

Shown at the top of the guide. Usually, if you have a question about it And it isn't already in the FAQ, probably means that I don't know to, I Will try to answer all questions to the best of my ability though. It'd Be appreciated if all of the email regarding this game had Anthology in The subject, so I will know what to expect. Also, when you send us them Please try to make your question as easy and simple to read as possible And t will help us to respond quicker. Last but not least, if you would Like to contribute something to this guide, please feel free to send it To either of us and we will be glad to put it in, assuming its correct.

=====
CREDITS
=====

-CJayC (<http://www.gamefaqs.com>)

For his hard work and dedication to one of the greatest sites out there, and for hopefully posting this guide!

-Play Online (<http://www.playonline.com>)

Yeah, I admit I took some stuff from them. I am crediting them here, though, right?

-Prima Strategy Guide

Yeah, I admit I took some stuff from them. I am crediting them here, though, right?

-Nemesis (thebeefycow@hotmail.com)

He gets credited for providing me with the status effects list. He is a great guy and has an awesome FF9 guide, make sure to check it out!

-The Free Lancer freelancer_matt@hotmail.com

He provided me with the shop guide for the section and for the walkthrough, he is a cool guy and has some stuff posted for GameFAQs, check it out!

-Abdullah Arif (ultimategamer00@yahoo.com)

He provided me with the always helpful ASCII art, and it looks great. Thanks!

-Treon (lim32@singnet.com.sg)

Hr provided me with the bestiary, which came from his FF9 guide. Make sure to check it out, as it is a very good guide!

-Dingo Jellybean (<http://www.vfaqs.net>)

-I may have had my fair share of problems with him, but his FFIIX guide is the best on the net right now. I really like it and it has helped me out, although I did not take anything from it.

-Aaron Tadeo

-He wrote a great guide for this game.

-Sean Kelson

He sort of gave me the idea to post an incomplete guide to guarantee it will be posted, so you can work on it without worrying about it getting posted. Thanks!

-Matt Hulbert

A cool guy, he inspired me to do this guide and my Final Fantasy VI one, and he is a great friend!

-Daniel Stefano (Positively Posterior) and Dyson Turner (Dy\$e Murder)

For being the two coolest guys at GameFAQs, they rock!

=====
Table of Contents -----
=====

1.0 Introduction	
1.1 Revision History	***UPDATED***
1.2 Author's Information	
1.3 My Final Fantasy IX Review	
2.0 Character Information	
3.0 Game Basics	
4.0 Walkthrough	
4.1 Disc 1	
1. Alexandria Town	
2. Alexandria Castle	
3. The Evil Forest	
4. Gunitas Basin	
5. Ice Cavern	
6. Norlich Heights	
7. Village of Dali	
8. Cargo Airship	
9. Lindblum Grand Castle	
10. Eunorus Plains	
11. Qu's Marsh	
12. Gizamaluke's Grotto	
13. Grand Citadel: South Gate	
14. Burmecian Plains	
15. Burmecia Realm	
4.2 Disc 2	
1. Summit Station	
2. South Gate, North Station	
3. The Dark City of Treno	
4. Gargan Roo	
5. Cleyra Trunk	
4.3 Disc 3	
4.4 Disc 4	
5.0 Secrets and Side Quests	***UPDATED***
5.1 Chocobo Hot and Cold Game	
5.2 Other Secrets and Side Quests	
6.0 Lists	***UPDATED***
6.1 Add Ons	
6.2 Weapons	
6.3 Armor	
6.4 Arm Gear	***FINISHED***
6.5 Abilities	
6.6 Head Gear	***FINISHED***
6.7 Enemies	***UPDATED***
7.0 That Damn Card Game (Tetra Master)	
8.0 Boss Guide	
9.0 Shop Guide	
10.0 Other Information	***UPDATED***
11.0 Conclusion	***UPDATED***

=====
1.0 Introduction -----
=====

Hello everyone, and welcome to my Final Fantasy IX guide! I got the game on Monday, November 23rd, and needless to say I love it to death! It is one of my favorite role-playing games of all time already, and it is definitely a great playing experience. I loved the Japanese version, as

well, so I hope I will be able to provide you, the reader, with a lot of quality information about this game!

Final Fantasy IX is definitely one of my favorite PSX role-playing games, and it definitely does the series justice following the rather stupid and boring (in my opinion, of course) Final Fantasy VIII. Sure, FF8 was okay, but it had a LOT, and I mean a LOT, of bad points. Final Fantasy IX has corrected on most of those, although I still prefer VII over either FFVIII or FFIIX.

Also, you can use this guide on your site just so long as nothing is altered, credit is given when due, and you do not make any monetary gain off of the guide. No you may not use the lists...I don't care who you are, NO means NO. If you violate any of the guidelines, I can take legal and civil action. There, now you know.

Note: I have submitted a very early version of this guide to GameFAQs to be posted to ensure I have a spot. This guide will slowly be filled up, and I apologize greatly for the lack of information found here right now. I will try my best to update this as much as possible, though, to make this one of the best FF9 walkthroughs out there!

It will be tough though, with all of the great writers that have done guides already. Just look at Dingo Jellybean and ATadeo's guides, they are already so much better than mine. But hey, I have a reputation as a great writer here, so I will definitely not be outdone. It will just take me a few weeks to get the lists up, but once they are all up, this will be a great guide!

- "DaLadiesMan" Steve Saunders
webmaster@wrestlingcolumns2000.com

=====
1.1 Revision History -----
=====

v0.6 (December 27, 2000)
- Since CJayC is not updating until the 26th, I have decided to just go ahead and put all my revision history for the last three days into one big update and send it in on the 26th.

December 27, 2000
- I am back for another update. Sorry I have not updated in a while but I was busy with the holidays and my Smackdown 2 guide.
- This guide is important for me to finish, so I will try to work a lot on it later on down the line.
- I added the Arm Gear list.
- I used section dividers to separate each item in the lists, they now look a whole lot better.
- This guide is currently at 237.1K according to my word processor.

December 22, 2000
- I rearranged the lists section.
- I added the Head Gear list.
- I added the Add Ons list.
- I finally decided to add the **finished** and **updated** tags in the table of contents.
- I updated the format of the enemies list.

-I took away all unnecessary basic information, including a list of my previous works.

-I decided to split the secrets and side quests guide into two sections, as I have given the chocobo hot and cold mini game its own section, as I will describe a lot in depth about it.

-This guide was not updated in terms of K as much as I would expect, but I definitely made this guide a better one today than it was yesterday.

v0.5 (November 29, 2000)

-This was a pretty major update.

-I added the character information for Vivi.

-I fixed some errors in every section.

-I updated the walkthrough, through Cleyra Trunk.

-I added the shop guide and updated the walkthrough to fit with the shop guides for certain towns.

-It turns out my plan to fix every problem with this FAQ in terms of appearance errors worked. Let's hope it stays that way.

-I added the bestiary.

-This guide is currently at 218.0K according to my word processor.

v0.4 (November 28, 2000)

-I added the character information for Zidane. Boy, that was a lot of work!

-I figured out how to fix the annoying line break and character errors for real this time, I hope it works!

-This guide is currently at 115.0K according to my word processor.

v0.3 (November 27, 2000)

-Sorry for the recent lack of updates, but my computer bombed on me, it is finally working again, though.

-My game progress: I just started the third disc, got to the card game tournament, so I am going around playing cards trying to better my collection.

-I started the character information (got character descriptions done) and Game basics (got controls and status effects done).

-I updated the walkthrough through the Dark City of Treno.

-I updated the boss guide, as well, it now has another boss strategy added.

-I also updated some of the non-gameplay information.

-This guide is currently at 108.6K according to my word processor.

v0.2 (November 24, 2000)

-I really hope this will be posted, as I want to save my spot so I can update this guide without worry of whether or not this guide will be posted.

-I decided to move the FF9 review to section 1.3, Character Information to section 2.0, and Game Basics got a new section at 3.0

-I added my name and email address at the end of the Introduction.

-Added the introduction to the complete walkthrough.

-I got the walkthrough done until the end of Disc 1.

-I got the boss guide done somewhat, it is up past the first General Beatrix fight.

-After a hard day's work, this guide is currently at 85.7K according to my word processor.

v0.1 (November 23, 2000)

-I really hope this will be posted, as I want to save my spot so I can update this guide without worry of whether or not this guide will be posted.

-I got the walkthrough done until beating the Plant Cage Boss in the Evil Forest

-I got all of the non-game play information done.

-I got the boss guide done somewhat, it is up past the Plant Cage boss.
-After a hard day's work, this guide is currently at 46.6K according to my word processor.

=====
1.2 Author's Information -----
=====

Name: Steve McFadden
E-Mail: mcfaddensteve@netscape.net, webmaster@wrestlingcolumns2000.com

My Web Pages Links: <http://gamereviewers.cjb.net>
<http://stephaniemcmahon.freesevers.com>
<http://www.wrestlingcolumns2000.com>
<http://www.reviewcritique.cjb.net>
<http://smcfadden.freesevers.com>

GameFAQs Contributor Page Link:
<http://www.gamefaqs.com/features/recognition/2134.html>

GameFAQs alias: DaLadiesMan (formerly known as SMcFadden, I changed it though)
Yahoo Messenger: nicklacheysnightmare, mcfaddenvg or ilovestephmcmahon (same account, different profiles)
AOL/AIM: McFaddenDaMan
MSN Messenger: neverforgotaboutdre@hotmail.com

TOTALS as of 11/23/00
Reviews: 369
FAQs: this was my 51st, one is not posted yet so I now have 50.

Feel free to message me on any of my messengers.. just tell me you are messaging me about my FAQ and I will definitely answer you as quick as I possibly can!

=====
1.3 My Final Fantasy IX Review -----
=====

Go to the following link to read my Final Fantasy IX review

<http://www.gamefaqs.com/console/psx/review/R10025.html>

Please note it is for the Japanese version of the game, not the American version.

=====
2.0 Character Guide -----
=====

=====
Zidane Tribal
=====

Character Description: You don't need a reason to help people.

Zidane is a thief and a member of the Tantalus performing theater troupe. All of the other actors/thieves seem to look up to Zidane as a kind of older brother. He is also the favorite of his boss, Baku. Zidane equips two daggers to attack,

or he can wield a dual-bladed polearm. Zidane can also use his MP to perform powerful, non-physical Thief's Skills. He is also the first of the party members

to discover the powerful Trance ability, which causes his learned Thief's skills

to become powerful, over-the-top "Dyne" attacks.

SPECIAL ABILITY: STEALING ITEMS

Zidane can steal items from enemies, and you can improve and refine this skill by learning certain abilities. He can eventually steal better items (Master Thief) and inflict damage while stealing (Mug). Until you learn such abilities, use the 'Detect' skill to spot any items the enemies may possess.

THIEF'S SKILLS

Name: Flee

MP Cost: 0

Effect: Escape from battle with high probability

Name: Detect

MP Cost: 0

Effect: See the enemy's items

Name: What's That!?

MP Cost: 2

Effect: Allows back attack

Name: Soul Blade

MP Cost: 6

Effect: Draws out the hidden power of thief swords (inflicts status)

Name: Annoy

MP Cost: 4

Effect: Inflicts Trouble on the Target

Name: Sacrifice

MP Cost: 32

Effect: Sacrifice yourself to restore HP and MP to other members

Name: Lucky Seven

MP Cost: 6

Effect: Deals physical damage by luck

Name: Thievery

MP Cost: 8

Effect: Deals physical damage to the target

DYNE SKILLS (TRANCE ONLY)

Name: Free Energy

MP Cost: 10

Effect: Deals physical damage to the enemy

Name: Tidal Flame

MP Cost: 12

Effect: Deals physical damage to all enemies

Name: Scoop Art
MP Cost: 14
Effect: Deals physical damage to the enemy

Name: Shift Break
MP Cost: 16
Effect: Deals physical damage to all enemies

Name: Stellar Circle 5
MP Cost: 24
Effect: Deals physical damage to all enemies

Name: Meo Twister
MP Cost: 32
Effect: Deals physical damage to all enemies

Name: Solution 9
MP Cost: 48
Effect: Deals physical damage to the enemy

Name: Grand Lethal
MP Cost: 60
Effect: Deals physical damage to all enemies

ABILITIES

Name: Flee
AP: 40
Learned from: Dagger, Mage Masher, Zorlin Shape, Ultima Weapon, Germinas Boots

Name: Detect
AP: 40
Learned from: Mage Masher, Orichalcon

Name: What's That?!
AP: 40
Learned from: Butterfly Sword

Name: Soul Blade
AP: 35
Learned from: The Ogre

Name: Annoy
AP: 50
Learned from: Gladius, Sargatanas

Name: Sacrifice
AP: 55
Learned from: Exploda, Masamune

Name: Lucky Seven
AP: 55
Learned from: Gladius, Exploda, Rune Tooth, The Tower, Thief Hat

Name: Thievery
AP: 100
Learned from: Angel Bless, The Tower

Name: Auto-Reflect
AP: 95
Learned from: Reflect Ring

Name: Auto-Float
AP: 20
Learned from: Feather Boots

Name: Auto-Haste
AP: 55
Learned from: Running Shoes

Name: Auto-Regen
AP: 25
Learned from: Golden Hairpin, Brave Suit

Name: Auto-Life
AP: 130
Learned from: Rebirth Ring

Name: HP + 20%
AP: 40
Learned from: Mantra Band, Adaman Hat, Black Belt, Battle Boots

Name: Accuracy +
AP: 30
Learned from: Power Wrist, Black Hoons, Lapis Lazuli

Name: Distract
AP: 30
Learned from: Judo Uniform, Reflect Ring, Diamond

Name: Long Reach
AP: 170
Learned from: Thief Hat, Protect Ring

Name: MP Attack
AP: 45
Learned from: Red Hat, Battle Boots, Power Belt

Name: Bird Killer
AP: 20
Learned from: Adaman Vest, Yellow Scarf

Name: Bug Killer
AP: 35
Learned from: Mythril Armlet

Name: Stone Killer
AP: 30
Learned from: Adaman Vest, Power Vest

Name: Undead Killer
AP: 20
Learned from: N-Kai Armlet, Headgear, Ritual Hat

Name: Devil Killer
AP: 25
Learned from: Chain Plate, Demon's Vest

Name: Beast Killer

AP: 30

Learned from: Leather Wrist, Egoist's Armlet, Flash Hat, Black Belt, Moonstone

Name: Man Eater

AP: 25

Learned from: Bandana, Coronet, Coral Ring

Name: Master Thief

AP: 50

Learned from: Thief Gloves

Name: Steal Gil

AP: 40

Learned from: Glass Armlet, Yellow Scarf

Name: Add Status

AP: 35

Learned from: Bone Wrist, Chimera Armlet, Bracer, Feathered Hat, Twist Headband, Glass Buckle

Name: Gamble Defense

AP: 20

Learned from: Twist Headband, Adamant Hat, Power Vest

Name: High Tide

AP: 35

Learned from: Jade Armlet, Dark Hat, Gaia Gear, Sapphire

Name: Counter

AP: 70

Learned from: Ritual Hat, Power Vest, Power Belt

Name: Protect Girls

AP: 35

Learned from: Butterfly Sword, Leather Shirt

Name: Eye 4 Eye

AP: 60

Learned from: Flash Hat, Ninja Gear

Name: Body Temp

AP: 25

Learned from: Jade Armlet, Madain's Ring, Fairy Earrings, Diamond

Name: Alert

AP: 40

Learned from: Ninja Gear, Germinas Boots

Name: Level Up

AP: 50

Learned from: Egoist's Armlet, Rosetta Ring, Fairy Earrings

Name: Ability Up

AP: 80

Learned from: Green Beret, Brigandine, Ribbon, Lapis Lazuli

Name: Flee-Gil

AP: 45

Learned from: Wrist, Desert Boots, Gold Choker

Name: Insomniac

AP: 30

Learned from: Bandana, Gaia Gear, Coral Ring

Name: Antibody

AP: 20

Learned from: Glass Armband, Mantra Band, Survival Vest, Glass Buckle

Name: Bright Eyes

AP: 35

Learned from: Feather Hat, Ritual Hat

Name: Restore HP

AP: 85

Learned from: Brave Suit, Promist Ring

Name: Jelly

AP: 35

Learned from: Dragon Wrist, Dark Hat, Circlet, Bronze Vest, Dragon Gear

Name: Auto-Potion

AP: 30

Learned from: Mythril Vest, Demon's Vest, Running Shoes, Gold Choker

Name: Locomotion

AP: 30

Learned from: Black Hood, Golden Skullcap, Survival Vest, Demon's Vest, Ninja Gear

Name: Clear Headed

AP: 25

Learned from: Green Beret, Circlet, Dragon's Gear, Magician Shoes

Name: Mug

AP: 65

Learned from: Chimera Armband, Thief Hat, Survival Vest

Name: Bandit

AP: 40

Learned from: Mythril Dagger, N-Kai Armband

=====
Vivi Ornitier
=====

Character Description: How do you prove that you exist? Maybe we don't exist...

Vivi is a young Black Mage who is asked by Zidane to join the party. Although his past is a mystery even to himself, Vivi struggles to learn about the nature of the world and his destiny. Vivi can learn Black Magic attack spells by equipping items, but the staves that he wields are extremely low in physical attack power. This means that Vivi depends on having a hefty amount of MP at the beginning of all battles.

SPECIAL ABILITY: BLACK MAGIC

The very nature of Black Magic is to destroy or attack. Vivi learns most of his spells from wooden staves that you can find or purchase as the game progresses. Vivi should start each battle by using his first couple of turns to "Focus" his magical powers. This is a command on his battle menu, and it can increase the power of his spells.

Vivi learns some incredibly powerful magical attacks, but because his physical strikes are so weak, he depends on spell-casting to an extreme. Thus, Vivi's abilities are practically negated if the enemy casts a Reflect spell. To counter this, a White Mage (like Dagger or Eiko) must cast Reflect on herself, and then Vivi can bounce spells off of her at the enemy.

Arguably, Vivi's most powerful spell is the Doomsday spell, which inflicts Shadow damage upon everything on-screen. Prepare your party accordingly when Doomsday is cast, and learn how to use it effectively against enemies. Your party must be equipped with armor and accessories that nullify or absorb Shadow damage; otherwise, the spell will inflict massive damage on everyone. To use Doomsday most effectively, have Vivi and Steiner collaborate to cast Doomsday Sword, which enables Steiner to focus Vivi's magic onto a single enemy instead of everyone.

BLACK MAGIC

Spell: Fire
MP Cost: 6
Effect: Causes Fire damage to single/multiple targets

Spell: Fira
MP Cost: 12
Effect: Causes a lot of Fire damage to single/multiple targets

Spell: Firaga
MP Cost: 24
Effect: Causes big time Fire damage to single/multiple targets

Spell: Sleep
MP Cost: 10
Effect: Puts single/multiple targets to sleep

Spell: Blizzard
MP Cost: 6
Effect: Causes Ice damage to single/multiple targets

Spell: Blizzara
MP Cost: 12
Effect: Causes a lot of Ice damage to single/multiple targets

Spell: Blizzaga
MP Cost: 24
Effect: Causes big time Ice damage to single/multiple targets

Spell: Slow
MP Cost: 6
Effect: Slows down ATB Gauge

Spell: Thunder
MP Cost: 6
Effect: Causes thunder damage to single/multiple targets

Spell: Thundara

MP Cost: 12

Effect: Causes a lot of Thunder damage to single/multiple targets

Spell: Thundaga

MP Cost: 24

Effect: Causes big time Thunder damage to single/multiple targets

Spell: Stop

MP Cost: 8

Effect: Stops targets from taking any actions

Spell: Poison

MP Cost: 8

Effect: Causes poison to single/multiple targets

Spell: Bio

MP Cost: 18

Effect: Causes non-elemental damage and Poison to single/multiple enemies

Spell: Osmose

MP Cost: 2

Effect: Absorbs MP from the target and transfers it to the spell caster

Spell: Drain

MP Cost: 14

Effect: Drains HP from the target and transfers it to the spell caster

Spell: Demi

MP Cost: 18

Effect: Amount of damage depends on the target's HP

Spell: Comet

MP Cost: 16

Effect: Causes non-elemental damage

Spell: Death

MP Cost: 20

Effect: KO's the target

Spell: Break

MP Cost: 18

Effect: Causes petrify

Spell: Water

MP Cost: 22

Effect: Causes water damage to single/multiple targets

Spell: Meteor

MP Cost: 42

Effect: Causes non-elemental damage to single/multiple targets

Spell: Flare

MP Cost: 40

Effect: Causes on-elemental damage

Spell: Doomsday

MP Cost: 72

Effect: Causes Shadow damage to all targets

ABILITIES

Name: Fire

AP: 25

Learned from: Mage Staff, Leather Hat

Name: Fira

AP: 50

Learned from: Flame Staff, Mage's Hat, Power Belt

Name: Firaga

AP: 75

Learned from: Octagon Rod

Name: Sleep

AP: 20

Learned from: Flame Staff

Name: Blizzard

AP: 25

Learned from: Leather Wrist

Name: Blizzara

AP: 50

Learned from: Ice Staff, Opal

Name: Blizzaga

AP: 85

Learned from: Octagon Rod

Name: Slow

AP: 20

Learned from: Ice Staff, Magus Hat

Name: Thunder

AP: 25

Learned from: Silk Shirt, Glass Buckle

Name: Thundara

AP: 50

Learned from: Lightning Staff, Peridot

Name: Thundaga

AP: 80

Learned from: Octagon Rod

Name: Stop

AP: 25

Learned from: Oak Staff

Name: Poison

AP: 35

Learned from: Lightning Staff

Name: Bio

AP: 40

Learned from: Oak Staff

Name: Osmose
AP: 70
Learned from: High Mage Staff, Gaia Gear

Name: Drain
AP: 60
Learned from: Oak Staff

Name: Demi
AP: 30
Learned from: Cypress Pile, Black Belt, Amethyst

Name: Comet
AP: 55
Learned from: Cypress Pile

Name: Death
AP: 45
Learned from: Black Hood

Name: Break
AP: 30
Learned from: Cypress Pile

Name: Water
AP: 55
Learned from: N-Kai Armlet

Name: Meteor
AP: 95
Learned from: High Mage Staff

Name: Flare
AP: 95
Learned from: Black Robe

Name: Doomsday
AP: 150
Learned from: Mace of Zeus

Name: Auto-Reflect
AP: 70
Learned from: Reflect Ring

Name: Auto-Float
AP: 20
Learned from: Feather Boots

Name: Auto-Regen
AP: 30
Learned from: Golden Hairpin, Light Robe

Name: Auto-Life
AP: 70
Learned from: Rebirth Ring

Name: MP + 20%
AP: 30
Learned from: Black Robe

Name: Healer
AP: 20
Learned from: Garnet

Name: Add Status
AP: 25
Learned from: Bone Wrist, Chimera Armlet, Bracer, Feather Hat, Twist Armband, Glass Buckle

Name: Reflect-Null
AP: 30
Learned from: Robe of Lords

Name: Reflect x2
AP: 110
Learned from: Black Robe, Rosetta Ring

Name: Mag Elem Null
AP: 85
Learned from: Protect Ring, Promist Ring

Name: Half MP
AP: 140
Learned from: Light Robe, Protect Ring

Name: High Tide
AP: 25
Learned from: Jade Armlet, Dark Hat, Gaia Gear

Name: Body Temp
AP: 15
Learned from: Jade Armlet, Holy Miter, Madain's Ring, Fairy Earrings, Diamond

Name: Level Up
AP: 30
Learned from: Egoist's Armlet, Rosetta Ring, Fairy Earrings

Name: Ability Up
AP: 55
Learned from: Green Beret, Silk Robe, Ribbon, Lapis Lazuli

Name: Insomniac
AP: 25
Learned from: Bandana, Holy Miter, Magician Clothes, Coral Ring, Gaia Gear

Name: Antibody
AP: 30
Learned from: Glass Armlet

Name: Loudmouth
AP: 40
Learned from: Mage's Hat, Golden Hairpin, Silk Robe

Name: Jelly
AP: 25
Learned from: Dragon Wrist, Dark Hat, Circlet, Bronze Vest, Dark Gear

Name: Return Magic
AP: 90
Learned from: Coronet

Name: Auto-Potion

AP: 10

Learned from: Mythril Vest, Demon's Vest, Magician Robe, Running Shoes, Gold Choker

Name: Locomotion

AP: 35

Learned from: Black Hood, Golden Skullcap, Survival Vest, Demon's Vest

Name: Clear Headed

AP: 15

Learned from: Magic Armlet, Green Beret, Circlet, Dark Gear, Magician Shoes

=====
Adelbert Steiner
=====

Character Description: Having sworn fealty, must I spend my life in servitude?

MORE COMING SOON!

=====
Garnet Til Alexandros 17th
=====

Character Description: Someday I will be queen, but I will always be myself.

MORE COMING SOON!

=====
Amarant Coral
=====

Character Description: The only dependable thing about the future is uncertainty.

MORE COMING SOON!

=====
Quina Quen
=====

Character Description: I do what I want! You a have a problem!?

MORE COMING SOON!

=====
Eiko Carol
=====

Character Description: I don't wanna be alone anymore...

MORE COMING SOON!

=====
Freya Crescent
=====

Character Description: To be forgotten is worse than death.

MORE COMING SOON!

=====
3.0 Game Basics -----
=====

CONTROLS

(Menu Screen)

Directional Keys: move cursor/switch between one or whole when using abilities
Left Stick: move cursor
Right Stick: move cursor
Circle Button: decide/ability list display (status menu)
X Button: cancel
Triangle Button: not used
Square Button: change to ability and equipment screen
L1 Button: change character/change display page/switch between one or all when using abilities
L2 Button: not used
R1 Button: change character/change display page/switch between one or all when using abilities
R2 Button: not used
Select Button: help display
Start Button: decide (when on controller config screen)

(Battle Screen)

Directional Keys: move cursor
Left Stick: move cursor
Right Stick: move cursor
Circle Button: decide
X Button: cancel
Triangle Button: change character you're entering command for
Square Button: not display window (only while pressed)
L1 Button: change display window/switch between one or all target/escape from battle if continuously pressed with R1 button
L2 Button: display or not display target window
R1 Button: change display window/switch between one or all target/escape from battle if continuously pressed with R1 button
R2 Button:
Select Button: help display
Start Button: pause

(Movement Screen: Field)

Directional Keys: move controlled character

Left Stick: move controlled character
Right Stick: move controlled character
Circle Button: investigate/speak/decide
X Button: change speed of movement (while pressing X and directional keys)/cancel
Triangle Button: open menu window
Square Button: investigate/speak/decide/challenge to card game
L1 Button: camera
L2 Button: camera
R1 Button: camera
R2 Button: camera
Select Button: display HERE icon/see ATE
Start Button: pause

(Movement Screen: World Map)

Directional Keys: move controlled character/change direction and altitude of airship
Left Stick: move controlled character/change direction and altitude of airship
Right Stick: make your vehicle move forward/backward
Circle Button: enter building/ride vehicle/make vehicle move forward
X Button: disembark vehicle
Triangle Button: open menu screen/move to inside the vehicle
Square Button: call out Moguri/make vehicle move backward
L1 Button: rotate view to left
L2 Button: set direction of view
R1 Button: rotate view to right
R2 Button: change view
Select Button: change Navi Map display
Start Button: pause

-You can soft reset if you press L1, L2, R1, R2, select, and start all at the same time.

STATUS EFFECTS

Status effects occur when a character's status is changed by a spell, item, or attack. Certain status effects are beneficial, while others are harmful. When you use items or spells that cancel (or invoke) status effects, you can view your party members' status effects in the Status Window. Some status effects will expire after a short while, others will be cancelled at the end of the battle, and some will continue to affect the character even after the battle. Learn which status effects damage your characters, and treat them accordingly with spells or items.

BEWARE OF THESE STATUS EFFECTS!

- 1) Status effects that disable the entire party: if all allies are afflicted with KO, Stop, Petrify, or Venom, the game ends.
- 2) Status effects that stop growth: if a character is afflicted by KO, Petrify, Virus, or Zombie, he or she stops receiving AP and EXP, halting growth.

Harmful Status Effects:

NAME: Confuse
CANCELLATION METHOD: Ensuna, physical attack.

EFFECT: Target cannot be controlled and randomly attacks enemies or allies.

NAME: Berserk
CANCELLATION METHOD: Gysahl Greens.

EFFECT: Target's attack power increases, but they cannot be controlled and attack enemies continuously.

NAME: Stop
CANCELLATION METHOD: Dispel. Remedy.
EFFECT: Target stops and cannot be controlled.

NAME: Poison
CANCELLATION METHOD: Antidote, Esuna, Panacea, Remedy, effect expires.
EFFECT: Target's HP gradually decreases.

NAME: Sleep
CANCELLATION METHOD: Ensuna, physical attack, effect expires.
EFFECT: Target falls asleep and cannot be controlled.

NAME: Slow
CANCELLATION METHOD: Dispel, effect expires.
EFFECT: Target's ATB Gauge fills more slowly.

NAME: Heat
CANCELLATION METHOD: Ensuna, effect expires.
EFFECT: Target is KO'd if action is taken.

NAME: Freeze
CANCELLATION METHOD: Ensuna, effect expires.
EFFECT: Target freezes and cannot be controlled. Target is KO'd if attacked physically.

NAME: Mini
CANCELLATION METHOD: Mini, Ensuna, Remedy.
EFFECT: Target shrinks. Attack and defense powers decrease.

NAME: Death Sentence
CANCELLATION METHOD: None (end the battle before the counter reaches 0).
EFFECT: Target is KO'd when counter reaches 0.

NAME: Gradual Petrify
CANCELLATION METHOD: Stona, Esuna (end battle before counter reaches 0).
EFFECT: Target becomes petrified when counter reaches 0.

NAME: Petrify
CANCELLATION METHOD: Stona, Remedy, Soft.
EFFECT: Target turns to stone, and cannot be controlled.

NAME: Venom
CANCELLATION METHOD: Remedy.
EFFECT: Target cannot be controlled due to strong poison. HP and MP gradually decrease.

NAME: Silence
CANCELLATION METHOD: Ensuna, Echo Screen, Remedy.
EFFECT: Target cannot use magic.

NAME: Darkness
CANCELLATION METHOD: Ensuna, Eye Drops, Remedy.

EFFECT: Target is blinded; accuracy of physical attacks decreases.

NAME: Trouble

CANCELLATION METHOD: Annoyntment.

EFFECT: All of the Target's allies receive 1/2 the damage the target receives from an enemy attack.

NAME: Zombie

CANCELLATION METHOD: Magic Tag.

EFFECT: Reverses effects of recovery items and spells.

NAME: KO

CANCELLATION METHOD: Life, Auto-Life, Phoenix Down, Phoenix Pinion.

EFFECT: Target cannot participate in battle until recovered.

Helpful Status Effects:

NAME: Auto-Life

CANCELLATION METHOD: Dispel, target recovers from KO.

EFFECT: Target recovers from KO.

NAME: Regen

CANCELLATION METHOD: Dispel, effect expires.

EFFECT: Target's HP gradually recover.

NAME: Haste

CANCELLATION METHOD: Dispel, effect expires.

EFFECT: Speeds up the ATB Gauge.

NAME: Float

CANCELLATION METHOD: Dispel, effect expires.

EFFECT: Target floats in the air. Avoids Earth attacks.

NAME: Shell

CANCELLATION METHOD: Dispel, effect expires.

EFFECT: Reduces target's damage from magic attacks.

NAME: Protect

CANCELLATION METHOD: Dispel, effect expires.

EFFECT: Reduces target's damage from physical attacks.

NAME: Vanish

CANCELLATION METHOD: Dispel, target hit with magic, effect expires.

EFFECT: Target avoids physical attacks.

NAME: Reflect

CANCELLATION METHOD: Dispel, effect expires.

EFFECT: Reflects magic (some magic cannot be reflected).

MORE COMING SOON!

4.0 Complete Walkthrough ----- =====

Hello, all, and welcome to my Final Fantasy 9 walkthrough! Before you start reading, I will let you know that I did take some information directly from playonline.com and Prima Games, because I forgot some information about this game. I did type up a lot of this walkthrough, myself, however. Enjoy the guide!

4.1 Disc 1 Walkthrough ----- =====

1. ALEXANDRIA KINGDOM =====

=====

CHECKLIST

=====

1. Defeat Baku in the Dragon's Mask
2. Show Vivi's ticket at the booth.
3. Help steal Dante's ladder.
4. Give the crowd a good show.
5. Impress the Queen with your stunts.

=====

ITEM LISTS, ETC.

=====

Key Items: Ticket

Items: Remedy, Tent, Eye Drops, Potion(7), Phoenix Pinion, Ether

Cards: Fang(3), Bomb, Ironite, Goblin(3), Flan, Skeleton, Lizard Man, Zombie, Sahagin

Monsters: Baku

=====

WALKTHROUGH

=====

Watch the FMV scene, and when you are done, you can start the game. You start off in a rather dark area, so light the candle and then head up. Eventually you and three of your friends will be facing off against the enemy named Baku. He is pretty simple to beat, so do not worry too much about him. You also encounter the beginning of the story line when you discover that your main objective here is to kidnap the Princess of Alexandria, Garnet.

The meeting will take the agenda about the abduction of Princess Garnet. Cinna will tell you about the plan. You'll be in a play and you'll act accordingly. After telling you the plan, Baku will then ask you. Choose "To Kidnap Princess Garnet". If you choose to kidnap Queen Brahne, you see a funny dialogue of Baku but you'll be asked again. After choosing, the screen will fade and you'll see an FMV of the theater ship arriving at Alexandria.

After doing all of this, you now take control of Vivi. You only have to

do a few things here, so I am not going to drag it out too much. All you really have to do is head up until you reach the theater, and the two soldiers will tell you something like "talk to the ticket master to redeem your ticket". So that is what you should do.

Get all the cards here, first. In the first alley, there are 2 Potions at different locations. Search the outside of the house to the left for a Potion. You can find Grandma through the bottom-right door, hard at work on a dress for tonight's play. Search around this small abode to find Grandma's measly savings (9 Gil), a Potion, and a Fang Card. Upon leaving Grandma's hut, travel back the way Vivi came into Memorial Square. The front of the central statue bears an inscription, and behind it is a Potion. Search around the outer perimeter to find a Zombie Card, a Lizard Man Card, and a Sahagin Card. Now that you have a nice little collection going, return to Vivi's path and continue upward through the streets.

Head down and talk to the ticket master (he is in that little hut) and he will tell you that your ticket is actually a fake, as it is for the wrong play (if you check your key items, you will know exactly what he means). So, he asks you to talk to Alleyway Jack. He also gives you 3 more cards, you are on a roll! Head to the left and help steal Dante's ladder. You are to become his slave in exchange for finding a way into the play. After stealing his ladder, he will run off and a guy will come in. Guess who that is? Talk to him, watch the scene, then head down.

Talk to Dante, and he tells you he wants to head up the bell tower with the ladder, but he wants you to stand in the way. Inside the bell tower, Puck and Vivi bump into the friendly moogles named Kupo and Stiltzkin. The moogles found throughout the game enable you to save your game or use Tents to rest up and restore your HP and MP. Kupo also has a letter that needs to be delivered to Monty. Offer to deliver letters for the Mognet, and purchase items from Stiltzkin whenever he appears. After getting to know the moogles, search the bushes to the left and right for a Tent and a Potion. Afterward, join Puck at the top of the tower.

Puck will lead you around the rooftops of Alexandria, stop along the way to get the items. At first, head to the left and get an item, and at the end do not head up right away, head down and get the item. The cool thing in this game is a field icon appears whenever an item is there, so it is a lot easier to get them.

The Tantalus performing troupe puts on quite a show, eh? During the scene where Zidane and the gang fight Baku and the others, everyone is equipped with Special FX (SFX) to liven up the event. These amazing pyrotechnics make it look like spells are being cast, but no damage is inflicted. Eliminate the two guards immediately with one blow each. Baku proves to be a bit tougher, though.

Next, you go through the play. Make sure to impress the Queen and her nobles, it is pretty easy and here is what you get.

HOW TO IMPRESS QUEEN AND NOBLES: Press the button Blank tells you to press. You have to do it flawlessly to get anything good.

```
=====
NUMBER OF NOBLES IMPRESSED          ITEM RECEIVED
=====
```

1-49 Ether	
50-79	Elixir

100 Moonstone

When I went through the game, I got a Elixir for impressing 76 nobles. I gave up after that. You can get a lot of Gil here, too.

=====

2. ALEXANDRIA KINGDOM

=====

=====

CHECKLIST

=====

1. Find the Princess.
2. Search for the Knights of Pluto.
3. Join forces to stop Steiner.

=====

ITEM LISTS, ETC.

=====

Key Items: none

Items: Phoenix Down x3, Elixir

Cards: none

Monsters: Steiner

=====

WALKTHROUGH

=====

Kidnapping Princess Garnet is the goal of the next segment, but the little lady is more than a handful! As Zidane, run straight up the steps to find Garnet. Looking in any other place may result in capture by the palace guards! When word of Garnet's disappearance reaches the Queen, Captain Steiner of the Knights of Pluto is ordered to find the Princess. As Steiner, the objective is to rally the guards under him and search for Garnet. However, the Knights of Pluto aren't exactly a tip-top outfit, so as Steiner you must be forceful to get things going!

Follow the two guys into the room, where Zidane and Blank stole their clothes. Order them to get out, then get the Phoenix Down from near the door. There is a moogle nearby (I believe this one is Mosh) to save your game if you want/need to.

=====

Knights | Traits

=====

Blutzen and Kohel	Super Sleuths
Laudo	Inspirational Writer
Weimar	Ladies' Man
Haagen	Navigator
Mullenkedheim	Cannon Ball Race Champion
Dojebon	Artillerist

=====

Make sure to remember this list for later on in the game. The comical group under Steiner's command is actually a rag-tag bunch of sloppy

soldiers. In spite of this, you should commit to memory the personality traits of each soldier as listed off by Breireicht. An event much later in the game will yield a rare item if you know your soldiers well!

You will have to chase Garnet around for a while and eventually she will give in. She will take off her hood and reveal her true identity after a while. It is not like it is a true shock that it is Garnet (you have had your suspicions for a while) but it is an important plot twist of the game. Now it is time for three battles, they are really easy though.

=====

STEINER BOSS FIGHT

HP: 169, 167, 162

AP: N/A

Weak Vs.: N/A

Steal Items: Leather Hat, Silk Shirt

Spoils: None

=====

In the first battle, just have Zidane and Blank attack every round, while Cinna steals. You should not have to worry about healing or anything.

In the second battle, Steiner is accompanied by two people. It does not matter though, because you have Marcus and Vivi in your party now to compensate. Have Marcus and Zidane attack every round, while Vivi uses fire magic. The two guards should not be worried about, just focus on Steiner.

In the third battle, just keep on attacking him until he realizes that there really is a Bomb behind him. The idiot cannot figure it out for a while!

=====

3. EVIL FOREST

=====

=====

CHECKLIST

=====

1. Search for the missing princess.
2. Save Garnet and Vivi from the Prison Cage.
3. Reassure Vivi.
4. Quit Tantalus.
5. Match blows with Baku.
6. Recruit Steiner and Vivi.
7. Find the master of the Evil Forest.
8. Escape the petrifying woods.

=====

ITEM LISTS, ETC.

=====

Key Items: Ticket

Items: Phoenix Down, Bronze Gloves, Ether (x2), Leather Hat, Rubber Helm, Potion, Ether, Wrist

Cards: none

Monsters: Fang, Goblin, Prison Cage, Dendrobium, Plant Brain (Boss),

Plant Spider

=====
WALKTHROUGH
=====

The Prima Vista crashes in the middle of the Evil Woods, and no one can seem to locate Princess Garnet. And where is Vivi? Talk to the moogles and he will teach you a whole bunch of stuff about the ATB, which is also found in some of the other Final Fantasy games, like FF6. Save your game with the moogles and head down and out to the actual forest.

I would seriously consider walking around here and raising your level until you get to level 5. I did this, it does not take that long to do, just head back and forth in this screen, do not go into this next screen whatever you do. Go back and save your game when you get to Level 5 and you will go back, and walk right into a boss battle!

=====
PRISON CAGE BOSS FIGHT
HP: 513, 533
AP: 3
Weak Vs.: Fire
Steal Items: Leather Wrist, Broadsword
Spoils: Phoenix Down, Eye Drops, Goblin Card (random)

=====
I had a lot of problems with this battle until I figured out what to do. Here is what you do: see how Zidane goes into Trance? Have him use his strongest attack, while Vivi uses fire. This makes the battle go by quicker, and you should knock him out before Garnet dies. The second time around, Vivi is trapped. Vivi will attack the monster with Fire magic, so just do attacks and heal Vivi with potions and you should do fine.

Back onboard the wrecked Prima Vista, Zidane decides to go looking for the Princess. However, Baku won't let Zidane go that easily. After the captain is finished lecturing, open the treasure chest on the ship's bridge to find Bronze Gloves.

=====
BAKU BOSS FIGHT
HP: 202
AP: N/A
Weak Vs.: N/A
Steal Items: Hi-Potion, Iron Sword
Spoils: None

=====
Baku is not intent on killing Zidane, but the game will end if you don't watch your HP and take Potions when needed. Baku will trip and fall during half of his attacks. But don't think him a fool, because Baku is really trying to get Zidane to steal some helpful items from him. If you can steal the Iron Sword for Steiner to use, your party will have it much easier in the Boss fight to come! So alternate attacks with attempts at thievery. After obtaining the Iron Sword, continue to attack until Baku calls it quits.

Head over to talk to Adelbert and he will join your party. This is the beginning of the "Unholy Alliance", as I like to call it. Zidane and Adelbert will go through a lot, and they do not seem to like each other. How is that for innovation in role playing game story lines? Vivi is in the bed on the left side of the ship, talk to him and he will join your

party. This is the first time you officially have more than two characters in your party, by the way.

When Vivi joins, equip the mage with a Leather Wrist and a Silk Shirt if you have them. By doing so, Vivi can use Blizzard and Thunder magic in addition to Fire. On your way out of the hold, Blank will stop Zidane with some harsh words. But ultimately, he gives Zidane Blank's Medicine to use on the Princess when you rescue her. After the dialogue, return to the room in which Blank is standing and search for a Leather Hat.

Eventually, the party enters a small clearing where a crystal-clear pond will fully restore HP and MP. It's important to drink from small ponds like this all throughout the game so that the party can continue without using too many Tents. Monty the moogles is hiding in a hollow tree stump nearby, so give him the letter from Kupo and save your game if desired.

A little bit farther, you will realize that Garnet is being held captive by yet another monster. It's battle time!

=====

PLANT BRAIN BOSS FIGHT

HP: 916

AP: 5

Weak Vs.: Fire

Steal Items: Iron Helm

Spoils: Phoenix Down, Potion

=====

This guy is actually pretty simple, as Blank can take out a good chunk of HP each round. Just have Blank and Zidane attack and Vivi heal with potions as needed (or attack with Fire magic, Plant Brain is weak against that) and you should do okay. You should worry about the Pollen attack, which causes darkness, use Eyedrops to cure this if you need to, but you should kill the sucka before he gets to know too much. =)

This is a cool FMV scene where you are escaping the Evil Forest and all of these little critters are chasing after you. Sadly, you all escape, but Blank does not. You have to leave without him, but rest assured you will be back!

=====

4. GUNITAS BASIN

=====

=====

CHECKLIST

=====

1. Learn abilities while roaming the plains.
2. Visit the east side of North Gate.
3. Prepare to enter the Ice Cavern.

=====

ITEM LISTS, ETC.

=====

Key Items: none

Items: Potion, Eye Drops

Cards: None

Monsters: Goblin, Python, Mu

=====
WALKTHROUGH
=====

You are supposed to go directly to the Ice Cavern once you exit Alexandria.

However, rather than proceeding directly to the Ice Cavern, your party will benefit greatly if you do a little exploring around the basin. As you explore, you'll randomly encounter monsters. When this occurs, Zidane should steal, Vivi should cast spells, Steiner should perform normal attacks and Garnet should cast Cure when needed. This will help you improve your inventory, learn Abilities, and level up your party members so that they can handle the creatures in the Ice Cavern. How much time should you spend doing this? Basically, until your party gets low on HP and MP. Then you should return to the Ice Cavern and call a moogles. Use a Tent to restore your party's strength, and save your game before you enter.

Before going to the Ice Cavern, head all the way to the west until you hit the North Gate. Here you can buy Potions from this one chick. I would buy a few potions, as even though you have Garnet's healing magic she still can run out of MP fairly easily. There are some items here as well, I believe you can get Potion and Eye Drops here.

After doing all of this, save your game outside the Ice Cavern and enter it.

=====
5. ICE CAVERN
=====

=====
CHECKLIST
=====

1. Thaw the frozen treasure chests.
2. Defrost the moogles.
3. Fight a supernatural enemy alone.

=====
ITEM LISTS, ETC.
=====

Key Items: none

Items: Potion x2, Tent, Ether, Elixir, Leather Wrist, Phoenix Down, Mage Masher

Cards: None

Monsters: Fang, Wyerd, Cave Imp, Flan, Black Waltz No. 1 (Boss), Sealion (Boss)

=====
WALKTHROUGH
=====

When you enter the Ice Cavern, watch the scene where the party says they are impressed by the icy interiors of the cavern. They do call this the Ice Cavern, so I do not see what the big deal is here. Once you can move, hop onto the area to the left and open the treasure chest to find a tent. Continue north until you

reach an area where there is a fork in the path.

This is where you first find out Vivi can use his Fire magic to melt some ice walls. Collect the Ether from the treasure chest where the ice wall used to be, then cross under the embankment to get a Potion from the chest you can see. In this next area, move along the wall on the left-hand side until you get to the top, here is another ice wall that can be melted. Walk up to it and press X and Vivi will blast it, search the treasure chest to get an Elixir.

Then head to the bottom of the area and up to the fallen icicle and press X. Vivi will blast this too, head down the path and up to get the Mage Masher (it took me a little while to realize you can blast the icicle with Fire magic, I was always up on the ledge below trying to figure out how to get the treasure chest below). Equip this weapon on Zidane, even if you have not learned the abilities from his previous equipped weapon.

Follow this path to the next area, where Vivi will encounter yet another path in which he can melt with Fire magic. He will melt it with his magic (god bless the little black mage) and quickly run down to the chest on the ledge to get the Leather Wrist, on the other side of the chamber is a Phoenix Down if you want it, which I am sure you do, so make sure to get that one, too.

At the next fork, make sure to head left. You can save your game at the moogles (Mois) here after Vivi un-melts him via Fire magic. The moogles are a little mad at first but then he calms down, asking you to deliver a letter to Gumo for him.

Watch the tutorial about Status Effects, Card Game, and Elemental Properties, then save your game and use a Tent if you need to, because the boss is coming up.

Here is where the group encounters winds which knocks out Steiner first, then Vivi, then Garnet. Zidane is then knocked out, but he wakes up before the other party members do. Have him head north through the path and he will be stopped by the evil Black Waltz. Apparently Brahne has sent three Black Waltzes after Zidane so she can recover Garnet, but you better believe she is not trying to help Garnet! It's a one on one battle time, until the Sealion comes in!

=====
BLACK WALTZ #1 AND SEALION BOSS FIGHT

HP: Black Waltz #1: 229, Sealion: 472

AP: 5

Weak Vs.: Fire (both), Ice (Black Waltz #1)

Steal Items: Black Waltz #1: Silk Shirt, Remedy, Sealion: Ether, Mythril Dagger

Spoils: Hi-Potion, Phoenix Down, Fang Card, Skeleton Card
=====

I really did not have too much problems with this boss at all. Just make sure to use Potions whenever you get down to around 100 HP or so, because a Blizzard spell could very well take off 100 HP from you, and then you will have to start this over again. I would kill the Black Waltz first, as he does not have as much HP as the Sea Lion. I think you can take out the Black Waltz with 4 or 5 hits of your sword if you have the Mage Masher equipped, so make sure to have it equipped before entering this battle, as I told you before. If Zidane goes into trance during this battle, it is pretty much over because he can use Tidal Flame

which kills both bosses pretty much instantly. Like I said, this isn't that tough, just heal and keep your HP up and you should do fine.

After the battle, Zidane will head back and gather the party members, then return to the spot where you fought the boss and climb that long, winding path until you reach the exit. Here you can rename Garnet into whatever you want, I do not think you can call her Garnet any more, I have not tried to call her Garnet though, so I wouldn't know.

=====
6. NORLICH HIGHTS
=====

=====
CHECKLIST
=====

1. Fight your way across the Highlands.
2. Visit the nice folks at South Gate.
3. Introduce yourself to Morrid.
4. head to Dali for some R and R.

=====
ITEM LISTS, ETC.
=====

Key Items: Mini-Prima Vista

Items: Hi-Potion

Cards: None

Monsters: Cave Spider, Potion

=====
WALKTHROUGH
=====

Here you should do two things: raise your experience levels and abilities if needed, and visit South Gate. There is nothing much to do at South Gate at this time, but oh well. You can at least rest there for now until you are ready to continue your adventure, it makes a nice healing point for when you are low on HP while leveling up. I would say to go to Dali Village next but check this out real quick.

Before heading into the village, check out the strange mountain close to the edge of the plain. Here you'll find an old fellow named Morrid, who purchased the Mini-Prima Vista from the Treno Auction. He offers Zidane a trade of the figure for some rare coffees, namely Burman, Kirman and Moccha. Keep this in mind as you continue the game. (NOTE: You must bring all three coffees back to Morrid before the end of Disc 3.) You can also find some shipping instructions in his hut. Outside, search near the cart for a Hi-Potion, and check near the fence by the cliff for 135 Gil. There's a device at the top of the mountain that defies explanation.

After doing this, head to the Village of Dali, it is simple enough to go to.

=====
7. VILLAGE OF DALI
=====

=====
CHECKLIST
=====

1. Spend the night at the Dali Inn.
2. Meet Vivi in the morning.
3. Find Dagger at the shop.
4. Return to the Inn to wait for the others.
5. Search for Vivi.
6. Find the underground hatch.
7. Rescue Vivi from confinement.
8. Follow the trail of eggs.
9. Protect the Princess from the floating evil.

=====
ITEM LISTS, ETC.
=====

Key Items: Aries Stellazzio

Items: Potion x4, Antidote, Eye Drops, Ether, Iron Helm, Leather Wrist, Phoenix Down, Phoenix Pinion

Cards: None

Monsters: Ghost, Vice, Black Waltz No. 2 (Boss)

Dali

EVE'S ITEM SHOP

Dagger	320
Mage Masher	500
Broadsword	330
Iron Sword	660
Rod	260
Mage Staff	320
Wrist	130
Leather Wrist	200
Bronze Gloves	480
Leather Hat	150
Feather Hat	200
Rubber Helm	250
Bronze Helm	330
Leather Shirt	270
Silk Shirt	400
Bronze Armor	650

TAVERN MEDICINE SHOP

Potion	50
Phoenix Down	150
Antidote	50
Eye Drops	50
Tent	800

=====
WALKTHROUGH
=====

Boy, there is a lot to do in this town. You are going to have to do everything

from trying to stop the mist from entering the town, to discovering why there are Black Mages being created, and why they are being shipped to Alexandria. It is definitely a fun part of the game, and there is a lot of stuff to do, I will just give you the quick, basic rundown of what to do, though.

When entering the town, the party decides they need to rest, so head to the Dali Inn real quick, and rest. Zidane wakes up and everyone has disappeared, so watch the ATEs that pop up, then head north. Vivi is near the base of the town's windmill. Approach the Black Mage to engage in some friendly conversation, but then something weird occurs. Regardless, search inside the windmill to find an Aries Stellazio. There are two more chests up top, but you can't open them unless the windmill shuts down. Also, notice the kid named Yaff, who maybe says too much.

When you leave, Vivi is kidnapped by two punk kids. Head to the shop to find Dagger, who is looking around at the various items. Zidane decides to return to the Inn, so go there now to wait for the others. Steiner comes back, and the party decides to find Vivi. However, he is not where he was before. Zidane is befuddled so he decides to find out how to get in the hole below, where Vivi is trapped.

It is actually kind of simple: head to the first house on the left, which is the windmill. You see that thing all the way down on the bottom left hand side? That is the latch, so open it and head down the chute. Jump off the ladder and take the lift down. Below the lift is a chest containing 156 Gil, look for the Field Icon. Keep on going until you see the two men talking about Vivi, he leaves with them.

Follow Vivi and his captors through a corridor, and then search the barrel to speak with Kumop the moogles. He has a letter for Mogki, and this is a good point to save your game, because things are going to get a little tricky ahead! Just beyond Kumop, kick the wheel to drop a chest containing a Potion, and then climb the crates to reach the chest with the Ether. Head down and rescue Vivi, who is trapped in a box. You will see all sorts of cool stuff, head through the door to the north to get some stuff, then head to the east door and head all the way up.

Get on the airship, and after some story scenes, the Black Waltz attacks, threatening to destroy the crew and "take back" the Princess!

=====
BLACK WALTZ #2 BOSS FIGHT
HP: 1030
AP: 5
Weak Vs.: Wind
Steal Items: Steepled Hat, Leather Plate
Spoils: Ether, Zagnol Card (random)
=====

This battle is not that tough as long as you know what you are doing. Do not use magic on him unless you want him to attack back with magic. Here is what I would

do: Have dagger cast Protect on all 4 members, if possible, while Steiner uses the Thunder sword magic attack, and Zidane steals and attacks. You can steal a Steepled Hat and Leather Plate from this boss, which is actually pretty good. Have Vivi be the healer of the party with Potions and stuff, although I just went ahead and used magic, his counter-magic attack is not that horrible. His goal is to kidnap the princess, so I assume that he will not kill her, instead he tries to kill the other guys in the party, and then kidnap her when they are dead. I do not know though since I did not have much problems with this boss, at all.

=====
8. CARGO AIRSHIP
=====

=====
CHECKLIST
=====

1. Board the Cargo Airship.
2. Head for the Bridge.
3. Dance with the final Waltz.

=====
ITEM LISTS, ETC.
=====

Key Items: none

Items: none

Cards: None

Monsters: Black Waltz No. 3 (Boss)

=====
WALKTHROUGH
=====

This is a pretty cool scene, just watch it and follow along with everything, eventually a group of Black Mages will attack, led by the Black Waltz 3. Did someone say ANOTHER BOSS FIGHT?

=====
BLACK WALTZ #3 BOSS FIGHT

HP: 1128

AP: N/A

Weak Vs.: Wind

Steal Items: Steepled Hat, Linen Cuirass, Silver Gloves

Spoils: None
=====

This battle is actually quite easy. Vivi goes into trance automatically to start the battle, which means he can now cast two magic spells in a row. And this one does not have a strong counter attack, which means you can cast two Fire spells in a row without having to worry too much. Have Steiner use Sword Magic spells frequently. Waltz No.3's one main defense seems to be its ability to float in the air. Once it rises off the deck, regular physical attacks miss every time. This puts Zidane at something of a disadvantage throughout the entire battle. Therefore, have him steal and cure the others with Potions when needed. I have him steal automatically, because you can get three good items from this boss, and at the end of the fight the boss just runs away and breaks down, so you do

not win anything for defeating him.

=====

9. LINDBLUM GRAND CASTLE

=====

=====

CHECKLIST

=====

1. Follow Minister Artania into the castle.
2. Appeal to Regent Cid.
3. Catch up on old times with Freya.
4. Explore the city's shops to find freebies.
5. Synthesize necessary weapons.
6. Check in at the Tantalus theater.
7. Join Lowell's fan club momentarily.
8. Search for Dagger at the castle.
9. Take the sleepy guard's uniform.
10. Ride the lift to the Upper Level.
11. Find Dagger at the overlook.
12. Use the telescope to mark locations.
13. Win the Festival of the Hunt.
14. Prepare to depart for Burmechia.

=====

ITEM LISTS, ETC.

=====

Key Items: Kupo Nut, Mini-Burmechia, Autograph, Moogle Suit

Items: Glass Armlet, Ether, Hi-Potion, Echo Screen, Tent x2, Leather Plate, Silver Gloves, Ore, Leather Wrist, Bronze Vest, Steepled Hat

Cards: Mimic, Wyerd

Monsters: Fang, Mu, ZaghnoI

Lindblum

ALICE'S ITEM SHOP

Potion	50
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Tent	800

DRAGOOS' ARMORY

Dagger	320
Mage Masher	500
Mythril Dagger	950
Iron Sword	660
Javelin	880
Rod	260
Fork	1100
Leather Wrist	200

Glass Armet	250
Bronze Gloves	480
Silver Gloves	720
Steepled Hat	260
Headgear	330
Iron Helm	450
Leather Plate	530
Linen Cuirass	800

TORRES' SYNTHESIS SHOP

Butterfly Sword	300	Dagger, Mage Masher
The Ogre	700	Mage Masher, Mage Masher
Cotton Robe	1000	Wrist, Steeped Hat
Desert Boots	300	Leather Hat, Leather Shirt
Yellow Scarf	400	Feather Hat, Steeped Hat
Glass Buckle	500	Glass Armet, Leather Wrist

=====

WALKTHROUGH

=====

When you get off the Airship, follow the Minister through the lobby into the Castle. After watching some scenes, you will talk to Regent Cid, who apparently got turned into an Octopod or whatever after some weird dude came in the middle of the night and put a spell on him. Of course, that is not really the truth, but they want you to think it is. You will find out the real reason soon enough.

Zidane heads into the Industrial District, make sure to head out into the Pub. Talk to Freya, name her, and catch up on old times. Zidane wakes up the next day

at the Business District Inn. After another tutorial about Synthesis, head into the next room to speak to the moogle Moodon, who has a letter from Ruby. In the lobby of the inn, there's a guestbook and a bust of a Bobo Bird. Search in the corner next to the bust (closest to the exit) for 163 Gil. Next, go to the synthesis shop and synthesize some weapons. Check in at the Tantalus theater and join Lowell's fan club.

Now head to the Industrial District. Directly beside the entrance to the terminal is a chest containing a Leather Wrist. Behind the statue of Cid VIII, you might find a man named Marolo, who loves to debate. Take his side in the debate for now, because you'll meet this person again in another town later and it's good to take his side. For now, agree that putting the engine in the back results in more power to make him happy.

Head up the stairs into the next section, where you'll come across Bobo's familiar dive. Search next to the pub to receive a Bronze Vest. There's a house in the back of this neighborhood, wherein Ludruff the engineer is working on a prototype steam engine. Search in the upstairs loft to find a Mimic Card and a Steeped Hat. There's not much else to do in the Industrial District; it's really just a cozy neighborhood. Head back to the air cab and ride to the Theater District now.

Head to the playhouse and after watching the ATE, some kids will come in and harass you (somewhat) about Dagger. They advise you to go back to the castle to speak with Dagger, so do that. Leave the Tantalus playhouse and head down the steps. Down here you'll find a ravenous crowd of fans waiting for their heartthrob, Lowell. The actor makes a brief appearance, but then leaves. Meanwhile, a man in a moogle suit emerges and makes his way up the stairs.

Follow him back to the area outside the air cab terminal. There's an artist living in a cellar across from the terminal. Visit there now, and you'll find Lowell, who's hiding from his fans. You can receive his Autograph, and then search the area directly across from his position for the Moogle Suit. Also, pick up the Ore from the nearby chest.

Now take an air cab to Lindblum Castle. In the lobby, take the stairs which are draped in red carpet up to the right, and then go through the doorway to get to the room where Dagger was, previously. Zidane meets up with Steiner here again, and he throws another fit about the princess, of course. Leave, but not before getting the two treasure chests in here. Also, you'll encounter Mogki the moogle, to whom you can give a letter. She will also ask you to deliver a letter to Atla; keep that Mognet going!

This is a cool part of the game right here. Zidane leaves the room and hears Garnet singing. However, you cannot get by the guard. Zidane thinks of a great idea though, he will steal a uniform so he can look like a guard, so go up the stairs and down the next set of stairs, talk to the sleeping guard to steal his clothes. Go by the guard, up the lift, and talk to Dagger. There is a telescope here, so use it to mark off some spots on the map, it really comes in handy for later on.

Here is the time to do the Festival of the Hunt. It is fairly straightforward, just kill enemies as you find them, you can go back and forth between districts.

Make sure to help Freya fight off the boss. In the end, you get a reward for whoever wins, Freya won in the Japanese version and the American version when I played, so who knows if you can even win?

When your crew is ready to resume the adventure, take the Lindblum Castle lift to the lower level. The left trolley goes only to the Dragon's Gate, from which you need to depart, but the right trolley takes you to the Serpent's Gate first, where you can find a Wyerd Card. Then you can go straight from there to the Dragon's Gate. At this exit, you'll meet Moonte the moogle, who just received a letter from Stiltzkin. It's recommended that you save your game before leaving. There's also a Merchant nearby, who sells items for decent prices.

=====
10. EUNORUS PLAINS
=====

=====
CHECKLIST
=====

1. Cross the plains.
2. Enter areas of interest.
3. Find the South Gate.

=====
ITEM LISTS, ETC.
=====

Key Items: Mocha Coffee

Items: Ether

Cards: none

Monsters: Serpion, Ladybug, Ironite, Vice, Hedgehog Pie

=====
WALKTHROUGH
=====

There are three places you should go, in a nutshell. I will point out where you should go now.

1. The South Gate: Optional, located above the Chocobo Forest, you can get free HP/MP refilled, as well as the key item Mocha Coffee.
2. Chocobo Forest: Optional, Here you can get a chocobo to ride to the Grotto.
3. Qu's Marsh: Optional, you can get Quina here.

=====
11. QU'S MARSH
=====

=====
CHECKLIST
=====

1. Catch a frog for Quina.
2. Let Quina join your party.
3. Practice catching frogs.

=====
ITEM LISTS, ETC.
=====

Key Items: None

Items: None

Cards: None

Monsters: Axolotl, Gigan Toad, Clipper

=====
WALKTHROUGH
=====

There is not really much to do here, at all. I ran around and built up my levels for a little bit. If you do not feel like doing that, head right and go through the grass until you reach the pond. Help Quina catch some frogs, and it will join your party after a few scenes. Practice catching the frogs, it is pretty easy and you can get some neat items here. Make sure to keep one male frog and one female frog in the pond, though. This way the pond can repopulate much quicker.

=====
12. GIZAMALUKE'S GROTTA
=====

=====
CHECKLIST
=====

1. Take the Gizamaluke Bell from the Burmecian soldier.
2. Ring the bells to open the doors.

3. Annihilate the Black Mages.
4. Reunite the honeymooning moogles.
5. Stand your ground against Master Gizamaluke.

=====

ITEM LISTS, ETC.

=====

Key Items: Gizamaluke Bell, Holy Bell

Items: Bronze Vest, Mythril Gloves, Magus Hat

Cards: None

Monsters: Black Mage, Hornet, Skeleton, Lamia, Gizamaluke (Boss)

=====

WALKTHROUGH

=====

Enter this place and head to the soldier, and he will give you a Gizamaluke Bell. Search his body and you will find another one. Go to the door in the back to unlock the door, and the bell will shatter. This happens a lot, it means you have to find another bell in order to open the next door. Let the fun adventures and puzzles begin...

Inside the next large cavern, Thorn and Zorn unleash a set of Black Mages on your party. These creatures use powerful magic, mostly aimed at Vivi. Protect the little fellow by having a character such as Quina use Potions on him. After the first battle, cross under the bridge and attack the next Black Mage. Upon completion of this fight, you receive another Gizamaluke Bell. Run up the steps at the rear, and use the bell on the left door. This path leads around to another wounded soldier. Pick up a Bronze Vest along the way, and then tend to the wounded man to get another bell.

Return to the main area and use the bell on the lower-right door. A staircase encircles the next area. You may encounter a tough monster called a Lamia that casts Might every round to increase its attack power. Dispose of these things quickly, and have Quina eat it if possible to learn the LV3 Def-less ability. As you ascend the stairs, make sure you pick up the Mythril Gloves dropped wastefully on the path.

In this next section, give the moogle the Kupo Nut and the other moogle will knock the bell over. They thank you and leave, get the treasure chest from the bell, and it is another Gizamaluke Bell. Then follow the moogles inside, and save your game and/or use a Tent. Equip the Ogre weapon on Zidane. Run back around the overturned bell and unlock the other bell door in the room. Beyond here, the group enters the actual grotto chamber, where a fallen Burmecian soldier warns that something is wrong with Master Gizamaluke. The warning comes too late, however, as a large and terrifying shape slithers out of an aqueduct and challenges the party to a tough battle.

=====

GIZAMALUKE BOSS FIGHT

HP: 3175

AP: 5

Weak Vs.: Thunder, Wind

Steal Items: Ice Staff, Magus Hat, Elixir

Spoils: Tent, Mythril Sword Card (Random)

=====

I found out a nice little trick in order to beat this guy more quickly. The move

I hate most that he uses is Crash, but I found a way to counter it. I found a way to make the dude Blind, all you have to do is hit him with Zidane's Soul Blade ability, which is learned via the Ogre. Of course, you can learn it and then equip another weapon. This dude can also silence Vivi, which is a pain in the neck. Just have Vivi use magic when he can, while Steiner uses Sword Magic or Sword Tech if Vivi is silenced, and have Zidane steal some stuff then attack.

Have Quina use blue magic, I just have it end up being the healer though, feeding the party potions as they need it. It is not that tough to beat once you have blinded it. If you do not blind it, it is a bit tougher to beat.

=====
13. GRAND CITADEL SOUTH GATE
=====

=====
CHECKLIST
=====

1. Move the two people away from the alley.
2. Search the area outside the cable car.
3. Board the cable car to Treno.

=====
ITEM LISTS, ETC.
=====

Key Items: Gate Pass

Items: Multina Racket, Potion

Cards: None

Monsters: None

=====
WALKTHROUGH
=====

Here is a nice little scene where Steiner gets into the Gate by putting Garnet inside of a bag filled with pickles. I bet she is not going to smell very nice after getting out of that. The guards let you by since they are idiots. Steiner mentions that he wants to hide in the alley, but he needs to move the two people

out of the way first. That is simple enough, console the lady and she will run off, then talk to the guy on the left side, then talk to the one near the alley.

He will run off, and now you can hide in the alley. Garnet changes, its funny if

you say Steiner should switch sides to look the other way. =)

Search around here and you will come across some stuff. Make sure to get the Multina Racket around here. When you are ready, board the cable car and head to Treno. It is not that complicated so I am not going to bore you with a long ass walkthrough.

=====
14. BURMECIAN PLAINS
=====

=====
=====
CHECKLIST
=====

1. Examine the North Gate.
2. Cross the plains to Burmecia.

=====
ITEM LISTS, ETC.
=====

Key Items: None

Items: Hi-Potion, Tent

Cards: None

Monsters: Lizard Man, Yeti, Skeleton, Nymph

=====
WALKTHROUGH
=====

In the world map, go a bit to the northeast and enter the location marked with X. It's the North Gate. Watch the scene here, then go to the gate and get the chests for a Potion and a Tent. After getting the items, exit to the World Map. Outside, just head north and enter Burmecia.

=====
15. BURMECIA REALM
=====

=====
CHECKLIST
=====

1. Bridge the gap with the platform.
2. Hop balconies to the bedroom.
3. Ring the bell to open the door.
4. Rescue the trapped citizens.
5. Inherit the Mythril Spear.
6. Spy on the enemy.
7. Challenge an Alexandrian General

=====
ITEM LISTS, ETC.
=====

Key Items: Cancer Stellazio, Protection Bell, Kupo Nut

Items: Potion, Soft (x2), Germinas Boots, Ether, Tent, Phoenix Down, Mythril Spear, Lightning Staff

Cards: None

Monsters: Magic Vice, Black Mage, Ironite, Mimic, Basilisk, Beatrix (Boss)

Burmecia

Needle Fork	3100
Glass Armlet	250
Mythril Gloves	980
Steepled Hat	260
Headgear	330
Magus Hat	400
Linen Cuirass	800
Barbut	600
Bronze Vest	670
Linen Cuirass	800
Potion	50
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Tent	800

=====
WALKTHROUGH
=====

When you first enter this place, you will see some dialogue, and you will see Zorn and Thorn again. They send two Black Mages to attack you, so do the Bruce Lee thing and go medieval on them! After you defeat them, Zorn and Thorn chicken out and leave. Go left and enter the door. Get the Potion and Soft from the treasure chests, then go outside and go all the way to the right. Climb up the stairs and enter the door on top.

Go to the north and search for the chest behind the stairs to get a Soft, then go up the stairs and go around. The chest is an enemy, if you fight it, it will call on an enemy, usually a Goblin, so you can get Quina to learn Magic Hammer from it if it has not learned the magic already, it is a very valuable skill to have. In the next area, you will need a bell in order to open that door. How do you get the bell? Go left and the floor will break. Now you can bridge the gap. Head all the way back to where you started off, and head left now. Go in the door and collect all the chests, then get the bell. Go back and open the door with the bell.

How do you get the bell? Simple. Just go in that room and run around until you get to the balcony, jump between balconies and search underneath the top right bed to get the bell.

Go up the stairs, watch the scene where Freya grows some.. ovaries, then climb up the stairs again. Go through the middle door and watch the scene. Go right and head up the stairs, then head left (you could not do this before if you did not watch the scene, by the way), get the chests here, then go through the door.

Here, head to the left house and Freya will get the Mythril Spear.

In here, go behind the moogle first and search for a Lightning Staff. Then, Stiltzkin will enter. Talk to him and he will offer you a set of Soft, Hi-Potion, and Ether for 333 Gil. I suggest you buy it. After that, talk to the moogle, use a Tent and then save your game. You can also use the Mogshop. You can buy items and equipments here. I suggest also that you upgrade your weapons as you'll be facing a tough opponent ahead. After preparing and saving, leave this house and go to the center towards the Burmecia Palace.

On the outside of the castle walls, Zidane has some choices about approaching

Freya. Choose to leave her alone. The Dragon Knight then leaps up to the top of the castle walls, and leads the heroes inside. There, Zidane and Freya overhear a conversation between the Queen and a mysterious new villain. When a Burmecian soldier foolishly risks his life, Freya and Zidane intervene. As the Queen escapes, the superhuman General Beatrix threatens to end the adventures of our heroes. You will then attack Beatrix and it is battle time!

=====
GENERAL BEATRIX BOSS FIGHT

HP: 3630

AP: ???

Weak Vs.: Nothing

Steal Items: Chain Plate, Mythril Sword, Phoenix Down

Spoils: N/A
=====

Despite what other people may say, this is not that tough of a battle if you know what you are doing. You have Zidane, Freya, Quina, and Vivi in your party. Have Quina be the healer of the party, have Zidane attack and/or steal, have Freya jump or use Lancer every round, and have Vivi cast Thundara, Fira, or Blizzarra every round, that causes a lot of damage. I would have Vivi heal party with potions as needed, Quina can actually attack on occasion, and make sure you keep the party healed at all times, and you should do fine. I had a lot of potions, and kept on loading everyone with potions, she barely even touched me after that. After doing enough damage, she says something like "You will never defeat me!" then casts Shock Break on the party, ending the battle with everyone is at 1 HP.

After this, you watch a scene and Kuja mentions that Zidane will be a big problem to them. This should be your first hint that Kuja is indeed the main villain of the game. After the FMV with him flying away on his Silver Dragon is completed, the game asks you to switch to Disc 2.

END DISC 1

=====
4.2 Disc 2 Walkthrough -----
=====

=====
1. SUMMIT STATION
=====

=====
CHECKLIST
=====

1. Relax in Summit Station.
 2. Speak with the Attendant.
 3. Spot Cinna and Marcus at the station.
 4. Make Steiner settle down.
 5. Board the train to Treno.
 6. Finish off Black Waltz No. 3
- =====

ITEM LISTS, ETC.

=====

Key Items: None

Items: Phoenix Down

Cards: None

Monsters: Black Waltz No. 3 (Boss)

Summit Station

SUMMIT STATION SHOP

Air Racket	400
Mythril Rod	560
Glass Armlet	250
Silver Gloves	720
Mythril Gloves	980
Steepled Hat	260
Headgear	330
Magus Hat	400
Rubber Helm	250
Iron Helm	450
Barbut	600
Bronze Vest	670
Linen Cuirass	800
Potion	50
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Tent	800

=====

WALKTHROUGH

=====

The rest area is full of people, so make sure you talk to them. Learn from the Chef about the famous South Gate Bundt Cake, and a moogler named Nazna waits nearby to help you save your game. You may have a letter for Nazna from Grimo. There's a Shopkeeper who sells weapons and armor, and his inventory is detailed at the end of this section. Check the treasure chest near the lower entrance for a Phoenix Down, and speak to the Attendant to get the game rolling again. Two voices heard from outside should coax you into peeking out to see what's going on.

It's Marcus and Cinna! They chat and run up north into the building, so head through the way they went. Steiner goes off the deep end, so talk to him and make sure to calm him down. Now talk to the soldiers and Marcus will go into the air cab, follow him into it. Along the way you encounter trouble, in the form of the Black Waltz No. 3

=====

BLACK WALTZ NO. 3 BOSS FIGHT

HP: 3000

AP: ???

Weak Vs.: Nothing

Steal Items: Nothing

Spoils: N/A

=====
The biggest problem I had with this battle was the fact that Vivi was not present for the battle. Not only does this mean that you do not get his valuable magic attacks, but it also means that Steiner must go ahead and use whatever attacks he has learned, without using Sword Magic. However, this battle was pretty easy for me. Have Marcus attack (or steal if you want, I have not had him steal yet, though), Dagger should either cure or attack (if she has the Multina Racket equipped, she can probably do more damage than Marcus can), and Steiner should either attack or use his strongest sword attack. This battle is not that tough.

=====
2. SOUTH GATE, NORTH STATION
=====

=====
CHECKLIST
=====

1. Read the road signs.
2. Use the gate pass to head to Treno.

=====
ITEM LISTS, ETC.
=====

Key Items: None

Items: Elixir

Cards: None

Monsters: None

=====
WALKTHROUGH
=====

Part time worker Mary will open up her item shop, so stock up on some supplies if you want to. Proceed upward to a fork in the path, where the right direction continues onward toward your current destination of Treno. The left path takes you back to Dali. Don't miss the large engraving at the fork in the path, extolling the benevolence between the two nations of Lindblum and Alexandria. While on the path to the gate facing Treno, you'll cross a rotting old bridge. Slip briefly down the side path, where a chest holds 1,610 Gil. Then show the guards your Gate Pass and head across the Bentini Heights toward Treno, the city of never-ending night.

=====
3. THE DARK CITY OF TRENO
=====

CHECKLIST

=====

1. Follow Dagger around the city.
2. Find Dagger at the auction.
3. Catch up with Marcus at the Inn.
4. Attempt to steal Supersoft.
5. Return to the tower to meet Dr. Tot.

=====

ITEM LISTS, ETC.

=====

Key Items: Gemini, Taurus, Supersoft

Items: Mythril Dagger, Power Belt, Ether

Cards: Yeti Card

Monsters: Griffin (Disc 2), Catoblepas (Disc 3), Amdusias (Disc 3), Behemoth (Disc 4)

Treno

TRENO WEAPONS & ARMOR SHOP

Dagger	320
Mage Masher	500
Mythril Dagger	950
Mythril Sword	1300
Mythril Spear	1100
Air Racket	400
Mythril Rod	560
Flame Staff	1100
Ice Staff	980
Lightning Staff	1200
Fork	1100
Needle Fork	3100
Leather Wrist	200
Glass Armlet	250
Bone Wrist	330
Mythril Gloves	980
Bandana	500
Barbut	600
Silk Shirt	400
Leather Plate	530
Bronze Vest	670
Chain Plate	810
Linen Cuirass	800
Chain Mail	1200

TRENO ITEM SHOP

Potion	50
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Tent	800

TRENO SYNTHESIS SHOP

Butterfly Sword	300	Dagger, Mage Masher
The Ogre	700	Mage Masher, Mage Masher
Cotton Robe	1000	Wrist, Steepled Hat
Desert Boots	300	Leather Hat, Leather Shirt
Yellow Scarf	400	Feather Hat, Steepled Hat
Glass Buckle	500	Glass Armlet, Leather Wrist
Germinas Boots	900	Desert Boots, Fork
Cachusha	1000	Magus Hat, Rubber Helm
Coral Ring	1200	Lightning Staff, Rod
Gold Choker	1300	Linen Cuirass, Soft

=====

WALKTHROUGH

=====

When you enter this town, watch the scene. Marcus wants to steal the Supersoft, but Steiner, being the pansy that he is, refuses to go along with the plan. Marcus and Dagger leave, so Steiner is left alone. Watch the ATE (you can choose which one you want to view), then go left to the pond. Throw in 10 Gil 10 times, the 11th time you do it you will get the Gemini Stellazzio, which is very valuable for later on. After you get the Gemini, head to the upper left corner, towards the next area.

There are six ATEs to view in Treno at this time: Treno Tradition, Ambition, Confusion, Pursuit, Unexpected Visitor, and Meeting Place. As soon as you control Steiner, choose Treno Tradition. Then go left and in the new screen, choose Pursuit. After that, go up and choose Confusion. Then go down by the stadium and choose Unexpected Visitor. Proceed to the right and choose Ambition. Finally, move toward the drunkard on the right and head down and choose Meeting Place. Steiner must be alone to view these ATEs.

Watch yet another ATE then go a bit to the left and head down the ladders, and this will lead to a tower to the north (the tower to the left is locked, so do not even bother to go in it). You will see an ATE then an intersection. Go up first and head to the upper left mansion. Remember the ATE with Dagger you saw where the thief took 1000 Gil from her? That thief is here, and it will give you the Power Belt. Move to the left, where you will see a Synthesis Shop. Check this out, do what you wanna do, then leave the mansion and head up to the next screen.

Hand Stella all your Stellazios, and the guy will reward you. Then head out of her house and search to the left of her house to find an Ether. Now head south to the next screen. Here, just go all the way to the south until you reach the next area. You'll see another ATE again. After the ATE, if you go to the right, you'll see the Card Stadium. You can do some stuff here but it is probably not worth your trouble. You can buy some weak cards and find out some more information about the card game, however. After doing this, head right and go to the next area.

Move north a little and head to the intersection. Head north and go inside the big door to the right. Buy some equipment, then head out and go left to the next screen. In the next screen, you will see the auction house. Go to the right and

into the next screen. Here, go south past the weapons shop and climb the ladders going up to the drunk man. While heading up these ladders, you will see a moogles fly by. Talk to him, save your game, and do the Mognet thing. After you save, head south again and go up the right stairs and talk to the drunk man. Go southeast to the next area,

Head down past the Weapons Shop, where you'll find the poorer part of Treno. Descend the ladder on the right-hand side of the screen and open the chests to the left and right of the Item Shop for a Yeti Card and 1 Gil. Is that all? This just shows how poor the Treno slums are. Search just behind the Item Shop to find the Taurus Stellazio. Then climb back up the ladder and enter the Inn across the way. Talk to Marcus and tell him you are ready to steal it.

You will gain control of Dagger, talk to Baku and a short scene involving Kuja will play. Watch the scene, in which Dagger blames Zidane, while Steiner decides to go against his morals and help steal the Supersoft. Here is where you meet Dr. Tot. You may have remembered earlier when you tried to go all the way to the left hand tower of Treno and the door was locked, well now it is unlocked, so head over there now. (Go left of the main entrance, head all the way left, go up the stairs, and go right until you reach his tower.)

Watch the scenes in here, some of them are pretty neat, like the flashbacks Dr. Tot has of when Dagger was a little girl and he tutored her. After that scene, Doctor Tot will tell you that he can help you reach Alexandria. There's a secret ancient Transportation that was used long ago that will enable you to travel between Treno and Alexandria. Now, when you regain control of Dagger, talk to Doctor Tot. He'll tell you go down the hole. Also, you can head back to town first and buy some equipment, items or even save your game. After preparing, go back to Doctor Tot's Tower and enter the hole.

=====
4. GARGAN ROO
=====

=====
CHECKLIST
=====

1. Pull the sequence activator lever.
2. Find the gargant call lever.
3. Feed the gargant to hitch a ride.
4. Scare off the big bad worm.

=====
ITEM LISTS, ETC.
=====

Key Items: None

Items: Chain Plate, Phoenix Down

Cards: none

Monsters: Dragonfly, Crawler, Ralvurahva (Boss)

=====
WALKTHROUGH
=====

This is where you can see the ancient transportation device. Doctor Tot says that the first thing to look for is a sequence activator. Head to the left from the circular area. Mochos the moogle remains in the first area if you decide to save your game. Also, you can pick up a Chain Plate inside the next area and a Phoenix Down sits by the activator lever. Hit the lever and return to the circular area. Go down the steps to the right this time.

The lever to the left in the next chamber is clearly marked "feed," but you must call the gargant first. To do that, go to the right and Doctor Tot will join Dagger to explain further. Pull the lever at the end, and the massive gargant will run by. You may want to equip the Antibody ability on both Dagger and Steiner at this point. Now return to the feed lever and use it. The trio gets onboard the gargant's carriage and heads toward Alexandria. However, the journey is only just beginning.

=====
RALVURAHVA BOSS FIGHT
HP: 2200
AP: 0
Weak Vs.: Nothing
Steal Items: Bone Wrist, Mythril Fork
Spoils: None

=====
Remember I told you that it would be a good idea to equip Steiner and Dagger with the ability Antibody? Well, this is the reason why. If you have it equipped, the battle will be easier. If you do not have it equipped, well good luck. Here is what I did for a quick win. I had Steiner attack with his Sword Art attacks, I had Marcus steal the two items then attack, and I had Dagger be the curer in the party, while casting antidotes on Marcus if he gets poisoned. The boss likes to cast a lot of Poison magic attacks, but since you have Antibody equipped you should not have much trouble dealing with this. Just attack it and heal as normal and it should be defeated rather easily, then it just leaves without giving you anything. If you stole stuff with Marcus, though, you have gained something from the boss. Otherwise, you got nothing! =)

=====
5. CLEYRA TRUNK
=====

=====
CHECKLIST
=====

1. Enter the whirling sandstorm.
2. Raise the sand floor of the chamber.
3. Close the upper sand gate.
4. Navigate between whirling sink holes.

=====
ITEM LISTS, ETC.
=====
Key Items: None

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, Gysahl Greens

Cards: none

Monsters: Dragonfly, Sand Golem, Carrion Worm, Zuu

=====
WALKTHROUGH
=====

The story finally returns to Zidane's party, where they were last seen languishing in Burmecia. Upon leaving the fallen kingdom, head west to the whirling sandstorm protecting Cleyra. Most of the citizens from Burmecia have fled the area, so you can visit there now. However, the trip won't be easy as you attempt to climb up the massive trunk full of flooding sand, swirling traps, and dangerous monsters. Reorganize your party so that everyone has the best equipment possible.

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

Head north. Get the chest and move on to the next screen. There is a hidden chest in here (on the bottom of the screen) which contains the Magician Shoes, so make sure to get the chest. Head north and search for another hidden treasure chest, this time you will net an Ice Staff. After you get all of this stuff, go right towards the next screen. Follow the path until you get to the next screen.

Get the Ether from the chest, then go south a little bit and choose examine to examine the small hole. Try to put the bit of sand in your hand and the sand will suddenly shoot down from the left.

Now, go back to the previous screen. You'll see that you can't go south anymore.

So, climb up the vines until you reach the hole on top. Go in and you'll reach the next screen. In here, go left and go inside the hole that you'll. It will lead you to the next area. I will now like to point something out about an enemy you will now encounter, the Sand Golem. This guy does not die unless you attack its core, so make sure to move the pointer to the red dot, otherwise he will keep on coming back up. It is tough, as it took me a while to figure out.

Once you enter this area, go left and get the chest, which contains the Needle Fork. Go up the slopes to the right. Get the chest here, which contains a Tent. Talk to the Moogle on the left hand side. Rest with a tent, do the Mognet thing, then save your game. After you do this, head up the upper left hand side and you will enter the next screen. Go to the north path and get the Flame Staff from the chest. Go down then left until you get to the next screen. This is simple enough, just cross the bridge until you reach the next screen.

Get the hidden chest from behind the tree in the middle path for the Desert Boots. You will see a small hole just a bit to the upper left of the middle

tree. Search it to get the Mythril Vest. There is a remedy in the right hand side if you want it. Now press up and you will enter the next screen. Grab the treasure chest, which contains the Mythril Gloves. Then, keep going north until you can pull the lever. Go all the way back to the screen where you got the Mythril Vest and stuff and go left then use the upper left path towards the next screen.

In this area, get the chest for a Potion. You'll see 2 paths again! Go to the right path first onto the next area. In here, get the chest for an elixir. Go back to the previous screen and use the other path, which is to the upper left onto the next screen. In here, you'll see whirlpools of sand and 2 chests to the north. If you fall in the whirlpool, push the X button rapidly and Zidane will then jump out. Get the 2 chests to the north first for 900 gil and a Hi-Potion. I like to ride the whirlpools down to the bottom, as you fight some pretty easy Scorpions, and they give good Experience, AP, and GP if you beat them.

After being done with this, go left to the next screen. Move on to the next screen, skip over the ladder, head underneath it and go up the path to get the Gysahl Green. Now climb the ladder and head north, head up the stairs and you will finally be in the Cleyra Settlement!

MORE COMING SOON!

=====
4.3 Disc 3 Walkthrough -----
=====

COMING SOON!

=====
4.4 Disc 4 Walkthrough -----
=====

COMING SOON!

=====
5.0 Secrets and Side Quests -----
=====

COMING SOON!

=====
5.1 Chcocobo Hot and Cold Game -----
=====

COMING SOON!

=====
5.2 Other Secrets and Side Quests -----
=====

COMING SOON!

=====
6.0 Lists -----
=====

Here is a list of all the items, weapons, armor, magic, abilities, accessories,
and enemies in the game. Enjoy!

=====
6.1 Add On List -----
=====

Item Name: Desert Boots
Buy/Sell: 300/750
Statistic Bonuses: Magic +1, Spirit +1, Evade +2
Description: Boots with good traction. Elemental Defense: Earth damage reduced
by 50-percent.

Item Name: Magician Shoes
Buy/Sell: 1500/3750
Statistic Bonuses: Magic +2, Magic Evade +6
Description: Shoes packed with magic.

Item Name: Germinas Boots
Buy/Sell: 900/2000
Statistic Bonuses: Strength +1, Evade +2
Description: Boots that raise strength. Raises Earth Elemental Attack

Item Name: Sandals
Buy/Sell: N/A / 600
Statistic Bonuses: None
Description: Provides a southern, tropical feel.

Item Name: Feather Boots
Buy/Sell: 4000/3000
Statistic Bonuses: Evade +3
Description: Boots that are as light as a feather. Absorbs Earth-Elemental
Attack.

Item Name: Battle Boots
Buy/Sell: 6500/10500
Statistic Bonuses: Strength +2, Defense +2, Magic Defense +1
Description: Combat boots.

Item Name: Running Shoes
Buy/Sell: 12000/16500
Statistic Bonuses: Speed +2, Evade +4, Magic Evade +4
Description: Shoes that enable you to walk with light steps.

Item Name: Anklet
Buy/Sell: 4000/1600
Statistic Bonuses: Magic +3, Spirit +1, Evade +5

Description: Anklet adorned with a four-leaf clover that raises spirit.

Item Name: Power Belt

Buy/Sell: 2000/3500

Statistic Bonuses: Defense +2, Strength +3

Description: Belt that raises strength.

Item Name: Black Belt

Buy/Sell: 4000/5500

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

Description: Belt that raises strength. Raises Wind Elemental Attack.

Item Name: Glass Buckle

Buy/Sell: 500/800

Statistic Bonuses: Magic Evade +5, Strength +1, Magic +1, Spirit +2

Description: Buckle protected by mysterious powers.

Item Name: Madain's Ring

Buy/Sell: 3000/3750

Statistic Bonuses: Spirit +2, Magic Defense +2

Description: Ring used as a charm since ancient times. Absorbs Ice Elemental Attack.

Item Name: Rosetta Ring

Buy/Sell: 24000/18000

Statistic Bonuses: Defense +1, Evade +2, Magic +1, Magic Defense +3, Magic Evade +2

Description: Ring with a fire god's spirit dwelling inside. Absorbs Fire Elemental Attack.

Item Name: Reflect Ring

Buy/Sell: 7000/3500

Statistic Bonuses: Spirit +1, Strength +1, Magic Defense +1

Description: Ring enchanted with the spell 'reflect'.

Item Name: Coral Ring

Buy/Sell: 1200/2000

Statistic Bonuses: Spirit +2, Magic Evade +3

Description: Ring adorned by corals. Absorbs Thunder Elemental Attack.

Item Name: Promist Ring

Buy/Sell: 6000/4500

Statistic Bonuses: Strength +2, Evade +3

Description: Ring that raises Strength

Item Name: Rebirth Ring

Buy/Sell: 7000/5000

Statistic Bonuses: Spirit +4, Magic Defense +2

Description: Ring with a phoenix's power dwelling inside. Raises Holy Elemental Attack.

Item Name: Protect Ring

Buy/Sell: 40000/20000

Statistic Bonuses: Spirit +1, Defense +2, Evade +4, Magic Defense +3, Magic Evade +6

Description: Protects you from various attacks.

Item Name: Pumice Piece

Buy/Sell: 25000/1

Statistic Bonuses: Evade +5, Magic +2, Magic Defense +1, Strength +2
Description: 訓ut it together with the other piece.† Absorbs Holy/Shadow
Elemental Attack.

Item Name: Pumice
Buy/Sell: 50000/1
Statistic Bonuses: Speed +1, Magic +1, Defense +1, Magic Defense +2
Description: 郡ummon the beast from the dark.†

Item Name: Yellow Scarf
Buy/Sell: 400/900
Statistic Bonuses: Strength +2, Magic Defense +1
Description: Scarf that raises Strength.

Item Name: Gold Choker
Buy/Sell: 1300/2000
Statistic Bonuses: Evade +2, Magic +2, Magic Defense +1
Description: Magic choker. Elemental Defense: Wind damage reduced by 50
percent.
Raises Shadow elemental attack.

Item Name: Fairy Earrings
Buy/Sell: 3200/3000
Statistic Bonuses: Evade +4, Magic Evade +2, Spirit +2
Description: Earrings that raise Spirit. Raises Wind Elemental Attack.

Item Name: Angel Earrings
Buy/Sell: 8000/10000
Statistic Bonuses: Strength +2, Defense +2
Description: Holy earrings worn by women. Raises Holy Elemental Attack.

Item Name: Pearl Rouge
Buy/Sell: 5000/2000
Statistic Bonuses: Magic Evade +4, Spirit +4, Magic +2
Description: Rouge worn by women, that draws out holy power. Elemental Defense:
Holy damage reduced by 50 percent. Raises Water Elemental Attack.

Item Name: Cachusha
Buy/Sell: 1000/1500
Statistic Bonuses: Speed +1, Magic +2, Spirit +1, Magic Defense +1
Description: Hair ornament enchanted with various powers, worn by women. Raises
Fire Elemental Attack.

Item Name: Barette
Buy/Sell: 1800/3500
Statistic Bonuses: Strength +3, Magic +1, Spirit +1, Magic Defense +1
Description: Hair ornament enchanted with various powers, worn by women. Raises
Ice Elemental Attack.

Item Name: Extension
Buy/Sell: 3500/5000
Statistic Bonuses: Strength +1, Spirit +1, Defense +1, Magic +2, Magic Defense
+1
Description: Hair ornament enchanted with various powers, worn by women. Raises
Thunder Elemental Attack.

Item Name: Ribbon
Buy/Sell: N/A / 1
Statistic Bonuses: Strength +1, Spirit +1, Defense +1, Evade +5, Magic +3,
Magic

Defense +1, Magic Evade +4

Description:

Item Name: Maiden Prayer

Buy/Sell: N/A / 1

Statistic Bonuses: Magic +1, Magic Defense +1, Magic Evade +3

Description: Item that has a nice fragrance. Raises Holy Elemental Attack.

Item Name: Ancient Aroma

Buy/Sell: N/A / 1

Statistic Bonuses: Strength +2, Evade +4

Description: Item that radiates a mysterious light. Raises Shadow Elemental Attack.

Item Name: Phoenix Pinion

Buy/Sell: 300/1000

Statistic Bonuses: None

Description: Cures KO. It cannot be used in the field.

Item Name: Dark Matter

Buy/Sell: N/A / 1

Statistic Bonuses: Strength +3, Magic +2

Description: Deals damage to the target. Equip as an add-on.

Item Name: Garnet

Buy/Sell: 350/1

Statistic Bonuses: None

Description: Restores HP. It cannot be used in the field.

Item Name: Amethyst

Buy/Sell: 200/1

Statistic Bonuses: None

Description: Restores HP. It cannot be used in the field.

Item Name: Aquamarine

Buy/Sell: N/A / 1

Statistic Bonuses: None

Description: Restores HP. It cannot be used in the field.

Item Name: Diamond

Buy/Sell: N/A / 1

Statistic Bonuses: None

Description: Restores HP. It cannot be used in the field.

Item Name: Emerald

Buy/Sell: N/A / 1

Statistic Bonuses: None

Description: Restores HP. It cannot be used in the field.

Item Name: Moonstone

Buy/Sell: N/A / 1

Statistic Bonuses: None

Description: Restores HP. It cannot be used in the field.

Item Name: Ruby

Buy/Sell: N/A / 1

Statistic Bonuses: None

Description: Restores HP. It cannot be used in the field.

Item Name: Peridot

Buy/Sell: 100/1
Statistic Bonuses: None
Description: Restores HP. It cannot be used in the field.

Item Name: Sapphire
Buy/Sell: 200/1
Statistic Bonuses: None
Description: Restores HP. It cannot be used in the field.

Item Name: Opal
Buy/Sell: 100/1
Statistic Bonuses: None
Description: Restores HP. It cannot be used in the field.

Item Name: Topaz
Buy/Sell: 100/1
Statistic Bonuses: None
Description: Restores HP. It cannot be used in the field.

=====
6.2 Weapon List -----
=====

COMING SOON!

=====
6.3 Armor List -----
=====

COMING SOON!

=====
6.4 Head Gear List -----
=====

Item Name: Straw Hat
Buy/Sell: N/A / 750
Statistic Bonuses: None
Description: Provides a southern, tropical feel.

Item Name: Leather Hat
Buy/Sell: 150/75
Statistic Bonuses: Magic Defense +6
Description: Not a suitable item to wear in combat.

Item Name: Feather Hat
Buy/Sell: 200/100
Statistic Bonuses: Spirit +1, Magic Defense +7
Description: Hat that raises Spirit. Raises Wind Elemental Attack.

Item Name: Steepled Hat
Buy/Sell: 260/130
Statistic Bonuses: Strength +1, Magic Defense +9
Description: Hat worn by mages.

Item Name: Magus Hat
Buy/Sell: 400/200
Statistic Bonuses: Magic Defense +10
Description: Hat suited for mages. Raises Ice Elemental Attack.

Item Name: Bandana
Buy/Sell: 500/250
Statistic Bonuses: Speed +1, Spirit +1, Evade +2, Magic Defense +12
Description: Mysterious bandana that makes you light footed.

Item Name: Mage's Hat
Buy/Sell: 600/300
Statistic Bonuses: Magic +1, Magic Defense +14
Description: Hat that holds magic powers. Raises Holy/Shadow Elemental Attack.

Item Name: Ritual Hat
Buy/Sell: 1000/500
Statistic Bonuses: Strength +1, Defense +1, Magic Defense +16
Description: Hat worn for ceremonies and festivals in Conde Petie.

Item Name: Lamia's Tiara
Buy/Sell: 800/400
Statistic Bonuses: Magic +1, Spirit +1, Magic Defense +17
Description: Tiara worn by Lamia. Elemental Defense: Wind damage reduced by 50 percent.

Item Name: Twist Headband
Buy/Sell: 1200/600
Statistic Bonuses: Strength +1, Magic Defense +17
Description: Headband that raises strength. Raises Earth Elemental Attack.

Item Name: Mantra Band
Buy/Sell: 1500/750
Statistic Bonuses: Magic +1, Spirit +1, Defense +1, Magic Defense +19
Description: Draws on hidden strength.

Item Name: Dark Hat
Buy/Sell: 1800/900
Statistic Bonuses: Magic Defense +21
Description: Old hat, steeped in legend. Elemental Defense: Ice Damage reduced by 100 percent.

Item Name: Green Beret
Buy/Sell: 2180/1090
Statistic Bonuses: Speed +1, Strength +1, Magic Defense +23
Description: Improves movement.

Item Name: Red Hat
Buy/Sell: 3000/1500
Statistic Bonuses: Defense +1, Magic Defense +26
Description: Dark-red hat. Raises Fire elemental attack.

Item Name: Black Hood
Buy/Sell: 2550/1275
Statistic Bonuses: Magic Defense +27
Description: Hood from a foreign land. Elemental Defense: Fire/Thunder/Water damage reduced by 50 percent.

Item Name: Adaman Hat
Buy/Sell: 6100/3050

Statistic Bonuses: Defense +3, Magic Defense+33

Description: Extremely durable hat. Elemental Defense: Ice damage reduced by 100 percent.

Item Name: Coronet

Buy/Sell: 4400/2200

Statistic Bonuses: Defense +1, Magic Defense +35

Description: Coronet that radiates a mysterious light.

Item Name: Flash Hat

Buy/Sell: 5200/2600

Statistic Bonuses: Speed +1, Evade +2, Magic Defense +37

Description: Holy hat. Raises Thunder/Holy Elemental Attack.

Item Name: Holy Miter

Buy/Sell: 8300/4150

Statistic Bonuses: Magic +1, Spirit +2, Magic Defense +39

Description: Holy hat.

Item Name: Golden Skullcap

Buy/Sell: 15000/6000

Statistic Bonuses: Defense +2, Magic Defense +47

Description: Known for providing great defense. Elemental Defense: Earth damage reduced by 50 percent. Raises Water Elemental Attack.

Item Name: Circlet

Buy/Sell: 20000/6500

Statistic Bonuses: Magic Defense +51

Description: Circlet protected by magic. Elemental Defense: Earth damage reduced by 100 percent.

Item Name: Rubber Helm

Buy/Sell: 250/125

Statistic Bonuses: Magic Defense +5

Description: Helmet worn by soldier trainees. Elemental Defense: Thunder damage reduced by 50 percent.

Item Name: Bronze Helm

Buy/Sell: 330/165

Statistic Bonuses: Magic Defense +6

Description: Helmet made out of bronze. Elemental Defense: Water damage reduced by 50 percent.

Item Name: Iron Helm

Buy/Sell: 450/225

Statistic Bonuses: Spirit +1, Magic Defense +7

Description: Helmets made of iron.

Item Name: Mythril Helm

Buy/Sell: 1000/500

Statistic Bonuses: Spirit +1, Magic Defense +11

Description: Helmets made of mythril. Raises Holy Elemental Attack.

Item Name: Gold Helm

Buy/Sell: 1800/900

Statistic Bonuses: Magic +1, Magic Defense +13

Description: Helmets made of gold.

Item Name: Diamond Helm
Buy/Sell: 3000/1500
Statistic Bonuses: Spirit +1, Magic Defense +20
Description: Helmets made of diamonds.

Item Name: Platinum Helm
Buy/Sell: 4600/2300
Statistic Bonuses: Magic Defense +23
Description: Helmet made of platinum. Elemental Defense: Ice Damage reduced by 50 percent.

Item Name: Kaiser Helm
Buy/Sell: 7120/3560
Statistic Bonuses: Strength +1, Magic +1. Magic Defense +26
Description: Helmet that raises Strength and Magic.

Item Name: Genji Helmet
Buy/Sell: N/A / 1
Statistic Bonuses: Magic +2, Defense +2, Magic Defense +29
Description: Very famous brand of helmet.

Item Name: Grand Helm
Buy/Sell: 20000/7000
Statistic Bonuses: Speed +1, Magic Defense +33
Description: The greatest helmet.

Item Name: Headgear
Buy/Sell: 330/165
Statistic Bonuses: None
Description: Wearing it will make you popular. Elemental Defense: Water damage reduced by 50 percent.

Item Name: Golden Hairpin
Buy/Sell: 3700/1850
Statistic Bonuses: Magic +1, Magic Defense +32, Magic Evade +2
Description: Hairpin that holds magic powers. Raises Water Elemental Attack.

Item Name: Barbut
Buy/Sell: 600/300
Statistic Bonuses: Spirit +1, Magic Defense +9
Description: Headgear that raises spirit.

Item Name: Cross Helm
Buy/Sell: 2200/1100
Statistic Bonuses: Strength +1, Magic +16
Description: Helm that raises strength.

Item Name: Thief Hat
Buy/Sell: 7100/3550
Statistic Bonuses: Speed +2, Evade +3, Magic Defense +38
Description: Hat for thieves.

=====
6.5 Abilities List -----
=====

COMING SOON!

=====

6.6 Arm Gear List -----

=====

Item Name: Pearl Armlet

Buy: N/A

Sell: 490

Statistic Bonuses: None

Description: Provides a southern, tropical feel.

Item Name: Wrist

Buy: 130

Sell: 65

Statistic Bonuses: Evade +5, Magic Evade +3

Description: Regular wristlet.

Item Name: Leather Wrist

Buy: 200

Sell: 100

Statistic Bonuses: Spirit +1, Evade +7, Magic Evade +5

Description: Wristlet that raises spirit when equipped.

Item Name: Glass Armlet

Buy: 250

Sell: 125

Statistic Bonuses: Evade +10, Magic Evade +7

Description: Armlet made of glass. Elemental Defense: Water damage reduced by 50 percent.

Item Name: Bone Wrist

Buy: 330

Sell: 165

Statistic Bonuses: Strength +1, Evade +13, Magic Evade +9

Description: Wristlet made from bones. Raises Earth Elemental Attack.

Item Name: Mythril Armlet

Buy: 500

Sell: 250

Statistic Bonuses: Spirit +1, Evade +17, Magic Evade +17

Description: Armlet made of mythril.

Item Name: N-Kai Armlet

Buy: 3000

Sell: 1500

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

Description: Armlet formerly worn by a ninja.

Item Name: Jade Armlet

Buy: 3400

Sell: 1700

Statistic Bonuses: Magic Defense +2, Magic Defense +27

Description: Armlet made of jade. Raises Holy Elemental Attack.

Item Name: Magic Armlet

Buy: 1000

Sell: 500

Statistic Bonuses: Magic +2, Evade +16, Magic Defense +1, Magic Evade +16

Description: Armlet packed with magic.

Item Name: Chimera Armlet

Buy: 1200

Sell: 600

Statistic Bonuses: Evade +22, Magic Evade +14

Description: Armlet adorned with chimera wings. Elemental Defense: Holy damage reduced by 100 percent

Item Name: Egoist's Armlet

Buy: 2000

Sell: 1000

Statistic Bonuses: Evade +20, Magic Evade +20

Description: Armlet made in the dark world. Elemental Defense: Shadow damage reduced by 100 percent.

Item Name: Dragon Wrist

Buy: 4800

Sell: 2400

Statistic Bonuses: Spirit +1, Evade +28, Magic Defense +1, Magic Evade +12

Description: Wristlet made from dragon bones. Elemental Defense: Shadow Damage reduced by 50 percent.

Item Name: Thief Gloves

Buy: 50000

Sell: 25000

Statistic Bonuses: Speed +1, Evade +26, Magic Evade +13

Description: Gloves used by thieves.

Item Name: Power Wrist

Buy: 5100

Sell: 2550

Statistic Bonuses: Strength +2, Evade +30, Magic Evade +10

Description: Wristlet guard that raises Strength when equipped.

Item Name: Bronze Gloves

Buy: 480

Sell: 240

Statistic Bonuses: Spirit +1, Evade +8, Magic Evade +2

Description: Gloves made of bronze.

Item Name: Mythril Gloves

Buy: 980

Sell: 490

Statistic Bonuses: Spirit +1, Evade +13, Magic Evade +7

Description: Gloves made of mythril.

Item Name: Thunder Gloves

Buy: 1200

Sell: 600

Statistic Bonuses: Evade +16, Magic Evade +10

Description: Gloves with a thunder god's power dwelling inside. Elemental Defense: Thunder damage reduced by 50 percent. Raises Thunder Elemental Attack.

Item Name: Diamond Gloves

Buy: 2000

Sell: 1000

Statistic Bonuses: Evade +19, Magic Evade +13

Description: Gloves made of diamond. Elemental Defense: Water damage reduced by 100 percent.

Item Name: Aegis Gloves

Buy: 7000

Sell: 3500

Statistic Bonuses: Defense +1, Evade +30, Magic Evade +10

Description: Gloves worn exclusively by knights. Nulls fire damage.

Item Name: Genji Gloves

Buy: N/A

Sell: 1

Statistic Bonuses: Magic +2, Evade +27, Magic Evade +17

Description: Very famous brand of gloves.

Item Name: Gauntlets

Buy: 8000

Sell: 4000

Statistic Bonuses: Speed +1, Evade +36, Magic Evade +7

Description: Gloves worn by swordsmen. Elemental Defense: Fire/Earth/Water/Wind damage reduced by 50 percent.

Item Name: Defense Gloves

Buy: 6000

Sell: 3000

Statistic Bonuses: Defense +1, Evade +25, Magic Defense +1, Magic Evade +20

Description: Protects you from various attacks. Elemental Defense: Fire/Ice/Thunder damage reduced by 50 percent.

Item Name: Venetia Shield

Buy: 2800

Sell: 1400

Statistic Bonuses: Strength +1, Magic +1, Evade +17, Magic Defense +1, Magic Evade +26

Description: Popular shield among soliders.

Item Name: Bracer

Buy: 24000

Sell: 4000

Statistic Bonuses: Strength +1, Evade +35, Magic Evade +18

Description: Bracer used by gamblers. Raises Wind Elemental Attack.

Item Name: Silver Gloves

Buy: 720

Sell: 360

Statistic Bonuses: Evade +10, Magic Evade +5

Description: Combat gloves. Elemental Defense: Ice damage reduced by 50 percent.

=====
6.7 Enemies List -----
=====

----- [A] -----

=====
Name: | Abadon
Level: | 58
HP: | 12,658

MP: | 2479
Gil: | 2604
EXP: | 32,073
Steal: | Garnet, Vaccine, Pheonix Pinion
Type: | Bug/Flying

Name: | Abomination
Level: | 15
HP: | 879
MP: | 482
Gil: | 388
EXP: | 913
Steal: | Ore, Hi-Potion, Ether
Type: | -NIL-

Name: | Adamantoise
Level: | 31
HP: | 3587
MP: | 1043
Gil: | 4433
EXP: | 5096
Steal: | Tent, Hi-Potion, Phoenix Down
Type: | Turtle

Name: | Agares
Level: | 43
HP: | 6775
MP: | 1596
Gil: | 1945
EXP: | 14,279
Steal: | Tent, Soft, Ore
Type: | Demon

Name: | Amdusias
Level: | 42
HP: | 6578
MP: | 1568
Gil: | 0
EXP: | 0
Steal: | Hi-Potion, Antidote, Phoenix Pinion
Type: | Demon/Flying

Name: | Amdusias (Pandemonium)
Level: | 52
HP: | 10,926
MP: | 9282
Gil: | 2316
EXP: | 26,376
Steal: | Tent, Ether
Type: | Demon/Flying

Name: | Anemone
Level: | 31
HP: | 3586
MP: | 1045
Gil: | 1137
EXP: | 5080
Steal: | Ore Tent
Type: | -NIL-

Name: | Antlion
Level: | 16
HP: | 3983
MP: | 3950
Gil: | 1616
EXP: | 0
Steal: | Annoyntment, Mythril Vest, Gold Helmet
Type: | Bug

Name: | Armodullahan
Level: | 13
HP: | 818
MP: | 4598
Gil: | 474
EXP: | 809
Steal: | Ore, Hi-Potion, Ether
Type: | -NIL-

Name: | Armstrong
Level: | 33
HP: | 4204
MP: | 1165
Gil: | 1456
EXP: | 7150
Steal: | Ore, Hi-Potion, Ether
Type: | House

Name: | Ark
Level: | 38
HP: | 20,002
MP: | 1374
Gil: | 5964
EXP: | 0
Steal: | Elixir, Power Vest, Holy Lance
Type: | Flying

Name: | Ash
Level: | 66
HP: | 25,591
MP: | 3014
Gil: | 2748
EXP: | 40,329
Steal: | Tent
Type: | Demon/Flying

Name: | Axe Beak
Level: | 6
HP: | 241
MP: | 267
Gil: | 224
EXP: | 123
Steal: | Ore, Hi-Potion, Ether
Type: | Beast

Name: | Axolotl
Level: | 6
HP: | 211
MP: | 266
Gil: | 236
EXP: | 106

Steal: | Potion, Hi-Potion, Phoenix Pinion
Type: | -NIL-

-----[B]-----

Name: | Baku
Level: | 2
HP: | 202
MP: | 1285
Gil: | 0
EXP: | 0
Steal: | Hi-Potion, Iron Sword
Type: | Human

Name: | Bandersnatch
Level: | 14
HP: | 899
MP: | 464
Gil: | 347
EXP: | 787
Steal: | Potion, Tent
Type: | Beast

Name: | Basilisk
Level: | 6
HP: | 346
MP: | 247
Gil: | 233
EXP: | 167
Steal: | Soft, Hi-Potion
Type: | Bug

Name: | Beatrix(1st)
Level: | 14
HP: | 3630
MP: | 3467
Gil: | 0
EXP: | 0
Steal: | Phoenix Down, Chain Plate, Mythril Sword
Type: | Human

Name: | Beatrix(2nd)
Level: | 17
HP: | 4736
MP: | 3964
Gil: | 0
EXP: | 0
Steal: | Phoenix Down, Thunder Gloves, Ice Brand
Type: | Human

Name: | Beatrix(3rd)
Level: | 19
HP: | 5709
MP: | 4203
Gil: | 0
EXP: | 0
Steal: | Phoenix Down, Ice Brand, Survival Vest
Type: | Human

=====
Name: | Behemoth(Memoria)
Level: | 71
HP: | 24,123
MP: | 3338
Gil: | 2764
EXP: | 53,168
Steal: | Phoenix Pinion
Type: | Beast
=====

=====
Name: | Benero
Level: | 1
HP: | 28
MP: | 149
Gil: | 0
EXP: | 0
Steal: | -NIL-
Type: | Human
=====

=====
Name: | Black Waltz No. 1
Level: | 2
HP: | 229
MP: | 9999
Gil: | 134
EXP: | 0
Steal: | Steepled Hat, Lighting Staff, Flame Staff
Type: | Human
=====

=====
Name: | Black Waltz No. 2
Level: | 6
HP: | 1030
MP: | 3017
Gil: | 441
EXP: | 0
Steal: | Steepled Hat, Leather Plate
Type: | Human/Flying
=====

=====
Name: | Black Waltz No. 3(Cargo Ship)
Level: | 7
HP: | 1128
MP: | 2080
Gil: | 0
EXP: | 0
Steal: | Steepled Hat, Linen Cuirass, Silver Gloves
Type: | Human/Flying
=====

=====
Name: | Black Waltz No. 3(South Gate)
Level: | 9
HP: | 1274
MP: | 344
Gil: | 864
EXP: | 0
Steal: | Steepled Hat, Lightning Staff, Flame Staff
Type: | Human
=====

=====
Name: | Blazer Beetle
Level: | 19
HP: | 1468
MP: | 603
Gil: | 740
=====

EXP: | 1548
Steal: | Hi-Potion, Phoenix Pinion, Ether
Type: | Bug

=====

Name: | Bomb
Level: | 10
HP: | 526
MP: | 359
Gil: | 235
EXP: | 178
Steal: | Ore, Hi-Potion, Ether
Type: | Flying

=====

-----[C]-----

=====

Name: | Cactaur
Level: | 30
HP: | 1939
MP: | 1018
Gil: | 1021
EXP: | 4208
Steal: | Phoenix Down, Tent, Ether
Type: | Plant

=====

Name: | Carrion Worm
Level: | 9
HP: | 259
MP: | 345
Gil: | 319
EXP: | 329
Steal: | Annoyntment, Tent
Type: | Bug

=====

Name: | Carve Spider
Level: | 3
HP: | 123
MP: | 199
Gil: | 124
EXP: | 48
Steal: | Potion, Tent, Ore
Type: | Bug

=====

Name: | Catoblepas/Shoat
Level: | 32
HP: | 3727
MP: | 1069
Gil: | 1421
EXP: | 6609
Steal: | Soft, Hi-Potion, Phoenix Pinion, Ether
Type: | Beast

=====

Name: | Cave Imp
Level: | 2
HP: | 74
MP: | 186
Gil: | 118
EXP: | 35

Steal: | Potion, Phoenix Down
Type: | -NIL-

=====
Name: | Cerberus
Level: | 44
HP: | 6977
MP: | 1625
Gil: | 1984
EXP: | 15,181
Steal: | Ore, Tent, Ether
Type: | Beast

=====
Name: | Chimera
Level: | 67
HP: | 21,901
MP: | 3,053
Gil: | 2732
EXP: | 42,785
Steal: | Vaccine, Garnet, Remedy
Type: | Demon

=====
Name: | Clipper
Level: | 7
HP: | 294
MP: | 278
Gil: | 190
EXP: | 80
Steal: | Ore, Hi-Potion
Type: | -NIL-

=====
Name: | Crawler
Level: | 10
HP: | 625
MP: | 358
Gil: | 323
EXP: | 480
Steal: | Antidote, Phoenix Down, Hi-Potion, Phoenix Pinion
Type: | Bug

-----[D]-----

=====
Name: | Deathguise
Level: | 74
HP: | 55,535
MP: | 9999
Gil: | 8916
EXP: | 0
Steal: | Elixir, Black Belt, Duel Claws
Type: | Demon/Bug/Flying

=====
Name: | Dendrobium
Level: | 2
HP: | 174
MP: | 186
Gil: | 99
EXP: | 39
Steal: | Eye Drops, Tent, Ore

Type: | Flying

=====
Name: | Dracozombie
Level: | 24
HP: | 2179
MP: | 760
Gil: | 941
EXP: | 3229
Steal: | Magic Tag, Hi-Potion, Ether
Type: | Dragon/Undead
=====

=====
Name: | Drakan
Level: | 30
HP: | 3292
MP: | 1018
Gil: | 1118
EXP: | 5675
Steal: | Antidote
Type: | Demon/Flying
=====

=====
Name: | Dragonfly
Level: | 8
HP: | 348
MP: | 295
Gil: | 307
EXP: | 249
Steal: | Eye Drops, Tent
Type: | Bug/Flying
=====

-----[E]-----

=====
Name: | Earth Guardian
Level: | 54
HP: | 20,756
MP: | 2234
Gil: | 4512
EXP: | 0
Steal: | Avenger, Rubber Suit
Type: | Demon
=====

=====
Name: | Epitaph
Level: | 32
HP: | 3732
MP: | 300
Gil: | 0
EXP: | 0
Steal: | Phoenix Down, Soft
Type: | Stone
=====

-----[F]-----

=====
Name: | False
Level: | 11
HP: | 594
=====

MP: | 376
Gil: | 0
EXP: | 23,852
Steal: | -NIL-
Type: | Flying

=====
Name: | Fang (Evil Forest)
Level: | 1
HP: | 68
MP: | 170
Gil: | 90
EXP: | 23
Steal: | Potion, Phoenix down, Hi-Potion, Phoenix Pinion
Type: | Beast

=====
Name: | Fang (Hunt)
Level: | 5
HP: | 216
MP: | 253
Gil: | 0
EXP: | 0
Steal: | -NIL-
Type: | Beast

=====
Name: | Feather Circle
Level: | 13
HP: | 619
MP: | 448
Gil: | 378
EXP: | 629
Steal: | Ore, Annoyntment, Hi-Potion, Ether
Type: | Flying

=====
Name: | Feather Circle
Level: | 29
HP: | 3298
MP: | 994
Gil: | 0
EXP: | 0
Steal: | -NIL-
Type: | Flying/Friendly

=====
Name: | Flan
Level: | 2
HP: | 75
MP: | 183
Gil: | 110
EXP: | 41
Steal: | Potion, Ore
Type: | -NIL-

-----[G]-----

=====
Name: | Gargoyle
Level: | 44
HP: | 6977
MP: | 1628

Gil: | 1958
EXP: | 15,181
Steal: | Hi-Potion, Tent, Phoenix Down, Ether
Type: | Stone/Flying

Name: | Garland
Level: | 62
HP: | 40,728
MP: | 9999
Gil: | 0
EXP: | 0
Steal: | Battle Boots, Ninja Gear, Dark Gear
Type: | Human

Name: | Garuda
Level: | 35
HP: | 3521
MP: | 1216
Gil: | 1279
EXP: | 6933
Steal: | Ore, Hi-Potion, Ether, Phoenix down
Type: | Flying

Name: | Garuda
Level: | 42
HP: | 6583
MP: | 1570
Gil: | 0
EXP: | 0
Steal: | -NIL-
Type: | Flying/Friendly

Name: | Ghost
Level: | 4
HP: | 118
MP: | 9999
Gil: | 126
EXP: | 48
Steal: | Potion, Ore, Hi-Potion, Phoenix Down
Type: | Undead/Flying

Name: | Ghost
Level: | 8
HP: | 347
MP: | 293
Gil: | 0
EXP: | 0
Steal: | -NIL-
Type: | Flying/Friendly

Name: | Gigan Octopus
Level: | 31
HP: | 3584
MP: | 1044
Gil: | 1840
EXP: | 6096
Steal: | Eye Drops, Phoenix Down, Ether
Type: | Flying

Name: | Gigan Toad

Level: | 7
HP: | 297
MP: | 280
Gil: | 288
EXP: | 178
Steal: | Ore
Type: | -NIL-

=====
Name: | Gimme Cat
Level: | 36
HP: | 4683
MP: | 1240
Gil: | 5000
EXP: | 4
Steal: | Echo Screen, Tent, Ether
Type: | -NIL-

=====
Name: | Gizamaluke
Level: | 16
HP: | 3175
MP: | 502
Gil: | 800
EXP: | 0
Steal: | Elixir, Magus Hat, Ice Staff
Type: | Flying

=====
Name: | Gnoll
Level: | 18
HP: | 1375
MP: | 586
Gil: | 691
EXP: | 1368
Steal: | Hi-Potion, Phoenix Pinion, Ether
Type: | -NIL-

=====
Name: | Goblin
Level: | 5
HP: | 33
MP: | 172
Gil: | 88
EXP: | 23
Steal: | Potion
Type: | -NIL-

=====
Name: | Goblin Mage
Level: | 15
HP: | 983
MP: | 485
Gil: | 568
EXP: | 913
Steal: | Potion, Ore
Type: | -NIL-

=====
Name: | Grand Dragon
Level: | 60
HP: | 13,206
MP: | 2250
Gil: | 2604
EXP: | 35,208
Steal: | Tent, Ether, Rising Sun

Type: | Dragon

=====
Name: | Grenade
Level: | 36
HP: | 4685
MP: | 1240
Gil: | 1336
EXP: | 7459
Steal: | Ore, Tent, Ether
Type: | Flying
=====

Name: | Griffin
Level: | 16
HP: | 1470
MP: | 602
Gil: | 602
EXP: | 1858
Steal: | Ore
Type: | Flying
=====

Name: | Grimlock (Pink Head)
Level: | 30
HP: | 3292
MP: | 1018
Gil: | 1363
EXP: | 6610
Steal: | Ore, Tent, Ether
Type: | -NIL-
=====

Name: | Grimlock (Blue Head)
Level: | 30
HP: | 3292
MP: | 1018
Gil: | 1363
EXP: | 6610
Steal: | Hi-Potion, Ether
Type: | -NIL-
=====

-----[H]-----

=====
Name: | Hades
Level: | 92
HP: | 55,535
MP: | 9999
Gil: | 9638
EXP: | 65,535
Steal: | Reflect Ring, Running Shoes, Battle Boots, Robe of Lords
Type: | Demon/Flying
=====

Name: | Hagen
Level: | 1
HP: | 33
MP: | 673
Gil: | 72
EXP: | 0
Steal: | -NIL-
Type: | Human


```
=====
Name:      | Hecteyes
Level:     | 51
HP:        | 9567
MP:        | 2033
Gil:       | 2049
EXP:       | 17,096
Steal:     | Hi-Potion, Vaccine, Phoenix Pinion
Type:      | Demon/Undead
=====
```

```
=====
Name:      | Hedgehog Pie
Level:     | 7
HP:        | 295
MP:        | 281
Gil:       | 187
EXP:       | 119
Steal:     | Ore, Hi-Potion, Phoenix Down
Type:      | -NIL-
=====
```

```
=====
Name:      | Hilgigars
Level:     | 28
HP:        | 8106
MP:        | 908
Gil:       | 2136
EXP:       | 0
Steal:     | Phoenix Down, Mythril Fork, Fairy Flute
Type:      | Human
=====
```

```
=====
Name:      | Hornet
Level:     | 7
HP:        | 293
MP:        | 281
Gil:       | 194
EXP:       | 89
Steal:     | Potion
Type:      | Bug/Flying
=====
```

-----[I]-----

```
=====
Name:      | Ironite
Level:     | 11
HP:        | 889
MP:        | 374
Gil:       | 269
EXP:       | 577
Steal:     | Hi-Potion, Soft
Type:      | Dragon/Flying
=====
```

```
=====
Name:      | Iron Man
Level:     | 68
HP:        | 21,217
MP:        | 3091
Gil:       | 2796
EXP:       | 42,996
Steal:     | Phoenix down
Type:      | Human/Demon
=====
```

-----[J]-----

```
=====
Name:      | Jaberwock
Level:     | 30
HP:        | 3442
MP:        | 1019
Gil:       | 1156
EXP:       | 4675
Steal:     | Ore, Hi-Potion
Type:      | -NIL-
=====
```

```
=====
Name:      | Jabberwock
Level:     | 31
HP:        | 3582
MP:        | 1042
Gil:       | 0
EXP:       | 0
Steal:     | -NIL-
Type:      | Friendly
=====
```

-----[K]-----

```
=====
Name:      | King Leo
Level:     | 1
HP:        | 186
MP:        | 373
Gil:       | 0
EXP:       | 0
Steal:     | -NIL-
Type:      | Human
=====
```

```
=====
Name:      | Kraken
Level:     | 72
HP:        | 59,496
MP:        | 3380
Gil:       | 8628
EXP:       | 0
Steal:     | Genji Helmet, Wizard Rob, Glutton's Robe
Type:      | Demon
=====
```

```
=====
Name:      | Kraken
Level:     | 72
HP:        | 23,354
MP:        | 3381
Gil:       | 4338
EXP:       | 0
Steal:     | Annoyntment, eye Drops
Type:      | Memoria
=====
```

```
=====
Name:      | Kraken - Right Tentacle
Level:     | 71
HP:        | 18,168
MP:        | 3338
Gil:       | 4362
=====
```

EXP: | 0
Steal: | Wing Edge
Type: | Demon

=====

Name: | Kraken - Left Tentacle
Level: | 71
HP: | 18,169
MP: | 3339
Gil: | 4386
EXP: | 0
Steal: | Elixir
Type: | Demon

=====

Name: | Kuja
Level: | 64
HP: | 42,382
MP: | 9999
Gil: | 0
EXP: | 0
Steal: | Ether, Carabini Mail, Light Robe
Type: | Human

-----[L]-----

=====

Name: | Ladybug
Level: | 6
HP: | 244
MP: | 266
Gil: | 193
EXP: | 89
Steal: | Eye Drops, Tent, Hi-Potion, Phoenix Pinion
Type: | Bug/Flying

=====

Name: | Ladybug
Level: | 6
HP: | 244
MP: | 267
Gil: | 0
EXP: | 0
Steal: | -NIL-
Type: | Bug/Flying/Friendly

=====

Name: | Lamia
Level: | 10
HP: | 994
MP: | 358
Gil: | 494
EXP: | 204
Steal: | Ore, Phoenix Down
Type: | -NIL-

=====

Name: | Land Worm
Level: | 29
HP: | 5296
MP: | 997
Gil: | 1316
EXP: | 5151

Steal: | Ore, Hi-Potion
Type: | Bug

=====
Name: | Lani
Level: | 19
HP: | 5708
MP: | 4802
Gil: | 0
EXP: | 0
Steal: | Ether, Gladius, Coral Sword
Type: | Human

=====
Name: | Lich
Level: | 71
HP: | 58,544
MP: | 9999
Gil: | 8436
EXP: | 0
Steal: | Genji Gloves, Siren's Flute, Black Robe
Type: | Demon

=====
Name: | Lich
Level: | 68
HP: | 22,218
MP: | 3091
Gil: | 2828
EXP: | 0
Steal: | Ore
Type: | Memoria

=====
Name: | Lizard Man
Level: | 10
HP: | 589
MP: | 359
Gil: | 218
EXP: | 173
Steal: | Ore, Tent
Type: | Dragon

-----[M]-----

=====
Name: | Magic Vice
Level: | 7
HP: | 297
MP: | 278
Gil: | 239
EXP: | 213
Steal: | Echo Screen, Ether
Type: | -NIL-

=====
Name: | Malboro
Level: | 57
HP: | 11,687
MP: | 2334
Gil: | 2572
EXP: | 30,579
Steal: | Ore, Vaccine

Type: | Plant

=====
Name: | Malaris
Level: | 72
HP: | 59,497
MP: | 3381
Gil: | 8532
EXP: | 0
Steal: | Genji Armor, Ultima Sword, Masamune
Type: | Demon
=====

Name: | Malaris
Level: | 69
HP: | 22,535
MP: | 3127
Gil: | 2860
EXP: | 0
Steal: | Phoenix Down
Type: | Memoria
=====

Name: | Manddragora
Level: | 9
HP: | 662
MP: | 344
Gil: | 595
EXP: | 307
Steal: | Echo Screen, Tent, Hi-Potion, Phoenix Pinion
Type: | -NIL-
=====

Name: | Masked Man
Level: | 1
HP: | 188
MP: | 223
Gil: | 805
EXP: | 0
Steal: | Potion, Wrist, Mage Masher
Type: | Human
=====

Name: | Meltigemini
Level: | 42
HP: | 24,348
MP: | 1570
Gil: | 6428
EXP: | 0
Steal: | Vaccine, Golden Hairpin, Demon's Vest
Type: | Demon
=====

Name: | Mimic
Level: | 8
HP: | 346
MP: | 295
Gil: | 777
EXP: | 320
Steal: | Hi-Potion, Antidote
Type: | Box
=====

Name: | Mistodon
Level: | 19
HP: | 1473
MP: | 602

Gil: | 747
EXP: | 2548
Steal: | Ore, Hi-Potion
Type: | Undead

Name: | Mover
Level: | 52
HP: | 7532
MP: | 2064
Gil: | 2300
EXP: | 23,801
Steal: | Opal, Vaccine, Tent
Type: | Flying

Name: | Mu(Evil Forest)
Level: | 2
HP: | 77
MP: | 183
Gil: | 104
EXP: | 34
Steal: | Potion
Type: | -NIL-

Name: | Mu(Hunt)
Level: | 5
HP: | 201
MP: | 253
Gil: | 0
EXP: | 0
Steal: | -NIL-
Type: | -NIL-

Name: | Mu
Level: | 2
HP: | 78
MP: | 186
Gil: | 0
EXP: | 0
Steal: | -NIL-
Type: | Friendly

Name: | Myconid
Level: | 20
HP: | 1372
MP: | 584
Gil: | 726
EXP: | 1368
Steal: | Eye Drops, Tent
Type: | Flying

-----[N]-----

Name: | Necron
Level: | 69
HP: | 54,100
MP: | 9999
Gil: | 0

EXP: | 0
Steal: | Elixir
Type: | Flying

=====
Name: | Nova Dragon
Level: | 67
HP: | 54,940
MP: | 9999
Gil: | 9506
EXP: | 0
Steal: | Remedy, Dragon Wrist, Grand Armor
Type: | Dragon/Flying

=====
Name: | Nymph
Level: | 9
HP: | 458
MP: | 345
Gil: | 303
EXP: | 329
Steal: | Echo Screen, Ore, Hi-Potion, Phoenix Down
Type: | -NIL-

=====
Name: | Nymph
Level: | 9
HP: | 463
MP: | 344
Gil: | 0
EXP: | 0
Steal: | NA
Type: | Friendly

-----[0]-----

=====
Name: | Ochu
Level: | 16
HP: | 3568
MP: | 622
Gil: | 845
EXP: | 2093
Steal: | Hi-Potion, Phoenix Pinion, Ether
Type: | Plant

=====
Name: | Ogre
Level: | 32
HP: | 3727
MP: | 1067
Gil: | 1204
EXP: | 5507
Steal: | Annoyntment, Phoenix Pinion, Ether
Type: | -NIL-

=====
Name: | Ozma
Level: | 99
HP: | 55,535
MP: | 9999
Gil: | 18,312
EXP: | 65,535

Steal: | Elixir, Robe of Lords, Dark Matter, Pumice Piece
Type: | Flying

-----[P]-----

=====
Name: | Plant Brain
Level: | 7
HP: | 916
MP: | 1431
Gil: | 468
EXP: | 0
Steal: | Eye Drops, Iron Helm
Type: | Plant
=====

=====
Name: | Plant Spider
Level: | 1
HP: | 33
MP: | 173
Gil: | 91
EXP: | 22
Steal: | Potion, Ore, Hi-Potion
Type: | Bug
=====

=====
Name: | Prison Cage
Level: | 2
HP: | 533
MP: | 1186
Gil: | 0
EXP: | 0
Steal: | Broad Sword, Leather Wrist
Type: | Plant
=====

=====
Name: | Python
Level: | 2
HP: | 75
MP: | 184
Gil: | 106
EXP: | 40
Steal: | Potion, Ore, Hi-Potion, Phoenix Pinion
Type: | -NIL-
=====

-----[Q]-----

=====
Name: | Quale
Level: | 76
HP: | 65,535
MP: | 3680
Gil: | 10,800
EXP: | 65,535
Steal: | Elixir, Ninja Gear, Glutton's Robe, Robe of Lords
Type: | Human
=====


```
=====
Name:      | Ragtime Mouse
Level:     | 31
HP:        | 3584
MP:        | 1045
Gil:       | 59,630
EXP:       | 22,52
Steal:     | -NIL-
Type:      | -NIL-
=====
```

```
=====
Name:      | Ralvuimago
Level:     | 18
HP:        | 3352
MP:        | 584
Gil:       | 1404
EXP:       | 0
Steal:     | Phoenix Down, Adamn Vest, Oak Staff
Type:      | -NIL-
=====
```

```
=====
Name:      | Ralvurahva
Level:     | 13
HP:        | 2296
MP:        | 3649
Gil:       | 0
EXP:       | 0
Steal:     | Bone Wrist, Mythril Fork
Type:      | Dragon
=====
```

```
=====
Name:      | Red Dragon
Level:     | 36
HP:        | 8000
MP:        | 1242
Gil:       | 5156
EXP:       | 22,377
Steal:     | Tent, Ether, Elixir
Type:      | Dragon/Flying
=====
```

```
=====
Name:      | Ring Leader
Level:     | 51
HP:        | 9569
MP:        | 2030
Gil:       | 1868
EXP:       | 18,816
Steal:     | Echo Screen, Vaccine
Type:      | Demon/Flying
=====
```

```
=====
Name:      | Sahagin
Level:     | 18
HP:        | 1375
MP:        | 585
Gil:       | 684
EXP:       | 1368
Steal:     | Hi-Potion, Ether
=====
```

Type: | NA

=====
Name: | Sand Golem
Level: | 11
HP: | 342
MP: | 376
Gil: | 589
EXP: | 677
Steal: | Hi-Potion, Eye Drops
Type: | NA

=====
Name: | Sand Golem (Core)
Level: | 11
HP: | 1091
MP: | 377
Gil: | 0
EXP: | 0
Steal: | Ore, Hi-Potion
Type: | NA

=====
Name: | Sand Scorpion
Level: | 10
HP: | 526
MP: | 360
Gil: | 315
EXP: | 400
Steal: | Ore, Antidote, Ether
Type: | NA

=====
Name: | Scarlet Hair
Level: | 22
HP: | 8985
MP: | 5865
Gil: | 4790
EXP: | 0
Steal: | Ether, Poison Knuckles
Type: | Human

=====
Name: | Sealion
Level: | 3
HP: | 472
MP: | 9999
Gil: | 205
EXP: | 0
Steal: | Ether, Mythril Daggar
Type: | Flying

=====
Name: | Seeker Bat
Level: | 12
HP: | 594
MP: | 377
Gil: | 366
EXP: | 449
Steal: | Eye Drops, Tent
Type: | Flying

=====
Name: | Serpion
Level: | 8
HP: | 397
MP: | 295

Gil: | 184
EXP: | 139
Steal: | Antidote
Type: | Dragon

Name: | Shell Dragon
Level: | 58
HP: | 12,661
MP: | 2482
Gil: | 2588
EXP: | 32,073
Steal: | Hi-Potion, Vaccine, Tent, Phoenix Pinion
Type: | Dragon

Name: | Shell Dragon (Pandemonium)
Level: | 54
HP: | 10,921
MP: | 9335
Gil: | 2332
EXP: | 26,376
Steal: | Phoenix Down, Elixir
Type: | Dragon

Name: | Silver Dragon
Level: | 58
HP: | 24,055
MP: | 9999
Gil: | 5240
EXP: | 0
Steal: | Elixir, Dragon Mail, Kaiser Knuckles
Type: | Dragon/Flying

Name: | Skeleton
Level: | 8
HP: | 400
MP: | 293
Gil: | 209
EXP: | 104
Steal: | Ore, Hi-Potion, Ether
Type: | Undead

Name: | Soldier (Cleyra)
Level: | 10
HP: | 523
MP: | 358
Gil: | 311
EXP: | 400
Steal: | Potion, Phoenix Down, Echo Screen, Phoenix Pinion
Type: | Human

Name: | Soldier (Alexandria Castle)
Level: | 9
HP: | 459
MP: | 342
Gil: | 292
EXP: | 357
Steal: | Potion, Phoenix Down, Hi-Potion, Phoenix Pinion
Type: | Human

Name: | Soulcage

Level: | 26
HP: | 9765
MP: | 862
Gil: | 3800
EXP: | 0
Steal: | Oak Staff, Magician Cloak, Brigandine
Type: | Undead

Name: | Steiner 1st battle)
Level: | 1
HP: | 169
MP: | 523
Gil: | 0
EXP: | 0
Steal: | Leather Hat, Silk Shirt
Type: | Human

Name: | Steiner (2nd battle)
Level: | 1
HP: | 167
MP: | 620
Gil: | 355
EXP: | 0
Steal: | NA
Type: | Human

Name: | Steiner (3rd battle)
Level: | 1
HP: | 162
MP: | 770
Gil: | 0
EXP: | 0
Steal: | NA
Type: | Human

Name: | Stilva
Level: | 67
HP: | 21,906
MP: | 3053
Gil: | 2780
EXP: | 42,785
Steal: | Ether
Type: | Demon

Name: | Stroper
Level: | 21
HP: | 1840
MP: | 697
Gil: | 915
EXP: | 2346
Steal: | Soft, Peridot, Phoenix Down, Phoenix Pinion
Type: | Stone

-----[T]-----

Name: | Taharka
Level: | 46

HP: | 29,186
MP: | 1776
Gil: | 8092
EXP: | 0
Steal: | Elixir, Myhtril Claws, Orichalcon
Type: | Flying

Name: | Tantarion
Level: | 41
HP: | 21,997
MP: | 1456
Gil: | 4472
EXP: | 12,585
Steal: | Ether, Elixir, Silver Fork, Demon's Mail
Type: | Demon

Name: | Thorn
Level: | 16
HP: | 2984
MP: | 9999
Gil: | 0
EXP: | 0
Steal: | Mythril Armor, Mythril Armlet
Type: | Human

Name: | Tiamat
Level: | 72
HP: | 59,494
MP: | 3381
Gil: | 8820
EXP: | 0
Steal: | Blood Sword, Feather Boots, Grand Helmet
Type: | Dragon

Name: | Tiamat (Memoria)
Level: | 71
HP: | 24,127
MP: | 3338
Gil: | 2956
EXP: | 0
Steal: | Ether, Wing Edge
Type: | Dragon

Name: | Tonberry
Level: | 46
HP: | 7886
MP: | 1779
Gil: | 1513
EXP: | 13,297
Steal: | Hi-Potion, Phoenix Down, Phoenix Pinion, Ether
Type: | -NIL-

Name: | Torama
Level: | 30
HP: | 3292
MP: | 1018
Gil: | 1118
EXP: | 5675
Steal: | Antidote, Phoenix Pinion
Type: | Beast/Demon

```
=====
Name:      | Trance Kuja
Level:     | 76
HP:        | 55,535
MP:        | 9999
Gil:       | 0
EXP:       | 0
Steal:     | Ether, White Robe, Rebirth Ring
Type:      | Human/Flying
=====
```

```
=====
Name:      | Trick Sparrow
Level:     | 5
HP:        | 191
MP:        | 250
Gil:       | 198
EXP:       | 65
Steal:     | Ore
Type:      | Flying
=====
```

```
=====
Name:      | Troll
Level:     | 20
HP:        | 1469
MP:        | 623
Gil:       | 854
EXP:       | 2093
Steal:     | Ore, Tent
Type:      | -NIL-
=====
```

```
=====
Name:      | True
Level:     | 11
HP:        | 589
MP:        | 377
Gil:       | 0
EXP:       | 0
Steal:     | NA
Type:      | Flying
=====
```

```
=====
Name:      | Type A
Level:     | 8
HP:        | 398
MP:        | 293
Gil:       | 199
EXP:       | 115
Steal:     | Phoenix Down, Tent
Type:      | Human
=====
```

```
=====
Name:      | Type B
Level:     | 10
HP:        | 526
MP:        | 361
Gil:       | 321
EXP:       | 373
Steal:     | Ore, Hi-Potion, Ether
Type:      | Human
=====
```

```
=====
Name:      | Type C
Level:     | 13
HP:        | 623
MP:        | 447
Gil:       | 336
=====
```

EXP: | 629
Steal: | Potion, Tent
Type: | Human

-----[V]-----

Name: | Vulia Pira
Level: | 36
HP: | 12,119
MP: | 9999
Gil: | 4089
EXP: | 0
Steal: | NA
Type: | Flying

Name: | Verpal (Green)
Level: | 34
HP: | 4363
MP: | 1188
Gil: | 1270
EXP: | 6434
Steal: | Hi-Potion, Phoenix Down, Ether
Type: | Flying

Name: | Verpal (Red)
Level: | 35
HP: | 4022
MP: | 1214
Gil: | 1326
EXP: | 6933
Steal: | Hi-Potion, Phoenix Pinion, Ether
Type: | Flying

Name: | Veteran
Level: | 44
HP: | 6972
MP: | 1627
Gil: | 1971
EXP: | 15,181
Steal: | Hi-Potion, Ether, Phoenix Pinion
Type: | Demon/Flying

Name: | Vice
Level: | 4
HP: | 129
MP: | 209
Gil: | 128
EXP: | 48
Steal: | Echo Screen, Potion
Type: | -NIL-

-----[W]-----

Name: | Weimar

Level: | 1
HP: | 38
MP: | 721
Gil: | 73
EXP: | 0
Steal: | NA
Type: | Human

=====
Name: | Whale Zombie
Level: | 32
HP: | 3730
MP: | 1066
Gil: | 1528
EXP: | 6609
Steal: | Antidote, Magic Tag
Type: | Undead/Flying

=====
Name: | Worm Hydra
Level: | 37
HP: | 4846
MP: | 1268
Gil: | 1345
EXP: | 8010
Steal: | Hi-Potion, Antidote
Type: | Dragon

=====
Name: | Wraith (Blue)
Level: | 36
HP: | 4686
MP: | 1239
Gil: | 1654
EXP: | 8950
Steal: | Ore, Hi-Potion
Type: | Undead/Flying

=====
Name: | Wraith (Red)
Level: | 37
HP: | 4686
MP: | 1268
Gil: | 1345
EXP: | 8010
Steal: | Topaz, Hi-Potion, Phoenix Pinion
Type: | Flying/Undead

=====
Name: | Wyerd
Level: | 2
HP: | 129
MP: | 183
Gil: | 116
EXP: | 45
Steal: | Potion, Tent, Phoenix Down
Type: | Beast

-----[Y]-----

=====
Name: | Yan
Level: | 72

HP: | 19,465
MP: | 3378
Gil: | 2218
EXP: | 42,673
Steal: | Ore, Elixir
Type: | -NIL-

=====
Name: | Yan
Level: | 61
HP: | 13,486
MP: | 2588
Gil: | 0
EXP: | 0
Steal: | NA
Type: | Friendly

=====
Name: | Yeti
Level: | 9
HP: | 463
MP: | 342
Gil: | 221
EXP: | 133
Steal: | Eye Drops, Ore, Hi-Potion
Type: | Flying

=====
Name: | Yeti
Level: | 6
HP: | 246
MP: | 265
Gil: | 0
EXP: | 0
Steal: | NA
Type: | Flying/Friendly

-----[Z]-----

=====
Name: | Zagnol (Hunt)
Level: | 9
HP: | 1574
MP: | 2342
Gil: | 0
EXP: | 0
Steal: | Mythril gloves, Needle Fork
Type: | Beast

=====
Name: | Zagnol (Pinnacle Rocks)
Level: | 16
HP: | 1189
MP: | 499
Gil: | 546
EXP: | 1261
Steal: | Ore, Tent, Ether
Type: | Beast

=====
Name: | Zemzelett
Level: | 20
HP: | 1571

MP: | 625
Gil: | 889
EXP: | 2093
Steal: | Ore, Hi-Potion, Ether
Type: | Flying

=====
Name: | Zenero
Level: | 1
HP: | 32
MP: | 149
Gil: | 0
EXP: | 0
Steal: | NA
Type: | Human

=====
Name: | Zombie
Level: | 19
HP: | 973
MP: | 603
Gil: | 708
EXP: | 1445
Steal: | Magic Tab, Tent, Ether
Type: | Undead

=====
Name: | Zorn
Level: | 16
HP: | 4896
MP: | 9999
Gil: | 0
EXP: | 0
Steal: | Partisan, Stardust Rod
Type: | Human

=====
Name: | Zuu
Level: | 8
HP: | 1149
MP: | 293
Gil: | 384
EXP: | 320
Steal: | Potion, Ore, Hi-Potion, Phoenix Pinion
Type: | Flying

=====
7.0 Tetra Master -----
=====

COMING SOON!

=====
8.0 Boss Guide -----
=====

=====
STEINER BOSS FIGHT
HP: 169, 167, 162

AP: N/A

Weak Vs.: N/A

Steal Items: Leather Hat, Silk Shirt

Spoils: None

=====
In the first battle, just have Zidane and Blank attack every round, while Cinna steals. You should not have to worry about healing or anything. In the second battle, Steiner is accompanied by two people. It does not matter though, because you have Marcus and Vivi in your party now to compensate. Have Marcus and Zidane attack every round, while Vivi uses fire magic. The two guards should not be worried about, just focus on Steiner. In the third battle, just keep on attacking him until he realizes that there really is a Bomb behind him. The idiot cannot figure it out for a while!

=====
PRISON CAGE BOSS FIGHT

HP: 513, 533

AP: 3

Weak Vs.: Fire

Steal Items: Leather Wrist, Broadsword

Spoils: Phoenix Down, Eye Drops, Goblin Card (random)

=====
I had a lot of problems with this battle until I figured out what to do. Here is what you do: see how Zidane goes into Trance? Have him use his strongest attack, while Vivi uses fire. This makes the battle go by quicker, and you should knock him out before Garnet dies. The second time around, Vivi is trapped. Vivi will attack the monster with Fire magic, so just do attacks and heal Vivi with potions and you should do fine.

=====
BAKU BOSS FIGHT

HP: 202

AP: N/A

Weak Vs.: N/A

Steal Items: Hi-Potion, Iron Sword

Spoils: None

=====
Baku is not intent on killing Zidane, but the game will end if you don't watch your HP and take Potions when needed. Baku will trip and fall during half of his attacks. But don't think him a fool, because Baku is really trying to get Zidane to steal some helpful items from him. If you can steal the Iron Sword for Steiner to use, your party will have it much easier in the Boss fight to come! So alternate attacks with attempts at thievery. After obtaining the Iron Sword, continue to attack until Baku calls it quits.

=====
PLANT BRAIN BOSS FIGHT

HP: 916

AP: 5

Weak Vs.: Fire

Steal Items: Iron Helm

Spoils: Phoenix Down, Potion

=====
This guy is actually pretty simple, as Blank can take out a good chunk of HP each round. Just have Blank and Zidane attack and Vivi heal with potions as needed (or attack with Fire magic, Plant Brain is weak against that) and you should do okay. You should worry about the Pollen

attack, which causes darkness, use Eyedrops to cure this if you need to, but you should kill the sucka before he gets to know too much. =)

=====

BLACK WALTZ #1 AND SEALION BOSS FIGHT

HP: Black Waltz #1: 229, Sealion: 472

AP: 5

Weak Vs.: Fire (both), Ice (Black Waltz #1)

Steal Items: Black Waltz #1: Silk Shirt, Remedy, Sealion: Ether, Mythril Dagger

Spoils: Hi-Potion, Phoenix Down, Fang Card, Skeleton Card

=====

I really did not have too much problems with this boss at all. Just make sure to

use Potions whenever you get down to around 100 HP or so, because a Blizzard spell could very well take off 100 HP from you, and then you will have to start this over again. I would kill the Black Waltz first, as he does not have as much

HP as the Sea Lion. I think you can take out the Black Waltz with 4 or 5 hits of

your sword if you have the Mage Masher equipped, so make sure to have it equipped before entering this battle, as I told you before. If Zidane goes into trance during this battle, it is pretty much over because he can use Tidal Flame

which kills both bosses pretty much instantly. Like I said, this isn't that tough, just heal and keep your HP up and you should do fine.

=====

BLACK WALTZ #2 BOSS FIGHT

HP: 1030

AP: 5

Weak Vs.: Wind

Steal Items: Steepled Hat, Leather Plate

Spoils: Ether, Zagnol Card (random)

=====

This battle is not that tough as long as you know what you are doing. Do not use

magic on him unless you want him to attack back with magic. Here is what I would

do: Have dagger cast Protect on all 4 members, if possible, while Steiner uses the Thunder sword magic attack, and Zidane steals and attacks. You can steal a Steepled Hat and Leather Plate from this boss, which is actually pretty good.

Have Vivi be the healer of the party with Potions and stuff, although I just went ahead and used magic, his counter-magic attack is not that horrible. His goal is to kidnap the princess, so I assume that he will not kill her, instead he tries to kill the other guys in the party, and then kidnap her when they are dead. I do not know though since I did not have much problems with this boss, at

all.

=====

BLACK WALTZ #3 BOSS FIGHT

HP: 1128

AP: N/A

Weak Vs.: Wind

Steal Items: Steepled Hat, Linen Cuirass, Silver Gloves

Spoils: None

=====

This battle is actually quite easy. Vivi goes into trance automatically to start

the battle, which means he can now cast two magic spells in a row. And this one

does not have a strong counter attack, which means you can cast two Fire spells in a row without having to worry too much. Have Steiner use Sword Magic spells frequently. Waltz No.3's one main defense seems to be its ability to float in the air. Once it rises off the deck, regular physical attacks miss every time. This puts Zidane at something of a disadvantage throughout the entire battle. Therefore, have him steal and cure the others with Potions when needed. I have him steal automatically, because you can get three good items from this boss, and at the end of the fight the boss just runs away and breaks down, so you do not win anything for defeating him.

=====
GIZAMALUKE BOSS FIGHT

HP: 3175

AP: 5

Weak Vs.: Thunder, Wind

Steal Items: Ice Staff, Magus Hat, Elixir

Spoils: Tent, Mythril Sword Card (Random)

=====
I found out a nice little trick in order to beat this guy more quickly. The move

I hate most that he uses is Crash, but I found a way to counter it. I found a way to make the dude Blind, all you have to do is hit him with Zidane's Soul Blade ability, which is learned via the Ogre. Of course, you can learn it and then equip another weapon. This dude can also silence Vivi, which is a pain in the neck. Just have Vivi use magic when he can, while Steiner uses Sword Magic or Sword Tech if Vivi is silenced, and have Zidane steal some stuff then attack.

Have Quina use blue magic, I just have it end up being the healer though, feeding the party potions as they need it. It is not that tough to beat once you

have blinded it. If you do not blind it, it is a bit tougher to beat.

=====
GENERAL BEATRIX BOSS FIGHT

HP: 3630

AP: ???

Weak Vs.: Nothing

Steal Items: Chain Plate, Mythril Sword, Phoenix Down

Spoils: N/A

=====
Despite what other people may say, this is not that tough of a battle if you know what you are doing. You have Zidane, Freya, Quina, and Vivi in your party. Have Quina be the healer of the party, have Zidane attack and/or steal, have Freya jump or use Lancer every round, and have Vivi cast Thundara, Fira, or Blizzarra every round, that causes a lot of damage. I would have Vivi heal party with potions as needed, Quina can actually attack on occasion, and make sure you

keep the party healed at all times, and you should do fine. I had a lot of potions, and kept on loading everyone with potions, she barely even touched me after that. After doing enough damage, she says something like "You will never defeat me!" then casts Shock Break on the party, ending the battle with everyone

is at 1 HP.

=====
BLACK WALTZ NO. 3 BOSS FIGHT

HP: 3000

AP: ???

Weak Vs.: Nothing

Steal Items: Nothing

Spoils: N/A

=====
The biggest problem I had with this battle was the fact that Vivi was not present for the battle. Not only does this mean that you do not get his valuable magic attacks, but it also means that Steiner must go ahead and use whatever attacks he has learned, without using Sword Magic. However, this battle was pretty easy for me. Have Marcus attack (or steal if you want, I have not had him steal yet, though), Dagger should either cure or attack (if she has the Multina Racket equipped, she can probably do more damage than Marcus can), and Steiner should either attack or use his strongest sword attack. This battle is not that tough.

=====
RALVURAHVA BOSS FIGHT

HP: 2200

AP: 0

Weak Vs.: Nothing

Steal Items: Bone Wrist, Mythril Fork

Spoils: None

=====
Remember I told you that it would be a good idea to equip Steiner and Dagger with the ability Antibody? Well, this is the reason why. If you have it equipped, the battle will be easier. If you do not have it equipped, well good luck. Here is what I did for a quick win. I had Steiner attack with his Sword Art attacks, I had Marcus steal the two items then attack, and I had Dagger be the curer in the party, while casting antidotes on Marcus if he gets poisoned. The boss likes to cast a lot of Poison magic attacks, but since you have Antibody equipped you should not have much trouble dealing with this. Just attack it and heal as normal and it should be defeated rather easily, then it just leaves without giving you anything. If you stole stuff with Marcus, though, you have gained something from the boss. Otherwise, you got nothing! =)

MORE COMING SOON!

=====
9.0 Shop Guide -----
=====

THANK TO: The Free Lancer <freelancer_matt@hotmail.com>

=====
{- = Contents = -}
=====

Exegesis
Shop Lists
Termination

=====
{- = Exegesis = -}

=====
This FAQ consists of all the shop lists in the Playstation game, Final Fantasy IX. This FAQ does not explain the use of available items; go to Sailor Bacon's Final Fantasy IX Resource List if you're looking for that information. Anyway, the lists are organized by town. The town order is listed in the order you visit the town shops. For example, Alexandria is not first because you don't visit an Alexandrian shop until later. If you would like this fixed, tell me, and I might alphabetize it or something in the next version. Anyway, if the stores' inventory changes, it is subtitled appropriately. The lists are presented in the following format, depending on the type of store:

Regular Shop:

SHOP NAME
Item Price (Gil)
Item Price (Gil)
Item Price (Gil)
etc.

Synthesis shop:

SHOP NAME
Item Required Items Price (Gil)
Item Required Items Price (Gil)
Item Required Items Price (Gil)
etc.

=====
{-- Shop Lists ==}
=====

Dali

EVE'S ITEM SHOP
Dagger 320
Mage Masher 500
Broadsword 330
Iron Sword 660
Rod 260
Mage Staff 320
Wrist 130
Leather Wrist 200
Bronze Gloves 480
Leather Hat 150
Feather Hat 200
Rubber Helm 250
Bronze Helm 330
Leather Shirt 270
Silk Shirt 400
Bronze Armor 650

TAVERN MEDICINE SHOP

Potion	50
Phoenix Down	150
Antidote	50
Eye Drops	50
Tent	800

Lindblum

ALICE'S ITEM SHOP

Potion	50
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Tent	800

DRAGOOS' ARMORY

Dagger	320
Mage Masher	500
Mythril Dagger	950
Iron Sword	660
Javelin	880
Rod	260
Fork	1100
Leather Wrist	200
Glass Armlet	250
Bronze Gloves	480
Silver Gloves	720
Steepled Hat	260
Headgear	330
Iron Helm	450
Leather Plate	530
Linen Cuirass	800

TORRES' SYNTHESIS SHOP

Butterfly Sword	300	Dagger, Mage Masher
The Ogre	700	Mage Masher, Mage Masher
Cotton Robe	1000	Wrist, Steepled Hat
Desert Boots	300	Leather Hat, Leather Shirt
Yellow Scarf	400	Feather Hat, Steepled Hat
Glass Buckle	500	Glass Armlet, Leather Wrist

Burmecia

ATLA'S MOGSHOP

Needle Fork	3100
Glass Armlet	250
Mythril Gloves	980
Steepled Hat	260

Headgear	330
Magus Hat	400
Linen Cuirass	800
Barbut	600
Bronze Vest	670
Linen Cuirass	800
Potion	50
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Tent	800

Summit Station

SUMMIT STATION SHOP

Air Racket	400
Mythril Rod	560
Glass Armlet	250
Silver Gloves	720
Mythril Gloves	980
Steepled Hat	260
Headgear	330
Magus Hat	400
Rubber Helm	250
Iron Helm	450
Barbut	600
Bronze Vest	670
Linen Cuirass	800
Potion	50
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Tent	800

Treno

TRENO WEAPONS & ARMOR SHOP

Dagger	320
Mage Masher	500
Mythril Dagger	950
Mythril Sword	1300
Mythril Spear	1100
Air Racket	400
Mythril Rod	560
Flame Staff	1100
Ice Staff	980
Lightning Staff	1200
Fork	1100
Needle Fork	3100
Leather Wrist	200

Glass Armlet	250
Bone Wrist	330
Mythril Gloves	980
Bandana	500
Barbut	600
Silk Shirt	400
Leather Plate	530
Bronze Vest	670
Chain Plate	810
Linen Cuirass	800
Chain Mail	1200

TRENO ITEM SHOP

Potion	50
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Tent	800

TRENO SYNTHESIS SHOP

Butterfly Sword	300	Dagger, Mage Masher
The Ogre	700	Mage Masher, Mage Masher
Cotton Robe	1000	Wrist, Steepled Hat
Desert Boots	300	Leather Hat, Leather Shirt
Yellow Scarf	400	Feather Hat, Steepled Hat
Glass Buckle	500	Glass Armlet, Leather Wrist
Germinas Boots	900	Desert Boots, Fork
Cachusha	1000	Magus Hat, Rubber Helm
Coral Ring	1200	Lightning Staff, Rod
Gold Choker	1300	Linen Cuirass, Soft

Cleyra

BURMECIAN SOLDIER DAN'S WEAPONS & ARMOR SHOP

Partisan	1600
Air Racket	400
Mythril Rod	560
Flame Staff	1100
Ice Staff	980
Needle Fork	3100
Bone Wrist	330
Mythril Armlet	500
Mythril Gloves	980
Thunder Gloves	1200
Magus Hat	400
Bandana	500
Magus's Hat	600
Mythril Helm	1000
Chain Plate	810
Mythril Vest	1180
Chain Mail	1200
Mythril Armor	1830

STAR MAIDEN NINA'S MEDICINE SHOP

Potion	50
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Annoyment	150
Tent	800

Lindblum II

DRAGOOS' WEAPON SHOP

Dagger	320
Mage Masher	500
Mythril Dagger	950
Ice Brand	3780
Partisan	1600
Multina Racket	750
Stardust Rod	760
Flame Staff	1100
Ice Staff	980
Lightning Staff	1200
Leather Wrist	200
Glass Armlet	250
Bone Wrist	330
Mythril Armlet	500
Mythril Gloves	980
Thunder Gloves	1200
Headgear	330
Magus Hat	400
Bandana	500
Mage's Hat	600
Mythril Helm	1000
Silk Shirt	400
Leather Plate	530
Bronze Vest	670
Chain Plate	810
Linen Cuirass	800
Chain Mail	1200
Mythril Armor	1830

ALICE'S MEDICINE SHOP

Potion	50
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Annoyment	150
Tent	800

TORRES' SYNTHESIS SHOP

Butterfly Sword	300
-----------------	-----

Dagger, Mage Masher

The Ogre	700	Mage Masher, Mage Masher
Cotton Robe	1000	Wrist, Steepled Hat
Desert Boots	300	Leather Hat, Leather Shirt
Yellow Scarf	400	Feather Hat, Steepled Hat
Glass Buckle	500	Glass Armlet, Leather Wrist
Germinas Boots	900	Desert Boots, Fork
Cachusha	1000	Magus Hat, Rubber Helm
Coral Ring	1200	Lightning Staff, Rod
Gold Choker	1300	Linen Cuirass, Soft
Magician Shoes	1500	Germinas Boots, Bone Wrist
Barette	1800	Needle Fork, Barbut
Power Belt	2000	Glass Buckle, Chain Mail

Fossil Roo

MOGKI'S AND KUPPO'S MOGSHOPS

Potion	50
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Annoyment	150
Tent	800

TREASURE HUNTER'S INVENTORY

Ice Brand	3780
Partisan	1600
Multina Racket	750
Stardust Rod	760
Mythril Armlet	500
Mythril Gloves	980
Thunder Gloves	1200
Bandana	500
Mage's Hat	600
Mythril Helm	1000
Chain Plate	810
Mythril Vest	1180
Adaman Vest	1600
Mythril Armor	1830
Potion	50
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Annoyment	150
Tent	800

Conde Petie

GROCERY STORE MEDICINES

Potion	50
--------	----

Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Annoyment	150
Tent	800

GOLDPIILER'S WEAPONS SHOP

Poison Knuckles	5000
Multina Racket	750
Stardust Rod	760
Flame Staff	1100
Ice Staff	980
Lightning Staff	1200
Oak Staff	2400
Mythril Fork	4700
Mythril Armlet	500
Lamia's Tiara	800
Ritual Hat	1000
Adaman Vest	1600
Magician Cloak	1850

 Black Mage Village

NO. 163'S MEDICINE SHOP

Potion	50
Hi-Potion	200
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Remedy	300
Annoyment	150
Tent	800

NO. 239'S WEAPON & ARMOR SHOP

Mage Masher	500
Mythril Dagger	950
Gladius	2300
Stardust Rod	760
Mage Staff	320
Flame Staff	1100
Ice Staff	980
Lightning Staff	1200
Oak Staff	2400
Mythril Fork	4700
Leather Wrist	200
Glass Armlet	250
Bone Wrist	330
Mythril Armlet	500
Magic Armlet	1000
Leather Hat	150
Feather Hat	200

Steepled Hat	260
Headgear	330
Magus Hat	400
Bandana	500
Mage's Hat	600
Lamia's Tiara	800
Ritual Hat	1000
Silk Shirt	400
Leather Plate	530
Bronze Vest	670
Chain Plate	810
Mythril Vest	1180
Adaman Vest	1600
Magician Cloak	1850
Survival Vest	2900

BLACK CAT SYNTHESIS SHOP

Butterfly Sword	300	Dagger, Mage Masher
The Ogre	700	Mage Masher, Mage Masher
Exploda	1000	Mage Masher, Mythril Dagger
Rune Tooth	2000	Mythril Dagger, Mythril Dagger
Cotton Robe	1000	Wrist, Steeped Hat
Silk Robe	2000	Silk Shirt, Bandana
Desert Boots	300	Leather Hat, Leather Shirt
Yellow Scarf	400	Feather Hat, Steeped Hat
Glass Buckle	500	Glass Armlet, Leather Wrist
Germinas Boots	900	Desert Boots, Fork
Cachusha	1000	Magus Hat, Rubber Helm
Coral Ring	1200	Lightning Staff, Rod
Gold Choker	1300	Linen Cuirass, Soft
Magician Shoes	1500	Germinas Boots, Bone Wrist
Barette	1800	Needle Fork, Barbut
Power Belt	2000	Glass Buckle, Chain Mail
Mandain's Ring	3000	Bone Wrist, Stardust Rod
Fairy Earrings	3200	Magic Armlet, Soft
Extension	3500	Lamia's Tiara, Multina Racket
Reflect Ring	7000	Anklet, Mandain's Ring

Madain Sari

MORRISON'S MOGSHOP

Dagger	320
Mage Masher	500
Mythril Dagger	950
Gladius	2300
Poison Knuckles	5000
Multina Racket	750
Golem's Flute	2700
Pinwheel	200
Magic Armlet	1000
Lamia's Tiara	800
Ritual Hat	1000
Adaman Vest	1600
Survival Vest	2900
Potion	50
Phoenix Down	150

Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Magic Tag	150
Annoyment	150
Tent	800

Alexandria

DOUG'S ITEM SHOP

Potion	50
Hi-Potion	200
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Remedy	300
Annoyment	150
Tent	800

ALEXANDRIA WEAPON SUPPLY

Mythril Dagger	950
Gladius	2300
Ice Brand	3780
Partisan	1600
Ice Lance	2430
Cat's Claws	4000
Poison Knuckles	5000
Stardust Rod	760
Healing Rod	1770
Lamia's Flute	3800
Flame Staff	1100
Ice Staff	980
Lightning Staff	1200
Oak Staff	240
Pinwheel	2000
Glass Armet	250
Bone Wrist	330
Mythril Armet	500
Magic Armet	1000
Mythril Gloves	980
Thunder Gloves	1200
Lamia's Tiara	800
Ritual Hat	100
Twist Headband	1200
Barbut	600
Mythril Helm	1000
Gold Helm	1800
Magician Cloak	1850
Survival Vest	2900
Brigandine	4399
Mythril Armor	1830
Plate Mail	2320

ALCHEMIST'S SYNTHESIS SHOP

The Ogre	700	Mage Masher, Mage Masher
Exploda	1000	Mage Masher, Mythril Dagger
Rune Tooth	2000	Mythril Dagger, Mythril Dagger
Angel Bless	9000	Mythril Dagger, Gladius
Cotton Robe	1000	Wrist, Steepled Hat
Silk Robe	2000	Silk Shirt, Bandana
Magician Robe	3000	Mage Staff, Magician Cloak
Glass Buckle	500	Glass Armllet, Leather Wrist
Germinas Boots	900	Desert Boots, Fork
Cachusha	1000	Magus Hat, Rubber Helm
Coral Ring	1200	Lightning Staff, Rod
Gold Choker	1300	Linen Cuirass, Soft
Magician Shoes	1500	Germinas Boots, Bone Wrist
Barette	1800	Needle Fork, Barbut
Fairy Earrings	3200	Magic Armllet, Soft
Extension	3500	Lamia's Tiara, Multina Racket
Reflect Ring	7000	Anklet, Mandain's Ring
Anklet	4000	Gold Choker, Peridot
Feather Boots	4000	Magician Shoes, Phoenix Pinion
Black Belt	4000	Twist Headband, Survival Vest
Pearl Rouge	5000	Moonstone, Elixer

Treno II

TRENO SLUMS MEDICINE SHOP

Potion	50
Hi-Potion	200
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Remedy	300
Annoyment	150
Tent	800

KNIGHT'S RESIDENCE ARMORY SHOP

Dagger	320
Mage Masher	500
Mythril Dagger	950
Gladius	2300
Ice Brand	3780
Coral Sword	4000
Partisan	1600
Ice Lance	2430
Cat's Claws	5000
Poison Knuckles	5000
Multina Racket	750
Stardust Rod	760
Healing Rod	1770
Lamia's Flute	3800
Oak Staff	240
Magic Armllet	1000
Mythril Gloves	980

Thunder Gloves	1200
Lamia's Tiara	800
Ritual Hat	100
Twist Headband	1200
Mythril Helm	1000
Gold Helm	1800
Magician Cloak	1850
Survival Vest	2900
Brigandine	4399
Linen Cuirass	800
Mythril Armor	1830
Plate Mail	2320

ALCHEMIST'S SYNTHESIS SHOP

The Ogre	700	Mage Masher, Mage Masher
Exploda	1000	Mage Masher, Mythril Dagger
Rune Tooth	2000	Mythril Dagger, Mythril Dagger
Angel Bless	9000	Mythril Dagger, Gladius
Cotton Robe	1000	Wrist, Steepled Hat
Silk Robe	2000	Silk Shirt, Bandana
Magician Robe	3000	Mage Staff, Magician Cloak
Desert Boots	300	Leather Hat, Leather Shirt
Yellow Scarf	400	Feather Hat, Steepled Hat
Glass Buckle	500	Glass Armlet, Leather Wrist
Germinas Boots	900	Desert Boots, Fork
Cachusha	1000	Magus Hat, Rubber Helm
Coral Ring	1200	Lightning Staff, Rod
Gold Choker	1300	Linen Cuirass, Soft
Magician Shoes	1500	Germinas Boots, Bone Wrist
Barette	1800	Needle Fork, Barbut
Power Belt	2000	Glass Buckle, Chain Mail
Mandain's Ring	3000	Bone Wrist, Stardust Rod
Fairy Earrings	3200	Magic Armlet, Soft
Extension	3500	Lamia's Tiara, Multina Racket
Reflect Ring	7000	Anklet, Mandain's Ring
Anklet	4000	Gold Choker, Peridot
Feather Boots	4000	Magician Shoes, Phoenix Pinion
Black Belt	4000	Twist Headband, Survival Vest
Pearl Rouge	5000	Moonstone, Elixer

Lindblum III

DRAGOOS' WEAPON/MEDICINE SHOP

Coral Sword	4000
Partisan	1600
Ice Lance	2430
Poison Knuckles	5000
Magic Racket	1350
Healing Rod	1770
Lamia's Flute	3800
Cypress Pile	3200
Mythril Fork	4700
Pinwheel	200
Chimera Armlet	1200
Thunder Gloves	1200
Twist Headband	1200

Mantra Band	1500
Dark Hat	1800
Gold Helm	1800
Magician Cloak	1850
Survival Vest	2900
Brigandine	4399
Mythril Armor	1830
Plate Mail	2320
Potion	50
Hi-Potion	200
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Magic Tag	100
Remedy	300
Annoyment	150
Tent	800

WAYNE'S SYNTHESIS SHOP

The Ogre	700	Mage Masher, Mage Masher
Exploda	1000	Mage Masher, Mythril Dagger
Rune Tooth	2000	Mythril Dagger, Mythril Dagger
Angel Bless	9000	Mythril Dagger, Gladius
Cotton Robe	1000	Wrist, Steepled Hat
Silk Robe	2000	Silk Shirt, Bandana
Magician Robe	3000	Mage Staff, Magician Cloak
Desert Boots	300	Leather Hat, Leather Shirt
Yellow Scarf	400	Feather Hat, Steepled Hat
Glass Buckle	500	Glass Armlet, Leather Wrist
Germinas Boots	900	Desert Boots, Fork
Cachusha	1000	Magus Hat, Rubber Helm
Coral Ring	1200	Lightning Staff, Rod
Gold Choker	1300	Linen Cuirass, Soft
Magician Shoes	1500	Germinas Boots, Bone Wrist
Barette	1800	Needle Fork, Barbut
Power Belt	2000	Glass Buckle, Chain Mail
Mandain's Ring	3000	Bone Wrist, Stardust Rod
Fairy Earrings	3200	Magic Armlet, Soft
Extension	3500	Lamia's Tiara, Multina Racket
Reflect Ring	7000	Anklet, Mandain's Ring
Anklet	4000	Gold Choker, Peridot
Feather Boots	4000	Magician Shoes, Phoenix Pinion
Black Belt	4000	Twist Headband, Survival Vest
Pearl Rouge	5000	Moonstone, Elixer

Oeilvert

MIMOZA'S MOGSHOP

Diamond Sword	4700
Trident	3580
Mythril Claws	6500
Magic Racket	1350
Healing Rod	1770
Fairy Flute	4500

Cypress Pile	3200
Silver Fork	7400
Pinwheel	200
Chimera Armlet	1200
Egoist's Armlet	2000
Thunder Gloves	1200
Diamond Gloves	2000
Mantra Band	1500
Dark Hat	1800
Green Beret	2180
Gold Helm	1800
Cross Helm	2200
Brigandine	4300
Judo Uniform	5000
Plate Mail	2320
Gold Armor	2950
Potion	50
Hi-Potion	200
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Magic Tag	100
Remedy	300
Annoyment	150
Tent	800

Desert Palace

MOJITO'S MOGSHOP

Diamond Sword	4700
Trident	3580
Mythril Claws	6500
Magic Racket	1350
Healing Rod	1770
Fairy Flute	4500
Cypress Pile	3200
Silver Fork	7400
Rising Sun	500
Chimera Armlet	1200
Egoist's Armlet	2000
Thunder Gloves	1200
Diamond Gloves	2000
Mantra Band	1500
Dark Hat	1800
Green Beret	2180
Cross Helm	2200
Brigandine	4300
Judo Uniform	5000
Gold Armor	2950
Potion	50
Hi-Potion	200
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50

Eye Drops	50
Magic Tag	100
Remedy	300
Annoynment	150
Tent	800

 Esto Gaza

ESTO GAZA EQUIPMENT SHOP

Gladius	2300
Zorlin Shape	6000
Diamond Sword	4700
Flame Saber	5190
Heavy Lance	4700
Scissor Fangs	8000
Magic Racket	1350
Asura's Rod	3180
Hamelin	5700
Cypress Pile	3200
Octagon Rod	4500
Silver Fork	7400
Rising Sun	500
Egoist's Armlet	2000
N-Kai Armlet	3000
Jade Armlet	3400
Diamond Gloves	2000
Venetia Shield	2800
Black Hood	2550
Red Cap	3000
Cross Helm	2200
Judo Uniform	5000
Power Vest	7200
Gold Armor	2950
Shield Armor	4300
Hi-Potion	200
Phoenix Down	150
Magic Tag	100
Vaccine	100
Remedy	300
Annoyntment	150
Tent	800

 Mount Gulug

MOGTAKA'S MOGSHOP

Potion	50
Hi-Potion	200
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Magic Tag	100
Remedy	300

Annoyment	150
Tent	800

Alexandria II

SHOPKEEPER OUTSIDE THE INN

Mythril Dagger	950
Gladius	2300
Ice Brand	3780
Partisan	1600
Ice Lance	2430
Cat's Claws	4000
Poison Knuckles	5000
Stardust Rod	760
Healing Rod	1770
Lamia's Flute	3800
Flame Staff	1100
Ice Staff	980
Lightning Staff	1200
Oak Staff	240
Pinwheel	2000
Glass Armlet	250
Bone Wrist	330
Mythril Armlet	500
Magic Armlet	1000
Mythril Gloves	980
Thunder Gloves	1200
Lamia's Tiara	800
Ritual Hat	100
Twist Headband	1200
Barbut	600
Mythril Helm	1000
Gold Helm	1800
Magician Cloak	1850
Survival Vest	2900
Brigandine	4399
Mythril Armor	1830
Plate Mail	2320

SYNTHESIST WANDERING THE ALLEY

The Ogre	700	Mage Masher, Mage Masher
Exploda	1000	Mage Masher, Mythril Dagger
Rune Tooth	2000	Mythril Dagger, Mythril Dagger
Angel Bless	9000	Mythril Dagger, Gladius
Cotton Robe	1000	Wrist, Steepled Hat
Silk Robe	2000	Silk Shirt, Bandana
Magician Robe	3000	Mage Staff, Magician Cloak
Desert Boots	300	Leather Hat, Leather Shirt
Yellow Scarf	400	Feather Hat, Steepled Hat
Glass Buckle	500	Glass Armlet, Leather Wrist
Germinas Boots	900	Desert Boots, Fork
Cachusha	1000	Magus Hat, Rubber Helm
Coral Ring	1200	Lightning Staff, Rod
Gold Choker	1300	Linen Cuirass, Soft
Magician Shoes	1500	Germinas Boots, Bone Wrist
Barette	1800	Needle Fork, Barbut

Power Belt	2000	Glass Buckle, Chain Mail
Mandain's Ring	3000	Bone Wrist, Stardust Rod
Fairy Earrings	3200	Magic Armlet, Soft
Extension	3500	Lamia's Tiara, Multina Racket
Reflect Ring	7000	Anklet, Mandain's Ring
Anklet	4000	Gold Choker, Peridot
Feather Boots	4000	Magician Shoes, Phoenix Pinion
Black Belt	4000	Twist Headband, Survival Vest
Pearl Rouge	5000	Moonstone, Elixer

Daguerreo

SALES CLERK'S MEDICINE SHOP

Potion	50
Hi-Potion	200
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Magic Tag	100
Remedy	300
Annoyment	150
Tent	800

WEAPONSMITH'S SHOP

Mage Masher	500
Mythril Dagger	950
Gladius	2300
Zorlin Shape	6000
Rune Blade	8900
Obelisk	6000
Tiger Fangs	13500
Mythril Racket	2250
Asura's Rod	3180
Hamelin	5700
Octagon Rod	4500
Rising Sun	500
Bone Wrist	220
Mythril Armlet	500
Magic Armlet	1000
Chimera Armlet	1200
Egoist's Armlet	2000
N-Kai Armlet	3000
Jade Armlet	3400
Venetia Shield	2800
Defense Gloves	6000
Lamia's Tiara	800
Twist Headband	1200
Golden Hairpin	3700
Coronet	4400
Diamond Helm	3000
Gaia Gear	8700
Demon's Vest	10250
Demon's Mail	5900
Diamond Armor	8800

SYNTHESIS EXPERT'S SHOP

Angel Bless	9000	Mythril Dagger, Gladius
Sargatanas	12000	Gladius, Zorlin Shape
Cotton Robe	1000	Wrist, Steepled Hat
Silk Robe	2000	Silk Shirt, Bandana
Magician Robe	3000	Mage Staff, Magician Cloak
Glutton's Robe	6000	Mythril Fork, Cotton Robe
White Robe	8000	Gaia Gear, Jade Armlet
Black Robe	8000	Gaia Gear, N-Kai Armlet
Cachusha	1000	Magus Hat, Rubber Helm
Coral Ring	1200	Lightning Staff, Rod
Gold Choker	1300	Linen Cuirass, Soft
Magician Shoes	1500	Germinas Boots, Bone Wrist
Barette	1800	Needle Fork, Barbut
Power Belt	2000	Glass Buckle, Chain Mail
Mandain's Ring	3000	Bone Wrist, Stardust Rod
Fairy Earrings	3200	Magic Armlet, Soft
Extension	3500	Lamia's Tiara, Multina Racket
Reflect Ring	7000	Anklet, Mandain's Ring
Anklet	4000	Gold Choker, Peridot
Feather Boots	4000	Magician Shoes, Phoenix Pinion
Black Belt	4000	Twist Headband, Survival Vest
Pearl Rouge	5000	Moonstone, Elixer
Promist Ring	6000	Chimera Armlet, Ruby
Battle Boots	6500	Feather Boots, Wing Edge
Rebirth Ring	7000	Diamond, Anklet
Angel Earrings	8000	Fairy Earrings, Barette
Garnet	350	Ore, Remedy
Amethyst	200	Ore, Annoyntment
Peridot	100	Ore, Soft
Sapphire	200	Ore, Antidote
Opal	100	Ore, Potion
Topaz	100	Ore, Eye Drops
Thief Gloves	50000	Mythril Armlet, Sargatanas

Ipsen's Castle

KUMOOLOO'S MOGSHOP

Mage Masher	500
Iron Sword	660
Mythril Spear	1100
Poison Knuckles	5000
Multina Racket	750
Mythril Rod	560
Lamia's Flute	3800
Oak Staff	2400
Needle Fork	3100
Rising Sun	500
N-Kai Armlet	3000
Jade Armlet	3400
Venetia Shield	2800
Red Hat	3000
Golden Hairpin	3700
Cross Helm	2200
Diamond Helm	3000

Power Vest	7200
Gaia Gear	8700
Shield Armor	4300
Demon's Mail	5900
Potion	50
Hi-Potion	200
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Magic Tag	100
Vaccine	100
Annoyment	150
Tent	800

Bran Bal

MOOROCK'S MOGSHOP

Dagger	320
Mage Masher	500
Mythril Dagger	950
Gladius	2300
Zorlin Shape	6000
Orichalcon	17000
Defender	9240
Holy Lance	11000
Avenger	16000
Mythril Racket	2250
Bistro Fork	10300
Rising Sun	500
Dragon Wrist	4800
Defense Gloves	6000
Coronet	4400
Flash Hat	5200
Adaman Hat	6100
Platinum Helm	4600
Demon's Vest	10250
Minerva's Plate	12200
Platina Armor	10500
Hi-Potion	200
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Magic Tag	100
Vaccine	100
Remedy	300
Annoyment	150
Tent	800

Black Mage Village II

NO. 1637S MEDICINE SHOP

Potion	50
Hi-Potion	200
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Magic Tag	100
Vaccine	100
Remedy	300
Annoyment	150
Tent	800

NO. 2397S EQUIPMENT SHOP

Wizard Rod	3990
Siren's Flute	7000
High Mage Staff	6000
Thief Hat	7100
Holy Miter	8300
Dark Gear	16300

BLACK CAT SYNTHESIS SHOP

Butterfly Sword	300	Dagger, Mage Masher
The Ogre	700	Mage Masher, Mage Masher
Exploda	1000	Mage Masher, Mythril Dagger
Rune Tooth	2000	Mythril Dagger, Mythril Dagger
Angel Bless	9000	Mythril Dagger, Gladius
Sargatanas	12000	Gladius, Zorlin Shape
Masamune	16000	Zorlin Shape, Orichalcon
Duel Claws	16000	Dragon's Claws, Tiger Fangs
Priest's Racket	11000	Air Racket, Cachusha
Bracer	24000	Battle Boots, Venetia Shield
Gauntlets	8000	Mythril Gloves, Dragon Wrist
Golden Skullcap	15000	Gold Helm, Golden Hairpin
Circlet	20000	Coronet, Rosetta Ring
Grand Helm	20000	Cross Helm, Power Belt
Rubber Suit	20000	Minerva's Plate, Egoist's Armlet
Brave Suit	26000	Mythril Vest, Mythril Rod
Light Robe	20000	Magician Robe, Glass Armlet
Grand Armlet	45000	Mythril Sword, Mythril Armlet
Desert Boots	300	Leather Hat, Leather Shirt
Yellow Scarf	400	Feather Hat, Steepled Hat
Glass Buckle	500	Glass Armlet, Leather Wrist
Germinas Boots	900	Desert Boots, Fork
Gold Choker	1300	Linen Cuirass, Soft
Running Shoes	12000	Battle Boots, Emerald
Rosetta Ring	24000	Madain's Ring, Holy Lance
Garnet	350	Ore, Remedy
Amethyst	200	Ore, Annoyntment
Peridot	100	Ore, Soft
Sapphire	200	Ore, Antidote
Opal	100	Ore, Potion
Topaz	100	Ore, Eye Drops
Lapis Lazuli	400	Ore, Dead Pepper

=====

10.0 Other Information -----
=====

Name: Steve McFadden
E-Mail: mcfaddensteve@netscape.net, webmaster@wrestlingcolumns2000.com

My Web Pages Links: <http://gamereviewers.cjb.net>
<http://stephaniemcmahon.freesevers.com>
<http://www.wrestlingcolumns2000.com>
<http://www.reviewcritique.cjb.net>
<http://smcfadden.freesevers.com>

GameFAQs Contributor Page Link:
<http://www.gamefaqs.com/features/recognition/2134.html>

GameFAQs alias: DaLadiesMan (formerly known as SMcFadden, I changed it though)

Yahoo Messenger: nicklacheysnightmare, mcfaddenvg or ilovestephmcmahon (same account, different profiles)

AOL/AIM: McFaddenDaMan

MSN Messenger: neverforgotaboutdre@hotmail.com

TOTALS as of 11/27/00

Reviews: 369

FAQs: this was my 50th, I now have 52.

Feel free to message me on any of my messengers.. just tell me you are messaging me about my FAQ and I will definitely answer you as quick as I possibly can!

=====

CREDITS

=====

-CJayC (<http://www.gamefaqs.com>)

For his hard work and dedication to one of the greatest sites out there, and for hopefully posting this guide!

-Play Online (<http://www.playonline.com>)

Yeah, I admit I took some stuff from them. I am crediting them here, though, right?

-Prima Strategy Guide

Yeah, I admit I took some stuff from them. I am crediting them here, though, right?

-Nemesis (thebeefycow@hotmail.com)

He gets credited for providing me with the status effects list. He is a great guy and has an awesome FF9 guide, make sure to check it out!

-The Free Lancer freelancer_matt@hotmail.com

He provided me with the shop guide for the section and for the walkthrough, he is a cool guy and has some stuff posted for GameFAQs, check it out!

-Abdullah Arif (ultimategamer00@yahoo.com)

He provided me with the always helpful ASCII art, and it looks great. Thanks!

-Treon (lim32@singnet.com.sg)

Hr provided me with the bestiary, which came from his FF9 guide. Make sure to check it out, as it is a very good guide!

-Dingo Jellybean (<http://www.vfaqs.net>)

-I may have had my fair share of problems with him, but his FFIIX guide is the best on the net right now. I really like it and it has helped me out, although I did not take anything from it.

-Aaron Tadeo

-He wrote a great guide for this game.

-Sean Kelson

He sort of gave me the idea to post an incomplete guide to guarantee it will be posted, so you can work on it without worrying about it getting posted. Thanks!

-Matt Hulbert

A cool guy, he inspired me to do this guide and my Final Fantasy VI one, and he is a great friend!

-Daniel Stefano (Positively Posterior) and Dyson Turner (Dy\$e Murder)
For being the two coolest guys at GameFAQs, they rock!

=====
My Guides will only be found on

=====
The only sites allowed to use this FAQ are:

1. GameFAQs (<http://www.gamefaqs.com>)
2. Game Winners (<http://www.gamewinners.com>)
3. Video Game Strategies (<http://vgstrategies.about.com>)
4. Cheat Code Central (<http://www.cheatcc.com>)
5. Happy Puppy (<http://www.happypuppy.com>)
6. Game Revolution (<http://www.game-revolution.com>)
7. Gaming Planet (<http://www.gamingplanet.com>)
8. PlayStation Pit (<http://www.psxpit.com>)
9. X Cheater (<http://www.xcheater.com>)
10. Phat Games (<http://www.phatgames.com>)
11. The Cheat Empire (<http://home.planetinternet.be/~twuyts>)
12. <http://www.psxcodez.com>
13. <http://www.hype.se>
14. <http://www.supercheats.com>
15. <http://www.psxgamer.com>
16. Game Castle (<http://gamecastle.virtualave.net/main.html>)
17. <http://gamereviewers.cjb.net>
18. <http://stephaniemcmahon.freesevers.com>
19. <http://www.geocities.com/ultimaweapon2k> : Final Fantasy Chamber
20. <http://www.psxpower.com>
21. <http://smcfadden.freesevers.com/faqs>
22. <https://www.neoseeker.com>

If ANY other site has a copy of this FAQ, it is an illegal copy. So, if you happen to see this at another site, please notify me immediately. if you see this guide on a site like Cheat Code Central, let me know ASAP, especially Cheat Code Central, because they have not earned the right to host these guides,
especially after hosting some of my other ones without my permission!

=====
MY FUTURE PLANS
=====

FAQS

- Parasite Eve 2 (PSX) Spoiler-Free Walkthrough
- Legend of Legaia (PSX) Complete Guide
- Legend of Dragoon (PSX) Spoiler-Free Walkthrough
- WWF Smackdown 2 (PSX) Complete FAQ and Move List
- Character Guides for WWF Smackdown 2 (PSX) and WWF No Mercy (N64)
- Updating a lot of my older FAQs, especially the WWF Smackdown Complete guide, FAQ, and move list.

REVIEWS

- Updating more of my review contest reviews
- Mario Tennis, Tales of Destiny, Chrono Cross, Parasite Eve 2

CODES, GAME SAVES, ETC.

- Some here and there, not much though.

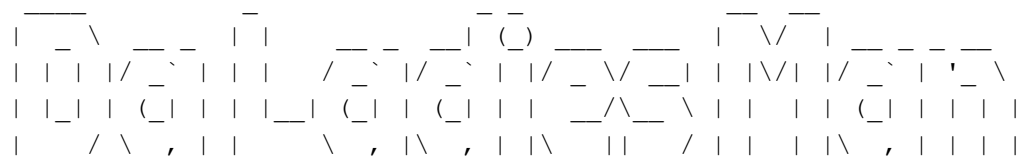
=====
 11.0 Conclusion -----
 =====

Hello, everyone, and thanks for reading my guide to Final Fantasy IX! I know it really sucks right now, but I am going to update it a lot. I just wanted to get it posted so I can work on it at my own pace without worrying if it will be posted or not, you know?

 The Shortest Copyright Line Ever

Unpublished Work Copyright 2000 Steve McFadden (SMcFadden)

ANOTHER FAQ FROM...



-Steve Saunders

=====
 ----- (C)2000-2001 All Rights Reserved.
 =====

This guide is copyright to the author, and may never be distributed for Any purposes without the permission of the author, which must be gotten directly from the author. All of the contents within this document were Compiled by the author, or the respective contributors. If you wish too You any of the information they have contributed separately, then it is Up to them, but permission must still be received. This guide may never Be altered in any way, and the following sites are banned forever from The use of this guide: magegames.com, videogaming.net. No other type of Magazine, book, publication or any other form of distribution will make Use of this guide or its contents without the author's permission. Don't Ever add a banner or advertisement to this guide, or change anything in The credits, that is hereby forbidden with this disclaimer, which can't Ever be removed from this guide either. Please abide by this copyright.

If you need to contact the author of this guide for any reason(s) which has something to do with this guide, please email me at the email that's shown at the top of the guide. Usually, if you have a question about it and it isn't already in the FAQ, probably means that I don't know to, I will try to answer all questions to the best of my ability though. It'd be appreciated if all of the email regarding this game had Anthology in the subject, so I will know what to expect. Also, when you send us them please try to make your question as easy and simple to read as possible and it will help us to respond quicker. Last but not least, if you would like to contribute something to this guide, please feel free to send it to either of us assuming it is correct.

=====
----- (C)2000-2001 All Rights Reserved.
=====

This document is copyright DaLadiesMan and hosted by VGM with permission.