

# Final Fantasy IX Secrets FAQ

by Inoffensive

Updated to v3.1 on Oct 2, 2009

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FINAL FANTASY IX: SECRETS OF GAIA  
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Version             3.10  
Started             August 29, 2002  
Last updated        August 30, 2009

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00. PROLOGUE  
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001. INTRO ID#00.001  
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This is a Secrets FAQ. This means that I will not be giving any explanations on how to actually beat the game or how to defeat any kind of monster or boss, with some honorable exceptions. This guide is meant for people who have already finished the game at least once.

Spoilers do run free in this guide. I didn't make any attempt to avoid them so if you don't want to know how it all goes down I would avoid continuing reading further if I were you. You won't be warned again.

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002. COMMONS DEED ID#00.002  
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01. INTRODUCTION

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001. STORYLINE

ID#01.001

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In the world known as Gaia, Queen Brahne Raza Alexandros XVI of the kingdom of Alexandria lusts for power, and is trying to increase her domain by conquering the surrounding lands. War is brewing among the neighboring kingdoms on the Mist Continent. Something more than Brahne's lust for power is driving the once-peaceful nation of Alexandria to conquest. Garnet til Alexandros XVII, adopted daughter of Queen Brahne, is unhappy with her position and plagued by nightmares of a sea voyage; a flight from a terrible eye in the heavens. Vivi Orunitia, a Black Mage, childlike and alone, yearns to know his history and why he exists. All are brought together on a seemingly innocent night of entertainment in Alexandria, one that will spin events out of control and lead to the truth of their lives and others.

Regent Cid of Lindblum is worried about how these troubling events will impact Princess Garnet, so he dispatches the troupe known as Tantalus to Alexandria. Tantalus, a band of thieves disguising themselves as actors to hide their operations, plan to "kidnap" Garnet. A prominent character in Tantalus is the game's main protagonist, Zidane Tribal. However, the Princess herself yearns to escape from her wicked mother, and is willingly kidnapped. During the operation, Vivi and Adelbert Steiner, Captain of the Royal Knights of Pluto and Garnet's guardian, become involved, much to Steiner's disdain. The plan soon backfires, and Tantalus member Zidane is left in charge of the kidnapping. Their ship, the Prima Vista, is shot down from the sky, and lands in the Evil Forest.

Zidane decides to assist the princess to Lindblum on foot, and is dismissed by the leader of Tantalus, Baku, who dissents with his opinion. Vivi and Steiner join Zidane in rescuing Garnet from Evil Forest's carnivorous botany and eventually escape the woods, leaving Tantalus behind. The foursome venture through the Ice Cavern, where Zidane defeats Black Waltz No. 1, a lackey of Brahne's. Arriving in the village of Dali, Garnet adopts the alias of "Dagger" to blend in with the peasantry. Vivi is kidnapped by the villagers, and the rest of the party is soon shocked when they rescue him and find out that the

villagers are manufacturing Black Mages from the Mist, for export to Alexandria. Garnet begins to ponder the possibility of returning to Alexandria and questioning her mother about the Black Mage business, a notion which Steiner approves of. After besting Black Waltz No. 2, they board a Cargo Ship piloted by soulless Black Mages, but soon come under fire from Black Waltz No. 3. Vivi, Zidane, and Steiner confront the golem and leave the journey's destination in Garnet's hands. The princess hesitates, but ultimately decides to go to Lindblum, resulting in an erratic flight through South Gate.

The four meet with Regent Cid at Lindblum, who refuses to mobilize against Alexandria, for fear of leaving his own borders unprotected. While his country holds the Festival of the Hunt, Brahne begins her advancement into the Burmecia region, home of Zidane's friend Freya Crescent. Zidane decides to travel to Burmecia with Freya and Vivi to learn more about the situation, but Cid orders Garnet to remain in Lindblum. In retaliation, she poisons the court with sleeping weed and absconds with Steiner back to South Gate. The remainder of the party ventures to Burmecia, traveling through Gizamaluke's Grotto and recruiting the gluttonous Quina Quen along the way. Upon arriving in Burmecia, they find a desolate city ruined by Brahne. At the apex of the city, they meet the Queen herself, a mysterious man named Kuja, and General Beatrix. The General promptly defeats Zidane's group, and Alexandria next sets its sights on Cleyra.

Meanwhile, Garnet and Steiner rest in Treno, and with the aid of Doctor Tot, take the Gargan Roo pathway to Alexandria. Once there, Garnet meets with her mother, who turns on the princess and orders the extraction of Garnet's Eidolons, magical creatures with great powers, for use in future invasions. One of these summons, Odin, is then used to obliterate Cleyra, but not before Beatrix takes a jewel from the city's harp and Zidane's crew hitches a ride on the Red Rose back to Alexandria. The protagonists join forces with Steiner and free Garnet from Brahne's clutches, with the assistance of the enlightened Beatrix. Zidane, Vivi, and Garnet attempt to use the Gargant system to flee back to Treno, but their ride is spooked by a monster and ends up crashing in Pinnacle Rocks. After passing Ramuh's trial, allowing Garnet to summon Ramuh, the three witness the sacking of Lindblum by another Eidolon of Alexandria, Atomos. Sneaking into the city, Zidane and Garnet meet secretly with a now powerless Regent Cid, who suggests they travel to the Outer Continent to discover the motives behind Brahne's belligerence. Quina actually proves useful when trying to find the entrance to the Outer Continent, Fossil Roo, due to its constant search for frogs.

It is soon speculated that Brahne's sudden shift in attitude is being manipulated by Kuja, who has his own plans for world domination. On the Outer Continent, Zidane and his allies encounter Eiko Carol, a young girl, and last of the Summoner Tribe, at her home of Madain Sari. She leads them to the Iifa Tree, where Kuja was reported to have been seen. The group descends into the very core of the tree, until they finally reach a shimmering and seemingly endless green pool at its base. The monster SoulCage, self-proclaimed creator of the Mist. Upon the entity's defeat, the Mist on the Mist Continent dries up, and the heroes return to Madain Sari. After repelling the thief Lani and recruiting the sarcastic and brooding Amarant Coral, they return to the Iifa Tree per new sightings of Kuja. There, they find Queen Brahne and her navy just off Iifa's coast, and Kuja with his Silver Dragon opposing her. Brahne summons Bahamut in an attempt to rid herself of Kuja and take sole domination of her territory, but in a twist of fate Kuja calls the Invincible to him and wrenches control of Bahamut, who then proceeds to wipe out Brahne and her soldiers with a devastating Mega Flare.

On the beach, Brahne finally regains her former self and apologizes to Garnet, but dies, leaving the princess devastated. She must now become the Queen of Alexandria. The ceremonies of her coronation are short-lived, as Kuja promptly

appears in the city and summons Bahamut to wreak havoc. The other party members fly in from Treno with Regent Cid, and Eiko aids Garnet in summoning Alexander, the holy Eidolon guardian of Alexandria. Alexander vanquishes Bahamut, only for a mysterious elderly man to appear with the Invincible and destroy Alexander and a majority of the city. Garnet is so shocked by the devastation to her city that she is rendered mute, and she, Zidane and their friends take refuge in Lindblum, where Cid constructs the Blue Narciss ship and gives it to the party. They then follow Kuja to his Desert Palace, but are discovered and locked in cells. Kuja forces Zidane and three of his friends to fly to the Forgotten Continent and retrieve the Gulug Stone from Oeilvert. The ruins contain many illusions and artifacts from the ambiguous Terran civilization, including an ancient and Eidolon, Ark, which is defeated in order to obtain the Stone.

Meanwhile, Regent Cid and the remaining four party members manage to free themselves from their prisons and shut down the Palace security system, Valia Pira. Kuja still manages to trick Zidane into giving him the Gulug Stone and absconds with an abducted Eiko to Mount Gulug. The heroes pass through Esto Gaza to track him down, and witness Zorn and Thorn attempt to extract Eiko's Eidolons. Mog, Eiko's pet Moogle, reveals her true Eidolon form through Trance, and with her help, the court jesters are finally destroyed. Deprived of further Eidolons, Kuja formulates a new plan: to assimilate enough souls in order to enter a form of hyper-Trance. He flees, and Zidane's party find Queen Hilda, Cid's wife, and escort her back to Lindblum. She restores Cid to his proper human form, and the Lindblum leader puts the finishing touches on his new airship, the Hilda Garde III. Garnet returns to Alexandria, where she is expected to remain as Queen. When Zidane follows her, she recovers from her silence, once more takes his dagger, and cuts off her ponytail in a promise to continue to fight for her people and her adoptive mother.

Queen Hilda tells the party of Kuja's ambitions and link to the planet Terra and directs them towards Ipsen's Castle on the Forgotten Continent. Inside the inverted structure, they find four elemental mirrors, seals to the portal to Terra. After defeating the worm-like Taharka and rescuing Amarant from his own arrogance, Zidane decides to have two party members secure each elemental shrine. The defeat of all four Guardians opens the Shimmering Island, the icy portal to Terra's alien world.

The Hilda Garde III drops off the heroes on Terra, and a mysterious girl leads the party to the Genome village of Bran Bal. She is Mikoto, and reveals the truth behind Kuja's inferior relationship to Zidane: they were both crafted to become Angels of Death. Garland, the mastermind of this plot, captures Zidane and intends to use him for his true purpose as the harbinger of Gaia's doom. Zidane's friends free him from his prison at Pandemonium and confront Garland, who first orders a Silver Dragon to act as a shield before falling to the party himself. Though the party intends only to interrogate the old sorcerer, Kuja chooses the moment to enter triumphantly on the Invincible. Gleefully, he showcases his new powers Trance, achieved by draining the Invincible of all the souls trapped within, including Garnet's true mother, who had sealed her soul in the eidolon Bahamut in order to protect her daughter. Kuja promptly dispatches the party and announces his new motivation: to rule the world with a fist of Trance-inducing souls. Garland, clairvoyant to the end, warns Kuja that his power is of no consequence; the Genome responds by kicking his old master off the precipice of Pandemonium to his death.

However, Garland remains stubbornly omniscient, and from beyond the grave, he tells Kuja that his newfound rule is for naught; his mortal death is fast approaching. Kuja is no longer satisfied with world domination; his euphoria turns into rage, and he hatches a plot to destroy the source of all existence: the Crystal. He begins by utterly obliterating Terra with wave after wave of Ultima spells, but the party and resident Genomes escape by piloting the

Invincible back through the Shimmering Island to Gaia. They suddenly notice the resurge of Mist in the air, emanating once more from the Iifa Tree. Above the tree hovers the foreboding entrance to Memoria, where the Gaia's memories and Kuja awaits. The armies of Alexandria and Lindblum take flight to stave off the horde of Silver Dragons blocking Memoria's doorway, and Invincible breaks through, carrying the party inside Memoria. They must defeat a slew of monsters Kuja created in opposition to the Crystal itself, while witnessing the deepest moments of their own lives intertwined with the earliest stirrings of Gaia. Garland's lingering voice guides them through the dimension, leaving them at the entrance to the Crystal World, a realm where is no earth, no space, only memories of every life originating with the Crystal.

Zidane and his friends descend the translucent pillars or crystal and face Kuja in battle, where Kuja seemingly destroys everyone with Ultima. Surviving, the heroes find themselves in the presence of Necron, a powerful entity who also wishes to destroy the Crystal and return the world to what it was before existence. When Necron is defeated and returned to whence it came, Kuja teleports the eight heroes out of Memoria onto the banks of the Iifa Tree. The majority of the party returns to Alexandria on the Hilda Garde, while Zidane stays behind to find Kuja. He locates his Kuja deep within Iifa, and as the elder brother accounts for his sins, Iifa's roots converge on them both. The others believe Zidane dead, and Garnet, now the reigning queen of Alexandria, slides into depression. In the closing moments of the game, the Tantalus Troupe appears once more to perform "I Want To Be Your Canary" for Garnet's birthday. During the play, a shrouded form masquerading as Marcus casts off his cloak to reveal a returning Zidane. The city of Alexandria celebrates, old friends cheer from the stands, and the queen runs through the crowd of people and leaps into Zidane's arms.

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002. CHARACTERS

ID#01.002

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There are 8 heroes you can choose from to help you on your adventure. Each has its own unique abilities and reasons to join the fight.

#### ZIDANE TRIBAL

---

The sixteen year old hero of Final Fantasy IX is an experienced thief. Aside from stealing from the rich, he enjoys stealing hearts of ladies as his sense of charisma and boyish good looks have made him very popular among them.

Age 16  
Occupation Thief  
Quote "You don't need a reason to help people."

Trance Dyne  
Zidane will be able to damage the enemies with extremely powerful non-elemental attacks.

#### VIVI ORNITIER

---

Feeling like an outsider who doesn't belong in this world, this shy nine-year old black mage is going through a major identity crisis and is left feeling very depressed. He is constantly getting caught up in things, none of which he can help or control. Through his friends, he overcomes his trials and finally

develops a more positive outlook towards life.

Age 9  
Occupation Black Mage  
Quote "How do you prove that you exist? Maybe we don't exist..."

Trance Double Black Magic  
Vivi will be able to use his Black Magic twice in the same turn.

#### ADELBERT STEINER

---

A 33 year-old knight in the service of the royal family of Alexandria Kingdom. Adelbert Steiner is the life long guardian of Princess Garnet Til Alexandros 17th and it is a duty he takes most seriously. He is a powerful swordsman, always striving to be a good knight.

Age 33  
Occupation Royal Knight  
Quote "Having sworn fealty, must I spend my life in servitude?"

Trance Extra Damage  
Steiner's attacks will do more damage than normal.

#### GARNET TIL ALEXANDROS 17TH (AKA DAGGER)

---

A young princess, and heir to the throne of Alexandria, Garnet is inexperienced in the ways of the world due to her sheltered upbringing. Assuming the name of Dagger, she sets off on an adventure she was ill-prepared for. Idealistic and naive in the beginning, her encounter with a certain young thief will change her perception of the world around her.

Age 16  
Occupation Princess  
Quote "Someday I will be queen, but I will always be myself."

Trance Eidolon  
When an Eidolon is summoned it will keep attacking until the Trance ends without having to summon it once again.

#### AMARANT CORAL

---

A solitary vagabond who also works as an assassin for hire. Regimented in nature, Amarant spends most of his time training his body as a weapon for combat. A loner by nature, Amarant's self-reliance and unwavering focus means he trusts no one and never lets outside events distract him from his goals.

Age Unknown  
Occupation Bounty Hunter  
Quote "The only dependable thing about the future is uncertainty."

Trance Elan)  
Amarant's Flair abilities will affect multiple targets instead of single ones.

#### FREYA CRESCENT

---

A member of the mouse clan who was raised and trained by a Dragon Knight, Freya is a courageous female knight who is unwilling to compromise her beliefs. Banished from Burmecai, her home, she has roamed and seen much of the world. Proud and wise beyond her years, she tries to help Burmecia when it is attacked by Brahne despite being in exile.

Age            Unknown  
Occupation    Dragon Knight  
Quote         "To be forgotten is worse than death."

Trance        High Jump  
              Freya's Jump skill will do a lot more damage and it will affect multiple enemies instead of single ones.

#### QUINA QUEN

---

Part of the Qu clan, Quina is an androgynous being whose only concerns are eating and leaving descendants on the planet. Quina's favorite food are frogs, especially when eaten raw.

Age            Unknown  
Occupation    Chef  
Quote         "I do what I want! You have problem!?"

Trance        Cook  
              Quina will cook the monster and learn any Blue Magic the monster might have to teach.

#### EIKO CAROL

---

After her parents passed away, Eiko was raised by summoners, magic-users with the ability to summon eidolons to do their bidding. Under their care, Eiko learned White Magic and developed a very special friendship with the Moogles. Although only six years of age, Eiko is a precocious little girl with the ability to read the thoughts of eidolons and animals.

Age            6  
Occupation    Summoner  
Quote         "I don't wanna be alone anymore..."

Trance        Double White Magic  
              Eiko will be able to use her White Magic twice in the same turn

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#### 003. NON-PLAYABLE CHARACTERS ID#01.003

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They are not part of the group, but you'll eventually meet them in your journey. Some of them will help you in your quest and others will be there just to make sure you won't reach the end of your journey.

#### QUEEN BRAHNE

---

She's Garnet's mother, a corrupted Queen that seeks to expand the Empire of Alexandria at all costs and she's willing to remove anyone who stands in her



way. Helping her in her goals is the mysterious Kuja.

#### REGENT CID FABOOL

---

Current ruler of Lindblum. Following a fight with his wife, she turned him into an oglop. Regent Cid is a technology expert and is creating a new type of airship powered by steam. He was the best friend of Garnet's father and it was he that hired The Tantalus to kidnapp Princess Garnet.

#### THE TANTALUS THEATRE TROUPE

---

Baku, Blank, Cinna, Marcus, Ruby, and the Nero Brothers are, together with Zidane, members of The Tantalus Theatre Troup. They are accomplished actors and perform in various locations aboard their ship, the Prima Vista. But they are in fact a group of daring thieves that cover their activities by putting up shows as a distraction.

#### BEATRIX

---

The greatest Alexandrian Knight who ever lived. She holds the tittle of 'Best swordsman in the continent'. Beatrix's devotion to the Queen is unwavering and only surpassed by her duty to the people of Alexandria. Her weapon of choice is the Save the Queen.

#### ZORN AND THORN

---

A couple of evil court jesters. Zorn and Thorn follow the strict orders of Queen Brahne and they have the power to extract the Eidolons of a summoner, provided she has reached 16 years of age.

#### DOCTOR TOT

---

A known scholar and man of science with a profound knowledge of Eidolons and the power to summon them. He was Garnet's tutor during her childhood. He lives next to Treno's Card Stadium and holds the truth about Garnet and her past.

#### KUJA

---

Kuja is introduced as a weapons dealer, supplying Queen Brahne with entire armies of Black Mages. Kuja is a versatile mage, adept at both White and Black Magic. In the end he betrays Brahne for his own purposes, the destruction of the entire universe. Kuja has a supreme ego, a god complex complemented by a fear of death.

#### GARLAND

---

Garland is the original mastermind behind Kuja's actions before his betrayal and the key to Zidane and Garnet's past. He is not originally from Gaia. To travel between Gaia and his planet, Terra, he uses the airship Invincible.

#### BLACK MAGES

---

They are man-made weapons. Dolls used as tools for war. In the battlefield, some of them started to have an imagination, gain consciousness and a will of their own and eventually ran away, deserting. They quickly realized their lifespan is quite short and because of that they help Kuja in his quest when he promises them to solve their problem.

#### PUCK

---

The wandering Prince of Burmecia. He was Vivi's first friend when he first arrived in Alexandria. Puck doesn't like the royal life, he prefers to see the world, visit distant lands and enjoy all that the world has to offer.

#### MOG

---

Mog is Eiko's best friend. They were born on the same day and since then they have been true and inseparable companions. Mog is a bit of a coward and although she loves Eiko, she is usually too afraid to save her. She later reveals herself as the Eidolon Madeen.

#### MIKOTO

---

A female genome rescued from Terra and brought back to Gaia after the fall of Garland. Mikoto was meant to be the third Angel of Death after Kuja's betrayal and Zidane's disappearance. However, Garland's plans never came truth.

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#### 004. SPECIAL ABILITIES

ID#01.004

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All characters have special abilities and as the game progresses, you'll be able to learn new and more powerful magical spells and special skills. Each technique is presented with the MP required to cast it, the equipment that teaches it and the AP required to learn it.

#### ZIDANE - SKILL & DYNE

---

Flee	40 AP	0 MP	Dagger, Germina's Boots, Mage Masher, Ultima Weapon, Zorlin Shape
Detect	40 AP	0 MP	Mage Masher, Orichalcon
What's That!?	40 AP	2 MP	Butterfly Sword
Soul Blade	35 AP	6 MP	The Ogre
Annoy	50 AP	4 MP	Gladius, Sargatanas
Sacrifice	55 AP	32 MP	Exploda, Masamune
Lucky Seven	85 AP	6 MP	Exploda, Gladius, Rune Tooth, The Tower, Thief Hat
Thievery	100 AP	8 MP	Angel Bless, The Tower
Free Energy	0 AP	10 MP	-
Tidal Flame	0 AP	12 MP	-
Scoop Art	0 AP	14 MP	-
Shift Break	0 AP	16 MP	-
Stellar Circle 5	0 AP	24 MP	-
Meo Twister	0 AP	32 MP	-
Solution 9	0 AP	48 MP	-

Grand Lethal 0 AP 60 MP -

VIVI - BLACK MAGIC

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Fire	25 AP	6 MP	Leather Hat, Mage Staff
Fira	50 AP	12 MP	Flame Staff, Mage's Hat, Power Belt, Topaz
Firaga	75 AP	24 MP	Octagon Rod
Sleep	20 AP	10 MP	Flame Staff
Blizzard	25 AP	6 MP	Leather Wrist
Blizzara	50 AP	12 MP	Ice Staff, Opal
Blizzaga	85 AP	24 MP	Octagon Rod
Slow	20 AP	6 MP	Ice Staff, Magus Hat
Thunder	25 AP	6 MP	Glass Buckle, Silk Shirt
Thundara	50 AP	12 MP	Lightning Staff, Peridot
Thundaga	80 AP	24 MP	Octagon Rod
Stop	25 AP	8 MP	Oak Staff
Poison	35 AP	8 MP	Lightning Staff
Bio	40 AP	18 MP	Oak Staff
Osmose	70 AP	2 MP	Gaia Gear, High Mage Staff
Drain	60 AP	14 MP	Oak Staff
Demi	30 AP	18 MP	Amethyst, Black Belt, Cypress Pile
Comet	55 AP	16 MP	Cypress Pile
Death	45 AP	20 MP	Black Hood
Break	30 AP	18 MP	Cypress Pile
Water	55 AP	22 MP	N-Kai Armlet
Meteor	95 AP	42 MP	High Mage Staff
Flare	95 AP	40 MP	Black Robe
Doomsday	150 AP	72 MP	Mace of Zeus

STEINER - SWORD ART & MAGIC

---

Darkside	30 AP	0 MP	Blood Sword
Minus Strike	35 AP	8 MP	Excalibur II, Iron Sword, Rubber Helm
Iai Strike	40 AP	16 MP	Rune Blade
Power Break	40 AP	8 MP	Diamond Sword
Armor Break	30 AP	4 MP	Mythril Sword
Mental Break	45 AP	8 MP	Gold Helm, Ice Brand
Magic Break	25 AP	4 MP	Flame Saber
Charge!	30 AP	10 MP	Aegis Gloves, Coral Sword
Thunder Slash	30 AP	24 MP	Defender, Ragnarok
Stock Break	35 AP	26 MP	Ultima Sword, Excalibur II
Climhazzard	70 AP	32 MP	Excalibur, Excalibur II
Shock	60 AP	46 MP	Ragnarok

Fire Sword	0 AP	6 MP	-
Fira Sword	0 AP	12 MP	-
Firaga Sword	0 AP	30 MP	-
Blizzard Sword	0 AP	6 MP	-
Blizzara Sword	0 AP	12 MP	-
Blizzaga Sword	0 AP	30 MP	-
Thunder Sword	0 AP	6 MP	-
Thundara Sword	0 AP	12 MP	-
Thundaga Sword	0 AP	30 MP	-
Bio Sword	0 AP	20 MP	-
Water Sword	0 AP	26 MP	-
Flare Sword	0 AP	50 MP	-
Doomsday Sword	0 AP	60 MP	-

GARNET - WHITE MAGIC & SUMMON

---

Cure	30 AP	6 MP	Magic Racket, Rod, Silk Shirt
Cura	50 AP	10 MP	Barette, Healing Rod
Curaga	155 AP	22 MP	Whale Whisker, Wizard Rod
Life	30 AP	8 MP	Cachusha, Healing Rod, Mythril Rod, Rebirth Ring, Whale Whisker
Scan	25 AP	4 MP	Air Racket, Desert Boots
Panacea	15 AP	4 MP	Air Racket, Rod
Stona	25 AP	8 MP	Multina Racket
Shell	35 AP	6 MP	Cotton Robe, Gold Choker, Moonstone, Multina Racket, Mythril Racket, Mythril Rod, Wizard Rod
Protect	30 AP	6 MP	Desert Boots, Mythril Racket, Rod, Steepled Hat, Wizard Rod
Silence	30 AP	8 MP	Asura's Rod, Magic Armlet, Mythril Rod, Priest's Racket
Mini	40 AP	8 MP	Asura's Rod, Feather Boots, Magic Racket
Reflect	20 AP	6 MP	Mythril Racket, Reflect Ring, Ruby, Stardust Rod
Confuse	35 AP	8 MP	Asura's Rod, Lamia's Tiara
Berserk	30 AP	6 MP	Magic Racket
Blind	40 AP	6 MP	Magician Shoes, Multina Racket
Float	20 AP	6 MP	Feather Boots, Lamia's Tiara, Stardust Rod
Shiva	20 AP	24 MP	Opal
Ifrit	20 AP	26 MP	Topaz
Ramuh	35 AP	22 MP	Peridot
Atomos	25 AP	32 MP	Amethyst
Odin	30 AP	28 MP	Dark Matter
Leviathan	40 AP	42 MP	Aquamarine
Bahamut	80 AP	56 MP	Garnet
Ark	100 AP	80 MP	Pumice

AMARANT - FLAIR

---

Chakra	30 AP	4 MP	Cat's Claws, Leather Plate
Spare Change	40 AP	0 MP	Poison Knuckles, Rune Claws
No Mercy	25 AP	12 MP	Duel Claws, Dragon's Claws
Aura	25 AP	12 MP	Duel Claws, Scissor Fangs
Curse	20 AP	12 MP	Kaiser Knuckles, Mythril Claws
Revive	35 AP	20 MP	Rebirth Ring, Rune Claws, Tiger Fangs
Demi Shock	50 AP	20 MP	Avenger, Rune Claws
Countdown	40 AP	16 MP	Kaiser Knuckles

FREYA - DRAGON

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Lancer	20 AP	10 MP	Coral Ring, Dragon Wrist, Partisan
Rei's Wind	20 AP	12 MP	Angel Earrings, Gold Helm, Holy Lance, Mythril Spear
Dragon Breath	205 AP	78 MP	Dragon's Hair
White Draw	90 AP	36 MP	Emerald, Ice Lance, Kain's Lance
Luna	30 AP	12 MP	Trident
Six Dragons	25 AP	28 MP	Heavy Lance

Cherry Blossom	40 AP	46 MP	Kain's Lance, Obelisk
Dragon's Crest	45 AP	16 MP	Holy Lance, Kain's Lance

QUINA - BLUE MAGIC

---

1000 Needles	0 AP	8 MP	Cactuar
Angel's snack	0 AP	4 MP	Behemoth, Epitaph, Ironite, Mistodon
Aqua Breath	0 AP	14 MP	Axolotl, Clipper, Sahagin, Vepal
Auto-Life	0 AP	14 MP	Carrion Worm, Cerberus, Gimme Cat, Stilva, Yan
Bad Breath	0 AP	16 MP	Anemone, Marlboro, Worm Hydra
Doom	0 AP	12 MP	Ash, Veteran
Earth Shake	0 AP	20 MP	Adamantoise, Earth Guard, Shell Dragon
Frog Drop	0 AP	10 MP	Gigan Toad
Frost	0 AP	8 MP	Chimera, Kraken, Wraith
Goblin Punch	0 AP	4 MP	Goblin, Goblin Mage
Limit Glove	0 AP	10 MP	Axe Beak, Blazer Beetle, Catoblepas, Jabberwock, Mandragora, Mu
Lv3 Def Less	0 AP	12 MP	Carve Spider, Grand Dragon, Lamia, Lizard Man, Ochu, Sand Scorpion
Lv4 Holy	0 AP	22 MP	Amdusias, Feather Circle, Torama
Lv5 Death	0 AP	20 MP	Dracozombie, Lich, Stroper, Whale Zombie
Magic Hammer	0 AP	2 MP	Magic Vice, Ring Leader
Matra Magic	0 AP	8 MP	Armstrong, Dragonfly, Land Worm, Ogre, Trick Sparrow, Zagnol
Mighty Guard	0 AP	64 MP	Antlion, Gargoyle, Gigan Octopus, Myconid, Serpion
Mustard Bomb	0 AP	10 MP	Bomb, Grenade, Marilis, Red Vepal, Wraith
Night	0 AP	14 MP	Abomination, Grimlock, Nymph, Seeker Bat
Pumpkin Head	0 AP	12 MP	Bandersnatch, Basilisk, Hedgehog Pie, Lady Bug, Python, Skeleton, Yeti
Roulette	0 AP	18 MP	Ghost, Hecteyes, Zombie
Twister	0 AP	22 MP	Abadon, Red Dragon, Tiamat
Vanish	0 AP	8 MP	Drakan, Gnoll, Hornet, Troll, Vice
White Wind	0 AP	14 MP	Garuda, Griffin, Zemzelett, Zuu

EIKO - WHITE MAGIC & SUMMONS

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Cure	20 AP	6 MP	Magic Racket, Silk Shirt
Cura	40 AP	10 MP	Barette, Golem's Flute
Curaga	80 AP	22 MP	Angel Flute, Hamelin
Regen	25 AP	14 MP	Fairy Earrings, Fairy Flute
Life	35 AP	8 MP	Cachusha, Golem's Flute, Rebirth Ring
Full-Life	90 AP	24 MP	Light Robe, Siren's Flute
Panacea	15 AP	4 MP	Air Racket
Stona	25 AP	8 MP	Lamia's Flute, Multina Racket
Esuna	80 AP	6 MP	Angel Flute, Fairy Flute, Rubber Suit, Siren's Flute
Shell	20 AP	6 MP	Cotton Robe, Gold Choker, Moonstone, Multina Racket, Mythril Racket
Protect	20 AP	6 MP	Desert Boots, Mythril Racket, Steepled Hat
Haste	30 AP	8 MP	Emerald, Fairy Flute, Running Shoes
Silence	25 AP	8 MP	Lamia's Flute, Magic Armlet, Priest's Racket

Mini	35 AP	8 MP	Feather Boots, Magic Racket
Reflect	25 AP	6 MP	Mythril Racket, Reflect Ring, Ruby
Float	25 AP	6 MP	Feather Boots, Lamia's Flute, Lamia's Tiara
Dispel	35 AP	16 MP	Siren's Flute, Tiger Racket
Might	25 AP	14 MP	Hamelin, Priest's Racket
Jewel	50 AP	4 MP	Hamelin
Holy	110 AP	36 MP	Angel Flute, White Robe
Carbuncle	35 AP	24 MP	Ruby
Fenrir	55 AP	30 MP	Sapphire
Phoenix	40 AP	32 MP	Phoenix Pinion
Madeen	120 AP	54 MP	Ribbon

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005. DAMAGE FORMULAS

ID#01.005

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Most abilities cause certain damage depending on the character's strength and the enemy's defense. But there are skills that have a different way of working or that have a special formula to calculate the damage made.

ZIDANE

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Flee	You will drop an amount of Gil equal to 10% of the total Gil you would've won from the battle.
Lucky Seven	When the last digit in Zidane's current HP is 7, Zidane will do at random either 7, 77, 777, or 7777 damage.
Thievery	Damage is equal to the number of times Zidane has successfully stolen multiplied by half Zidane's Speed.

VIVI

---

Comet	Power is equal to 56 multiplied by a random number between 1 and (Vivi's current level + Vivi's Magic).
Meteor	Power is equal to 88 multiplied by a random number between 1 and (Vivi's current level + Vivi's Magic). The chance of Success is equal to (Vivi's current level divided by 2) + Vivi's Spirit

STEINER

---

Darkside	Steiner expends 12.5% of his total HP to deliver an attack that is 40% stronger than normal and ignores the target's Protect status.
Minus Strike	Steiner inflicts damage on a single enemy equal to the amount of HP he has lost.
Thunder Slash	Damages the target equal to 19% of its Max HP with a lightning-elemental attack.

GARNET & EIKO

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Life	Character recovers (5 + target's Spirit)% of their Max HP.
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## AMARANT

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Chakra	Character recovers 20% of the Max HP and MP.
Spare Change	Uses an amount of Gil equal to Amarant's current level multiplied by 101. Damage is equal to (Amount of Gil used [squared] multiplied by Amarant's Spirit) divided by (amount of Gil owned multiplied by 10).
Revive	Amarant recovers a KO'd party member and restores an amount of HP equal to (20 + Target's Spirit)% of their Max HP.
Demi Shock	Damages an enemy equal to 20% of their Max HP.

## FREYA

---

Lancer	Causes physical damage to an enemy that is 20% stronger than a regular attack. MP is also reduced by 1/16 of the amount of damage inflicted.
Six Dragons	Six dragons appear to perform one of three possible results to each character individually in the party: 30% chance HP and MP is fully restored, 35% chance that nothing will happen and 35% chance HP and MP is reduced to 1.
White Draw	Restores MP for the whole party by an amount equal to anywhere between 0 and 1 less than double the enemy's level you selected.
Dragon Breath	Damages all enemies by an amount equal to how much HP the targeted monster has lost.
Dragon's Crest	Delivers an amount of damage to a single enemy equal to the square of the number of Dragon type monsters the party has slain.

## QUINA

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Aqua Breath	Inflicts an amount of water-elemental damage to all enemies equal to 1/4 their Max HP.
Twister	Inflicts random damage to all enemies based on 55 multiplied by a random number between 1 and (Quina's current level + Quina's Magic).
Frog Drop	Damage is equal to Quina's current level multiplied by the number of frogs caught.
White Wind	Recovers HP to all party members equal to Quina's Max HP divided by 3.
Magic Hammer	Reduces one target's MP by a random amount between 0 and the target's current MP.

Eidolons, on the other hand, perform attacks or healing effects to your party or your enemies. How powerful they are depends on the stones you carry.

## EIDOLON                      ATTACK POWER

---

Shiva	36 + Nr. of Opals in stock	(34 when in Trance)
Ifrit	42 + Nr. of Topaz in stock	(37 when in Trance)
Ramuh	32 + Nr. of Peridot in stock	(31 when in Trance)
Leviathan	59 + Nr. of Aquamarine in stock	(63 when in Trance)

Bahamut	88 + Nr. of Garnet in stock	(77 when in Trance)
Ark	106 + Nr. of Lapis Lazuli in stock	(87 when in Trance)
Madeen	71 + Eiko's current level	

But there are other attacks that are a bit trickier to calculate or that change if some conditions are met.

#### ATOMOS - G-FORCE 199

---

Atomos unleashes G-Force 199. This attack's damage is based on the % of the enemy's Max HP (30 + Nr. of Amethyst in stock). For instance, by having 70 Amethyst stones in your inventory, you can cut off 100% of the enemy's HP (although the damage is capped at 9999). When in Trance the damage is always 16% of the Max HP.

#### ODIN - ZANTETSUKEN

---

Odin's attack is great because it can instantly kill an enemy. The odds of that happening depend on the number of Ores in your inventory (Nr. of Ores in stock ÷ 2). Since you can carry a max of 99 Ores, the best you can get is 49,5% of Odin killing the enemy. Although, if you have Odin's Sword equipped and if the enemy survives the attack, the number of Ores will work against you (142 - Nr. of Ores in stock), so if you have 99 Ores in your inventory, Odin's attack power will be 43. When in Trance, Odin's attack will have an attack power of 42.

#### CARBUNCLE - LIGHT

---

Carbuncle's attack will change depending on the stone Eiko has equipped. The normal version will cast Reflect on the party. If Eiko has a Diamond equipped, Carbuncle will cast vanish. With an Emerald, Carbuncle will cast Haste and if Eiko has a Moonstone equipped, it will be Shell. An extra spell can be cast depending on the animation version. The long version will also cast Protect on the party, regardless of the jewel equipped.

#### FENRIR - MILLENNIAL DECAY

---

Fenrir has two attacks. The normal is an earth-based Terrestrial Rage but if the Maiden Prayer is equipped, Fenrir will perform a wind-elemental attack named, Millennial Decay. The attack power for both attacks is also different. The Terrestrial Rage is a weaker attack (42 + Nr. of Sapphires in stock) than the Millennial Decay (44 + Nr. of Sapphires in stock) but both depend on the number of Sapphires in stock.

#### PHOENIX - REBIRTH FLAME

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Phoenix's rebirth flame causes damage to the enemy while restoring your party members to a % of their Max HP (30 + Spirit stat). Both the damage and the HP recovered increase with the full animation. But Phoenix may also cast Rebirth Flame after all party members are KO'd, in essence giving you a continue instead of a game over (Phoenix Pinions in stock ÷ 256). Since the max number of Phoenix Pinions you can have is 99, the chance of Phoenix using Rebirth Flame automatically is 38%.



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02. THE SIDEQUESTS  
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001. THE EXCALIBUR

ID#02.001  
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There are two versions of the Excalibur on Final Fantasy IX. One of them will require a lot of money, and the other will require as less time as humanly possible. The quest for the Excalibur II is perhaps the most annoying and difficult in the game.

EXCALIBUR  
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The mythical Excalibur makes an appearance on Final Fantasy once again. But first of all, you need to make offers at Treno's Auction House for 4 items. Afterwards you need to sell them to certain people that will be looking for them.

ITEMS

BUYERS  
-----

Rat Tail	Mage near the Card Carta Club
Doga's Artifact	Man at the Synthesis Shop
Griffin's Heart	Mage near the Card Carta Club
Une's Mirror	Rich Man walking around the Card Carta Club

When you buy and sell these 4 items, a rare object will appear at the Auction House that's very expensive, the Magical Fingertip (it can take a while to appear). Be sure to have a good amount of money before bidding. Then, bring the Fingertip to Daguerreo and give it to the old man near the Inn. In return he will offer you the Excalibur.

EXCALIBUR II  
-----

Getting the Excalibur is easy, but I can't say the same about the Excalibur II. To get it you need no reach Memoria and defeat Lich in less than 12 hours. It's a race against time to get the most powerful sword in the game and every help on how to cut time is useful.

Skip all ATEs and FMVs (open and close the disc cover to skip the FMVs). Don't save a lot and ride as much as you can with Choco to prevent battles (be careful because this will make your characters weak and defeating bosses can become troublesome). Put all the game speed at max and you might just make it on time. The Excalibur II is right on the screen where you fight Lich. Usually, there's a Save point on the left side of the room but if you're under 12 hours the (?) will become an (!). Examine it and you'll get the Excalibur II with a note from Gil's brother.

"To Brother Gil. Bro, I found the sword like you told me. But there were two of them. One of 'em had a lame name, somethin' II. It was a dingy, old thing with flashy decorations, something you'd probably like. So I went with Excalipur. I'll be back after I find the Tin Armor."

The Excalipur appeared on Final Fantasy V and Gilgamesh actually uses this sword. But once you get a hold of it it's very lame. With the Excalibur II in your possession it's time to go in search for all the things you left behind and

start leveling up. There has been a rumor saying that if you wait until the clock reaches 99:99:99 he will reset back to 00:00:00 and you can get the Excalibur II then. It's true that the clock resets back to 00:00:00 and turns red but the Excalibur II will not appear.

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002. THE STELLAZZIOS

ID#02.002

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All around Gaia you can find some coins. These coins are of no importance to you, but in Treno, Queen Stella collects them and she's willing to give you a reward for every coin you deliver. The more coins you give her, the better the prizes will be.

ARIES

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Location: The Windmill in Dali.

Story: "The story of 12 Zodiacs. The 11 Zodiacs pondered. How best to catch Virgo's Heart? Aries headed east."

TAURUS

---

Location: It's behind the item shop in Treno (Slums).

Story: "Taurus had an idea. He would give Virgo a gift. Through the forest and over the mountain, he found a star."

GEMINI

---

Location: By the fountain when you enter Treno, drop 10 Gil 11 times.

Story: "Gemini thought by the river: 'I will sing her a song'. He didn't know where she was, but he hoped his song would reach her."

CANCER

---

Location: In Burmecea, behind a cart filled with apples by the entrance.

Story: "Cancer headed to the cape where Virgo waited. The sun was setting into the ocean. Will he finally see her?"

LEO

---

Location: In the room with the Neptune Statue in Alexandria Castle.

Story: "Leo was waiting for the sun to set into the ocean. Then Cancer showed up, and they began to fight. Into the ocean they fell."

VIRGO

---

Location: In the Black Mage Village's Inn.

Story: "Watching the sunset from the cape, Virgo whispered, 'My only wish is to be with you now...'"

LIBRA

---

Location: Behind the fountain in Madain Sari.  
Story: "Libra was a perverse fellow. He would always walk in the opposite direction of the sun. Would he ever see Virgo?"

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SCORPIO

---

Location: Down the ladder in Quan's Dwelling.  
Story: "Scorpio was very timid. He always looked at his shadow, until one day, he decided to look away. He walked up a hill."

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SAGITTARIUS

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Location: In Lindblum, to the left of the woman selling pickles.  
Story: "Sagittarius dashed through the night, defying the chilly northern wind that was touching his right cheek."

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CAPRICORN

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Location: Search the water by the entrance of Daguerreo.  
Story: "Impatient Capricorn ran up a hill toward the sun and fell asleep from exhaustion."

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AQUARIUS

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Location: On the first screen of Ipsen's Castle.  
Story: "Aquarius arrived late. He asked everyone, 'Who kissed Virgo?'"

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PISCES

---

Location: Inside the Invincible.  
Story: "Pisces said to Aquarius, "Virgo made her choice. Go see him and he'll tell you the rest."

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OPIUCHUS

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Location: Where you found the coin of the one who kissed Virgo.  
Story "Their future was uncertain, but Scorpio and Virgo kissed in the light of dusk that moment meant everything." =Opiuchus=

The story presented in the coins actually points to the location of the Opiuchus. It's clearly to the East, in a hill, probably surrounded by mountains and forests, near the ocean. Leo and Cancer fell in the sea, a hint for something in the water near that location. It's somewhere between night and day.

Eventually, all clues lead to Quan's Dwelling, where you found Scorpio. It's in a hill, near the sea (where you can find a treasure with Choco) surrounded by forests, with a beautiful sunset between the night (Treno) and day (Alexandria). Go to the location where you found Scorpio and you will get the Opiuchus. After that, go meet Queen Stella to collect the rewards.

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1	Stellazzio	1000 Gil
2	Stellazzios	Phoenix Pinion
3	Stellazzios	2000 Gil
4	Stellazzios	Blood Sword
5	Stellazzios	5000 Gil
6	Stellazzios	Elixir
7	Stellazzios	10.000 Gil
8	Stellazzios	Black Belt
9	Stellazzios	20.000 Gil
10	Stellazzios	Rosetta Ring
11	Stellazzios	30.000 Gil
12	Stellazzios	Robe of Lords
13	Stellazzios	Hammer

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003. THE MOGNET CENTRAL

ID#02.003

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Since Moogles help you along the way it would be nice if you could help them back. It seems that Mognet Central, which is responsible for delivering the mail, is not doing a good job. Something is wrong with the machine that processes the mail and a very special item is needed. Below is a list of the letters you can deliver, remember you need to deliver at least 50% of the letters to be able to fix Mognet Central.

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FROM	LOCATION	TO	LOCATION
Kupo	Alexandria Chapel	Monty	Evil Forest
Mois	Ice Cavern	Gumo	Dali
Kumop	Dali Underground	Mogki	Lindblum Castle
Mogki	Lindblum Castle	Atla	Burmechia
Grimo	South Gate Citadel	Nazna	Summit Station
Atla	Burmechia	Monev	Creyra Trunk
Nazna	Summit Station	Mochos	Gargant Roo
Mopli	Creyra Settlement	Serino	Red Rose
Serino	Red Rose	Moodon	Lindblum Inn
Mosh	Alexandria Chapel	Monty	Pinnacle Rocks
Moodon	Lindblum Inn	Moonte	Dragon's Gate
Kuppo	Fossil Roo	Kupo	Alexandria Chapel
Mogmatt	Conde Petie	Suzuna	Conde Petie Mountain Path
Mogryo	Black Mage Village	Mocchi	Iifa Tree
Mogki	Lindblum Castle	Moodon	Lindblum Inn
Mimoza	Oeilvert	Mooel	Oeilvert
Mojito	Desert Palace	Mogsam	Desert Palace
Mogrika	Esto Gaza	Moolan	Mount Gulug
Moolan	Mount Gulug	Mogtaka	Mount Gulug
Mogki	Lindblum Castle	Kumool	Ipsen's Castle
Moorock	Pandemonium	Mozme	Pandemonium
Kupo	Alexandria Chapel	Atla	Burmechia
Atla	Burmechia	Mogryo	Black Mage Village
Mogryo	Black Mage Village	Kumool	Ipsen's Castle
Kumool	Ipsen's Castle	Mois	Fossil Roo Entrance
Mois	Fossil Roo Entrance	Noggy	Daguerreo
Noggy	Daguerreo	Kupo	Alexandria Chapel

These letters are listed by the order that you get them. That means that if you skip one you probably missed a moogle. That doesn't mean they have to be delivered in this particular order but be careful of certain moogles and/or locations because they might become inaccessible to you at certain points in the game.

The final sequence starts after your visit to Terra. When Kupo receives the final letter from Noggy he will tell you the item that Mognet Central needs is the Superslick and that someone in Alexandria has it. Go talk to Ruby (she's at the theatre near the chapel) and she will give you the item the moogles need. Now you need to find Mognet Central. To the North of Madain Sari is a relatively big island with a forest and some mountains, if you look closely there is a crack on one of the sides of the mountain, it's the entrance to Mognet Central, get yourself a Gold Chocobo and use a Dead Pepper to break your way through. Inside, give the Superslick to Artemicion, head of Mognet. You will receive a gift for all your trouble, a Protect Ring!

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004. THE WANDERING MOOGLE

ID#02.004

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Stlitzkin is a very cool Moogle that travels all around the world visiting many of his friends. You can easily know who he is since his color is yellow. From time to time he also has good deals to offer you.

LOCATION	OFFER	PRICE
Burmecia	Ether, Hi-Potion, Soft	333 Gil
Creyra Settlement	Hi-Potion, Ether, Phoenix Pinion	444 Gil
Fossil Roo	Phoenix Pinion, Remedy, Ether	555 Gil
Mountain Path	Magic Tag, Tent, Ether	666 Gil
Alexandria	Phoenix Pinion, Hi-Potion, Elixir	777 Gil
Oeilvert	Hi-Potion, Emerald, Elixir	888 Gil
Bran Bal	Diamond, Ether, Elixir	2222 Gil
Alexandria	Moonstone, Ruby, Elixir	5555 Gil

In Alexandria (DISC 4), after you buy all that Stlitzkin has to offer, talk to him once again and he will reward you with a Ribbon.

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005. THE RAGTIME MOUSE

ID#02.005

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During your adventure you will encounter special battles. One of such special battles are the ones in which you battle the Ragtime Mouse. He will make you a total of 16 questions, one for each time you face him. He's hard to encounter but you can find him in any forest in the world.

When you enter in battle with the Ragtime Mouse do not attack him and be sure you actually read the sentence. There are two signs behind the Ragtime. Attack the one that answers your question, yes or no. For each battle you'll get a good amount of EXP and Gil. After answering all of the questions just meet him one last time and he will be defeated. After that you'll be awarded with a Protect

Ring.

TRUE OR FALSE

ANSWER

---

The War in Lindblum started in the year 1600.	False
"I want to be your Canary" was written by Lord Afon.	False
Chocobo forest is located between Lindblum and South Gate.	True
The theatre ship Prima Vista was built in Artania Shipyards.	False
Lindblum's Air Cabs operate around the clock.	True
Fossil Roo is a tunnel that connects Treno and Alexandria.	False
Berkmea Cable Cars have been running for 8 years.	True
Lindblum Castle is larger than Alexandria Castle.	True
Some Mu's are friendly and don't attack.	True
Only one desert exists in the entire world.	False
Conde Petie is a village of Goblins.	False
Prima Vista means Love at First Sight.	False
Treno's Cafe, Card Carta, is members-only.	True
Bobo Bird is a bird that brings you fortune.	False
You can defeat Ragtimer.	True
The Theatre ship Prima Vista uses Mist as source of energy.	True

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006. THE SPIRITS OF GAIA

ID#02.006

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On specific locations you will find monsters that will make you a request, known as the Spirits of Gaia, and if you give them the item they want you'll get a reward. You don't need to meet them in any particular order, except the Yan, although there is a certain logic to it, since most spirits will reward you with the items you need to offer the next spirit. To be able to meet the Yan you are required to have met all the other spirits.

MU

---

Location: Forest near Dali.  
Request: 1 Ore  
Reward: 10 AP, Potion

GHOST

---

Location: Right outside of Treno.  
Request: 1 Ore  
Reward: 10 AP, Hi-Potion

LADYBUG

---

Location: Forest surrounding the Black Mage Village.  
Request: 2 Ores  
Reward: 20 AP, Ether

YETI

---

Location: The big forest on the Lucid Plain near Madain Sari.

Request: 2 Ores  
Reward: 20 AP, Elixir

#### NYMPH

---

Location: The Eesistern Coast, north of Creyra.  
Request: 3 Ores  
Reward: 30 AP, Emerald

#### JABBERWOCK

---

Location: Forest directly east of Oeilvert.  
Request: Emerald  
Reward: 40 AP, Moonstone

#### FEATHER CIRCLE

---

Location: Outside of Esto Gaza.  
Request: Moonstone  
Reward: 30 AP, Lapis Lazuli

#### GARUDA

---

Location: Forest outside of Gizamaluke's Grotto, after you climb the rope.  
Request: Lapis Lazuli  
Reward: 40 AP, Diamond

#### YAN

---

Location: Forest on Vile Island.  
Request: Diamond  
Reward: 50 AP, Rosetta Ring

Completing this particular sidequest brings other benefits. By helping the spirits of Gaia, Ozma will be easier to kill.

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#### 007. THE ACTION FIGURES

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ID#02.007

You can collect these small action figures all around the world. They seem to do nothing besides taking up space in your key items inventory, but they'll be a great help when you try to get the S Rank.

#### FIGURINE

#### LOCATION

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Mini-Cid	Treno's Auction house
Mini-Burmecia	The Tantalus' hideout in Lindblum
Mini-Brahne	The Mayor's House in Dali
Mini-Prima Vista	The Tantalus' hideout in Lindblum

Getting the Mini-Cid is easy. Just bid for it at Treno's Auction House. The Mini-Burmechia can be found in the Tantalus' hideout in Lindblum. For the Mini-Brahne, when searching for the Mayor's key at his house you can also find the Mini-Brahne on the desk. As for the Mini-Prima Vista complete Morrid's Coffee sidequest and go to the Tantalus' hideout in Lindblum to get it.

In Dali's Observatory lives an old man named Morrid. He searches for three very special coffee beans - Burman, Moccha and Kirman Coffee.

COFFEE BEAN	LOCATION
Burman Coffee	Dali's Windmill
Kirman Coffee	Eiko's Kitchen in Madain Sari
Moccha Coffee	In South Gate, by the fountain

The Mocha Coffee can be found in South Gate, by the fountain where Cinna made some coffee for Baku and the rest of the Tantalus after they left Evil Forest (as seen in the ATE "Baku and his crew"). The Kirman Coffee is pretty straightforward. The Burman Coffee is the harder to get because you need to get the Mayor's key in order to go through the locked door. To do that, return to the Mayor's house when he's not there, during the Card Tournament in Treno. You will be given the chance to explore the room. This is sort of a mini-game, you have to explore the room without waking up the Mayor's son. Choose to explore any part of the house. Now, you will be given the option to explore more. Choose to explore the same place until the Mayor's son goes back to a deep sleep (if you search another place right away the Mayor's son will awake). Do this until you find the Mayor's Key. Enter the windmill and look below the plate full of Chocobo food. You will find some Gil and the Burman Coffee.

This sidequest has to be done before DISC 4. Otherwise the Observatory will be locked by roots along with the South Gate and Morrid will be dead because of the earthquake that occurred when the roots of the Iifa Tree extended.

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008. THE QU'S MARCHES ID#02.008

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Quale is Quina's master and Quan was Quale's master. Quan was Vivi's grandfather and he was training Quale before leaving him in the middle of his training. Quale now trains Quina, and he helps him in the ways of the Qu.

99 FROGS

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In every Qu's Marshes there is a lake full of frogs. All Quina has to do is catch them to receive wonderful prize from Quan. There are four Qu's Marshes around Gaia, one in the Mist Continent, one in the Outer Continent, one in the Forgotten Continent and one on the Salvage Archipelago.

The regeneration of the frogs is slow but there are ways to speed up the process. First of all, never eat all the frogs. Try to leave at least a male and a female frog. Don't eat the baby frogs as they'll eventually grow up and reproduce themselves and don't eat the golden frogs either. They lower the reproduction time.



## FROGS

## REWARD

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2 Frogs	Potion
5 Frogs	Ether
9 Frogs	Silk Robe
15 Frogs	Elixir
23 Frogs	Silver Fork
33 Frogs	Bistro Fork
45 Frogs	Battle Boots
99 Frogs	Gastro Fork

After you eat your 99th frog Quale will come out. It's time for the student to test his skills by facing the teacher. After the battle is over you will receive the Gastro Fork. Quina can still continue to eat frogs but at this point it's quite useless except for powering Frog Drop.

## QUAN'S DWELLING

---

After the destruction of Alexandria stop by Quan's Dwelling with Vivi and Quina. When you enter a funny scene will take place. Quina will see a lot of food on the table and will start eating it. Unfortunately, it's all in his imagination. After Quina goes onto the balcony he finds none other than Quan, Vivi's grandfather. Quale will arrive moments later.

We find out that Quan was Quale's master and that he left his student in the middle of his training. Quan claims to have discovered the meaning of life for the Qu. Eating food is not about seeing it or feeling it, but rather imagining it. According to him, anyone who imagines the food will be able to eat as much as he or she wants. After his explanation, Vivi will walk in. Quan says he tried to teach as much as he could about the world to Vivi, he gained enough knowledge eventually, knowledge enough for him to have an imagination. After that, Quan simply disappears. Zidane could not see Quan during this whole discussion. After that, if you examine the clock you can get some valuable Running Shoes.

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## 009. THE OTHER QUESTS

ID#02.009

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This section is related to minor quests you can do along the game, or little pieces of information about a particular part of the story that were otherwise too small to star in a section of their own.

## THE SECRETS OF DAGUERREO

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If you have the Namingway card in your collection you can rename your party members. Just go on to Daguerreo and drop down to the balcony through the stairs located near the Inn (they are kind of hidden). Anyway, if you talk to a man he will notice your Namingway card and if you show it to him, he will let you rename one of your characters.

Also in Daguerreo you can get the S Rank Medal. To get it you must have all the 24 Chocograph treasures and the 8 Paradise treasures and all the figurines. Just talk to the guy near the Moogle, Alleyway Jack. He'll look at your rank and runaway scared. Go back to the entrance and talk to him again. He'll tell you

his real name and present himself as another treasure hunter. After a little conversation he'll give you the medal that proves you found all the treasures.

#### THE EIDOLON WALL OF MADAIN SARI

---

In Madain Sari there is a sanctuary where Eiko used to pray every day before meeting Zidane. In DISC 4 the Eidolon Wall will be different and you will be able to read various writings. Go to Eiko's kitchen with Zidane, Steiner, Dagger and Eiko and you will see Lani. Leave Madain Sari and enter again but this time do it with Zidane, Quina, Steiner and Vivi in your party. Go again to the kitchen and this time Lani won't runaway. She'll tell you something about some carvings on the treasure chest in Eiko's room. The writings say something about going clockwise and counter clockwise 9 times. Go to the Eidolon Wall and rotate clockwise (to the right) until you reach the door again. When you do, you'll hear a sound. Now go counter clockwise (to the left) until you hear the same sound. Repeat this 9 times and you will be healed. Now you can see writings you couldn't see before. The main reason to do this minor quest is to learn Garnet's real name. Her real father left a message on the Eidolon Wall to his wife Jane and his daughter Sarah that were on a boat and were lost on the night of the big storm.

#### FINAL FANTASY III'S ORIGINAL SOUNDTRACK

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At the Black Mage's Village you can hear the OST of Final Fantasy III. First of all, you have to be on DISC 4. You'll also need to have the Une's Mirror and the Doga's Artifact. You can buy both of them at the Treno's Auction House. Once you have them, start playing the gramophone at the village's inn and the songs playing will be from Final Fantasy III.

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### 03. BATTLE STRATEGIES

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001. OZMA ID#03.001

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For those who don't know, Ozma is the toughest and most powerful enemy in the whole game. You can find him in Chocobo's Air Garden when you examine a rock that looks a bit strange. If you proceed on examining the rock despite Mene's warning, Ozma will come out to fight you.

#### OZMA

---

Level	99
Type	Flying
HP	55.565
MP	9999
AP	100
EXP	65.565
Gil	18.312

Attacks	Mini, Berserk, Curaga, Flare Star, Doomsday, Meteor, Flare, Death, Lv.4 Holy, Lv.5 Death, Curse, MP Absorb
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Defense	Earth (avoid), Holy/Shadow (absorb) Petrify, Zombie, Stop, Haste, Vanish, Venom, Death, Poison,
---------	--

Float, Doom, Silence, Confuse, Sleep, Heat, Mini, Trouble,  
Berserk, Regen, Freeze, Reflect

Weakness      Holy/Shadow, Wind

Steal          Dark Matter, Elixir, Pumice Piece, Robe of Lords

Reward        Dark Matter, Ozma Card, Pumice

First of all, do the Spirits of Gaia sidequest. If you don't do it, Ozma will be out of range to physical attacks. Now, Ozma has two different sides, a light side and a dark side. The side on top will determine Ozma's weakness. If the darker half is on top, Ozma will absorb Holy but he'll be weak against Shadow attacks and vice-versa. Ozma rotates from time to time, so it can be hard to take advantage of this weakness.

Zidane should be doing 9999 points of damage with Thievery. Steiner should do the same with Shock. Vivi can be a good bet, although he will only reach his true potential when he's able to cast Doomsday, if at the time Ozma is absorbing Shadow damage, just use powerful non-elemental attacks. Eiko is also a good character because of Madeen and Holy.

About your Support Abilities, first of all have all your party on Auto-Reflect. You can prevent almost half of Ozma's attacks this way. Have Eiko with Reflect-Null to do the Healing. Equip Return Magic too. Except for Curse, Flare Star and Absorb MP you can return all of Ozma's attacks. Auto regenerative skills are also important, specially Auto-Potion and Auto-Regen. Try to boost your HP with HP increasing abilities. Protect your party from status like Slow, Mini and Confuse (Ozma has an attack called Curse that induces these and other status ailments, but these are the most annoying).

The most important attack you need to avoid is Doomsday, to do that equip items that protect of absorb Shadow damage. After that just keep attacking and healing. Try to keep more than half of you HP at all times. When you beat Ozma you will receive the Strategy Guide. This key item gives you not only a hint on how to have the highest score at Tetra Master but it's also the proof that you defeated Ozma.

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002. HADES

ID#03.002

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In Memoria you can find the Legendary Synthesist, a mythical master that can create the finest and rarest items. Before fighting Kraken, in the screen that looks like the ocean, search behind the rocks. Keep on pressing the X BUTTON until someone talks to you. Hades will accept to fight.

HADES

---

Level	92
Type	Demon, Flying
HP	55.535
MP	9999
AP	30
EXP	65.535
Gil	9638

Attacks	Judgement Sword, Reflect, Doomsday, Freeze, Mustard Bomb, Cleave, Curse
Defense	Earth (avoid), Shadow (absorb) Petrify, Trouble, Berserk, Regen, Vanish, Venom, Zombie, Stop, Float, Doom, Silence, Death, Poison, Heat, Mini, Darkness, Confusion, Sleep, Freeze
Weakness	Holy
Steal	Battle Boots, Reflect Ring, Robe of Lords, Running Shoes
Reward	Elixir, Holy Card, Wing Edge

Most importantly, equip items that protect of absorb Shadow damage. It is essential that you protect your characters from most status ailments, specially, Slow, Mini and Confuse. Return Magic's not a good bet because even though most of Hades' attacks are returnable, you would also be returning Doomsday and in essence, healing Hades every other turn.

Before going into battle, put all your characters on the back row. Use Long Reach for those characters that use physical attacks, otherwise Hades will use Cleave and that can wipe out your front row members. Other than that Hades is not that hard. Attack with your most powerful skills and magic. After an exhausting fight, Hades will consider you a worthy opponent and offers his services as a master synthesist.

ITEMS	MATERIALS	PRICE
Robe of Lords	White Robe & Black Robe	30.000 Gil
Tin Armor	Ore & Hammer	50.000 Gil
Protect Ring	Dark Matter & Rebirth Ring	40.000 Gil
Pumice	Pumice Piece & Pumice Piece	50.000 Gil
Pumice Piece	Hammer & Pumice	25.000 Gil
Save the Queen	Javelin & Silver Gloves	50.000 Gil
Garnet	Ore & Remedy	350 Gil
Amethyst	Ore & Annoyntment	200 Gil
Peridot	Ore & Soft	100 Gil
Sapphire	Ore & Antidote	200 Gil
Opal	Ore & Potion	100 Gil
Topaz	Ore & Eye Drops	100 Gil
Lapis Lazuli	Ore & Dead Pepper	400 Gil
Phoenix Pinion	Phoenix Down & Gysahl Greens	300 Gil
Ether	Echo Screen & Vaccine	500 Gil

003. NECRON

ID#03.003

Necron, the bringer of death. He's the final enemy you'll have to face if you want to save the universe.

NECRON

Level 39

Type	Demon, Flying
HP	54.100
MP	9999
AP	0
EXP	0
Gil	0

Attacks	Blue Shockwave, Firaga, Blizzaga, Thundaga, Flare, Shell, Protect, Neutron Ring, Grand Cross
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Defense	Earth (avoid) Petrify, Trouble, Berserk, Slow, Vanish, Venom, Zombie, Stop, Heat, Mini, Silence, Death, Poison, Darkness, Confusion, Sleep
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Weakness	Holy, Wind
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Steal	Elixir
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Reward	None
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Preparing for this battle is essential. You'll have an opportunity to do so after you defeat Kuja. First of all, protect your party from every status ailment possible and use the remaining stones to Auto-Reflect. If you can, equip Auto-Regen and Auto-Potion as well. Auto-Reflect will protect you from the minor attacks. The greatest problem with Necron is his Grand Cross that inflicts your party members with every status effect. He also tends to unleash the Neutron Ring that can seriously damage your party and the Blue Shockwave that reduces a character's HP to 1.

To defeat this final boss throw him with all you got, and I do mean everything. If you're using Amarant, throw every item in your inventory. If you have Dark Matter, use it. Use every character's most powerful attacks. Zidane should be doing 9999 by know and so should Steiner. A healing character is essential. I prefer Eiko because she can also do a good amount of damage with Holy. Keep attacking and healing and try not to let you HP get below 3000 because Necron might strike with a Neutron Ring and you're done for.

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#### 04. TREASURE HUNTING

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##### 001. THE CHOCOGRAPHS

ID#04.001

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Once you leave Lindblum to reach Gizamaluke's Grotto just make a little detour and go over the bridge into a strange looking forest. In here you will see a Chocobo and a Moogles, the Chocobo will run away. Mene, the Moogles will give you some Gysahl Green, a Chocobo's favorite food. All you need to do is use the Gysahl Green near some Chocobo tracks and he will come right away. With the Chocobo you can ride without facing any monsters which is quite useful, but most importantly, you will be able to dig up treasures and items with your Chocobo.

Every once in a while you will come across a Chocograph which is sort of a treasure map. Each one of them shows an image of the location you need to find and a bit of information to help your search. To allocate a Chocograph on the search mode just open the Chocograph menu and choose the Chocograph you want to search for. Choco cannot find the treasure unless he has the Chocograph, even if

you already know its location.

#### CHOCOGRAPH #1 - STREAMSIDE

---

"Go check where the river meets the ocean. Kupo!"

Location: West of the Chocobo's Forest, near the bridge

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

#### CHOCOGRAPH #2 - BETWEEN MOUNTAINS

---

"Go look near the mountains facing the ocean in the southwest side of the Mist Continent."

Location: Southwest section of the Mist Continent

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

#### CHOCOGRAPH #3 - UNCULTIVATED LAND

---

"The treasure is buried near a river, kupo!"

Location: Just follow the river near Evil Forest

Reward: 10 Antidotes, 1 Cargo Ship Card, 1 Jade Armet, 3 Wing Edges

#### CHOCOGRAPH #4 - HEALING SHORE

---

"I've seen a beach that looks like this near a city with high winds, kupo."

Location: North of Creyra

Reward: The reef ability, Choco can cross shallow waters

#### CHOCOGRAPH #5 - ABANDONED BEACH

---

"There's a beach near a huge dying forest. That might be it. Kupo!"

Location: East of the Black Mage Village

Reward: 1 Diamond Gloves, 12 Peridot, 5 Phoenix Downs, 9 Phoenix Pinions

#### CHOCOGRAPH #6 - COLD FIELD

---

"Looks like a very cold place, kupo..."

Location: Quelmiera Shores, Lost Continent

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

#### CHOCOGRAPH #7 - FORGOTTEN LAGOON

---

"Kupo! Why not go play in icy-cold water!"

Location: Island near Esto Gaza

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

CHOCOGRAPH #8 - FARAWAY LAGOON

---

"I heard there is a long stretch of reef.. That might be it, kupo."

Location: East of the Water Shrine

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

CHOCOGRAPH #9 - ABANDONED LAGOON

---

"I hear there's a sunken treasure near a peninsula in the southern part of the Outer Continent, kupo."

Location: West of Fossil Roo

Reward: 4 Ethers, 1 Feather Boots, 1 N-Kai Armlet, 6 Softs

CHOCOGRAPH #10 - BIRD'S EYE LAGOON

---

"There are so many small islands surrounding the Mist Continent, Kupo!"

Location: West of the Qu's Marsh where you found Quina

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

CHOCOGRAPH #11 - SMALL BEACH

---

"It's a beach on a small island! A right place to vacation, kupo."

Location: South of Chocobo Forest

Reward: 2 Elixir, 1 Oak Staff, 4 Remedies, 8 Rising Sun

CHOCOGRAPH #12 - DAWN LAGOON

---

"It's near a city where the night never ends."

Location: Southeast of Treno

Reward: The mountain ability, Choco can climb mountains

CHOCOGRAPH #13 - DUSK PLAINS

---

"What a beautiful sunset, Kupo!"

Location: Southwest of Oeilvert

Reward: 1 Iron Man Card, 1 Kaiser Knuckles, 14 Ores, 12 Phoenix Downs

CHOCOGRAPH #14 - FORBIDDEN FOREST

---

"The forest lies where many mountain ranges merge, Kupo!"

Location: West of Dali

Reward: 2 Elixir, 7 Ethers, 1 High Mage Staff, 10 Wing Edge

CHOCOGRAPH #15 - GREEN PLAINS

---

"There are treasures on the high plains too, Kupo!"

Location: Northwest of Alexandria  
Reward: The sea ability, Choco can swim through the ocean

CHOCOGRAPH #16 - FORGOTTEN PLAINS

---

"The long peninsula sort of points to the location of the treasures, Kupo!"

Location: South of Ipsen's Castle  
Reward: 1 Demon's Mail, 5 Ethers, 14 Opals, 17 Ores

CHOCOGRAPH #17 - SEA AT DUSK

---

"There must be more treasures deeper at the ocean."

Location: North of the Wind Shrine  
Reward: 1 Diamond, 1 Masamune Card, 15 Phoenix Pinions, 1 White Robe

CHOCOGRAPH #18 - OCEAN

---

"Look carefully! There's a small reef, Kupo!"

Location: West of the Forgotten Continent  
Reward: 1 Alexander Card, 1 Light Robe, 27 Ores, 1 Whale Whisker

CHOCOGRAPH #19 - COLD LAGOON

---

"What a complicated cove, the water looks very cold, Kupo!"

Location: West of the Fire Shrine  
Reward: 9 Opals, 11 Peridot Gems, 15 Sapphires, 19 Topaz

CHOCOGRAPH #20 - MIST OCEAN

---

"Look around the small islands located in the north-eastern shore of Mist Continent."

Location: North of Alexandria  
Reward: The sky ability, Choco can fly

CHOCOGRAPH #21 - OUTER ISLAND

---

"Kupo. It isn't a very big island."

Location: Northeast of Kuja's Desert Palace  
Reward: 21 Amethyst, 16 Garnet, 1 Genji Armor, 1 Ragnarok

CHOCOGRAPH #22 - OUTER ISLAND 2

---

"I think there's a desert nearby, Kupo."

Location: Northwest of Kuja's Desert Palace  
Reward: 1 Circlet, 1 Hilda Garde 3 Card, 1 Pumice Piece, 11 Sapphires



CHOCOGRAPH #23 - FAIRY ISLAND

---

"There's a mountain in the middle of the island."

Location: Southwest of Iifa Tree

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

CHOCOGRAPH #24 - FORGOTTEN ISLAND

---

"What a strange shape for an island, Kupo."

Location: North of the Forgotten Continent

Reward: 13 Amethyst, 1 Ark Card, 1 Rebirth Ring, 1 Ribbon

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002. THE PARADISE TREASURES

ID#04.002

---

All of the Paradise Treasures require that you use a Dead Pepper on Choco. You can get a lot of Dead Peppers if you talk to the Chocobo sitting next to the Fat Chocobo but in the beginning you need to dig them like every other Chocobo in the world at the Chocobo's Forest/Lagoon/Air Garden.

Dead Peppers enhance certain abilities in Choco. If Choco is in the ground when you use it he will dig frenetically. If you're near a crack, it will open and you can get treasures or find entrances to special places. If Choco is on the sea he will dive furiously and if there are any treasures underwater he will get them. If the Chocobo is flying he will spread his wings and fly. This ability is only needed to reach the Air Garden.

Here are all the locations of the treasures. There are a total of 8 treasures to be found, and the locations are revealed to you by many Chocobos at the Paradise and by the Fat Chocobo too. Beware that some Chocobo's give you two locations (if you talk to a Chocobo with the X BUTTON he will give you a location but if you talk to him with the SQUARE BUTTON he might give you another location).

Since you don't have any Chocographs to guide you, there are other ways to find the treasures. There are 2 different clues. If the treasure is on land there will be a crack to mark the spot. If the treasure is underwater there will be bubbles on the surface.

PARADISE TREASURE #1

---

Location: In Quan's Dwelling. Enter with Zidane, without Choco. Approach the ledge on the balcony and examine the (!). Feed Choco with a Dead Pepper and dive.

Reward: 9 Ore, 1 Red Rose Card, 1 Tiger Racket, 15 Topaz

PARADISE TREASURE #2

---

Location: North of Oeilvert, in a mountain you'll find a crack.

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

PARADISE TREASURE #3

---

Location: In a crack at Seaways Canyon on the Forgotten Continent.  
Reward: 1 Dragon's Hair, 1 Gauntlets, 1 Odin Card, 1 Maiden Prayer

PARADISE TREASURE #4

---

Location: In Seatence Field, North of the Outer Continent.  
Reward: 1 Airship Card, 41 Lapis Lazuli, 1 Protect Ring, 1 Rosetta Ring

PARADISE TREASURE #5

---

Location: South of the Wind Shrine, in a small lagoon.  
Reward: 1 Black Robe, 1 Blue Narciss Card, 1 Protect Ring, 10 Remedies

PARADISE TREASURE #6

---

Location: North of Alexandria, in the ocean.  
Reward: 7 Aloha T-Shirt, 8 Pearl Armlet, 8 Sandals, 8 Straw Hat

PARADISE TREASURE #7

---

Location: Right between the Outer and the Lost Continent. In the centre of the map a bit up North. It's hard but you'll find it.  
Reward: 7 Elixir, 9 Ether, 25 Hi-Potions, 50 Potions

PARADISE TREASURE #8

---

Location: where the Shimmering Islands were before they were destroyed.  
Reward: 10 Aquamarines, 1 Invincible Card, 1 Maximillian, 1 Ultima Weapon

When you find all the 8 Paradise Treasures, Choco can finally stay in Paradise. After a while Choco decides to stay with you. Don't forget to talk to the Fat Chocobo so he gives you his card.

---

003. HEALING SANDS

ID#04.003

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There's a final quest to do with Choco. Visit all the beaches and shores in the world to gain a cool healing power. When you're at a beach, press the CIRCLE BUTTON and you will hear a sound. Do this in every single beach of the world. You don't need to do it with Choco, you can use the Invincible to visit every beach and although it seems hard it's quite easy, the problem is that if you miss a small shore it will be hard to find out which one you missed, so try to get a map to signal the beaches you already visited. When you do this you will gain a healing power. Press the CIRCLE BUTTON on any beach and you will be automatically healed.

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05. TETRA MASTER  
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001. RULES OF PLAY

ID#05.001  
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Tetra Master is simple to learn but hard to master. The game field is a 4x4 cell board. You have to place your cards on the board and win over you opponent's cards. Some cells are blocked and you can't place any card there, this means that some strategy is required for you to win. Every card has arrows (at least most of them) these arrows indicate which direction a card can attack or defend. Each card also has number and letters that represent attack power and attack type.

To win you need to flip the other player's cards. You flip them by placing your cards on the game field. If your card sits next to an opponent's card and your card has an arrow pointing to it, you can attack the card. If the opponent's card doesn't have an arrow facing back at you, you will automatically flip the card, turning it blue. If it does, a battle will occur and the best card will flip the other. If by the end of the match you have more cards flipped, you win. When you win you may choose one of the opponent's card but only one of those which you were able to turn blue. If you make a perfect game by turning all the cards blue you can have all of your opponent's cards.

All around the world there are cards to be found. Most of them are easy to get. To help you out here's a little list of all the locations. Except for the Namingway, they are all from DISC 4 to make the life of those who went on to get Excalibur II easier even although some of them are available before that.

Each card will also give you different points to boost your rank, depending on the type of card and arrow arrangement as well as the attack type and level. To be a Tetra Master, that is, to have the maximum player rank, you will need 100 unique cards, with completely unique arrow arrangements between them, all of them with an attack type of at least X and an attack or defense level of at least A.

CARD	LOCATION
#001 Goblin	Card seller (outside Card Stadium - Treno)
#002 Fang	Card seller (outside Card Stadium - Treno)
#003 Skeleton	Card seller (outside Card Stadium - Treno)
#004 Flan	Card Seller (outside Card Stadium - Treno)
#005 ZaghnoI	Card Freak Gon (Residence - Lindblum)
#006 Lizard Man	Card Freak Gon (Residence - Lindblum)
#007 Zombie	Self-Proclaimed Artist Michael (Studio - Lindblum)
#008 Bomb	Self-Proclaimed Artist Michael (Studio - Lindblum)
#009 Ironite	Self-Proclaimed Artist Michael (Studio - Lindblum)
#010 Sahagin	Self-Proclaimed Artist Michael (Studio - Lindblum)
#011 Yeti	Red Chocobo near Fat Chocobo (Chocobo's Paradise)
#012 Mimic	Red Chocobo near Fat Chocobo (Chocobo's Paradise)
#013 Wyerd	Red Chocobo near Fat Chocobo (Chocobo's Paradise)
#014 Mandragora	Red Chocobo near Fat Chocobo (Chocobo's Paradise)
#015 Crawler	Weimar, Pluto Knight VII (Steeple - Alexandria)
#016 Sand Scorpion	Weimar, Pluto Knight VII (Steeple - Alexandria)
#017 Nymph	Aschley (Alley - Alexandria)
#018 Sand Golem	Aschley (Alley - Alexandria)
#019 Zuu	Aschley (Alley - Alexandria)
#020 Dragonfly	Immigrant from Lindblum (Main Street - Alexandria)

#021 Carrion Worm	Immigrant from Lindblum (Main Street - Alexandria)
#022 Cerberus	Immigrant from Lindblum (Main Street - Alexandria)
#023 Antlion	Young Lady (Main Street - Lindblum)
#024 Cactuar	Young Lady (Main Street - Lindblum)
#025 Gimme Cat	Indus. District Engineer (B.D. Station - Lindblum)
#026 Ragtimer	Indus. District Engineer (B.D. Station - Lindblum)
#027 Hedgehog Pie	Indus. District Engineer (B.D. Station - Lindblum)
#028 Ralvuimahgo	Booklover (Entrance - Daguerreo)
#029 Ochu	Booklover (Entrance - Daguerreo)
#030 Troll	Scholar (Right Hall - Daguerreo)
#031 Blazer Beetle	Adventurer (Left Hall - Daguerreo)
#032 Abomination	Adventurer (Left Hall - Daguerreo)
#033 Zemzelett	Adventurer (Left Hall - Daguerreo)
#034 Stroper	Adventurer (Left Hall - Daguerreo)
#035 Tantarion	Scholar (Right Hall - Daguerreo)
#036 Grand Dragon	No.189 (Pond - Black mage Village)
#037 Feather Circle	No.44 (Pond - Black Mage Village)
#038 Hecteyes	No.44 (Pond - Black Mage Village)
#039 Ogre	No.44 (Pond - Black Mage Village)
#040 Armstrong	No.44 (Pond - Black Mage Village)
#041 Ash	No.56 (Cemetery - Black Mage Village)
#042 Wraith	No.56 (Cemetery - Black Mage Village)
#043 Gargoyle	No.56 (Cemetery - Black Mage Village)
#044 Vepal	No.33 (Water Mill - Black Mage Village)
#045 Grimlock	Straight Shooter Shak (Card Stadium - Treno)
#046 Tonberry	Straight Shooter Shak (Card Stadium - Treno)
#047 Veteran	Straight Shooter Shak (Card Stadium - Treno)
#048 Garuda	Straight Shooter Shak (Card Stadium - Treno)
#049 Malboro	Malboro Master Joe (Card Stadium - Treno)
#050 Mover	Beast Master Gilbert (Card Stadium - Treno)
#051 Abadon	Beast Master Gilbert (Card Stadium - Treno)
#052 Behemoth	Beast Master Gilbert (Card Stadium - Treno)
#053 Iron Man	Chocograph #13 (Dusk Plains)
#054 Nova Dragon	Master Phantom (Stairs of time - Memoria)
#055 Ozma	Dark Phantom (Stairs - Memoria)
#056 Hades	Rare Phantom (Time Warp - Memoria)
#057 Holy	Magic Master Thalisa (Card Stadium - Treno)
#058 Meteor	Magic Master Thalisa (Card Stadium - Treno)
#059 Flare	Magic Master Thalisa (Card Stadium - Treno)
#060 Shiva	Eidolon Master Leyra (Card Stadium - Treno)
#061 Ifrit	Eidolon Master Leyra (Card Stadium - Treno)
#062 Ramuh	Eidolon Master Leyra (Card Stadium - Treno)
#063 Atomos	Eidolon Master Leyra (Card Stadium - Treno)
#064 Odin	Paradise Treasure #3
#065 Leviathan	Eidolon Master Leyra (Card Stadium - Treno)
#066 Bahamut	Eidolon Master Leyra (Card Stadium - Treno)
#067 Ark	Chocograph #24 (Forgotten Island)
#068 Fenrir	Eidolon Master Leyra (Card Stadium - Treno)
#069 Madeen	Eidolon Master Leyra (Card Stadium - Treno)
#070 Alexander	Chocograph #18 (Ocean)
#071 Excalibur II	Weapon Master Hunt (Card Stadium - Treno)
#072 Ultima Weapon	Weapon Master Hunt (Card Stadium - Treno)
#073 Masamune	Chocograph #17 (Sea at Dusk)
#074 Elixir	Rare Phantom (Time Warp - Memoria)
#075 Dark Matter	Chocograph #23 (Fairy Island)
#076 Ribbon	Rare Phantom (Time Warp - Memoria)
#077 Tiger Racket	No.56 (Cemetery - Black Mage Village)
#078 Save the Queen	Weapon Master Hunt (Card Stadium - Treno)
#079 Genji	Rare Phantom (Time Warp - Memoria)
#080 Mythril Sword	Weapon Master Hunt (Card Stadium - Treno)

#081 Blue Narciss	Paradise Treasure #5
#082 Hilda Garde 3	Chocograph #22 (Outer Island 2)
#083 Invincible	Paradise Treasure #8
#084 Cargo Ship	Chocograph #3 (Uncultivated Land)
#085 Hilda Garde 1	Paradise Treasure #2
#086 Red Rose	Paradise Treasure #1
#087 Theater Ship	Chocograph #6 (Cold Field)
#088 Viltgance	Alleyway Jack (Right Hall - Daguerreo)
#089 Chocobo	Fat Chocobo (Chocobo's Paradise)
#090 Fat Chocobo	Fat Chocobo (Chocobo's Paradise)
#091 Mog	Rare Phantom (Time Warp - Memoria)
#092 Frog	Rare Phantom (Time Warp - Memoria)
#093 Oglop	Oglop Master Gon (Card Stadium - Treno)
#094 Alexandria	Boy running from a girl (Square - Alexandria)
#095 Lindblum	Strong Phantom (Lost Memory - Memoria)
#096 Two Moons	Rare Phantom (Time Warp - Memoria)
#097 Gargant	Dropped from Adamantoise and Ralvuimahgo
#098 Namingway	In Kuja's room (Desert Palace)
#099 Boco	Rare Phantom (Time Warp - Memoria)
#100 Airship	Paradise Treasure #8

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06. THE MINI-GAMES

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001. BLACKJACK ID#06.001

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When the words "THE END" appear, if you press a certain sequence of buttons, you will get to play a little bit of twenty-one, Blackjack.

R2 L1 R2 R2 UP X RIGHT CIRCLE DOWN TRIANGLE L2 R1 R2 L1 SQUARE SQUARE

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002. KING OF JUMP ROPE ID#06.002

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There are two games you can play in Alexandria. The first one is the jump rope. To play talk to the girls playing the game when you gain control of Vivi in the beginning of the game, or later on in DISC 4.

Jump Rope is hard at the beginning because of the camera view, you can do it the first time if you want to get the cards (they might be useful in the beginning). After Alexandria is destroyed the girls will appear again, this time in the chapel of Alexandria and Eiko can play too. While playing the game press the X BUTTON when you see the (!). This will make Vivi or Eiko jump. At the beginning it's easy, but when you hit 20 jumps the speed will increase, again at the 50th and 100th jumps. When you reach 200 jumps the speed will decrease a little bit. From 300 onwards, the speed will remain the same. Depending on the number of jumps you do, you can get various rewards.

JUMPS	REWARD
20 times	10 Gil
50 times	Cactuar Card
100 times	Genji Card

200 times                    Alexandria Card  
300 times                    Tiger Racket Card  
1000 times                   King of Jump Rope

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003. ATHLETE QUEEN

ID#06.003

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The other game in Alexandria is the racing game. When you return to Alexandria and you get to control Vivi alone, talk to Hippaul's mother (she's on one of the streets) and you can choose to race against Hippaul.

By playing with Hippaul you can get various items. Talk to Hippaul's mother in the streets of Alexandria on DISC 3. Once the game begins, quickly press the CIRCLE and SQUARE BUTTONS alternately (I advise you to change the button configuration to a more suitable position because the normal configuration makes it hard to pull it off). In the beginning Hippaul will be awfully slow, but he will eventually increase his level becoming a faster racer until he reaches a point when he's almost unbeatable. His mom will give you prizes every time he reaches a certain level.

LEVEL	REWARD
Level 10	Wyerd Card
Level 20	Carrion Worm Card
Level 30	Tantarian Card
Level 40	Armstrong Card
Level 50	Ribbon Card
Level 60	Nova Dragon Card
Level 70	Genji Card
Level 80	Athlete Queen

If you missed Hippaul's mom in Alexandria or didn't care to win the Athlete Queen then you can forget about it since you'll never be able to race him again after that. If you really want the key item do not leave town without it.

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07. ENDING STATEMENTS

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001. VERSION HISTORY

ID#07.001

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- Version 1.00    Most sidequests and mini-games have been introduced. The Treasure Hunting section is still missing.
- Version 1.10    Corrected some major, huge Mistakes in the layout. Also added some info on the character's skills. The Tetra Master sections is far from being complete.
- Version 1.20    Added the info on the element types. Added a strategy to beat Grand Dragons and Yans.
- Version 1.30    Frequently Asked Questions altered, added the location of the Phantom Masters as well as the location of most cards. Also

added Ozma's stats.

- Version 1.40 More card locations added some Mistakes were corrected. The mailing information was remodeled. Dedicated a section to the runes and to the 4 Jewels.
- Version 1.50 Completed 4 Jewels section. Added easier locations to get some of the cards.
- Version 1.60 Small change in layout. Added the info on the book monster, Tantarion.
- Version 1.70 New ASCII Artwork. Removed the Dark rose project and added the Author's Fiction.
- Version 1.80 Updated series' facts, updated the copyrights section. Added an alternative way to gain more Gil and corrected some mistakes on the Mognet Central Guide and on two of the Paradise Treasures.
- Version 2.00 Major change in layout. Various sections suffered significant modifications. The guide is now much more organized.
- Version 2.10 A great deal of information on eidolons, equipments and abilities was added. A few sections were altered or simply disappeared.
- Version 2.20 Mailing rules altered. Copyrights section modified. Some mistakes corrected and information was updated.
- Version 3.00 Major layout modifications. Section about the Gameplay was removed. Full update on all parts of the guide. Corrected spelling errors. Some chapters were reorganized and ended merging with others. Re-wrote the entire Version History in order to follow the standard version numbers.
- Version 3.10 Rewrote, remade, slashed, changed, moved some chapters. This FAQ is officially done. No more updates.

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002. ACKNOWLEDGEMENTS

ID#07.002

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- The contributors of the FFIIX page at [finalfantasy.wikia.com](http://finalfantasy.wikia.com) for the complete storyline.
  - To [ffonline.com](http://ffonline.com) for providing me with information on the formulas used to calculate the damage done by some of the techniques.
  - Amy Dubs for informing me of some mistakes in the letter sequence and spotting a mistake in two of the Paradise Treasures.
  - Tom Margett for the location of Mochos.
  - Jeff who gave me Ozma's stats.
  - George Buttner for the tip on Eiko's Holy against Ozma and the info on Alleway Jack's cards.
  - Tom Margett for an alternate location of the Namingway card.
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The revolution will not be webcast.  
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THE END  
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