

# Final Fantasy IX Chocobo Sidequests Guide

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FINAL FANTASY IX  
Chocobo-Related Sidequests Guide  
For PlayStation or PS2  
By Fishy071

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UPDATES:  
Version 1.0 - Completed Guide  
Version 1.1 - Corrected misspellings and added a little more information about the Dead Peppers at Chocobo's Paradise  
Version 1.2 - Corrected more misspellings  
Version 1.3 - Corrected more typos and added more information about Dive Spot 5 -- Shimmering Island  
Version 1.4 - Corrected another typo  
Version 1.5 - Corrected the mistake of "9 Garnets" to "9 Ores" for Dive Spot 1  
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INTRODUCTION:  
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During the first time at Lindblum Castle in Final Fantasy IX (FF9), there will be a scene with Zidane and Garnet at the telescope. When you aim the telescope at a forest area, Zidane will talk about catching a chocobo. Soon, you will be able to start the Chocobo sidequest, which is connected to a few other sidequests of FF9, offering you some good rewards.

Unlike other FF games, in FF9, you have only 1 chocobo whom you call from chocobo tracks. The chocobo also remains in the same area when you dismount, and digs for treasures when you play the "Chocobo Hot and Cold" game.

"Hot and Cold" is a game in the USA (and maybe other countries of the world), which seems popular in elementary schools. In the game, a player hides an object for another player to find. If the searching player is far from the hidden object, the hiding player and other present players say "cold." As the searching player moves closer to the item, they say "hot." The searching player then searches within the area until the object is found. "Chocobo Hot and Cold" is played similarly. While on the chocobo, the player searches the ground as the chocobo's beak detects treasures. The chocobo lets players know how close they are to a treasure.

The Chocobo quest is required to complete the Mognet Central and Ozma quests. The optional battle with Ozma will be the hardest in FF9, but the Friendly Monsters sidequest will make the fight easier. That's why this guide will

cover the Chocobo, Mognet Central, and Friendly Monsters quests. It will not include the party formation or battle strategies for Ozma since there are many different methods, depending on players and situations.

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CHOCOBOS

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After you leave Lindblum Dragon's Gate, head east on the world map, across the land and over a bridge to King Ed Plains, where you'll see some chocobo tracks and a dome-shaped forest, which is Chocobo's Forest. Enter to meet the moogles, Mene, who will give you a Gysahl Green. Exit the forest and stand on the chocobo tracks to use the Gysahl Green from the Item menu. This will call your chocobo. Then game will have chocobo navigating directions. Now push X to mount the chocobo and enter Chocobo's Forest again.

The default name for your chocobo is Choco. Talk to Mene and choose to get the secret. He will provide you with information about the "Chocobo Hot and Cold" game.

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CHOCOBO COLORS AND ABILITIES

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Choco's Abilities depend on his color. Abilities upgrades are found in Chocograph treasures that take Choco to a dream world. There, Choco will have new Abilities added (and colors changed), opening up more places to travel and explore. Below are the colors and Abilities of Choco.

- Yellow Field: Choco starts with the ability to run on plains, dirt, forests, beaches, and deserts (wherever your party can walk on the world map).
- Blue Reef: Choco can leave the land from beaches to run in reefs, shallow (light blue) water.
- Red Mountain: Choco can run through mountains.
- Black Sea: Choco can swim through the sea, deep (dark blue) water.
- Gold Sky: Choco can fly by taking off from forests and land in forests.

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"CHOCOBO HOT AND COLD" GAME  
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Rules

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You can pay Mene 60 gil for 1 minute (60 seconds) to let you dig for treasures with Choco in Chocobo's Forest, Lagoon (after getting the Black Ocean Ability), and Air Garden. Before you get the Black Sea Ability, you pay 30 gil for 30 seconds in Chocobo's Lagoon. Every treasure you find will be added to your inventory, and earn you points (the better the treasure, the higher the points). These points will raise Choco's beak level and allow you to trade for items when you talk to Mene.

The game will give you playing instructions everytime you pay to play "Chocobo Hot and Cold." To dig for treasures, press the Square button and you should see and hear the following sounds:

- Kweh: There is no treasure nearby. Search other areas.
- Kweh!?: You are closer to the treasure. Search near this area.
- Kwehhh!?: The treasure is very close. Check every 1 or 2 steps.
- K-KWEHHH!!!: You found the treasure, and a Depth Level meter will appear, showing how deep the treasure is buried. Better items are buried deeper. Keep digging until the meter reaches 0, and the treasure is obtained. You will hear a sound.

The speed the meter decreases depends on Choco's Beak Level: the higher the level the faster the meter decreases, meaning Choco digs faster. Choco's Beak Level increases as more treasures are found (and points are gained).

You can only search and dig up 1 treasure at a time. After you find the treasure, there will be another one. You can dig up to 8 treasures in each game you pay for. Before getting the Black Sea Ability, you can only dig up to 4 treasures in Chocobo's Lagoon.

Points

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You get a certain number of points for each item you dig up in Chocobo's Forest. For the same item, you get twice the number of points in Chocobo's Lagoon, and 3 times the number of points in Chocobo's Air Garden.

You can also receive bonus points during each game:

- After digging up 4 items in a game, you will be given 10 more seconds to play, and the amount of points you receive for each item you dig up will be doubled.
- If you dig up 2 items within 5 seconds, you get the "5 Second Bonus Points." You will get 5 bonus points in Chocobo's Forest, 10 in Chocobo's Lagoon, and 15 in Chocobo's Air Garden.
- If you dig up all 8 (4 in Chocobo's Lagoon before the Black Sea Ability) treasures, you will receive many bonus points, depending on the time remaining and where you are digging.

To trade the points for items, talk to Mene and select the trade points option. Then select the item you want. Each item costs a different amount of points.

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ITEMS FOR CHOCOBO USE  
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Gyshal Greens  
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These are needed to call Choco at chocobo tracks on the world map. They can be bought from Mene, dug up in "Chocobo Hot and Cold" games, gained from some monsters in battles, or found as treasures during the main quest.

Dead Peppers  
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These are required to find treasures in special spots on the world map. They can be dug up in the "Chocobo Hot and Cold" game after the Red Mountain upgrade. If you have found all the Chocograph treasures, you can obtain infinite Dead Peppers by talking to the Gold Chocobo left of Fat Chocobo in Chocobo's Paradise. Below are the special spots where you feed Choco a Dead Pepper to find treasures.

-Dive Spot: These shown as bigger bubbles floating out of the ocean. The Black Sea Ability is required.

-Mountain Cracks: These are shown as bigger and thicker cracks and lines in mountains. The Red Mountain Ability is required.

-Shadow: This is a spot of shadow, providing entrance to Chocobo's Air Garden. The Gold Sky Ability is required.

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CHOCOGRAPHS  
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Chocograph Information  
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When you first start playing "Chocobo Hot and Cold" in Chocobo Forest, you might encounter a treasure that is buried very deep. After digging it up, the screen will say that it is a "Stone With Patterns." After the game time runs out, talk to Mene, who will explain to you about Chocographs and their functions. In a way, it is "Chocobo Hot and Cold" on the world map without any time limits.

To look for Chocograph treasures, the Chocograph must be equipped, or Choco will not dig in the world map. This is done through the Chocograph menu. The Chocograph menu can be accessed by talking to Choco and selecting Chocograph menu option while in Chocobo Forest, Lagoon, and Air Garden. To access the Chocograph menu on the world map, mount Choco and press the triangle button.

You might not find a Chocograph in every game you pay for, so just keep playing and digging at each chocobo location until Mene says that Choco cannot find anymore Chocographs there. Then, go look for the treasures for as many dug-up Chocographs as you can. Finally head for the next chocobo location to dig up more Chocographs.

Chocograph Pieces  
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The Chocograph Pieces make up Chocograph #20 Mist Ocean. This Chocograph can be completed only after all 6 pieces are found. The clues written on each piece talk about Chocobo's Air Garden

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CHOCOBO'S LOCATIONS  
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Chocobo's Forest

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- At King Ed's Plains, east of Mist Continent Qu's Marsh and a bridge
- After getting the Mountain Ability, you can also search for treasures on the 2 side ledges. Approach them and push X or square when you see a '!'

Chocobo's Lagoon

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- Take the Blue Narciss or airship to Salvage Archipelego and land on the island with a beach and chocobo tracks (it's north of Chocobo's Lagoon)
- On your first visit to Chocobo's Lagoon, Choco will have only the Blue Reef Ability, because the Chocograph with the Red Mountain Ability (Chocograph #12 Dawn Lagoon) is dug up here
- If you only have the Blue Reef Ability, follow the shallows north towards Daguerreo and Forgotten Continent, then south towards Palmnell Island
- On Palmnell Island, there will be a beach to the plains and an opening to a cave
- On your first visit, the map location window will show a '?' at the cave
- Enter the cave (Chocobo's Lagoon) from the shallows while riding Choco

Chocobo's Air Garden

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Clues on Chocograph Pieces:

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Below are the clues written on each Chocograph Piece. I have included explanations for each of them. The clues are about Ozma and the 5 possible locations of Chocobo Air Garden.

"There... danger in the sky. If you dar... to face it, use this rec... to find your way." -Cid I- (Upper Left Piece)  
-About Ozma at Chocobo Air Garden

"Tho... who do not fear death, find one... the islands in salvage... See what lies there." -Cid I- (Upper Middle Piece)  
-On an island in Salvage Archipelago, southeast of Daguerro, north of the Salvage Archipelago island with chocobo tracks, northwest of Chocobo Lagoon

"Courageous one, head southea... on the outer... to reach Kuentis Peninsular. See what lies there." -Cid I- (Upper Right Piece)  
-Kuentas Peninsula, southeast of the Earth Shrine and Outer Continent, near 2 forest areas

"Noble one, head northea... the Mist Continent... reach Alexandria Plains. See what lies there." -Cid I- (Bottom Left Piece)  
-On Alexandria Plateau, the one with 2 forest areas, northeast of Alexandria, almost next to Alexandria Harbor

"Dreamer... Head to the ocean in the center... all continents. See what awaits you." -Cid I- (Bottom Middle Piece)  
-In the center of the world map, in the ocean

"Cautious one... head to the east of a ways Canyon on the forgotten Continent... See what lies there." -Cid I- (Bottom Right Piece)

-At Seaways Canyon on the east coast of Forgotten Continent, southeast Ipsen's Castle and Forgotten Continent Qu's Marsh, directly east of the Water Shrine

#### Getting to Chocobo's Air Garden

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- Chocobo's Air Garden does not remain in the same place everytime
- It can be found at 5 different locations of the world map, and there will be a small spot of shadow at its location
- Fly Choco (Gold Sky Ability required) over the shadow and use a Dead Pepper
- Choco will jump high into the sky and automatically take you to Chocobo Air Garden
- After your first visit to Chocobo Air Garden, there will be a dot for it on the world map, but the location will still change everytime.

#### Accessing Ozma

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- Head for the little north island of Chocobo's Air Garden, and try to enter the space in the rocks
- Mene will talk about danger
- Select the option to continue, and the fight with Ozma will begin

#### Chocobo's Paradise

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- On Uako Island, a small island in the northwest corner of the world map (not visible on the map where you press the "select" button)
- Find a Mountain Crack and use a Dead Pepper to find and enter a cave
- Inside, you can talk and play cards with all the other chocobos

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#### CHOCOGRAPH TREASURE HUNT

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Going in numerical order is not recommended since you cannot dig the chocographs up in numerical order, especially if you start the quest before getting the Hilda Garde 3. Below is the suggested order you should dig and search for the chocographs and treasures on the world map, especially if you are playing along with the main plot quest (meaning starting as soon as you head for the Chocobo Forest right after leaving the Lindblum Dragon's Gate for the first time in Disc 1). Red Scarlet wrote a guidewith a good suggested order, and the order in this guide is similar with a little variation. If you would like estimates of the Chocograph treasure locations, and still have some fun in searching for them, Red Scarlet's Chocograph Locations guide would suit you. This section of the guide will include more details to the exact spot of each Chocograph treasure.

#### Disc 1

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Find and dig up the following Chocographs from Chocobo Forest:

- Chocograph #1 Streamside
- Chocograph #2 Between Mountains
- Chocograph #3 Uncultivated Land
- Chocograph #4 Healing Shore
- Chocograph #5 Abandoned Beach
- Chocograph #6 Cold Field
- Chocograph #8 Faraway Lagoon
- Chocograph #10 Bird's-eye Lagoon
- Chocograph #11 Small Beach

Upper Left Piece

Chocograph #1 Streamside: "Go check where the river meets the ocean, kupo."

Required Ability: Yellow Field

Location: Across bridge southwest of Chocobo's Forest, where the river empties into the sea

Tracks: King Ed Plains, by south side of Chocobo Forest

Treasures: 2 Elixirs, 3 Hi-Potions, 4 Ethers, 2 Germinas Boots

Chocograph #2 Between Mountains: "Go look near the mountains facing the ocean on the southwest side of the Mist Continent."

Required Ability: Yellow Field

Location: Eunorus Plains, coast northwest of Lindbulm, water forms a little bay almost sticking between 2 mountains

Tracks:

-King Ed Plains, by south side of Chocobo Forest

-Eunorus Plains, slightly southwest of Mist Continent Qu's Marsh

Treasures: 5 Potions, 5 Hi-Potions, 2 Tents, 2 Cotton Robes

Chocograph #4 Healing Shore: "I've seen a beach that looks like this near a city with high winds, kupo."

Required Ability: Yellow Field

Tracks: Esistern Coast, northwest of Cleyra, in a corner by mountains and sea

Location: Esistern Coast, beach west of Burmecia and Cleyra

Treasures: Blue Reef upgrade

Disc 1 or 2

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Chocograph #10 Bird's-eye Lagoon: "There are so many small islands surrounding the Mist Continent, kupo!"

Required Ability: Blue Reef

Tracks: Eunorus Plains, slightly southwest of Mist Continent Qu's Marsh

Location: one of the bigger islands west of Mist Continent Qu's Marsh, reach it by getting off from Tuhanda Shores (west of Mist Continent Qu's Marsh) and riding through the shallows

Treasures: 8 Potions, 4 Phoenix Downs, 3 Ethers, 1 Magician Robe

Chocograph #11 Small Beach: "It's a beach on a small island! A great place to vacation, kupo."

Tracks: King Ed Plains, by south side of Chocobo Forest

Required Ability: Blue Reef

Location: Lanshake Island, in a bay east of Lindblum, the island with a beach, can be accessed by walking off Normarania Beach east of Lindblum and west of Chocobo's Forest and the bridge

Treasures: 4 Remedies, 2 Elixirs, 8 Rising Suns, 1 Oak Staff

Disc 2

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Chocograph #5 Abandoned Beach: "I think there's a beach near a huge dying forest. That might be it, kupo."

Required Ability: Yellow Field

Tracks: Donna Plains, northwest of Outer Continent Qu's Marsh

Location: Gegalrich Shores, southeast of Outer Continent Qu's Marsh

Treasures: 9 Phoenix Pinions, 5 Phoenix Downs, 12 Peridots, 1 Diamond Gloves

Disc 3

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Get Blue Narciss

Chocograph #6 Cold Field: "Looks like a very cold place, kupo..."

Required Ability: Yellow Field

Tracks: Mitmaki Plains, near Esto Gaza, by Quelmiera Shores

Location: Quelmiera Shores, northeast of Esto Gaza, southeastern tip of Lost Continent

Treasures: 5 Echo Screens, 7 Hi-Potions, 3 Tents, 1 Theater Ship Card

Chocograph #8 Faraway Lagoon: "I heard there is a long stretch of reef... That might be it, kupo."

Required Ability: Blue Reef

Tracks: Everlang Island - west of Oeilvert and Forgotten Continent

Location: East of tip of a crescent-shaped peninsula in northwestern part of Forgotten Continent, northwest of Oeilvert, south of Ipsen's Castle, almost by the jagged western shores of Forgotten Continent

Treasures: 37 Potions, 6 Magic Tags, 1 Shield Armor, 1 Gaia Gear

Find and dig up the following Chocographs From Chocobo Lagoon:

Chocograph #7 Forgotten Lagoon

Chocograph #9 Abandoned Lagoon

Chocograph #12 Dawn Lagoon

Chocograph #15 Dusk Plains

Upper middle piece

Chocograph #7 Forgotten Lagoon: "Kupo! Why not go play in some icy-cold water?"

Required Ability: Blue Reef

Tracks: Mitmaki Plains, near Esto Gaza, by Quelmiera Shores

Location: South of Shimmering Island

Treasures: 8 Gysahl Greens, 5 Ethers, 7 Hi-Potions, 1 Dragon's Claws

Chocograph #9 Abandoned Lagoon: "I hear there's a sunken treasure near a peninsula in the southern part of the Outer Continent, kupo."

Required Ability: Blue Reef

Tracks: Kognish Shores - southeast of Conde Petie and Black Mage Village, southwest of Desert Palace and Earth Shrine

Location: Shallows south of Iifa Tree, southwestern tip area of Outer Continent

Treasures: 6 Softs, 4 Ethers, 1 Feather Boots, 1 N-Kai Armllet

Chocograph #12 Dawn Lagoon: "It's near a city where the night never ends."

Required Ability: Blue Reef

Tracks: King Ed Plains, by south side of Chocobo Forest

Location: Shallows south of Treno, southeastern tip area of Mist Continent

Treasures: Red Mountain upgrade

Chocograph #3 Uncultivated Land: "The treasure is buried near a river, kupo, but I don't think it'll be easy to find"

Required Ability: Yellow Field (Red Mountain recommended)

Tracks:

-Without Mountain ability (airship required): Zamo Basin, outside east side of Evil Forest, by a marsh area, south of Alexandria Castle

-With Mountain ability (and without airship):

-King Ed Plains, by south side of Chocobo Forest

-Edgecry Coast, north of Evil Forest and slightly northwest of Alexandria

Location: Zamo Basin, east side of river, directly north of Treno

Treasures: 10 Antidotes, 1 Jade Armllet, 3 Wing Edges, 1 Cargo Ship Card

Return to Chocobo Forest and dig up the following Chocographs:

Chocograph #13 Forbidden Forest



Chocograph #14 Green Plains  
Chocograph #16 Forgotten Plains  
Chocograph #19 Cold Lagoon  
Upper right piece  
Bottom left piece

Chocograph #13 Forbidden Forest: "The forest lies where many mountain ranges merge, kupo!"

Required Ability: Red Mountain

Tracks: King Ed Plains, by south side of Chocobo Forest

Location: Nolrich Heights, slightly west of Dali, forest surrounded by mountains

Treasures: 7 Ethers, 2 Elixirs, 10 Wing Edges, 1 High Mage Staff

Chocograph #14 Green Plains: "There are treasures on the high plains, too, kupo!"

Required Ability: Red Mountain

Tracks: Edgecry Coast, north of Evil Forest and slightly northwest of Alexandria

Location: Alexandria Plateau, northwest of Evil Forest, across mountain (narrow strip of grassy area in mountains)

Treasures: Black Sea upgrade

Dive Spot 1

Required Ability: Black Sea

Tracks:

With airship: Zamo Basin, outside east side of Evil Forest, by a marsh area, south of Alexandria Castle

Without airship: King Ed Plains, by south side of Chocobo Forest

Quan's Dwelling: Examine ledge by clock and Zidane will talk about bubbles.

You'll then be able to mount Choco to dive

Treasures: 9 Ores, 15 Topazes, 1 Tiger Racket, 1 Red Rose Card

Dive Spot 2

Required Ability: Black Sea

Tracks: Edgecry Coast, north of Evil Forest and slightly northwest of Alexandria

Location: North of Alexandria, south of Desert Palace and Earth Shrine, near southern tips of Outer Continent

Treasures: 8 Straw Hats, 8 Pearl Armlets, 7 Aloha T-shirts, 8 Sandals

Dive Spot 3

Required Ability: Black Sea

Tracks: Falstead Coast - Outer Continent east peninsula, east of Desert Palace and Earth Shrine

Location: Slightly northwest of Conde Petie, north of Madain Sari and Mountain Pass, in line with northern tips of Frozen Continent and Mogret Central Island

Treasures: 50 Potions, 25 Hi-Potions, 9 Ethers, 7 Elixirs

Dive Spot 4

Required Ability: Black Sea

Tracks: Salvage Archipalego, island southeast of Daguerreo and west of Chocobo's Lagoon

Location: Southeastern tip of Forgotten Continent, through a narrow strip of water into a baylike area surrounded by land, north of Chocobo Lagoon, south of Wind Shrine

Treasures: 10 Remedies, 1 Black Robe, 1 Genji Gloves, 1 Blue Narciss Card

Chocograph #19 Cold Lagoon: "What a complicated cove. The water looks very

cold, kupo."

Required Ability: Black Sea

Tracks: Mitmaki Plains, near Esto Gaza, by Quelmiera Shores

Location: Bay on north central coast of Lost Continent, northeast of Esto Gaza, almost over the mountains by the Fire Shrine

Treasures: 11 Peridots, 9 Opals, 15 Sapphires, 19 Topazes

Mountain Crack 1

Required Ability: Red Mountain

Tracks: Mitmaki Plains, near Esto Gaza, by Quelmiera Shores

Location: Seatence Ice Field, northeastern part of Lost Continent, somewhat surrounded by mountains and near 3 forests, slightly northwest of Fire Shrine

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

Land in Forgotten Continent with airship

Chocograph #16 Forgotten Plains: "The long peninsula sort of points to the location of the treasures, kupo."

Required Ability: Red Mountain

Tracks: Blarisurpass Plains, northwest of Forgotten Continent Qu's Marsh, southeast of Ipsen's Castle, between 2 forest areas

Location: Peninsula west of Ipsen's Castle, on a mountain plateau, by bottom of a higher ledge

Treasures: 17 Ores, 5 Ethers, 14 Opals, 1 Demon's Mail

Chocograph #15 Dusk Plains: "What a beautiful sunset, kupo!"

Required Ability: Red Mountain

Tracks: Seaways Canyon, northeast of Oeilivert, by forest sticking out in 3 directions

Location: Southwest of Oeilivert, on plateau by a forest surrounded by mountains and sea, southeast of Water Shrine

Treasures: 12 Phoenix Downs, 14 Ores, 1 Kaiser Knuckle, 1 Iron Man Card

Mountain Crack 2

Required Ability: Red Mountain

Tracks: Seaways Canyon, northeast of Oeilivert, by forest sticking out in 3 directions

Location: mountain slightly north of Oeilivert, area almost covered by forest and surrounded by mountains and sea, southeast of Water Shrine

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

Mountain Crack 3

Required Ability: Red Mountain

Tracks: Seaways Canyon, northeast of Oeilivert, by forest sticking out in 3 directions

Location: Next to crescent-shaped forest near mountains and sea, directly north of Oeilivert

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

Get Hilda Garde 3

Return to Chocobo Lagoon to dig up the following Chocographs:

Chocograph #17 Sea at Dusk

Chocograph #18 Ocean

Chocograph #22 Outer Island 2

Bottom middle piece

Bottom right piece

Chocograph #17 Sea at Dusk: "There must be more treasures deeper in the ocean."

Required Ability: Black Sea

Tracks:

Salvage Archipalego - island southeast of Daguerreo and west of Chocobo Lagoon

Eunorus Plains, slightly southwest of Mist Continent Qu's Marsh

Location: Just east of the center of the Forgotten Continent, slightly northeast of Oeilivert, north of Chocobo Lagoon, east of a peninsula by the forest sticking out in 3 directions

Treasures: 15 Phoenix Pinions, 1 White Robe, 1 Diamond, 1 Masamune Card

Chocograph #18 Ocean: "Look carefully! There's a small reef, kupo!"

Required Ability: Black Sea

Tracks: Everlang Island - west of Oeilivert and Forgotten Continent

Location: Just west of Everlang Island, almost right by west coast of Everlang Island

Treasures: 27 Ores, 1 Light Robe, 1 Whale Whisker, 1 Alexander Card

Chocograph #20 Mist Ocean: "Look around the small islands located in the northeastern shore of the Mist Continent." (All 6 Chocograph Pieces together)

Required Ability: Black Sea

Tracks: Edgecry Coast, north of Evil Forest and slightly northwest of Alexandria

Location: north of Alexandria Harbor and 2 islands northeast of Alexandria

Treasures: Gold Sky upgrade

Chocograph #22 Outer Island 2: "I think there's a desert nearby, kupo."

Required Ability: Gold Sky

Tracks: Falstead Coast - Outer Continent east peninsula, east of Desert Palace and Earth Shrine

Location: Likanmack Island - small island northwest of Desert Palace, in west side of forest

Treasures: 11 Sapphires, 1 Circlet, 1 Pumice Piece, 1 Hilda Garde 3 Card

Mountain Crack 4

Required Ability: Gold Sky

Tracks: Mitmaki Plains, near Esto Gaza, by Quelmiera Shores

Location: Uaho Island - northwest corner of world map

Treasures: Chocobo's Paradise

Mountain Crack 5

Required Ability: Blue Reef to reach it, Red Mountain to get Dead Peppers

Tracks: Falstead Coast - Outer Continent east peninsula, east of Desert Palace and Earth Shrine

Location: Cazedil Plains - biggest island north of Outer Continent

Without Black Sea or Gold Sky ability: Call and get on Choco at the Falstead Coast tracks, ride to the north coast of the Outer Continent, and enter the shallows from Shengalasta Shores. Follow the shallows to the southwest coast of Mognet Central Island, ride onto the island from Commure Shores, and cross Cazedil Plains to the mountain crack.

Treasures: Mognet Central

Find and dig up the following Chocographs in Chocobo's Air Garden:

Chocograph #21 Outer Island

Chocograph #23 Fairy Island

Chocograph #24 Forgotten Island

Chocograph #21 Outer Island: "Kupo. It isn't a very big island."

Required Ability: Gold Sky

Tracks: Falstead Coast - Outer Continent east peninsula, east of Desert Palace and Earth Shrine

Location: Korua Island - northeast of Desert Palace, east side of island on dirt area

Treasures: 21 Amethysts, 16 Garnets, 1 Genji Armor, 1 Ragnarok

Chocograph #23 Fairy Island: "There's a mountain on the middle of the island."

Required Ability: Gold Sky

Tracks:

Donna Plains, northwest of Outer Continent Qu's Marsh

Lucid Plains, near Madain Sari

Location: Vile Island - southwest of Iifa Tree, northeast part island, a place where the mountain meets the dirt, on mountainside facing the sea and away from the forest

Treasures: 33 Potions, 15 Annoyntments, 1 Holy Miter, 1 Dark Matter Card

Chocograph #24 Forgotten Island: "What a strange shape for an island, kupo."

Required Ability: Gold Sky

Tracks: Blarisurpass Plains, northwest of Forgotten Continent Qu's Marsh, southeast of Ipsen's Castle, between 2 forest areas

Location: Pilkiras Island - island east of Ipsen's Castle and Forgotten Continent Qu's Marsh

Treasures: 1 Ribbon, 1 Rebirth Ring, 13 Amethysts, 1 Ark Card

Disc 4

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Dive Spot 5

Required Ability: Black Sea

Tracks: Mitmaki Plains, near Esto Gaza, by Quelmiera Shores

Location: Destroyed Shimmering Island - It is in the water, but there are no bubbles. If the island were still whole, the treasure would be right in the center of it.

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

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#### CHOCOBO'S REVITALIZING ABILITY

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-Visit Chocobo's Paradise, talk to Fat Chocobo with the Square button

-Fat Chocobo will inform you about Chocobo's Revitalizing Ability, in which you will have to visit all the beaches on the world map

-Then you'll be given the option to play cards

-From now on whenever you press the Square button while riding Choco, the party will say "I think I'll walk on foot for a while."

-Stop at a beach (you don't need to do it with Choco) and press the Circle button to hear the health restoring sound (party's HP, MP, and normal status will be restored)

-Stop at all the other beaches in the world (there are no beaches on Forgotten Continent) and repeat the same process (To help keep track, do one continent, and its nearby islands, at a time, and try to follow the coasts)

-When you have visited all the beaches in the world, a message window will say "Watched the waves around the world and relaxed" whenever you press the Circle button at a beach (party's HP, MP, and normal status will be restored)

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#### FRIENDLY MONSTERS

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Monster: Mu (brown)

Location: Nolrich Heights, Dali area forests

Request: 1 Ore

Reward: 10 AP, Potion

Monster: Ghost (white)  
Location: Bentini Heights, Treno area forest  
Request: 1 Ore  
Reward: 10 AP, Hi-Potion

Monster: Ladybug (colored)  
Location: Magdalene Forest - Black Mage Village area forest  
Request: 2 Ores  
Reward: 20 AP, Ether

Monster: Yeti (green)  
Location: Lucid Plains, bigger forest near Madain Sari  
Request: 2 Ores  
Reward: 20 AP, Elixir

Monster: Nymph (green)  
Location: Pualei Plains, forest near Iifa tree  
Request: 3 Ores  
Reward: 30 AP, Emerald

Monster: Jabberwock (purple)  
Location: Seaways Canyon, east of Oeilvert, forest sticking out in 3 directions  
Request: Emerald  
Reward: 40 AP, Moonstone

Monster: Feather Circle (green)  
Location: Quelmiera Shores, Mitmakis Ice Field, and Ryuki Shores, east of  
      Esto Gaza  
Request: Moonstone  
Reward: 30 AP, Lapis Lazuli

Monster: Garuda (rainbow)  
Location: Popos Heights, forest from Gizamaluke's Grotto vines  
Request: Lapis Lazuli  
Reward: 40 AP, 1 Potion

Monster: Yan (yellow)  
Location: Vile Island forest  
Request: Diamond  
Reward: 50 AP, Rosetta Ring

If you have not encountered the previous 8 Friendly Monsters and received their rewards, the Friendly Yan will run away. After you give the Diamond to the Friendly Yan, the fight with Ozma will be easier.

The Gimme Cats are not Friendly Monsters, so don't give them anything.

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MOGNET  
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This sidequest is mostly tied with the main quest, in which you could choose to deliver letters for moogles. You can only have a maximum of 3 letters at a time. If you get a 4th letter, one of the letters will be discarded. Mognet Central can only be restored when you have delivered all the letters in the game without discarding any. Here is the order of the moogles and their letters.

Disc 1  
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- When you first meet Kupo in Alexandria, he'll tell you about Mognet and ask you to deliver a letter to Monty
- If you have played the jump-rope game, Mosh, in A.Castle Guardhouse, will show you a letter
- At the Prima Vista Crash Site in the Evil Forest, Mosco will explain the Active Time Event (ATE) system. After leaving with Vivi and Steiner to find Garnet Mosco will have a letter for you.
- In Evil Forest Spring, give Monty the letter from Kupo, and he'll show you a letter from Stiltzkin
- In the Ice Cavern, Mois will ask you to deliver a letter to Gumo
- In Dali underground, Kumop will ask you to deliver a letter to Mogki
- In Lindblum Castle Guest Room, give the letter from Kumop to Mogki. Mogki will ask you to deliver a letter to Atla.
- In Lindblum Inn, Moodon will show you a letter from Ruby
- At Lindblum Castle Dragon's Gate Moonte will show you a letter from Stiltzkin
- In Gizamaluke's Grotto, Mogmi will show you a letter from Moodon, and Moguta will say he wants more kupo nuts. From here on, moogles will give you kupo nuts when you deliver letters to them, and if you not have a kupo nut in your inventory.
- At South Gate with Dagger and Steiner, Grimo will ask you to deliver a letter to Nazna
- In Burmecia Vault give Atla the letter from Mogki. Atla will then ask you to deliver a letter to Monev.

## Disc 2

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- At Summit Station rest area give Nazna the letter from Grimo. Nazna will then ask you to deliver a letter to Mochos.
- Outside Treno Knight's House Mogrigh will show you a letter from Stiltzkin
- In Gargan Roo give Mochos the letter from Nazna
- In Cleyra Tree Trunk give Monev the letter from Atla
- In Cleyra Inn you Mopli will show you a letter for Zidane. With Freya, talk to Mopli again to read a letter from Monev.
- With Zidane again in Cleyra, talk to Mopli (with Stiltzkin) to the right of the entrance, and he will ask you to deliver a letter to Serino
- On the Red Rose, after the scene with Brahne and Beatrix, give Serino the letter from Mopli. Serino will ask you to deliver a letter to Moodon.
- In Alexandria Castle Chapel, Mosh will show you a letter from Kupo, then ask you to deliver a letter to Monty after you've escaped from the Bandersnatches
- In Pinnacle Rocks give Monty the letter from Mosh.
- At the Pinnacle Rocks exit, choose to stay, and go back to Monty. He will show you a letter from Stiltzkin.
- At Lindblum Inn after Pinnacle Rocks, give Moodon the letter from Serino. He will show you a letter for Zidane, then ask you to deliver a letter to Moonte.
- At Lindblum Dragon's Gate give Moonte the letter from Moodon
- In Fossil Roo Cavern Mogki (next to Stiltzkin) will show you a letter from Kuppo.
- In Fossil Roo Mining Site ask to dig around. Keep digging the rocks on the right until the moogle, Kuppo, is free. He will ask you to deliver a letter to Kupo
- In Conde Petie Item Shop Mogmatt will ask you to deliver a letter to Suzuna
- In the Black Mage Village Mogryyo will show you a letter from Stiltzkin, then ask you to deliver a letter Mocchi
- In Mountain Path give Suzuna (next to Stiltzkin) the letter from Mogmatt
- In the Iifa Tree, give Mocchi the letter from Mogryyo
- At the Iifa Tree, before the Mistodons, Mocchi will show you a letter from Stiltzkin

## Disc 3

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- In Alexandria Steeple, with Vivi, give Kupo the letter from Kупpo. He will then show you a letter from Artemicion.
- With Zidane, Kupo will show another letter from Stiltzkin
- Outside Treno Knights House Mogrich will show you a letter from Kupo if you raced Hippaul in Alexandria
- In Lindblum Guest Room Mogki will ask you to deliver a letter to Moodon
- In Lindblum Inn, give Moodon the letter from Mogki
- Outside Oeilvert, Mimoza will ask you to deliver the letter to Mooel
- In Oeilvert, give Mooel the letter from Mimoza
- In the Desert Palace, Mojito will ask you to deliver a letter to Mogsam
- In the Desert Palace Library, give Mogsam the letter from Mojito
- In Esto Gaza, Mogrika will read you a letter, then ask you to deliver a letter to Moolan
- In Mount Gulug Room, give Moolan the letter from Mogrika. Moolan will then ask you to deliver a letter to Mogtaka
- In Mount Gulug Path, give Mogtaka the letter from Moolan
- Back at Lindblum Guest Room, Mogki will ask you to deliver a letter to Kumool
- In Bran Bal, Moorock will ask you to deliver a letter to Mozme
- At Pandemonium Maze give Mozme the letter from Moorock

Disc 4

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Mognet Central can be restored only in Disc 4. It can't be done in Disc 3 as stated in some faqs, because you need to deliver Moorock's letter to Mozme, which can't be done until you reach Terra, the last part of Disc 3. Mognet Central is located at Cazedil Plains, the biggest island north of Outer Continent.

If you do not have the Black Sea or Gold Sky Ability, call and mount Choco at the Falstead Coast tracks, ride to the north coast of the Outer Continent, and enter the shallows from Shengalasta Shores. Follow the shallows to the southwest coast of Mognet Central Island, enter it from Commure Shores, and cross Cazedil Plains to the mountain crack.

- Go to Mognet Central and talk to the moogles who will say that the machine is down because they need a certain item
- Remember to give Moguta the Kupo Nut whenever a moogle gives you one after receiving a letter
- Talk to Kupo at Alexandria Steeple, and he will ask you to deliver a letter to Atla.
- In Burmecia Vault, give Atla the letter from Kupo, and Atla will ask you to deliver a letter to Mogryyo
- At Black Mage Village Chocobo Stable, give Mogryyo the letter from Atla, and Mogryyo will ask you to deliver a letter to Kumool
- At Ipsen's Castle, give Kumool the letter from Mogryyo, and Kumool will ask you to deliver a letter to Mois
- Go to Mist Continent Qu's Marsh with Quina in your party. At the Fossil Roo entrance, give Mois the from Kumool, and Mois will ask you to deliver a letter to Noggy.
- At Daguerreo, by the Synthesist Shop, give Noggy the letter from Mois, and Noggy will ask you to deliver a letter to Kupo
- At Alexandria Steeple again, give Kupo the letter from Noggy
- Go to the Alexandria mini-theatre and talk to Ruby to get the Superslick
- Return to Mognet Central, talk to Artemicion, and give him the Superslick
- The moogles will use the the Superslick to fix the machine and restore Mognet
- Talk to Artemicion to get a Protect Ring.
- Talk to Mosh to find out how many letters you delivered

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## SUGGESTED ORDER OF THE CHOCOBO-RELATED SIDEQUESTS

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The Chocobo, Mognet, and Friendly Monsters sidequests can be worked on simultaneously throughout the game. Here is the suggested order to make sure you complete them without missing anything. Most of the Chocograph treasures can't be found until you get the Blue Narciss in Disc 3. Ozma can be fought anytime you visit Chocobo's Air Garden.

### Disc 1

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- In Alexandria, talk to Kupo about Mognet and agree to deliver the letter to Monty
- If you have played the jump-rope game read Mosh's letter in A. Castle Guardhouse
- At the Prima Vista Crash Site in the Evil Forest, talk to Mosco about the ATE system
- After leaving with Vivi and Steiner to find Garnet read Mosco's letter
- In Evil Forest Spring, give Monty the letter from Kupo, and read his letter from Stiltzkin
- In the Ice Cavern, agree to deliver Mois' letter to Gumo
- Look for the Friendly Mu in Nolrich Heights (Dali area forests), and give it 1 Ore
- In Dali underground, agree to deliver Kumop's letter to Mogki
- In Lindblum Castle Guest Room, give the letter from Kumop to Mogki, and agree to deliver a letter to Atla
- In Lindblum Inn, read Moodon's letter from Ruby
- At Lindblum Castle Dragon's Gate read Moonte's letter from Stiltzkin
- Go to Chocobo Forest, speak to Mene, and call Choco
- Learn about chocobos from Mene, and play "Chocobo Hot and Cold" until you dig up all the Chocographs you can find
- Find Chocograph #1 Streamside treasure
- Find Chocograph #2 Between Mountains treasure
- In Gizmaluke's Grotto, read Mogmi's letter from Moodon, and talk to Moguta about kupo nuts
- At South Gate with Dagger and Steiner, agree to deliver Grimo's letter to Nazna
- Find Chocograph #4 Healing Shores treasure (or you can wait until Disc 2)
- Find Chocograph #10 Bird's-Eye Lagoon treasure (go back through Gizmaluke's Grotto to find it, or wait until Disc 2)
- Find Chocograph #11 Small Beach treasure (go back through Gizmaluke's Grotto to find it, or wait until Disc 2)
- In Burmecia Vault give Atla the letter from Mogki, and agree to deliver her letter to Monev

### Disc 2

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- At Summit Station rest area give Nazna the letter from Grimo, and agree to deliver her letter to Mochos
- Look for the Friendly Ghost in Bentini Heights (Treno area forest), and give it 1 Ore
- Outside Treno Knight's House read Mogrigh's letter from Stiltzkin
- In Gargan Roo give Mochos the letter from Nazna
- You can go back to Gizmaluke's Grotto to give Moguta the Kupo Nut from Atla
- Find Chocograph #4 Healing Shores treasure if you haven't yet
- Find Chocograph #10 Bird's-Eye Lagoon treasure if you haven't yet (go back through Gizmaluke's Grotto to find it, or wait until later in the game)
- Find Chocograph #11 Small Beach treasure if you haven't yet (go back through Gizmaluke's Grotto to find it, or wait until later in the game)
- In Cleyra Tree Trunk give Monev the letter from Atla
- In Cleyra Inn read Mopli's letter to Zidane. With Freya, read Mopli's letter



from Monev

- With Zidane again in Cleyra, agree to deliver Mopli's letter to Serino
- On the Red Rose, after the scene with Brahne and Beatrix, give Serino the letter from Mopli, and agree to deliver her letter to Moodon
- In Alexandria Castle Chapel, read Mosh's letter from Kupo, then agree to deliver a letter to Monty after you've escaped from the Bandersnatches
- In Pinnacle Rocks give Monty the letter from Mosh
- At the Pinnacle Rocks exit, choose to stay, and go back to Monty to read a letter from Stiltzkin
- At Lindblum Inn after Pinnacle Rocks, give Moodon the letter from Serino. He will show you a letter for Zidane, then ask you to deliver a letter to Moonte.
- At Lindblum Dragon's Gate give Moonte the letter from Moodon
- Find Chocograph #10 Bird's-Eye Lagoon treasure if you haven't already
- Find Chocograph #11 Small Beach treasure if you haven't already
- In Fossil Roo Cavern read Kuppo's letter to Mogki (next to Stiltzkin)
- In Fossil Roo Mining Site dig around, and keep digging the rocks on the right to free Kuppo, and agree to deliver a letter to Kupo
- Find Chocograph #5 Abandoned Beach treasure
- In Conde Petie Item Shop agree to deliver Mogmatt's letter to Suzuna
- Find the Friendly Ladybug in Magdalene Forest, big forest surrounding Black Mage Village, and give it 2 Ores
- In the Black Mage Village read Mogryo's letter from Stiltzkin, then agree to deliver his letter to Mocchi
- In Mountain Path give Suzuna (next to Stiltzkin) the letter from Mogmatt
- Find the Friendly Yeti in Lucid Plains (bigger forest near Madain Sari) and give it 2 Ores
- Find the Friendly Nymph in Pualei Plains (forest near Iifa tree) and give it 3 Ores
- In the Iifa Tree, give Mocchi the letter from Mogryo
- At the Iifa Tree, before Mistodons, read Mocchi's letter from Stiltzkin

Disc 3

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- In Alexandria Steeple, with Vivi, give Kupo the letter from Kuppo. He will then show you a letter from Artemicion.
- With Zidane, Kupo will show another letter from Stiltzkin
- Outside Treno Knights House Mogrigh will show you a letter from Kupo if you raced Hippaul in Alexandria
- In Lindblum Guest Room agree to deliver Mogki's letter to Moodon
- In Lindblum Inn, give Moodon the letter from Mogki
- Get Blue Narciss
- Find Chocograph #6 Cold Field treasure
- Find Chocograph #8 Faraway Lagoon treasure
- Go to Chocobo Lagoon and dig up all the Chocographs you can
- Find Chocograph #7 Forgotten Lagoon treasure
- Find Chocograph #9 Abandoned Lagoon treasure
- Find Chocograph #12 Dawn Lagoon treasure
- Find Chocograph #3 Uncultivated Land treasure
- Return to Chocobo Forest and dig up all the remaining Chocographs there
- Find Chocograph #13 Forbidden Forest treasure
- Find Chocograph #14 Green Plains treasure
- Find Dive Spot 1 treasure
- Find Dive Spot 2 treasure
- Find Dive Spot 3 treasure
- Find Dive Spot 4 treasure
- Find Chocograph #19 Cold Lagoon
- Find Mountain Crack 1 treasure
- Land in Forgotten Continent with airship (after Desert Palace)
- Find Chocograph #16 Forgotten Plains treasure

- Find Chocograph #15 Dusk Plains treasure
- Find Mountain Crack 2 treasure
- Find the Friendly Jabberwock at Seaways Canyon in forest sticking out in 3 directions (east of Oeilivert) and give it 1 Emerald
- Find Mountain Crack 3 treasure
- Outside Oeilvert, agree to deliver Mimoza's letter to Mooel
- In Oeilvert, give Mooel the letter from Mimoza
- In the Desert Palace, agree to deliver Mojito's a letter to Mogsam
- In the Desert Palace Library, give Mogsam the letter from Mojito
- Find the Friendly Feather Circle at Quelmiera Shores, Mitmakis Ice Field, and Ryuki Shores, east of Esto Gaza, and give it 1 Moonstone
- In Esto Gaza, Mogrika will read you a letter. Agree to deliver her letter to Moolan
- In Mount Gulug Room, give Moolan the letter from Mogrika, and agree to deliver his letter to Mogtaka
- In Mount Gulug Path, give Mogtaka the letter from Moolan
- Back at Lindblum Guest Room, agree to deliver Mogki's letter to Kumool
- Get Hilda Garde 3
- Find the Friendly Garuda at Popos Heights (forest from Gizamaluke's Grotto vines) and give it 1 Lapis Lazuli
- Return to Chocobo Lagoon to dig up the remaining Chocographs
- Find Chocograph #17 treasure
- Find Chocograph #18 Ocean treasure
- Find Chocograph #20 Mist Ocean treasure
- Find Chocograph #22 Outer Island 2 treasure
- Find Mountain Crack 4 treasure and enter Chocobo's Paradise
- Find Mountain Crack 5 Treasure and enter Mognet Central
- Go to Chocobo's Air Garden and dig up the final 3 Chocographs
- Find Chocograph #21 Outer Island treasure
- Find Chocograph #23 Fairy Island treasure
- Find the Friendly Yan at the Vile Island forest and give it 1 Diamond
- Find Chocograph #24 Forgotten Island treasure
- In Bran Bal, agree to deliver Moorock's letter to Mozme
- At Pandemonium Maze give Mozme the letter from Moorock

#### Disc 4

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- Find Dive Spot 5 treasure at Destroyed Shimmering Island
- Go to Mognet Central and talk to the moogles. Remember to give Moguta the Kupo Nut whenever a moogle gives you one after receiving a letter.
- Talk to Kupo at Alexandria Steeple, and he will ask you to deliver a letter to Atla.
- In Burmecia Vault, give Atla the letter from Kupo, and and agree to deliver her letter to Mogryyo
- At Black Mage Village Chocobo Stable, give Mogryyo the letter from Atla, and agree to deliver his letter to Kumool
- At Ipsen's Castle, give Kumool the letter from Mogryyo, and agree to deliver his letter to Mois
- Go to Mist Continent Qu's Marsh with Quina in your party. At the Fossil Roo entrance, give Mois the from Kumool, and agree to deliver his letter to Noggy
- At Daguerreo, by the Synthesist Shop, give Noggy the letter from Mois, and agree to deliver his letter to Kupo
- Back at Alexandria Steeple, give Kupo the letter from Noggy
- Go to the Alexandria Mini-Theatre and get the Superslick from Ruby, then return to Mognet Central, to give the Superslick to Artemicion and receive the Protect Ring
- Return to Chcobo's Paradise and talk to Fat Chocobo about Chocobo's Revitalizing Ability
- Visit all the beaches in the world
- After leveling up, return to Chocobo's Air Garden and fight Ozma

Congratulations on finishing all the Chocobo-Related Sidequests!

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CREDITS  
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Thank you to the following:

Squaresoft for producing the "Final Fantasy" games. I have been enjoying these RPGs for many years.

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Everyone reading this.

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Feel free to contact me at fishy071@yahoo.com regarding mistakes. Please put FF, Gamefaqs, or something related in the Subject line so they don't get mistaken for junk e-mail.  
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