

Final Fantasy IX Training Guide

by KADFC

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Final Fantasy IX Training Guide

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(This guide contains only names of the characters, locations, and equipments. No storyline or details is revealed.)

Version Changes - (i)

Version 1.00 : There might be some formatting problems when posted. If this is indeed the result, an update will be soon made.

"The guide was rejected due to 'incomplete.'"

Version 1.20 : Analysis section complete. Added other details from personal testing. Noted a few typos/errors and fixed them.

Version 1.30 : Added another section for the Analysis section, that some how it wasn't there before, should've been.

USE CTRL + F and Search for the '()' tags for the Quick Find Option

(i)	Version Changes
(ii)	Table of Contents
(?)	Tags
(1)	Introduction
(2)	The Equipments
(3)	TRAINING ON DISC ONE
	- (1) Evil Forest
	- (2) Outside Dali
	- (Lindblum and Preps)
	- (Qu's Marsh)
	- (3) Above Gizamaluke's Grotto
(4)	TRAINING ON DISC TWO
	- (1) Treno & Gargan Roo
	- (2) Above Gizamaluke's Grotto
	- (Cleyra)
	- (Alexandria)
	- (3) Above Gizamaluke's Grotto (b)
	- (Conde Petie)
	- (Iifa Tree)
(5)	TRAINING ON DISC THREE
	- (Alexandria)
	- (Treno)
	- (Dali)
	- (Alexandria)
	- (Lindblum)
	- (E) Getting LVL 5 Death
	- (1) Above Gizamaluke's Grotto
	- (2) Oeilvert
	- (3) Desert Palace
	- (Esta Gaza)
	- (Mt. Gulug)
	- (4) Daguerreo
	- (Ispen Castle)
	- (Bran Bal)
	- (Pandemonium)
(6)	TRAINING ON DISC FOUR
	- (1) Daguerro + Black Mage Village
	- (2) Vile Island
	- (3) Memoria + Crystal World
(7)	Experience Point Listing
(8)	Anaylsis
(9)	Credits

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T A G S (?)
- . - . - . - . -

'(((' Is used for places that offer training.

'- - -' Is used for places that offer no training. Only to buy/obtain equipment or/and prepare for the future.

- '(#)' Is used to inform that this place is for training. Locations that doesn't have this, is not for training. Only mentioned in the beginning of every disc.
- '(E)' Is used to inform that this place has an enemy that you should eat to obtain a certain Blue Magic for Quina. Only mentioned in the beginning of every disc.

Introduction (1)

This is my 3rd Indepth Guide for FFIIX, and a planned walkthrough is being made at the moment, but I feel this is needed to submitted first. Seeing as the walkthrough itself might take... forever. As of right now, there isn't any good specific FAQ for training purpose alone. There was this one talk about someone sending a Grand Dragon FAQ, stating the best ways and preparation for defeating them for EXP/AP/Gils. But it was said that got rejected in terms of content.

I will try not to have you steal from the boss, unless necessary. I will also try to stay out of the Chocobo H & C game, since it takes a long time to complete. Even though some might disagree, synth'd equipments also won't be included. Not everyone will remember to buy them, and there are other equipments to recieve those abilities anyways. But there are a few exceptions. The Ogre, Cotton Robe Trick, and Masamune are the ones.

This guide is for helping the player find the best way to gain Experience Points for leveling up, AP for fully learning abilities, and Gils for spending. Only read the disc that you're currently at.

The Equipments (2)

The main purpose of this section is to give you the general idea of what equipments give the needed abilities to use this guide. The big three are:

Level Up = Equipper gets 1.5 times more EXP after each battle.

Fairy Earrings can teach everyone this ability

Ability Up = Equipper gets 2.0 times more AP after each battle.

Lapis Lazuli and Ribbon can teach everyone this ability

Millionaire = Equipper's party get 1.5 times more GILS after each battle.

CAN ONLY BE LEARNED FROM: Yellow Scarf and for Quina.

Essentials for survival: (For Grand Dragons)

Auto-Reflect= All Black Magic are reflected.

CAN ONLY BE LEARNED FROM: Reflect Ring.

Auto-Life = Activated once per battle. The character is automatically comes back to life after being KO'd. Quina has a Blue Magic

that does the same thing. Only needed for Grand Dragon.

CAN ONLY BE LEARNED FROM: Rebirth Ring.

Other essentials:

Auto-Regen = Automatically increase your HP by 1/16th of the characters max HP at a moderate speed throughout the battle.

Distract = Increase characters chances to evade physical attacks.

Diamond/Reflect Ring can teach the learnable: Zidane, Steiner, and Freya.

Antibody = Character gains immunity to Poison and Venom. Freya's initial Bronze Gloves has this. Glass Armllet (1-4).

Gamble Defense = Randomly increase defense during battle.

-*Zidane*-

Soul Blade: The Ogre (1-4, read about it on Disc 4)

Level Up: Egoist's Armllet (3/4)

Ability Up: Green Beret (3), Brigandine (2-4)

Auto-Regen: Golden Hairpin (3-4)

Distract: Judo Uniform (3)

Gamble Defense: Twist Headband (3-4), Adaman Hat (3-4), Power Vest (3-4)

-*Vivi*-

Level Up: Egoist's Armllet (3/4)

Ability Up: Green Beret (3), Silk Robe (Cleyra, Qu's Marsh)

Auto-Regen: Golden Hairpin (3-4)

-*Dagger*-

Level Up: Egoist's Armllet (3/4)

Ability Up: Stardust Rod (2-4), Green Beret (3), Silk Robe (Cleyra, Qu's Marsh), Cachusha (3)

Auto-Regen: Golden Hairpin (3-4), Angel Earrings (3), Maiden Prayer (3-4)

-*Steiner*-

Level Up: Iron Helm (1/2)

Ability Up: Diamond Gloves (3/4H&C), Diamond Armor (3)

Auto-Regen: Carabini Mail (3-4)

Distract: Shield Armor (3-4)

-*Freya*-

Level Up: Iron Helm (1-2)

Ability Up: Diamond Gloves (3/4H&C), Diamond Armor (3), Cachusha (3)

Auto-Regen: Carabini Mail (3-4), Angel Earrings (3), Maiden Prayer (3-4)

Gamble Defense: Barette (Ispen)

-*Quina*-

Level Up: Egoist's Armllet (3/4)

Ability Up: Green Beret (3), Silk Robe (Cleyra, Qu's Marsh)

Milliionaire: Yellow Scarf (Cleyra, Beatrix, Synth 1-4)

Auto-Regen: Golden Hairpin (3-4), Glutton's Robe (Steal from Quale/Kraken)

Gamble Defense: Twist Headband (3-4), Adaman Hat (3-4), Power Vest (3-4)

-*Eiko*-

Level Up: Egoist's Armllet (3/4)

Ability Up: Green Beret (3), Silk Robe (Cleyra, Qu's Marsh), Cachusha (3)

Auto-Regen: Golem's Flute (Initial), Golden Hairpin (3-4)

-*Amarant*-

Level Up: Egoist's Armllet (3/4)

Ability Up: Green Beret (3), Brigandine (2-4)

Auto-Regen: Golden Hairpin (3-4)

Pearl Rouge has been removed because other's can replace it's abilities, and the fact that it's rare and auctioned only.

TRAINING ON DISC ONE (3)

- (1) Evil Forest
- (2) Outside Dali
(Lindblum and Preps) (E)
- (3) Above Gizamaluke's Grotto

(((Evil Forest)))

Being the first place that you visit with monsters. This becomes one of the most used training spots for newbies, meaning 1st timers. The Goblin and Fang are easily killed with a few hits. It's best to wait until you get all 3 characters before you start training. Also, use the small spring located near the moogles for a quick HP/MP restoring

As you travel past the springs, another monster will be showing up, Dendrobium. It basically looks like an oversize flower. It's best to just stay away from it, since it can use an attack called 'Pollen' to inflict Darkness on your characters.

There are 5 screens in this place to encounter enemies. Each screen holds their own set of available groups of monsters. Screen 4 and 5 has the same thing, so I will only list 4.

- - - - -
SCREEN #1 - From the Crashed Ship, move to the right. Evil Forest Intro Screen.

Combination of enemies that you'll see:

- Goblin
- Fang

- - - - -
SCREEN #2 - From previous screen, go to the upper right. Screen where the Prison Cages appeared.

Combination of enemies that you'll see:

- Goblin & Fang
- 2 Goblins
- 2 Fang

- - - - -
SCREEN #3 - From previous screen, move all the way up. This screen has 2 paths to continue onto. Bottom left is to a place to watch a waterfall. Upper right leads to the moogles/waterspring screen to get healed. (This would be considered the best places to train at.)

Combination of enemies that you'll see:

- Goblin & Fang
- 2 Goblins

- 2 Fang
- Dendrobium

- - - - -

SCREEN #4 - From the moogle/waterspring screen move to the right. This screen and the next one are

Combination of enemies that you'll see:

- Dendrobium
- 2 Goblins

- - - - -

Name of Monster	EXP (1/2/Split3)	AP	GIL
Dendrobium	39/19/13	2	99
Fang	23/11/7	1	90
Goblin	23/11/7	1	88
2 Goblin	46/23/15	1	176
2 Fang	46/23/15	1	180
Goblin & Fang	46/26/15	1	178

Recommended Leveling Up Limit: Level 5

NOTE: Try to steal Iron Helm from the boss of this place. Iron Helm offers Steiner the Level Up ability.

(((Outside Dali)))

Only start training here before entering Dali, or after defeating the boss there. Once you enter Dali, you have to defeat the boss to get everyone back. And training with Zidane only is dangerous, if low on levels.

The slow process to gain a few levels without a lot of effort. Equip Iron Helm on Steiner and ability Level Up. If Vivi can singly kill a Python with one cast of Fire, try to aim for a full party Fire attack. When Vivi can do this, it means it's time to stop training here. For healing, have Dagger use a full party Cure outside of battle. Healing during battle wastes time. Also consider the Dali's Inn for another way to fully heal your party.

Combination of enemies that you'll see:

- Carve Spider
- 2 Carve Spider
- 3 Python
- Carve Spider and Python

(Note: C.S. & Python only applies to disc 1. In disc 3, it's doesn't exist)

Name of Monster	EXP (1/2/3/Split4)	AP	GIL
Carve Spider	48/24/16/12	1	124
2 Carve Spider	96/48/32/24	1	248
C.S. & Python	88/44/29/22	1	230
3 Python	120/60/40/30	2	318

Recommended Leveling Up Limit: Level 10

NOTE: Another Iron Helm is located in one of chests in Dali's Undergrounds.

Also remember to do the preparation for the Cotton Robe trick. Take your total amount of Gils, minus 1000 for the 1st Synth cost, Minus another 260

for the 1st Steeple Hat used for Synth. Divide the rest by 130 and that is how many Wrist you should buy for the trick. Compromise which way you want. Also be willing to sell Ethers and Phoenix Pinions if you want more gils.

YOU MUST GET THE STELLA COIN ARIES from the Windmill.

- - - Lindblum and Preps - - -

This isn't a train spot, just a small subsection needed for preparation for "Above Gizamaluke's Grotto."

1. If you're using the Cotton Robe Trick, use it before the Festival of the Hunt. The Orge and Glass Buckle/Yellow Scarf are great equipments to use for Zidane. Buy 1 or 2 Iron Helms, two total for Steiner and Freya, if needed. Also buy up to 3 equipments with Anitbody on them, namely Glass Armlet, and 2 Rods.

Also buy 20+ Phoenix Downs, or 20 total in your inventory.

2. Have Freya win the Tournment to get the Coral Ring. Let her be the last one standing after the fight, give her the last hit, etc... The ring can absorb thunder based attacks. If you don't get this, just remember to make an extra Coral Ring in the future. I'll keep on saying 2, but you have to remember it's 3.

3. Get Quina from Qu's Marsh.

For the Blue Magic attack Limit Glove, get Quina to eat a:

Axe Beak (Outside of Linblum from Business District)

- To eat it, deal 180+ damage first. To Cook, deal 121+.
- Have Quina equip Coral Ring's Insomnia to block off their Glowing Eyes attack, it inflicts Sleep.

OR

Mandragora (In the forest near the Chocobo Forest)

- To eat it, deal 497+ damage first. To Cook deal 331+.
- Blizzara is only a threat if you have low HP. Shriek is like a freebie.
- Chestnut is a threat. It deals damage based on the HP that it has lost. So when trying to eat these guys, aim for one at a time. It's best to have one of them being a slaughter machine, then all of them.

- - - Qu's Marsh - - -

Catch 9 Frogs to get a Silk Robe (Ability Up)

(((Above Gizamaluke's Grotto))) aka Popo's Height

To enter this place, you must climb vines in the screen with the moogle couple. Before that though, you need to KO Quina, and save your game. Revive Quina until s/he has an HP of 1. When you do, save it again. When you get outside, walk away from the forest and approach the plain. Save again.

The only random battles that you'll get here are 'Grand Dragon's. Depending on your luck, they may become easy. Make sure that everyone has Antibody equipped, Quina has 1 HP and Limit Glove, and someone else besides Quina has the Coral Ring equipped. Give Quina Yellow Scarf and activate Millionaire. Save. Encounter a Grand Dragon

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Disc One Grand Dragons

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HP: 13,206

EXP: 35,208 (8,802 if 4 members can take it)

AP: 3
Gil: 2,604

Strategy: Not the most efficient, but it works. You must get Quina to score a Limit Glove on it, then have Quina eat it. In the process though, the Grand Dragon must not use Thundaga, if he does, wait to see if it hits the whole party or one person. If party, restart. If one person, Phoenix Down it. If he uses Venom Breath, free turn, a physical attack, Phoenix Down it. If he kills Quina, Phoenix Down it to see if it comes back at 1 HP, if it doesn't, restart.

Recommended Leveling Up Limit: None, but hopefully you can at least kill one of them. You might consider it an accomplishment. It'll get somewhat easier on Disc 2.

NOTE: YOU MUST GET THE STELLA COIN CANCER from Burmecia. The screen before facing the Black Mages.

TRAINING ON DISC TWO (4)

- (1) Treno & Gargan Roo
- (2) Above Gizamaluke's Grotto
(Cleyra) (E)
(Alexandria)
- (3) Above Gizamaluke's Grotto Part B
(Conde Petie)
(Iifa Tree)

NOTE: Buy Stepples from the Summit Shop if you want to do the Cotton Robe Trick again. The Wrists will be bought from Dali. And if you don't have 2 Rods right now, buy them there as well.

(((Treno and Gargan Roo)))

Do all the storyline thing first. Go to the auction and get, at least:

- 2/3 - Fairy Earrings (Level Up)
- 1 - Reflect Ring.

Buy at least:

- 1 - Mythril Glove,
- 2 - Lightning Staffs

Synth 2 Coral Rings up. If you're doing the Cotton Robe Trick. Finish it before buying anything. If you're not doing the Trick, wait for your gils from the training at Gargan Roo. Get the Power Belt from the Thief.

Put gils 13 times into the fountain near the entrance to get Stella Coin Germini. Get Stella Coin Taurus from the back of the Item Shop. You should 4 Stella Coins by now, if you're missing one, go to Quan's Dwelling to get Scorpio. If you're missing more than 2, skip this section.

With the 4 Stella Coins, trade them in for the Blood Sword. Equip them all on Steiner and go to Gargans Roo. Make sure Iron Helm's Level Up is equipped or being learned, and Bug Killer is equipped. Power Belt as well, equip Counter if you have enough ability stones.

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Crawlers

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HP: 625

EXP: 480

AP: 2□ Gil: 323

Strategy: Have Marcus be KO'd or keep defending. Dagger should be defending or healing herself with Cure. By having Steiner with Bug Killer and the Blood Sword, you really don't need to worry about him. The Blood Sword will drain the enemy's hp with each hit. With this setup and at level 7, Steiner can do 1 Hit KOs.

NOTE: Before facing the boss, unequip everything from Marcus and Dagger. At minimum, Steiner should have at least the Blood Sword and Mythril Gloves. The reason for doing so is because the boss doesn't give any EXP, AP, or Gils. So it's wise to have those equipments with you when you get back to the other party.

Recommended Leveling Up Limit: Only go up to 20 at max. Spending more time here is wasting your time. Even though the numbers are good, it's only good for Steiner at the momemnt, and you'll hardly get to use him later on.

(((Above Gizamaluke's Grotto))) aka Popo's Height

From outside Burmecia, had back to the Grotto. And yes, Grand Dragons again. Walk to the plain. Give Quina the Reflect Ring, and have the Auto-Reflect on. Give everyone else the Coral Ring. Remember to put Antibody back on. You'll have to do the 1 HP Quina again. If you find doing 1 HP Quina is hard, then skip this for right now, only if you think you are capable to go on further without too much trouble.

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Disc Two Grand Dragons

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HP: 13,206

EXP: 35,208 (8,802 if 4 members can take it)

AP: 3

Gil: 2,604

Strategy: Same as last time, but you'll get a little bit more protection this time. Thundaga won't force any instant restarts. The physical attacks will be the only thing that forces you to use a Phoenix Down. Limit Glove, eat, rinse and repeat.

Recommended Leveling Up Limit: Like always, no limit. Just be careful. Save inbetween battles as well.

- - - Cleyra - - -

Upon entering, give everyone the Fairy Earrings, Reflect Ring, Iron Helm, Yellow Scarf, etc...

On the screen after seeing the Moogle, a monster called 'Carrion Worm' can be encountered. Eat one to have Quina learn Auo-Life, which will make using Limit Glove a lot easier.

Carrion Worm: Must deal 195+ before you eat it. 130+ For Eat.

- If you're over leveled, put your men in the back row with old weapons.
- If you have anyone with the ability Counter and Auto-Reflect on, TURN IT OFF! Same with Bug Killer. It's also weak to ice.

When you reach Cleyra Settlement, the ATEs 'No Yummy-Yummies!' and 'There A Mushroom!' Then go to the whirlpool. Jump down with Quina and you'll be at this place with 2 chests to the right. One of them contains Silk Robe (Ability Up). It's good with Vivi or Quina.

NOTE: Before fighting with Beatrix, unequip everything from Quina. S/he'll leave the party after the fight. Put the Silk Robe on Vivi.

- - - Alexandria - - -

When Steiner and Marcus gets out, Alexandria Soldiers will keep coming at you one after another. If you have an autofire controller or 'patience,' keep fighting them. The EXP/AP/Gil are okay, not the best, but the point is that you can keep on upgrading here, with the Blood Sword, without every dying, aka Game Over. Unless you let them kill you or you kill yourself. To speed it up, kill Marcus. If you're using the Marcus/Eiko Bug, via it.

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.---.---.---.
Soldiers
.---.---.---.
HP:   459
EXP:  357
AP:    1
Gils: 292
```

Before you face Beatrix, remove accessory except from Freya. The ability Insomnia and HP+% can stay. And put her on the back row.

After the battle with Zidane's party facing 2 Bandersnatch, unequip accessory from Steiner. Insomnia and HP+% can stay as well. Front row if you're at a high level, back row if you're not.

(((Above Gizamaluke's Grotto Part B))) aka Popo's Height

While in Lindblum, get Stardust Rod (Ability Up) for Dagger. Do get Quina from Qu's Marsh again. Quina with Reflect Ring and Auto-Reflect again. Everyone else with Coral Rings and Antibody. If Quina has learn Auto-Reflect, give it to someone else, but Quina still need Auto-Reflect on. Finish Millionaire from Yellow Scarf or start working on Ability Up/Level Up. Same for Level Up if anyone has it learned.

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Disc Two Grand Dragons
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HP:   13,206
EXP:  35,208 (8,802 if 4 members can take it)
AP:    3
Gil:  2,604
```

Strategy: Same protection, same tactics. The difference is that you have Ability/Level Up with you. A faster power to get 1 HP Quina. Plus you get to upgrade Dagger now... if you're using her that is.

Recommended Leveling Up Limit: Like always, no limit. Try not to get too overleveled. Even though the numbers seem nice, there are better ways in the future. Yes... cheap as well.

- - - Conde Petie - - -

-A Diamond (Distract/Body Temp) for everyone, can be found on the boat.
Before starting the Mountain Trail, unequip everything from Quina.

(((Iifa Tree)))

This place makes a very good training place due to a few monsters.

Dracozombie

-On the very bottom, on the upper left of Eiko there's a chest. It contains Brigandine, an equipment that gives Zidane/Amarant Ability Up.

TRAINING ON DISC THREE

(5)

(Alexandria)

(Treno)

(Dali)

(Alexandria)

(Lindblum)

(E) Getting LVL 5 Death

(1) Above Gizamaluke's Grotto (2) Oeilvert

(3) Desert Palace

(Esta Gaza)

(Mt. Gulug)

(4) Daguerreo

(Ispen Castle)

(Bran Bal)

(Pandemonium)

- - - Alexandria - - -

Buy Brigandine (Ability Up) if needed.

- - - Treno - - -

Buy Brigandine (Ability Up) if needed.

-*Win the Card Tournament for Rebirth Ring*- (Auto-Life)

- - - Dali - - -

-At the windmill, upper top floor, open one of the chest for a Cachusha
(Ability Up) Only for Girls.

- - - Alexandria - - -

-Angel Earrings (Auto-Regen, girls only) for giving the right orders to the
Knights of Pluto.

- - - Lindblum - - -

-At the guessroom, a chest contains Egoist's Armllet (Level Up)

-At Theater's Painter's room's chest, a Lapis Lazuli (Ability Up)

Buy Brigandine (Ability Up) if needed.

Buy Stardust Rod (Ability Up) if needed.

-*-*-Getting LVL 5 Death*-*-*-

With the ocean-ship, sail to Esta Gaza (North West Continent)
Along the shores, encounter a monster called 'Whale Zombie.'

Whale Zombie: Must deal 2798+ damage on it before you eat it. 1865+ for eat.

- Give everyone Antibody
- If you have Matra Magic, use it. Doesn't matter. Misses a lot anyways.
- First use your big damage dealers to get most of it. Count how many HP is needed taken off to eat. As you come closer to the target, use Potions and Hi-Potions. If you're using Cure or Cura, remember those numbers as well.
- Fin and Death are the only threats. If you have Auto-Regen on and he casts zombie... good luck.
- His total HP is 3730, so try not to kill it before eating it.

LVL 5 Death Benefits

It can kill Grand Dragons with one cast. It can never miss. One more, but I'll reveal it later on.

(((Above Gizamaluke's Grotto))) aka Popo's Height

Do this only if you feel like learning new abilities. On second thought, do this if you feel weak. If you don't, no need to do this. If everyone's average is 50, then just skip this upgrading exercise, you're more than enough to finish the game.

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Disc Three Grand Dragons

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HP: 13,206

EXP: 35,208 (8,802 if 4 members can take it)

AP: 3

Gil: 2,604

Strategy: Make sure everyone is learning Auto-Reflect. Quina will be your main dragon killer right now, due to Lvl 5 Death. The only bad thing about this is that Quina's MP may be depleted very quickly. Zidane's Sacrafice mixed with Amarant's Chakra, or just Chakra, can easily counter this, but it does require a lot of work.

Recommended Leveling Up Limit: Still, none. But I rather have you train later on in the game, in which case, it'll get boring to kill Grand Dragons. Good EXP/AP/GIL, but boring process.

NOTE: FOR AN EASIER DESERT PALACE, send Quina to Desert Palace with the Lvl 5 Death learned.

(((Oeilvert)))

Before entering this place, buy a lot of Softs. In this place there's a monster called Epitaph. If you're fast enough, you can throw a Soft at it, and it'll die. This is only for learning abilities only. Fastest way to do so. To speed things up, put Soft on the top of your item list. These guys are more frequently found in the moogle screen and first non-outside place.

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Epitah:

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HP = Doesn't matter, Soft it!

EXP = 0

AP = 2

GIL = 0

-Shield Armor (Distract) for Steiner/Freya, can be found in a chest.

Buy Brigandine (Ability Up) if needed.

Buy Diamond Gloves (Ability Up) if needed. Only Steiner/Freya

Buy Green Beret (Ability Up) if needed. Everyone except Steiner/Freya

Steal Holy Lance from the boss, recommended.

(((Desert Palace)))

If you have done what I said and sent Quina to Desert Palace, s/he becomes the best battle tool. Every time Quina casts LVL 5 Death, all enemies in this place are instantly dead. That's because everyone here is divisible by 5. The con in this, yes there is a con, is that Quina's MP might be depleted very quickly, depending on many factors.

Factor 1: Quina's Level and if MP+% has been added

Factor 2: Number of random encounters.

Factor 3: Ogre isn't included on this list.

So overall, kill the enemies that you get into. You might need to use 1-3 Ethers, depending on your luck and factor 1. And if you're nearby a moogle, feel free to use up all your tents, but save one for backup.

The Desert Palace is divided into many 16 sections/screens with random battle occurrence. Yet, there are only two types of areas that have different combinations of random encounters.

- - - - -

Type #1 Area - Intro screen of the Desert Palace, the one with the first candle that needs to be lit. This also the screen above/up of it, you'll notice 2 Devil Statues with 1 Angel Statue in the middle. The Devil's head can move before you've created the light-blue stairs.

This is the best are to train at because of the 2 Grimlocks

Combination of enemies that you'll see:

- Drakan
- 2 Drakan
- 2 Torama
- Torama
- 2 Grimlock

- - - - -

Type #2 Area - Any other areas not listed in Type #1 Area.

Combination of enemies that you'll see:

- Drakan
- 2 Drakan
- 2 Torama
- Torama

Name of Monster	EXP (1/2/3/Split4)	AP	GIL
Drakan	5675/2837/1891/1418	2	1118
2 Drakans	11350/5675/3783/2837	3	2236
Torama	5675/2837/1891/1418	2	1118
2 Toramas	11350/5675/3783/2837	3	2236
2 Grimlocks	13220/6610/4406/3305	2	2726

-Shield Armor can be found

Buy Brigandine (Ability Up) if needed.

Buy Green Beret (Ability Up) if needed.

Buy Diamond Gloves (Ability Up) if needed.

Limit Glove the boss, if needed.

- - - Esta Gaza - - - (After Desert Palace)

Buy Diamond Gloves (Ability Up) if needed.

- - - Mt. Gulug - - -

-Golden Hairpin (Auto-Regen for everyone except Steiner/Freya) is gotten from a chest located on the 1st floor on the far right.

Golden Hairpin can be stolen from the boss.

-Automatically receive Ribbon (Ability Up).

(((Daguerreo)))

BUY AT LEAST 1 ZORLIN SHAPE

Along with Grand Dragons, Gimme Cat also shows up around here. If you have enough power, try to kill it before it uses Meteor on you. You could always flee if you're not ready yet. The good thing about Gimme Cat is that it drops 5000 gils, which is the most a random battle can offer in this game. Combine that with Millionaire, and we get 7500 each battle. The AP isn't too shabby as well.

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Gimme Cat

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HP: 4,683

EXP: 4

AP: 3

GIL: 5,000

Below are the last and final strategies for the Grand Dragon. Disc Four is included because it doesn't make a difference. Same place, same strategy. There's a difference between this one and the one mentioned before on disc three. That being the location. There's a place to rest to restore Quina's MP, as well everything else.

Buy Diamond Armor (Ability Up) if needed.

Buy Golden Hairpin if needed.

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Disc Three and Four Grand Dragons

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HP: 13,206

EXP: 35,208 (8,802 if 4 members can take it)

AP: 3
Gil: 2,604

Strategy: This will be divided into 3 levels. The higher the level, the less difficult is to kill the Grand Dragon. If you don't have an autofire control and/or you find this method boring, wait till disc four.

*Level 1 : Everyone with Antibody and Auto-Reflect. Distract, Gamble Defense, and Millionaire are added if possible. Quina keeps casting Lvl 5 Death for every battle.

*Level 2 : With everything mentioned on level 1, we add Auto-Life. We also add Level Up and Ability Up if it hasn't been learned and use it. Quina gets Half MP and Amarant uses Chakra to restore Quina's MP if needed.

*Level 3 : With everything mentioned on level 1 and 2, removing Quina's need to cast Lvl 5 Death, we add Auto-Regen. Dragon Killer is used. Each character's best equipments are used. A turbofire controller is used to circle around the outside to level up. The analog are rubberband together to walk in a circle, the R2 is fixed on firing the confirm button. You just can't lose. By this time, most of the people in the party should be at level 70+. You'll just need to wait 2 - 5 hours till each party reaches 99.

Aside from defeating Grand Dragons, there's a time that Quina will be at level 99 and wouldn't need further EXP. There's 2 solutions for this.

1. Get the Virus Status on Quina. Zombie won't work since because you can't heal Quina.

To get Virus, go to the island southwest of the Iifa Tree. You'll need a Gold Chocobo or 4th Disc's airship for this. Once on the island, save. Encounter a monster known as the 'Yan.' Have them cast Virus Powder on you. Go to your remedy or any healing status item and see if Virus has been inflicted, if it has and it's on Quina, flee the battle.

2. STOP USING QUINA.

Even though Lvl 5 Death does gets the job done and fast, it's not the only way to kill Grand Dragons. They might be slower, but it works.
Note: these aren't all the obtainable ways.

Steiner = Iai Strike (Rune Blade, Daguerreo Disc 3)
Amarant = Countdown (Kaiser Knuckles, Daguerreo Disc 3)
Vivi = Death (Black Hood, Esta Gaza after Desert Palace)
Dagger = Odin (Dark Matter), get 99 Ores in your inventory though.

I REPEAT, BUY AT LEAST 1 ZORLIN SHAPE

- - - Ispen's Castle - - -

-Maiden Prayer can be found in a chest. To get it, you must defeat the boss, and activate a trap to the upper right of the one activated by Vivi/Eiko.

- - - Bran Bal - - -

LAST WARNING, HAVE AT LEAST 1 ZORLIN SHAPE IN YOUR INVENTORY

-On the screen outside of Dagger's Inn, search the right. It will give off Angel Earrings.

-Buy the package offered by Stiltzkin, it contains a Diamond.

- - - Pandemonium - - -

-In the teleport screen, one of the chests contain Carabini Mail (Auto-Rgen) for Steiner/Freya. This item can also be stolen from the last boss of this disc.

TRAINING ON DISC FOUR

(6)

- (1) Daguerro + Black Mage Village
- (2) Vile Island
- (3) Memoria + Crystal World

(((Daguerreo)))

Buy Carabini Mail if needed.

*If you want to train here, read the section about Grand Dragons on disc 3. The title should mention disc 4 as well.

To go further into the guide and use it's knowledge, do the following:

-Buy a Orichalcon

-Go to Black Mage Village. Synth Zorlin Shape and Orichalcon For Masamune.

(((Vile Island)))

On Vile Island, you can only encounter one kind/type of monster. The Yan. Even at level 99, without the right equipments/strategy, these guys will make everything look hard.

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The Yan

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HP: 19,465

EXP: 42,673 (10,668 if 4 memebers can take it)

AP: 2□ GIL: 2,218

Strategy #1: Zidane must have the following on him. Masamune, Add Status, and Soul Blade (from The Ogre). Use Soul Blade on each one of them to inflict Doom and wait for all of them to die.

Strategy #2: Have 99 Ores in your inventory and summon Odin. Hopefully it will kill all the Yans with one cast, but that's rare to happen.

Strategy #3: Have Quina learn Night, teach everyone Insomnia and equip it. Powerup Thievery and Dragon Crest to 9999. Cast Night, slaughter them with the 9999 dealers.

NOTE: I would recommend using Strategy #1 because of two things. One, it costs less MP to use. Two, it's not based on luck, it's based on how fast you can cast it. If using #1, set the cursor to memory. The con is that if you're aren't fast enough, they might Snort Zidane away.
Snort = Remove the character from the battle.

(((Memoria)))

This places isn't too dangerous, at least compared to The Yans. For an added advantage, Strategy #1 for The Yans also works well in here. Yet if your

levels are too low, you might lose before the Doom counter expires.

To repeat the strategy:

Zidane + Masamune + Soul Blade = Death to all Memoria Random Monsters.

Yet, in the process of doing so, you might want to use some abilities to stretch the length of time, so that the Doom counter will reach 0 before enemy gets a chance to kill you. Or rather, get a second turn/move.

Abilities like Eat, Lancer/Dragon Crest, Detect, or any abilities that wastes a lot of game time; And doesn't cost too much MP, is good for the job. However, I wouldn't suggest using Ark, if you did have it. It wastes *TOO* much time. Eat and Focus would be the best choices, if you were to have them in your party that is. Detect would be another.

Memoria will be divided into 21 sections because there are 21 screens that you can go to. Each section has their own number of monsters that can be encountered. However, most of them are repeated, so you'll see a lot of them being the same. I will also give a brief explanation/description of each place, as well as the name indicated on the menu screen.

1. Memoria/Outside: (First Screen)
None
2. Memoria Entrance: (Save Sphere, Kain's Lance - Far right)
Chimera
Iron Man
3. Memoria/Stairs of Time:
Ash
Veteran
4. Memoria/Recollection: (The Tower - close to the top, walk down)
Chimera
Iron Man
5. Memoria/Outer Path (Malaria)
None
6. Memoria/The Past (Flashback of Alexandria)
None
7. Memoria/Oblivion (Floating Objects)
Ash
Veteran
8. Memoria/Recollection: (Dagger's Past) Chimera
Iron Man
9. Memoria/Time Interval: (Tiamat)
None
10. Memoria/Ruins:
Chimera
Iron Man
11. Memoria/Lost Memory:
Ash
Veteran

- 12. Memoria/Familiar Past: (Above Ruins, same screen)
 - Ash
 - Veteran
- 13. Memoria/World Fusion: (2 Planets)
 - Chimera
 - Iron Man
- 14. Memoria/Portal: (Save Sphere, Waterfall)
 - Behemoth
 - Stilva
- 15. Memoria/Birth: (Quina swimming, Hades)
 - Iron Man
 - Stilva
- 16. Memoria/Ocean: (Kraken)
 - *None*
- 17. Memoria/Time Warp:
 - Behemoth
 - Stilva
- 18. Memoria/Gaia's Birth: (1 Ladder Going Up)
 - *None*
- 19. Memoria/Stairs:
 - Behemoth
 - Stilva
- 20. Memoria/Gate to Space: (Lich/Excalibur 2)
 - *None*
- 21. Memoria/To the Origin: (In Space)
 - Behemoth
 - Stilva

Since Behemoth and Stilva give the most EXP overall. These sections will be the best for training purposes:

- 14. Memoria/Portal
- 17. Memoria/Time Warp
- 19. Memoria/Stairs
- 21. Memoria/To the Origin

Name of Monster	EXP (One/Split4)	AP	GIL
Ash	40,328/10,082	4	2,748
Veteran	15,181/3,785	3	1,971
Chimera	42,783/10,695	4	2,732
Iron Man	42,996/10,749	4	2,796
Behemoth	53,166/13,291	4	2,764
Stilva	42,784/10,696	4	2,780

...-...-...-...-...

After Memoria, we get Crystal World. This place doesn't give much EXP, on the second thought, it doesn't give EXP at all. But hey, at least the AP is great. In the whole game, this places gives the most AP per fight. Also the Masamune + Add Status + Soul Blade works on these guys as well. Just remember to equip Ability Up and Body Temp during this place. It does contain all the Chaos Guardians' crystal forms.

Name of Monster	AP	GIL	Helpful Abilities
Kraken	7	4,338	Body Temp, Water Protection
Lich	7	2,828	Auto-Reflect, Antibody
Maliris	7	2,960	Auto-Reflect, Body Temp
Tiamat	7	2,956	Body Temp, Wind Protection

 Experience Point Listing (7)

This section is the extra of this guide. It's based on this formula:

$$\text{Exp needed to reach level "x"} = (x^4 + 10x^3 + 37x^2 + 56x - 96) / 16$$

It's polynomial divided by 16, basically. You can get this list by using a Texas Instrument, aka TI-##. Anyone can make this list, but this will probably be the only guide that will have this info.

EXP Requirement = Total of EXP needed, from 0, to reach this level.

EXP Needed (for Next Level) = This is the amount of EXP that is needed to reach the next level. Example: At level 10, EXP Needed is 549. That means to get from level 10 to level 11, you need 549 EXP.

$$\text{Also, } 549 + 1,510 = 2,059 = \text{EXP Requirement for Level 11}$$

Levels	EXP Needed	EXP Requirement
1	16	-
2	31	16
3	54	47
4	85	101
5	128	186
6	182	314
7	250	496
8	332	746
9	432	1,078
10	549	1,510
11	686	2,059

	12		843		2,745	
	13		1,024		3,588	
	14		1,228		4,612	
	15		1,458		5,840	
	16		1,714		7,298	
	17		2,000		9,012	
	18		2,315		11,012	
	19		2,662		13,327	
	20		3,041		15,989	
	21		3,456		19,030	
	22		3,906		22,486	
	23		4,394		26,392	
	24		4,920		30,786	
	25		5,488		35,706	
	26		6,097		41,194	
	27		6,750		47,291	
	28		7,447		54,041	
	29		8,192		61,488	
	30		8,984		69,680	
	31		9,826		78,664	
	32		10,718		88,490	
	33		11,664		99,208	
	34		12,663		110,872	
	35		13,718		123,535	
	36		14,829		137,253	
	37		16,000		152,082	
	38		17,230		168,082	
	39		18,522		185,312	
	40		19,876		203,834	
	41		21,296		223,710	
	42		22,781		245,006	
	43		24,334		267,787	
	44		25,955		292,121	
	45		27,648		318,076	
	46		29,412		345,724	
	47		31,250		375,136	
	48		33,162		406,386	
	49		35,152		439,548	
	50		37,219		474,700	
	51		39,366		511,919	
	52		41,593		551,285	
	53		43,904		592,878	
	54		46,298		636,782	
	55		48,778		683,080	
	56		51,344		731,858	
	57		54,000		783,202	
	58		56,745		837,202	
	59		59,582		893,947	
	60		62,511		953,529	
	61		65,536		1,016,040	
	62		68,656		1,081,576	
	63		71,874		1,150,232	
	64		75,190		1,222,106	
	65		78,608		1,297,296	
	66		82,127		1,375,904	
	67		85,750		1,458,031	
	68		89,477		1,543,781	
	69		93,312		1,633,258	
	70		97,254		1,726,570	
	71		101,306		1,823,824	

72	105,468	1,925,130	
73	109,744	2,030,598	
74	114,133	2,140,342	
75	118,638	2,254,475	
76	123,259	2,373,113	
77	128,000	2,496,372	
78	132,860	2,624,372	
79	137,842	2,757,232	
80	142,946	2,895,074	
81	148,176	3,038,020	
82	153,531	3,186,196	
83	159,014	3,339,727	
84	164,625	3,498,741	
85	170,368	3,663,366	
86	176,242	3,833,734	
87	182,250	4,009,976	
88	188,392	4,192,226	
89	194,672	4,380,618	
90	201,089	4,575,290	
91	207,646	4,776,379	
92	214,343	4,984,025	
93	221,184	5,198,368	
94	228,168	5,419,552	
95	235,298	5,647,720	
96	242,574	5,883,018	
97	250,000	6,125,592	
98	257,575	6,375,592	
99	-	6,633,167	

Anaylsis

(8)

EKN : The number of these enemies needed to be killed from level one to reach this level limit. Enemy Killed Normal.

EKLU : Same as 'EKN' but done by Level Up Equipped. Enemy Killed Level Up.

4CG - 4 Character Gains. Full party is alive after battle.

3CG - 3 Character Gains. 3 Party Member is alive after battle.

2CG - 2 Character Gains. 2 Party Member is alive after battle.

1CG - 1 Character Gains. 1 Party Member is alive after battle.

EN - Normal's Ability Points. EKN's Ability Points gained

LN - Level Up's Ability Points. EKLU's Ability Points gained

EU - Normal with Ability Up's AP.

LU - Level Up's with Ability Up's AP.

EG - Gils gained by normal level up. EKN's gils gained.

LG - Gils gained by Level Up Ability on. EKLU's gils gained.

EM - Gils gained by normal level up with Millionaire equipped.

LM - Gils gained by Leve Up Ability on with Millionaire equipped.

Name of Monster	EXP (1/2/Split3)	AP	GIL
Dendrobium	39/19/13	2	99
Fang	23/11/7	1	90
Goblin	23/11/7	1	88
2 Goblin	46/23/15	1	176
2 Fang	46/23/15	1	180
Goblin & Fang	46/26/15	1	178

*Based on Screen 3 of Evil Forest by the number of battles,
not enemies killed**

Averages

EXP = ((39 + 46 + 46 + 46)/4) = 44.25 EXP
AP = ((2 + 1 + 1 + 1)/4) = 1.25 AP
GIL = ((99 + 176 + 180 + 178)/4) = 158.25 GIL PER BATTLE

3CG

Lvl.Range	EKN	EKLU	EN	LN	EU	LU
0 - 10	107.9	71.9	134	89	268	178
20	1142.1	761.4	1428	951	2855	1903
30	4977.1	3318.1	6221	4148	12443	8295
40	14559.6	9706.4	18199	12133	36398	24265
50	33907.1	22604.8	42384	28255	84768	56510
60	68109.2	45406.1	85136	56758	170273	113515
70	123326.4	82217.6	154158	102771	308315	205543
80	206791.0	137860.7	258489	172325	516978	344650
90	326806.4	217871.0	408508	272338	817015	544675
100	473797.6	315865.1	592246	394831	1184493	789663

Lvl.Range	EG	LG	EM	LM
0 - 10	16933	11236	25399	16854
20	180722	120428	271082	180642
30	787610	525074	1181415	787610
40	2303962	1535975	3455943	2303962
50	5365783	3577083	8048674	5365625
60	10778249	7185500	16167374	10778249
70	19516340	13010840	29274509	19516260
80	32724676	21816345	49087014	32724518
90	51717050	34477928	77575574	51716891
100	74978375	49985636	112467563	74978454

2CG

Lvl.Range	EKN	EKLU	EN	LN	EU	LU
0 - 10	68.6	45.8	85	56	170	113
20	726.8	484.5	908	605	1815	1210
30	3167.3	2111.5	3959	2639	7918	5278
40	9265.2	6176.8	11581	7720	23163	15440
50	21577.3	14384.8	26971	17980	53943	35960
60	43342.2	28894.8	54178	36118	108355	72235
70	78480.5	52320.3	98100	65400	196200	130800
80	131594.3	87729.5	164493	109661	328985	219323
90	207967.7	138645.2	259959	173306	519918	346613
100	301507.6	201005.1	376884	251256	753768	502513

Lvl.Range	EG	LG	EM	LM
0 - 10	10761	7121	16142	10682
20	114890	76593	172334	114890
30	501178	334066	751767	501099
40	1466186	977352	2199279	1466028
50	3414560	2276268	5121840	3414402
60	6858872	4572476	10288307	6858713
70	12419460	8279640	18629190	12419460
80	20824751	13883114	31237126	20824671
90	32910778	21940571	49366167	32910857
100	47713483	31809041	71570224	47713562

1CG

Lvl.Range	EKN	EKLU	EN	LN	EU	LU
0 - 10	34.3	22.9	43	28	85	55
20	363.4	242.3	454	303	908	605
30	1583.6	1055.8	1979	1319	3958	2638
40	4632.6	3088.4	5790	3860	11580	7720
50	10788.6	7192.4	13485	8990	26970	17980
60	21671.1	14447.4	27089	18059	54178	36118
70	39240.2	26160.2	49050	32700	98100	65400
80	65797.1	43864.8	82246	54830	164493	109660
90	103983.9	69322.6	129979	86653	259958	173305
100	150753.8	100502.5	188441	125628	376883	251255

Lvl.Range	EG	LG	EM	LM
0 - 10	5381	3482	8071	5222
20	57445	38297	86167	57445
30	250510	166954	375765	250431
40	733014	488676	1099521	733014
50	1707201	1138134	2560802	1707201
60	3429436	2286238	5144154	3429357
70	6209730	4139820	9314595	6209730
80	10412375	6941478	15618563	10412217
90	16455310	10970207	24682965	16455310
100	23856662	15904442	35784993	23856662

* * * * Analysis of Area Outside of Dali * * * *

Name of Monster	EXP (1/2/3/Split4)	AP	GIL
Carve Spider	48/24/16/12	1	124
2 Carve Spider	96/48/32/24	1	248
C.S. & Python	88/44/29/22	1	230
3 Python	120/60/40/30	2	318

Based on the Area around Dali by the number of battles, not enemies killed

Averages

 EXP = ((48 + 96 + 88 + 120)/4) = 88 EXP
 AP = ((1 + 1 + 1 + 2)/4) = 1.25 AP
 GIL = ((124 + 248 + 230 + 318)/4) = 230 GIL PER BATTLE

4CG

Lvl.Range	EKN	EKLU	EN	LN	EU	LU
0 - 10	68.6	45.8	85	56	170	113
20	726.8	484.5	908	605	1815	1210
30	3167.3	2111.5	3959	2639	7918	5278
40	9265.2	6176.8	11581	7720	23163	15440
50	21577.3	14384.8	26971	17980	53943	35960
60	43342.2	28894.8	54178	36118	108355	72235
70	78480.5	52320.3	98100	65400	196200	130800
80	131594.3	87729.5	164493	109661	328985	219323
90	207967.7	138645.2	259959	173306	519918	346613
100	301507.6	201005.1	376884	251256	753768	502513

Lvl.Range	EG	LG	EM	LM
0 - 10	15640	10350	23460	15525
20	166980	111320	250470	166980
30	728410	485530	1092615	728295
40	2130950	1420480	3196425	2130720
50	4962710	3308320	7444065	4962480
60	9968660	6645620	14952990	9968430
70	18050400	12033600	27075600	18050400
80	30266620	20177670	45399930	30266505
90	47832410	31888350	71748615	47832525
100	69346610	46231150	104019915	69346725

3CG

Lvl.Range	EKN	EKLU	EN	LN	EU	LU
0 - 10	52.1	35.1	65	44	130	88
20	551.3	371.8	689	464	1378	928
30	2402.8	1620.5	3003	2025	6005	4050
40	7028.8	4740.3	8785	5925	17570	11850
50	16369.0	11039.5	20460	13799	40920	27598
60	32880.3	22175.1	41100	27719	82200	55438
70	59536.9	40152.8	74420	50190	148840	100380
80	99830.1	67327.3	124788	84159	249575	168318
90	157768.6	106402.1	197210	133003	394420	266005
100	228729.9	154259.7	285911	192824	571823	385648

Lvl.Range	EG	LG	EM	LM
0 - 10	11960	8050	17940	12075
20	126730	85330	190095	127995
30	552460	372600	828690	558900
40	1616440	1090200	2424660	1635300
50	3764640	2538970	5646960	3808455
60	7562400	5100250	11343600	7650375
70	13693280	9234960	20539920	13852440
80	22960900	15485210	34441350	23227815
90	36286640	24472460	54429960	36708690

100 | 52607670 | 35479570 | 78911505 | 53219355 |

2CG

Lvl.Range	EKN	EKLU	EN	LN	EU	LU
0 - 10	34.3	22.9	43	28	85	55
20	363.4	242.3	454	303	908	605
30	1583.6	1055.8	1979	1319	3958	2638
40	4632.6	3088.4	5790	3860	11580	7720
50	10788.6	7192.4	13485	8990	26970	17980
60	21671.1	14447.4	27089	18059	54178	36118
70	39240.2	26160.2	49050	32700	98100	65400
80	65797.1	43864.8	82246	54830	164493	109660
90	103983.9	69322.6	129979	86653	259958	173305
100	150753.8	100502.5	188441	125628	376883	251255

Lvl.Range	EG	LG	EM	LM
0 - 10	7820	5060	11730	7590
20	83490	55660	125235	83490
30	364090	242650	546135	363975
40	1065360	710240	1598040	1065360
50	2481240	1654160	3721860	2481240
60	4984330	3322810	7476495	4984215
70	9025200	6016800	13537800	9025200
80	15133310	10088720	22699965	15133080
90	23916090	15944060	35874135	23916090
100	34673190	23115460	52009785	34673190

1CG

Lvl.Range	EKN	EKLU	EN	LN	EU	LU
0 - 10	17.2	11.4	21	14	43	28
20	181.7	121.1	226	151	453	303
30	791.8	527.9	989	659	1978	1318
40	2316.3	1544.2	2895	1930	5790	3860
50	5394.3	3596.2	6743	4495	13485	8990
60	10835.6	7223.7	13544	9029	27088	18058
70	19620.1	13080.1	24525	16350	49050	32700
80	32898.6	21932.4	41123	27415	82245	54830
90	51991.9	34661.3	64989	43326	129978	86653
100	75376.9	50251.3	94220	62814	188440	125628

Lvl.Range	EG	LG	EM	LM
0 - 10	3910	2530	5865	3795
20	41630	27830	62445	41745
30	181930	121210	272895	181815
40	532680	355120	799020	532680
50	1240620	827080	1860930	1240620
60	2492050	1661290	3738075	2491935
70	4512600	3008400	6768900	4512600
80	7566540	5044360	11349810	7566540
90	11957930	7972030	17936895	11958045
100	17336480	11557730	26004720	17336595

* * * * Analysis of Grand Dragons * * * *

Grand Dragon Analysis

HP: 13,206
 EXP: 35,208 (8,802 if 4 members can take it)
 AP: 3
 Gil: 2,604

4CG

Lvl.Range	EKN	EKLU	EN	LN	EU	LU
0 - 10	0.2	0.1	0	0	0	0
20	1.8	1.2	3	3	6	6
30	7.9	5.3	21	15	42	30
40	23.2	15.4	69	45	138	90
50	53.9	36.0	159	105	318	210
60	108.3	72.2	324	216	648	432
70	196.2	130.8	588	390	1176	780
80	328.9	219.3	984	657	1968	1314
90	519.8	346.5	1557	1038	3114	2076
100	753.6	502.4	2259	1506	4518	3012

Lvl.Range	EG	LG	EM	LM
0 - 10	0	0	0	0
20	2604	2604	3906	3906
30	18228	13020	27342	19530
40	59892	39060	89838	58590
50	138012	91140	207018	136710
60	281232	187488	421848	281232
70	510384	338520	765576	507780
80	854112	570276	1281168	855414
90	1351476	900984	2027214	1351476
100	1960812	1307208	2941218	1960812

3CG

Lvl.Range	EKN	EKLU	EN	LN	EU	LU
0 - 10	0.1	0.1	0	0	0	0
20	1.4	0.9	3	0	6	0
30	5.9	4.0	15	9	30	18
40	17.4	11.6	51	33	102	66
50	40.4	27.0	120	78	240	156
60	81.2	54.2	243	162	486	324
70	147.1	98.1	441	294	882	588
80	246.7	164.5	738	492	1476	984
90	389.9	259.9	1167	777	2334	1554
100	565.2	376.8	1695	1128	3390	2256

Lvl.Range	EG	LG	EM	LM
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0	-	10	0	0	0	0	0
		20	2604	0	3906	0	0
		30	13020	7812	19530	11718	0
		40	44268	28644	66402	42966	0
		50	104160	67704	156240	101556	0
		60	210924	140616	316386	210924	0
		70	382788	255192	574182	382788	0
		80	640584	427056	960876	640584	0
		90	1012956	674436	1519434	1011654	0
		100	1471260	979104	2206890	1468656	0

2CG

Lvl.	Range	EKN	EKLU	EN	LN	EU	LU
0	-	10	0.1	0.1	0	0	0
		20	0.9	0.6	0	0	0
		30	4.0	2.6	9	6	18
		40	11.6	7.7	33	21	66
		50	27.0	18.0	78	51	156
		60	54.2	36.1	162	108	324
		70	98.1	65.4	294	195	588
		80	164.5	109.6	492	327	984
		90	259.9	173.3	777	519	1554
		100	376.8	251.2	1128	753	2256

Lvl.	Range	EG	LG	EM	LM
0	-	10	0	0	0
		20	0	0	0
		30	7812	5208	11718
		40	28644	18228	42966
		50	67704	44268	101556
		60	140616	93744	210924
		70	255192	169260	382788
		80	427056	283836	640584
		90	674436	450492	1011654
		100	979104	653604	1468656

1CG

Lvl.	Range	EKN	EKLU	EN	LN	EU	LU
0	-	10	0.0	0.0	0	0	0
		20	0.5	0.3	0	0	0
		30	2.0	1.3	3	3	6
		40	5.8	3.9	15	9	30
		50	13.5	9.0	39	24	78
		60	27.1	18.1	81	54	162
		70	49.0	32.7	147	96	294
		80	82.2	54.8	246	162	492
		90	130.0	86.6	387	258	774
		100	188.4	125.6	564	375	1128

Lvl.	Range	EG	LG	EM	LM
0	-	10	0	0	0
		20	0	0	0
		30	2604	2604	3906

40	13020	7812	19530	11718
50	33852	20832	50778	31248
60	70308	46872	105462	70308
70	127596	83328	191394	124992
80	213528	140616	320292	210924
90	335916	223944	503874	335916
100	489552	325500	734328	488250

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Crawlers

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HP: 625

EXP: 480

AP: 2

Gil: 323

4CG

Lvl.	Range	EKN	EKLU	EN	LN	EU	LU
0	- 10	12.6	8.4	24	16	48	32
	20	133.2	88.8	266	176	532	352
	30	580.7	387.1	1160	774	2320	1548
	40	1698.6	1132.4	3396	2264	6792	4528
	50	3955.8	2637.2	7910	5274	15820	10548
	60	7946.1	5297.4	15892	10594	31784	21188
	70	14388.1	9592.1	28776	19184	57552	38368
	80	24125.6	16083.7	48250	32166	96500	64332
	90	38127.4	25418.3	76254	50836	152508	101672
	100	55276.4	36850.9	110552	73700	221104	147400

Lvl.	Range	EG	LG	EM	LM
0	- 10	3876	2584	5814	3876
	20	42959	28424	64439	42636
	30	187340	125001	281010	187502
	40	548454	365636	822681	548454
	50	1277465	851751	1916198	1277627
	60	2566558	1710931	3849837	2566397
	70	4647324	3098216	6970986	4647324
	80	7792375	5194809	11688563	7792214
	90	12315021	8210014	18472532	12315021
	100	17854148	11902550	26781222	17853825

3CG

Lvl.	Range	EKN	EKLU	EN	LN	EU	LU
0	- 10	9.4	6.3	18	12	36	24
	20	99.9	66.6	198	132	396	264
	30	435.5	290.3	870	580	1740	1160
	40	1274.0	849.3	2546	1698	5092	3396
	50	2966.9	1977.9	5932	3954	11864	7908
	60	5959.6	3973.0	11918	7946	23836	15892
	70	10791.1	7194.0	21582	14388	43164	28776
	80	18094.2	12062.8	36188	24124	72376	48248

90	28595.6	19063.7	57190	38126	114380	76252
100	41457.3	27638.2	82914	55276	165828	110552

Lvl. Range	EG	LG	EM	LM
0 - 10	2907	1938	4361	2907
20	31977	21318	47966	31977
30	140505	93670	210758	140505
40	411179	274227	616769	411341
50	958018	638571	1437027	957857
60	1924757	1283279	2887136	1924919
70	3485493	2323662	5228240	3485493
80	5844362	3896026	8766543	5844039
90	9236185	6157349	13854278	9236024
100	13390611	8927074	20085917	13390611

2CG

Lvl. Range	EKN	EKLU	EN	LN	EU	LU
0 - 10	6.3	4.2	12	8	24	16
20	66.6	44.4	132	88	264	176
30	290.3	193.6	580	386	1160	772
40	849.3	566.2	1698	1132	3396	2264
50	1977.9	1318.6	3954	2636	7908	5272
60	3973.0	2648.7	7946	5296	15892	10592
70	7194.0	4796.0	14388	9592	28776	19184
80	12062.8	8041.9	24124	16082	48248	32164
90	19063.7	12709.1	38126	25418	76252	50836
100	27638.2	18425.5	55276	36850	110552	73700

Lvl. Range	EG	LG	EM	LM
0 - 10	1938	1292	2907	1938
20	21318	14212	31977	21318
30	93670	62339	140505	93509
40	274227	182818	411341	274227
50	638571	425714	957857	638571
60	1283279	855304	1924919	1282956
70	2323662	1549108	3485493	2323662
80	3896026	2597243	5844039	3895865
90	6157349	4105007	9236024	6157511
100	8927074	5951275	13390611	8926913

1CG

Lvl. Range	EKN	EKLU	EN	LN	EU	LU
0 - 10	3.1	2.1	6	4	12	8
20	33.3	22.2	66	44	132	88
30	145.2	96.8	290	192	580	384
40	424.7	283.1	848	566	1696	1132
50	989.0	659.3	1976	1318	3952	2636
60	1986.5	1324.3	3972	2648	7944	5296
70	3597.0	2398.0	7194	4796	14388	9592
80	6031.4	4020.9	12062	8040	24124	16080
90	9531.9	6354.6	19062	12708	38124	25416
100	13819.1	9212.7	27638	18424	55276	36848

Lvl. Range	EG	LG	EM	LM
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0	-	10		969		646		1454		969	
		20		10659		7106		15989		10659	
		30		46835		31008		70253		46512	
		40		136952		91409		205428		137114	
		50		319124		212857		478686		319286	
		60		641478		427652		962217		641478	
		70		1161831		774554		1742747		1161831	
		80		1948013		1298460		2922020		1947690	
		90		3078513		2052342		4617770		3078513	
		100		4463537		2975476		6695306		4463214	

* * * * Anaylsis of The Alexandrian Soldiers * * * *

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Soldiers

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HP: 459
EXP: 357
AP: 1
Gils: 292

Based on the constant battles given to Steiner & Marcus in Alexandria

2CG

Lvl.	Range	EKN	EKLU	EN	LN	EU	LU								
0	-	10		8.5		5.7		8		5		16		10	
		20		89.8		59.9		89		59		178		118	
		30		391.5		261.0		391		260		782		520	
		40		1145.1		763.4		1145		763		2290		1526	
		50		2666.9		1777.9		2666		1777		5332		3554	
		60		5356.9		3571.3		5356		3571		10712		7142	
		70		9699.8		6466.6		9699		6466		19398		12932	
		80		16264.5		10843.0		16264		10842		32528		21684	
		90		25703.9		17135.9		25703		17135		51406		34270	
		100		37265.0		24843.3		37264		24843		74528		49686	

Lvl.	Range	EG	LG	EM	LM						
0	-	10		2336		1460		3504		2190	
		20		25988		17228		38982		25842	
		30		114172		75920		171258		113880	
		40		334340		222796		501510		334194	
		50		778472		518884		1167708		778326	
		60		1563952		1042732		2345928		1564098	
		70		2832108		1888072		4248162		2832108	
		80		4749088		3165864		7123632		4748796	
		90		7505276		5003420		11257914		7505130	
		100		10881088		7254156		16321632		10881234	

1CG

Lvl.	Range	EKN	EKLU	EN	LN	EU	LU
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0	-	10	4.2	2.8	4	2	8	4
		20	44.8	29.9	44	29	88	58
		30	195.2	130.2	195	130	390	260
		40	571.0	381.0	570	380	1140	760
		50	1329.7	887.3	1329	887	2658	1774
		60	2670.9	1782.3	2670	1782	5340	3564
		70	4836.3	3227.2	4836	3227	9672	6454
		80	8109.5	5411.4	8109	5411	16218	10822
		90	12815.9	8551.9	12815	8551	25630	17102
		100	18580.3	12398.4	18580	12398	37160	24796

Lvl.	Range	EG	LG	EM	LM	
0	-	10	1168	584	1752	876
		20	12848	8468	19272	12702
		30	56940	37960	85410	56940
		40	166440	110960	249660	166440
		50	388068	259004	582102	388506
		60	779640	520344	1169460	780516
		70	1412112	942284	2118168	1413426
		80	2367828	1580012	3551742	2370018
		90	3741980	2496892	5612970	3745338
		100	5425360	3620216	8138040	5430324

* * * * Analysis of The Desert Palace * * * *

Name of Monster	EXP (1/2/3/Split4)	AP	GIL
Drakan	5675/2837/1891/1418	2	1118
2 Drakans	11350/5675/3783/2837	3	2236
Torama	5675/2837/1891/1418	2	1118
2 Toramas	11350/5675/3783/2837	3	2236
2 Grimlocks	13220/6610/4406/3305	2	2726

Based on the Type #1 Area of the Desert Palace

Average

$$\text{EXP} = ((5675 + 11350 + 5675 + 11350 + 13220) / 5) = 9454$$

$$\text{AP} = ((2 + 3 + 2 + 3 + 2) / 5) = 2.4$$

$$\text{GIL} = ((1118 + 2236 + 1118 + 2236 + 2726) / 5) = 1886.8$$

4CG

Lvl.	Range	EKN	EKLU	EN	LN	EU	LU
0	-	10	0.6	0.4	0	0	0

20	6.8	4.5	14	10	29	19
30	29.5	19.7	70	46	139	91
40	86.3	57.5	206	137	413	274
50	200.9	133.9	480	319	960	638
60	403.5	269.1	967	646	1934	1291
70	730.7	487.2	1752	1169	3504	2338
80	1225.2	816.9	2940	1958	5880	3917
90	1936.2	1291.0	4646	3096	9293	6192
100	2807.1	1871.7	6737	4490	13474	8981

Lvl. Range	EG	LG	EM	LM
0 - 10	0	0	0	0
20	11321	7547	16981	11321
30	54717	35849	82076	53774
40	162265	107548	243397	161321
50	377360	250944	566040	376417
60	760380	507549	1140571	761324
70	1377364	918872	2066046	1378307
80	2311330	1539629	3466995	2309443
90	3652845	2433972	5479267	3650958
100	5296248	3530203	7944371	5295304

3CG

Lvl. Range	EKN	EKLU	EN	LN	EU	LU
0 - 10	0.5	0.3	0	0	0	0
20	5.1	3.4	12	7	24	14
30	22.1	14.7	53	34	106	67
40	64.7	43.1	154	103	307	206
50	150.7	100.4	360	240	720	480
60	302.6	201.8	725	482	1450	965
70	547.9	365.3	1313	876	2626	1752
80	918.8	612.6	2203	1469	4406	2938
90	1452.0	968.1	3485	2323	6970	4646
100	2105.1	1403.5	5052	3367	10104	6734

Lvl. Range	EG	LG	EM	LM
0 - 10	0	0	0	0
20	9434	5660	14151	8491
30	41510	26415	62264	39623
40	120755	81132	181133	121699
50	283020	188680	424530	283020
60	569814	379247	854720	568870
70	1032080	688682	1548119	1033023
80	1732082	1154722	2598124	1732082
90	2739634	1826422	4109450	2739634
100	3971714	2647180	5957571	3970771

2CG

Lvl. Range	EKN	EKLU	EN	LN	EU	LU
0 - 10	0.3	0.2	0	0	0	0
20	3.4	2.3	7	5	14	10
30	14.7	9.8	34	22	67	43
40	43.1	28.7	103	67	206	134
50	100.4	67.0	240	158	480	317

60	201.7	134.5	482	322	965	643
70	365.3	243.5	876	583	1752	1166
80	612.5	408.3	1469	979	2938	1958
90	967.9	645.3	2321	1548	4642	3096
100	1403.3	935.6	3367	2244	6734	4488

Lvl.	Range	EG	LG	EM	LM
0	- 10	0	0	0	0
	20	5660	3774	8491	5660
	30	26415	16981	39623	25472
	40	81132	52830	121699	79246
	50	188680	124529	283020	186793
	60	379247	252831	568870	379247
	70	688682	458492	1033023	687739
	80	1154722	769814	1732082	1154722
	90	1824536	1216986	2736803	1825479
	100	2647180	1764158	3970771	2646237

1CG

Lvl.	Range	EKN	EKLU	EN	LN	EU	LU
0	- 10	0.2	0.1	0	0	0	0
	20	1.7	1.1	2	2	5	5
	30	7.4	4.9	17	10	34	19
	40	21.6	14.4	50	34	101	67
	50	50.2	33.5	120	79	240	158
	60	100.9	67.2	240	161	480	322
	70	182.6	121.8	437	290	874	581
	80	306.2	204.2	734	490	1469	979
	90	484.0	322.6	1159	773	2318	1546
	100	701.6	467.8	1682	1121	3365	2242

Lvl.	Range	EG	LG	EM	LM
0	- 10	0	0	0	0
	20	1887	1887	2830	2830
	30	13208	7547	19811	11321
	40	39623	26415	59434	39623
	50	94340	62264	141510	93397
	60	188680	126416	283020	189623
	70	343398	228303	515096	342454
	80	577361	384907	866041	577361
	90	911324	607550	1366987	911324
	100	1322647	881136	1983970	1321703

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The Yan

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HP: 19,465

EXP: 42,673

AP: 2

GIL: 2,218

4CG

Lvl.Range	EKN	EKLU	EN	LN	EU	LU
0 - 10	0.1	0.1	0	0	0	0
20	1.5	1.0	2	0	4	0
30	6.5	4.4	12	8	24	16
40	19.1	12.7	38	24	76	48
50	44.5	29.7	88	58	176	116
60	89.4	59.6	178	118	356	236
70	161.8	107.9	322	214	644	428
80	271.4	180.9	542	360	1084	720
90	428.9	285.9	856	570	1712	1140
100	621.8	414.5	1242	828	2484	1656

Lvl.Range	EG	LG	EM	LM
0 - 10	0	0	0	0
20	2218	0	3327	0
30	13308	8872	19962	13308
40	42142	26616	63213	39924
50	97592	64322	146388	96483
60	197402	130862	296103	196293
70	357098	237326	535647	355989
80	601078	399240	901617	598860
90	949304	632130	1423956	948195
100	1377378	918252	2066067	1377378

3CG

Lvl.Range	EKN	EKLU	EN	LN	EU	LU
0 - 10	0.1	0.1	0	0	0	0
20	1.1	0.7	2	0	4	0
30	4.9	3.3	8	6	16	12
40	14.3	9.6	28	18	56	36
50	33.4	22.2	66	44	132	88
60	67.0	44.7	134	88	268	176
70	121.4	80.9	242	160	484	320
80	203.5	135.7	406	270	812	540
90	321.7	214.4	642	428	1284	856
100	466.3	310.9	932	620	1864	1240

Lvl.Range	EG	LG	EM	LM
0 - 10	0	0	0	0
20	2218	0	3327	0
30	8872	6654	13308	9981
40	31052	19962	46578	29943
50	73194	48796	109791	73194
60	148606	97592	222909	146388
70	268378	177440	402567	266160
80	450254	299430	675381	449145

90	711978	474652	1067967	711978
100	1033588	687580	1550382	1031370

2CG

Lvl.	Range	EKN	EKLU	EN	LN	EU	LU
0	- 10	0.1	0.0	0	0	0	0
	20	0.7	0.5	0	0	0	0
	30	3.3	2.2	6	4	12	8
	40	9.6	6.4	18	12	36	24
	50	22.2	14.8	44	28	88	56
	60	44.7	29.8	88	58	176	116
	70	80.9	53.9	160	106	320	212
	80	135.7	90.5	270	180	540	360
	90	214.4	143.0	428	284	856	568
	100	310.9	207.3	620	414	1240	828

Lvl.	Range	EG	LG	EM	LM
0	- 10	0	0	0	0
	20	0	0	0	0
	30	6654	4436	9981	6654
	40	19962	13308	29943	19962
	50	48796	31052	73194	46578
	60	97592	64322	146388	96483
	70	177440	117554	266160	176331
	80	299430	199620	449145	299430
	90	474652	314956	711978	472434
	100	687580	459126	1031370	688689

1CG

Lvl.	Range	EKN	EKLU	EN	LN	EU	LU
0	- 10	0.0	0.0	0	0	0	0
	20	0.4	0.2	0	0	0	0
	30	1.6	1.1	2	2	4	4
	40	4.8	3.2	8	6	16	12
	50	11.1	7.4	22	14	44	28
	60	22.3	14.9	44	28	88	56
	70	40.5	27.0	80	52	160	104
	80	67.8	45.2	134	90	268	180
	90	107.2	71.5	214	142	428	284
	100	155.4	103.6	310	206	620	412

Lvl.	Range	EG	LG	EM	LM
0	- 10	0	0	0	0
	20	0	0	0	0
	30	2218	2218	3327	3327
	40	8872	6654	13308	9981
	50	24398	15526	36597	23289
	60	48796	31052	73194	46578
	70	88720	57668	133080	86502
	80	148606	99810	222909	149715
	90	237326	157478	355989	236217
	100	343790	228454	515685	342681

* * * * Anaylsis of Memoria * * * *

Name of Monster	EXP (One/Split4)	AP	GIL
Behemoth	53166/13291	4	2764
Stilva	42784/10696	4	2780

Based on the Sections/Screen that have Behemoth and Stilva ONLY

Average

EXP = ((53166 + 42784)/2) = 47975 EXP
 AP = ((4 + 4)/2) = 4 AP
 GIL = ((2764 + 2780)/2) = 2772 GIL Gained Per Battle

4CG

Lvl.Range	EKN	EKLU	EN	LN	EU	LU
0 - 10	0.1	0.1	0	0	0	0
20	1.3	0.9	4	0	8	0
30	5.8	3.9	20	12	40	24
40	17.0	11.3	64	44	128	88
50	39.6	26.4	156	104	312	208
60	79.5	53.0	316	212	632	424
70	144.0	96.0	572	380	1144	760
80	241.4	160.9	964	640	1928	1280
90	381.5	254.3	1524	1016	3048	2032
100	553.1	368.7	2212	1472	4424	2944

Lvl.Range	EG	LG	EM	LM
0 - 10	0	0	0	0
20	2772	0	4158	0
30	13860	8316	20790	12474
40	44352	30492	66528	45738
50	108108	72072	162162	108108
60	218988	146916	328482	220374
70	396396	263340	594594	395010
80	668052	443520	1002078	665280
90	1056132	704088	1584198	1056132
100	1532916	1020096	2299374	1530144

3CG

Lvl.Range	EKN	EKLU	EN	LN	EU	LU
0 - 10	0.1	0.1	0	0	0	0
20	1.0	0.7	0	0	0	0
30	4.4	2.9	16	8	32	16
40	12.7	8.5	48	32	96	64

50	29.7	19.8	116	76	232	152
60	59.6	39.8	236	156	472	312
70	108.0	72.0	428	284	856	568
80	181.0	120.7	724	480	1448	960
90	286.1	190.7	1144	760	2288	1520
100	414.8	276.5	1656	1104	3312	2208

Lvl.Range	EG	LG	EM	LM
0 - 10	0	0	0	0
20	0	0	0	0
30	11088	5544	16632	8316
40	33264	22176	49896	33264
50	80388	52668	120582	79002
60	163548	108108	245322	162162
70	296604	196812	444906	295218
80	501732	332640	752598	498960
90	792792	526680	1189188	790020
100	1147608	765072	1721412	1147608

2CG

Lvl.Range	EKN	EKLU	EN	LN	EU	LU
0 - 10	0.1	0.0	0	0	0	0
20	0.7	0.4	0	0	0	0
30	2.9	1.9	8	4	16	8
40	8.5	5.7	32	20	64	40
50	19.8	13.2	76	52	152	104
60	39.8	26.5	156	104	312	208
70	72.0	48.0	284	188	568	376
80	120.7	80.5	480	320	960	640
90	190.7	127.2	760	508	1520	1016
100	276.5	184.4	1104	736	2208	1472

Lvl.Range	EG	LG	EM	LM
0 - 10	0	0	0	0
20	0	0	0	0
30	5544	2772	8316	4158
40	22176	13860	33264	20790
50	52668	36036	79002	54054
60	108108	72072	162162	108108
70	196812	130284	295218	195426
80	332640	221760	498960	332640
90	526680	352044	790020	528066
100	765072	510048	1147608	765072

1CG

Lvl.Range	EKN	EKLU	EN	LN	EU	LU
0 - 10	0.0	0.0	0	0	0	0
20	0.3	0.2	0	0	0	0
30	1.5	1.0	4	0	8	0
40	4.2	2.8	16	8	32	16
50	9.9	6.6	36	24	72	48
60	19.9	13.3	76	52	152	104
70	36.0	24.0	140	92	280	184
80	60.3	40.2	240	160	480	320

90		95.4		63.6		380		252		760		504	
100		138.3		92.2		552		368		1104		736	

Lvl.	Range	EG	LG	EM	LM
0	- 10	0	0	0	0
	20	0	0	0	0
	30	2772	0	4158	0
	40	11088	5544	16632	8316
	50	24948	16632	37422	24948
	60	52668	36036	79002	54054
	70	97020	63756	145530	95634
	80	166320	110880	249480	166320
	90	263340	174636	395010	261954
	100	382536	255024	573804	382536

Credits (9)

- KADFC
- Rebirth Flame: Info.
- SoftReset/Drops: Entertaining meh.
- CJayC : Creating Gamefaqs and the moderator that 'Warn'd my KADFC account