| Sandals | None | |
| +-----+ | +-----+ | +-----+ |
| Feather Boots | Auto Float, Float, Mini | |
| +-----+ | +-----+ | +-----+ |
| Battle Boots | MP Attack, Initiative, HP+20% | |
| +-----+ | +-----+ | +-----+ |
| Running shoes | Auto-Haste, Auto Potion, Haste | |
| +-----+ | +-----+ | +-----+ |
| Anklet | Locomotion, Healer, Counter | |
| +-----+ | +-----+ | +-----+ |
| Power Belt | MP Attack, Counter, Fira | |
| +-----+ | +-----+ | +-----+ |
| Black Belt | HP+20%, Beast Killer, Demi | |
| +-----+ | +-----+ | +-----+ |
| Glass Buckle | Antibody, Add status, Thunder | |
| +-----+ | +-----+ | +-----+ |
| Madain's ring | Body Temp, Chemist, Guardian Mog | |
| +-----+ | +-----+ | +-----+ |
| Rosetta Ring | Level Up, Concentrate, ReflectX2 | |
| +-----+ | +-----+ | +-----+ |
| Reflect Ring | Auto Reflect, Distract, Reflect | |
| +-----+ | +-----+ | +-----+ |
| Coral Ring | Insomaniac, Man eater, Lancer | |
| +-----+ | +-----+ | +-----+ |
| Promist Ring | Restore HP, Absorb MP, Mag Elem Null | |
| +-----+ | +-----+ | +-----+ |
| Rebirth Ring | Auto Life, Life, Revive | |
| +-----+ | +-----+ | +-----+ |
| Protect Ring | Long reach, Mag Ellem Null, Half MP | |
| +-----+ | +-----+ | +-----+ |
| Pumice Piece | Boost | |
| +-----+ | +-----+ | +-----+ |
| Pumice | Ark | |
| +-----+ | +-----+ | +-----+ |
| Yellow Scarf | Bird Killer, Millionaire, Steal Gil | |
| +-----+ | +-----+ | +-----+ |
| Gold Choker | Auto Potion, Flee Gil, Shell | |
| +-----+ | +-----+ | +-----+ |
| Fairy Earrings | Level Up, Body Temp, Regen | |
| +-----+ | +-----+ | +-----+ |
| Angel Earrings | Auto-Regen, MP+20%, Rei's Wind | |
| +-----+ | +-----+ | +-----+ |
| Pearl Rogue | Level Up, Reflect-Null, Loudmouth | |
| +-----+ | +-----+ | +-----+ |
| Pearl Armlet | None | |
| +-----+ | +-----+ | +-----+ |
| Cachusha | Bright eyes, Ability Up, Life | |
| +-----+ | +-----+ | +-----+ |
| Barette | Chemist, Gamble defense, Cura | |
| +-----+ | +-----+ | +-----+ |
| Extension | Auto Potion, MP+10%, Level Up | |
| +-----+ | +-----+ | +-----+ |
| Ribbon | Madeen, Ability Up, Guardian Mog | |
| +-----+ | +-----+ | +-----+ |
| Maiden Prayer | Auto Regen | |
| +-----+ | +-----+ | +-----+ |

| | | |
|----------------|-----------------------|---------|
| Ancient Aroma | Odin's sword | |
| +-----+ | +-----+ | +-----+ |
| Garnet | Bahamut, Healer | |
| +-----+ | +-----+ | +-----+ |
| Amethyst | Atomos, Demi | |
| +-----+ | +-----+ | +-----+ |
| Aquamarine | Leviathan, HP+10% | |
| +-----+ | +-----+ | +-----+ |
| Diamond | Body Temp, Distract | |
| +-----+ | +-----+ | +-----+ |
| Emerald | Haste, MP+10% | |
| +-----+ | +-----+ | +-----+ |
| Moonstone | Shell, Beast Killer | |
| +-----+ | +-----+ | +-----+ |
| Ruby | Carbuncle, Reflect | |
| +-----+ | +-----+ | +-----+ |
| Peridot | Ramuh, Thundara | |
| +-----+ | +-----+ | +-----+ |
| Sapphire | Fenrir, High Tide | |
| +-----+ | +-----+ | +-----+ |
| Opal | Shiva, Blizzara | |
| +-----+ | +-----+ | +-----+ |
| Topaz | Ifrit, Fira | |
| +-----+ | +-----+ | +-----+ |
| Lapis Lazuli | Ability Up, Accuracy+ | |
| +-----+ | +-----+ | +-----+ |
| Phoenix Pinion | Phoenix | |
| +-----+ | +-----+ | +-----+ |
| Dark Matter | Odin | |
| +-----+ | +-----+ | +-----+ |

~~[Zidane's abilities]~~

| | | |
|---------------|---|---------|
| +-----+ | +-----+ | +-----+ |
| ABILITY | LEARNED FROM... | |
| +-----+ | +-----+ | +-----+ |
| Flee | Dagger, Mage Masher, Zorln Shape, Ultima Weapon | |
| | Germinas Boots | |
| +-----+ | +-----+ | +-----+ |
| Detect | Mage Masher, Orichalcon | |
| +-----+ | +-----+ | +-----+ |
| What's That!? | Butterfly Sword | |
| +-----+ | +-----+ | +-----+ |
| Soul Blade | The ogre | |
| +-----+ | +-----+ | +-----+ |
| Annoy | Gladius, Sargatanas | |
| +-----+ | +-----+ | +-----+ |
| Sacrifice | Exploda, Masamune | |
| +-----+ | +-----+ | +-----+ |
| Lucky Seven | Gladius, Exploda, Rune tooth, The Tower, Thief | |
| | Hat | |
| +-----+ | +-----+ | +-----+ |
| Thievery | Angel Bless, The tower | |
| +-----+ | +-----+ | +-----+ |
| Auto Reflect | Reflect Ring | |
| +-----+ | +-----+ | +-----+ |
| Auto Float | Feather boots | |
| +-----+ | +-----+ | +-----+ |
| Auto Haste | Running Shoes | |
| +-----+ | +-----+ | +-----+ |

| | | |
|----------------|---|---------|
| Auto Regen | Golden Hairpin, Brave Suit | |
| +-----+ | +-----+ | +-----+ |
| Auto Life | Rebirth Ring | |
| +-----+ | +-----+ | +-----+ |
| HP+20% | Black Belt, Mantra band, Adaman Hat, Battle boots | |
| +-----+ | +-----+ | +-----+ |
| Accuracy+ | Power wrist, Black Hood, Lapis Lazuli | |
| +-----+ | +-----+ | +-----+ |
| Distract | Judo Uniform, Reflect Ring, Diamond | |
| +-----+ | +-----+ | +-----+ |
| Long Reach | Thief Hat, Protect Ring | |
| +-----+ | +-----+ | +-----+ |
| MP Attack | Read hat, Battle Boots, Power belt | |
| +-----+ | +-----+ | +-----+ |
| Bird Killer | Adaman Vest, Yellow scarf | |
| +-----+ | +-----+ | +-----+ |
| Bug killer | Mythril Armlet | |
| +-----+ | +-----+ | +-----+ |
| Stone Killer | Adaman Vest, Power Vest | |
| +-----+ | +-----+ | +-----+ |
| Undead Killer | N-Kai armlet, Headgear, Ritual Hat | |
| +-----+ | +-----+ | +-----+ |
| Devil Killer | Chain Plate, Demon's Vest | |
| +-----+ | +-----+ | +-----+ |
| Beast Killer | leather wrist, Egoist's armlet, Flash Hat, Black belt, Moonstone | |
| +-----+ | +-----+ | +-----+ |
| Man Eater | Bandana, Coronet | |
| +-----+ | +-----+ | +-----+ |
| Master Thief | Thief Gloves | |
| +-----+ | +-----+ | +-----+ |
| Steal Gil | Glass armlet, Yellow scarf | |
| +-----+ | +-----+ | +-----+ |
| Add status | Bone wrist, Chimera armlet, Bracer, Feather hat
 Twist Headband, Glass Buckle | |
| +-----+ | +-----+ | +-----+ |
| Gamble Defense | Twist Headband, Adaman Hat, Power Vest | |
| +-----+ | +-----+ | +-----+ |
| High Tide | Jade armlet, Dark Hat, Gaia Gear, Sapphire | |
| +-----+ | +-----+ | +-----+ |
| Counter | Ritual Hat, Power Vest, Power Belt | |
| +-----+ | +-----+ | +-----+ |
| Protect Girls | Butterfly sword, Leather shirt | |
| +-----+ | +-----+ | +-----+ |
| Eye 4 Eye | Flash Hat, Ninja Gear | |
| +-----+ | +-----+ | +-----+ |
| Body Temp | Jade armlet, Madain's ring, Fairy earrings,
 diamond | |
| +-----+ | +-----+ | +-----+ |
| Alert | Ninja Gear, Germinas Boots | |
| +-----+ | +-----+ | +-----+ |
| Level Up | Egoist's armlet, Rosetta Ring, Fairy earrings | |
| +-----+ | +-----+ | +-----+ |
| Ability Up | Green Beret, Brigandine, Ribbon, Lapis Lazuli | |
| +-----+ | +-----+ | +-----+ |
| Flee Gil | Wrist, Desert Boots, Gold choker | |
| +-----+ | +-----+ | +-----+ |
| Insomaniac | Bandana, Gaia Gear, Coral Ring | |
| +-----+ | +-----+ | +-----+ |

| | | |
|--------------|--|---------|
| Antibody | Glass armllet, Mantra band, Survival vest, Glass | |
| | buckle | |
| +-----+ | +-----+ | +-----+ |
| Bright eyes | Feather hat, Ritual Hat | |
| +-----+ | +-----+ | +-----+ |
| Restore HP | Brave suit, Promist ring | |
| +-----+ | +-----+ | +-----+ |
| Jelly | Dragon Wrist, Dark Hat, Circlet, Bronze Vest | |
| | Dark Gear | |
| +-----+ | +-----+ | +-----+ |
| Auto Potion | Mythril Vest, Demon's Vest, Running shoes, Gold | |
| | choker | |
| +-----+ | +-----+ | +-----+ |
| Locomotion | Black Hood, Golden Skullcap, Survival Vest, | |
| | Demon's vest, Ninja Gear | |
| +-----+ | +-----+ | +-----+ |
| Clear headed | Green Beret, Circlet, Dark Gear, Magician shoes | |
| +-----+ | +-----+ | +-----+ |
| Mug | Chimera Armllet, Thief Hat, Survival Vest | |
| +-----+ | +-----+ | +-----+ |
| Bandit | Mythril Dagger, N-Kai Armllet | |
| +-----+ | +-----+ | +-----+ |

~~[Garnet's abilities]~~

| | | |
|-----------|---|---------|
| +-----+ | +-----+ | +-----+ |
| Shiva | Opal | |
| +-----+ | +-----+ | +-----+ |
| Ifrit | Topaz | |
| +-----+ | +-----+ | +-----+ |
| Ramuh | Peridot | |
| +-----+ | +-----+ | +-----+ |
| Atomos | Amethyst | |
| +-----+ | +-----+ | +-----+ |
| Odin | Dark Matter | |
| +-----+ | +-----+ | +-----+ |
| Leviathan | Aquamarine | |
| +-----+ | +-----+ | +-----+ |
| Bahamut | Garnet | |
| +-----+ | +-----+ | +-----+ |
| Ark | Pumice | |
| +-----+ | +-----+ | +-----+ |
| Cure | Magic Racket, Rod, Silk Shirt | |
| +-----+ | +-----+ | +-----+ |
| Cura | Healing Rod, Barrete | |
| +-----+ | +-----+ | +-----+ |
| Curaga | Wizard Rod, Whale Whisker | |
| +-----+ | +-----+ | +-----+ |
| Life | Mythril Rod, Healing Rod, Whale Whisker, | |
| | Rebirth Ring, Cachucsha | |
| +-----+ | +-----+ | +-----+ |
| Scan | Air Racket, Desert Boots | |
| +-----+ | +-----+ | +-----+ |
| Panacea | Air Racket, Rod | |
| +-----+ | +-----+ | +-----+ |
| Stona | Multina Racket | |
| +-----+ | +-----+ | +-----+ |
| Shell | Multina Racket, Mythril Racket, Mythril Rod | |
| | Wizard Rod, Cotton Robe, Gold choker, Moonstone | |
| +-----+ | +-----+ | +-----+ |

| | | |
|--------------|--|---------|
| Protect | Mythril Racket, Rod, Wizard Rod, Steepled hat | |
| | desert boots | |
| +-----+ | +-----+ | +-----+ |
| Silence | Priest's racket, Mythril Rod, Asura's rod, Magic | |
| | armllet | |
| +-----+ | +-----+ | +-----+ |
| Mini | Magic Racket, Asura's rod, Feather boots | |
| +-----+ | +-----+ | +-----+ |
| Reflect | Mythril Racket, Stardust Rod, Reflect Ring | |
| | Ruby | |
| +-----+ | +-----+ | +-----+ |
| Confuse | Asura's Rod, Lamia's Tiara | |
| +-----+ | +-----+ | +-----+ |
| Berserk | Magic Racket | |
| +-----+ | +-----+ | +-----+ |
| Blind | Multina Racket, Magician Shoes | |
| +-----+ | +-----+ | +-----+ |
| Float | Stardust Rod, Feather Boots | |
| +-----+ | +-----+ | +-----+ |
| Auto Reflect | Reflect Ring | |
| +-----+ | +-----+ | +-----+ |
| Auto Float | Feather Boots | |
| +-----+ | +-----+ | +-----+ |
| Auto Haste | Running shoes | |
| +-----+ | +-----+ | +-----+ |
| Auto Regen | Golden Hairpin, Light Robe, Angel Earrings, | |
| | Maiden Prayer | |
| +-----+ | +-----+ | +-----+ |
| Auto Life | Rebirth Ring | |
| +-----+ | +-----+ | +-----+ |
| MP+20% | Angel Earrings. | |
| +-----+ | +-----+ | +-----+ |
| Healer | Healing Rod, Anklet, Garnet | |
| +-----+ | +-----+ | +-----+ |
| Chemist | Cotton Robe, Madain's Ring, Barette | |
| +-----+ | +-----+ | +-----+ |
| Reflect Null | Robe of Lords, Pearl Rogue | |
| +-----+ | +-----+ | +-----+ |
| Concentrate | Robe of Lords, Rosetta Ring | |
| +-----+ | +-----+ | +-----+ |
| Half MP | Light Robe, Protect Ring | |
| +-----+ | +-----+ | +-----+ |
| High Tide | Jade armllet, Dark Hat, Gaia Gear, Minerva's | |
| | plate, Sapphire | |
| +-----+ | +-----+ | +-----+ |
| Body Temp | Jade armllet, Holy Milter, Madain's Ring, Fairy | |
| | earrings, Diamond | |
| +-----+ | +-----+ | +-----+ |
| Level Up | Egoist's armllet, Rosetta Ring, Fairy Earrings | |
| | Pearl Rogue, Extension | |
| +-----+ | +-----+ | +-----+ |
| Ability Up | Stardust Rod, Green Beret, Silk Robe, Cachusha | |
| | Ribbon, Lapis Lazuli | |
| +-----+ | +-----+ | +-----+ |
| Insomaniac | Bandana, Holy Milter, Magician Cloak, Gaia Gear | |
| | Coral Ring. | |
| +-----+ | +-----+ | +-----+ |
| Antibody | Glass armllet, Mantra Band, Survival Vest, Glass | |
| | buckle | |
| +-----+ | +-----+ | +-----+ |

| | | |
|--------------|--|---------|
| Loudmouth | Mage's hat, Golden Hairpin, Silk Robe, White
 robe, pearl rogue | |
| +-----+ | +-----+ | +-----+ |
| Jelly | Dragon wrist, Circlet, Bronze Vest, Dark Gear | |
| +-----+ | +-----+ | +-----+ |
| Auto Potion | Mythril Vest, Demon's vest, Magician's robe,
 White Robe, Running shoes, Gold Choker,
 Extension | |
| +-----+ | +-----+ | +-----+ |
| Locomotion | Black Hood, Golden Skullcap, Survival Vest,
 Demon's Vest, Anklet. | |
| +-----+ | +-----+ | +-----+ |
| Clear Headed | Magic Armlet, Lamia's Tiara, Green Beret,
 Circlet, Dark Gear, Magician Shoes | |
| +-----+ | +-----+ | +-----+ |
| Boost | Pumice piece | |
| +-----+ | +-----+ | +-----+ |
| Odin's sword | Ancient Aroma | |
| +-----+ | +-----+ | +-----+ |

~~[Steiner's abilities]~~

| | | |
|---------------|--|---------|
| +-----+ | +-----+ | +-----+ |
| Darkside | Blood Sword | |
| +-----+ | +-----+ | +-----+ |
| Minus Strike | Iron Sword, Excalibur 2, Rubber Helm | |
| +-----+ | +-----+ | +-----+ |
| Lai Strike | Rune Blade | |
| +-----+ | +-----+ | +-----+ |
| Power Strike | Diamond Sword | |
| +-----+ | +-----+ | +-----+ |
| Armor Break | Mythril Sword | |
| +-----+ | +-----+ | +-----+ |
| Mental Break | Ice Brand, Gold Helm | |
| +-----+ | +-----+ | +-----+ |
| Magic Break | Flame Saber | |
| +-----+ | +-----+ | +-----+ |
| Charge! | Coral Sword, Aegis Gloves | |
| +-----+ | +-----+ | +-----+ |
| Thunder Slash | Defender, Ragnarok | |
| +-----+ | +-----+ | +-----+ |
| Stock Break | Ultima sword, Excalibur 2 | |
| +-----+ | +-----+ | +-----+ |
| Climhazzard | Excalibur, Excalibur 2 | |
| +-----+ | +-----+ | +-----+ |
| Shock | Ragnarok | |
| +-----+ | +-----+ | +-----+ |
| Auto Reflect | Reflect Ring | |
| +-----+ | +-----+ | +-----+ |
| Auto Float | Venetia Shield, Feather Boots | |
| +-----+ | +-----+ | +-----+ |
| Auto Haste | Running shoes | |
| +-----+ | +-----+ | +-----+ |
| Auto Regen | Carabini Mail | |
| +-----+ | +-----+ | +-----+ |
| Auto Life | Rebirth Ring | |
| +-----+ | +-----+ | +-----+ |
| HP+10% | Chain Mail, Germinas Boots, Aquamarine | |
| +-----+ | +-----+ | +-----+ |
| HP+20% | Defense Gloves, Genji Helmet, Aquamarine | |

| | | |
|---------------|--|--|
| Accuracy+ | Diamond Helm, Genji Armor, Lapis Lazuli | |
| Distract | Shield Armor, Reflect Ring, Diamond | |
| Long Reach | Protect Ring | |
| MP Attack | Cross Helm, Battle Boots, Power Belt | |
| Bird Killer | Bronze Armor, Chain Mail, Yellow scarf | |
| Bug Killer | Mythril Gloves, Coral Ring | |
| Stone Killer | Platinum Helm, Gold Helm | |
| Undead Killer | Silver Gloves, Plate Mail | |
| Devil Killer | Thunder Gloves, Cross Helm | |
| Beast Killer | Broadsword, Platina Helm, Black Belt, Moonstone | |
| Man eater | Mythril Gloves, Coral Ring | |
| Add status | Thunder Gloves, Glass Buckle | |
| Chemist | Grand Armor, Madain's Ring | |
| High Tide | Genji Gloves, Grand Helm, Demon's Mail, Sapphire | |
| Counter | Venetia Shield, Power Belt | |
| Cover | Gauntlets, Linen Cuirass, Mythril Armor | |
| Eye 4 Eye | Kaiser Helm | |
| Body Temp | Genji Armor, Madain's Ring, Fairy Earrings,
 Diamond | |
| Alert | Barbut, Germinas Boots | |
| Level Up | Iron Helm, Rosetta Ring, Fairy Earrings | |
| Ability Up | Diamond Gloves, Diamond Armor, Ribbon, Lapis
 Lazuli | |
| Insomniac | Mythril Helm, Diamond Helm, Coral Ring | |
| Antibody | Bronze Gloves, Mythril Helm | |
| Bright eyes | Iron Helm | |
| Restore HP | Platinum Helm, Grand Armor, Promist Ring | |
| Jelly | Diamond Gloves, Mythril Armor | |
| Auto Potion | Running Shoes, Gold choker | |
| Locomotion | Plate Mail | |
| Clear Headed | Gold Helm, Magician Shoes | |

~~[Vivi's Abilities]~~

| | | |
|--------------|--|--|
| Fire | Mage Staff, Leather Hat | |
| Fira | Flame staff, Mage's hat, Power Belt, Topaz | |
| Firaga | Octagon Rod | |
| Sleep | Flame staff | |
| Blizzard | leather wrist | |
| Blizzara | Ice staff, Opal | |
| Blizzaga | Octagon Rod | |
| Slow | Ice staff, Magus hat | |
| Thunder | Silk Shirt, Glass Buckle | |
| Thundara | Lighting staff, Peridot | |
| Thundaga | Octagon Rod | |
| Stop | Oak staff | |
| Poison | Lighting Staff | |
| Bio | Oak staff | |
| Osmose | High Mage staff, Gaia Gear | |
| Drain | Oak staff | |
| Comet | Cypress Pile, Black Belt, Amethyst | |
| Demi | Cypress Pile | |
| Death | Black Hood | |
| Break | Cypress Pile | |
| Water | N-Kai armllet | |
| Meteor | High Mage Staff | |
| Flare | Black Robe | |
| Doomsday | Mace of Zeus | |
| Auto Reflect | Reflect Ring | |
| Auto Float | Feather boots | |
| Auto Haste | running shoes | |
| Auto Regen | Golden Hairpin, Light Robe | |

| | | |
|---------------|---|--|
| Auto Life | Rebirth Ring | |
| MP+10% | Black Robe | |
| Healer | Garnet | |
| Add status | Bone wrist, Chimera armlet, Bracer, Feather hat | |
| | Twist headband, glass buckle | |
| Reflect Null | Robe of Lords | |
| Reflectx2 | Black Robe, Rosetta Ring | |
| Mag Elem Null | Promist Ring, Protect Ring | |
| Half MP | Light Robe, Protect Ring | |
| High Tide | Jade Armlet, Dark Hat, Gaia Gear, Sapphire | |
| Body Temp | Jade Armlet, Holy Miter, Madain's ring, Fairy | |
| | earrings, Diamond | |
| Level Up | Egoist's armlet, Rosetta Ring, Fairy Earrings | |
| Ability Up | green Beret, Silk Robe, Ribbon, Lapis Lazuli | |
| Insomniac | Bandana, Holy Miter, Magician Cloak, Gaia Gear | |
| | Coral Ring | |
| Antibody | Glass armlet, Mantra Band, Survival vest, Glass | |
| | buckle | |
| Loudmouth | Mage's Hat, Golden Hairpin, Silk Robe | |
| Jelly | Dragon Wrist, Dark Hat, Circlet, Bronze Vest, | |
| | Dark Gear | |
| Return Magic | Coronet | |
| Auto Potion | Mythril Vest, Demon's Vest, Magician Robe, | |
| | Running shoes | |
| Locomotion | Black Hood, Golden Skullcap, Survival Vest, | |
| | Demon's Vest | |
| Clear Headed | Magic armlet, Green Beret, Circlet, Dark gear | |
| | Magician shoes | |

~~[Freya's abilities]~~

*** MORE ABILITIES COMING SOON! ***

=====
8. STATUS EFFECTS
=====

| STATUS | EFFECT | CURE |
|-----------|------------------------------------|-------------------------------------|
| Confuse | Lose control of character | Phys. Attk. Esuna |
| Berserk | Lose control of character | Gyshal Greens |
| Stop | Character is unable to fight | Remedy, Dispel |
| Poison | HP gradually decreases | Antidote, Esuna,
Panacea, others |
| Sleep | Character is unable to fight | Physical attack |
| Slow | Character ATB fills slower | Dispel, Haste |
| Heat | Char. Dies if he/she takes action | Esuna |
| Freeze | Char. Dies if he/she receives attk | Esuna |
| Mini | Character loses attk. Power. % def | Mini, Remedy, Esuna |
| Petrify | Character cannot move | Soft, Stona, Remedy |
| Venom | Char. Is stopped/loses HP & MP | Antidote, Remedy,
Esuna. |
| Virus | Char. Doesn't gains AP &/or EXP | Vaccine |
| Silence | Char. Cannot use magic | Esuna, Echo screen |
| Darkness | Char. Loses accuracy/misses easily | Esuna, Eye drops |
| Trouble | Char. Transfers dmg to everybody | Annoyntment |
| Zombie | Char. Loses HP if healed | Magic Tag |
| Auto Life | Char. Rebirths if killed | --- |
| Regen | Character restores HP gradually | --- |
| Haste | Char. ATB fills up faster | --- |
| Float | Char. Is immune to earth damage | --- |
| Shell | Magic attack cause less damage | --- |
| Protect | Physical attack cause less damage | --- |
| Vanish | Char. Is immune to physical attack | --- |
| Reflect | Char. Bounces back magic to caster | --- |

8. SPELLS

~~[White Magic]~~

-->Cure

Heals a small amount of HP

-->Cura

Heals a moderate amount of HP

-->Curaga

Heals a huge amount of HP.

-->Life

Revives a downed character with little HP.

-->Scan

Determines HP, MP and weakness of targeted enemy.

-->Panacea

Cures Venom and Poison status effect.

-->Stona

Cures Petrify and Gradual petrify status effects.

-->Shell

Lessens damage taken from magic type attacks.

-->Protect

Lessens damage taken from physical type attacks.

-->Silence

Silences enemies and makes them unable to cast magic.

-->Mini

Shrinks enemies and lessens their defense and attack scores.

-->Reflect

Puts a barrier onto a character, making them bounce back magic cast by the enemy to the enemy.

-->Confuse

Confuses enemies, making them attack enemies and allies alike.

-->Berserk

Makes target go berserk, increasing his/her/its strength, but at the same time, he/she/it loses control of himself/herself/itself.

-->Blind

Causes Drakness, which makes target to miss attacks easily(decreases accuracy).

-->Float

Makes target to float, making target immune to earth type attacks.

-->Regen

This spell causes target to regenerate HP gradually.

-->Full Life

Revives a downed character with full HP.

-->Esuna

This spell cures a lot of status effects.

-->Dispel

This spell cancels good status effects.

-->Might

Increases the attack power score, increasing damage caused by physical attacks.

-->Jewel

Extracts Ore from enemy.

-->Holy

Summons the holy power which is represented as an energy sphere and causes damage to the targeted enemy.

~~[Black Magic]~~

-->Fire

Causes low Fire damage

-->Fira

Causes moderate fire damage

-->Firaga

Causes huge fire damage

-->Blizzard

Causes low ice damage.

-->Blizzara

Causes moderate ice damage.

-->Blizzaga

Causes huge ice damage.

-->Thunder

Causes low thunder damage.

-->Thundara

Causes moderate thunder damage.

-->Thundaga

Causes huge thunder damage.

Puts target to sleep and unable to fight.

-->Slow

Makes target slower, and thus increasing the time between attacks.

-->Stop

Stops target, making it unable to fight.

-->Poison

Poison target, making them to lose HP gradually.

-->Bio

Causes moderate NON-ELEMENTAL (this attack is NOT poison type) damage to the enemy. May poison target.

-->Osmose

Absorbs MP from the target and transfers it to the spell caster.

-->Drain

Absorbs HP from the target and transfers it to the spell caster.

-->Demi

Causes non elemental damage to the target. The higher the target's HP, the higher the damage.

-->Comet

Causes non elemental damage to an enemy.

-->Death

This MAY KO target instantly.

-->Break

This attack MAY petrify the target. If you use this on all targets and it works, you won't receive EXP.

-->Water

Causes Water elemental damage to the target.

-->Meteor

Causes random damage to all enemies. The meteor may vanish before hitting, resulting on a [MISS].

-->Flare

Cause non elemental damage to the target. This attack is incredibly powerful.

-->Doomsday

A huge mass of stones and debris falls from the sky and hits EVERYTHING including YOUR party.

~~[Blue Magic]~~

-->Goblin Punch

Causes non elemental damage to the target.

-->Lv5 Death

Kills instantly all enemies whose level is multiple of five(20, 25, 30, 35...)

-->Lv4 Holy

Causes Holy damage to all enemies whose level is multiple of four(16, 24, 32,

36...)

-->Lv3 Def-Less

Decreases defense to all enemies whose level is multiple of three(9, 12, 15, 18...)

-->Doom

This may kill target instantly.

-->Roulette

This attack will kill a random target.

-->Aqua Breath

This attack causes water damage to all enemies.

-->Mighty Guard

This spell puts a protect, shell and haste on the entire party.

-->Matra Magic

This attack MAY reduce target's HP to 1.

-->Bad Breath

This attack causes Confuse, Darkness, Poison, Slow and Mini on a target.

-->Limit Gloves

This attack causes non elemental damage is caster HP is reduced to one.

-->1.000 Needles

Reduces target HP by 1.000

-->Pumpkin Head

Damage dealt is the difference between your current HP and max HP.

-->Night

Puts to sleep every thing on the screen(including your party).

-->Twister

Causes wind elemental damage to all enemies.

-->Earth Shake

Causes earth elemental damage to all enemies.

-->Angel's Snack

Uses a remedy on every party member. Extremely useful.

-->Frog Drop

Amount of damage depends on number of frogs caught.

-->White Wind

Restores HP to every party member for little MP.

-->Vanish

Vanishes party member, making he/she/it immune to physical attacks unless is hit by a magic attack.

-->Frost

Causes Freeze to the enemy.

-->Mustard Bomb

Causes Heat to the enemy.

-->Magic Hammer

Quina steals a random amount of MP from the target.

-->Auto Life

Character rebirths when killed.

~~[Dyne skills]~~

These skills are only used by Zidane when he is on Trance.

-->Free Energy

Zidane frees his energy and causes physical damage.

-->Tidal Flame

Zidane creates a flame wave and deals physical damage.

-->Scoop Art

Zidane deals physical damage to the target.

-->Shift Break

Zidane breaks an energy barrier(made up by me:) and creates a shockwave which damages the enemy.

-->Stellar Circle

Zidane creates a stellar Tornado which deals physical damage.

-->Meo Twister

Zidane causes physical damage to the target.

-->Solution 9

Zidane throws the solution 9 to the enemy which causes a lot of physical damage.

-->Grand Lethal

Zidane throws a mix of Kanji characters to all of his enemy's causing 9999 points of damage(or a little less).

~~[Thief Skills]~~

-->Flee

Use this to escape battles easily.

-->Detect

Use it to see what items you can steal from an enemy.

-->What's That!?

Allows a back attack.

-->Soul Blade

Use this to draw out the hidden power of your sword and cause darkness to the enemy.

-->Annoy

Causes trouble to a target.

-->Sacrifice

Zidane kills himself to recover other party members HP and MP.

-->Lucky Seven

Deal random damage to the target.

-->Thievery

Deals physical damage to the target. Damage increases as you steal.

~~[Sword Skills]~~

-->Darkside

Steiner causes Shadow damage to the enemy and loses a bit of HP.

-->Minus Strike

Steiner causes physical damage to the enemy. The damage is dealt is the difference between current HP/Max HP.

-->Lai Strike

There's chance you'll KO the target in one hit.

-->Power Strike

Decreases enemy's attack score.

-->Armor Break

Decreases enemy's defense score.

-->Mental Break

Decreases enemy's mental score.

-->Magic Break

Reduces enemy's magic score,

-->Charge!

Makes all characters with yellow-colored HP attack.

-->Thunder Slash

Steiner does a swing with his sword and causes Thunder type damage to his enemy.

-->Stock Break

Causes Non elemental damage to all enemies.

-->Climhazard

Causes Non elemental damage to all enemies.

-->Shock

Deals about 8.000-9.999 damage to a single enemy. This attack is extremely powerful, but drains a lot of MP.

~~[Dragoon Skills]~~

-->Lancer

Freya causes damage to both his enemy's HP & MP.

-->Rei's Wind

Freya casts regen on the entire party.

-->Dragon Breath

Freya reduces all enemy's HP.

-->White Draw

Freya reduces all enemy's MP.

-->Luna

Freya casts Berserk on the party and on the enemy's party(on everybody in other words).

-->Six Dragons

Draws HP & MP from two characters and revitalizes the other two.

-->Cherry Blossom

Causes Non elemental damage to all enemy's.

-->Dragon Crest

Deals physical damage to the enemy. The damage increases as you kill dragon type enemies.

~~[Flair Skills]~~

-->Chakra

Amarant heals both HP an MP from one ally.

-->Spare change

Amarant throws Gil and causes non elemental damage. The more he throws, the bigger the damage.

-->No Mercy

Amarant deals non elemental damage to the enemy.

-->Aura

Amarant casts Regen and Auto Life on one target.

-->Curse

Amarant makes target weak against a random element.

-->Revive

Revives a downed character.

-->Demi Shock

Amarant deals non elemental attack to the target. The higher the HP, the higher the damage dealt.

-->Countdown

Amarant casts doom on the enemy.

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10. ITEMS

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-->Potion<--

The Potion is probably the most frequent item you'll come across. These can be bought at any store, and are pretty cheap. They're used to heal yourself. The only heal about 150HP though.

-->Hi Potion<--

The Hi Potion is not as frequent as the Potion, and can only be bought during/after the events in the black mage village(after first-visiting the lost continent). These heal a lot of HP, and are extremely useful when combined with the ability Auto Potion.

-->Phoenix down<--

The Phoenix down is used to revive downed characters with little HP. Even though this will become useless once you get the LIFE spell, always carry at least 5, 10 or even 20 of them.

-->Echo Screen<--

The Echo Screen is used to cure the "Silence" status. If you use characters like Vivi or Garnet a lot, then have a healthy supply of these.

-->Soft<--

Use these to cure the "Petrify" and "Gradual Petrify" bad status effects.

-->Antidote<--

Use these to cure the "Venom" and "Poison" bad status effects.

-->Eye Drops<--

Use these to cure the "darkness" bad status effect.

-->Magic Tag<--

Use these to cure the "Zombie" bad status effects.

-->Vaccines<--

Use these to cure the "Virus" bad status effect.

-->Remedy<--

Use these to cure a lot of status effects impairments.

-->Annoyntment<--

Use these to cure the Trouble bad status effect.

-->Tent<--

These can only be used on Save Points; restore a large amount of HP and MP, as well as some status effect to all party members.

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11. CARDS
=====

-->Monsters

Goblin
Fang
Skeleton
Flan
Zagnol
Lizard Man
Zombie
Bomb
Ironite
Sahagin
Yeti
Mimic
Wyerd
Mandragora
Crawler
Sand scorpion
Nymph
Sand Golem
Zuu
Dragonfly
Carrion Worm
Cerberus
Antlion
Cactuar
Gimme Cat
Ragtimer
Hedgehog Pie
Ralvuimahgo
Ochu
Troll
Blazer Beetle
Abomination
Zemzelett
Stroper
Tantarian
Grand Dragon
Feather Circle
Hecteyes
Ogre
Armstrong
Ash
Wraith
Gargoyle
Vepal
Grimlock

Tonberry
Veteran
Garuda
Malboro
Mover
Abadon
Behemoth
Iron Man
Nova Dragon
Ozma
Hades

-->Spells

Holy
Meteor
Flare
Shiva
Ifrit
Ramuh
Atomos
Odin
Leviathan
Bahamut
Ark
Fenrir
Maden
Alexander

-->Weapons

Excalibur 2
Ultima Weapon
Masamune
Elixir
Dark Matter
Ribbon
Tiger Racket
Save the Queen
Genji
Mythril Sword

-->Airships

Blue Narciss
Hilda Garde 3
Invincible
Cargo Ship
Hilda Garde 1
Red Rose
Theater Ship
Viltgance

-->Chocobos

Chocobo

Fat Chocobo
Mog
Frog
Oglop

-->Castles

Alexandria
Lindblum

-->Special Cards

Two Moons
Gargant
Namingway
Boco
Airship

=====
12. ABILITIES
=====

| | |
|---------------|--|
| Auto Reflect | Casts reflect on Target |
| Auto Float | Casts float automatically in battle |
| Auto Haste | Casts Haste automatically in battle |
| Auto Regen | Casts Regen automatically in battle |
| Auto Life | When killed, character revives automatically. |
| Auto Potion | Character uses a Potion when damaged. |
| HP+10% | Character HP is increased by a 10%. |
| HP+20% | Character HP is increased by a 20% |
| MP+10% | Character MP is increased by a 10% |
| MP+20% | Character MP is increased by a 20% |
| Bird Killer | Damage dealt to birds is increased |
| Bug Killer | Damage dealt to bugs is increased |
| Stone Killer | Damage dealt to stones is increased |
| Undead Killer | Damage dealt to the undead is increased |
| Devil Killer | Damage dealt to demons is increased |
| Beast Killer | Damage dealt to beasts is increased |
| Man eater | Damage dealt to humans is increased |
| Ability Up | You learn abilities faster |
| Level up | You level up faster |
| Accuracy+ | Accuracy is increased |
| Add status | Adds equipped weapon status effect when you attack |
| Alert | Prevents back attack |
| Antibody | Prevents Poison and Venom |
| Body Temp | Prevents Heat and Freeze |
| Bright eyes | Prevents darkness |
| Clear Headed | Prevents confusion |
| Isomaniac | Prevents Sleep |
| Jelly | Prevents petrify and gradual petrify |
| Locomotion | Prevents Stop |
| Loudmouth | Prevents Silence |
| Absorb MP | Absorbs MP used by enemy |
| Bandit | Increases chances of stealing an item |
| Boost | Raises power of eidolons |
| Chemist | Increases power of healing items |
| Concentrate | Increases power of magic attacks. |
| Counter | Character may counter after being hit by a physical attk |

| | |
|----------------|---|
| Cover | You take damage in place of an ally |
| Distract | Lower enemy's accuracy |
| Eye 4 Eye | Increases chances of counter-attacking |
| Flee Gil | When you flee from battle, you receive GIL |
| Gamble Defense | Raises defenses occasionally |
| Guardian Mog | Mog protects with unseen forces |
| Half MP | MP used to cast spell is cut by half. |
| Healer | Character heals target |
| High Jump | Allows for higher jumps |
| High Tide | Character Trances easily |
| Initiative | Increases chances of surprise attack |
| Long Reach | Damage dealt from the back row is the same you deal from
 the front row |
| MP attack | Character uses MP to increase physical damage |
| Mag Elem Null | Nullifies magic element |
| Master Thief | Steal better items first |
| Millionaire | Receives more money after battle |
| Mug | When you steal, you deal damage too |
| Odin's sword | Attacks with Eidolon Odin |
| Protect Girls | Character takes damage in place of a girl |
| Power Throw | Raises the strength of the throw attack |
| Reflectx2 | Increases damage from reflected spells |
| Reflect Null | Nullifies enemy's reflect status when attacking with
 magic |
| Return Magic | Returns Magic used by enemy |
| Restore HP | Character restores HP when near death |
| Steal Gil | Steal Gil along with items |
| Power Up | Increases Strength of Chakra |
| Dragon Killer | Damage dealt to dragons is increased. |

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CHAPTER FIFTH

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1. SUB ADVENTURES (SIDE QUESTS)

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-->Jump Rope in Alexandria

In Alexandria, to the left of the ticket booth, are a couple of girls playing jump rope. If you talk to one of them, you'll be able to play(keep in mind that this can only be done by Vivi). Now, when playing, the field icon will pop up occasionally. When it does, press the [X] button, and you'll jump. After a certain amount of jump, this will get faster. Depending on how many jumps you do, you may receive:

| # of Jumps Accomplished | Reward |
|-------------------------|------------------------------------|
| 20 | 10 Gil |
| 50 | Cactuar card |
| 100 | Genji Card |
| 200 | Alexandria Card |
| 300 | Tiger Racket card |
| 1000 | "King of the jump ropes" key item. |

-->Chocobo Hot and Cold Game

1. The basics

To play Chocobo Hot and Cold game, you must visit the lands on the far west of Lindblum's dragons gate. There, you'll find a circle-shaped forest, which is, obviously, the Chocobo Forest, where this mighty sub adventure starts. Even though finishing this lengthy side quest is not mandatory to finish the game, it'll earn you several items and prizes that will help you.

Once you enter the forest, you'll spot a little moogle, whose name is "Mene" and is the one that'll take you throughout this adventure. When you talk to him, you'll be able to pay him 60 Gil. Each time you pay him this amount of money, you'll get 60 minutes to dig in the forest and obtain the different items. As you dig, you'll spot that Choco(the Chocobo you ride)says different things:

-->Kweh

No treasure nearby

-->Kweh!?

You're getting closer to the treasure

-->Kwehhh!?

You're very close to the treasure

When it says "K-KWEHHH!!!" You'll know you found something. Jam on the square button to dig and dig until you snag the item. Obviously, the better the item, the longer it takes to dig out. Depending on how many items or gil stashes you dig out, you may receive bonuses. By digging out at least four items, you get 10

additional seconds to your counter. If you dig out two items within five seconds, you receive bonus POINTS.

Points... each item you dig out will grant you points. The better the item, the higher the amount of points you receive. These points can be exchanged by talking with Mene for some nifty items, equipment and cards.

Lastly, as you dig out items, Choco's beak level will also increase. The higher the beak level, the easier is for him to dug out items from the ground.

2. Abilities

When you get certain choco treasure, Choco will fall asleep and taken to the dream world, where the Fat Chocobo, god of all Chocobos, will grant you a new power. The first one you'll get is the REEF ability, which lets you to walk on light blue colored water(on reefs.) The second ability you get is the

"Mountain"

ability, which lets you climb mountains on a Chocobo, as long as the mountain is

a "clean" way. The next ability you'll get is SEA, which lets you walk throughout the ocean. Laslty, you'll geat the Gold Chocobo ability, which lets you fly. Step atop a forest and press X to skyrocket yourself.

3. Places

must

make use of these clues to get them. Chocographs are found as you dig on the different choco-places (see above). They're normally the toughest ones to dig out, but they're also worth the effort. See the table below for more information

regarding Chocographs:

Chocograph # 1

Name: Streamside

Treasure found: 2 Elixir, 3 Hi-Potion, 4 Ethers, 2 Germinas Boots

Chocograph # 2

Name: Between mountains

Treasure found: 5 Potion, 5 Hi-Potion, 2 Tent, 2 Cotton Robe

Chocograph # 3

Name: Uncultivated land

Treasure found: 10 Antidote, 1 Jade Armet, 3 Wing Edge, 1 Cargo Ship Card

Chocograph # 4

Name: Healing shore

Treasure found: Chocobo upgrade to light blue Choco

Chocograph # 5

Name: Abandoned beach

Treasure found: 9 Phoenix Pinion, 5 Phoenix Down, 12 Peridot, 1 Diamond Gloves

Chocograph # 6

Name: Cold field

Treasure found: 5 Echo Screen, 7 Hi-Potion, 3 Tent, 1 Theater Ship Card

Chocograph # 7

Name: Forgotten lagoon

Treasure found: 8 Gysahl Greens, 5 Ether, 7 Hi-Potion, 1 Dragon's Claws

Chocograph # 8

Name: Faraway lagoon

Treasure found: 37 Potion, 6 Magic Tag, 1 Shield Armor, 1 Gaia Gear

Chocograph # 9

Name: Abandoned lagoon

Treasure found: 6 Soft, 4 Ether, 1 Feather Boots, 1 N-Kai Armet

Chocograph # 10

Name: Bird's-eye lagoon

Treasure found: 8 Potion, 4 Phoenix Down, 3 Ether, 1 Magician Robe

Chocograph # 11

Name: Small beach

Treasure found: 4 Remedy, 2 Elixir, 8 Rising Sun, 1 Oak Staff

Chocograph # 12

Name: Dawn lagoon

Treasure found: Chocobo upgrade to red Choco

Chocograph # 13

Name: Forbidden forest

Treasure found: 7 Ether, 2 Elixir, 10 Wing Edge, 1 High Mage Staff

Chocograph # 14

Name: Green plains

Treasure found: Chocobo upgrade to dark blue Choco

Chocograph # 15

Name: Dusk Plains

Treasure found: 12 Phoenix Down, 14 Ore, 1 Kaiser Knuckles, 1 Iron Man Card

Chocograph # 16

Name: Forgotten plains

Treasure found: 17 Ore, 5 Ether, 14 Opal, 1 Demon's Mail,

Chocograph # 17

Name: Sea at dusk

Treasure found: 15 Phoenix Pinion, 1 White Robe, 1 Diamond, 1 Masamune Card

Chocograph # 18

Name: Ocean

Treasure found: 27 Ore, 1 Light Robe, 1 Whale Whisker, 1 Alexander Card

Chocograph # 19

Name: Cold lagoon

Treasure found: 11 Peridot, 9 Opal, 15 Sapphire, 19 Topaz

Chocograph # 20

Name: Mist ocean

Treasure found: Chocobo upgrade to gold Choco

Chocograph # 21

Name: Outer island

Treasure found: 21 Amethyst, 16 Garnet, 1 Genji Armor, 1 Ragnarok

Chocograph # 22

Name: Outer island 2

Treasure found: 11 Sapphire, 1 Circlet, 1 Pumice Piece, 1 Hilda Garde 3 Card

Chocograph # 23

Name: Fairy island

Treasure found: 33 Potion, 15 Annoyntment, 1 Holy Miter, 1 Dark Matter Card

Chocograph # 24

Name: Forgotten island

Treasure found: 1 Ribbon, 1 Rebirth Ring, 13 Amethyst, 1 Ark Card

5. Dead Pepper

Dead pepper... special chemical which excites a Chocobo, giving them super natural speed, strength and flying capabilities(this was made up by me :).

There

are certain treasures spread across Gaia that can only be opened by using this rare item. To start this sub-side-quest, go towards the peak at Quan's dwelling,

and press X on it. Zidane will then say there is a bubble(or something like that) below. You'll appear below Quan's Dwelling then. Use the dead pepper on the bubble. The adventure has started...

Foaming Water Beneath Quan's Dwelling

9 Ore
15 Topaz
1 Tiger Racket
1 Red Rose Card

Foaming Water Directly North of Iifa Tree

50 Potion
25 Hi-Potion
9 Ether
7 Elixir

Foaming Water Directly Between Mist Continent and Outer Continent

8 Straw Hat
8 Pearl Armlet
7 Aloha T-shirt
8 Sandals

Foaming Water at South Tip of Forgotten Continent

10 Remedy
1 Black Robe
1 Genji Gloves
1 Blue Narciss Card

Mountain Crack on Eastern Part of Lost Continent

41 Lapis Lazuli
1 Rosetta Ring
1 Protect Ring
1 Airship Card

Mountain Crack on Northeastern Part of Forgotten Continent

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

Mountain Crack Near Oeilvert

1 Maiden Prayer
1 Dragon's Hair
1 Gauntlets
1 Odin Card

Exact Former Location of Shimmering Island

10 Aquamarine
1 Ultima Weapon
1 Maximillian
1 Invincible Card

6. Healing shore

First, go to the Chocobo's paradise and challenge the fat Chocobo to a card game. Then retire. Now, travel to every beach in the world, and press circle. Once you do this on every beach, you'll be able to heal your party at the

beaches!.

-->Mognet Central

This sidequest is also very long and tedious. The rewards are not the best, but anyway. To start it, on your way to Mount Gulug, talk with the moogle "Mogrika".

She says that Artemion did something and now mognet is in trouble. Get a light blue Choco, and travel to the east portion of the forgotten continent. Look for a crack on a wall, and use a dead peper to access it. Inside, talk with the purple colored Moogle, who tells you that he uses too much of a certain thing, and now Mognet can't operate. You'll know have to deliver a certain chain of letters in order to get Mognet operational again.

Start off by heading to Alexandria and talking with Kupo, who is on the bell tower. He gives you a letter for Atla. Now, head towards Burmecia, and deliver this letter to her. He gives you Mogryo, who is the Moogle standing next to the farm in the black mage village. Deliver the letter, and Mogryo gives you a letter for Kumool, who is the moogle standing in Ipsen's Castle courtyard. He then gives you a letter for Mois. Take this letter to the moogle outside the entrance at the Qu Marsh in the Mist Continent.

He gives you a letter for Noggy, who is the moogle standing next to the synth shop in Daguerreo. He then directs you to Kupo, for the final letter. Talk with him, and he tells you that somebody here in Alexandria has the item you need. Swing your feet towards the mini theater here, and talk with Ruby, who gives you the [SUPERSLICK]. Takes this to Artemion at the Mognet central, and give it to him. You'll receive a [PROTECT RING] in exchange.

-->Feed the Moogle Family

In the Gizamaluke's Grotto, you can find the moogle family, which can be fed with Kupo Nuts. The Kupo nuts are very rare and hard to obtain. The first one you get is when Vivi buys it at Lindblum. The rest can be found in the mognet central side quest. Each time you give them a kupo nut, you'll receive an item in exchange.

-->Stellazio

You can find certain coins throughout your adventure called Stellazio. These can be exchanged for prizes when taken to Queen Stella, who is located at Treno. The Stellazio locations are the ones listed below(keep in mind that you can deliver the stellazio in any order and still get your prize):

| | | |
|---------|--|---------|
| +-----+ | -----+ | +-----+ |
| Aries | Dali's windmill | |
| +-----+ | -----+ | +-----+ |
| Taurus | Behind Treno's item shop in the slums | |
| +-----+ | -----+ | +-----+ |
| Gemini | Throw 10 gil into the fountain at Treno's entrance 13 | |
| | Consecutive times | |
| +-----+ | -----+ | +-----+ |
| Cancer | Behind the overturned cart near the entrance of Burmecia | |

| | |
|-------------|---|
| Leo | Near the statue of Neptune that transports the party to Alexandria Harbor |
| Virgo | In Black Mage Village's Inn |
| Libra | Right side of Madain Sari's fountain |
| Scorpio | Below the HP/MP restoring spring in Quan's Dwelling |
| Sagittarius | Left of the Gysahl Pickle cart in Lindblum (during Reconstruction) |
| Capricorn | In the waters to the right of the entrance to Daguerreo |
| Aquarius | Right hand chest at the entrance of Ipsen's Castle |
| Pisces | Chest inside the Invincible airship |
| Ophiuchus | Collect all 12, then search where Scorpio was found |

To obtain the Ophicius Stelazzio, you need to take all twelve Stellazzio to Queen Stella. She'll then tell you that she feels she's missing a Stellazio. You'll then get a message, which is the clue to get this stelazzio. Is the only way to get it. Once you deliver certain amount of Stellazios, you'll get a prize:

| | |
|-----------|----------------|
| 1st coin | 1000 Gil |
| 2nd coin | Phoenix Pinion |
| 3rd coin | 2000 Gil |
| 4th coin | Blood Sword |
| 5th coin | 5000 Gil |
| 6th coin | Elixir |
| 7th coin | 10000 Gil |
| 8th coin | Black Belt |
| 9th coin | 20000 Gil |
| 10th coin | Rosetta Ring |
| 11th coin | 30000 Gil |
| 12th coin | Robe of Lords |
| 13th coin | Hammer |

-->Mr Morrid Coffee

Mr Morrid, an old man living in the observatory mountain by Dali, needs three coffees in order to rest in peace. You must accomplish this mission before disk 4, or else Morrid will die and the observatory will be closed forever. The Moccha coffee which is the first coffee you must get, is located in the gate north of the chocobo forest, by the fountain. The second one, Kirman Coffee, is in the back of the table at Eiko's house courtyard. Lastly, we must get the Burman Coffee.

This one is a bit tough. First, wait for Zidane's incursion to Treno (during the card tournament). While there, make use of the south gate and travel back to Dali. There, go to the mayor's house, where we must get the "key". The mayor's son is sleeping here, so you must move quietly. Start off by checking the desk

to get the [MINI BRAHNE] and then check it twice until the little boty says "ZzZzzZ...". Check the Stove then to get the [KEY]. Use this key on the locked door at the windmill, and examine the chest in the room you just unlocked. Examine it twice and you'll get the Burman Coffee. Take it to Morrid, and he'll tell you he'll Mail it you. Visit the Tantalus hideout at Lindblum and there you'll find the [MINI PRISMA VISTA].

-->Racing Hippaul

Hippaul is located at the main street in Alexandria. Talk with his mom and you'll get to race him. Press both [SQUARE] and [CIRCLE] rapidly to race. He'll gain levels as you race with him. For every 10 levels you level up him, you'll get a prize. When you take him to level 60, he'll stop giving you prizes, so taking him up to level 100 is worthless.

Level 10

Prize: Wyerd Card

Level 20

Prize: Carrion Worm Card

Level 30

Prize: Tantarion Card

Level 40

Prize: Armstrong Card

Level 50

Prize: Ribbon Card

Level 60

Prize: Nova Dragon Card

Level 70

Prize: Genji Card

Level 80

Prize: Athlete Queen (Key Item)

-->Garnet's true name

On the fourth disk, go to Madain's Sairi, with Garnet in your party and go to Eiko's courtyard. Talk with Lani, and she'll run away. No, exit the village, and enter again with a party conformed by anyone except Amarant or Garnet. Then, talk with Lani twice. After reading the message, go to the Eidolon's wall. Now comes the tricky part of all this. Walk clockwise(to the right) until you return to the entrance. Walk past the "!" until you hear a chime. Then walk

counterclockwise, past the "!" until you hear a chime. Do this nine times until you're completely healed.

Now, read the paintings in the wall, in any order, it doesn't matter. Once you read them all, go and read the Ifrit wall again to reveal Garnet's true name(spoilers).....Sarah

-->Excalibur

On the fourth disk, go to Daguerreo and talk with the Old Man wandering around the Library. He'll tell you that if you give him a certain item, he'll give you a prize. This item is the [MAGICAL FINGERTIP]. Go to Treno auction house, where it is found. You'll have to pay around 100.000 or 80.000 to get it. If it doesn't appear in the list, then buy ALL of the items in sale, and sell them to the man around the café and in the synth shop. Once you have this item, take it to the old man, he'll tell you his life story, and give you the Excalibur.

-->Excalibur II

This is a challenge to everybody who feels as a FFX master. Get to the terrace in Memoria within 12 hours, and examine the corner to the right. You'll get a message as well as the Excalibur II, which is the most powerful weapon in the game.

-->Hades

Hades is one of the optional bosses found in this game, and is one of the toughest... but not the toughest :) Anyway, in Memoria, go through it until you reach a place where Quina starts to swim. When the cinema stops, check behind the coral there. Hades will tell you to leave. If you persist on the conversation, you'll get to fight him. For this guy, I recommend Eiko, Zidane, Steiner and Vivi.

BOSS: Hades
HIT POINTS: ~55.000

Hades is really Easy if you think about it. First off, this guy likes to inflict several status effects, so I would recommend you to equip Clear Headed, Locomotion, Loudmouth, Body Temp(this one is very important), Antibody, Reflectx2(in Vivi's case) as well as Auto Regen. You may want Auto Haste too. Start off by using Thievery with Zidane constantly. Cast Reflect on Vivi, and have her cast Flare on himself. With Reflectx2, you'll cause about 9.999. With Steiner, I would recommend Shock, even though Stock Break, Climhazard or other is usefull. With Eiko, cast Madeen and heal occasionally. Keep the pressure up, and move fast(or else he'll cast Doomsday) and you should win.

-->Friendly Monsters

Throughout your world map traveling, you may suddenly enter a battle with sweet music as the background music. These "battles" are against friendly monsters. When you get into this "battle" they'll ask for an item. Give it to them, and they'll leave. You must do this in a certain order, until you get to the Yans(if you try to talk with the friendly Yan before "feeding" the rest of the friendly

monster, it'll escape"). See below for the order, location and what you must give to each monster:

Brown Mu

Location: Plains between the Ice Cavern and Dali
Monster needs: 1 Ore
Prize: 10 AP, Potion

White Ghost

Location: Plains around Treno
Monster needs: 1 Ore
Prize: 10 AP, Hi-Potion

Color Ladybug

Location: Forest around Black Mage Village
Monster needs: 2 Ores
Prize: 20 AP, Ether

Green Yeti

Location: Bigger forest outside Madain Sari
Monster needs: 2 Ores
Prize: 20 AP, Elixir

Green Nymph

Location: Forest near Iifa Tree
Monster needs: 3 Ores
Prize: 30 AP, Emerald

Purple Jabberwock

Location: Forest directly east of Oeilvert
Monster needs: Emerald
Prize: 40 AP, Moonstone

Green Feather Circle

Location: Lost Continent
Monster needs: Moonstone
Prize: 30 AP, Lapis Lazuli

Rainbow Garuda

Location: East forest on plateau above Gizamaluke's Grotto
Monster needs: Lapis Lazuli
Prize: 40 AP, Diamond

Friendly Yan

Location: Forest on Vile Island
Monster needs: Diamond
Prize: 50 AP, Rosetta Ring

Once you complete this sidequest, you'll be able to attack Ozma physically(Yay!!!)

-->Ragtime mouse

As you travel through FORESTS, you may enter a random battle with sweet music as the background music. This time around, you may find the ragtime mouse. Without previous advise, he'll ask you a question, and you must answer it. Attack the X symbol if you think it is wrong, and attack the O symbol if you think it is correct. Each correct answer you get is worth 1.000 Gil.

```
+-----+
| I Want to Be Your Canary" was written by Lord Afon.          |
| X:False                                                         |
+-----+
| The 15th Lindblum War started in 1600.                       |
| X:False                                                         |
+-----+
| The Theater Ship Prima Vista was built in Artania Shipyards  |
| X:False                                                         |
+-----+
| Lindblum Castle is larger than Alexandria Castle.           |
| O: True                                                         |
+-----+
| Some Mu's are friendly and won't attack.                    |
| O:True                                                         |
+-----+
| Burkmea Cable Cars have been running for 8 years.           |
| O: True                                                         |
+-----+
| Only 1 desert exits in the entire world.                    |
| X: False                                                       |
+-----+
| Conde Petit is a village of Goblins.                         |
| X: False                                                       |
+-----+
| Prima Vista means love at first sight.                       |
| X: False                                                       |
+-----+
| Treno's café, Card Carta, is members only.                  |
| O: True                                                         |
+-----+
| Bobo Bird is a bird that brings you fortune.                |
| X: False                                                       |
+-----+
| You can defeat Ragtimer.                                     |
| O:True                                                         |
+-----+
| Chocobo Forest is located between Lindblum and South Gate  |
| O: True                                                         |
+-----+
```

-->Ozma

Lastly, we have Ozma, the terrible super monster of this game. Is basically what you would call Omega Weapon in FFVIII or Doom Gaze/Katana Soul(really?) in Final Fantasy VI. Ozma, in other words, is the toughest enemy in the game. To get to fight him, travel to the Chocobo's air garden, and jiggle on the tombs there. A certain one will trigger a cutscene with Mene. Persist, and you'll get to fight

him/it/she.

1. Requirements

First off, let me recommend you a party. The party I used was conformed by the Flaming Amarant, Freya, Eiko and Zidane. Zidane was near the Trance stance, and Amarant has at his disposal about 50 Pinwheels, and had the power throw ability.

Freya had the Dragon's Crest ability, and I had killed enough dragons that it did 9.999. Eiko had the Curaga Magic, as well as the Phoenix summon, and the Half Mp and MP+10% abilities. As for general abilities, I recommend Auto Regen, Auto Haste, Locomotion, Clear headed, Insomniac, Body Temp, Antibody and Jelly. I also recommend a lot of Remedies(you'll know why soon...). And also, all of them should have an add-on or armor that absorbs shadow damage.

2. Ozma attacks

These are Ozma's Nastier attacks:

Meteor : Probably Ozma's nastier attack. This attack, like Vivi's, hits Everybody and causes random damage. And like Vivi's, it normally Causes 9999 points of damage. When you see the lettering with The words "Meteor" on it, pray so it'll cause about 800 points Of damage and not 9.999.

Curse : This attack is also very nasty. Even though not as powerful as Meteor, it is powerful enough to kill somebody like Eiko in One hit. But what's nastier about this attack is the fact that It causes several random status, such as Mini, Silence, Heat Etc. The most problematic status is Mini, which can only be Cured by a remedy.

Curaga : This is also a nasty move. After 9.999 damage attacks, it'll Normally heal itself. And if it doesn't heals it for 9.999 Hit points, he'll use it twice. To prevent this, you may want To cast reflect on it, or to have Quina in your party and use Magic Hhammer to deplete its MP.

Doomsday: This attack is also very nasty. Is the same as Vivi's, and Also causes a lot of damage. If you have the correct armor You'll absorb it and prevent damage. Also, this attack also Hits Ozma, and may heal it or damage it, depending the color It has(dark:heal, light:damage).

3. The battle

BOSS BATTLE: Ozma
HP: About 60.000

Amarsnt should open by throwing a Rising Sun or a Pinwheel, followed by Dragon's Crest, and Eiko's Cura(use Curaga only if Ozma attacks). You should reserve Zidane for item using, unless he trances. If he does, use Stellar Circle 5 to cause 9.999. Don't use Grand Lethal, which does the same damage, but costs a lot

more of MP. If Ozma uses Curse, start using remedies with Zidane, and heal with Curaga with Eiko (use a remedy on her first so she can use magic). Keep the pressure and pray he doesn't get a lucky shot and uses Meteor, and you'll win without doubt.

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CHAPTER SIXTH
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1. MISC.
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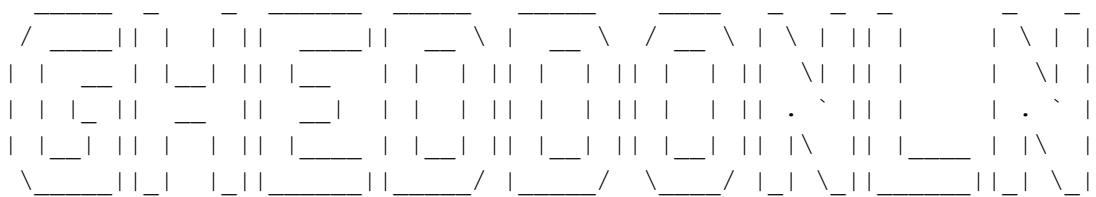
TETRA MASTER

All I can say is to refer to Dingo Jellybean's/Dallas' guide for this game where you can find an in-depth strategy for Tetra Master. If somebody can e-mail me an strategy guide for this, I'll accept it, and credit you wonderfully!.

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CHAPTER SEVENTH
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1. OUTRO
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It was pretty hard for me to work on this, specially because I had to fully complete it before sending it to gamefaqs. But I feel proud of it, and I can safely say is the best FAQ I ever written. Hope you enjoyed it.



End of FAQ
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