Final Fantasy VIII Unofficial FAQ

by NRondini

Updated on Apr 6, 2002

| The Unofficial FAQ for Final Fanta | |
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| This FAQ includes: | |
| THIS TAQ THETHES. | * Card Locations/Lists/Card Mod |
| | * Magic Listings |
| | * GFs |
| | * Weapons |
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| by Nick Rondini | |
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| CARD LOCATIONS/LISTS | |
| | |
| += | =+ |
| | |
| Lists | |
| += | =+ |
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| CARD NAMES | |
| | |
| Each card has a different name. | |
| ach card has a different hame. | |
| | |
| CARD LEVELS | |
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| Each card has its own level. A card's | |
| or, how high your numbers go on your | |
| 10. A level 1 card is basically Level 3 or 4 card will beat that card | |
| strongest cards of the game, can easi | |
| | |
| | |
| However, the level 10 cards are very | Tale to get in the game. |
| | fale to get in the game. |
| However, the level 10 cards are very | fare to get in the game. |
| However, the level 10 cards are very | fare to get in the game. |
| However, the level 10 cards are very | |
| However, the level 10 cards are very | |
| However, the level 10 cards are very CARD TYPE CARD TYPE The card types are split into 4 categ | |
| However, the level 10 cards are very CARD TYPE The card types are split into 4 categ GF Card | |
| However, the level 10 cards are very | |
| However, the level 10 cards are very CARD TYPE The card types are split into 4 categ - GF Card - Boss Card - Player Card | |
| However, the level 10 cards are very | |

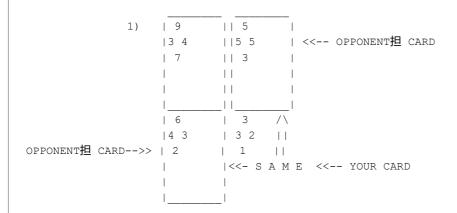
Card game rules are determined on how the game will be played. By playing people in different regions, the rules of that region or the region that you're going to pass on will be spread through that region. Like people say all the time, BEWARE OF SPREADING THE RANDOM RULE because you ARE most likely to lose your cards you don't want to lose.

OPEN:

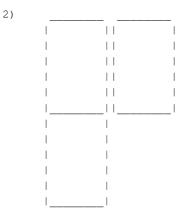
This rule is probably the easiest and coolest rule in the game (in my opinion). This rule will get you to a higher chance of winning a card game. Your opponent's cards are face upward so you can see them. This will help you on what card to place down so you can easily win!

SAME:

This rule can be complicated and needs a lot of focusing on the card game because if you \dot{n} e not careful the opponents card might flip over your card(s). Look at this drawing to give you a clue of the Same Rule.



*** NOTICE that the two $3 {\rm fm}$ on your card is facing the SAME direction of your card? This is called a same.



| 02.) | Card Lists | | |
|--------|---|--|--|
| =-=-=- | =-=-=-================================= | | |
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| | Level 1 Cards | | |
| | | | |

| Geezard: | | Element: N/A Card Mod: 1x refines into 5x screws | | |
|--|---|--|--|--|
| Funguar: | | Element: N/A Card Mod: 1x refines into 1x M-Stone Piece | | |
| Bite Bug: | | Element: N/A Card Mod: 1x refines into 1x M-Stone Piece | | |
| Red Bat: | | Element: N/A Card Mod: 1x refines into 1x Vampire Fang | | |
| Blobra: | | Element: N/A Card Mod: 4x refines into 1x Rune Amulet | | |
| | | | | |
| MAGIC LISTINGS Attack: >> Fire: A Fire based attack >> Fira: A strong Fire based attack >> Firaga: A very strong Fire based attack | | | | |
| >> Bli >> Bli >> Bli | <pre>>> Blizzard: An Ice based attack >> Blizzara: A strong Ice attack >> Blizzaga: A very strong Ice based attack >> Thunder: A Thunder based attack</pre> | | | |
| <pre>>> Thundara: A strong Thunder based attack >> Thundaga: A very strong Thunder based attack</pre> | | | | |

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