

Final Fantasy VIII FAQ/Walkthrough

by DaLadiesMan

Updated to v1.02 on Dec 3, 2005

This walkthrough was originally written for Final Fantasy VIII on the PSX, but the walkthrough is still applicable to the PC version of the game.

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| www.neoseeker.com | www.gamefaqs.com | www.ign.com | www.honestgamers.com |
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FINAL FANTASY VIII (PSX) FULL FAQ/WALKTHROUGH v1.02
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NOTE: The side quests that I think are awesome to go through are listed right in the walkthrough. I designated them with special search features so you can find them easily. They are the following:

- Tomb of the Unknown King (Getting the GF Brothers) - SQ001
- Centra Ruins (Getting the GF Odin) - SQ002
- Centra Ruins (Getting the GF Tonberry King) - SQ003
- Cactuar Island (Getting the GF Jumbo Cactuar) - SQ004
- Islands Closest to Heaven and Hell - SQ005
- Deep Sea Research Center (Getting the GF Bahamut) - SQ006
- UFO - SQ007

Please email me if you have any questions about:

- Obel Lake
- Chocobo Forest
- CC Group

Or read the great side quests FAQ found here at GameFAQs.

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| 1.0 INTRODUCTION 1.0 |
!-!

This is where I introduce you to the game, the guide, and my wonderful self.

Just read this to make me feel all warm inside! Thank you!

--- 1.1 --- Guide Introduction ---

This guide is for Final Fantasy 8, which was originally supposed to be a no side-quests guide, but I decided that since the game is a little bit easier at the end with all the cool GF's, and the side quests are kind of fun and easy to write for, that I would include them. I originally had less sections planned, but as I went into the guide, I decided to add more and more into it in order to make it as good as I possibly could.

Even though this guide was done solely so I could say I wrote for all of the Final Fantasies, and I really didn't like the game much at all, I decided to make it pretty in-depth and good. If you find any problems with it, don't hesitate to email me with any questions or comments, etc. I wanted to go in-depth but I did skip on some side quests I didn't like, and I hate doing game basics. Otherwise, you should find everything you need.

One more thing.. you won't find any spoilers here really. In the walkthrough, I completely ignored most of the storyline, as I hate it and you'll be seeing the story anyways. If you don't understand what's going on in the story.. don't worry. I don't think it's possible.

--- 1.2 --- Game Introduction ---

I cannot stand Final Fantasy 8 really. It has its good points, but overall it's one of the weaker entireties into the series in my opinion. For some reason, Square decided to try to "innovate" a lot, as you'll see below in the game basics section. They completely redid magic system, battle system, leveling up, etc. A lot of people love this game, but I really couldn't get into it at all. I gave it numerous chances, and while it's a decent game, it's not one to really go wild about, unlike the other 2 games in the PSX series (which were just awesome).

--- 1.3 --- Author Introduction ---

My name is Steve McFadden, and I'm a 21 year old male currently residing in Greenacres, FL, near West Palm Beach, until January 2007 more than likely, as I have to go to college here before moving to North Carolina to be with my girlfriend. That has its bad side, but the good news is that I can pursue my main hobby: writing video game guides. It really is a blast for me to do and I can't think of anything I'd rather do when I am motivated to write.

In addition to being a big fan of writing, I am a huge fan of the Final Fantasy series, as you may expect. Final Fantasies 7 and 6 are probably tied for my favorite game ever, while FF9 and FFX are in my top 10. With FFT and FF5 being so excellent with their job systems, FF4 being great, FFTA and FFMQ being sold entries, and the NES series being mostly good with a rare exception, there's a lot to like!

If you wish to contact me, you may do so by reading the contact information at the bottom of the page, and then emailing me or AIMing me with your questions

Squall is a very valuable asset to the people there. Personality wise, he is an introvert. He keeps to himself, but he knows what he wants and is willing to do what it takes to accomplish it. Squall is a complex person with a cool sword, and he will prove to be another great Final Fantasy hero soon enough.

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+++++
| LEVEL BY LEVEL RUNDOWN OF SQUALL'S STATISTICS
+++++
| LEVEL | HP      | STR    | VIT    | MAG    | SPR    | SPD    | LUCK  |
+++++
| 1     | 223    | 1      | 1      | 2      | 1      | 20     | 15    |
-----
| 10    | 616    | 8      | 8      | 8      | 7      | 22     | 16    |
-----
| 20    | 1,044  | 15     | 14     | 15     | 13     | 24     | 16    |
-----
| 30    | 1,464  | 21     | 19     | 21     | 18     | 25     | 17    |
-----
| 40    | 1,877  | 27     | 24     | 27     | 22     | 27     | 18    |
-----
| 50    | 2,281  | 32     | 28     | 31     | 26     | 29     | 19    |
-----
| 60    | 2,678  | 36     | 32     | 35     | 32     | 30     | 19    |
-----
| 70    | 3,067  | 40     | 35     | 39     | 32     | 32     | 20    |
-----
| 80    | 3,449  | 43     | 37     | 42     | 33     | 34     | 21    |
-----
| 90    | 3,822  | 46     | 39     | 44     | 35     | 35     | 21    |
-----
| 100   | 4,187  | 47     | 41     | 45     | 36     | 37     | 22    |
+++++

```

LIMIT BREAKS

Squall uses the Renzokuken limit breaks. These limit breaks require you to push R1 when the light hits the small box towards the end. If you do this, successfully, the attack will be much stronger than if you miss the box entirely. He also randomly gets to add a limit break towards the end of this limit break, depending on the weapon.

- Rough Divide - Revolver, Shear Trigger, Cutting Trigger, Flame Saber, Twin Lance, Punishment, Lion Heart
- Fated Circle - Shear Trigger, Cutting Trigger, Flame Saber, Twin Lance, Punishment, Lion Heart
- Blasting Zone - Flame Saber, Twin Lance, Punishment, Lion Heart
- Lion Heart - Lion Heart

Rinoa Heartilly

Age: 17
Height: 5' 3 1/2"
Date of Birth: March 3
Blood Type: ??
Weapon: Blaster Edge

Rinoa comes handy in battle due to her unique Blaster Edge weapon, which acts sort of like a handheld flail. She also has the ability to summon her dog when she is in trouble during battle. She is important to the game, not only because she happens to be Squall's main love interest, but because she is a member of the Timber Resistance group "Forest Owls", who is fighting against the president of Galbadia due to the suffering in her hometown. She acts based on her first instinct, and shows much more emotion than her male counterpart.

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+++++
| LEVEL BY LEVEL RUNDOWN OF RINOA'S STATISTICS
+++++
| LEVEL | HP      | STR    | VIT    | MAG    | SPR    | SPD    | LUCK  |
+++++
| 1      | 217    | 1      | 0      | 8      | 3      | 20     | 16    |
-----
| 10     | 610    | 10     | 5      | 15     | 8      | 22     | 17    |
-----
| 20     | 1,038  | 19     | 10     | 22     | 14     | 24     | 17    |
-----
| 30     | 1,458  | 27     | 14     | 29     | 19     | 25     | 18    |
-----
| 40     | 1,871  | 35     | 18     | 35     | 24     | 27     | 19    |
-----
| 50     | 2,275  | 42     | 21     | 42     | 28     | 28     | 19    |
-----
| 60     | 2,672  | 48     | 24     | 46     | 31     | 30     | 20    |
-----
| 70     | 3,061  | 52     | 26     | 51     | 34     | 32     | 20    |
-----
| 80     | 3,443  | 59     | 28     | 55     | 36     | 33     | 21    |
-----
| 90     | 3,816  | 64     | 30     | 59     | 38     | 35     | 22    |
-----
| 100    | 4,181  | 67     | 31     | 63     | 39     | 36     | 22    |
+++++

```

LIMIT BREAKS

Rinoa uses the Combine limit break, as she has multiple limit breaks. Her main limit break for most of the game is Angelo. You learn new tricks for Angelo by getting the various Pet Pals issues of magazines found throughout the world. To teach Angelo a trick, go to the Angelo status screen and select a trick with an empty or partially filled bar to learn the trick. When the trick is learned, you'll hear a whistle, and then you can learn a new trick.

Here are the tricks that Angelo can learn during the game, how he learns them, and what the trick does.

/ ANGELO RUSH /

Learned Via: Automatically learned.
Description: Damages one enemy, randomly does a counterattack as well.

/ ANGELO CANNON /

Learned Via: Automatically learned.

Description: Damages all enemies.

/ ANGELO STRIKE /

Learned Via: Pet Pals Vol. 1
Description: Damages one enemy.

/ ANGELO RECOVER /

Learned Via: Pet Pals Vol. 2
Description: Restores hit points to a party member that has low hit points.

/ INVINCIBLE MOON /

Learned Via: Pet Pals Vol. 3
Description: Make all party members invincible.

/ ANGELO REVERSE /

Learned Via: Pet Pals Vol. 4
Description: Revives a party member from death.

/ ANGELO SEARCH /

Learned Via: Pet Pals Vol. 5
Description: Finds items on the battlefield.

/ WISHING STAR /

Learned Via: Pet Pals Vol. 6
Description: Damages all enemies severely.

In Disc 3, Rinoa will learn the Angel Wing limit break. This limit break works kind of like the berserk status effect, only she'll use magic instead of physical attacks. The magic will be stronger than normal, and will be completely random. She must have some of the spells in her possession to cast them, but the spells she casts will not come out of her stock.

Quistis Trepe

Age: 18
Height: 5'6"
Date of Birth: October 4
Blood Type: A
Weapon: Chain Whip

Quistis is a great member of the party to have around during battle if you can find the items that allow her to learn her various limit break abilities. Some of them, like Degenerator, work quite well throughout the game. She also has decent attacks with her whip and junctioning makes her quite a powerhouse if

you like her limit breaks enough. She is much admired in Balamb Garden, and she is known as a child prodigy due to her being able to instruct students at the young age of 18. Her intelligence and poise come in handy throughout the game.

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+++++
| LEVEL BY LEVEL RUNDOWN OF QUISTIS'S STATISTICS
+++++
| LEVEL | HP      | STR    | VIT    | MAG    | SPR    | SPD    | LUCK  |
+++++
| 1      | 26     | 1      | 1      | 1      | 2      | 19     | 14    |
-----
| 10     | 582    | 8      | 6      | 8      | 8      | 21     | 15    |
-----
| 20     | 980    | 15     | 11     | 14     | 13     | 22     | 15    |
-----
| 30     | 1,370  | 21     | 16     | 20     | 18     | 24     | 16    |
-----
| 40     | 1,753  | 26     | 20     | 25     | 22     | 25     | 17    |
-----
| 50     | 2,127  | 31     | 23     | 29     | 26     | 27     | 18    |
-----
| 60     | 2,494  | 36     | 26     | 33     | 29     | 28     | 18    |
-----
| 70     | 2,853  | 39     | 28     | 36     | 31     | 30     | 19    |
-----
| 80     | 3,205  | 42     | 29     | 39     | 33     | 31     | 20    |
-----
| 90     | 3,548  | 45     | 30     | 41     | 34     | 33     | 20    |
-----
| 100    | 3,883  | 46     | 30     | 42     | 34     | 34     | 21    |
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LIMIT BREAKS

Quistis has the Blue Magic limit break. Basically, you can find items across the world, and use them to have her learn the enemy's skill. Below, I will list the various limit breaks you can learn in alphabetical order, as well as ways to get the item you need to learn the blue magic.. from dropping/stealing, to refining items, to card modding.

/ ACID /

Item Needed: Mystery Fluid
Drop/Stolen: Gayla
Card Mod Ab: Gayla
Refine Item: N/A

/ AQUA BREATH /

Item Needed: Water Crystal
Drop/Stolen: Chimera, Fastitocalon-F, Fastitocalon, Grand Mantis, Chimera
Card Mod Ab: Fastitocalon-F, Fastitocalon
Refine Item: None

/ BAD BREATH /

Item Needed: Malboro Tentacle
Drop/Stolen: Malboro
Card Mod Ab: Malboro
Refine Item: None

/ DEGENERATOR /

Item Needed: Black Hole
Drop/Stolen: Gesper, Wendigo
Card Mod Ab: Diablos, Gesper
Refine Item: N/A

/ ELECTROCUTE /

Item Needed: Coral Fragment
Drop/Stolen: Cockatrice, Creeps, Blitz
Card Mod Ab: Creeps
Refine Item: None

/ FIRE BREATH /

Item Needed: Inferno Fang
Drop/Stolen: Hexadragon, Ruby Dragon
Card Mod Ab: Ruby Dragon
Refine Item: None

/ GATLING GUN /

Item Needed: Running Fire
Drop/Stolen: BGH251F2, Iron Giant, SAM08G
Card Mod Ab: SAM08G
Refine Item: None

/ HOMING LASER /

Item Needed: Laser Cannon
Drop/Stolen: Belhelmel, Elastoid, Mobile Type 8
Card Mod Ab: None
Refine Item: None

/ LV ? DEATH /

Item Needed: Curse Spike
Drop/Stolen: Forbidden, Imp, Malboro, Tri-Face
Card Mod Ab: Tri-Face
Refine Item: None

/ MICRO MISSILE /

Item Needed: Missile
Drop/Stolen: Death Claw, GIM52A
Card Mod Ab: None

Refine Item: None

/ MIGHTY GUARD /

Item Needed: Barrier
Drop/Stolen: Behemoth
Card Mod Ab: Behemoth
Refine Item: None

/ RAY BOMB /

Item Needed: Power Generator
Drop/Stolen: Blitz
Card Mod Ab: None
Refine Item: None

/ SHOCKWAVE PULSAR /

Item Needed: Dark Matter
Drop/Stolen: None
Card Mod Ab: None
Refine Item: 100x Curse Spike = 1x Dark Matter

/ ULTRA WAVES /

Item Needed: Spider Web
Drop/Stolen: Caterchipiller
Card Mod Ab: Caterchipiller
Refine Item: None

/ WHITE WIND /

Item Needed: Whisper
Drop/Stolen: Adamantoise
Card Mod Ab: None
Refine Item: None

-
Zell Dincht
*-**

Age: 17
Height: 5'5"
Date of Birth: March 17
Blood Type: B
Weapon: Glove

Zell is gay. Literally. I figured I'd get that out of the way now before continuing with the biography. He's not "gay", like in uncool, but gay as in GAY. He has a crush on Squall and wants to have butt sex with Seifer. He also has an unholy obsession with hot dogs. That being said, he's also a kick ass character to have along thanks to his powerful limit breaks, if you can remember how to perform them. Outside of battle, he is known as a klutz due to how clumsy he is, but everyone seems to get along with him okay.

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+++++
| LEVEL BY LEVEL RUNDOWN OF ZELL'S STATISTICS |
+++++
| LEVEL | HP      | STR    | VIT    | MAG    | SPR    | SPD    | LUCK  |
+++++
| 1      | 252    | 2      | 1      | 1      | 0      | 20     | 14    |
-----
| 10     | 627    | 9      | 7      | 7      | 5      | 22     | 15    |
-----
| 20     | 1,035  | 16     | 12     | 14     | 9      | 23     | 15    |
-----
| 30     | 1,435  | 22     | 17     | 19     | 14     | 25     | 16    |
-----
| 40     | 1,828  | 27     | 21     | 24     | 17     | 26     | 17    |
-----
| 50     | 2,212  | 32     | 25     | 29     | 20     | 28     | 17    |
-----
| 60     | 2,589  | 36     | 28     | 33     | 22     | 29     | 18    |
-----
| 70     | 2,958  | 40     | 30     | 36     | 24     | 31     | 18    |
-----
| 80     | 3,320  | 43     | 32     | 38     | 26     | 32     | 19    |
-----
| 90     | 3,673  | 45     | 33     | 40     | 26     | 34     | 20    |
-----
| 100    | 4,018  | 47     | 33     | 42     | 27     | 35     | 20    |
+++++

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LIMIT BREAKS

Zell's limit break, *Duel*, is a lot like Sabin's blitz attacks, for those of you familiar with Final Fantasy 6. At the start of the game, Zell knows a few basic commands. You can input various keys into the controller during the limit breaks, to perform different moves. For instance, pushing circle and X will let you perform the Punch Rush attack. You can learn different moves by finding the Combat King magazines throughout the world. Here is the listing of where you can find them:

```

-----
| NAME                | LOCATION |
-----
| Combat King 001    | Cell in first floor of the D-District Prison. |
| Combat King 002    | Defeat Raijin and Fujin in Balamb Garden. |
| Combat King 003    | Get from Zell's girlfriend in Balamb Garden. |
| Combat King 004    | Get from an Esthar Soldier in Esthar. |
| Combat King 005    | Found in Lunatic Pandora during disc 3. |
-----

```

When it comes time to perform the limit break, a window appears at the bottom of a screen showing your available attacks. Once you perform those, you can perform multiple if you have enough time. You also get to perform finishing moves. Below, I listed the various finishing moves, as well as where you can learn them, and any combos you can perform to get to the finishing maneuver.

/ PUNCH RUSH /

Movement: Circle, X

Location: Initially learned.
Combos: None

/ BOOYA /

Movement: Left, Right
Location: Initially learned.
Combos: None

/ HEEL DROP /

Movement: Up, Down
Location: Initially learned.
Combos: None

/ MACH KICK /

Movement: Left, Left, Circle
Location: Initially learned.
Combos: None

/ DOLPHIN BLOW /

Movement: L1, R1, L1, R1
Location: Combat King 001
Combos: None

/ METEOR STRIKE /

Movement: Down, Circle, Up, Circle
Location: Combat King 002
Combos: Punch Rush (Circle, X) -> Booyah (Left, Right) -> Meteor Strike

/ BURNING RAVE /

Movement: Down, Down, Down, Down, Circle
Location: Initially learned.
Combos: Punch Rush (Circle, X) -> Mach Kick (Left, Left, Circle) -> Punch Kick (Circle, X) -> Meteor Strike (Down, Circle, Up, Circle) -> Burning Rave

/ METEOR BARRET /

Movement: Up, X, Down, Triangle, Circle
Location: Combat King 003
Combos: Punch Rush (Circle, X) -> Dolphin Blow (L1, R1, L1, R1) -> Meteor Barret

/ DIFFERENT BEAT /

Movement: Triangle, Square, X, Circle, Up
Location: Combat King 004

Combos: Punch Rush (Circle, X) -> Booyah (Right, Left) -> Meteor Strike
(Down, Circle, Up, Circle) -> Different Beat

/ MY FINAL HEAVEN /

Movement: Up, Right, Down, Left, Triangle

Location: Combat King 005

Combos: Punch Rush (Circle, X) -> Booyah (Right, Left) -> Heel Drop (Up,
Down) -> Meteor Strike (Down, Circle, Up, Circle) -> My Final
Heaven

-*
Selphie Tilmitt
-**

Age: 17
Height: 5'1 1/2"
Date of Birth: July 16
Blood Type: B
Weapon: Nunchaku

Selphie is one of them annoying types of women, like Yuffie in FF7, but unlike Rinoa, she was INTENTIONALLY annoying. So, I didn't mind her too bad. She was a recent transfer student to Balamb Garden, and she is fighting to help the Garden Celebration between training sessions. She is a skilled fighter who is very capable with her nunchaku, and her slot limit breaks are pretty unique. I never used her too much, however, as Squall/Irvine/Zell was my favorite party, but she is not a bad supporting character if you choose to use her.

LEVEL BY LEVEL RUNDOWN OF SELPHIE'S STATISTICS
LEVEL

| 1 | 211 | 1 | 1 | 5 | 2 | 15 | 18 |

| 10 | 559 | 7 | 6 | 11 | 8 | 17 | 19 |

| 20 | 937 | 14 | 10 | 17 | 13 | 20 | 20 |

| 30 | 1,307 | 20 | 15 | 22 | 18 | 21 | 21 |

| 40 | 1,670 | 25 | 18 | 27 | 23 | 24 | 21 |

| 50 | 2,024 | 30 | 21 | 32 | 27 | 26 | 22 |

| 60 | 2,371 | 34 | 24 | 36 | 30 | 28 | 23 |

| 70 | 2,710 | 38 | 26 | 40 | 33 | 30 | 24 |

| 80 | 3,042 | 41 | 27 | 43 | 35 | 33 | 25 |

| 90 | 3,365 | 43 | 28 | 46 | 37 | 34 | 26 |

| 100 | 3,680 | 45 | 28 | 49 | 38 | 37 | 26 |

LIMIT BREAKS

Selphie uses the Slot limit break, which is basically what it sounds like, sort of. Basically, the game randomly selects a spell, and how many times it will be cast. You can select "do it over" to change this, if you wish. This limit break is useful due to the spells you can cast with it. There are four spells in all, here they are.

-> A quick tip to getting Wall/Rapture/The End: Have Selphie on a high level with VERY little HP remaining. Thanks to Richard Beast for the tip!

/ FULL CURE /

Heals all of a character's hit points. I cannot stress how invaluable this is early on in the game, and even late if you have these spells junctioned to your statistics and don't want to use them.

/ WALL /

I used this limit break over 100 times and only ended up with Wall 4 or 5 times, so I guess it's a little rare. However, it's a great spell that casts Protect and Shell on all party members. Definitely useful.

/ RAPTURE /

This spell is also pretty rare, as it causes an enemy to fly away from the battle, eliminating them from the battle. It doesn't work on bosses, however.

/ THE END /

By far the hardest spell to get on her limit break, but incredibly useful as it eliminates an enemy completely, and IT WORKS ON ALL BOSSES TOO, except the last one, meaning some tough boss fights can become incredibly easy if you get lucky and land on this limit break during the slot.

-----*

Irvine Kinneas

-----*

Age: 17
Height: 6'0"
Date of Birth: November 24
Blood Type: A
Weapon: Gun

Irvine is an expert shooter who is very capable with a gun in his hand. He thinks of himself as a lady's man, as he is always trying to score with the latest hot chick. However, appearances can be deceiving, as he has been known to lose his cool during pressure situations. He is a great character to have on your team due to his great statistics, that can be added on by junctioning. In addition to this, his long range attacks definitely come in handy, as well. He is a good character, in my opinion.

-----+

LEVEL	HP	STR	VIT	MAG	SPR	SPD	LUCK
1	213	1	1	1	0	19	13
10	579	8	6	8	6	21	14
20	977	14	12	14	11	23	15
30	1,367	20	16	20	15	25	15
40	1,750	25	20	25	19	27	17
50	2,124	30	23	30	22	29	17
60	2,491	34	26	33	25	31	18
70	2,850	37	28	36	27	33	19
80	3,202	40	30	39	28	35	20
90	3,545	43	31	41	28	37	21
100	3,880	45	31	42	28	39	21

LIMIT BREAKS

When Irvine gets to use his Shot limit break, he gets to select the type of ammunition he wishes to use. This is very important and actually requires some strategy, as you don't want to waste your strong ammunition on weaker enemies. First, here is how you can refine ammunition using the Ammo-RF ability.

REFINING AMMO USING AMMO-RF ABILITY	
1 Screw = 8 Pulse Ammo	1 Normal Ammo = 1 Fast Ammo
1 Shotgun Ammo = 2 Fast Ammo	1 Bomb Fragment = 20 Fire Ammo
1 Red Fang = 40 Fire Ammo	1 Fuel = 10 Fire Ammo
1 Poison Powder = 10 Dark Ammo	1 Venom Fang = 20 Dark Ammo
1 Missile = 20 Demolition Ammo	1 Running Fire = 40 Demolition Ammo
1 Cactus Thorn = 40 Demolition Ammo	1 Sharp Spike = 10 AP Ammo
1 Chef's Knife = 20 AP Ammo	1 Laser Cannon = 5 Pulse Ammo
1 Energy Crystal = 10 Pulse Ammo	1 Power Generator = 20 Pulse Ammo

A thing to keep in mind is that you can stop shooting by pushing triangle if the ammo stops causing damage, because that means the enemy is dead. Now, there are eight different types of ammo, and each causes different damage values and types. Below, I will list the eight types and explain what each do.

Here is where you can go to get all the information on Final Fantasy 8 before you play the game. Well, you can actually use it at any time. This is basically just a list of general basics, tips, and strategies I put together to help you out on your quest.

Tutorial: The tutorial in Final Fantasy 8 is an excellent way to get questions to any answers you may have that weren't answered here, since this is just an overview of the basics of the game, and not an in-depth look into them.

--- 3.1 --- Controls ---

The controls are taken from the instruction manual, as you may expect.

BASIC CONTROLS

- The Analog Joysticks may used only when the LED light is ON.
- The Vibration Function may be used even if the LED display is OFF.

MENU SCREEN

directional button/left stick - Move Cursor / Switch screens between Status Attack & Defense and Elemental Attack & Defense while in the Magic Junction Menu.

right stick - Not Applicable

START button - Not Applicable

<C> button - Not Applicable

<X> button - Execute / Open Status Windows in the Status Menu.

<S> button - Open Limit Break Screen (Applies only in Status Screen).
Open Learned Abilities Screen (Applies only in Junction >
GF Screen).

<T> button - Cancel

L1 or R1 button - Switch between corresponding character / GF

L2 button - Not Applicable

R2 button - Not Applicable

FIELD SCREEN

directional button/left stick - Move

right stick - Not Applicable

START button - Turn Vibration Function ON/OFF

SELECT button - Not Applicable

<C> button - Open Menu Screen

<X> button - Talk / Execute Commands

<S> button - Talk / Challenge to a Card Game

<T> button - Cancel, Walk (when used with directional button or left stick)

L1 button - Not Applicable

R1 button - Not Applicable

L2 button - Not Applicable

R2 button - Not Applicable

BATTLE SCREEN

directional button/left stick - Move Cursor / Select Commands

right stick - Not Applicable

START button - Display help / Pause - Turn Vibration Function ON/OFF*

SELECT button - Hold down to hide battle info

<C> button - Change to another active character

<X> button - Execute

<S> button - Scroll status window when affected by status abnormalities / Increase GF's attack power while the SELECT button is held down

<T> button - Cancel

L1 button - Turn ON/OFF Target window

R1 button - Trigger Squall's Gunblade

L2 button + R2 button - Escape (Press L2 + R2 buttons simultaneously)

WORLD MAP

directional button/left stick - Move

right stick - Move Vehicles forward/backward

START button - Turn Vibration Function ON/OFF

SELECT button - Toggle World Map Display

<C> button - Open Menu

<X> button - Get ON/OFF Vehicles**

<S> button - Move Vehicles forward

<T> button - Move Vehicles backward

L1 button - Turn camera angle counterclockwise

R1 button - Turn camera angle clockwise

L2 button - Not Applicable

R2 button - Change Point of View (POV)

* Turning the Vibration Function ON/OFF can be done through the "Vibration Mode" setting in the Configuration Screen (see page 19).

** Refer to page 12 on how to operate vehicles.

- To restart the game without turning off the power, press the START button to pause the game, then press the L1, L2, R1, R2, SELECT and START buttons simultaneously.

--- 3.2 --- Menu System ---

The menu system is one of the most important aspects of Final Fantasy 8, as it allows players to do a variety of things. To get to the menu, push the circle button. Here, you will see a listing of your characters on the left hand side, along with their current HP and MP and levels. On the right side, you will see some commands, then the play time, gold, location, etc. As I said, this is an important place to go to, as it tells you a LOT about your file.

I am going to run down each menu command now, starting at the top and working my way down towards the bottom. Some of these commands are not that complicated, so I might not go into great detail about them, but I will try my best.

Item: The item command is pretty simple. Here, you will have access to the various items that you have acquired during the game. You can rearrange items by going to rearrange and manually rearranging them, or by going to Sort and having them grouped by battle items, healing items, etc. A nice feature not seen in too many RPGs is the Battle selection, which lets you sort how you want the items to be arranged during battles. Finally, you can use a healing or other item here by going to the Use command and selecting the item you wish to use.

Magic/Junction: I will have a more in-depth analysis of these commands below in section 3.4, but a quick rundown of what you can do in the menu. For magic, use lets you use a magic spell, exchange lets you trade magic spells between party members, All lets you remove all of one character's magic spells, and

rearrange helps you to arrange the magic spells in the order you like them to appear in.

Status: This screen is basically a screen which allows you to check the current statistics of the character. Name is their name, LV is their level, HP is their current hit points/maximum hit points, Current EXP is how many experience points that character has, Next Level indicates how many more experience points the character needs to go up to the next level, Strength indicates how fast their physical attacks are, while Vitality indicates their defense. Magic and Spirit are magic attack/magic defense, while Speed shows how quickly the character can act during battle. Luck affects the evasion rate, hit rate, and chance to strike first during battle. Evasion and hit rate indicate how likely you are to dodge enemy attacks or hit an enemy with an attack. Command is the command junctioned for battle, weapon is the character's current weapon, and ability is the ability junctioned for battle.

The second screen shows you your elemental defense, status defense, elemental attack, and status attack. This basically indicates what elements you are protected against, which elements you have equipped on your weapon, and what statuses you attack with/are protected against. For instance, if you have the Blind status attack equipped, you will randomly cause an enemy to go blind during a battle with a physical attack.

The third screen shows the statuses of the GFs. First, you will see the character's current compatibility with the GF's. If there is a little white square with a line through it next to the name of the GF, it means that character currently has that GF junctioned.

The final screen shows the character's limit breaks, and you can select if you want them to be done automatically or manual. I always prefer manual as it's more fun that way, but it's really up to you either way.

Ability: This screen allows you to use abilities on the menu screen. You can only use menu abilities here, and the GF must learn the menu ability before you can use it.

Switch: This screen is fairly simple. You can switch party members around, either on the status screen or for battles. Junction exchange allows you to switch character junctions around as well, which is helpful when you want to change people around for battles.

Card: On this screen, you can view your obtained cards. You can see the card, its statistics, and how many of the selected card you have. There are ten pages to represent the ten levels of cards. Push left or right to go across the pages.

Configuration: This screen will allow you to change the game settings. You can switch the sound between stereo and mono, you can customize the controls, and you can switch how the cursor works during battle. You can set it to memory, which memorizes your last command, or you can set it to initial, which takes you back to attack each time. ATB indicates whether you want a Wait one or an Active one. A Wait one will stop as you select things. Scan will allow you to always see the stats of a scanned enemy, if you change it to Always. Camera movement indicates how much the camera angle will change, battle speed changes the battle speed, battle message changes the speed of battle messages, and field messages changes the speed of world map and field messages. Analog Input changes the reaction rate of the analog stick, and vibration function lets you turn the vibration on or off.

Tutorial: Just a quick breakdown of all the different stuff you can learn in Final Fantasy 8, it's a really excellent source for newbies to the game.

Save: Allows you to save your game. Only can be used when on a save point or

world map.

--- 3.3 --- Battle System ---

The battle system works a lot like Final Fantasy 7's in that battles are not turn based. Instead, the game runs off an ATB system. Your HP and ATB bar are shown in the lower right hand corner, while enemies have an ATB Bar but you'll never see it. Instead, you'll just see them on the other side of the screen. When it's your turn to battle, you can do one of a few options, depending on what abilities you have equipped (when you equip a GF, you can equip abilities like Item, Magic, etc.)

Most of the abilities are the same old as always, with a few exceptions. Draw is Final Fantasy 8's most unique innovation (and the game has a lot of crazy, nonsensical ideas, so that's saying something!). When you choose the Draw option, a list of spells the enemy carries appears. Choose the spell you want, and whether you want to stock it for later use, or use it on the enemy. You sometimes miss drawing, and the amount of magic you draw is random most of the time. You can also draw as much as you want, so I like making an enemy weak and then firing away with drawing magic over and over.

GF is the summon magic of the game. They work differently than normal, though. The GF has its own set of hit points and replace your character in battle when summoned. You can either tell them to go away, or keep them around and use them as a damage machine during tough boss battles. You can also heal GFs or bring them back to life with special items, which is explained in the Items section below.

Card helps you to card an enemy. This works good in 2 ways. One, you don't gain any experience, and 2, you can get a Card that you can use for the awesome Triple Triad card game. How cool is that?

Limit Breaks work a LOT differently in Final Fantasy 8 than they did in its predecessor. In this game, being in low health is actually the best way to bring limit breaks up. Repeatedly push triangle when in yellow until you hear a sound, then push right at the attack command to bring up limit break. Each limit break is performed differently and usually requires different button commands. In addition, you can use Aura magic to go into limit break status without risking an easy death.

--- 3.4 --- Magic and Junction System ---

Understanding the magic and junction systems is one of the keys to doing well in Final Fantasy 8. The game pretty much relies on the junction system, so please follow this so you know what you are doing.

First things first. There's no more MP in this game. Instead, you "stock" spells, and you can get up to 100 of each kind. Each time you use a spell, you reduce the stock of them by 1. Each character goes by their own stock, as well. How do you gain magic? There's one of two ways. The new and innovative draw system was explained in section 3.3 Battle System, and the 2nd way is by refining items. A complete guide on that is available in the items section.

Once you have a few spells to work with, you can learn how to junction magic.

This really isn't as challenging as it looks. Go to the junction menu, then junction a GF to a character. Each GF lets you junction a different kind of statistic. Some let you add onto speed, while others lets you add onto magic. Know what your characters need and plan accordingly.

Choose the junction option, and select one of the available junctions. Find a magic spell, and at the bottom it'll show how your statistic will be affected. If you like how it looks, choose that junction and your statistic will go up. It's that simple! You can even do it on auto depending on how bored/uncomfortable you are. The game makes some odd decisions, though.

Finally, if you junction a spell to your statistic, and then use the spell during battle, your statistic WILL be affected depending on how often you use the spell. The more stocked spells you have, the higher increase statistics will be, so keep that in mind when you're going to use magic during battle.

That's about all you need to know about the magic and junction system in FF8. Told you it wasn't that bad! You can do it! Nicorette can help! Whoops, wrong thing...

--- 3.5 --- Other Basics ---

Now that I gave you a pretty in-depth look at the menu system, battle system, and the weird magic/junction hogwash, I'll just run you through some things you may need to know to have a successful time playing FF8.

Status Effects: Status effects are a true nightmare for most RPG'ers. The amount of negative status effects that can afflict your character is a true nightmare. Here is a list of the various status effects that can affect your characters during the game.

- KO - Character has zero HP.
- Poison - HP decreases with each action.
- Petrify - Turns target into stone, disabling the target's commands.
- Darkness - Target becomes blind, decreasing their Hit Rate.
- Silence - Magic, GF, and Draw commands become disabled.
- Berserk - Target's strength increases but commands become disabled.
- Zombie - Applying recovery magic and items will cause damage.
- Sleep - Puts target to sleep.
- Slow - Slows down target.
- Stop - Stops target and disables commands.
- Confuse - Disables target's commands, they perform unintended commands.
- Drain - Drains and absorbs HP from target that was attacked.
- Curse - Disables Limit Breaks.

As you can see, that's a lot of negativity. Fortunately, there are items and magic spells (especially Esuna) that will help you heal all these negative status effects during the game.

Leveling up: Leveling up in Final Fantasy 8 is different from every other game in the series. You only need 1,000 experience points to level up, no matter what level you are on. It is not even a good thing to level up in this game, because enemies get stronger as you do, and without good junctions, you will probably be screwed. So, keep that in mind as you do your random battling.

-> A good way to get AP without actually leveling up is to use the Card ability to card enemies. You won't get experience points, but you will get AP.

Some enemies cannot be carded, however.

-> Also a first for the series: You can gain experience without killing an enemy. Just harm them a few times and run away, and you will get some experience points for the damage that you caused.

Weapons: You no longer simply can buy weapons. Instead, you have to get items from enemies and then combine them to make the weapon. You can combine items at any combination weapon shop in the world.

Finally,, some basic tips.

-> If you need money, run around in town for a while until you eventually gain money. Money is not won via battles in this game.

-> Use Encounter None a lot if you need to, as leveling up really doesn't do you any good in this game.

-> Stay in yellow HP a lot so you can gain easier access to the limit breaks.

!-!
| 4.0 WALKTHROUGH 4.0 |
!-

Finally, the heart and soul of this guide is underway. Here, I attempt to run you through the entire game, finding everything there is to find. I really disliked this game, as you may have figured out by now, but I'm still going to try my hardest to bring you all of the necessary information to help your trip through FF8 to be an easy one. Just a couple of things to point out before we get started.

-> Leveling up is probably not a good thing. That's one of the only times you'll ever hear me say that. That's because enemies level up with you, so try not to focus on that too much.

-> I'm not going to waste my time going through the storyline and writing what happened in each scene. I have far too many unfinished guides to devote THAT much time to this guide. Maybe if I liked the game more...

-> I won't write much about side quests, but you can find them in this walkthrough by hitting SQ followed by 001 through 007. More information on that is available at the top of the guide.

Good luck! The game isn't really challenging, but some parts are a little tricky, and one of the secret bosses sure is a PAIN!

=====
--- 4,1 --- Disc One ---
=====

This takes you from Balamb Garden to the parade.

-*
BALAMB GARDEN
-**

The opening FMV is totally kick ass, isn't it? One of the finer points of the game. It only gets worse from here. ;) After the kick ass FMV, you'll awaken

in the medical room, and you'll get to name Squall. I personally name him Jackass to best describe his personality, but the choice is really up to you. After the scenes, Quistis will tell Squall that it's time to go to the Fire Cave, but first you may want to check out the study seat.

Here at the study seat, you can read about the various basics of the game, if my wonderfully written game basics section just wasn't good enough. ;) Make sure to select the Tutorial even if you know what you're doing, because you'll get 2 Guardian Forces as a result, Shiva and Quezacotl. I believe this is the only spot to get those two, so make sure to do it.

Now, what abilities are you going to want to learn right now? The big key is to have Quezacotl learn the Card ability right away. It's a particularly effective ability that lets you turn enemies into cards! Follow that up by learning Boost and Card Mod. For Shiva, learn Doom right away.

Leave the study room when you're done, and ask if the girl is okay, then reply with sure. Go to the elevator and talk to the guy right besides it. He'll hook you up with some cards and ask you if you want to battle. It's up to you, I personally never found the game to be that fun but playing it online was certainly addictive for a while. Take the elevator down to the first floor now.

Head to the library, which is to the right of where you end up. In here, you can find the first draw point: Esuna magic, which helps cure status effect issues. Also, you can get an issue of the magazine Occult Fans by searching the 2nd bookshelf from the left. When you're done exploring the floor, go to the front gates and Quistis will meet up with you.

BALAMB REGION: OVERWORLD

Wow, the music sure is nice here, isn't it? I like FF7's overworld theme a bit better, but I have to admit that I am fairly impressed. The battle theme in FF8 kind of sucks, though. It's solid, but gets annoying and isn't anywhere near the classic theme of FF7. Anyways, the enemies you meet out here are Bite Bugs, Glacial Eye, Caterchipillar, T-Rexaur, and Fastitcalon-F. The good news here is that any enemy here is beatable. I'd advise just sticking to the grassy area for now to avoid tough enemies, however. Make sure to fight battles here to gain AP for your newly acquired GF's.

Before entering the Fire Cave, make sure to draw some Blizzard spells from the Glacial Eyes in this area. Ice spells will definitely come in handy, as you may have figured out. ;) I also advise drawing spells from the enemies here so you can junction them to your statistics. The boosts won't be numerous yet, but every little bit counts, so take a few minutes to get magic. Also, get the Spider Web from a Caterchipillar to give to Quistis. It gives her the "Ultra Waves" blue magic. Make sure to pick a few extra up so you can upgrade your weapons later.

Where is the Fire Cave at, anyways? Just go straight north, it's really hard to miss.

FIRE CAVE

leaving one on Squall.

You'll soon get into a battle. Just spend some time drawing cure magic from the soldiers before killing them with physical attacks. Keep going into the town and you'll be attacked by more soldiers. After this, you'll go into the center of the town and Seifer will order Squall and Zell to take out any remaining soldiers, so go up to the upper right hand part of the alley and kill the soldiers here.

Follow Seifer after the scene, and cross the bridge to watch another scene. This will lead to a battle with an Anacondaaur, which is weak against Ice magic, so use that. You'll randomly fight them here, as well as Geezards (who drop Screws, so make sure to get a few if you can) and Elite Soldiers. After completing the area, Seifer runs off and Selphie joins up. I hate when that happens in Final Fantasy games, seems a little too convenient. Anyways, say you don't want to jump off the cliff, then go right and say I guess so. Selphie's now in the party.

Here at the elevator, draw some Blind magic from the draw point, then save your game. Make sure at least one of your party members can draw magic before going up the elevator. A scene will ensue and you'll be fighting two bosses now.

---!----!----!----!----!----!----!----!----!----!----!----!----!----!
---- BOSS FIGHT! ---- BIGGS/WEDGE ---- BOSS FIGHT! ----
---!----!----!----!----!----!----!----!----!----!----!----!----!
WEAK VS: Biggs - Poison, Wedge - Poison
STRONG VS: Biggs - N/A, Wedge - N/A
AP GAINED: 8 total
DRAW LIST: Biggs - Fire, Thunder, Blizzard, Esuna
Wedge - Fire, Thunder, Blizzard, Cure

Draw some Esuna/Thunder/Blizzard spells if you want from these two guys, then when you're done having fun, use physical attacks to kill them. They're really not all that tough, you'll have to save your magic, because the next boss is much tougher.

---!----!----!----!----!----!----!----!----!----!----!----!----!----!
This boss will make an appearance after you kill off Biggs and Wedge.

---!----!----!----!----!----!----!----!----!----!----!----!----!----!
---- BOSS FIGHT! ---- ELVORET ---- BOSS FIGHT! ----
---!----!----!----!----!----!----!----!----!----!----!----!----!
WEAK VS: Wind
STRONG VS: Poison
AP GAINED: 10
DRAW LIST: Thunder, Cure, Double, Siren

Score! This is your first opportunity to get the useful Double spells, which allow you to cast a spell twice in one turn. Draw a LOT of those, as many as you can for each character, then have one person draw Siren, your next GF. After drawing magic, it's time to get the battle underway.

Just summon GF's over and over again, using Boost if you have it to really help out. Have someone in hand with cure spells just in case, because the Elvoret has a nasty breath attack which does some decent damage to all of the party members.

---!----!----!----!----!----!----!----!----!----!----!----!----!----!

minutes or more left to score 100 points. For judgment, defeat Ifrit with 7 or LESS seconds left to score 100 points. For attack, defeat 75 enemies with physical attacks to score 100 points. For spirit, don't escape from any battles to score 100 points. And finally, for attitude, you have to ignore everyone in Balamb City before the Dollet mission, ignore Squad A and C members in Dollet, leave Biggs alone, follow all of Seifer's orders, ignore the short cut in Dollet cliff area, and save the dog from the X-ATM092.

I got a ranking of 8, which nets some decent change. Your level should be around there, too. You'll now get access to the SeeD exams, but wait until later to do those. You have to have Squall at level 30 to be able to complete all of them. The higher your SeeD ranking is, the more money you get, so it's fairly important.

Watch all the scenes at the inauguration ceremony that night, and when promoted, choose "Yeah, I guess so.". After this scene, you have to go to the Training Center, which is north of the library.

The Training Center is a fairly challenging dungeon. There's two types of powerful enemies in here: Grat and the dangerous T-Rexaur. Grats contain some nice status ailment spells, but they cast them as well, so be careful. To defeat the T-Rexaur, cast Blind on it, followed by Ice spells. Both enemies are worth decent EXP and AP but I don't recommend leveling up in here. Instead, just go through the dungeon and then save your game. Go to the door, then go back and save your game. Going back to the beginning of the Training Center lands you in a boss fight.

---!----!----!----!----!----!----!----!----!----!----!----!----!----!
---- BOSS FIGHT! ---- GRANALDO/RALDO X3 ---- BOSS FIGHT! ----
---!----!----!----!----!----!----!----!----!----!----!----!----!
WEAK VS: Granaldo: Wind, Raldo: N/A
STRONG VS: Both: N/A
AP GAINED: 8 total
DRAW LIST: Granaldo: Sleep, Shell, Blind Raldo: Fire, Thunder, Protect

Use Shiva or Ifrit at the beginning of the battle to eliminate the Raldos (or draw some Protect magic from them first), then wipe the Shell magic from Granaldo before easily finishing him off. Not a tough boss at all.

---!----!----!----!----!----!----!----!----!----!----!----!----!----!
Return to the dormitory, and Squall will get his own private room. In the morning, you have to meet Selphie in the main entrance. Get the issue of Weapons Monthly from Squall's desk first, then watch the scene where you're briefed on Squall's 1st SeeD mission. You'll also get the Magical Lamp item, which allows you to go get another GF, so let's do so! First, you can challenge Cid to a game of cards if you want. He has the valuable Seifer card, but he's tricky to beat. When you're ready, go to the overworld map and save, then get your three highest magic attack power users into battle by selecting the Magical Lamp item from the menu!

---!----!----!----!----!----!----!----!----!----!----!----!----!----!
---- BOSS FIGHT! ---- DIABLOS ---- BOSS FIGHT! ----
---!----!----!----!----!----!----!----!----!----!----!----!----!
WEAK VS: Wind
STRONG VS: N/A
AP GAINED: 20
DRAW LIST: Cure, Demi

By far the toughest boss in the game up to this point, and don't be

at this point I think magic is becoming more and more useful as an attack form.

There's also a few magazines to pick up in this town, as well. Go to the pet store and get the Pet Pals Volume 3 and 4 from the shop, they cost money but they are worth the price. In addition to these, go to the Timber Maniac Building and head into the office. You will find a copy of the latest edition of Timber Maniacs. Make sure to check the magazine heap as well, you'll end up with a copy of Girls Next Door. Someone at Square is definitely perverted, there's no denying that!

There's no hotel you can stay at in town, so go to the small house next to the Dollet Train Station. Here, an old man will let you drink the Owl's Tears, which work just like an inn, only it doesn't cost any money. You can find the Owl's Tears by drinking from the faucet on the left side of the room.

Now, enter the pub, and you will come across a man that is blocking your access. There are two ways to get him to move. One, you can hook him up with a monster card that you can find in a battle outside of the pub. He'll move out of the way and give you an additional card, to boot. Or, you can play a little mini game. Ask the waitress what his favorite drink is, then see the color of the drink he has. Match the two together to find out what he likes.

	RED	GREEN	YELLOW
SWEET	Mimett	Tantal	Curiel
BITTER	Krakka	Reagan	Sylkis

When you are finally outside, save your game and then follow the path towards the television station. When Rinoa asks, say "Yeah, I'll tell you..." then "Well, I'll just leave it at that." Man, I really hate this Rinoa/Squall lack of chemistry thing so far. Listen to the President's speech, then when you can move, follow Quistis. Your objective now is to get to the train station to board a train heading for Dollet.

Say that you have your orders, and then meet up with the old man (Zone dressed up!) to get the tickets. Head right to get on the train. Leave Zell alone in the train carriage, then head for your first optional part of the game, Dollet, just to pick up some cool stuff first.

DOLLET/TIMBER REVISITED

You don't have to go here, and you can skip to the East Academy part instead if you wish. This is just here so you can pick up some items.

Go into the hotel room to pick up a second issue of the Timber Maniacs magazine. Then, head out of the hotel and go to the Pub. On the 2nd floor, you can get another issue of the Timber Maniacs magazine. Search the pile of magazines on the floor to get the Occult Fans Volume 2. Now, we're done in Dollet, so go back to Timber and you can now enter the hotel for another issue of the Timber Maniacs magazine.

Time to go to East Academy!

EAST ACADEMY

A quick note on Irvine, real quick. He doesn't need special ammo for his weapon, but for his limit breaks, he does need the special ammo. Right now, you'll have two types of ammo: normal and shotgun. You need a lot of each type, as his limit break typically goes through 8-12 rounds of ammo, as you can push R1 a lot to pump out ammo like there's no tomorrow. You can buy ammo from the shop here or in Deling City.

DELING CITY

This isn't a terribly exciting or interesting place right now. Wait at the first bus station until a bus comes, then board it. Exit at the next stop, then talk to the guard to the far right. Choose to buy a location displayer for 5,000 Gil, since you need it for the next mission. Make sure to pick up the Timber Maniacs issue from the 2nd floor of the hotel before you leave this city.

The city itself is just a bunch of little areas connected by the various buses that run throughout the town. The buses go in various directions, so just wait for the bus that you want to take. When you're done, leave the city and head northeast to the peninsula there. At the end of this, you will be at the Tomb of the Unknown King.

TOMB OF THE UNKNOWN KING (SQ001)

The first objective here is to get the GF that's hidden in the tomb. At the first intersection, you'll find a sword laying on the ground. This is all you really needed to get in here, believe it or not, as it gives you a code number. However, we are going to get that GF, so let's do that now.

This is a pretty tricky task, as the camera angle makes it hard to see where you are going. Plus, you have to beat the boss basically twice to get the GF to join you. Keep heading right a few screens and you will run into Sacred for the first time. Make sure to junction Aero to your attacks before the battle for an easier time.

~--!
---- BOSS FIGHT! ---- SACRED ---- BOSS FIGHT! ----
~--!

- WEAK VS: Poison/Wind
- STRONG VS: Earth
- AP GAINED: 20
- DRAW LIST: Shell, Protect, Berserk, Life

Not a hard fight at all. Draw Protect from him and cast it on your party, then pound away on him using your wind-junctioned attacks. He's weak against wind so your attacks will do plenty of damage. Also, he does regenerate HP thanks to his regen spell, but casting Float on him will take care of that issue. See, he's not that challenging at all.

~--!
After beating him, he'll run away, and two more rooms will open up. Go to the northern part of the tomb and flip the switch, then go to the western chamber

your weapons, but you'll have to fight a boss to get to them!

~--!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!
---- BOSS FIGHT! ---- BIGGS/WEDGE ---- BOSS FIGHT! ----
~--!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!
WEAK VS: Both: Poison
STRONG VS: Both: N/A
AP GAINED: Total: 10
DRAW LIST: Biggs - Cura, Haste, Slow, Regen
Wedge - Fira, Shell, Protect, Reflect

This is a very easy battle. Spend a lot of the time here drawing regen and reflect magic, as they definitely come in handy. In addition, you can steal some good items from them as well. Finish them off with physical attacks or GF's, either one will work fine really.

~--!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!
Once you're done with this battle, go down to the next floor, then go down to the next floor. Save your game before going down to the next floor. Nothing to do here except play cards, so go down to the next floor and pick up a Tent from the prison cell. Down on the next floor, you can get a Pet House, followed by a Pet Name Tag and Str UP on the next floor down. Finally, the bottom floor has a Combat King 001. If you get into a random battle with a GIM47N along the way, mug them for Steel Orbs, as this can help Quistis learn the Micro Missile limit break.

Now, return all the way up to the beginning floor you started at (saving your game along the way again if you wish), then go up to the next floor to buy some items if you wish. The following floor has a Berserk draw point, followed by a save point on the next floor. Beat the man at cards here to get an upgrade in the battle report system at the tutorial screen, then a Thundaga draw point on the next floor. Go up two floors to meet up with Squall.

Here, you will have control of Squall. Ride the Arm to the bottom, hitting the red switch when you are told to. Go to the end of the hallway on the bottom level and search the door. Return to the Arm and you'll have to control Zell again. Run in a clockwise direction to escape from the guards. You'll now have your whole party back together now, but you'll have to split into two groups.

I advise putting your best junctioned characters with Squall's group, as you'll have to fight a boss battle with them. Squall, Quistis, and Irvine was my choice. When you're done selecting, have Squall's party go upstairs while Irvine's goes downstairs. On the 15h floor as Squall's party, go into the lower right corner to meet up with the bosses here.

~--!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!
---- BOSS FIGHT! ---- ELITE SOLDIER/GIM521 X2 ---- BOSS FIGHT! ----
~--!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!
WEAK VS: Elite Solider: Poison
GIM521: Thunder, Water, Earth
STRONG VS: Elite Solider: N/A
GIM521: Poison
AP GAINED: Total: 8
DRAW LIST: Elite Solider: Fire, Thunder, Blizzard, Scan
GIM521: Haste, Slow, Dispel

Yet another pretty easy battle overall. Start by casting Quezacoatl a few times, that'll take care of the GIM521's. Use physical attacks to take out the Elite Soldier, who doesn't have that much HP. The only thing to watch out for

is the Micro Missile attack of the GIM521, as it causes 50% HP damage to a character.

---!----!----!----!----!----!----!----!----!----!----!----!----!---

Go back to the previous screen and search the control panel in the upper right. Go back down, then head up across the bridge to the lower right. Run towards a safe spot when the bridge starts to fall, and when you have to, quickly maneuver everyone out by holding down the right directional key on the d-pad. The party will now leave.

The next place to go is the missile base. You'll have to split the party into two groups again. Bring a weak character and a strong character with Squall, so you can help the weak character out a little. When you're done planning, sneak off into the train to the left. In Selphie's part, return to Deling City to get some supplies and remodel some weapons.

---*---

MISSILE BASE

---*---

The missile base is in the northwest of D-District Prison. Drive the car into the base, then drive over to the building to the left. You'll see a save point, so save your game here, then search the terminal between the two doors, causing the left door to open. Enter that door now, then choose the 2nd option to walk. There's a save point after this scene, so save your game and then move to the lower left of the screen.

There's a couple of soldiers here, so talk to them, and then return to the save point and head through the door to the right (Launcher Lift). There's more soldiers in here, so talk to them to. Tell them to leave for the circuit room, then get some Full-Life magic from the draw point. Return to where you talked to the first two soldiers, and you'll now be allowed to go into the Circuit Room. Go there, then choose the 1st option, then 2nd option, then push square a lot. Power will now be cut off to the base.

Leave the circuit room, and choose to talk your way out. Then choose "We were just about to call on you." The guards will believe you, so enter the room with them and a battle will ensue. Hehe. Go back to the launcher lift door, then choose the 1st option twice to get access into the launcher lift door. In the next part, move Selphie in between the two soldiers, then keep pushing square over and over. Go to the right of the launcher lift door and find the control panels, located underneath the red light.

Verify the equipment, then Set Target. Then, shift the Error Ratio all the way up as high as it can go, then Upload Data to the main terminal. Run a Simulation Test, then exit the system. Save your game and head into the controls room, which is southeast of the control panels. Talk to the guard, and you'll get a pretty easy boss fight triggered.

---!----!----!----!----!----!----!----!----!----!----!----!----!---

---- BOSS FIGHT! ---- BASE LEADER/BASE SOLDIER X2 ---- BOSS FIGHT! ----

---!----!----!----!----!----!----!----!----!----!----!----!----!---

WEAK VS: Base Leader: Poison
Base Soldier: Poison

STRONG VS: Base Leader: N/A
Base Soldier: N/A

AP GAINED: Total: 4

DRAW LIST: Base Leader: Thunder, Confuse, Slow, Reflect

Base Soldier: Blizzard, Silence, Confuse

This is one of the easiest boss battles in the entire game. They don't have a lot of hit points, and their statistics are pretty weak. With good junctioning, you should have no issue taking these guys out with simple physical attacks.

---!----!----!----!----!----!----!----!----!----!----!----!----!---

Now, check the panels to the left, middle, then right to stop the launch. Go through the door in the right, then check the upper-left hand corner's terminal. Activate the self destruct sequence to 20 minutes. Before going through this door, junction thundara magic to two of your characters' elemental attack. Have the other be equipped with Quezcoatl. If you don't have enough, use Quake or Water. The door to the lower-right corner should work, so head out of it and soon you'll have to fight another boss!

---!----!----!----!----!----!----!----!----!----!----!----!---

---- BOSS FIGHT! ---- BGH251F2 ---- BOSS FIGHT! ----
---!----!----!----!----!----!----!----!----!----!----!----!---

WEAK VS: Thunder, Earth, Water
STRONG VS: Poison
AP GAINED: 20
DRAW LIST: Shell, Protect, Stop

Since you junctioned Thundara, Quake, or Water to two of your characters elemental attacks before the battle, you should have no problems. First, draw Protect from it to use on your characters, since his physical attacks are surprisingly strong, especially when it uses Beam Cannon, an extremely strong laser attack that can do some serious damage.

Use the two physical attackers to constantly use their element-based physical attacks. BGH251F2 is weak against those magic spells, so the physical attacks will do a great amount of damage. Have the third character summon Quezcoatl and use Boost to pick up the damage. Shouldn't take more than 2 rounds of this to take out this boss.

---!----!----!----!----!----!----!----!----!----!----!----!---

You'll get an issue of Weapons Monthly, and your SeeD rank will increase by 2. You'll now be sent over to Squall's sequence of events in Balamb Garden.

---!----!----!----!----!----!----!----!----!----!----!----!---

BALAMB GARDEN

---!----!----!----!----!----!----!----!----!----!----!----!---

You'll take control of Squall's merry band of idiots now. Select the 2nd option to get into a battle. After winning that battle, go into the Garden some more and eventually you'll see another scene. You'll now have to go find Cid, so start going in a clockwise direction. Each place has some tough enemies, so keep healed and stuff. You have to complete all 7 battles. Make sure to choose the 1st option each time, and sometimes kids leave behind items, so talk to them.

If you talk to the student sitting in the screen right after you make your first choice "can't you just tell me what's going on" twice he'll give you a mega potion. Dr. Kadowaki (Infirmery) gives you an Elixir. The student in the middle standing in the Quad gives you an X-Potion (You need to walk all the way into the Quad until three students jump down in front of you, it doesn't

matter which answer you give them).

In the cafeteria there's four people. the second girl from the left gives you a gysahl green. There's a save point in the dorms. There's a cid look-a-like in the parking lot, also the student on the left gives you a tent. In the Training Center the Seed helping the junior students gives you a remedy there is still a save point in the back. In the library, past the initial two Seed's there are two more people, the girl on the right gives you a remedy.

Also There's a Demi Draw point in the Cafeteria.

Once you've completed all seven battles, go back to the Main Lobby and go up to the 2nd floor, and talk to Xu. Now, go up to the 3rd floor and talk to Cid. After he gives the speech, you can talk to him again and you can save at the menu he opens. You'll get a key to the basement, so go down to the basement via the elevator. Once the lift is done, check out the control panels, then the floor plate in the upper left. Follow the path to get to a wheel, and pound away at the square button to turn it in 10 seconds. Go back to the previous screen.. and hey, that ladder wasn't there before! Climb it.

There's another Full-Life draw point here, so draw some of its magic and then go left at the pillar. Choose to check it out, then go up the ladder and activate the green controls panel to the right. Use the same ladder to get out, and then choose "Kind of." when you get an option. Search the green light near the railings to open a path, then go down the path and save. Hit the switch to open a gate, then proceed to fight a boss.

~--!
---- BOSS FIGHT! ---- OILBOYLE X2 ---- BOSS FIGHT! ----
~--!
WEAK VS: Fire
STRONG VS: Water
AP GAINED: 20
DRAW LIST: Esuna, Blind, Cura, Confuse

One Ifrit spell should be enough to take out both of them. Seriously. I guess the previous bosses weren't easy enough, I guess.

~--!
Go through the door, then down the ladder. Run left, and search the middle panel to be done with this.

Back in Balamb Garden, go back to the end of the passageway on the second floor to reach the deck, then go to the 3F Command Bridge. During the long scene, select "No, I'm just showing her around." Eventually, the scene will be over and you'll have to fight another boss.

~--!
---- BOSS FIGHT! ---- NORG Pod/Right Orb/Left Orb/NORG ---- BOSS FIGHT! ----
~--!
WEAK VS: NORG Pod: N/A
Right Orb: N/A
Left Orb: N/A
NORG: Wind
STRONG VS: NORG Pod: Thunder, Poison
Right Orb: All Elements
Left Orb: All Elements
NORG: Poison, Thunder
AP GAINED: 20

were really glad to see them. After the scene is done, talk to Mayor Dobe, then go to the guy that gave you the Occult Fans. He'll ask to meet you at the hotel, but first head to the repair shop, leave, then re-enter. Talk to Grease Monkey to get a Mega Phoenix. Now, go to the hotel and choose to accompany the fisherman when you get the option. Now, go to the docks and agree with his opinions. Talk to him again and choose the second option to get a Megalixir!

NOTE

If you talk to the master fisherman again after getting the occult book he sends you on a little mini-side quest. to check on his pupil on the docks - his pupil is in a boat right by the junk shop. First time you speak to him answer "sort of".

Speak to him again and answer "i saw him" and then "I was kind of impressed." After his fishing line wrecks the junk shop some more, talk to him again and his fishing line will start to choke the junk shop owner. Run over to the owner and click x to free him. Then go to the mayors house for the first time.

This is your first chance to win quetzcotl's card from Mayor Dobe.

After you fight the machine go to the docks to speak to the master fishermans apprentice (in the boat) again. he'll complete his cast and ask you to tell the master fisherman then go back to the master fisherman etc etc.

Now, let's return to Balamb Garden!

RETURN TO BALAMB GARDEN

This is a pretty stupid and boring part of the game. Find Selphie at the Quad and choose to cheer her up. Then, go to Cid and he'll give Squall a new status. Now, the other party members decide to have a concert for Squall. Whatever. Using Irvine, choose Tune A as the performance piece. Back in Balamb Garden, choose "I don't know" and head to the Fisherman's Horizon.

FISHERMAN'S HORIZON

Move right, and then choose to make a folk song, as this works out best. The scene also gives the best possible relationship between the two. If you choose a jumbled mess, both Squall and Rinoa will feel uneasy around each other.

RETURN TO BALAMB GARDEN

Go up to the 3rd floor bridge, and you will have a new destination: Balamb City. You even get to pilot the Garden now! How cool is that? Too bad it's freaking slow! Oh well. Let's head to Balamb City!

A quick word of advice.. head to Winhill and fight in the overworld for a little bit. You'll encounter a Vysage with 2 hands. Card the Vysage, then Mug a Life Ring from the left hand. You can get 20 Life spells from these rings

ahead and talk to the student to get another Card Key. Go back to the save point now.

Once there, save your game and go right again. Climb these stairs to the top floor, and go down onto the tennis court. Go left, then keep following the path down until you get to the main hall. Save your game at the east side of the hall if you wish before encountering the GF Boss in the center of the hall.

~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!
---- BOSS FIGHT! ---- CEREBUS ---- BOSS FIGHT! ----
~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!

WEAK VS: N/A
STRONG VS: Wind, Thunder
AP GAINED: 30
DRAW LIST: Quake, Double, Triple

Cerebus also has some nice double and triple spells to draw, if you didn't have enough time to get enough from Odin. He does like to cast them damn Triple spells on himself, though, but a quick Dispel can take care of that little problem. Cast Float right away, then use some physical attacks and keep your characters healed. He has no elemental weaknesses, but using GFs always helps. He's not that tough all in all.

~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!

He's a pretty cool GF. Spd-J is a nice thing to learn. Go down to the southwest exit now and go left in the next screen. Talk to the student hereee to get another Card Key. Go back to the stairs near the tennis court, and go down to the 2nd floor. Go left to the elevator, then go down and save your game at the save point. Exit here to get into another boss battle, this time with that idiot Seifer.

~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!
---- BOSS FIGHT! ---- SEIFER ---- BOSS FIGHT! ----
~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!

WEAK VS: Poison
STRONG VS: N/A
AP GAINED: 20
DRAW LIST: Fira, Thundara, Dispel, Haste

Really, he's tougher, but he's still not really tough or anything. Cast Protect on Squall, and then go to work using physical attacks and your most powerful GFs. You know the drill by now. After a while, he'll start doing the Demon Slice attack, so keep everyone well healed, as that attack can do serious damage to one party member. Devote your weakest character to healing, use the other one for GFs, and use Squall to attack. You shouldn't have too many issues.

~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!

Go back to the second floor, then go right from the stairs, then go down and enter the auditorium to your right.

~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!
---- BOSS FIGHT! ---- EDEA ---- BOSS FIGHT! ----
~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!

WEAK VS: N/A
STRONG VS: N/A
AP GAINED: 50

CENTRA RUINS - SQ003

Chocobo Forests - Dome shaped forest on Trabia/Centra continents

CC Group - win 15/20 battles in Balamb Garden.

I'm sorry, but I hated the Chocobo Forest and CC Group side quests a lot. I promise I will answer any questions you have about them if you send me an email, and there's always the incredible side quests FAQ here at GameFAQs to help you if you need it.

CENTRA RUINS (SQ003)

You may remember this place as the area where you fought Odin before. We're back now to pick up another useful GF! This one is harder to beat, though, so make sure to have Meltdown spells before entering here. Have Squall and Quistis both in yellow on your party. Go to the third screen and continually unleash limit breaks on the Tonberries. After a while, you'll find a Tonberry King. Cast Meltdown on it and use a limit break, and he should join you if the limit break did enough damage. Tonberry King has useful abilities, like Familiar and Level Down.

FISHERMAN'S HORIZON BRIDGE AND ESTHAR REGION

Head on over to Fisherman's Horizon when you're done fooling around with the side quests, then get Rinoa from the infirmary. You'll meet up with the other characters at the bridge, then choose the 2nd option when you get a choice to. You'll now have Edea as a playable character, but don't bother with her as she'll soon leave your party anyways. It's time to go to the Great Salt Lake, which is in Utah.. err, no it's not, but you'll see it. =D

GREAT SALT LAKE

Go up one screen, then follow the path, picking up some Meteor and Thundaga spells along the way. Go up to the cliff and push X to jump off it, then follow the path to the north. Go right on the next screen for a save point, so save your game and have Ifrit and other fire-based attacks junctioned, as the next boss is weak against fire spells. When you're ready, go 2 screens to the left to meet up with the boss of this area.

~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!
---- BOSS FIGHT! ---- ABADON ---- BOSS FIGHT! ----
~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!
WEAK VS: Fire, Holy, Heal
STRONG VS: N/A
AP GAINED: 40
DRAW LIST: Cura, Esuna, Dispel

This boss is interesting because the characters actually say his weakness before the battle, which doesn't happen all that much. Have a character summon Ifrit, while the others use fire-based attacks. When Abadon stands up, cast Cure spells on it to do some serious damage. He'll eventually die.

from them using Tool-RF (Aura helps you get into limit even if you're not on yellow HP.) Finally, go to the Air Station and talk to the Presidential Aide near here, then go to the Palace and talk to the secretary to get the Occult Fans final volume.

You can exit here, and I recommend doing some overworld exploring real quickly. Walk around the western coast to meet up with Malboros. Junction a bunch of stuff to your status defense for an easier time, then mug them and run away. When you have 9 Malboro Tentacles, you've done your job. You need some for weapon remodeling, and you can use one on Quistis to get her to learn that bad ass Bad Breath attack.

I recommend going to Tear's Point as well, real quick. You don't have to, but head in there and you can get the Solomon's Ring underneath a giant statue. If you have 6 Malboro Tentacles, 6 Steel Pipes, 6 Remedy Pluses, use the Solomon's Ring to get a new GF, Doomtrain.

You can now head to Lunar Gate, which is east of Esthar.

LUNAR GATE

Here, just enter the place and then talk to the girl that's standing at the gate. Then, follow the soldier and he will explain about an upcoming space journey (Ugh, I hate that part, too). Choose "I'll do whatever it takes", and you'll actually HAVE TO INCLUDE RINOA NOW. What a concept. Take Irvine or Quistis along as well. Choose to trust Zell, then save at the save point. You'll be Zell now, so return to Esthar City.

ESTHAR CITY (AS ZELL)

Go to Odine's Laboratory, and ride the elevator to meet up with him. Apparently, Galbadia has succeeded in recovering the Lunatic Pandora. It will land in Esthar within 5-8 minutes, then southeast of the Palace within 10-15 minutes, and finally north of the shopping mall within 17 minutes. I advise getting there as quickly as possible. First, exit the laboratory and go 2 screens right. Go up at the intersection, then climb the stairs to the left. Wait for the Pandora to come, fight some soldiers, and then you'll be allowed inside the Pandora.

LUNATIC PANDORA

Since I helpfully instructed you to activate all the traps way back during Laguna's 2nd dream sequence, you should have full access here. There's a Meteor draw point in here, so stock up on that stuff, then go up the stairs and go to the blue 02 elevator. Go along the path, and go left at the intersection. At the elevator screen, go down the stairs towards the southeastern corner of the room.

Here, go down the ladder to get a Confuse draw point. Stock up, then go right to get a LuvLuvG item. Go left from the draw point to get to three opened doors. Go through the doors to get a Silence draw point, Power Generator, and

cockpit. You now have control of the Ragnarok. Time to head for the Sorceress Memorial, which is south of Lunatic Pandora Laboratory.

-----*
SORCERESS MEMORIAL
-----*

Run in here and watch the scenes. Then, head back into the Ragnarok and Rinoa will apologize. You can theoretically head to the last part of disc 3 now, but there's a few side quests that I feel you should do first. Those are Cactuar Island, Islands Closest to Heaven and Hell, Deep Sea Research Center, and UFO. Let's do these real quick, shall we?

It's recommended that you try to remodel your weapons as strong as you can now, as the tough side quests are coming up right now. Check the weapons guide for the items you need, and the items section for the locations of said items.

-----*
SHUMI VILLAGE REVISITED
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The statue of Laguna is finally done, yay! That's all to find out here, so let's go do some side questing if you wish, or skip down to Edea's Orphanage if you don't feel like it.

-----*
CACTUAR ISLAND (SQ004)
-----*

To the east of the Centra Ruins, you'll find the Desert. Find the Cactuar that randomly appears on the island, and eventually you'll run into it and fight the boss here.

~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!
---- BOSS FIGHT! ---- JUMBO CACTUAR ---- BOSS FIGHT! ----
~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!
WEAK VS: Water
STRONG VS: N/A
AP GAINED: 20
DRAW LIST: Meltdown, Demi, Tornado

The key to winning this battle is to constantly have one person devoted to reviving knocked out characters. 10,000 Needles will do 10,000 damage to one character, so you need to be doing that a lot. It's weak against Water, so use Leviathan and Water-junctioned physical attacks for an easier time. After a while, he will start to hesitate, so finish him off quickly with Leviathan magic or Meltdown/limit break combination.

~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!

You'll now have access to the GF Jumbo Cactuar! Yay! Let's go get ourselves some powerful Guardian Forces now!

-----*
ISLANDS CLOSEST TO HEAVEN AND HELL (SQ005)
-----*

There's not too much to do here. The Heaven island is located southeast of Esthar, and the Hell island is located to the southwest of Deling City. You can fight powerful enemies and draw powerful magic from these islands. The enemies are always on level 100, so if you aren't ready to meet them, equip the Enc-None ability and draw away! You'll want to get Ultima junctioned to everyone's attack or magic power ASAP.

---*
DEEP SEA RESEARCH CENTER (SQ006)
---*---

This is by far the toughest side quest yet, so make sure you have everything you need to enter. That includes every GF available to this point, ultimate weapons, 100 badass spells junctioned to your important statistics, etc. This place won't be easy, as you have to fight Bahamut AND Ultima Weapon if you choose, who are two of the hardest bosses in the game. And the Research Center features a lot of tough enemies, and Enc-None does NOT work, so haha to you if you think it's gonna be easy. ;)

There's also a few other things I'd recommend bringing along: Degenerator, Level Down, 100 Meltdown, 100 Aura, and Lion Heart limit break. All of these things will come in handy in this tough dungeon. When you're ready, go to the southwestern corner of the world map and look around for this place.

Inside, you'll see a glowing ball. If it's glowing, you'll get into lots of battles. Wait for it to stop glowing before continuing. When you get to the ball, select the only option they give you. You have to fight a Ruby Dragon, which are pretty nasty enemies. You'll have to face more though, without healing between battles, so really, keep healed before you finish them off. I recommend summoning weaker GFs that you don't need later for tough boss battles. Level Down works as well.

After the first battle with the Ruby Dragon, choose Never to get into another battle with the Ruby Dragon. Do you hate this game yet? I sure do. This one is harder because it's a back attack. Gotta love Square. After this battle, choose the hidden option underneath "None of your business". Time to fight Bahamut!

---!----!----!----!----!----!----!----!----!----!----!----!----!----!----!
---- BOSS FIGHT! ---- BAHAMUT ---- BOSS FIGHT! ----
---!----!----!----!----!----!----!----!----!----!----!----!----!----!
WEAK VS: Ice
STRONG VS: Fire
AP GAINED: 40
DRAW LIST: Flare, Curaga, Full-Life, Dispel

Bahamut is not a terribly challenging boss, I just wanted to scare you earlier. Cast Blind on him and you won't have to worry about physical attacks as much. Then, bring out the Protect/Shell combo to protect against his Mega Flare attack. I like summoning strong GFs to take the brute of that attack, anyways. Once you're well protected, cast Ice magic and Shiva on him, while Squall does the Meltdown/Aura/Lion Heart combo on him. Badda bing, badda boom.

---!----!----!----!----!----!----!----!----!----!----!----!----!----!----!

You now have Bahamut to summon! But we still need one more GF to go, and it's located in this place, as well. The dungeon really isn't hard to go through, but the boss at the end is pretty insane. Go back out to the Ragnarok and

enter the conference room. Talk to all the characters, then go back to the center of the research center. You should be able to go down.

Now, the way this works is that on each floor, you have to spend a certain amount of units of health to progress to the bottom floor, and you need to have 10 units of health to fight Ultima Weapon. You start with 20. The enemies in here are pretty tough, ranging from Ruby Dragons to Tri-Faces. Make sure to mug some Curse Spikes from the Tri-Faces, they're the only enemy that has them.

On the first floor, use 4 units. On the second floor, use 2 units. On the third floor, use 4 units on the monitor left of the stairs, then enter the steam room to recharge 7 units. Go back to the main room and use 1 unit. On the next floor, use 1 unit, and on the next floor, use 1 unit as well. Don't let Zell operate the machinery. Use 4 units to go to the next floor, then use Move-Find to activate a save point. Save and heal up, then use the remaining 10 units to fight Ultima Weapon.

```

~---!-~---!-~---!-~---!-~---!-~---!-~---!-~---!-~---!-~---!-~---!-~---!-~---!-
---- BOSS FIGHT!  ----             ULTIMA WEAPON             ---- BOSS FIGHT!  ----
~---!-~---!-~---!-~---!-~---!-~---!-~---!-~---!-~---!-~---!-~---!-~---!-
WEAK VS:   Ice
STRONG VS: Fire
AP GAINED: 40
DRAW LIST: Regem, Dispel, Ultima, Eden

```

Hoo boy. This is the nastiest boss you've faced yet, but thanks to the easiness of the game, you still shouldn't have too many problems. His nastiest attack is an attack that does 9999 damage, so you really can't protect against that. Instead, have someone equipped with the Revive ability, or use a Full-Life spell, to quickly bring them back to life. You definitely want to keep everyone healed at all times.

First, draw Eden from him. Eden is the best GF in the game, so it's nice to do that first. After, do the usual Meltdown/Aura/limit break combination while the other 2 keep healed at all costs. Squall will eventually finish him off with limit breaks, especially if the other two heal. The only problem you'll run into is if Ultima Weapon uses the 9999 attack on Squall. Use a Full-Life on him quickly, then have everyone summon strong GFs and hope they finish him off. If not, cast Haste on Squall and repeat the Meltdown/Aura/limit break combination. Good luck and stay focused! You can do it!

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Congratulations, you did it! You now have the 2 best GFs in the game! Let's continue on, shall we?

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UFO SIDE QUEST (SQ007)
-***-***-***-***-***-***-***-***-***-***-***-***-***-***-***-***-***-***-***-***-

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There are four places where you can find the UFO. Equip Enc-None and you can still meet them, so go to the following places: Kashkabald Desert, Island east of Trabia Garden, eastern shores of Timber continent, and around the Winhill Bluffs region. Once you encounter a UFO in each area, go to the cliffs north of the Grandidi Forest. Land the Ragnarok here and defeat the UFO that you'll meet. Get 5 Elixirs from Johnny's shop in Esthar.

After getting the 5 Elixirs, go to the Balamb region. Defeat the UFO and a


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---!----!----!----!----!----!----!----!----!----!----!----!----!----!
---- BOSS FIGHT! ----          RAIJIN/FUJIN          ---- BOSS FIGHT! ----
---!----!----!----!----!----!----!----!----!----!----!----!----!
WEAK VS: Raijin - Poison, Fujin - Poison
STRONG VS: Raijin - Thunder, Fujin - Wind
AP GAINED: 20 total
DRAW LIST: Raijin - Thundara, Thundaga, Shell, Protect
           Fujin - Aero, Curaga, Full Life, Tornado

```

These guys are so easy. Summon Eden, use limit breaks, do whatever. The only thing to watch out for is the Shatter attack which reduces a character's hit points to 1. Otherwise, you really won't have too many problems with them. You really should be used to them by now, anyways.

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Follow these 2 guys into the Pandora now. Go up and then left to meet up with Biggs and Wedge. Save your game at the save point, then go to the next screen and stock up on Meteor and Holy spells from the draw points. Now, go to the green 01 elevator. You'll meet up with another boss now.

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---!----!----!----!----!----!----!----!----!----!----!----!----!
---- BOSS FIGHT! ----          MOBILE TYPE 8          ---- BOSS FIGHT! ----
                               RIGHT PROBE/LEFT PROBE   ---- BOSS FIGHT! ----
---!----!----!----!----!----!----!----!----!----!----!----!----!
WEAK VS: Mobile Type 8 - Thunder, Right Probe - Thunder, Left Probe -
           Thunder
STRONG VS: Mobile Type - N/A, Right Probe - N/A, Left Probe - N/A
AP GAINED: 40 total
DRAW LIST: Mobile Type 8 - Firaga, Thundaga, Blizzaga, Flare
           Right Probe - Curaga, Demi
           Left Probe - Curaga, Esuna

```

It has two different modes. One is Mobile Weaponry Attack Mode. In this mode, don't use physical attacks. Use Quezcoatl, Eden, Bahamut, Jumbo Cactuar, and thunder spells to whittle down its HP quickly. After a while, it'll switch modes and reduce everyone's HP to 1. Immediately get everyone healed up by Curaga magic (maybe Double or Triple it). Just keep focusing on the magic attacks to take these guys out.

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You are at a point that you cannot turn around now. The end of disc 3 is coming up now, so save a separate file if you need to, and then go up to meet up with the final boss of disc 3. Guess who...

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---!----!----!----!----!----!----!----!----!----!----!----!----!
---- BOSS FIGHT! ----          SEIFER          ---- BOSS FIGHT! ----
---!----!----!----!----!----!----!----!----!----!----!----!----!
WEAK VS: Poison
STRONG VS: N/A
AP GAINED: 40
DRAW LIST: Firaga, Thundaga, Blizzaga, Aura

```

Stock up on Aura spells first, as those things come in handy. He has strong attacks, but you shouldn't have too many problems. Use Meltdown/Aura/limit break for a quick win, or do it the "hard way" by summoning GFs. Yeah, this game is so challenging. :/ STOCK UP ON AURA IF YOU NEED IT. YOU WON'T REGRET IT.

WEAK VS: N/A

STRONG VS: N/A

AP GAINED: 20

DRAW LIST: Firaga, Thundaga, Blizzaga

Since all you can use is physical attacks, just use them over and over until he dies, ignoring all the enemies that he brings along onside him. You should have decent enough HP and attack power junctioned by now to survive this boss battle without worries.

~--!----!----!----!----!----!----!----!----!----!----!----!----!---

Unlock Magic or GF, depending on which you use more, then remember to add in this command. Go up the stairs, and go right. Go through the lower right hand door. Then, go right and down the stairs. Check the bell here. You don't need to use it now, but remember where it is for later. Go through the door, ignoring the green spot as well. In the next room, you'll see a bunch of paintings. Look at the first four paintings on the 1st floor, but don't look at the large one to the left. Then go up the stairs to the right and view the remaining 8 pictures.

Return to the large painting on the 1st floor, and look at it this time. Enter Vividarium, Intervigilium, and Viator. You'll now get to meet up with yet another boss.

~--!----!----!----!----!----!----!----!----!----!----!----!----!---

---- BOSS FIGHT! ---- TRAUMA ---- BOSS FIGHT! ----
~--!----!----!----!----!----!----!----!----!----!----!----!---

WEAK VS: Wind
STRONG VS: N/A
AP GAINED: 30
DRAW LIST: Flare

He also summons little creatures, but you shouldn't have to worry about them. If you chose to unlock GF, summon Jumbo Cactuar, Bahamut, and Eden, and he should be dead in one round. If you unlocked magic, use Triple and Tornado for an easy time.

~--!----!----!----!----!----!----!----!----!----!----!----!----!---

Unlock the other command now, either Magic or GF. Go through the door to the north and then find the switch spot to the north. Time to switch parties! Make sure to junction them nicely, and give them Diablos Enc-None as well. Go up the stairs and into the door. Run onto the chandelier, and it will fall down. Examine the switch and you'll fall into the Wine Cellar, where you'll meet up with the 3rd boss now.

~--!----!----!----!----!----!----!----!----!----!----!----!----!---

---- BOSS FIGHT! ---- TRI-POINT ---- BOSS FIGHT! ----
~--!----!----!----!----!----!----!----!----!----!----!----!---

WEAK VS: Fire, Ice
STRONG VS: Thunder
AP GAINED: 30
DRAW LIST: Haste, Tornado, Bio, Siren

Every time you attack him, he counters with a powerful thunder spell. So, keep everyone healed at all times, and then use a bunch of Firaga and Blizzaga spells for an easy time. Note that you can junction Firaga/Blizzaga to attack and Thundaga to defense for an even easier time.

Choose to unlock Limit Breaks. With limit breaks, magic, and GF, you shouldn't have too many issues now. Go back up to the Grand Hall, and go through the door to find a green switch in the courtyard. Switch parties now. With the main party, go through the door to reach the Floodgate. Go to the door in the left. It will shut behind you. Then, take the key from the hand of the skeleton to meet up with the fourth boss in here.

BOSS FIGHT! RED GIANT BOSS FIGHT!

WEAK VS: N/A
STRONG VS: Physical attacks
AP GAINED: 30
DRAW LIST: Demi

He is extremely strong against physical attacks, and mostly every GF can't hurt him as well. Meltdown/Aura/limit break WILL work though, as will the Jumbo Cactuar's 1000 Needles Attack. Next, please.

I would unlock Save at this point, just because you haven't saved in a while. Go back to the switch spot, and switch parties now. Go to the door in the background. Remember the organ that's in here, and then climb the staircase to the right. Walk towards the wooden bridge to pick up the sparkly object, then return to the switch spot and switch parties. With the main party, go back to the Floodgate again and unlock the door to the right. Yet another boss, hoofreakingrah.

BOSS FIGHT! GARGANTUA BOSS FIGHT!

WEAK VS: N/A
STRONG VS: N/A
AP GAINED: 42
DRAW LIST: Bio, Quake, Reflect

The first part of him has 3 separate parts, but you can take them out easy with Holy magic or an Alexander summon. He'll then become whole. He likes to use status effect magic, so watch out for that or be well protected. Don't use physical attacks, as he likes to counter them, as well. Instead, use strong magic spells and GFs to take care of business.

Unlock Item and return to the switch spot outside of here, as before. Note, you need to reorganize your party now maybe. Your main party needs 2 males and 1 female, and your secondary party needs 1 male and 2 females. Switch to the secondary party and head back one screen. Go left towards the door, and step through the door at the end of the passageway to get back to the Main Hall. Go up the stairs, and then go left towards another door. Go down the steps to the left, and go past the switch spot. Go left into the next screen, and use the green switch spot here.

With the main party, climb the stairs to the left, into the left opening, save your game (finally!), and step onto the elevator. There's a green switch spot, so use it to switch to the next party. Go left into a storage room, and then pick up the Floodgate Key. Return to the elevator and switch spot to switch to

the main party. With the main party, go all the way back to the Floodgate and examine the switch to the left twice to drain the water. Go to the courtyard and pick up the treasure vault key in the fountain. Go back to the Grand Hall and step onto the switch spot to the right.

With the secondary party, go back one screen and go through the door to the left. This is the treasure vault. Open the leftmost coffin, then the right most coffin, then the 2nd to left coffin. Open the 2nd to right coffin to face a boss.

~--!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!
---- BOSS FIGHT! ---- CATOBLEPAS ---- BOSS FIGHT! ----
~--!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!
WEAK VS: Earth, Water
STRONG VS: Thunder
AP GAINED: 30
DRAW LIST: Meteor

You don't have Squall for this battle, so you won't get to use the Meltdown/Aura/limit break combination, but you still shouldn't have too many issues. Summon the Brothers and Leviathan, as Catoblepas is weak against those particular elements. Keep VERY WELL healed as this jackass will cast Meteor before he dies.

~--!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!

Unlock Revive and head back to the Hall. Go through the door to the north, then over the chandelier and into the door. Another boss fight will be triggered!

~--!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!
---- BOSS FIGHT! ---- KRYSTA ---- BOSS FIGHT! ----
~--!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!
WEAK VS: N/A
STRONG VS: Ice
AP GAINED: 30
DRAW LIST: Holy

I recommend using only GF's, as she counter attacks anything else and does some nasty attacks. Also, she uses Ultima at the end, which is why I also recommend using solely GF's. Use a few nice GF attacks to get the bitch begging for mercy.

~--!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!

Unlock the Command Abilities slot now, and you'll only need to unlock Draw now. Sweet. Return to the switch spot in the hall. With the main party, go into the Chapel and head up the staircase to the right. Cross the bridge and enter the left door. You're now in the Clock Tower. Use Move-Find to find the save point, and save your game. Climb up the path until you reach a bell. Position yourselves at the opposite end of the ledge the bell swings to, and push X to jump onto the bell. Enter the opening on the ledge to meet up with the final of the 8 bosses.

~--!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!
---- BOSS FIGHT! ---- TIAMAT ---- BOSS FIGHT! ----
~--!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!-----!
WEAK VS: N/A
STRONG VS: Fire, Thunder, Wind
AP GAINED: 30

Here is a section where I give an in depth breakdown on the various guardian forces you collect, as well a section devoted to the various secrets in the game. I also posted the boss strategies here for easier access, and posted a list of the Gameshark codes. Enjoy.

 --- 5.1 --- Bosses ---

If you need help with any boss, here's an easily accessible way to find the help you need! I couldn't really list many stats like I usually do, as the stats fluctuate wildly from level to level and it's impossible for me to predict what level you'll be on, so I just listed the boss's weaknesses/strengths, AP gained, and magic you can draw from them.

~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!
 ---- BOSS FIGHT! ---- IFRIT ---- BOSS FIGHT! ----
 ~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!
 WEAK VS: Ice
 STRONG VS: Fire
 AP GAINED: 20
 DRAW LIST: Fire, Cure, Scan

Ifrit's not really a tough boss at all. Junction Fire to your magic-defense before the battle, if you found the fire draw point in the cave and had an extra minute or two to prepare yourself. He attacks with physical attacks, as well as flame-based attacks, so the extra defense goes a long way. I had Squall summon Shiva over and over while Quistis used ice magic. Wasn't that challenging of a fight, and I won with over 2:30 of timer left to go.

~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!
 ---- BOSS FIGHT! ---- BIGGS/WEDGE ---- BOSS FIGHT! ----
 ~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!
 WEAK VS: Biggs - Poison, Wedge - Poison
 STRONG VS: Biggs - N/A, Wedge - N/A
 AP GAINED: 8 total
 DRAW LIST: Biggs - Fire, Thunder, Blizzard, Esuna
 Wedge - Fire, Thunder, Blizzard, Cure

Draw some Esuna/Thunder/Blizzard spells if you want from these two guys, then when you're done having fun, use physical attacks to kill them. They're really not all that tough, you'll have to save your magic, because the next boss is much tougher.

~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!
 ---- BOSS FIGHT! ---- ELVORET ---- BOSS FIGHT! ----
 ~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!
 WEAK VS: Wind
 STRONG VS: Poison
 AP GAINED: 10
 DRAW LIST: Thunder, Cure, Double, Siren

Score! This is your first opportunity to get the useful Double spells, which allow you to cast a spell twice in one turn. Draw a LOT of those, as many as you can for each character, then have one person draw Siren, your next GF. After drawing magic, it's time to get the battle underway.

Just summon GF's over and over again, using Boost if you have it to really help out. Have someone in hand with cure spells just in case, because the Elvoret has a nasty breath attack which does some decent damage to all of the

party members.

~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!
---- BOSS FIGHT! ---- X-ATM092 ---- BOSS FIGHT! ----
~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!
WEAK VS: Thunder
STRONG VS: Poison
AP GAINED: 0
DRAW LIST: Fire, Blizzard, Cure, Protect

You only have to do 1,100 damage to it to make it go down, but it won't kill it. You probably can kill this sucker right now, but I don't recommend it. Keep casting Thunder spells (hope you drew a bunch like I told you to) until he goes down, then you can escape the battle by holding down R2 and L2.

~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!
---- BOSS FIGHT! ---- GRANALDO/RALDO X3 ---- BOSS FIGHT! ----
~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!
WEAK VS: Granaldo: Wind, Raldo: N/A
STRONG VS: Both: N/A
AP GAINED: 8 total
DRAW LIST: Granaldo: Sleep, Shell, Blind Raldo: Fire, Thunder, Protect

Use Shiva or Ifrit at the beginning of the battle to eliminate the Raldos (or draw some Protect magic from them first), then wipe the Shell magic from Granaldo before easily finishing him off. Not a tough boss at all.

~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!
---- BOSS FIGHT! ---- DIABLOS ---- BOSS FIGHT! ----
~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!
WEAK VS: Wind
STRONG VS: N/A
AP GAINED: 20
DRAW LIST: Cure, Demi

By far the toughest boss in the game up to this point, and don't be discouraged if you get a game over once or twice before finally beating him. First, get some Demi magic from him, then start casting it on him. After one or two times, the damage will be sufficient enough that you can go to work by physical attacks, as well as magic and GF attacks.

He attacks with a physical attack, as well as a simple Demi spell to one character. Since he only focuses on one character at a time, it's not that challenging. If he does the multi-character attack, attack him with a limit break, then cure. You should have him defeated fairly soon if you keep healing and getting some attacks in.

~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!
---- BOSS FIGHT! ---- FAKE PRESIDENT ---- BOSS FIGHT! ----
~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!
WEAK VS: N/A
STRONG VS: N/A
AP GAINED: N/A
DRAW LIST: Cure

The easiest boss in the game up to this point, honestly. Just stock up on cure spells if you want, then hit him with a few physical attacks. Don't waste any magic or anything, because a much more challenging boss is coming up.

~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!

---- BOSS FIGHT! ---- SEIFER ---- BOSS FIGHT! ----
~--!
WEAK VS: Poison
STRONG VS: N/A
AP GAINED: 0
DRAW LIST: Fire, Cure, Life

He only has a few hundred HP, so you really won't have too many problems here. Maybe you should try stealing from him first, he has a Hero or Hero's War usually which definitely comes in handy. When you're done being bored (Life magic can be a good draw too if you need to pick up some), finish him off with a few physical attacks.

~--!
---- BOSS FIGHT! ---- EDEA ---- BOSS FIGHT! ----
~--!
WEAK VS: N/A
STRONG VS: N/A
AP GAINED: 20
DRAW LIST: Cura, Dispel, Life, Double

She is one of the tougher bosses in disc 1, although with a little bit of planning, you can win. Plus, you can always use Cura to draw from her and cast it on your own characters to make the battle easier. Start off by casting Carbuncle to protect against her powerful attacks. Then, cast other GFs or use strong physical attacks to whittle away at her HP. Keep Summoning Carbuncle over and over, while drawing the powerful spells if you wish, as they come in handy. Edea can't match the power of Carbuncle, as her once strong spells will do less damage than before, so don't worry too much.

~--!
---- BOSS FIGHT! ---- BIGGS/WEDGE ---- BOSS FIGHT! ----
~--!
WEAK VS: Both: Poison
STRONG VS: Both: N/A
AP GAINED: Total: 10
DRAW LIST: Biggs - Cura, Haste, Slow, Regen
Wedge - Fira, Shell, Protect, Reflect

This is a very easy battle. Spend a lot of the time here drawing regen and reflect magic, as they definitely come in handy. In addition, you can steal some good items from them as well. Finish them off with physical attacks or GF's, either one will work fine really.

~--!
---- BOSS FIGHT! ---- ELITE SOLDIER/GIM521 X2 ---- BOSS FIGHT! ----
~--!
WEAK VS: Elite Solider: Poison
GIM521: Thunder, Water, Earth
STRONG VS: Elite Solider: N/A
GIM521: Poison
AP GAINED: Total: 8
DRAW LIST: Elite Solider: Fire, Thunder, Blizzard, Scan
GIM521: Haste, Slow, Dispel

Yet another pretty easy battle overall. Start by casting Quezacatl a few times, that'll take care of the GIM521's. Use physical attacks to take out the Elite Soldier, who doesn't have that much HP. The only thing to watch out for is the Micro Missile attack of the GIM521, as it causes 50% HP damage to a character.

~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!
---- BOSS FIGHT! ---- BASE LEADER/BASE SOLDIER X2 ---- BOSS FIGHT! ----
~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!
WEAK VS: Base Leader: Poison
Base Soldier: Poison
STRONG VS: Base Leader: N/A
Base Soldier: N/A
AP GAINED: Total: 4
DRAW LIST: Base Leader: Thunder, Confuse, Slow, Reflect
Base Soldier: Blizzard, Silence, Confuse

This is one of the easiest boss battles in the entire game. They don't have a lot of hit points, and their statistics are pretty weak. With good junctioning, you should have no issue taking these guys out with simple physical attacks.

~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!
---- BOSS FIGHT! ---- BGH251F2 ---- BOSS FIGHT! ----
~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!
WEAK VS: Thunder, Earth, Water
STRONG VS: Poison
AP GAINED: 20
DRAW LIST: Shell, Protect, Stop

Since you junctioned Thundara, Quake, or Water to two of your characters elemental attacks before the battle, you should have no problems. First, draw Protect from it to use on your characters, since his physical attacks are surprisingly strong, especially when it uses Beam Cannon, an extremely strong laser attack that can do some serious damage.

Use the two physical attackers to constantly use their element-based physical attacks. BGH251F2 is weak against those magic spells, so the physical attacks will do a great amount of damage. Have the third character summon Quezcoatl and use Boost to pick up the damage. Shouldn't take more than 2 rounds of this to take out this boss.

~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!
---- BOSS FIGHT! ---- OILBOYLE X2 ---- BOSS FIGHT! ----
~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!
WEAK VS: Fire
STRONG VS: Water
AP GAINED: 20
DRAW LIST: Esuna, Blind, Cura, Confuse

One Ifrit spell should be enough to take out both of them. Seriously. I guess the previous bosses weren't easy enough, I guess.

~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!
---- BOSS FIGHT! ---- NORG Pod/Right Orb/Left Orb/NORG ---- BOSS FIGHT! ----
~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!~--!
WEAK VS: NORG Pod: N/A
Right Orb: N/A
Left Orb: N/A
NORG: Wind
STRONG VS: NORG Pod: Thunder, Poison
Right Orb: All Elements
Left Orb: All Elements
NORG: Poison, Thunder
AP GAINED: 20

DRAW LIST: NORG Pod: Cura
Right Orb: Dispel, Confuse, Slow
Left Orb: Thundara, Life, Bio
NORG: Sheel, Protect, Esuna, Leviathan

This boss is a little bit trickier, just because you have to get used to the idea of the battle. Have Squall focus his attacks on the NORG Pod, while the other 2 take out the Orbs. You'll want the Orbs dead ASAP, as they can cast some pretty serious magic spells. Once the NORG Pod is destroyed, NORG will come out. Draw Leviathan from him, then keep up the physical attacks, mixed in with some wind spells if you have them.

~--!
---- BOSS FIGHT! ---- BGH251F2 ---- BOSS FIGHT! ----
~--!

WEAK VS: Thunder, Earth, Water
STRONG VS: Poison
AP GAINED: 20
DRAW LIST: Shell, Protect, Stop

The problem with this game is that it gets way too easy when you start to have a lot of GFs at your disposal. Bring out Leviathan and Quezacoatl. It shouldn't survive more than 1 or 2 of their boosted attacks.

~--!
---- BOSS FIGHT! ---- RAIJIN ---- BOSS FIGHT! ----
~--!

WEAK VS: Poison
STRONG VS: Thunder
AP GAINED: 10
DRAW LIST: Thunder, Thundara, Shell, Protect

Summon Ifrit or another awesome GF to take out the enemies, then draw Protect magic from him to cast on yourselves. After doing that, use physical attacks or a few more GF's to finish him off.

~--!
---- BOSS FIGHT! ---- RAIJIN/FUJIN ---- BOSS FIGHT! ----
~--!

WEAK VS: Raijin: Poison, Fujin: Poison
STRONG VS: Raijin: Thunder, Fujin: Wind
AP GAINED: Total: 22
DRAW LIST: Raijin: Thunder, Thundara, Shell, Protect
Fujin: Aero, Cura, Life, Pandemona

Note here that Fujin has the Pandemona GF to draw, so draw that first before you do anything else. After doing that, keep yourselves healed as Fujin has a nasty attack that reduces your HP to 1 HP. Keep healing, while the other 2 characters use physical attacks. You can use GF if you want, but try to avoid Ramuh as it won't do that much damage against Raijin. You'll get a Combat King 002 for winning this battle.

~--!
---- BOSS FIGHT! ---- ODIN ---- BOSS FIGHT! ----
~--!

WEAK VS: Poison
STRONG VS: N/A
AP GAINED: 20
DRAW LIST: Stop, Death, Double, Triple

preset list of abilities, you can use items to give them new abilities, which can then be leveled up. Once it levels up to the amount of AP needed, that ability becomes active and you can then use it. A lot of things in the game can be "modified" into new items, which give you the ability to give a GF new abilities. Everything from "Encounter Zero" to "HP +10%" can be learned, and it helps each GF become as strong as possible.

3) They work totally different in battle, as well. When you summon a GF, they replace the person in battle. If Selphie summons Bahamut, she disappears, and Bahamut comes in her place. Bahamut gets its own HP amount, ATB bar, etc. When it runs out of HP, it falls apart, and you return to battle.

4) You can make GFs go faster by increasing your relationship with them. The maximum compatibility rating for each GF is 1,000, but I recommend getting every one to about 700, at least. You need high compatibility to summon your GFs quicker. If the GF doesn't like the person, it takes forever for it to come, and it takes damage along the way, so you might not even get to use it before it dies. How do you increase compatibility? There's 3 main ways.

- Use an item outside of the battle that increases GF compatibility with the person.

- Summon the GF with that person. This usually increases the compatibility by 20 points.

- Cast magic that is the same element of the GF. Ifrit likes Fire, so if you use Fira, it increases the compatibility that Ifrit has towards you.

5) Junctioning is only available if you junction a GF first. Each GF lets you junction magic to certain statistics. One GF may let you increase attack and speed, but another might not, instead choosing for Magic-Def and Speed. It's good to get a variety of GFs for each person, so you can junction to as many statistics as possible for each person.

QUEZACOTL						
Element: Thunder		Starting Level: 1		Starting HP: 300		
STATISTICS			ABILITIES			
LEVEL	HP	ATTACK	START	AP	FINISH	
1	300	275	HP-J	50	N/A	
10	754	572	Vit-J	50	Elem-Def J	
20	1,266	902	Mag-J	N/A	N/A	
30	1,786	1,232	Elem-Atk-J	160	N/A	
40	2,314	1,562	Elem-Def-J	100	Elem-Def x2	
50	2,850	1,892	Elem-Def x2	130	N/A	
60	3,394	2,222	Magic	N/A	N/A	
70	3,949	2,552	GF	N/A	N/A	
80	4,506	2,882	Draw	N/A	N/A	
90	5,074	3,212	Item	N/A	N/A	
100	5,650	3,542	Card	40	Card Mod	
-- Mag +20%				60	Mag +40%	
Mag +40%				120	N/A	
SumMag +10%				40	SumMag +20%	
SumMag +20%				70	SumMag +30%	
SumMag +30%				140	N/A	
GF HP +10%				40	GF HP +20%	
GF HP +20%				70	N/A	
Boost				10	N/A	
T Mag-RF				30	Mid Mag-RF	

	Mid Mag-RF	60	N/A
	Card Mod	80	N/A

Location: Balamb Garden

Find Squall's study panel from the desk in his classroom and choose "Tutorial". After a tutorial, you will receive this one, as well as Shiva.

Main Attack: Thunder Storm

It lets off a large electrical charge to all enemies on screen. It works especially well against enemies weak against lightning magic.

Best Ability: Card/Card Mod

Card is one of the most useful abilities at the early part of the game. It lets you turn enemies into cards. It's great for adding to your collection, especially when you don't have many. Card Mod is also very useful. It allows you to refine items from cards.

Advantages: HP and Speed

Quezacotl has a higher HP amount than several other Guardian Forces, and it actually is a tad faster than I expected. It's not as fast as Shiva, but it gets the job done.

Disadvantages: Late Game

It basically becomes useless later on, as I used it for nothing more than a way to junction statistics by the end of the game.

SHIVA						
Element: Ice		Starting Level: 1		Starting HP: 298		
STATISTICS			ABILITIES			
LEVEL	HP	ATTACK	START	AP	FINISH	
1	298	263	Str-J	50	Elem-Atk-J	
10	734	564	Vit-J	50	Vit +20%	
20	1,226	897	Spr-J	N/A	N/A	
30	1,726	1,230	Elem-Atk-J	160	N/A	
40	2,234	1,564	Elem-Def-J	100	Elem-Def x2	
50	2,750	1,897	Elem-Def x2	130	N/A	
60	3,274	2,230	Magic	N/A	N/A	
70	3,806	2,563	GF	N/A	N/A	
80	4,346	2,897	Draw	N/A	N/A	
90	4,894	3,230	Item	N/A	N/A	
100	5,450	3,563	Doom	Lv10	N/A	
Vit +20%				60	Vit +40%	
Vit +40%				120	N/A	
Spr +20%				60	Spr +40%	
Spr +40%				120	N/A	
SumMag +10%				40	SumMag +20%	
SumMag +20%				70	SumMag +30%	
SumMag +30%				140	N/A	
GF HP +10%				40	GF HP +20%	
GF HP +20%				70	N/A	
Boost				10	N/A	
I Mag-RF				30	N/A	

Location: Balamb Garden

Find Squall's study panel from the desk in his classroom and choose "Tutorial". After a tutorial, you will receive this one, as well as Quezcoatl.

Main Attack: Diamond Dust

It lets off a large ice cloud dust that attacks all enemies on screen. It works especially well against enemies weak against ice magic.

Best Ability: Doom

I may want to argue that the Vitality and Spirit abilities come in handy, but a lot of GF's let you learn those, and not Doom. Doom is awesome because you can refine magic spells from it, and you can also use it to cast Slow Death on enemies, which works well when you want to draw magic from enemies and then kill them right away.

Advantages: Speed, Abilities

The speed of Shiva is great, as she's one of the faster GFs around, especially when compatibility is high. The vitality and spirit boosts that the GF provides are also a nice bonus.

Disadvantages: Late Game, Only Good In Some Battles

It basically becomes useless later on, as I used it for nothing more than a way to junction statistics by the end of the game. Also, Shiva is only good for battles with enemies of the fire element, so after the first cave in the game, you won't be using her all that much except for learning abilities and junctioning.

```
-----
| IFRIT                                                                 |
-----
| Element: Fire          | Starting Level: 1          | Starting HP: 305          |
-----
| STATISTICS              | ABILITIES                  |
-----
| LEVEL   | HP       | ATTACK   | START           | AP   | FINISH   |
-----
| 1       | 305     | 298     | HP-J           | 50  | N/A     |
| 10      | 804     | 607     | Str-J          | N/A | N/A     |
| 20      | 1,366   | 950     | Elem-Atk-J    | N/A | N/A     |
| 30      | 1,936   | 1,293   | Elem-Def-J    | 100 | Elem-Def x2 |
| 40      | 2,514   | 1,636   | Elem-Def x2   | 130 | N/A     |
| 50      | 3,100   | 1,980   | Magic         | N/A | N/A     |
| 60      | 3,694   | 2,323   | GF            | N/A | N/A     |
| 70      | 4,296   | 2,666   | Draw          | N/A | N/A     |
| 80      | 4,906   | 3,009   | Item          | N/A | N/A     |
| 90      | 5,524   | 3,352   | Mad Rush      | Lv10 | N/A     |
| 100     | 6,150   | 3,695   | Str +20%      | 60  | Str +40% |
-----
|                               | Str +40%                   | 120 | Str Bonus   |
|                               | Str Bonus                  | 100 | N/A         |
|                               | SumMag +10%                | 40  | SumMag +20% |
|                               | SumMag +20%                | 70  | SumMag +30% |
|                               | SumMag +30%                | 140 | N/A         |
|                               | GF HP +10%                 | 40  | GF HP +20% |
|                               | GF HP +20%                 | 70  | GF HP +30% |
|                               | Boost                      | 10  | N/A         |
|                               | F Mag-RF                   | 30  | N/A         |
|                               | Ammo-RF                     | 30  | Level 10   |
-----
```

Location: Fire Cavern

He is located as the boss in Fire Cavern. Defeat him and he will join you as a Guardian Force.

Main Attack: Hell Fire

This powerful fire attack will send enemies to a fiery doom. It works extremely well against enemies that are weak against fire, as you may expect.

Best Ability: HP-J/Str Bonus

Yeah, he has two best abilities. HP-J is a life saver early on in the game. You get to junction statistics towards your hit points, which makes life a lot easier for you.. literally. Str Bonus is great when learned at low levels, because you get a bonus point in strength every time you level up! A character can become a MACHINE by the end of the game if they level up enough using Str Bonus, which is why I think it's Ifrit's best ability.. well, tied anyways. ;)

Advantages: Attack Power

Ifrit has a much stronger attack power than your previous two Guardian Forces. At least 100 points higher at mostly any time, which really comes in handy for those battles where the enemy doesn't really have any particular weakness to magic.

Disadvantages: Weak Main Ability

Mad Rush is not the best main ability in the world. It does decent damage towards one enemy, but you would be better off summoning stronger guardian forces if you wanted to do physical attacks with them.

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-----
| SIREN |
-----
| Element: None | Starting Level: 3 | Starting HP: 391 |
-----
| STATISTICS | ABILITIES |
-----
| LEVEL | HP | ATTACK | START | AP | FINISH |
-----
| 1 | 391 | 223 | Mag-J | N/A | N/A |
| 10 | 724 | 393 | ST Atk-J | N/A | N/A |
| 20 | 1,206 | 634 | ST Def-J | N/A | N/A |
| 30 | 1,696 | 875 | ST Def-J x2 | 130 | N/A |
| 40 | 2,194 | 1,115 | Magic | N/A | N/A |
| 50 | 2,700 | 1,356 | GF | N/A | N/A |
| 60 | 3,214 | 1,596 | Draw | N/A | N/A |
| 70 | 3,736 | 1,837 | Item | N/A | N/A |
| 80 | 4,266 | 2,078 | Item | N/A | N/A |
| 90 | 4,804 | 2,318 | Treatment | 100 | Level 12 |
| 100 | 5,350 | 2,559 | Mag +20% | 60 | Mag +40% |
-----
| | | | Mag +40% | 120 | Mag Bonus |
| | | | Mag Bonus | 100 | N/A |
| | | | Move-Find | 40 | N/A |
| | | | SumMag +10% | 40 | SumMag +20% |
| | | | SumMag +20% | 70 | SumMag +30% |
| | | | SumMag +30% | 140 | N/A |
| | | | GF HP +10% | 40 | GF HP +20% |
| | | | GF HP +20% | 70 | GF HP +30% |
| | | | Boost | 10 | N/A |
| | | | L Mag-RF | 30 | N/A |
| | | | ST Med-RF | 30 | N/A |
-----

```

Location: Elvoret Boss Battle

You have to draw Siren from Elvoret during the boss battle with him in Dollet.

Main Attack: Silent Voice

It's a non-elemental attack, which makes it useful against pretty much any enemy in the game, and the added bonus of a random silence effect also is good. However, it's not as strong as other guardian forces, so keep that in mind.

Best Ability: Move-Find

Move-Find is one of the best abilities in the entire game. With it, you can move around and uncover hidden save points and draw points, although you still can't find hidden ones on the world map with this ability equipped. Treatment is another great ability, as you can cure any status effect like silence, poison, etc. all without consuming a valuable esuna spell or remedy item.

Advantages: Non-elemental/good support abilities

Siren lets you junction magic to your status defense and attack, which really comes in handy. Its non-elemental attack means it will come in handy pretty much during any fight, as opposed to elementals which may be rendered obsolete for a battle.

Disadvantages: Weak Statistics

As you can see in the listing above, Siren gains statistics at a much slower rate as every other guardian force. Her weak HP and attack power means that you won't be using Siren as much else but a junctioning GF.

BROTHERS						
Element: Earth		Starting Level: 7		Starting HP: 670		
STATISTICS			ABILITIES			
LEVEL	HP	ATTACK	START	AP	FINISH	
7	670	529	HP-J	N/A	N/A	
10	824	632	Str-J	50	Elem-Atk-J	
20	1,406	977	Spr-J	50	Elem-Def-J	
30	1,996	1,322	Elem-Atk-J	160	N/A	
40	2,594	1,667	Elem-Def-J	100	N/A	
50	3,200	2,012	Magic	N/A	N/A	
60	3,814	2,357	GF	N/A	N/A	
70	4,436	2,702	Draw	N/A	N/A	
80	5,066	3,047	Item	N/A	N/A	
90	5,704	3,392	Defend	100	N/A	
100	6,350	3,737	HP +20%	N/A	HP +40%	
			Mag +40%	120	HP +80%	
			HP +80%	240	HP Bonus	
			Cover	100	N/A	
			HP Bonus	100	N/A	
			SumMag +10%	40	SumMag +20%	
			SumMag +20%	70	SumMag +30%	
			SumMag +30%	140	N/A	
			GF HP +10%	40	GF HP +20%	
			GF HP +20%	70	GF HP +30%	

	GF HP +30%	140	N/A
	Boost	10	N/A

Location: Tomb of the Unknown King
 You have to defeat Sacred, then defeat Sacred and Minotaur.

Main Attack: Brotherly Love

It sucks against flying creatures, but land-based enemies will feel the pain when the Brothers combine to form their deadly earth-based attack Brotherly Love. With their strong attack power, you will have no issues defeating enemies.

Best Ability: HP Abilities

I love junctioning magic to my HP, and with the HP Bonus and HP +80% that the Brothers provide, you can get 9999 HP very quickly if you wanted to, making it very hard for enemies to kill you. Most of the other abilities are either found on other GFs or pretty weak (Defend is a terrible secondary ability for a GF to provide), so it was really a matter of elimination anyways..

Advantages: Strong attack power, HP Bonuses

As said above, the HP bonuses that this GF provides cannot be overlooked. In addition, their statistics are AWESOME. They have super high hit points and attack power, making them a force to be reckoned with throughout the game.

Disadvantages: Won't work against flying enemies/Crappy abilities

This is not really a terrible disadvantage, but the fact that their attack won't work against flying enemies is something to keep in mind. In addition, their crappy abilities like Cover and Defend are terribly disappointing for such a kickass GF.

DIABLOS						
Element: None		Starting Level: 9		Starting HP: 730		
STATISTICS			ABILITIES			
LEVEL	HP	ATTACK	START	AP	FINISH	
9	730	9%	HP-J	N/A	HP +20%	
10	784	10%	Mag-J	N/A	N/A	
20	1,326	20%	Hit-J	120	N/A	
30	1,876	30%	Ability x3	N/A	N/A	
40	2,434	40%	Dark	100	N/A	
50	3,000	50%	Magic	N/A	N/A	
60	3,574	60%	GF	N/A	N/A	
70	4,156	70%	Draw	N/A	N/A	
80	4,746	80%	Item	N/A	N/A	
90	5,344	90%	HP +20%	60	HP +40%	
100	5,950	100%	HP +40%	120	HP +80%	
HP +48%				240	N/A	
Note: The attack power means the			Mag +20%	60	Mag +40%	
percentage of max HP of the enemy.			Mag +40%	120	N/A	
			Mug	200	N/A	
			Enc-Half	30	Enc-None	
			Enc-None	100	N/A	
			GF HP +10%	40	GF HP +20%	
			GF HP +20%	70	GF HP +30%	

	GF HP+30%	140	N/A
	Time Mag-RF	30	N/A
	ST Mag-RF	30	N/A

Location: Sacred Lamp

Talk to Headmaster Cid before leaving for Timber and he'll give you a Sacred Lamp. Use it and defeat Diablos to have him join you.

Main Attack: Dark Messenger

The Dark Messenger attacks works differently than most GF attacks do. Instead of doing elemental or attack power damage, Dark Messenger removes a percentage of the enemy's HP, depending on the level Diablos is on. The maximum amount of damage he can do is 9999, however, and lots of enemies are immune to it, so it's not as great as it sounds at first.

Best Ability: Mug, Ability x3, Enc-None

All of these abilities are totally kick ass and really make the Diablos GF a force to be reckoned with. Mug allows you to steal items from enemies, and that proves to be invaluable in gaining rare items needed to create better weapons. Ability x3 gives you an extra ability to equip, and Enc-None removes all random battles from the game. How cool is that?

Advantages: Good as a decoy, nice abilities

The Diablo has a high amount of hit points, so using him in a tough battle to guard against powerful attacks comes in handy. Also, his abilities are some of the best in the game. In addition to the ones listed above, Enc-Half is a good ability that reduces the amount of random battles, and Hit-J lets you junction magic to increase your hit rate.

Disadvantages: Dark Messenger attack

It sounds like such a good attack, but the problem with it is that it's basically worthless all game. It does crappy damage early, and by the time it reaches level 100, most enemies won't be affected by it. Oh well, it's a good idea in theory.

CARBUNCLE						
Element: None		Starting Level: 16		Starting HP: 1,220		
STATISTICS			ABILITIES			
LEVEL	HP	ATTACK	START	AP	FINISH	
1	N/A	N/A	HP-J	N/A	HP +20%	
16	1,220	N/A	Vit-J	N/A	N/A	
20	1,326	N/A	Mag-J	50	ST-Atk-J	
30	2,086	N/A	ST-Atk-J	160	N/A	
40	2,714	N/A	ST-Def-J	100	ST-Def-J x2	
50	3,350	N/A	Ability x3	N/A	N/A	
60	3,994	N/A	Magic	N/A	N/A	
70	4,646	N/A	GF	N/A	N/A	
80	5,306	N/A	Draw	N/A	N/A	
90	5,974	N/A	Item	N/A	N/A	
100	6,650	N/A	HP +20%	60	HP +40%	
			HP +40%	120	N/A	
			Vit +20%	60	Vit +40%	
			Vit +40%	120	N/A	

		Vit Bonus		100		N/A	
		Counter		200		Auto Reflect	
		Auto-Reflect		250		N/A	
		GF HP +10%		40		GF HP +20%	
		GF HP +20%		70		GF HP +30%	
		GF HP +30%		140		N/A	
		Recov Med-RF		30		N/A	
		ST-Def J x2		130		N/A	

Location: Draw from Iguion

You must draw the GF Carbuncle from Iguion during a boss battle in the first disc.

Main Attack: Ruby Light

All it does is cast Reflect on your party members. This can be proven to be useful, but overall it's not as good as attacks that actually go after the enemy.

Best Ability: Counter, Ability x3

Counter is an awesome ability that lets you attack the enemy sometimes after it attacks you, helping battles to go by quicker. Ability x3 lets you junction another ability, which could prove to be invaluable. Other useful abilities include the Status junctioning ones, as it's always nice to be able to junction status effects to your physical attack or physical defense.

Advantages: Good as a decoy, nice abilities

The Carbuncle has a high amount of hit points, so using him in a tough battle to guard against powerful attacks comes in handy. Also, his abilities are some of the best in the game. In addition to the ones listed above, Vit Bonus gives you an extra vitality point on each level up, and Vitality +40% increases your physical defense by almost half!

Disadvantages: Main attack, some worthless abilities

The main attack is probably the most useless of any in the game by GFs, because all it does is cast Reflect on your party members. That means it's only useful for one or two boss battles in the entire game. In addition to this, some of his abilities are pretty worthless or found on plenty of other GFs instead.

LEVIATHAN							
Element: Water		Starting Level: 17		Starting HP: 1,349			
STATISTICS			ABILITIES				
LEVEL	HP	ATTACK	START	AP	FINISH		
1	N/A	N/A	Spr-J	N/A	N/A		
17	1,349	963	Magic	N/A	N/A		
20	1,546	1,075	GF	N/A	N/A		
30	2,206	1,455	Draw	N/A	N/A		
40	2,847	1,815	Item	100	N/A		
50	3,550	2,185	Mag-J	50	Elem-Atk J		
60	4,234	2,555	Elem-Atk-J	160	N/A		
70	4,926	2,925	Elem-Def x2	130	N/A		
80	5,626	3,295	Recover	200	N/A		
90	6,334	3,666	Spr +20%	60	Spr +40%		

100	7,050	4,036	Spr +40%	120	Spr Bonus	
-----			Spr Bonus	100	N/A	
			Auto Potion	150	N/A	
			Sum Mag +10%	40	Sum Mag +20%	
			Sum Mag +20%	70	Sum Mag +30%	
			Sum Mag +30%	140	N/A	
			GF HP +10%	40	GF HP +20%	
			GF HP +20%	70	GF HP +30%	
			GF HP +30%	140	N/A	
			Boost	10	N/A	
			Supt Mag-RF	20	GFRecovMed-RF	
			GFRecov Med-RF	30	N/A	

Location: Draw from NORG

You must draw Leviathan from NORG during the boss battle in disc 2.

Main Attack: Tsunami

Leviathan's Tsunami attack is the strongest water-based attack in the entire game, and it causes decent amount of damage to any enemy that is not strong against magic spells.

Best Ability: Recover

Recover is by far Leviathan's best ability, as it completely restores one character's hit points. And you don't even need to use up a valuable healing spell that may be used for junctioning! The only downside is that you can only use it outside of battle, but that's to be expected I suppose.

Advantages: Spirit-based abilities, strong statistics

The Leviathan's Tsunami attack is awesome due to the fact that with its high attack power, the attack will be useful against almost any enemy that does not have a strength against water magic. Also, his high HP (over 7000 at level 100!) makes it a valuable asset during tough boss battles. Leviathan also has a few useful abilities, like Spirit +40% and Spirit Bonus, which will really help your character out in the magic defense category.

Disadvantages: No killer abilities

Most GFs have at least one super ability that you cannot live without, but Leviathan doesn't. Recover is useful, but not really necessary, and its junction abilities aren't particularly strong. Also, very few enemies in the game are weak against water magic.

PANDEMONA						

Element: None	Starting Level: 19	Starting HP: 1,442				

STATISTICS				ABILITIES		

LEVEL	HP	ATTACK	START	AP	FINISH	

1	N/A	N/A	Str-J	N/A	N/A	
19	1,442	1,052	Spd-J	120	Spd +20%	
20	1,506	1,092	Elem-Atk-J	N/A	N/A	
30	2,146	1,466	Elem-Def-J	N/A	N/A	
40	2,794	1,840	Magic	N/A	N/A	
50	3,450	2,213	GF	N/A	N/A	
60	4,114	2,587	Draw	N/A	N/A	
70	4,786	2,961	Item	N/A	N/A	

80	5,466	3,335	Absorb	80	N/A	
90	6,154	3,708	Str +20%	60	Str +40%	
100	6,850	4,082	Str +40%	120	N/A	
-----			Spd +20%	150	Spd +40%	
			Spd +40%	200	N/A	
			Initiative	160	N/A	
			Sum Mag +10%	40	Sum Mag +20%	
			Sum Mag +20%	70	Sum Mag +30%	
			Sum Mag +30%	140	N/A	
			GF HP +10%	40	GF HP +20%	
			GF HP +20%	70	GF HP +30%	
			GF HP +30%	140	N/A	
			Boost	10	N/A	
			Elem-Def-J x2	130	N/A	

Location: Draw from Fujin

You must draw this GF from Fujin during the battle with Fujin and Raijin in disc 2.

Main Attack: Tornado Zone

This is an awesome attack, as lots of enemies are weak against wind, and there's not a lot of wind based attacks out there. Use this a lot, as its got strong attack power as well. The attack shows the enemies being picked up by a tornado and driven into the ground. Pretty cool stuff.

Best Ability: Speed-based stuff

The speed abilities that the Pandemona offer are nice additions, as you'll want to have a fast character. With Spd-J, Spd +40%, and Initiative, you'll find yourself getting a lot more chances in battle than your opposition.

Advantages: Awesome attack, Initiative

Tornado Zone is one of my favorite GF attacks to use in the entire game, due to the fact that it works on practically every enemy in the game. Also, Initiative is an awesome support ability to equip, as it helps your character go first in battle.

Disadvantages: Mostly weak junction

Outside of the incredibly useful Speed junctions that this GF provides, there really isn't a whole lot here that you haven't seen before.

CERBERUS						

Element: None		Starting Level: 23		Starting HP: 1,490		

STATISTICS			ABILITIES			

LEVEL	HP	ATTACK	START	AP	FINISH	

1	N/A	N/A	Str-J	N/A	N/A	
10	N/A	N/A	Mag-J	50	ST-Atk-J	
23	1,490	N/A	Spr-J	50	ST-Def-J	
30	1,876	N/A	Spd-J	120	Spd +20%	
40	2,434	N/A	Hit-J	N/A	N/A	
50	3,000	N/A	ST-Atk-J	160	N/A	
60	3,574	N/A	ST-Def-J	160	ST-Def-J x2	
70	4,156	N/A	ST-Def-J x2	130	ST-Def-J x4	
80	4,746	N/A	ST-Def-J x4	180	N/A	

90	5,344	N/A	Ability x3	N/A	N/A	
100	5,950	N/A	Magic	N/A	N/A	
-----			GF	N/A	N/A	
			Draw	N/A	N/A	
			Item	N/A	N/A	
			Spd +20%	150	Spd +40%	
			Spd +40%	200	Auto Haste	
			Auto Haste	250	N/A	
			Expend x2-1	250	N/A	
			Alert	200	N/A	
			GF HP +10%	40	GF HP +20%	
			GF HP +20%	70	GF HP +30%	
			GF HP +30%	140	N/A	

Location: Galbadia Garden

During the invasion of Galbadia Garden in disc 2, you can find him in the center of the main hall. Defeat him and he will join you.

Main Attack: Counter Rockets

I don't understand the name of this attack, as it neither uses rockets or counters any attacks. Regardless, it's an awesome ability that casts Double and Triple on your entire party, allowing you to kick some serious ass in the magic department.

Best Ability: ST-Def-J x4

You pretty much won't have to worry about status effects as much with this ability equipped, as you can protect against FOUR different status effects at once, making the game a little bit more pleasant. I recommend sleep/confuse/petrify/silence myself.

Advantages: Counter Rockets, Junctions

Counter Rockets is an awesome move simply because it allows you to have double and triple magic for the entire battle. Junction wise, it's hard to find a better GF, with everything from strength to hit percentage taken care of, plus the awesome status effect bonuses it provides. Auto-Haste is an awesome ability as well, as it automatically helps your character goes 50 percent faster in battle.

Disadvantages: No physical attack

It's hard to write off a GF that doesn't have a physical attack, but really, that's the only real weakness that this awesome GF has.

ALEXANDER						

Element: Holy		Starting Level: 25		Starting HP: 1,925		

STATISTICS		ABILITIES				

LEVEL	HP	ATTACK	START	AP	FINISH	

1	N/A	N/A	Str-J	N/A	N/A	
10	N/A	N/A	Elem-Atk-J	160	N/A	
25	1,925	1,350	Elem-Def x2	N/A	N/A	
30	2,266	1,542	Elem-Def x4	180	N/A	
40	2,954	1,920	Ability x3	N/A	N/A	
50	3,650	2,298	Magic	N/A	N/A	
60	4,354	2,676	GF	N/A	N/A	

70	5,066	3,054	Draw	N/A	N/A	
80	5,786	3,432	Item	N/A	N/A	
90	6,514	3,810	Revive	200	N/A	
100	7,250	4,188	Spr +40%	60	Spr +40%	
----	----	----	----	----	----	----
			Spr +40%	120	N/A	
			Med Data	200	Med LV Up	
			Sum Mag +10%	40	Sum Mag +20%	
			Sum Mag +20%	70	Sum Mag +30%	
			Sum Mag +30%	140	N/A	
			GF HP +10%	40	GF HP +20%	
			GF HP +20%	70	GF HP +30%	
			GF HP +30%	140	N/A	
			Boost	10	N/A	
			High Mag-RF	60	N/A	
			Med LV Up	120	N/A	
----	----	----	----	----	----	----

Location: Draw from Edea

You must draw this GF from Edea during the battle with her in disc 2.

Main Attack: Holy Judgment

Simply put, this attack kicks all kinds of ass. Holy is an extremely strong spell, and coupled with his decent attack power, you can just imagine how much damage it does. It isn't strong at first, but turning enemies into zombies helps make this attack a lot stronger.

Best Ability: Revive

Revive is an awesome ability that brings a character back to life with full hit points. It is extremely useful throughout the game, especially in tough boss battles.

Advantages: Nice Abilities, Speed

It's a pretty quick GF to summon, no matter what the compatibility between the caster and GF is. That always comes in handy. The Alexander GF also has some nice abilities to learn, like Med LV UP, which lets you take a few lower items and combine them to make a stronger item, like Potion to Hi Potion, and the Elem-Def x4 ability, which lets you junction four different elements to your defense.

Disadvantages: Attack can be worthless at times

The attack takes forever to level up properly, and it's only extremely good against enemies that are undead, so you might need to do extra work just to get the attack to be really strong.

DOOMTRAIN						
----						----
Element: Poison		Starting Level: 28		Starting HP: 2,521		
----						----
STATISTICS			ABILITIES			
----						----
LEVEL	HP	ATTACK	START	AP	FINISH	
----						----
1	N/A	N/A	Elem-Atk-J	N/A	N/A	
10	N/A	N/A	ST-Atk-J	N/A	N/A	
28	2,521	1,931	Elem-Def x4	180	N/A	
30	2,686	2,028	ST-Def-J x4	180	N/A	
40	3,514	2,509	Magic	N/A	N/A	
50	4,350	2,990	GF	N/A	N/A	

60	5,194	3,471	Draw	N/A	N/A	
70	6,046	3,953	Item	N/A	N/A	
80	6,907	4,434	Darkside	100	N/A	
90	7,774	4,915	Absorb	80	N/A	
100	8,650	5,396	Auto-Shell	250	N/A	
-----			Sum Mag +10%	40	Sum Mag +20%	
			Sum Mag +20%	70	Sum Mag +30%	
			Sum Mag +30%	140	Sum Mag +40%	
			Sum Mag +40%	200	N/A	
			GF HP +10%	40	GF HP +20%	
			GF HP +20%	70	GF HP +30%	
			GF HP +30%	140	GF HP +40%	
			GF HP +40%	200	N/A	
			Boost	10	N/A	
			Junk Shop	N/A	N/A	
			Forbid Med-RF	200	N/A	

Location: Tear's Point

Get the Solomon's Ring from Tear's Point. If you have six Malboro Tentacles, six Steel Pipes, and six Remedy Pluses, use the ring and Doomtrain will join you.

Main Attack: Runaway Train

Runaway train, never coming back. Wrong way, on a one way track. Sorry, I got carried away there for a moment. This attack is poison-based and does poison damage to enemies. A lot of enemies are weak against poison so this is a good attack. It also randomly causes a bunch of different status effects, which is nice.

Best Ability: Forbid Med-RF

It's rare for me to choose a refinement ability as a best ability for a GF, but getting forbidden magic like Ultima from items is truly an awesome thing indeed. It's hard to get the items but the rewards are well worth it!

Advantages: Nice Abilities

Doomtrain's first 4 junction abilities: Elem-Atk-J, ST-Atk-J, Elem Def-J x4, and ST-Atk-J x4, are hard to come by individually, so getting them on the same GF is a real treat indeed. Junk Shop is another nice ability, Auto-Shell comes in handy against enemies that like to use magic, and the Sum Mag +40% and GF HP +40% are awesome as well.

Disadvantages: Attack can be worthless at times

Especially against bosses, as the attack really doesn't do that much damage and most bosses are immune to status effects anyways.

BAHAMUT						

Element: None		Starting Level: 35		Starting HP: 3,274		

STATISTICS			ABILITIES			

LEVEL	HP	ATTACK	START	AP	FINISH	

1	N/A	N/A	Ability x4	N/A	N/A	
10	N/A	N/A	Magic	N/A	N/A	
20	N/A	N/A	GF	N/A	N/A	
35	3,274	1,451	Draw	N/A	N/A	

40	3,714	1,614	Item	N/A	N/A		
50	4,600	1,940	Str +60%	N/A	N/A		
60	5,494	2,266	Mag +60%	N/A	N/A		
70	6,396	2,593	Mug	200	N/A		
80	7,306	2,919	Move HP Up	200	N/A		
90	8,224	3,245	Auto Protect	250	N/A		
100	9,150	3,571	Expendx2-1	250	N/A		
-+--+				Rare Item	250	N/A	
			Sum Mag +10%	40	Sum Mag +20%		
			Sum Mag +20%	70	Sum Mag +30%		
			Sum Mag +30%	140	Sum Mag +40%		
			Sum Mag +40%	200	N/A		
			GF HP +10%	40	GF HP +20%		
			GF HP +20%	70	GF HP +30%		
			GF HP +30%	140	GF HP +40%		
			GF HP +40%	200	N/A		
			Boost	10	N/A		
			Forbid Mag-RF	N/A	N/A		
-+--+							

Location: Defeat Bahamut

You must defeat Bahamut in the Deep Sea Research Center in disc 3 to get him to join you.

Main Attack: Mega Flare

This powerful attack takes a long time to boost, meaning you can get it to cause a lot of non-elemental damage to all of the enemies on the screen via Boost.

Best Ability: Rare Item/Ability x4

Rare Item does what it says it does, and that's help you find rare items by increasing the percentage of enemies dropping rare items after defeating them in battle. Ability x4 lets you equip on 2 more abilities than you normally would be allowed to, so that's definitely an invaluable ability to have.

Advantages: Powerful, long attack, and Nice Abilities

The fact that Mega Flare takes so long to charge means that you will get a load of chances to Boost it to 250, meaning it's going to do some SERIOUS damage to an enemy. Also, the abilities this GF provide totally kick ass. You get another Mug ability in case you need it (can't ever have enough Muggers!), Auto-Protect is a life saver (literally) against powerful foes, and Str +60%/Mag +60% help boost your characters up a lot.

Disadvantages: Mega Flare taking forever/Eden being better

Well, the downside to Mega Flare taking half a year to charge is that you WILL get bored of seeing it quickly, meaning you won't cast it as much (if you're like me). Also, Eden is a lot more powerful, although harder to get.

-+--+						
JUMBO CACTUAR						
-+--+						
Element: None		Starting Level: 20		Starting HP: 1,766		
-+--+						
STATISTICS			ABILITIES			
-+--+						
LEVEL	HP	ATTACK	START	AP	FINISH	
-+--+						
1	N/A	N/A	Eva-J	200	Eva +30%	
10	N/A	N/A	Luck-J	200	Luck +50%	

28	1,766	2,000	Magic	N/A	N/A	
30	2,536	3,000	GF	N/A	N/A	
40	3,314	4,000	Draw	N/A	N/A	
50	4,100	5,000	Item	N/A	N/A	
60	4,894	6,000	Defend	100	N/A	
70	5,696	7,000	Kamikaze	100	N/A	
80	6,498	8,000	Eva +30%	150	Expendx2-1	
90	7,324	9,000	Luck +50%	200	N/A	
100	8,150	10,000	Initiative	160	N/A	
----- Move-HP Up				200	N/A	
			HP Bonus	N/A	N/A	
			Str Bonus	N/A	N/A	
			Vit Bonus	N/A	N/A	
			Mag Bonus	N/A	N/A	
			Spr Bonus	N/A	N/A	
			Auto Potion	150	N/A	
			Expendx2-1	250	N/A	
			GF HP +10%	40	GF HP +20%	
			GF HP +20%	70	GF HP +30%	
			GF HP +30%	140	N/A	

Location: Defeat the Jumbo Cactuar on Cactuar Island

Cactuar Island is the island east of Centra Ruins. Randomly fight here until you get into battle with one of these, and defeat it to gain access to its powers.

Main Attack: 1,000 Needles

This attack is pretty badass. It's non elemental, and does the GF's level times 1000 of damage. Well, every 10 levels it basically goes up 1,000 attack points, so level 39 will do 3,000 while level 40 will do 4,000. This is such an awesome attack. It ignores spells like protect, so you will do the same amount to any enemy at any time.

Best Ability: I don't know if it has any.

The problem here is that most of the abilities are pretty worthless. Bonuses are nice, but by the time you get to this GF, it should be near the end of the game, and you won't have a lot of leveling up to do anyways. Auto Potion is a pretty nice ability to have, but nothing life altering.

Advantages: Non-elemental attack/High HP

The fact that you know consistently how much damage the attack will do every time is definitely a nice advantage. Also, it has high HP which helps make it a good decoy during tough boss battles.

Disadvantages: Too late in game :(

You'll only really have access to it for 1/4 of the game or so, but I guess that's okay, as having this the entire game would mean a severe lack of challenge in a game that's already lacking in that department.

	TONBERRY KING					

	Element: None	Starting Level: 30	Starting HP: 2,596			

	STATISTICS		ABILITIES			

	LEVEL	HP	ATTACK	START	AP	FINISH

LEVEL	HP	ATTACK	START	AP	FINISH
1	N/A	N/A	Spd-J	N/A	N/A
10	N/A	N/A	Eva-J	N/A	N/A
20	N/A	N/A	Hit-J	N/A	N/A
30	4,786	5,425	Magic	N/A	N/A
40	6,314	6,300	GF	N/A	N/A
50	7,850	7,175	Draw	N/A	N/A
60	9,334	8,050	Item	N/A	N/A
70	9,999	8,925	Mad Rush	60	N/A
80	9,999	9,600	Darkside	100	N/A
90	9,999	10,675	Devour	N/A	N/A
100	9,999	11,550	Luck +50%	200	N/A
			Expendx3-1	250	N/A
			Sum Mag +10%	40	Sum Mag +20%
			Sum Mag +20%	70	Sum Mag +30%
			Sum Mag +30%	140	Sum Mag +40%
			Sum Mag +40%	200	N/A
			GF HP +10%	40	GF HP +20%
			GF HP +20%	70	GF HP +30%
			GF HP +30%	140	GF HP +40%
			GF HP +40%	200	N/A
			Boost	10	N/A
			GFAbl Med-RF	30	N/A

Location: Draw from Ultima Weapon

Well, Ultima Weapon is in the Deep Sea Research Center, and he's a real bitch to beat, but make sure to draw this powerful GF from him before killing him.

Main Attack: Eternal Breath

Holy freaking cow, is this attack strong or what?!? It does like 10,000 damage when you get it, and with Boost, it can do some serious non-elemental damage. This game is officially too easy when you have this GF.

Best Ability: Devour

Devour helps you eat enemies, which is the best way by far to raise your statistics to the maximum level. Most enemies can be devoured, and the rare few offer bonuses to your statistics, like Speed +1. Well worth checking out if you want to get some really kick ass characters.

Advantages: Everything

Eden is by far the best GF in the game. The junctions are a little weak, but the statistics and strong ass attack more than make up for it.

Disadvantages: Junctions

Really the only disadvantage in equipping Eden is that it only has a few areas you can junction with, and most of the abilities are GF-related, but otherwise this is one killer GF.

LIST OF ALL THE GF ABILITIES AND WHAT THEY DO AND STUFF

Since the above guide only listed what the GFs learned, I decided to include this section to explain what each ability in the game does, as well as the item needed to learn the Ability, if applicable. They're in alphabetical order and separated by their type.

Junction: Junction magic onto the statistics.
Command: Perform abilities during battle.
Character: Improves a character's statistics.
Party: Helps the party overall.
GF: Improves a GF's statistics.
Menu: Gives you abilities to use on the menu.

```
+++++  
|-----| JUNCTION |-----|  
+++++
```

Junction: Junction magic onto the statistics.

```
-----  
/ ABILITY X3 /  
-----  
Description: Allows you to equip three party/character abilities instead of  
two.  
Item Used: None
```

```
-----  
/ ABILITY X4 /  
-----  
Description: Allows you to equip four party/character abilities instead of  
two.  
Item Used: Rosetta Stone
```

```
-----  
/ ELEM ATK-J /  
-----  
Description: Junctions elemental magic to a character's elemental attack.  
Item Used: Elem Atk
```

```
-----  
/ ELEM-DEF-J /  
-----  
Description: Junctions elemental magic to a character's elemental defense.  
Item Used: None
```

```
-----  
/ ELEM DEF-J X2 /  
-----  
Description: Junctions two elemental magic to a character's elemental defense.  
Item Used: None
```

```
-----  
/ ELEM DEF-J X4 /  
-----  
Description: Junctions four elemental magic to a character's elemental  
defense.  
Item Used: Elem Guard
```

```
-----  
/ EVA-J /  
-----  
Description: Junctions magic to a character's evasion percentage.  
Item Used: Eva-J Scroll
```

/ HIT-J /

Description: Junctions magic to a character's hit percentage.
Item Used: None

/ HP-J /

Description: Junctions magic to a character's hit points.
Item Used: HP-J Scroll

/ LUCK-J /

Description: Junctions magic to a character's luck.
Item Used: Luck-J Scroll

/ MAG-J /

Description: Junctions magic to a character's magic power.
Item Used: Mag-J Scroll

/ SPD-J /

Description: Junctions magic to a character's speed.
Item Used: Spd-J Scroll

/ SPR-J /

Description: Junctions magic to a character's spirit.
Item Used: Spr-J Scroll

/ ST-ATK J /

Description: Junctions status magic to a character's status attack.
Item Used: Status Atk

/ ST-DEF J /

Description: Junctions status magic to a character's status defense.
Item Used: None

/ ST-DEF J X2 /

Description: Junctions two status magic to a character's status defense.
Item Used: None

/ ST-DEF J X4 /

Description: Junctions four status magic to a character's status defense.
Item Used: Status Guard

/ STR-J /

Description: Junctions magic to a character's strength.
Item Used: Str-J Scroll

/ VIT-J /

Description: Junctions magic to a character's vitality.
Item Used: Vit-J Scroll

|-----| COMMAND |-----|

Command: Perform abilities during battle.

/ ABSORB /

Description: Drains hit points from the enemy and gives those HP to the
caster.
Item Used: None

/ CARD /

Description: Transforms enemy into a card.
Item Used: Gambler Spirit

/ DARKSIDE /

Description: Character's attack power triples, but loses 10% of HP with each
attack.
Item Used: None

/ DEFEND /

Description: Allows a character to defend during battle.
Item Used: None

/ DEVOUR /

Description: Allows you to devour enemies. Has different results based on
enemy.
Item Used: Hungry Cookpot

/ DOOM /

Description: Casts Death on an enemy. Doesn't always work.
Item Used: None

/ DRAW /

Description: Allows character to draw magic during battle.

Item Used: Draw Scroll

/ GF /

Description: Allows character to summon GFs during battle.

Item Used: GF Scroll

/ ITEM /

Description: Allows character to use an item during battle.

Item Used: Item Scroll

/ KAMIKAZE /

Description: Does serious damage and knocks the caster out.

Item Used: Bomb Spirit

/ LV DOWN /

Description: Reduces a target's level by half.

Item Used: None

/ LV UP /

Description: Doubles the target's level.

Item Used: None

/ MAD RUSH /

Description: Casts Berserk, Haste, and Protect on all allies.

Item Used: None

/ MAGIC /

Description: Enables use of Magic in battle.

Item Used: Magic Scroll

/ MINI MOG /

Description: Restores hit points to all GFs, costs character's average level
times 100 Gil to use.

Item Used: Mog's Amulet

/ RECOVER /

Description: Restores all of one character's hit points.

Item Used: Healing Ring

/ REVIVE /

Description: Revives one character from KO status.

Item Used: Phoenix Spirit

/ TREATMENT /

Description: Cures all abnormal status effects.

Item Used: Med Kit

-+-+-+-----| CHARACTER |-----
-+-+-+-----

Character: Improves a character's statistics.

/ AUTO HASTE /

Description: Character automatically has haste. Does not go away even if
character dies. Lasts the whole battle.

Item Used: None

/ AUTO POTION /

Description: Uses a recovery item automatically after sustaining damage.

Item Used: Accelerator

/ AUTO PROTECT /

Description: Character automatically has protect. Does not go away even if
character dies. Lasts the whole battle.

Item Used: Steel Curtain

/ AUTO REFLECT /

Description: Character automatically has reflect. Does not go away even if
character dies. Lasts the whole battle.

Item Used: Glow Curtain

/ AUTO SHELL /

Description: Character automatically has shell. Does not go away even if
character dies. Lasts the whole battle.

Item Used: Moon Curtain

/ COUNTER /

Description: Character counterattacks after being hit with a physical attack.

Item Used: Monk's Code

/ COVER /

Description: Take the physical damage another ally was supposed to get, 1/2
damage.

Item Used: Knight's Code

/ EVA +30% /

Description: Increases a character's evasion percentage by 30 percent.

Item Used: None

/ EXPEND X2-1 /

Description: Reduces the number of magic taken in Double from 2 to 1.

Item Used: None

/ EXPEND X2-2 /

Description: Reduces the number of magic taken in Triple from 3 to 1.

Item Used: Three Stars

/ HP +20% /

Description: Increases a character's maximum hit points by 20 percent.

Item Used: Regen Ring

/ HP +40% /

Description: Increases a character's maximum hit points by 40 percent.

Item Used: Giant's Ring

/ HP +80% /

Description: Increases a character's maximum hit points by 80 percent.

Item Used: Gaea's Ring

/ HP BONUS /

Description: When a character levels up, the character gains 30 extra HP.

Item Used: None

/ INITATIVE /

Description: Character always gets the first turn during battle.

Item Used: None

/ LUCK +50% /

Description: Increases a character's evasion luck by 50 percent.

Item Used: None

/ MAG +20% /

Description: Increases a character's magic power by 20 percent.

Item Used: Circlet

/ MAG +40% /

Description: Increases a character's magic power by 40 percent.

Item Used: Hypno Crown

/ MAG +60% /

Description: Increases a character's magic power by 60 percent.

Item Used: Royal Crown

/ MAG BONUS /

Description: When a character levels up, the character gains 1 extra magic
point.

Item Used: None

/ MED DATA /

Description: Doubles the recovery rate of items during battle.

Item Used: Doc's Code

/ MOVE HP UP /

Description: Recover HP just by walking around.

Item Used: None

/ MUG /

Description: Changes steal command to mug so you can steal items and attack
the enemy at the same time.

Item Used: None

/ RETURN DAMAGE /

Description: Character sends back 1/4 of the damage taken, whether magical or
physical.

Item Used: Hundred Needles

/ SPD +20% /

Description: Increases a character's speed by 20 percent.

Item Used: Jet Engine

/ SPD +40% /

Description: Increases a character's speed by 40 percent.

Item Used: Jet Engine

/ SPD +60% /

Description: Increases a character's speed by 60 percent.

Item Used: Rocket Engine

/ SPR +20% /

Description: Increases a character's spirit by 20 percent.

Item Used: Rune Armlet

/ SPR +40% /

Description: Increases a character's spirit by 40 percent.

Item Used: Force Armlet

/ SPR +60% /

Description: Increases a character's spirit by 60 percent.

Item Used: Magic Armlet

/ SPR BONUS /

Description: When a character levels up, the character gains 1 extra spirit point.

Item Used: None

/ STR +20% /

Description: Increases a character's strength by 20 percent.

Item Used: Strength Love

/ STR +40% /

Description: Increases a character's strength by 40 percent.

Item Used: Power Wrist

/ STR +60% /

Description: Increases a character's strength by 60 percent.

Item Used: Hyper Wrist

/ STR BONUS /

Description: When a character levels up, the character gains 1 extra strength point.

Item Used: None

/ VIT +20% /

Description: Increases a character's vitality by 20 percent.
Item Used: Turtle Shell

/ VIT +40% /

Description: Increases a character's vitality by 40 percent.
Item Used: Orihalcon

/ VIT +60% /

Description: Increases a character's vitality by 60 percent.
Item Used: Adamantine

/ VIT BONUS /

Description: When a character levels up, the character gains 1 extra vitality
point.
Item Used: None

-+-+-+-----| PARTY |-----
-+-+-+-----

Party: Helps the party overall.

/ ALERT /

Description: Prevents an enemy from landing a sneak attack, increases chances
of your party landing a sneak attack.
Item Used: None

/ ENC HALF /

Description: Random encounters are cut in half.
Item Used: None

/ ENC NONE /

Description: Random battles are completely eliminated.
Item Used: None

/ MOVE-FIND /

Description: Allows you to see hidden save points and hidden draw points.
Item Used: None

/ RARE ITEM /

Description: Rare items become easier to obtain after a battle is won.
Item Used: None

-----| GF |-----

GF: Improves a GF's statistics.

/ BOOST /

Description: Allows you to boost up a GF for added attack power.

Item Used: None

/ GF HP +10% /

Description: Increases a GF's hit points by 10 percent.

Item Used: Healing Mail

/ GF HP +20% /

Description: Increases a GF's hit points by 20 percent.

Item Used: Silver Mail

/ GF HP +30% /

Description: Increases a GF's hit points by 30 percent.

Item Used: Gold Armor

/ GF HP +40% /

Description: Increases a GF's hit points by 40 percent.

Item Used: Diamond Armor

/ SUM MAG +10% /

Description: Increases a GF's attack power by 10 percent.

Item Used: Steel Pipe

/ SUM MAG +20% /

Description: Increases a GF's attack power by 20 percent.

Item Used: Star Fragment

/ SUM MAG +30% /

Description: Increases a GF's attack power by 30 percent.

Item Used: Energy Crystal

/ SUM MAG +40% /

Description: Increases a GF's attack power by 40 percent.

Item Used: Samantha Soul

```

-+-+-+-----| MENU |-----
-+-+-+-----

```

Menu: Gives you abilities to use on the menu.

/ AMMO-RF /

Description: Allows you to refine ammunition from items.

Item Used: None

/ CALL SHOP /

Description: Allows you to access previously visited shops from the menu.

Item Used: None

/ CARD MOD /

Description: Allows you to refine items from cards.

Item Used: None

/ FAMILIAR /

Description: Allows you to buy previously unlisted items at shops.

Item Used: None

/ F MAG-RF /

Description: Allows you to refine fire magic from items.

Item Used: None

/ FORBID MAG-RF /

Description: Allows you to refine forbidden from items.

Item Used: None

/ FORBID MED-RF /

Description: Allows you to refine forbidden medicine items from items.

Item Used: None

/ GFABL MED-RF /

Description: Allows you to refine GF Ability items from items.

Item Used: None

/ GFRECOV MED-RF /

Description: Allows you to refine GF recovery medicine items from items.

Item Used: None

/ HAGGLE /

Description: Buy items at shops at a reduced price.

Item Used: None

/ HIGH MAG-RF /

Description: Allows you to refine High-Level magic from Mid-Level magic.

Item Used: None

/ I MAG-RF /

Description: Allows you to refine water and ice magic from items.

Item Used: None

/ JUNK SHOP /

Description: Allows you to access a Junk Shop from the main menu.

Item Used: None

/ L MAG-RF /

Description: Allows you to refine life and recovery magic from items.

Item Used: None

/ MED LV UP /

Description: Allows you to refine rare medicine from common medicines.

Item Used: None

/ MID MAG-RF /

Description: Allows you to refine Mid-Level magic from Low-Level magic.

Item Used: None

/ RECOV MAG-RF /

Description: Allows you to refine recovery magic from items.

Item Used: None

/ SELL HIGH /

Description: Sell items for a higher than normal price.

Item Used: None

/ ST MAG-RF /

Description: Allows you to refine status effect magic from items.

Item Used: None

/ ST MED-RF /

Description: Allows you to refine status recovery medicine items from items.

Item Used: None

/ SUPT MAG-RF /

Description: Allows you to refine support magic from items.

Item Used: None

/ T MAG-RF /

Description: Allows you to refine lightning and wind magic from items.

Item Used: None

/ TIME MAG-RF /

Description: Allows you to refine time magic from items.

Item Used: None

/ TOOL-RF /

Description: Allows you to refine tools from items.

Item Used: None

--- 5.3 --- Gameshark Codes ---

Here is a list of all the gameshark codes in Final Fantasy 8. Note that some of them may lock up your file or corrupt it, so be careful.

All credit for these codes go to RPGClassics.com and the GS Code Creators site, both wonderful places to go.

Gameshark codes below are from The Game Shark Code Creators Club. Codes Made & Tested on Version 2.3 Game Shark

1E Allows FF 8 to Play in a
Mod-Chipped System D009B2B0 FFF3
8009B2E0 0046
D009B2B0 FFF3
8009B2E2 1000

1 Infinite Money 80076BA4 0FFF
80066BA6 5F5E
2 Save Anywhere 8006F372 0100

3 Play Time 80076D68 FFFF

4 Limit Time Play Fast 80076D6C FFFF

5 Super Chocobo 8009D4B4 0000 8009D4B6 0401

Characters

Main Character

6 Max HP 80076528 270F

7 Infinite HP 8007652A 270F

8 Max EXP 8007652C FFFF

9 EXP For Next Level Up 8007652E ????

10 Change Character (Replace ? For 0-A) 80076530 000?

11 Max Strength 80076532 FFFF

12 Max Knowledge 80076534 FFFF

13 Max Lucky 80076536 FFFF

Second Character

14 Max HP 800766F0 270F

15 Infinite HP 800766F2 270F

16 Max EXP 800766F4 FFFF

17 EXP For Next Level Up 800766F6 ????

18 Change Character (Replace ? For 0-A) 800766F8 000?

19 Max Strength 800766FA FFFF

20 Max Knowledge 800766FC FFFF

21 Max Lucky 800766FE FFFF

Third Character

22 Max HP 800768B8 270F

23 Infinite HP 800768BA 270F

24 Max EXP 800768BC FFFF

25 EXP For Next Level Up 800768BE ????

26 Change Character (Replace ? For 0-A) 800768C0 000?

27 Max Strength 800768C2 FFFF

28 Max knowledge 800768C4 FFFF

29 Max Lucky 800768C6 00FF

Fourth Character

30 Max HP 80076A80 270F

31 Infinite HP 80076A82 270F

32 Max EXP 80076A84 FFFF

33 EXP For Next Level Up 80076A86 ????

34 Change Character (Replace ? For 0-A) 80076A88 000?

35 Max Strength 80076A8A FFFF

36 Max Knowledge 80076A8C FFFF

37 Max Lucky 80076A8E FFFF

Fifth Character

38 Max HP 80076788 270F

39 Now HP 8007678A 270F

40 Max EXP 8007678C FFFF

41 EXP For Next Level Up 8007678E ????

42 Change Character (Replace ? For 0-A) 80076790 000?

43 Max Strength 80076792 FFFF

44 Max Knowledge 80076794 FFFF

45 Max Lucky 80076796 FFFF

Sixth Character

46 Max HP 80076820 270F

47 Now HP 80076822 270F

48 Max EXP 80076824 82B8
49 EXP For Next Level Up 80076826 ????
50 Change Character (Replace ? For 0-A) 80076828 000?
51 Max Strength 8007682A FFFF
52 Max Knowledge 8007682C FFFF
53 Max Lucky 8007682E FFFF

7th Character

54 Max HP 800768B8 270F
55 Now HP 800768BA 270F
56 Max EXP 800768BC 82B8
57 EXP For Next Level Up 800768BE ????
58 Change Character (Replace ? For 0-A) 800768C0 000?
59 Max Strength 800768C2 FFFF
60 Max Knowledge 800768C4 FFFF
61 Max Lucky 800768C6 00FF

8th Character

62 Max HP 80076950 270F
63 Now HP 80076952 270F
64 Max EXP 80076954 82B8
65 EXP For Next Level Up 80076956 ????
66 Change Character (Replace ? For 0-A) 80076958 000?
67 Max Strength 8007695A FFFF
68 Max Knowledge 8007695C FFFF
69 Max Lucky 8007695E FFFF

70 Main Character (All Magic) 80076538 6301

8007653A 6302
8007653C 6303
8007653E 6304
80076540 6305
80076542 6306
80076544 6307
80076548 6308
8007654A 6309
8007654C 630A
8007654E 630B
80076550 630C
80076552 630D
80076554 630E
80076556 630F
80076558 6310
8007655A 6311
8007655C 6312
8007655E 6313
80076560 6314
80076562 6315
80076564 6316
80076566 6317
80076568 6318
8007656A 6319
8007656C 631A
8007656E 631B
80076570 631C
80076572 631D
80076574 631E
80076576 631F

71 Second Character (All Magic) 80076700 6311

80076702 6312
80076704 6313
80076706 6314
80076708 6315
8007670A 6316
8007670C 6317
8007670E 6318
80076710 6319
80076712 631A
80076714 631B
80076716 631C
80076718 631D
8007671A 631E
8007671C 631F
8007671E 6320
80076720 6321
80076722 6322
80076724 6323
80076726 6324
80076728 6325
8007672A 6326
8007672C 6327
8007672E 6328
80076730 6329
80076732 632A
80076734 632B
80076736 632C
80076738 632D
8007673A 632E
8007673C 632F
8007673E 6330

72 Third Character (All Magic) 800768C8 6321

800768CA 6322
800768CC 6323
800768CE 6324
800768D0 6325
800768D2 6326
800768D4 6327
800768D6 6328
800768D8 6329
800768DA 632A
800768DC 632B
800768DE 632C
800768E0 632D
800768E2 632E
800768E4 632F
800768E6 6330
800768E8 6331
800768EA 6332
800768EC 6333
800768EE 6334
800768F0 6335
800768F2 6336
800768F4 6337
800768F6 6338
800768F8 6339
800768FA 633A
800768FC 633B
800768FE 633C

80076900 633D
80076902 633E
80076904 633F
80076906 6340

73 Fourth Character (All Magic) 80076A90 6331

80076A92 6332
80076A94 6333
80076A96 6334
80076A98 6335
80076A9A 6336
80076A9C 6337
80076A9E 6338
80076AA0 6339
80076AA2 633A
80076AA4 633B
80076AA6 633C
80076AA8 633D
80076AAA 633E
80076AAC 633F
80076AAE 6340
80076AB0 6341
80076AB2 6342
80076AB4 6343
80076AB6 6344
80076AB8 6345
80076ABA 6346
80076ABC 6347
80076ABE 6348
80076AC0 6349
80076AC2 634A
80076AC4 634B
80076AC6 634C
80076AC8 634D
80076ACA 634E
80076ACC 634F
80076ACE 6350

74 Fifth Character (All Magic) 80076798 6301

8007679A 6302
8007679C 6303
8007679E 6304
800767A0 6305
800767A2 6306
800767A4 6307
800767A6 6308
800767A8 6309
800767AA 630A
800767AC 630B
800767AE 630C
800767B0 630D
800767B2 630E
800767B4 630F
800767B6 6310
800767B8 6311
800767BA 6312
800767BC 6313
800767BE 6314
800767C0 6315
800767C2 6316

800767C4 6317
800767C6 6318
800767C8 6319
800767CA 631A
800767CC 631B
800767CE 631C
800767D0 631D
800767D2 631E
800767D4 631F
800767D6 6320

75 Sixth Character (All Magic) 80076830 6301

80076832 6302
80076834 6303
80076836 6304
80076838 6305
8007683A 6306
8007683C 6307
8007683E 6308
80076840 6309
80076842 630A
80076844 630B
80076846 630C
80076848 630D
8007684A 630E
8007684C 630F
8007684E 6310
80076850 6311
80076852 6312
80076854 6313
80076856 6314
80076858 6315
8007685A 6316
8007685C 6317
8007685E 6318
80076860 6319
80076862 631A
80076864 631B
80076866 631C
80076868 631D
8007686A 631E
8007686C 631F
8007686E 6320

76 G.F. Acquisition & Change Shiva (Main Character) 800760FC FFFF

800760FE FFFF
80076100 FFFF
80076102 FFFF
80076104 FFFF
80076106 FFFF
80076108 FFFF
8007610A 00FF
80076140 FFFF
80076142 FFFF
80076144 FFFF
80076146 FFFF
80076148 FFFF
8007614A FFFF
8007614C FFFF
8007614E 00FF

77 All Acquisition 800760F8 0100

8007613C 0100
80076180 0100
800761C4 0100
80076208 0100
8007624C 0100
80076290 0100
800762D4 0100
80076318 0100
8007635C 0100
800763A0 0100
800763E4 0100
80076428 0100
8007646C 0100
800764B0 0100
800764F4 0100

78 Pocket Muumuu Unlock 8001F7B4 576D

8001F7B6 106F

79 Acquisition LV100 After 1 Battle 80022752 34A2

In-Battle Codes

80 After One Battle, GF Max D002276C 000C

8002276E AE30

81 After One Battle, Memorize All Enemy Skill 800229A0 0001

82 When Make Magic, Magic Stone Will Not Reduced D01E6986 0066

801E6986 0060

83 Fast Store Energy to Attack 800775C4 2EE0

80077794 2EE0

80077964 2EE0

84 Infinite HP 800775B2 270F

80077782 270F

80077952 270F

85 1st Character (Down+L2 to Use Special Attack) D0081B0E 8001

80077460 0400

86 2nd Character (Down+R2 to Use Special Attack) D0081B0E 8002

80077630 0400

87 3rd Character (Down+L1 to Use Special Attack) D0081B0E 8004

80077800 0400

88 1st Character (Up+L2 to Use Acquisition Attack) D0081B0E 1001

80077454 0000

89 2nd Character (Up+R2 to Use Acquisition Attack) D0081B0E 1002

80077624 0000

90 3rd Character (Up+L1 to Use Acquisition Attack) D0081B0E 1004

800777F4 0000

Caetla Only Codes

91 Main Character (All Magic) B0310002 00000001
80076538 6301

92 Second Character (All Magic) B0310002 00000001
80076700 6311

93 Third Character (All Magic) B0310002 00000001
800768C8 6321

94 Fourth Character (All Magic) B0310002 00000001
80076A90 6331

95 Fifth Character (All Magic) B0200002 00000001
80076798 6301

96 Sixth Character (All Magic) B0200002 00000001
80076830 6301

97 All GF Card And Player B04B0002 00000000

80077378 E4E4
300773C4 00E4
B01F0002 00000000
800773C6 F0F0
300773C5 00F0
800773E6 FFFF
800773E8 FFFF
300773EA 00FF

Guardian Forces Codes

GF 1
98 Max HP 80077A58 270F
80077A5A 270F
99 Max exp 80077A5C 967F
80077A5E 0098
100 Level 99 30077A60 0063

GF 2
101 Max HP 80077A64 270F
80077A66 270F
102 Max exp 80077A68 967F
80077A6A 0098
103 Level 99 30077A6C 0063

GF 3
104 Max HP 80077A70 270F
80077A72 270F
105 Max exp 80077A74 967F
80077A76 0098
106 Level 99 30077A78 0063

GF 4
107 Max HP 80077A7C 270F
80077A7E 270F
108 Max exp 80077A80 967F
80077A82 0098
109 Level 99 30077A84 0063

GF 5
110 Max HP 80077A88 270F
80077A8A 270F

111 Max exp 80077A8C 967F
80077A8E 0098
112 Level 99 30077A90 0063

GF 6

113 Max HP 80077A94 270F
80077A96 270F
114 Max exp 80077A98 967F
80077A9A 0098
115 Level 99 30077A9C 0063

GF 7

116 Max HP 80077AA0 270F
80077AA2 270F
117 Max exp 80077AA4 967F
80077AA6 0098
118 Level 99 30077AA8 0063

GF 8

119 Max HP 80077AAC 270F
80077AAE 270F
120 Max exp 80077AB0 967F
80077AB2 0098
121 Level 99 30077AB4 0063

GF 9

122 Max HP 80077AB8 270F
80077ABA 270F
123 Max exp 80077ABC 967F
80077ABE 0098
124 Level 99 30077AC0 0063

GF 10

125 Max HP 80077AC4 270F
80077AC6 270F
126 Max exp 80077AC8 967F
80077ACA 0098
127 Level 99 30077ACC 0063

GF 11

128 Max HP 80077AD0 270F
80077AD2 270F
129 Max exp 80077AD4 967F
80077AD6 0098
130 Level 99 30077AD8 0063

GF 12

131 Max HP 80077ADC 270F
80077ADE 270F
132 Max exp 80077AE0 967F
80077AE2 0098
133 Level 99 30077AE4 0063

GF 13

134 Max HP 80077AE8 270F
80077AEA 270F
135 Max exp 80077AEC 967F
80077AEE 0098
136 Level 99 30077AF0 0063

Item Type - There's several types of items. Some are used to modify for ammo, some are used to modify for limit breaks, some are used for healing, etc.

Use - What the item is used for.

Win - The best way to receive the item.

Card Mod - What card/cards you can modify in order to receive the item.

Weapon - What weapon you can modify in order to receive the item.

Refine - What you can refine from the item. This is not to receive the item, this is what you get when you don't want the item and want to refine new items out of it.

```
-----  
| ACCELERATOR | Price: 150 Gil |  
-----  
| Item Type: GF Ability |  
| Use: GF learns Auto Haste ability. |  
| Win: Mod from Kiros card. |  
| Card Mod: 1x Kiros = 3x Item |  
| Weapon: N/A |  
| Refine: Med-RF: 1x item = 10x Spd-J Scroll |  
| Med-RF: 1x item = 100x Lightweight |  
-----
```

```
-----  
| ADAMANTINE | Price: 150 Gil |  
-----  
| Item Type: GF Ability |  
| Use: GF learns Vitality +60% ability. |  
| Win: Defeat 2X Adamantine. |  
| Card Mod: 1x Minotaur = 6x Item |  
| Weapon: Squall's Lion Heart (x1) |  
| Zell's Ehreigz (x1) |  
| Selphie's Strange Vision (x1) |  
| Refine: Med-RF: 1x item = 10x Orcichalons |  
-----
```

```
-----  
| AEGIS AMULET | Price: 350 Gil |  
-----  
| Item Type: GF Ability |  
| Use: Makes GF forget an ability. |  
| Win: Defeat/Mug UFO. |  
| Card Mod: N/A |  
| Weapon: N/A |  
| Refine: Med-RF: 1x item = 50x Barriers |  
-----
```

```
-----  
| AMNESIA GREENS | Price: 1,000 Gil |  
-----  
| Item Type: GF Ability |  
| Use: GF learns Vitality +60% ability. |  
| Win: Buy from pet shops. |  
| Card Mod: N/A |  
| Weapon: N/A |  
-----
```

```

| Refine:      N/A
-----
| ANTIDOTE                                         | Price: 100 Gil
-----
| Item Type:  Healing Item
| Use:       Cures the poison status effect.
| Win:       Buy from shops.
| Card Mod:  N/A
| Weapon:    N/A
| Refine:    Med-RF: 10x item = 1x Venom Fang
|           Med-RF: 3x Item = 1x Poison Powder
-----

```

```

| AP AMMO                                         | Price: 150 Gil
-----
| Item Type:  Ammunition
| Use:       Ammo for Irvine's limit breaks.
| Win:       N/A
| Card Mod:  N/A
| Weapon:    N/A
| Refine:    Ammo-RF: 20x Item = 1x Chef's Knife
|           Ammo-RF: 10x Item = Sharp Spike
-----

```

```

| ARCTIC WIND                                     | Price: 200 Gil
-----
| Item Type:  GF Affection Item
| Use:       Improves affection with Shiva by 1. Can be refined into ice.
| Win:       Defeat or mug a Glaccid Eye.
| Card Mod:  1x Glaccid Eye = 1x Item
| Weapon:    N/A
| Refine:    N/A
-----

```

```

| AURA STONE                                    | Price: 5 Gil
-----
| Item Type:  Combat Item
| Use:       Casts Aura magic. Can cast onto character or an ally.
| Win:       Defeat BOSS Propagandor.
| Card Mod:  N/A
| Weapon:    N/A
| Refine:    Tool-RF: 10x Item = 1x Hypno Crown
|           Tool-RF: 10x Item = 1x Power Wrist
|           Tool-RF: 2x Item = 1x Circlet
|           Tool-RF: 2x Item = 1x Strength Love
|           Tool-RF: 2x Item = 1x Fury Fragment
|           Tool-RF: 1x Item = 1x Steel Pipe
-----

```

```

| BARRIER                                         | Price: 125 Gil
-----
| Item Type:  Limit Break Ability
| Use:       Allows Quistis to learn the Mighty Guard limit break.
| Win:       Defeat or mug a Behemoth.
-----

```

| Card Mod: 10x Behemoth = 1x Item
| Weapon: N/A
| Refine: N/A

| BETRAYAL SWORD | Price: 50 Gil

| Item Type: Refinement
| Use: Used to remodel weapons and refine magic from.
| Win: Mug Blitz.
| Defeat Forbidden.
| Card Mod: 1x Forbidden = 1x Item
| Weapon: Squall's Flame Saber (x1)
| Refine: N/A

| BLACK HOLE | Price: 75 Gil

| Item Type: Blue Magic
| Use: Teaches Quistis the Degenerator limit break.
| Win: Defeat/Mug Gesper
| Card Mod: 1x Gesper = 1x Item
| 1x Diablos = 100x Item
| Weapon: N/A
| Refine: Time Mag-RF: 1x Item = 30x Demi

| BOMB FRAGMENT | Price: 25 Gil

| Item Type: GF Affection Item
| Use: Improves affection with Ifrit by 1. Can be refined into fire.
| Win: Defeat/Mug Bomb
| Card Mod: 1x Bomb = 1x Item
| Weapon: Selphie's Flail (x1)
| Irvine's Ulysses (x1)
| Refine: N/A

| BOMB SPIRIT | Price: 5,000 Gil

| Item Type: GF Ability
| Use: Teaches a GF the Kamikaze ability.
| Win: Mug Level 100 Bombs (have the Rare Item ability equipped.)
| Card Mod: N/A
| Weapon: N/A
| Refine: Med-RF: 1x Item = 100x Bomb Fragments

| CACTUS THORN | Price: 75 Gil

| Item Type: GF Affection Item
| Use: Improves affection with Cactuar by 3.
| Win: Defeat a Cactuar.
| Card Mod: 1x Cactuar = 1x Item
| 1x Jumbo Cactuar = 1x Item


```

| Weapon:      N/A
| Refine:      N/A
-----

| CHEF'S KNIFE
| Price: 75 Gil

| Item Type:   GF Affection Item
| Use:         Improves affection with Tonberry by 3.
| Win:         Defeat/Mug Tonberry.
| Card Mod:    1x Tonberry = 1x Item
|              1x Tonberry King = 1x Item
| Weapon:      Squall's Punishment (x1)
| Refine:      N/A
-----

| CHOCOBO'S TAG
| Price: N/A Gil

| Item Type:   Misc.
| Use:         Changes a chocobo's name.
| Win:         N/A
| Card Mod:    N/A
| Weapon:      N/A
| Refine:      N/A
-----

| CIRCLET
| Price: 75 Gil

| Item Type:   GF Ability
| Use:         Teaches a GF the Mag +20% Ability.
| Win:         Mug NORG.
| Card Mod:    10x Gerogero: 1x Item
| Weapon:      N/A
| Refine:      N/A
-----

| COCKATRICE PINION
| Price: 50 Gil

| Item Type:   Refinement
| Use:         Refines into soft or break magic usually.
| Win:         Defeat/Mug Cockatrice
| Card Mod:    1x Cockatrice = 1x Item
|              1x Iguion = 1x Item
| Weapon:      N/A
| Refine:      N/A
-----

| COMBAT KING #001
| Price: N/A Gil

| Item Type:   Limit Break
| Use:         Helps Rinoa learn a limit break.
| Win:         Located in 1st floor of D-District Prison.
| Card Mod:    N/A
| Weapon:      N/A
| Refine:      N/A
-----

```

```

+++++
| COMBAT KING #002                                     | Price: N/A Gil |
+++++
| Item Type: Limit Break                               |
| Use:         Helps Rinoa learn a limit break.       |
| Win:         Defeat Fujin and Raijin at Balamb Hotel. |
| Card Mod:    N/A                                     |
| Weapon:      N/A                                     |
| Refine:      N/A                                     |
+++++

+++++
| COMBAT KING #003                                     | Price: N/A Gil |
+++++
| Item Type: Limit Break                               |
| Use:         Helps Rinoa learn a limit break.       |
| Win:         During Zell's Love Quest side story, talk to the girl in the |
|              library, then return to Balamb and talk to her friend. Go to |
|              Dinct's house and talk to mom, then rest at the Balamb hotel. |
| Card Mod:    N/A                                     |
| Weapon:      N/A                                     |
| Refine:      N/A                                     |
+++++

+++++
| COMBAT KING #004                                     | Price: N/A Gil |
+++++
| Item Type: Limit Break                               |
| Use:         Helps Rinoa learn a limit break.       |
| Win:         Receive from the only Esthar soldier during the Lunatic |
|              Pandora's attack on Esthar.            |
| Card Mod:    N/A                                     |
| Weapon:      N/A                                     |
| Refine:      N/A                                     |
+++++

+++++
| COMBAT KING #005                                     | Price: N/A Gil |
+++++
| Item Type: Limit Break                               |
| Use:         Helps Rinoa learn a limit break.       |
| Win:         Found on the path leading left from elevator 3's basement. |
| Card Mod:    N/A                                     |
| Weapon:      N/A                                     |
| Refine:      N/A                                     |
+++++

+++++
| CORAL FRAGMENT                                       | Price: 75 Gil  |
+++++
| Item Type: Blue Magic                               |
| Use:         Teaches Quistis the Electrocute limit break. |
| Win:         Mug Creeps.                            |
|              Defeat/Mug Cockatrice.                |
| Card Mod:    1x Creeps = 1x Item                    |
| Weapon:      none                                    |
| Refine:      T Mag-RF: 1x Item = 20x Thundara      |
+++++

```

```
-----
| COTTAGE | Price: 450 Gil |
-----
| Item Type: Healing |
| Use: Restores HP/MP to party and HP to all GF. |
| Win: Defeat Elynole. |
| Card Mod: N/A |
| Weapon: N/A |
| Refine: Tool-RF: 1x Item = 1x Whisper |
| Tool-RF: 30x Item = 1x Healing Ring |
| Tool-RF: 50x Item = 1x Diamond Armor |
-----
```

```
-----
| CURSE SPIKE | Price: 75 Gil |
-----
| Item type: Blue Magic |
| Use: Teaches Quistis the Lv? Death limit break. |
| Win: Defeat/Mug Tri-Face |
| Card Mod: 1x Tri-Face = 1x Item |
| Weapon: Selphie's Strange Vision (x2) |
| Refine: ST Mag-RF: 1x Item = 10x Pain |
| ST Med-RF: 1x Item = 1x Remedy |
| Tool-RF: 100x Item = 1x Dark Matter (Siren must be level 100) |
-----
```

```
-----
| DARK AMMO | Price: 30 Gil |
-----
| Item type: Ammunition |
| Use: Ammo with status changing effect. |
| Win: N/A |
| Card Mod: 1x Abadon = 20x Item |
| Weapon: N/A |
| Refine: Ammo-RF: 10x Item = 1x Poison Powder |
| Ammo-RF: 20x Item = 1x Venom Fang |
-----
```

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-----
| DARK MATTER | Price: 250 Gil |
-----
| Item type: Blue Magic |
| Use: Teaches Quistis the Shockwave Pulsar limit break. |
| Win: N/A |
| Card Mod: N/A |
| Weapon: N/A |
| Refine: Tool-RF: 1x Item = 100x Curse Spike |
-----
```

```
-----
| DEAD SPIRIT | Price: 150 Gil |
-----
| Item type: Attack Item |
| Use: Same effect as Death. |
| Win: Defeat Propagator during disc 3's space journey. |
| Card Mod: 1x Elvoret = 10x Item |
| Weapon: N/A |
| Refine: Tool-RF: 1x Item = 2x Death Stone |
-----
```

```
-----
| DEATH STONE                                     | Price: 150 Gil |
-----
| Item type:  Attack Item                       |               |
| Use:       Same effect as Death.             |               |
| Win:      Defeat Propagator during disc 3's  |               |
|           space journey.                     |               |
| Card Mod: 1x Elvoret = 10x Item             |               |
| Weapon    N/A                               |               |
| Refine:   Tool-RF: 1x Item = 2x Death Stone |               |
-----
```

```
-----
| DEMOLITION AMMO                               | Price: 150 Gil |
-----
| Item type:  Ammunition                       |               |
| Use:       Ammo for Irvine's limit break.   |               |
| Win:      N/A                               |               |
| Card Mod: 1x Trauma = 30x Item             |               |
| Weapon    N/A                               |               |
| Refine:   Ammo-RF: 20x Item = 1x Missile   |               |
|           Ammo-RF: 40x Item = 1x Running Fire |               |
|           Ammo-RF: 40x Item = 1x Cactus Thorn |               |
-----
```

```
-----
| DIAMOND ARMOR                                 | Price: 1,000 Gil |
-----
| Item type:  GF Ability                       |               |
| Use:       GF learns HP +40% Ability.       |               |
| Win:      Defeat Iron Giant in the Prison  |               |
|           Cell at Ultimecia's Castle.      |               |
| Card Mod: 1x Seifer = 3z Item             |               |
| Weapon    N/A                               |               |
| Refine:   Med-RF: 1x Item = 5x Gold Armor   |               |
-----
```

```
-----
| DINO BONE                                     | Price: 150 Gil |
-----
| Item type:  GF Affection                    |               |
| Use:       Improves affectionm with the GF  |               |
|           Brothers by 3.                   |               |
| Win:      Defeat T-Rexaur.                 |               |
| Card Mod: 2x T-Rexaur = 1x Item           |               |
|           1x Armadodo = 1x Item           |               |
|           1x Sacred = 100x Item           |               |
| Weapon    N/A                               |               |
| Refine:   N/A                               |               |
-----
```

```
-----
| DOC'S CODE                                   | Price: 20,000 Gil |
-----
| Item type:  GF Ability                       |               |
| Use:       GF learns Med Data Ability.     |               |
| Win:      N/A                               |               |
| Card Mod: 1x Leviathan = 3x Item           |               |
| Weapon    N/A                               |               |
| Refine:   Med-RF: 1x Item = 10x Elixir     |               |
-----
```

| DRAGON FANG | Price: 100 Gil |

| Item type: Refinement |
| Use: Used to refine into items, magic, and weapon remodeling. |
| Win: Defeat the Blue Dragon. |
| Card Mod: N/A |
| Weapon Squall's Lion Heart (x4) |
Refine: N/A

| DRAGON FIN | Price: 50 Gil |

| Item type: GF Affection |
| Use: Improves affection with Cerebrus by 3. |
| Win: Defeat Grendel. |
| Card Mod: N/A |
| Weapon Zell's Maverick (x1) |
Refine: N/A

| DRAGON SKIN | Price: 150 Gil |

| Item type: GF Affection |
| Use: Improves affection with Carbuncle by 3. |
| Win: Defeat the Blue Dragon, Anacoundaur, or Blue Dragon. |
| Card Mod: N/A |
| Weapon Quistis's Red Scorpion (x2) |
| Zell's Gauntlet (x1) |
| Zell's Ehrgeiz (x4) |
Refine: N/A

| DRAW SCROLL | Price: 2,500 Gil |

| Item type: GF Ability |
| Use: GF learns Draw Ability. |
| Win: N/A |
| Card Mod: N/A |
| Weapon N/A |
Refine: N/A

| DYNAMO STONE | Price: 250 Gil |

| Item type: GF Affection |
| Use: Improves affection with Quezacotl by 3. |
| Win: Defeat the Blitz or Cockatrice. |
| Card Mod: 1x Blitz = 1x Item |
| 1x Quezacotl = 100x Item |
| Weapon N/A |
Refine: N/A

| ECHO SCREEN | Price: 100 Gil |

| Item type: Item
| Use: Used to heal the Silence status effect.
| Win: N/A
| Card Mod: N/A
| Weapon N/A
| Refine: N/A

| ELEM ATK | Price: 25,000 Gil

| Item type: GF Ability
| Use: GF learns the Elem Atk-J Ability.
| Win: N/A
| Card Mod: N/A
| Weapon N/A
| Refine: N/A

| ELEM GUARD | Price: 25,000 Gil

| Item type: GF Ability
| Use: GF learns the Elem Def-J Ability.
| Win: N/A
| Card Mod: N/A
| Weapon N/A
| Refine: N/A

| ELIXIR | Price: 5,000 Gil

| Item type: Healing
| Use: Restores all HP and status to one character.
| Win: Defeat Elvoret or Mug Edea at Deling City.
| Card Mod: 1x Angelo = 100x Item
| Weapon N/A
| Refine: Med LV Up: 1x Item = 10x Remedy
| Forbid Med-RF: 1x Item = 20x Mega Potions
| Forbid Med-RF: 4x Item = 1x Elem Atk
| Forbid Med-RF: 4x Item = 1x Elem Guard
| Forbid Med-RF: 4x Item = 1x Status Atk
| Forbid Med-RF: 4x Item = 1x Status Guard

| ENERGY CRYSTAL | Price: 50 Gil

| Item type: GF Ability
| Use: GF learns the SumMag +30% Ability.
| Win: Defeat a Level 100 Ruby Dragon, Behemoth, or Elynole.
| Card Mod: 10x Elynoles = 1x Item
| Weapon N/A
| Refine: N/A

| EYE DROPS | Price: 50 Gil

| Item type: Healing
| Use: Heals the Darkness status effect.
| Win: N/A
| Card Mod: N/A
| Weapon N/A
| Refine: ST Med-RF: 3x Item = 1x Ochu Tentacle

| FAST AMMO | Price: 5 Gil

| Item type: Ammunition
| Use: Ammunition for rapid fire.
| Win: N/A
| Card Mod: 1x GIM47N = 10x Fast Ammo
| Weapon N/A
| Refine: Ammo-RF: 1x Item = 1x Normal Ammo
| Ammo-RF: 2x Item = 1x Shotgun Ammo

| FIRE AMMO | Price: 25 Gil

| Item type: Ammunition
| Use: Ammunition that has the fire element.
| Win: N/A
| Card Mod: 1x Oilboyle = 30x Item
| Weapon N/A
| Refine: Ammo-RF: 20x Item = 1x Bomb Fragment
| Ammo-RF: 40x Item = 1x Red Fang
| Ammo-RF: 10x Item = 1x Fuel

| FISH FIN | Price: 25 Gil

| Item type: GF Affection
| Use: Improves affection with Leviathan by 2.
| Win: Defeat either the Fastitocalon-F or Fastitocalon.
| Card Mod: N/A
| Weapon Zell's Metal Knuckle (x1)
| Refine: N/A

| FLARE STONE | Price: 5 Gil

| Item type: Attack
| Use: Has the same effect as Flare magic.
| Win: Defeat Propagator or Abadon in Disc 3.
| Card Mod: 1x Tiamat = 10x Item
| Weapon N/A
| Refine: Tool-RF: 2x Item = 1x Inferno Fang

| FORCE ARMLET | Price: 5,000 Gil

| Item type: GF Ability
| Use: Helps the GF learn Spirit +40% ability.

```

| Win:          Defeat Malboro, Ochu, or Seifer/Edea.
| Card Mod:     N/A
| Weapon        N/A
| Refine:       Tool-RF: 1x Item = 10x Spr-J Scroll
-----

| FRIENDSHIP                                         | Price: 100 Gil
-----
| Item type:    Summon
| Use:          Summons the Moomba summon during battle, attacking all enemies.
| Win:          N/A
| Card Mod:     N/A
| Weapon        N/A
| Refine:       N/A
-----

| FUEL                                                  | Price: 750 Gil
-----
| Item type:    Refinement
| Use:          Used as fuel for cars.
| Win:          Mug or defeat Oilboyles.
| Card Mod:     N/A
| Weapon        N/A
| Refine:       N/A
-----

| FURY FRAGMENT                                       | Price: 125 Gil
-----
| Item type:    Refinement
| Use:          Used to refine into magic, also used for weapon remodeling.
| Win:          Mug a Blue Dragon, or win from level 20-30 Ruby Dragons.
| Card Mod:     1x Blue Dragon = 1x Item
| Weapon        Zell's Gauntlet (x1), Zell's Ehrgeiz (x1)
| Refine:       N/A
-----

| G-POTION                                             | Price: 50 Gil
-----
| Item type:    GF Healing
| Use:          Used to restore 200 HP to a GF.
| Win:          N/A
| Card Mod:     N/A
| Weapon        N/A
| Refine:       N/A
-----

| G-HI POTION                                         | Price: 150 Gil
-----
| Item type:    GF Healing
| Use:          Used to restore 1,000 HP to a GF.
| Win:          Defeat Sacred in Tomb of Unknown King.
| Card Mod:     N/A
| Weapon        N/A
| Refine:       GFRecov Med-RF: 2x Item = 1x Healing Water
|               GFRecov Med-RF: 2x Item = 1x Mesmerize Blade

```


GFRecov Med-RF: 4x Item = 1x Whisper
G-MEGA POTION

| Item type: GF Healing |
| Use: Used to restore 1,000 HP to all GF's. |
| Win: Defeat Odin in Centra Ruins. |
| Card Mod: 1x Sphinxuar = 1x Item |
| 1x Propagator = 1x Item |
| Weapon N/A |
Refine: GFRecov Med-RF: 20x Item = 1x Healing Ring

| G-RETURNER | Price: 125 Gil |

| Item type: GF Healing |
| Use: Brings a GF back from death. |
| Win: Defeat Ifrit, Elvoret, Diablos, Minotaur, Cerebus. |
| Card Mod: 1x Granaldo = 1x Item |
| Weapon N/A |
| Refine: GFRecov Med-RF: 2x Item = 1x Pet House |
| GFRecov Med-RF: 2x Item = 1x Life Ring |
| GFRecov Med-RF: 6x Item = 1x Regen Ring |
GFRecov Med-RF: 40x Item = 1x Phoenix Spirit

| GAEA'S RING | Price: 11,250 Gil |

| Item type: GF Ability |
| Use: GF learns the HP +80% Ability. |
| Win: Defeat a Jumbo Cactuar. |
| Card Mod: 1x Ward = 3x Item |
| Weapon N/A |
Refine: Med-RF: 1x Item = 10x Giant Ring

| GAMBLER'S SPIRIT | Price: 1,250 Gil |

| Item type: GF Ability |
| Use: GF learns the Card Ability. |
| Win: N/A |
| Card Mod: 3x Shumi = 1x Item |
| Weapon N/A |
Refine: N/A

| GF SCROLL | Price: 1,250 Gil |

| Item type: GF Ability |
| Use: GF learns the GF Ability. |
| Win: N/A |
| Card Mod: N/A |
| Weapon N/A |
Refine: N/A

| GIANT'S RING | Price: 5,000 Gil |

| Item type: GF Ability |
| Use: GF learns the HP +40% Ability. |
| Win: Defeat a Behemoth. |
| Card Mod: N/A |
| Weapon N/A |
Refine: Med-RF: 1x Item = 10x HP-J Scroll

| GIRL NEXT DOOR | Price: 100 Gil |

| Item type: Magazine |
| Use: Just a dirty magazine. :P |
| Win: N/A |
| Card Mod: N/A |
| Weapon N/A |
Refine: N/A

| GLOW CURTAIN | Price: 100 Gil |

| Item type: GF Ability |
| Use: GF learns the Auto Reflect Ability. |
| Win: N/A |
| Card Mod: 1x Carbuncle = 3x Item |
| Weapon N/A |
Refine: Med-RF: 1x Item = 100x Dragon Skin

| GOLD ARMOR | Price: 100 Gil |

| Item type: GF Ability |
| Use: GF learns the HP +83% Ability. |
| Win: N/A |
| Card Mod: N/A |
| Weapon N/A |
Refine: Med-RF: 1x Item = 5x Silver Mail

| GYASHAL GREENS | Price: 5 Gil |

| Item type: Chocobo Related |
| Use: Pocketstation related item. |
| Win: N/A |
| Card Mod: 1x Chicobo = 100x Gysahl Greens |
| Weapon N/A |
Refine: N/A

| HEALING MAIL | Price: 100 Gil |

| Item type: GF Ability
| Use: GF learns the HP +10% Ability.
| Win: Mug Snow Lion or Defeat a Tutrapod.
| Card Mod: 5x Tutrapod = 1x Item
| Weapon N/A
| Refine: N/A

| HEALING RING | Price: 75 Gil

| Item type: GF Ability
| Use: GF learns the Recover ability.
| Win: N/A
| Card Mod: N/A
| Weapon N/A
| Refine: Med-RF: 100x Whisper = 1x Item

| HEALING WATER | Price: 25 Gil

| Item type: Refining
| Use: Used to refine into item or magic.
| Win: Defeat or Mug a Jelleeye.
| Card Mod: N/A
| Weapon N/A
| Refine: N/A

| HERO | Price: 5,000 Gil

| Item type: Invisibility
| Use: Use this to make a character invisible.
| Win: Mug Seiger during Galbadia Garden or Lunatic Pandora.
| Card Mod: 1x Laguna = 100x Item
| Weapon N/A
| Refine: Med LV Up: 10x Hero-trial: 1x Item

| HERO TRIAL | Price: N/A Gil

| Item type: Invisibility
| Use: Pocketstation related item.
| Win: N/A
| Card Mod: N/A
| Weapon N/A
| Refine: N/A

| HI-POTION | Price: 250 Gil

| Item type: Healing
| Use: Character recovers 1,000 HP.
| Win: Mug or defeat a G-Soldier/Esthar Soldier.
| Card Mod: N/A
| Weapon N/A

| Refine: Recov Med-RF: 6x Item = 6x Healing Mail |
| Med LV Up: 1x Item = 3x Potion |
| Recov Med-RF: 2x Item = 1x Healing Mail |

| HI-POTION+ | Price: 500 Gil |

| Item type: Healing |
| Use: Character recovers 2,000 HP. |
| Win: N/A |
| Card Mod: N/A |
| Weapon N/A |
| Refine: Med LV Up: 1x Item = 3x Hi-Potion |

| HOLY STONE | Price: 5 Gil |

| Item type: Attack |
| Use: Same effect as Holy magic. |
| Win: Defeat Propagator. Defeat Edea. |
| Card Mod: 1x Krysta = 10x Item |
| Weapon N/A |
| Refine: Tool-RF: 2X Item = 1x Moon Stone |

| HOLY WAR | Price: 50 Gil |

| Item type: Invisibility |
| Use: Makes the entire party invisible. |
| Win: N/A |
| Card Mod: 1x Gilgamesh = 10x Holy War |
| Weapon N/A |
| Refine: Med LV Up: 1x Item = 10x Holy War-trial |

| HOLY WAR - TRIAL | Price: N/A Gil |

| Item type: Invisibility |
| Use: Sometimes makes the entire party invisible. |
| Win: N/A |
| Card Mod: N/A |
| Weapon N/A |
| Refine: Med LV Up: 1x Item = 10x Hero |

| HOLY WATER | Price: 50 Gil |

| Item type: Healing |
| Use: Cures the Zombie and Curse status effects. |
| Win: N/A |
| Card Mod: N/A |
| Weapon N/A |
| Refine: ST Med-RF: 3x Item = 1x Zombie Powder |

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| HP UP | Price: N/A Gil |
-----
| Item type: Character Stats |
| Use: Increases a character's max HP by 10. |
| Win: N/A |
| Card Mod: N/A |
| Weapon N/A |
| Refine: Forbid Med-RF: 1x Item = 1x Gaea's Ring |
-----

-----
| HP-J SCROLL | Price: 2,500 Gil |
-----
| Item type: GF Ability |
| Use: GF learns the HP-J Ability. |
| Win: N/A |
| Card Mod: N/A |
| Weapon N/A |
| Refine: Med-RF: 1x Item = 2x HP Up |
-----

-----
| HUNDRED NEEDLES | Price: N/A Gil |
-----
| Item type: GF Ability |
| Use: GF learns the Damage Return Ability. |
| Win: N/A |
| Card Mod: N/A |
| Weapon N/A |
| Refine: Med-RF: 1x Item = 100x Cactuar's Thorn |
-----

-----
| HUNGRY COOKPOT | Price: N/A Gil |
-----
| Item type: GF Ability |
| Use: GF learns the Devour Ability. |
| Win: Give 5 Elixirs to the PuPu enemy. |
| Card Mod: 1x PuPu = 1x Item |
| Weapon N/A |
| Refine: N/A |
-----

-----
| HYPER WRIST | Price: N/A Gil |
-----
| Item type: GF Ability |
| Use: GF learns the Str +60% Ability. |
| Win: Mug/Defeat Bahamut. |
| Card Mod: 1x Zell = 3x Item |
| Weapon N/A |
| Refine: Med-RF: 1x Item = 10x Power Wrist |
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| HYPNO CROWN | Price: 5,000 Gil |
-----
| Item type: GF Ability |
| Use: GF learns the Mag +40% Ability. |

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| Win: N/A
| Card Mod: N/A
| Weapon N/A
| Refine: Med-RF: 1x Item = 10x Mag-J Scroll

| INFERNO FANG | Price: 75 Gil

| Item type: Blue Magic
| Use: Teaches Quistis the Fire Breath limit break.
| Win: Mug or Defeat a Ruby Dragon or Hexdragon.
| Card Mod: 10x Ruby Dragon = 1x Inferno Fang
| Weapon N/A
| Refine: N/A

| ITEM SCROLL | Price: 1,250 Gil

| Item type: GF Ability
| Use: GF learns the Item Ability.
| Win: N/A
| Card Mod: N/A
| Weapon N/A
| Refine: N/A

| JET ENGINE | Price: N/A Gil

| Item type: GF Ability
| Use: GF learns the Spd +20% Ability.
| Win: Defeat Cactuar.
| Card Mod: 40x Tri-Point = 1x Item
| Weapon N/A
| Refine: N/A

| KNIGHT'S CODE | Price: N/A Gil

| Item type: GF Ability
| Use: GF learns the Cover Ability.
| Win: N/A
| Card Mod: N/A
| Weapon N/A
| Refine: Med-RF: 1x Item = 5x Holy War

| LASER CANNON | Price: 125 Gil

| Item type: Blue Magic
| Use: Allows Quistis to learn the Homing Laser limit break.
| Win: Defeat Behlmeil or Mug Mobile Type 8.
| Card Mod: N/A
| Weapon N/A
| Refine: N/A

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+++++
| LIFE RING                                     | Price: 50 Gil |
+++++
| Item type: Refinement                        |              |
| Use:      Used to refine into items and magic. |              |
| Win:      Mug or Defeat a Mesmerize or Torama. |              |
| Card Mod: 5x Torama = 1x Life Ring           |              |
| Weapon    N/A                               |              |
| Refine:   N/A                               |              |
+++++

+++++
| LIGHTWEIGHT                                 | Price: 50 Gil |
+++++
| Item type: Refinement                        |              |
| Use:      Used to refine into items and magic. |              |
| Win:      Mug or defeat a Vysage.           |              |
| Card Mod: 1x Cerebus = 100x Item           |              |
| Weapon    N/A                               |              |
| Refine:   N/A                               |              |
+++++

+++++
| LUCK UP                                     | Price: N/A Gil |
+++++
| Item type: Character Statistics              |              |
| Use:      Used to increase a character's Luck by 1. |              |
| Win:      N/A                               |              |
| Card Mod: N/A                               |              |
| Weapon    N/A                               |              |
| Refine:   Item-RF: 1x Item = 1x Luck-J Scroll |              |
+++++

+++++
| LUCK-J SCROLL                             | Price: N/A Gil |
+++++
| Item type: GF Ability                       |              |
| Use:      GF learns the Luck-J Ability.     |              |
| Win:      Mug Odin at Centra Ruins.        |              |
| Card Mod: N/A                               |              |
| Weapon    N/A                               |              |
| Refine:   Med-RF: 1x Item = 2x Luck Up     |              |
+++++

+++++
| LUVLUV G                                   | Price: N/A Gil |
+++++
| Item type: GF Affection                     |              |
| Use:      Improves affection with all GFs by 20. |              |
| Win:      N/A                               |              |
| Card Mod: 1x Chubby Chocobo = 100x Item   |              |
| Weapon    N/A                               |              |
| Refine:   Tool-RF: 1x Item = 1x Shaman Stone |              |
+++++

+++++
| M-STONE PIECE                             | Price: 5 Gil  |
+++++
| Item type: Refinement                        |              |

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| Use:          Used to refine into magic and remodel weapons.
| Win:          Defeat Bite Bug or Jellee.
| Card Mod:     1x Funguar = 1x Item
|               1x Bite Bug = 1x Item
| Weapon        Squall's Revolver (x2), Rinoa's Pinwheel (x3), Quistis's
|               Chain Whip (x2), Zell's Metal Knuckle (x4), Selphie's Flail
|               (x2)
| Refine:       N/A

```

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| MAG UP                                               | Price: N/A Gil
| Item type:    Character Statistics
| Use:          Increases a character's magic power by 1.
| Win:          Mug the Left Orb during the fight with NORG.
| Card Mod:     N/A
| Weapon        N/A
| Refine:       Forbid Med-RF: 1x Item = 10x Royal Crown

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| MAG-J SCROLL                                       | Price: 2,500 Gil
| Item type:    GF Ability
| Use:          Helps the GF learn the Mag-J Ability.
| Win:          N/A
| Card Mod:     N/A
| Weapon        N/A
| Refine:       Med-RF: 2x Item = 1x Mag-J Scroll

```

```

| MAGIC ARMLET                                       | Price: 7,500 Gil
| Item type:    GF Ability
| Use:          Helps the GF learn the Spr +60% Ability.
| Win:          Defeat Gargantia at Ultimecia's Castle.
| Card Mod:     1x Rinoa = 3x Item
| Weapon        N/A
| Refine:       Med-RF: 1x Item = 10x Force Armlet

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| MAGIC SCROLL                                       | Price: 1,250 Gil
| Item type:    GF Ability
| Use:          Helps the GF learn the Magic ability.
| Win:          N/A
| Card Mod:     N/A
| Weapon        N/A
| Refine:       N/A

```

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| MAGIC STONE                                         | Price: 12 Gil
| Item type:    Refinement
| Use:          Used to refine into magic and refine weapons.
| Win:          Defeat a Bite Bug or Jellee.

```


| Card Mod: 1x Grat = 1x Item
| 1x Buel = 1x Item
| 1x Jelleye = 1x Item
| Weapon Rinoa's Valkyrie (x1) Quistis's Slaying Tail (x2)
| Refine: N/A

| MAGICAL LAMP | Price: N/A Gil |

| Item type: GF House
| Use: Houses the GF Diablo. Will trigger a battle.
| Win: N/A
| Card Mod: N/A
| Weapon N/A
| Refine: N/A

| MALBORO TENTACLE | Price: 100 Gil |

| Item type: Blue Magic
| Use: Allows Quistis to learn the Bad Breath limit break.
| Win: Mug or defeat a Malboro.
| Card Mod: 4x Malboro = 1x Item
| Weapon N/A
| Refine: N/A

| MED KIT | Price: N/A Gil |

| Item type: GF Ability
| Use: Helps the GF learn the Treatment Ability.
| Win: N/A
| Card Mod: N/A
| Weapon N/A
| Refine: Med-RF: 100x Dragon Fang = 1x Item

| MEGA PHOENIX | Price: 5,000 Gil |

| Item type: Healing
| Use: Revives all characters from knockout.
| Win: N/A
| Card Mod: N/A
| Weapon N/A
| Refine: Med-RF: 1x Item = 50x Phoenix Down

| MEGA POTION | Price: 5,000 Gil |

| Item type: Healing
| Use: Recovers 1,000 hit points to all characters.
| Win: Defeat Seifer in Galbadia Garden during Disc 2.
| Card Mod: N/A
| Weapon N/A
| Refine: Med LV Up: 1x Item = 3x X-Potion

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|           Recov Med-RF: 1x Item = 4x Tent           |
|           Recov Med-RF: 1x Item = 2x Cottage        |
-----
| MEGALIXIR                                           | Price: 5,000 Gil |
-----
| Item type:  Healing                                 |
| Use:       Recovers abnormal status and all HP to every character. |
| Win:       Mug Fujin during Balamb fight, Defeat Sphinxaur. |
| Card Mod:  1x Bahamut = 100x Item |
| Weapon     N/A |
| Refine:    Med LV Up: 1x Item = 10x Elixir |
|           Forbid Med-RF: 1x Item = 1x Doc's Code |
|           Forbid Med-RF: 2x Item = 1x Med Kit |
-----
| METEOR STONE                                       | Price: 5 Gil |
-----
| Item type:  Attack                                 |
| Use:       Same effect as Meteor magic. |
| Win:       Defeat Propagator or Edea. |
| Card Mod:  1x Red Giant = 5x Item |
| Weapon     N/A |
| Refine:    Tool-RF: 2x Item = 1x Star Fragment |
-----
| MESMERIZE BLADE                                   | Price: 50 Gil |
-----
| Item type:  Refinement                             |
| Use:       Used to refine into items or magic. |
| Win:       Mug or defeat a Mesmerize. |
| Card Mod:  1x Mesmerize = 1x Mesmerize Blade |
| Weapon     Squall's Cutting Trigger (x1), Rinoa's Cardinal (x1) |
| Refine:    N/A |
-----
| MISSILE                                           | Price: 75 Gil |
-----
| Item Type:  Blue Magic                             |
| Use:       Teaches Quistis the Micro Missiles limit break. |
| Win:       Mug GIM-52A |
|           Defeat BGH251F2 |
| Card Mod:  N/A |
| Weapon     N/A |
| Refine:    Ammo-RF: 1x Item = 20x Demolition Ammo |
-----
| MONK'S CODE                                       | Price: N/A Gil |
-----
| Item type:  GF Affection                           |
| Use:       Improves affection with all GFs by 20. |
| Win:       N/A |
| Card Mod:  N/A |
| Weapon     N/A |
| Refine:    N/A |

```


| MOON CURTAIN | Price: N/A Gil |

| Item type: GF Ability |
| Use: Helps the GF learn the Counter Ability. |
| Win: N/A |
| Card Mod: 1x Eden = 3x Item |
| Weapon N/A |
Refine: Med-RF: 1x Item = 2x Moon Curtain

| MOON STONE | Price: 75 Gil |

| Item type: GF Affection |
| Use: Improves affection with Alexander by 3. |
| Win: Defeat Torama, or Mug the Elynole. |
| Card Mod: N/A |
| Weapon N/A |
Refine: N/A

| MYSTERY FLUID | Price: 75 Gil |

| Item Type: Blue Magic |
| Use: Teaches Quistis the Acid limit break. |
| Win: Defeat Gayla |
| Card Mod: 1x Gayla = 1x Item |
| Weapon: N/A |
Refine: ST Mag-RF: 1x Item = 10x Meltdown

| NORMAL AMMO | Price: 1 Gil |

| Item Type: Ammunition |
| Use: Decent ammunition. |
| Win: Defeat G-Soldier. |
| Card Mod: N/A |
| Weapon: N/A |
Refine: ST Mag-RF: 8x Item = 1x Screw

| NORTH WIND | Price: 75 Gil |

| Item Type: GF Affection |
| Use: Improves affection with Shiva by 3. |
| Win: Defeat or mug a Snow Lion. |
| Card Mod: 1x Snow Lion = 1x Item |
| Weapon: N/A |
Refine: N/A

| OCCULT FAN VOL 1 | Price: 17,500 Gil |

| Item Type: Magazine
| Use: N/A
| Win: Found in library in Balamb Garden.
| Card Mod: N/A
| Weapon: N/A
| Refine: N/A

| OCCULT FAN VOL II | Price: 17,500 Gil

| Item Type: Magazine
| Use: N/A
| Win: Magazine pile in Card Master's arena in Dollet.
| Card Mod: N/A
| Weapon: N/A
| Refine: N/A

| OCCULT FAN VOL III | Price: 17,500 Gil

| Item Type: Magazine
| Use: N/A
| Win: Master Fisherman gives it to you.
| Card Mod: N/A
| Weapon: N/A
| Refine: N/A

| OCCULT FAN VOL IV | Price: 17,500 Gil

| Item Type: Magazine
| Use: N/A
| Win: Esthar, during departure for Lunar Gate.
| Card Mod: N/A
| Weapon: N/A
| Refine: N/A

| OCHU TENTACLE | Price: 75 Gil

| Item Type: Refinement
| Use: Used to refine into items and magic.
| Win: Defeat an Ochu.
| Card Mod: 1x Ochu = 1x Item
| Weapon: N/A
| Refine: N/A

| ORIHALCON | Price: N/A Gil

| Item Type: GF Ability
| Use: Teaches a GF the Vit +40% Ability.
| Win: Defeat an Adamantoise.
| Card Mod: N/A
| Weapon: N/A

| Refine: Med-RF: 1x Item = 10x Vit-J Scroll |

| PET HOUSE | Price: 250 Gil |

| Item Type: GF Healing |

| Use: Restores HP to all GFs. |

| Win: N/A |

| Card Mod: 1x Mini Mog = 100x Item |

| Weapon: N/A |

| Refine: GFRecov Med-RF: 1x Item = 1x Healing Mail |

| GFRecov Med-RF: 2x Item = 1x Silver Mail |

| GFRecov Med-RF: 4x Item = 1x Gold Armor |

| GFRecov Med-RF: 16x Item = 1x Diamond Armor |

| PET PALS VOL 1 | Price: 500 Gil |

| Item Type: Magazine |

| Use: Angelo Ability |

| Win: N/A |

| Card Mod: N/A |

| Weapon: N/A |

| Refine: N/A |

| PET PALS VOL 2 | Price: 500 Gil |

| Item Type: Magazine |

| Use: Angelo Ability |

| Win: N/A |

| Card Mod: N/A |

| Weapon: N/A |

| Refine: N/A |

| PET PALS VOL 3 | Price: 500 Gil |

| Item Type: Magazine |

| Use: Angelo Ability |

| Win: N/A |

| Card Mod: N/A |

| Weapon: N/A |

| Refine: N/A |

| PET PALS VOL 4 | Price: 500 Gil |

| Item Type: Magazine |

| Use: Angelo Ability |

| Win: N/A |

| Card Mod: N/A |

| Weapon: N/A |

| Refine: N/A |

| Item type: GF Affection
| Use: Improves affection with Doomtrain by 1.
| Win: N/A
| Card Mod: N/A
| Weapon N/A
| Refine: N/A

| POTION | Price: 50 Gil

| Item type: Healing
| Use: Restores HP by 200.
| Win: Defeat or Mug a Level 1-19 Esthar Soldier.
| Card Mod: N/A
| Weapon N/A
| Refine: N/A

| POTION+ | Price: 100 Gil

| Item type: Healing
| Use: Restores HP by 400.
| Win: N/A
| Card Mod: N/A
| Weapon N/A
| Refine: Med LV Up: 1x Item = 3x Potion

| POWER GENERATOR | Price: 100 Gil

| Item type: Blue Magic
| Use: Allows Quistis to learn the blue magic limit break Ray Bomb.
| Win: Mug a Blitz (rare)
| Card Mod: N/A
| Weapon N/A
| Refine: N/A

| POWER WRIST | Price: 5,000 Gil

| Item type: GF Ability
| Use: Teaches a GF the Str +40% Ability.
| Win: Mug an Abadon.
| Card Mod: N/A
| Weapon N/A
| Refine: Med-RF: 1x Item = 10x Str-J Scroll

| PROTECT STONE | Price: 5 Gil

| Item type: Support
| Use: Same effect as Protect.
| Win: Won from Propagator.
| Card Mod: 1x BGH251F2 = 10x Item
| Weapon N/A

| Refine: Tool-RF: 30x Item = 1x Orihalcon |
| Tool-RF: 10x Item = 1x Turtle Shell |

| PULSE AMMO | Price: 250 Gil |

| Item type: Ammunition |
| Use: Ammo that contains powerful energy. |
| Win: N/A |
| Card Mod: N/A |
| Weapon N/A |
| Refine: Ammo-RF: 5x Item = 1x Laser Cannon |
| Ammo-RF: 10x Item = 1x Energy Crystal |
| Ammo-RF: 20x Item = 1x Power Generator |

| RED FANG | Price: 75 Gil |

| Item type: GF Affection |
| Use: Improves affection with Ifrit by 3. |
| Win: Defeat or Mug a Hexadragon or Chimera. |
| Card Mod: 3x Hexdragon = 1x Red Fang |
| Weapon N/A |
| Refine: N/A |

| REGEN RING | Price: 75 Gil |

| Item type: GF Ability |
| Use: Teaches a GF the HP +20% Ability. |
| Win: Defeat a Torama or a Chimera. |
| Card Mod: 10x Chimera = 1x Item |
| Weapon N/A |
| Refine: N/A |

| REMEDY | Price: 500 Gil |

| Item type: Healing |
| Use: Cures any abnormal status effects. |
| Win: N/A |
| Card Mod: N/A |
| Weapon N/A |
| Refine: ST Med-RF: 1x Item = 5x Betrayal Sword |
| ST Med-RF: 1x Item = 5x Sleep Powder |
| ST Med-RF: 1x Item = 1x Dragon Fang |
| ST Med-RF: 2x Item = 1x Malboro Tentacle |
| ST Med-RF: 20x Item = 1x Med Kit |

| REMEDY+ | Price: 1,000 Gil |

| Item type: Healing |
| Use: Cures any abnormal status and magical effects. |
| Win: N/A |

| Card Mod: N/A
| Weapon N/A
| Refine: Med LV Up: 1x Item = 10x Remedy

| RENAME CARD | Price: 25 Gil

| Item type: GF Renaming
| Use: Rename a GF.
| Win: N/A
| Card Mod: 1x Catoblepas = 5x Item
| Weapon N/A
| Refine: N/A

| RIBBON | Price: N/A Gil

| Item type: GF Ability
| Use: Pocketstation related item.
| Win: N/A
| Card Mod: N/A
| Weapon N/A
| Refine: N/A

| ROCKET ENGINE | Price: 7,500 Gil

| Item type: GF Ability
| Use: Teaches the GF the Spd +40% Ability.
| Win: Won from Tri-Point.
| Card Mod: 1x Irvine = 3x Item
| Weapon N/A
| Refine: Med-RF: 1x Item = 10x Accelerator

| ROSETTA STONE | Price: 18,750 Gil

| Item type: GF Ability
| Use: Teaches the GF the Ability x4 Ability.
| Win: N/A
| Card Mod: N/A
| Weapon N/A
| Refine: Med-RF: 1x Item = 1x Shaman Stone

| ROYAL CROWN | Price: 7,500 Gil

| Item type: GF Ability
| Use: Teaches the GF the Mag +60% Ability.
| Win: Won from Tonberry King.
| Card Mod: 1x Edea = 3x Item
| Weapon N/A
| Refine: Med-RF: 1x Item = 10x Hypno Crown


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+++++
| SHAMAN STONE                                     | Price: N/A Gil |
+++++
| Item type: GF Affection                         |               |
| Use:      Improves affection with Bahamut by 3. |               |
| Win:      N/A                                   |               |
| Card Mod: N/A                                   |               |
| Weapon    N/A                                   |               |
| Refine:   Tool-RF: 1x Item = 1x Rosetta Stone |               |
|           Tool-RF: 1x Item = 1x Hungry Cookpot |               |
|           Tool-RF: 1x Item = 1x Mog's Amulet   |               |
|           Tool-RF: 1x Item = 1x Dark Matter    |               |
+++++

+++++
| SHARP SPIKE                                     | Price: 50 Gil  |
+++++
| Item type: Refinement                           |               |
| Use:      Used to refine into weapons.         |               |
| Win:      Mug or win from a Grand Mantis.      |               |
| Card Mod: 1x Death Claw = 1x Item              |               |
|           1x Grand Mantis = 1x Item            |               |
| Weapon    Rinoa's Cardinal (x1), Quistis's Save the Queen (x4), Selphie's |
|           Morning Star (x2), Selphie's Crescent Wish (x4) |
| Refine:   N/A                                   |               |
+++++

+++++
| SHEAR FEATHER                                  | Price: 125 Gil |
+++++
| Item type: GF Affection                         |               |
| Use:      Improves affection with Pandemona by 1. |
| Win:      Win from a Thrustaveis.              |
| Card Mod: 1x Thrustaveis = 1x Item              |
| Weapon    Rinoa's Valkyrie (x1)                |
| Refine:   N/A                                   |
+++++

+++++
| SHELL STONE                                     | Price: 100 Gil |
+++++
| Item type: Support                               |               |
| Use:      Same effect as Shell.                 |
| Win:      Defeat the Propagator during Space Journey in disc 3. |
| Card Mod: 1x Mobile Type 8 = 10x Item          |
| Weapon    N/A                                   |
| Refine:   Tool-RF: 10x Item = 1x Rune Armlet   |
|           Tool-RF: 30x Item = 1x Force Armlet  |
+++++

+++++
| SHOTGUN AMMO                                   | Price: 2 Gil   |
+++++
| Item type: Ammunition                           |               |
| Use:      Shotgun ammo that attacks all enemies. |
| Win:      N/A                                   |
| Card Mod: N/A                                   |
| Weapon    N/A                                   |
| Refine:   N/A                                   |

```

| SILENCE POWDER | Price: 25 Gil |

| Item type: GF Affection |
| Use: Improves affection with Siren by 3. |
| Win: Win from Grat. |
| Card Mod: N/A |
| Weapon N/A |
| Refine: N/A |

| SILVER MAIL | Price: N/A Gil |

| Item type: GF Ability |
| Use: Teaches the GF the HP +20% Ability. |
| Win: Win from a Snow Lion. |
| Card Mod: N/A |
| Weapon N/A |
| Refine: N/A |

| SLEEP POWDER | Price: 50 Gil |

| Item type: Refinement |
| Use: Defeat or Mug a Grat. |
| Win: N/A |
| Card Mod: N/A |
| Weapon N/A |
| Refine: N/A |

| SOFT | Price: 50 Gil |

| Item type: Healing |
| Use: Cures the Petrify status effect. |
| Win: N/A |
| Card Mod: N/A |
| Weapon N/A |
| Refine: ST Med-RF: 3x Item = 1x Cockatrice Pinion |

| SOLOMON'S RING | Price: 125 Gil |

| Item type: GF Housing |
| Use: Houses the Doomtrain GF. |
| Win: N/A |
| Card Mod: N/A |
| Weapon N/A |
| Refine: N/A |

| SORCERESS'S LETTER | Price: 125 Gil |

| Item type: Letter
| Use: Edea's introduction letter.
| Win: N/A
| Card Mod: N/A
| Weapon N/A
| Refine: N/A

| SPIDER WEB | Price: 50 Gil

| Item Type: Blue Magic
| Use: Teaches Quistis the Ultra Waves limit break.
| Win: Defeat/Mug Caterchipillar
| Card Mod: 1x Caterchipillar = 1x Item
| Weapon: Quistis' Chain Whip (x1)
| Zell's Maverick (x1)
| Refine: Time Mag-RF: 1x Item = 20x Slow

| STAR FRAGMENT | Price: 125 Gil

| Item type: GF Ability
| Use: Teaches the GF the Sum Mag +20% Ability.
| Win: Won from Level 100 T-Rexaur, or Mug Level 40 Iron Giant.
| Card Mod: 3x Iron Giant = 1x Item
| Weapon N/A
| Refine: N/A

| STATUS ATK | Price: N/A Gil

| Item type: GF Ability
| Use: Teaches the GF the ST-Atk-J Ability.
| Win: Won from Catoblepas in Ultimaceia's Castle
| Card Mod: 1x Siren = 3x Item
| Weapon N/A
| Refine: Med-RF: 1x Item = 20x Royal Crown

| STATUS GUARD | Price: 12,500 Gil

| Item type: GF Ability
| Use: Teaches the GF the ST-Def-J x4 Ability.
| Win: Won from Tiamat in Ultimecia's Castle.
| Card Mod: 1x Doomtrain = 3x Item
| Weapon N/A
| Refine: N/A

| STEEL CURTAIN | Price: N/A Gil

| Item type: GF Ability
| Use: Teaches the GF the Auto Protect Ability.
| Win: N/A
| Card Mod: 20x Adamantine = 1x Item

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| Weapon      N/A
| Refine:     N/A
-----

| STEEL ORB                                     | Price: 75 Gil
-----
| Item type:  GF Affection
| Use:       Improves affection with Diablos by 3.
| Win:       Won from GIM47N or Wendigo.
| Card Mod:  1x Wendigo = 1x Item
| Weapon     N/A
| Refine:    N/A
-----

| STEEL PIPE                                     | Price: 75 Gil
-----
| Item type:  GF Ability
| Use:       Teaches the GF the Sum Mag +10% Ability.
| Win:       Mug a level 20 or higher Wendigo.
| Card Mod:  1x Elastoid = 1x Item
| Weapon     N/A
| Refine:    N/A
-----

| STRENGTH LOVE                               | Price: N/A Gil
-----
| Item type:  GF Ability
| Use:       Teaches the GF the Strength +20% Ability.
| Win:       Won from Wendigo.
| Card Mod:  N/A
| Weapon     N/A
| Refine:    N/A
-----

| SPD UP                                       | Price: N/A Gil
-----
| Item type:  Statistics
| Use:       Increases a character's speed by 1.
| Win:       N/A
| Card Mod:  N/A
| Weapon     N/A
| Refine:    Forbid Med-RF: 1x Item = 2x Aegis Amulet
|            Forbid Med-RF: 1x Item = 50x Jet Engine
|            Forbid Med-RF: 1x Item = 5x Rocket Engine
|            Forbid Med-RF: 1x Item = 1x Hundred Needles
-----

| SPD-J SCROLL                               | Price: 2,500 Gil
-----
| Item type:  GF Ability
| Use:       Teaches the GF the Spd-J Ability.
| Win:       Mug Cerberus at Galbadia Garden in disc 2.
| Card Mod:  N/A
| Weapon     N/A
| Refine:    Med-RF: 1x Item = 2x Spd Up

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| SPR UP | Price: N/A Gil |

| Item type: Statistics |
| Use: Increases a character's spirit by 1. |
| Win: Mug the Right Orb during the fight against NORG. |
| Card Mod: N/A |
| Weapon N/A |
Refine: Forbid Med-RF: 1x Item = 10x Magic Amulet

| SPR-J SCROLL | Price: 2,500 Gil |

| Item type: GF Ability |
| Use: Teaches the GF the Spr-J Ability. |
| Win: N/A |
| Card Mod: N/A |
| Weapon N/A |
Refine: Med-RF: 1x Item = 2x Spr Up

| STR UP | Price: N/A Gil |

| Item type: Statistics |
| Use: Increases a character's strength by 1. |
| Win: You can steal it from Raijin in every encounter. |
| Card Mod: N/A |
| Weapon N/A |
| Refine: Forbid Med-RF: 1x Item = 10x Hyper Wrist |
Forbid Med-RF: 1x Item = 1x Monk's Code

| STR-J SCROLL | Price: 2,500 Gil |

| Item type: GF Ability |
| Use: Teaches the GF the Str-J Ability. |
| Win: N/A |
| Card Mod: N/A |
| Weapon N/A |
Refine: Med-RF: 1x Item = 2x Str Up

| TENT | Price: 250 Gil |

| Item type: Healing |
| Use: Fully restores abnormal statuses and HP to all characters. |
| Win: Muf a Level 30-40 Elite Solider. |
| Card Mod: N/A |
| Weapon N/A |
| Refine: Tool-RF: 2x Item = 1x Healing Water |
Tool-RF: 5x Item = 1x Regen Ring

| THREE STARS | Price: 12,500 Gil |

| Item type: GF Ability |
| Use: GF learns the Expend x3-1 Ability. |
| Win: Mug or won from Ultima Weapon. |
| Card Mod: 1x Squall = 3x Item |
| Weapon N/A |
Refine: N/A

| TURTLE SHELL | Price: 75 Gil |

| Item type: GF Ability |
| Use: GF learns the Vit +20% Ability. |
| Win: Won from an Armadodo. |
| Card Mod: 2x X-ATM092 = 1x Turtle Shell |
| Weapon N/A |
Refine: N/A

| ULTIMA STONE | Price: 5 Gil |

| Item type: Magic |
| Use: Has the same effect as Ultima. |
| Win: Won from Propagator or Ultima Weapon. |
| Card Mod: 1x Ultima Weapon = 2x Item |
| Weapon N/A |
Refine: Tool-RF: 2x Item = 1x Energy Crystal

| VAMPIRE FANG | Price: 50 Gil |

| Item type: Refinement |
| Use: Used to refine into magic. |
| Win: Won from or Mug a Red Bat or Glacial Eye. |
| Card Mod: 1x Red Bat = 1x Item |
| Weapon N/A |
Refine: N/A

| VENOM FANG | Price: 75 Gil |

| Item type: GF Affection |
| Use: Improves affection with Doomtrain by 3. |
| Win: Won from or Mug an Anacondar. |
| Card Mod: 1x Anacondour = 1x Item |
| Weapon N/A |
Refine: N/A

| VIT UP | Price: N/A Gil |

| Item type: Statistics |
| Use: Raises a character's vitality by 1. |
Win: N/A

| Card Mod: N/A
| Weapon N/A
| Refine: Forbid Med-RF: 1x Item = 5x Adamantine

| VIT-J SCROLL | Price: 2,500 Gil

| Item type: GF Ability
| Use: Teaches he GF the Vit-J Ability.
| Win: N/A
| Card Mod: N/A
| Weapon N/A
| Refine: Med-RF: 1x Item = 2x Vit Up

| WATER CRYSTAL | Price: 75 Gil

| Item Type: Blue Magic
| Use: Teaches Quistis the Aqua Breath limit break.
| Win: Defeat Grand Mantis (rare item)
| Defeat/Mug Fastitocalon
| Defeat/Mug Fastitocalon-F
| Card Mod: 5x Fastitocalon-F = 1x Item
| 1x Fastitocalon = 1x Item
| Weapon: N/A
| Refine: I Mag-RF: 1x Item = 50x Water

| WEAPONS MONTHLY 1ST | Price: N/A Gil

| Item type: Magazine
| Use: Teaches you about weapon remodeling.
| Win: N/A
| Card Mod: N/A
| Weapon N/A
| Refine: N/A

| WEAPONS MONTHLY APR | Price: N/A Gil

| Item type: Magazine
| Use: Teaches you about weapon remodeling.
| Win: N/A
| Card Mod: N/A
| Weapon N/A
| Refine: N/A

| WEAPONS MONTHLY AUG | Price: N/A Gil

| Item type: Magazine
| Use: Teaches you about weapon remodeling.
| Win: N/A
| Card Mod: N/A
| Weapon N/A

| Refine: N/A |

WEAPONS MONTHLY JUL | Price: N/A Gil |

Item type: Magazine
Use: Teaches you about weapon remodeling.
Win: N/A
Card Mod: N/A
Weapon N/A
Refine: N/A

WEAPONS MONTHLY JUNE | Price: N/A Gil |

Item type: Magazine
Use: Teaches you about weapon remodeling.
Win: N/A
Card Mod: N/A
Weapon N/A
Refine: N/A

WEAPONS MONTHLY MAR | Price: N/A Gil |

Item type: Magazine
Use: Teaches you about weapon remodeling.
Win: N/A
Card Mod: N/A
Weapon N/A
Refine: N/A

WEAPONS MONTHLY MAY | Price: N/A Gil |

Item type: Magazine
Use: Teaches you about weapon remodeling.
Win: N/A
Card Mod: N/A
Weapon N/A
Refine: N/A

WHISPER | Price: N/A Gil |

Item type: Blue Magic
Use: Teaches Quistis the Wind Whisper blue magic.
Win: Mug or won from a Adamantoise.
Card Mod: N/A
Weapon N/A
Refine: N/A

WINDMILL | Price: 75 Gil |

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-----
| Item type:  GF Affection
| Use:        Improves affection with Pandemona by 3.
| Win:        Mug a Thrustaevis or Abyss Worm.
| Card Mod:   1x Abyss Worm = 1x Item
|             1x Pandemona = 100x Item
| Weapon      Rinoa's Shooting Star (x2)
| Refine:     N/A
-----

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-----
| WIZARD STONE
| Price: 20 Gil
-----
| Item type:  Refinement
| Use:        Used to refine into magic or weapons.
| Win:        Won from Granaldo or Level 30-100 Jelleys.
| Card Mod:   1x Vysage = 1x Item
|             1x Imp = 1x Item
| Weapon      N/A
| Refine:     N/A
-----

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-----
| X-POTION
| Price: 2,500 Gil
-----
| Item type:  Healing
| Use:        Fully restores one character's hit points.
| Win:        N/A
| Card Mod:   1x Biggs/Wedge = 1x Item
|             1x Fujin/Raijin = 1x Item
| Weapon      N/A
| Refine:     Med LV Up: 1x Item = 3x Hi-Potion+
-----

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-----
| ZOMBIE POWDER
| Price: 50 Gil
-----
| Item type:  Refinement
| Use:        Used to refine into magic or items.
| Win:        Mug or win from a Blood Soul. Won from Gerogero.
| Card Mod:   1x Blood Soul = 1x Item
| Weapon      N/A
| Refine:     N/A
-----

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=====
--- 6.2 --- Weapons ---
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Weapons are your main source of attacking in Final Fantasy 8, as in mostly any RPG. However, weapons are obtained a little differently this time. Instead of finding them in chests or in shops, you usually have to go to a creation shop and find items that enemies drop to combine into the weapon. Here is how I list each weapon.

I list the name, then the cost, attack power, hit percentage, and what limit break it triggers. I then list the items it takes to create. Weapons are listed by character and in order of attack power, so you know which one you should have at the time.

Squall Lionheart

Squall typically uses powerful gunblade weapons.

BASIC REVOLVER

COST: 100 GIL | ATTACK POWER: 11 | HIT: 255
LIMIT BREAK: Rough Divide
ITEMS NEEDED: M-Stone Piece x2, Screw x2

SHEAR TRIGGER

COST: 200 GIL | ATTACK POWER: 14 | HIT: 255
LIMIT BREAK: Rough Divide, Fated Circle
ITEMS NEEDED: Steel Pipe x1, Screw x4

CUTTING TRIGGER

COST: 400 GIL | ATTACK POWER: 18 | HIT: 255
LIMIT BREAK: Rough Divide, Fated Circle
ITEMS NEEDED: Mesmerize Blade x1, Screw x8

FLAME SABER

COST: 600 GIL | ATTACK POWER: 20 | HIT: 255
LIMIT BREAK: Rough Divide, Fated Circle, Blasting Zone
ITEMS NEEDED: Betrayal Sword x1, Turtle Shell x1, Screw x4

TWIN LANCE

COST: 800 GIL | ATTACK POWER: 22 | HIT: 255
LIMIT BREAK: Rough Divide, Fated Circle, Blasting Zone
ITEMS NEEDED: Dino Bone x1, Red Fang x1, Screw x12

PUNISHMENT

COST: 1,000 GIL | ATTACK POWER: 24 | HIT: 255
LIMIT BREAK: Rough Divide, Fated Circle, Blasting Zone
ITEMS NEEDED: Chef's Knife x1, Star Fragment x2, Turtle Shell x1, Screw x8

LION HEART

COST: 2,000 GIL | ATTACK POWER: 30 | HIT: 255

```
| LIMIT BREAK: Rough Divide, Fated Circle, Blasting Zone |
| ITEMS NEEDED: Adamantine x1, Dragon Fang x4, Pulse Ammo x12 |
```

```
-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*
Rinoa Heartilly
```

Rinoa uses long range blaster edge weapons.

```
-+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
|                                                                 PINWHEEL |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| COST: 100 GIL           | ATTACK POWER: 11           | HIT: 99           |
| ITEMS NEEDED: M-Stone Piece z3 |
```

```
-+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
|                                                                 VALKYRIE |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| COST: 200 GIL           | ATTACK POWER: 14           | HIT: 101          |
| ITEMS NEEDED: Shear Feather x1, Magic Stone x1 |
```

```
-+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
|                                                                 RISING SUN |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| COST: 400 GIL           | ATTACK POWER: 18           | HIT: 103          |
| ITEMS NEEDED: Saw Blade x1, Screw x8 |
```

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-+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
|                                                                 CARDINAL |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| COST: 800 GIL           | ATTACK POWER: 24           | HIT: 104          |
| ITEMS NEEDED: Cockatrice Pinion x1, Mesmerize Blade x1, Sharp Spike x1 |
```

```
-+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
|                                                                 SHOOTING STAR |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| COST: 1,000 GIL         | ATTACK POWER: 28           | HIT: 107          |
| ITEMS NEEDED: Windmill x2, Regen Ring x1, Force Armlet x1, Energy Crystal |
|                x2 |
```

```
-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*
Quistis Trepe
```

Quistis uses chain whips.

```
-+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
|                                                                 CHAIN WHIP |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| COST: 100 GIL           | ATTACK POWER: 12           | HIT: 103          |
| ITEMS NEEDED: M-Stone Piece x2, Spider Web x1 |
```


Selphie Tilmit

Selphie attacks with her world famous nunchaku, sort of like Michaelangelo I guess.

| FLAIL |

| COST: 100 GIL | ATTACK POWER: 12 | HIT: 98 |

| ITEMS NEEDED: M-Stone Piece x2, Bomb Fragment x1 |

| MORNING STAR |

| COST: 200 GIL | ATTACK POWER: 15 | HIT: 99 |

| ITEMS NEEDED: Steel Orb x2, Sharp Spike x2 |

| CRESCENT WISH |

| COST: 400 GIL | ATTACK POWER: 20 | HIT: 100 |

| ITEMS NEEDED: Inferno Fang x1, Life Ring x1, Sharp Spike x4 |

| STRANGE VISION |

| COST: 800 GIL | ATTACK POWER: 25 | HIT: 255 |

| ITEMS NEEDED: Adamantine x1, Star Fragment x3, Curse Spike x3 |

Irvine Kinneas

Irvine uses kick ass guns to attack!

| VALIANT |

| COST: 100 GIL | ATTACK POWER: 12 | HIT: 105 |

| ITEMS NEEDED: Steel Pipe x1, Screw x4 |

| ULYSSES |

| COST: 200 GIL | ATTACK POWER: 15 | HIT: 108 |

| ITEMS NEEDED: Steel Pipe x1, Bomb Fragment x1, Screw x2 |

| BISMARCK |

| COST: 400 GIL | ATTACK POWER: 20 | HIT: 110 |

| ITEMS NEEDED: Steel Pipe x1, Dynamo Stone x4, Screw x8 |

Restores a decent amount of HP to one ally.

JUNCTIONING TO STATISTICS

HP: 500 STR: 8 VIT: 28 MAG: 8 SPR: 28
SPD: 4 EVA: 5 HIT: 3 LUCK: 3

ELEMENTAL ATTACK

%: - FIRE: - ICE: - THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

ELEMENTAL DEFENSE

%: - FIRE: - ICE: - THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

STATUS ATTACK

%: - ADDS: -

STATUS DEFENSE

%: - ADDS: -

CURAGA |
Restores a large amount of HP to one ally.

JUNCTIONING TO STATISTICS

HP: 2,200 STR: 20 VIT: 65 MAG: 20 SPR: 65
SPD: 10 EVA: 10 HIT: 10 LUCK: 10

ELEMENTAL ATTACK

%: - FIRE: - ICE: - THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

ELEMENTAL DEFENSE

%: - FIRE: - ICE: - THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

STATUS ATTACK

%: - ADDS: -

STATUS DEFENSE

%: - ADDS: -

CURE |
Restores a small amount of HP to one ally.

JUNCTIONING TO STATISTICS

HP: 200 STR: 4 VIT: 15 MAG: 4 SPR: 15
SPD: 3 EVA: 4 HIT: 2 LUCK: 2

ELEMENTAL ATTACK

%: - FIRE: - ICE: - THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

ELEMENTAL DEFENSE

%: - FIRE: - ICE: - THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

STATUS ATTACK

%: - ADDS: -

STATUS DEFENSE

%: - ADDS: -

DEATH
Randomly kills the targeted enemy.

JUNCTIONING TO STATISTICS

HP: 1,800 STR: 22 VIT: 22 MAG: 38 SPR: 58
SPD: 10 EVA: 10 HIT: 10 LUCK: 38

ELEMENTAL ATTACK

%: - FIRE: - ICE: - THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

ELEMENTAL DEFENSE

%: - FIRE: - ICE: - THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

STATUS ATTACK

%: 100 ADDS: Death

STATUS DEFENSE

%: 100 ADDS: Death

FULL-LIFE
Revives an ally with full hit points.

JUNCTIONING TO STATISTICS

HP: 4,800 STR: 20 VIT: 80 MAG: 20 SPR: 85
SPD: 8 EVA: 10 HIT: 8 LUCK: 20

ELEMENTAL ATTACK

?: - FIRE: - ICE: - THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

ELEMENTAL DEFENSE

?: 40 FIRE: Yes ICE: Yes THUNDER: Yes EARTH: Yes
POISON: - WIND: - WATER: - HOLY: -

STATUS ATTACK

?: - ADDS: -

STATUS DEFENSE

?: 40 ADDS: Death

HOLY
Causes lots of damage to the targeted enemy.

JUNCTIONING TO STATISTICS

HP: 3,800 STR: 55 VIT: 28 MAG: 45 SPR: 48
SPD: 10 EVA: 18 HIT: 24 LUCK: 14

ELEMENTAL ATTACK

?: 100 FIRE: - ICE: - THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: Yes

ELEMENTAL DEFENSE

?: 100 FIRE: - ICE: - THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: Yes

STATUS ATTACK

?: - ADDS: -

STATUS DEFENSE

?: 40 ADDS: Berserk, Bio, Confuse, Cursed, Death, Drain, Sleep,
Zombie

LIFE
Revives an ally with a small amount of HP.

JUNCTIONING TO STATISTICS

HP: 1,200 STR: 8 VIT: 50 MAG: 10 SPR: 50
SPD: 4 EVA: 3 HIT: 3 LUCK: 4

ELEMENTAL ATTACK

?: - FIRE: - ICE: - THUNDER: - EARTH: -

POISON: - WIND: - WATER: - HOLY: -

ELEMENTAL DEFENSE

?: 30 FIRE: Yes ICE: Yes THUNDER: Yes EARTH: Yes
POISON: Yes WIND: Yes WATER: Yes HOLY: Yes

STATUS ATTACK

?: - ADDS: -

STATUS DEFENSE

?: 20 ADDS: Death

REGEN
Restores a small amount of HP to one ally every few seconds during battle.

JUNCTIONING TO STATISTICS

HP: 2,600 STR: 18 VIT: 70 MAG: 18 SPR: 60
SPD: 8 EVA: 8 HIT: 8 LUCK: 8

ELEMENTAL ATTACK

?: - FIRE: - ICE: - THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

ELEMENTAL DEFENSE

?: - FIRE: - ICE: - THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

STATUS ATTACK

?: - ADDS: -

STATUS DEFENSE

?: - ADDS: -

ZOMBIE
Turns an enemy into a zombie.

JUNCTIONING TO STATISTICS

HP: 800 STR: 15 VIT: 24 MAG: 15 SPR: 12
SPD: 2 EVA: 2 HIT: 2 LUCK: 2

ELEMENTAL ATTACK

?: - FIRE: - ICE: - THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

ELEMENTAL DEFENSE

%: - FIRE: - ICE: - THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

STATUS ATTACK

%: 100 ADDS: Zombie

STATUS DEFENSE

%: 100 ADDS: Zombie

-
FIRE SPELLS

-
If you can't figure out what fire spells do, stop playing this game immediately.

FIRA
Inflict decent fire damage on the enemy.

JUNCTIONING TO STATISTICS

HP: 200 STR: 15 VIT: 8 MAG: 15 SPR: 8
SPD: 12 EVA: 8 HIT: 16 LUCK: 12

ELEMENTAL ATTACK

%: 80 FIRE: Yes ICE: - THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

ELEMENTAL DEFENSE

%: 80 FIRE: Yes ICE: - THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

STATUS ATTACK

%: - ADDS: -

STATUS DEFENSE

%: - ADDS: -

FIRAGA
Inflict major fire damage on the enemy.

JUNCTIONING TO STATISTICS

HP: 1,400 STR: 30 VIT: 16 MAG: 30 SPR: 16
SPD: 14 EVA: 10 HIT: 20 LUCK: 14

ELEMENTAL ATTACK

%: 100 FIRE: Yes ICE: - THUNDER: - EARTH: -

POISON: - WIND: - WATER: - HOLY: -

ELEMENTAL DEFENSE

#: 150 FIRE: Yes ICE: - THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

STATUS ATTACK

#: - ADDS: -

STATUS DEFENSE

#: - ADDS: -

| FIRE |

Inflict minor fire damage on the enemy.

JUNCTIONING TO STATISTICS

HP: 100 STR: 10 VIT: 4 MAG: 10 SPR: 4
SPD: 8 EVA: 6 HIT: 10 LUCK: 8

ELEMENTAL ATTACK

#: 50 FIRE: Yes ICE: - THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

ELEMENTAL DEFENSE

#: 50 FIRE: Yes ICE: - THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

STATUS ATTACK

#: - ADDS: -

STATUS DEFENSE

#: - ADDS: -

| FLARE |

Inflict major non-elemental damage on the enemy.

JUNCTIONING TO STATISTICS

HP: 3,200 STR: 56 VIT: 26 MAG: 44 SPR: 26
SPD: 12 EVA: 10 HIT: 26 LUCK: 12

ELEMENTAL ATTACK

#: - FIRE: - ICE: - THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

ELEMENTAL DEFENSE

%: 80 FIRE: Yes ICE: Yes THUNDER: Yes EARTH: -
POISON: - WIND: - WATER: - HOLY: -

STATUS ATTACK

%: - ADDS: -

STATUS DEFENSE

%: - ADDS: -

ICE SPELLS

If you can't figure out what ice spells do, Final Fantasy X will give you a nice little explanation, as Tidus is apparently 4 years old.

BLIZZARA
Inflict decent ice damage on the enemy.

JUNCTIONING TO STATISTICS

HP: 200 STR: 15 VIT: 8 MAG: 15 SPR: 8
SPD: 12 EVA: 8 HIT: 16 LUCK: 12

ELEMENTAL ATTACK

%: 80 FIRE: - ICE: Yes THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

ELEMENTAL DEFENSE

%: 80 FIRE: - ICE: Yes THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

STATUS ATTACK

%: - ADDS: -

STATUS DEFENSE

%: - ADDS: -

BLIZZAGA
Inflict major ice damage on the enemy.

JUNCTIONING TO STATISTICS

HP: 1,400 STR: 30 VIT: 16 MAG: 30 SPR: 16
SPD: 14 EVA: 10 HIT: 20 LUCK: 14

ELEMENTAL ATTACK

%: 100 FIRE: - ICE: Yes THUNDER: - EARTH: -

POISON: - WIND: - WATER: - HOLY: -

ELEMENTAL DEFENSE

#: 150 FIRE: - ICE: Yes THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

STATUS ATTACK

#: - ADDS: -

STATUS DEFENSE

#: - ADDS: -

| BLIZZARD |

Inflict minor ice damage to one enemy.

JUNCTIONING TO STATISTICS

HP: 100 STR: 10 VIT: 4 MAG: 10 SPR: 4
SPD: 8 EVA: 6 HIT: 10 LUCK: 8

ELEMENTAL ATTACK

#: 50 FIRE: - ICE: Yes THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

ELEMENTAL DEFENSE

#: 50 FIRE: - ICE: Yes THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

STATUS ATTACK

#: - ADDS: -

STATUS DEFENSE

#: - ADDS: -

| WATER |

Inflict decent water damage to one enemy.

JUNCTIONING TO STATISTICS

HP: 300 STR: 20 VIT: 14 MAG: 44 SPR: 14
SPD: 12 EVA: 10 HIT: 18 LUCK: 13

ELEMENTAL ATTACK

#: 100 FIRE: - ICE: Yes THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

ELEMENTAL DEFENSE

%: 100 FIRE: - ICE: Yes THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

STATUS ATTACK

%: - ADDS: -

STATUS DEFENSE

%: - ADDS: -

--*-*-*
THUNDER SPELLS
--*-*-*

If you can't figure out what thunder spells do, Final Fantasy X will give you a nice little explanation, as Tidus is apparently 4 years old.

AERO
Inflict decent wind damage to one enemy.

JUNCTIONING TO STATISTICS

HP: 300 STR: 17 VIT: 10 MAG: 16 SPR: 10
SPD: 20 EVA: 18 HIT: 22 LUCK: 15

ELEMENTAL ATTACK

%: 80 FIRE: - ICE: - THUNDER: - EARTH: -
POISON: - WIND: Yes WATER: - HOLY: -

ELEMENTAL DEFENSE

%: 80 FIRE: - ICE: - THUNDER: - EARTH: -
POISON: - WIND: Yes WATER: - HOLY: -

STATUS ATTACK

%: - ADDS: -

STATUS DEFENSE

%: - ADDS: -

THUNDARA
Inflict decent lightning damage on the enemy.

JUNCTIONING TO STATISTICS

HP: 200 STR: 15 VIT: 8 MAG: 15 SPR: 8
SPD: 12 EVA: 8 HIT: 16 LUCK: 12

ELEMENTAL ATTACK

%: 80 FIRE: - ICE: - THUNDER: Yes EARTH: -

POISON: - WIND: - WATER: - HOLY: -

ELEMENTAL DEFENSE

%: 80 FIRE: - ICE: - THUNDER: Yes EARTH: -
POISON: - WIND: - WATER: - HOLY: -

STATUS ATTACK

%, - ADDS: -

STATUS DEFENSE

%, - ADDS: -

| THUNDAGA |

Inflict major thunder damage on the enemy.

JUNCTIONING TO STATISTICS

HP: 1,400 STR: 30 VIT: 16 MAG: 30 SPR: 16
SPD: 14 EVA: 10 HIT: 20 LUCK: 14

ELEMENTAL ATTACK

%: 100 FIRE: - ICE: - THUNDER: Yes EARTH: -
POISON: - WIND: - WATER: - HOLY: -

ELEMENTAL DEFENSE

%: 150 FIRE: - ICE: - THUNDER: Yes EARTH: -
POISON: - WIND: - WATER: - HOLY: -

STATUS ATTACK

%, - ADDS: -

STATUS DEFENSE

%, - ADDS: -

| THUNDER |

Inflict minor lightning damage to one enemy.

JUNCTIONING TO STATISTICS

HP: 100 STR: 10 VIT: 4 MAG: 10 SPR: 4
SPD: 8 EVA: 6 HIT: 10 LUCK: 8

ELEMENTAL ATTACK

%: 50 FIRE: - ICE: - THUNDER: Yes EARTH: -
POISON: - WIND: - WATER: - HOLY: -

ELEMENTAL DEFENSE

%: 50 FIRE: - ICE: - THUNDER: Yes EARTH: -
POISON: - WIND: - WATER: - HOLY: -

STATUS ATTACK

%: - ADDS: -

STATUS DEFENSE

%: - ADDS: -

TORNADO
Inflict decent wind damage to all enemies.

JUNCTIONING TO STATISTICS

HP: 3,000 STR: 48 VIT: 24 MAG: 42 SPR: 24
SPD: 33 EVA: 32 HIT: 38 LUCK: 14

ELEMENTAL ATTACK

%: 100 FIRE: - ICE: - THUNDER: - EARTH: -
POISON: - WIND: Yes WATER: - HOLY: -

ELEMENTAL DEFENSE

%: 100 FIRE: - ICE: - THUNDER: - EARTH: -
POISON: - WIND: Yes WATER: - HOLY: -

STATUS ATTACK

%: - ADDS: -

STATUS DEFENSE

%: - ADDS: -

TIME SPELLS

Time magic does a variety of different things, ranging from earth-based attacks to spells that speed up your speed or slow down enemy opposition.

DEMI
Reduces the target's hit points by 1/4.

JUNCTIONING TO STATISTICS

HP: 16 STR: 34 VIT: 18 MAG: 36 SPR: 18
SPD: 12 EVA: 8 HIT: 14 LUCK: 10

ELEMENTAL ATTACK

%: - FIRE: - ICE: - THUNDER: - EARTH: -

POISON: - WIND: - WATER: - HOLY: -

ELEMENTAL DEFENSE

?: - FIRE: - ICE: - THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

STATUS ATTACK

?: - ADDS: -

STATUS DEFENSE

?: - ADDS: -

| DOUBLE |

Allows target to cast two of the same spells at the same time.

JUNCTIONING TO STATISTICS

HP: 200 STR: 15 VIT: 16 MAG: 18 SPR: 6
SPD: 10 EVA: 10 HIT: 40 LUCK: 2

ELEMENTAL ATTACK

?: - FIRE: - ICE: - THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

ELEMENTAL DEFENSE

?: - FIRE: - ICE: - THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

STATUS ATTACK

?: - ADDS: -

STATUS DEFENSE

?: - ADDS: -

| HASTE |

Speeds up the target's ATB gauge.

JUNCTIONING TO STATISTICS

HP: 500 STR: 12 VIT: 16 MAG: 20 SPR: 20
SPD: 50 EVA: 20 HIT: 10 LUCK: 10

ELEMENTAL ATTACK

?: - FIRE: - ICE: - THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

ELEMENTAL DEFENSE

%: - FIRE: - ICE: - THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

STATUS ATTACK

%: - ADDS: -

STATUS DEFENSE

%: - ADDS: -

QUAKE
Causes earth elemental damage to all enemies.

JUNCTIONING TO STATISTICS

HP: 20 STR: 40 VIT: 20 MAG: 40 SPR: 20
SPD: 7 EVA: 7 HIT: 30 LUCK: 12

ELEMENTAL ATTACK

%: 100 FIRE: - ICE: - THUNDER: - EARTH: Yes
POISON: - WIND: - WATER: - HOLY: -

ELEMENTAL DEFENSE

%: 100 FIRE: - ICE: - THUNDER: - EARTH: Yes
POISON: - WIND: - WATER: - HOLY: -

STATUS ATTACK

%: - ADDS: -

STATUS DEFENSE

%: - ADDS: -

SLOW
Slows down the target's ATB gauge.

JUNCTIONING TO STATISTICS

HP: 500 STR: 12 VIT: 16 MAG: 20 SPR: 20
SPD: 50 EVA: 40 HIT: 10 LUCK: 10

ELEMENTAL ATTACK

%: - FIRE: - ICE: - THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

ELEMENTAL DEFENSE

%: - FIRE: - ICE: - THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

STATUS ATTACK

STATUS ATTACK

#: - ADDS: -

STATUS DEFENSE

#: 50 ADDS: Drain

| DRAIN |

Caster will get healed for the amount of damage inflicted.

JUNCTIONING TO STATISTICS

HP: 400	STR: 13	VIT: 30	MAG: 20	SPR: 24
SPD: 6	EVA: 5	HIT: 5	LUCK: 4	

ELEMENTAL ATTACK

#: -	FIRE: -	ICE: -	THUNDER: -	EARTH: -
POISON: -	WIND: -	WATER: -	HOLY: -	

ELEMENTAL DEFENSE

#: -	FIRE: -	ICE: -	THUNDER: -	EARTH: -
POISON: -	WIND: -	WATER: -	HOLY: -	

STATUS ATTACK

#: 100 ADDS: Drain

STATUS DEFENSE

#: 100 ADDS: Drain

| ESUNA |

Removes all status effects from the target.

JUNCTIONING TO STATISTICS

HP: 500	STR: 6	VIT: 36	MAG: 12	SPR: 36
SPD: 3	EVA: 8	HIT: 8	LUCK: 14	

ELEMENTAL ATTACK

#: -	FIRE: -	ICE: -	THUNDER: -	EARTH: -
POISON: -	WIND: -	WATER: -	HOLY: -	

ELEMENTAL DEFENSE

#: -	FIRE: -	ICE: -	THUNDER: -	EARTH: -
POISON: -	WIND: -	WATER: -	HOLY: -	

STATUS ATTACK

#: - ADDS: -

STATUS DEFENSE

#: 20 ADDS: All status effects.

FLOAT
Protects target against earth based attacks.

JUNCTIONING TO STATISTICS

HP: 200 STR: 8 VIT: 15 MAG: 8 SPR: 15
SPD: 16 EVA: 8 HIT: 12 LUCK: 20

ELEMENTAL ATTACK

#: - FIRE: - ICE: - THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

ELEMENTAL DEFENSE

#: 50 FIRE: - ICE: - THUNDER: - EARTH: Yes
POISON: - WIND: - WATER: - HOLY: -

STATUS ATTACK

#: - ADDS: -

STATUS DEFENSE

#: - ADDS: -

PROTECT
Increases the target's physical defense.

JUNCTIONING TO STATISTICS

HP: 400 STR: 6 VIT: 40 MAG: 10 SPR: 18
SPD: 3 EVA: 3 HIT: 3 LUCK: 14

ELEMENTAL ATTACK

#: - FIRE: - ICE: - THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

ELEMENTAL DEFENSE

#: 20 FIRE: Yes ICE: Yes THUNDER: Yes EARTH: -
POISON: - WIND: - WATER: - HOLY: -

STATUS ATTACK

#: - ADDS: -

STATUS DEFENSE

#: - ADDS: -

REFLECT
Target will reflect cast spells back at the caster.

JUNCTIONING TO STATISTICS

HP: 2,000 STR: 14 VIT: 46 MAG: 20 SPR: 72
SPD: 10 EVA: 10 HIT: 8 LUCK: 16

ELEMENTAL ATTACK

%: - FIRE: - ICE: - THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

ELEMENTAL DEFENSE

%: - FIRE: - ICE: - THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

STATUS ATTACK

%: - ADDS: -

STATUS DEFENSE

%: 25 ADDS: Bio, Petrify, Blind, Silence, Berserk, Sleep, Slow, Stop,
 Confuse

SCAN
Allows the caster to see the statistics of the target.

JUNCTIONING TO STATISTICS

HP: 100 STR: 5 VIT: 5 MAG: 5 SPR: 5
SPD: 3 EVA: 3 HIT: 3 LUCK: 3

ELEMENTAL ATTACK

%: - FIRE: - ICE: - THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

ELEMENTAL DEFENSE

%: - FIRE: - ICE: - THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

STATUS ATTACK

%: - ADDS: -

STATUS DEFENSE

%: - ADDS: -

SHELL

Increases the target's magic defense.

JUNCTIONING TO STATISTICS

```

-----
HP: 400      STR: 6      VIT: 18     MAG: 10     SPR: 40
SPD: 3       EVA: 3       HIT: 3      LUCK: 14

```

ELEMENTAL ATTACK

```

-----
%: -         FIRE: -       ICE: -       THUNDER: -   EARTH: -
POISON: -    WIND: -       WATER: -     HOLY: -

```

ELEMENTAL DEFENSE

```

-----
%: 20        FIRE: Yes     ICE: Yes     THUNDER: Yes  EARTH: Yes
POISON: Yes   WIND: Yes     WATER: Yes   HOLY: Yes

```

STATUS ATTACK

```

-----
%: -         ADDS: -

```

STATUS DEFENSE

```

-----
%: -         ADDS: -

```

-----*

FORBIDDEN SPELLS

-----*

Forbidden spells are by far the strongest in the game, and are perfect choices for high junctioning power.

-----+

| METEOR |

-----+

Randomly attacks enemies for large amounts of damage.

JUNCTIONING TO STATISTICS

```

-----
HP: 4,600    STR: 75      VIT: 34     MAG: 52     SPR: 34
SPD: 30      EVA: 30      HIT: 40     LUCK: 22

```

ELEMENTAL ATTACK

```

-----
%: -         FIRE: -       ICE: -       THUNDER: -   EARTH: -
POISON: -    WIND: -       WATER: -     HOLY: -

```

ELEMENTAL DEFENSE

```

-----
%: 50        FIRE: -       ICE: -       THUNDER: -   EARTH: Yes
POISON: -    WIND: Yes     WATER: -     HOLY: -

```

STATUS ATTACK

```

-----
%: -         ADDS: -

```

STATUS DEFENSE

```

-----
%: -         ADDS: -

```

ULTIMA
Causes a ton of damage to all enemies.

JUNCTIONING TO STATISTICS

HP: 6,000 STR: 100 VIT: 82 MAG: 100 SPR: 95
SPD: 60 EVA: 60 HIT: 60 LUCK: 60

ELEMENTAL ATTACK

%: - FIRE: - ICE: - THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

ELEMENTAL DEFENSE

%: 100 FIRE: Yes ICE: Yes THUNDER: Yes EARTH: Yes
POISON: Yes WIND: Yes WATER: Yes HOLY: Yes

STATUS ATTACK

%: - ADDS: -

STATUS DEFENSE

%: - ADDS: -

-
STATUS EFFECT SPELLS

As you may have guessed, status effect spells are used to inflict various status effects on enemies.

BERSERK
Causes the berserk status effect.

JUNCTIONING TO STATISTICS

HP: 300 STR: 13 VIT: 8 MAG: 14 SPR: 8
SPD: 5 EVA: 5 HIT: 4 LUCK: 3

ELEMENTAL ATTACK

%: - FIRE: - ICE: - THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

ELEMENTAL DEFENSE

%: - FIRE: - ICE: - THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

STATUS ATTACK

%: 100 ADDS: Berserk

BREAK
Causes non-elemental damage and adds the petrify status effect.

JUNCTIONING TO STATISTICS

HP: 1,000 STR: 20 VIT: 20 MAG: 34 SPR: 35
SPD: 10 EVA: 10 HIT: 10 LUCK: 12

ELEMENTAL ATTACK

%: - FIRE: - ICE: - THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

ELEMENTAL DEFENSE

%: - FIRE: - ICE: - THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

STATUS ATTACK

%: 100 ADDS: Petrify

STATUS DEFENSE

%: 100 ADDS: Petrify

CONFUSE
Causes the confuse status effect.

JUNCTIONING TO STATISTICS

HP: 700 STR: 22 VIT: 18 MAG: 28 SPR: 18
SPD: 18 EVA: 8 HIT: 8 LUCK: 8

ELEMENTAL ATTACK

%: - FIRE: - ICE: - THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

ELEMENTAL DEFENSE

%: - FIRE: - ICE: - THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

STATUS ATTACK

%: 100 ADDS: Confuse

STATUS DEFENSE

%: 100 ADDS: Confuse

MELTDOWN

Causes non elemental damage and lowers the target's defense.

JUNCTIONING TO STATISTICS

HP: 1,500 STR: 24 VIT: 80 MAG: 20 SPR: 20
SPD: 3 EVA: 4 HIT: 12 LUCK: 8

ELEMENTAL ATTACK

%, FIRE, ICE, THUNDER, EARTH, POISON, WIND, WATER, HOLY

ELEMENTAL DEFENSE

%, FIRE, ICE, THUNDER, EARTH, POISON, WIND, WATER, HOLY

STATUS ATTACK

%, ADDS:

STATUS DEFENSE

%, ADDS:

| PAIN |

Causes the blind, poison, and silence status effects.

JUNCTIONING TO STATISTICS

HP: 2,800 STR: 42 VIT: 38 MAG: 60 SPR: 45
SPD: 4 EVA: 4 HIT: 4 LUCK: 4

ELEMENTAL ATTACK

%, FIRE, ICE, THUNDER, EARTH, POISON, WIND, WATER, HOLY

ELEMENTAL DEFENSE

%, FIRE, ICE, THUNDER, EARTH, POISON, WIND, WATER, HOLY

STATUS ATTACK

%, 100 ADDS: Blind, Bio, Silence

STATUS DEFENSE

%, 100 ADDS: Blind, Bio, Silence

| SILENCE |

Causes the silence status effect.

JUNCTIONING TO STATISTICS

HP: 100 STR: 6 VIT: 5 MAG: 12 SPR: 10
SPD: 3 EVA: 3 HIT: 3 LUCK: 2

ELEMENTAL ATTACK

%: - FIRE: - ICE: - THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

ELEMENTAL DEFENSE

%: - FIRE: - ICE: - THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

STATUS ATTACK

%: 100 ADDS: Silence

STATUS DEFENSE

%: 100 ADDS: Silence

SLEEP
Causes the sleep status effect.

JUNCTIONING TO STATISTICS

HP: 100 STR: 6 VIT: 5 MAG: 12 SPR: 10
SPD: 4 EVA: 10 HIT: 3 LUCK: 2

ELEMENTAL ATTACK

%: - FIRE: - ICE: - THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

ELEMENTAL DEFENSE

%: - FIRE: - ICE: - THUNDER: - EARTH: -
POISON: - WIND: - WATER: - HOLY: -

STATUS ATTACK

%: 100 ADDS: Sleep

STATUS DEFENSE

%: 100 ADDS: Sleep

--- 6.4 --- Enemies ---

There's a lot to talk about with the enemies of Final Fantasy 8. For one, gold is no longer gained from winning battles. Therefore, you will not see a section here for "GP". Enemies still give experience, but as previously noted, you only need 1,000 to level up. As you level up, enemies level up, too. Therefore, I have included a helpful chart to help you out with the statistics

no matter what level you are at. Everything is straight forward here, so enjoy.

LV	HP	STR	VIT	MAG	SPR	SPD	EVA	
1	510	39	2/141	61	2/41	16	8	
10	5,010	52	6/145	69	6/45	18	9	
20	10,010	64	12/150	79	12/50	20	11	
30	15,010	80	17/155	87	17/55	22	12	
34	17,010	85	19/157	91	19/57	22	12	
Items Stolen		Power Wrist (all levels)						
Items Dropped		Flare Stone (all levels)						
Draw Magic								
LV	SLOT 1	SLOT 2	SLOT 3	SLOT 4				
1-19	Cure	Esuna	Dispel	None				
20-29	Cure	Esuna	Dispel	None				
30-34	Curaga	Esuna	Dispel	Flare				
Description		These guys are undead, so you know what to do. One Phoenix						
		Down will kill them no matter what level you are on.						
LV	HP	STR	VIT	MAG	SPR	SPD	EVA	
1	210	11	2	3	8	3	0	
10	2,150	24	7	9	9	4	0	
20	4,400	38	13	15	10	6	1	
30	6,750	52	19	21	11	7	1	
40	9,200	66	26	27	13	8	2	
50	11,750	80	32	33	14	9	2	
60	14,400	93	38	38	15	11	3	
70	17,150	107	44	44	16	12	3	
80	20,000	120	51	49	18	13	3	

90	22,950	132	57	54	19	14	4	
100	26,000	145	63	59	20	16	4	
Items Stolen	Windmill (all levels), Magic Stone (Levels 1-19, 178/256 success rate)							
Items Dropped	Level 1-19: M-Stone Magic Stone, Windmill							
	All Other Levels: Magic Stone, Wizard Stone, Windmill							
Draw Magic								
LV	SLOT 1	SLOT 2	SLOT 3	SLOT 4				
1-19	Aero	None	None	None				
20-29	Aero	None	None	None				
30-100	Aero	Tornado	Quake	None				
Description	These guys are not that tough. Their only major attack is Sand Shake, which they counter with if you attack them. However, it's not that strong, and their other attacks are a little powerful but very manageable.							
ADAMANTOISE	Location: Ultamecia Castle							
AP: 4	EXP: 50 (+10)	WEAK VS: Thunder, Earth						
LV	HP	STR	VIT	MAG	SPR	SPD	EVA	
1	573	13	210	2	151	3	3	
10	1,550	27	210	10	155	4	3	
20	3,300	42	210	17	160	4	3	
30	5,750	56	210	25	166	5	3	
40	8,900	70	210	32	171	6	3	
50	12,750	85	210	39	176	7	3	
60	17,300	99	210	46	182	7	3	
70	22,550	113	210	52	187	8	3	
80	28,500	127	210	59	192	9	3	
90	35,150	141	210	65	198	9	3	
100	42,500	155	210	70	203	10	3	
Items Stolen	Level 1-19: Turtle Shell, Whisper, Orichalon							
	All Other Levels: Turtle Shell, Orichalon, Adamantine							
Items Dropped	Level 1-19: Whisper							
	All Other Levels: Whisper, Orichalon							
Draw Magic								

LV	SLOT 1	SLOT 2	SLOT 3	SLOT 4
1-19	Blizzard	None	None	None
20-29	Blizzara	Shell	Protect	None
30-100	Blizzaga	Shell	Protect	Protect

Description | Their hard-shell make them particularly hard to defeat. |
| Thunder magic is probably the best way to go here, as their |
| physical defense is extremely high. It will take a while to |
| beat these creatures no matter how you try it, but they are |
| definitely worth it. Plus, their attacks are not really THAT |
| strong. They are just more annoying than anything. |

ANACONDAUR | Location: Hasberry Plateau

AP: 4 | EXP: 60 (+10) | WEAK VS: Ice

LV	HP	STR	VIT	MAG	SPR	SPD	EVA
1	842	18	10	2	2	10	0
10	1,400	30	15	13	9	11	1
20	2,400	42	20	26	17	12	1
30	3,800	55	25	38	26	13	2
40	5,600	67	30	50	34	14	2
50	7,800	79	35	62	42	15	3
60	10,400	91	40	75	51	16	3
70	13,400	103	45	86	59	17	4
80	16,800	115	50	98	67	18	4
90	20,600	126	55	110	76	19	5
100	24,800	138	60	122	84	20	6

Items Stolen | Level 1-19: Venom Fang |
| All Other Levels: Venom Fang |
Items Dropped | Level 1-19: M Stone, Venom Fang, Dragon Skin |
| All Other Levels: M Stone, Venom Fang, Dragon Skin, Star |
| Fragment |

Draw Magic

LV	SLOT 1	SLOT 2	SLOT 3	SLOT 4
1-19	Fire	Cure	None	None
20-29	Fira	Cura	None	None
30-100	Firaga	Curaga	Bio	None

Description | Their physical attacks are not that bad, as they usually |
| rely on the prototypical physical attacks. The big thing to |
| worry about here is that they will use a poison attack on |

| you when its HP gets below 1/4 of its max. |

ARMADODO | Location: Tomb of Unknown King |

AP: 4 | EXP: 60 (+10) | WEAK VS: Ice |

LV | HP | STR | VIT | MAG | SPR | SPD | EVA |

1 | 731 | 12 | 120 | 1 | 4 | 4 | 0 |

10 | 1,150 | 23 | 120 | 10 | 5 | 5 | 0 |

20 | 1,900 | 34 | 121 | 18 | 6 | 6 | 1 |

30 | 2,950 | 45 | 122 | 27 | 7 | 7 | 1 |

40 | 4,300 | 56 | 123 | 35 | 9 | 8 | 2 |

50 | 5,950 | 67 | 124 | 43 | 10 | 9 | 2 |

60 | 7,900 | 77 | 125 | 50 | 11 | 10 | 2 |

70 | 10,150 | 87 | 125 | 58 | 12 | 11 | 3 |

80 | 12,700 | 97 | 126 | 65 | 14 | 12 | 3 |

90 | 15,550 | 107 | 127 | 72 | 15 | 13 | 4 |

100 | 18,700 | 116 | 128 | 79 | 16 | 14 | 4 |

Items Stolen | Level 1-19: Magic Stone |

| All Other Levels: Magic Stone |

Items Dropped | Level 1-19: M Stone, Sharp Spike |

| All Other Levels: Magic Stone, Sharp Spike, Turtle Shell |

Draw Magic |

LV | SLOT 1 | SLOT 2 | SLOT 3 | SLOT 4 |

1-19 | Protect | None | None | None |

20-29 | Protect | Shell | None | None |

30-100 | Protect | Shell | Quake | None |

Description | It has a very hard shell, so physical attacks will be a tad |

| difficult to land properly. They'll rarely do too much |

| damage, unless you have Ice junctioned to your weapon. That |

| is probably your best bet, as it's weak against Ice magic. |

BEHEMOTH | Location: Great Plains of Esthar |

AP: 12 | EXP: N/A | WEAK VS: N/A |

LV | HP | STR | VIT | MAG | SPR | SPD | EVA |

1 | 35,263 | 64 | 12 | 3 | 3 | 3 | 0 |

10	37,900	81	12	26	24	4	1	
20	41,400	101	13	51	46	4	1	
30	45,500	120	13	76	69	5	2	
40	50,200	138	14	101	91	6	3	
50	55,500	157	15	125	114	6	3	
60	61,400	176	15	149	136	7	4	
70	67,900	195	16	173	159	7	4	
80	75,000	213	17	197	181	8	5	
90	82,700	231	17	220	204	9	6	
100	91,000	250	18	243	226	9	6	

```

-----
| Items Stolen | Level 1-19: Barrier
|               | All Other Levels: Barrier
| Items Dropped | Level 1-19: Wizard Stone, Barrier
|               | All Other Levels: Barrier, Giant's Ring, Energy Crystal
-----

```

```

| Draw Magic
-----
| LV | SLOT 1 | SLOT 2 | SLOT 3 | SLOT 4
-----
| 1-19 | Regen | Tornado | None | None
| 20-29 | Regen | Tornado | None | None
| 30-100 | Regen | Tornado | Flame | None
-----

```

```

| Description | For those that are used to Final Fantasy games, you know how
|               | tough the Behemoth enemies are. They have lots of HP and use
|               | strong ass magic. They cast Meteor when they die, so that is
|               | the biggest problem with them.
-----

```

```

-----
| BELHELMEL | Location: Monterosa Plateau
-----
| AP: 2 | EXP: 10 (+6) | WEAK VS: Holy
-----
| LV | HP | STR | VIT | MAG | SPR | SPD | EVA
-----
| 1 | 369 | 4 | 30 | 5 | 10 | 10 | 0
-----
| 10 | 495 | 14 | 30 | 14 | 11 | 12 | 0
-----
| 20 | 720 | 25 | 30 | 23 | 12 | 13 | 1
-----
| 30 | 1,035 | 36 | 30 | 33 | 13 | 15 | 1
-----
| 40 | 1,440 | 46 | 31 | 42 | 15 | 17 | 2
-----
| 50 | 1,935 | 57 | 31 | 51 | 16 | 18 | 2
-----
| 60 | 2,520 | 67 | 31 | 60 | 17 | 20 | 3
-----

```

70	3,195	77	32	69	18	22	3	

80	3,960	87	32	78	20	23	4	

90	4,815	97	32	87	21	25	4	

100	5,760	106	33	95	22	27	5	

Items Stolen	Level 1-19: Saw Blade							
	All Other Levels: Saw Blade							
Items Dropped	Level 1-19: M Stone, Saw Blade							
	All Other Levels: Magic Stone, Saw Blade, Laser Cannon,							
	Saw Blade							

Draw Magic								

LV	SLOT 1	SLOT 2	SLOT 3	SLOT 4				

1-19	Sleep	Thunder	None	None				
20-29	Berserk	Thundara	None	None				
30-100	Confuse	Thundaga	None	None				

Description	The Belhelmel is an unique enemy in that its battle strategy							
	will change from time to time depending on how its face							
	changes. It sometimes casts magic, and sometimes focuses							
	more on physical attacks. This makes it an unique enemy. It							
	is not very challenging to kill, though.							

BITE BUG	Location: Alcauld Plains							

AP: 1	EXP: 15 (+5)	WEAK VS: N/A						

LV	HP	STR	VIT	MAG	SPR	SPD	EVA	

1	114	2	4	1	2	4	2	

10	170	9	4	7	3	5	3	

20	270	17	4	13	5	5	4	

30	410	24	4	19	7	6	4	

40	590	32	4	24	8	6	5	

50	810	39	5	30	10	7	6	

60	1,070	46	5	35	12	7	6	

70	1,370	53	5	40	13	8	7	

80	1,710	59	5	44	15	8	8	

90	2,090	65	5	49	17	9	8	

100	2,510	72	6	53	18	9	9	

Items Stolen	Level 1-19: M Stone							
	All Other Levels: Magic Stone, Wizard Stone							

```

| Items Dropped | Level 1-19: M Stone
|               | All Other Levels: M Stone, Magic Stone, Wizard Stone
-----
| Draw Magic
-----
| LV      | SLOT 1      | SLOT 2      | SLOT 3      | SLOT 4      |
-----
| 1-19   | Fire        | Scan        | None        | None        |
| 20-29  | Fira        | Scan        | None        | None        |
| 30-100 | Fira        | Scan        | None        | None        |
-----
| Description | These enemies are found at the beginning of the game, so
|           | they are not terribly tough at all. Just attack them with a
|           | physical attack for a quick and painless victory.
-----

```

```

-----
| BLITZ                | Location: Galbadia Garden
-----
| AP: 2                | EXP: 20 (+10)      | WEAK VS: N/A
-----
| LV  | HP    | STR  | VIT  | MAG  | SPR  | SPD  | EVA  |
-----
| 1   | 611  | 9    | 35   | 57   | 25   | 4    | 1    |
-----
| 10  | 765  | 18   | 35   | 60   | 25   | 4    | 1    |
-----
| 20  | 1,040 | 29   | 35   | 62   | 26   | 6    | 1    |
-----
| 30  | 1,425 | 39   | 36   | 65   | 26   | 7    | 2    |
-----
| 40  | 1,920 | 48   | 36   | 67   | 27   | 9    | 2    |
-----
| 50  | 2,525 | 58   | 37   | 69   | 28   | 10   | 3    |
-----
| 60  | 3,240 | 68   | 37   | 71   | 28   | 12   | 3    |
-----
| 70  | 4,065 | 77   | 37   | 73   | 29   | 14   | 4    |
-----
| 80  | 5,000 | 86   | 38   | 75   | 30   | 16   | 4    |
-----
| 90  | 6,045 | 95   | 38   | 76   | 30   | 17   | 5    |
-----
| 100 | 7,200 | 103  | 39   | 78   | 31   | 19   | 5    |
-----

```

```

| Items Stolen | Level 1-19: Betrayal Sword
|             | All Other Levels: Betrayal Sword, Power Generator
| Items Dropped | Level 1-19: M Stone, Betrayal Sword, Coral Fragment
|             | All Other Levels: Magic Stone, Betrayal Sword, Dynamo
|             | Stone
-----
| Draw Magic
-----
| LV      | SLOT 1      | SLOT 2      | SLOT 3      | SLOT 4      |
-----
| 1-19   | Thunder     | None        | None        | None        |
| 20-29  | Thunder     | Thundara   | None        | None        |
| 30-100 | Thunder     | Thundara   | Thundaga   | None        |
-----
| Description | You do not want to attack these guys with Thunder magic. Not

```

| only will they absorb it, but then they will become electric, |
 | and any physical attacks you do on it will turn to Thunder |
 | attacks. |

| BLOBRA | Location: Tomb of the Unknown King |

| AP: 3 | EXP: 40 (+8) | WEAK VS: N/A |

| LV | HP | STR | VIT | MAG | SPR | SPD | EVA |

| 1 | 246 | 8 | 240 | 9 | 170 | 6 | 0 |

| 10 | 330 | 15 | 240 | 23 | 171 | 6 | 1 |

| 20 | 480 | 22 | 241 | 38 | 172 | 7 | 2 |

| 30 | 690 | 29 | 241 | 53 | 173 | 7 | 3 |

| 40 | 960 | 36 | 242 | 67 | 173 | 7 | 3 |

| 50 | 1,290 | 43 | 242 | 82 | 175 | 8 | 5 |

| 60 | 1,680 | 49 | 243 | 96 | 176 | 8 | 6 |

| 70 | 2,130 | 56 | 243 | 111 | 177 | 9 | 7 |

| 80 | 2,640 | 62 | 244 | 125 | 178 | 9 | 8 |

| 90 | 3,210 | 68 | 244 | 139 | 180 | 9 | 9 |

| 100 | 3,840 | 74 | 245 | 153 | 181 | 10 | 10 |

| Items Stolen | Level 1-19: M Stone, Rune Armllet |

| | All Other Levels: Magic Sword, Rune Armllet, Wizard Stone |

| Items Dropped | Level 1-19: M Stone, Three Stars |

| | All Other Levels: Magic Stone, Rune Armllet, Wizard Stone |

| Draw Magic |

| LV | SLOT 1 | SLOT 2 | SLOT 3 | SLOT 4 |

| 1-19 | Shell | None | None | None |

| 20-29 | Shell | Blind | Berserk | None |

| 30-100 | Shell | Reflect | Blind | Berserk |

| Description | They are completely immune to physical attacks, so you have |

| | to use magic to kill them. The problem is that they have a |

| | different elemental defense every time you fight them, so |

| | you may have to do some experimenting in order to defeat |

| | them. |

| BLOOD SOUL | Location: Monterosa Plateau |

| AP: 1 | EXP: 15 (+5) | WEAK VS: Holy, Fire |

| LV | HP | STR | VIT | MAG | SPR | SPD | EVA |

1	510	4	7	10	150	8	0	
10	650	10	11	21	153	9	0	
20	900	16	17	32	156	11	1	
30	1,250	23	22	44	160	12	1	
40	1,700	28	28	55	163	13	2	
50	2,250	34	34	66	166	14	2	
60	2,900	39	39	77	170	16	3	
70	3,650	45	45	88	173	17	3	
80	4,500	49	51	98	176	18	4	
90	5,450	54	56	109	180	19	4	
100	6,500	58	62	119	183	21	5	

| Items Stolen | Level 1-19: Zombie Powder
 | | All Other Levels: Zombie Powder
 | Items Dropped | Level 1-19: M Stone, M Stone, Zombie Powder
 | | All Other Levels: Magic Stone, M Stone, Zombie Powder

| Draw Magic |

LV	SLOT 1	SLOT 2	SLOT 3	SLOT 4	
1-19	Zombie	Float	None	None	
20-29	Zombie	Float	Silence	None	
30-100	Zombie	Float	Silence	Dispel	

| Description | Its physical attacks are not that strong, but they provide
 | | status effects depending on how they are feeling at the time.

| BLUE DRAGON | Location: Trabia Snowfield |

| AP: 6 | EXP: 100 (+20) | WEAK VS: Ice |

LV	HP	STR	VIT	MAG	SPR	SPD	EVA	
1	236	15	71	27	120	5	0	
10	2,525	29	76	46	125	8	1	
20	5,400	45	82	67	130	10	1	
30	8,625	60	88	87	135	13	2	
40	12,200	76	95	108	140	15	3	
50	16,125	91	101	128	145	18	3	
60	20,400	107	107	148	150	20	4	

70	25,025	122	113	167	155	23	4	
80	30,000	137	120	187	167	25	5	
90	35,525	151	126	206	165	28	6	
100	41,000	166	132	225	170	30	6	
Items Stolen	Level 1-19: Fury Fragment							
	All Other Levels: Fury Fragment							
Items Dropped	Level 1-19: Dragon Fang, Fury Fragment							
	All Other Levels: Dragon Fang, Fury Fragment							
Draw Magic								
LV	SLOT 1	SLOT 2	SLOT 3	SLOT 4				
1-19	Blind	None	None	None				
20-29	Blind	Drain	Bio	None				
30-100	Drain	Break	Death	Bio				
Description	Physical attacks with ice junctioned onto elemental attack							
	work best against these dragons. They attack with a breath							
	attack that causes status effects to each member of your							
	party, making them a pretty frustrating enemy to kill.							
BOMB	Location: Fire Cavern							
AP: 1	EXP: 30 (+5)	WEAK VS: Ice						
LV	HP	STR	VIT	MAG	SPR	SPD	EVA	
1	288	2	2	1	4	2	0	
10	400	11	6	14	13	3	0	
20	600	21	12	28	23	5	1	
30	880	30	17	42	33	6	1	
40	1,240	40	23	56	44	7	2	
50	1,680	49	29	69	54	8	2	
60	2,200	58	34	82	64	10	3	
70	2,800	66	40	95	75	11	3	
80	3,480	75	46	108	85	12	4	
90	4,240	83	51	120	95	13	4	
100	5,080	91	57	132	105	15	5	
Items Stolen	Level 1-19: Bomb Fragment							
	All Other Levels: Bomb Fragment, Bomb Spirit							
Items Dropped	Level 1-19: M Stone, Bomb Fragment							

All Other Levels: Magic Stone, Bomb Fragment				
Draw Magic				
LV	SLOT 1	SLOT 2	SLOT 3	SLOT 4
1-19	Fire	None	None	None
20-29	Fire	Fira	None	None
30-100	Fire	Fira	Firaga	Meltdown
Description Ice attacks are most affective against the Bombs. Usually, a				
single ice spell will be enough to kill them. Junctioning Ice				
to your attack will be wise as well. If you don't kill them				
quickly enough, they self destruct, so beware of that.				

BUEL								Location: Fire Cavern	
AP: 1		EXP: 5 (+1)			WEAK VS: Wind, Holy				
LV	HP	STR	VIT	MAG	SPR	SPD	EVA		
1	43	1	1	3	200	10	0		
10	85	6	1	24	201	11	0		
20	160	10	2	47	202	11	1		
30	265	15	2	70	203	12	1		
40	400	19	3	93	205	13	1		
50	565	24	4	115	206	14	2		
60	760	28	4	138	207	14	2		
70	985	32	5	160	208	15	3		
80	1,240	36	6	183	210	16	3		
90	1,525	39	6	205	211	16	3		
100	1,840	43	7	227	212	17	4		

Items Stolen	Level 1-19: M Stone
	All Other Levels: Magic Stone, Wizard Stone, Circlet
Items Dropped	Level 1-19: M Stone
	All Other Levels: Magic Stone, Wizard Stone

Draw Magic				
LV	SLOT 1	SLOT 2	SLOT 3	SLOT 4
1-19	Fire	Thunder	Blizzard	None
20-29	Fira	Thundara	Blizzara	None
30-100	Fira	Thundaga	Blizzaga	Bio
Description They are very strong against magic attacks, but one physical				
attack will usually be enough to take out these weird flying				

| enemies. Their attacks are nothing to worry about, and the
 | magic you can draw from them can also be drawn from other
 | enemies. You can draw here, though, since they will barely
 | phase you with their physical and magic attacks.

| CACTAUR | Location: Cactaur Island

| AP: 20 | EXP: 1 (+1) | WEAK VS: N/A

LV	HP	STR	VIT	MAG	SPR	SPD	EVA
1	202	2	16	5	254	8	100
10	230	5	31	19	254	9	100
20	280	9	49	33	254	11	100
30	350	12	66	47	254	12	100
40	440	15	84	60	254	13	100
50	550	17	101	73	254	14	100
60	680	20	119	86	254	16	100
70	830	22	136	99	254	17	100
80	1,000	24	154	111	254	18	100
90	1,190	25	171	123	254	19	100
100	1,400	27	189	134	254	21	100

| Items Stolen | Level 1-19: Cactus Thorn

| | All Other Levels: Cactus Thorn

| Items Dropped | Level 1-19: Cactus Thorn, Lightweight

| | All Other Levels: Cactus Thorn, Lightweight, Jet Engine

| Draw Magic

LV	SLOT 1	SLOT 2	SLOT 3	SLOT 4
1-19	Haste	None	None	None
20-29	Haste	None	None	None
30-100	Haste	None	None	None

| Description | These little green cacti have been known as a major pest in
 | a majority of the Final Fantasy games, and FF8 is certainly
 | no exception. They are deceptively quick, so the only way to
 | kill them effectively is by summoning a GF and hoping for
 | the best. Physical attacks will usually miss, and magic will
 | always miss. Their main attack is 1,000 Needles, which will
 | always amount to 1,000 HP of damage to the character it is
 | aimed at.

| CATERCHIPILLER | Location: Alcauld Plains

| AP: 2 | EXP: 28 (+5) | WEAK VS: Fire, Ice |

| LV | HP | STR | VIT | MAG | SPR | SPD | EVA |

| 1 | 172 | 10 | 2 | 7 | 18 | 4 | 0 |

| 10 | 340 | 19 | 8 | 23 | 18 | 5 | 0 |

| 20 | 640 | 27 | 15 | 40 | 19 | 5 | 1 |

| 30 | 1,060 | 36 | 21 | 58 | 19 | 6 | 1 |

| 40 | 1,600 | 49 | 29 | 75 | 20 | 7 | 1 |

| 50 | 2,260 | 53 | 36 | 92 | 20 | 8 | 2 |

| 60 | 3,040 | 61 | 42 | 108 | 21 | 8 | 2 |

| 70 | 3,940 | 69 | 50 | 125 | 21 | 9 | 3 |

| 80 | 4,960 | 76 | 57 | 142 | 22 | 10 | 3 |

| 90 | 6,100 | 84 | 63 | 158 | 22 | 10 | 3 |

| 100 | 7,360 | 91 | 71 | 174 | 23 | 11 | 4 |

| Items Stolen | Level 1-19: Spider Web |

| | All Other Levels: Spider Web |

| Items Dropped | Level 1-19: Spider Web, M Stone |

| | All Other Levels: Spider Stone, Magic Stone, Wizard Stone |

| Draw Magic |

| LV | SLOT 1 | SLOT 2 | SLOT 3 | SLOT 4 |

| 1-19 | Thunder | Cure | None | None |

| 20-29 | Thunder | Cure | Slow | None |

| 30-100 | Thundaga | Curaga | Slow | Stop |

| Description | Its Ultra Wave attack is the most potent of their attacks, |

| | as it will deal mid-level damage physical damage to all of |

| | the characters. In addition, they have a range of physical |

| | attacks, which will do normal damage to one character. They |

| | are elusively quick, so be careful and keep striking. Fire, |

| | ice, and physical attacks work best to take down these |

| | slithery enemies. |

| CHIMERA | Location: Kashkabald Desert |

| AP: 10 | EXP: 150 (+20) | WEAK VS: Holy |

| LV | HP | STR | VIT | MAG | SPR | SPD | EVA |

| 1 | 352 | 21 | 41 | 27 | 89 | 5 | 2 |

| 10 | 3,750 | 38 | 49 | 46 | 97 | 7 | 3 |

20	8,000	55	59	68	106	9	3	
30	12,750	73	67	90	115	11	4	
40	18,000	90	77	111	125	13	5	
50	23,750	107	86	133	134	15	5	
60	30,000	124	95	154	143	17	6	
70	36,750	141	104	175	152	19	6	
80	44,000	158	114	197	161	21	7	
90	51,750	174	122	217	170	23	8	
100	60,000	190	132	238	180	25	8	

```

+++++
| Items Stolen | Level 1-19: Red Fang
|               | All Other Levels: Red Fang
| Items Dropped | Level 1-19: Water Crystal, Red Fang
|               | All Other Levels: Water Crystal, Red Fang, Star Fragment
+++++

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| Draw Magic
+++++

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LV	SLOT 1	SLOT 2	SLOT 3	SLOT 4	
1-19	Water	Thunder	Esuna	None	
20-29	Water	Bio	Thundara	Esuna	
30-100	Water	Bio	Thundaga	Esuna	

```

| Description | High attack power and lots of HP make Chimera one of the
|               | more formidable opponents you will face in this part of FF8.
|               | Their Aqua Breath attack is most effective, but their normal
|               | physical attacks can be deadly if you are not careful. They
|               | have the Esuna spell to draw if you wish, but otherwise,
|               | take them out with physical attacks.
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+++++
| COCKATRICE | Location: Roshfall Forest
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| AP: 2 | EXP: 40 (+10) | WEAK VS: Wind
+++++

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LV	HP	STR	VIT	MAG	SPR	SPD	EVA	
1	1,007	9	9	14	91	12	2	
10	1,105	18	15	32	97	14	4	
20	1,280	28	22	52	105	15	6	
30	1,525	37	29	71	111	17	7	
40	1,840	46	36	90	119	19	9	
50	2,225	55	43	108	126	20	10	
60	2,680	64	50	127	133	22	12	

70	3,205	72	57	145	140	24	14	

80	3,800	80	64	163	148	25	16	

90	4,465	88	70	180	154	27	17	

100	5,200	96	78	198	162	29	19	

Items Stolen	Level 1-19: Cockatrice Pinion							
	All Other Levels: Cockatrice Pinion							
Items Dropped	Level 1-19: Coral Fragment, Cockatrice Pinion							
	All Other Levels: Coral Fragment, Cockatrice Pinion,							
	Dynamo Stone							

Draw Magic								

LV	SLOT 1	SLOT 2	SLOT 3	SLOT 4				

1-19	Thunder	None	None	None				
20-29	Thunder	Break	None	None				
30-100	Thundaga	Break	None	None				

Description	The Cockatrices have 3 of the most annoying attacks in the							
	game. For those familiar with the Final Fantasy series, you							
	know the Cockatrices have the ability to turn a party member							
	into Stone. And boy, they like to do it a lot in this game.							
	In addition to that, it will start to 'grow' during the							
	battle, while using lightning-based attacks. When it is							
	fully grown, it uses the Electrocute skill. Use physical							
	attacks or Wind magic on it to kill it before it reaches							
	this final stage (hopefully) and make sure to bring along a							
	few Softs, just in case.							

COMMAND LEADER	Location: Galbadia Missile Base							

AP: 2	EXP: 30 (+5)	WEAK VS: Poison						

LV	HP	STR	VIT	MAG	SPR	SPD	EVA	

1	806	6	31	9	45	6	2	

10	890	22	37	24	49	7	3	

20	1,040	38	44	41	54	7	4	

30	1,250	54	51	57	60	8	5	

40	1,520	70	58	74	65	9	5	

50	1,850	86	65	90	70	10	6	

60	2,240	102	72	106	76	10	7	

70	2,690	118	79	122	81	11	8	

80	3,200	133	86	138	86	12	9	

90	3,770	148	93	154	92	12	10	

100	4,400	163	100	170	97	13	10	
Items Stolen	Level 1-19: Tent, Cottage							
	All Other Levels: Tent, Cottage							
Items Dropped	Level 1-19: Potion, Phoenix Down, Shotgun Ammo, Cottage							
	All Other Levels: Potion, Phoenix Down, Hi-Potion, Cottage							
Draw Magic								
LV	SLOT 1	SLOT 2	SLOT 3	SLOT 4				
1-19	Thunder	Confuse	Slow	Reflect				
20-29	Thundara	Confuse	Slow	Reflect				
30-100	Thundaga	Confuse	Slow	Reflect				
Description	They are slightly stronger than the normal Galbadian							
	soldiers you will encounter, but they are still not too bad.							
	They just do normal physical attacks, and you can kill them							
	by just attacking them until they die. Not a terribly tough							
	or complex enemy.							

COMMAND SOLDIER | Location: Galbadia Missile Base

AP: 1 | EXP: 30 (+5) | WEAK VS: N/A

LV	HP	STR	VIT	MAG	SPR	SPD	EVA	
1	217	7	23	4	32	4	0	

10	455	18	29	13	32	5	1	
----	-----	----	----	----	----	---	---	--

20	880	30	36	23	32	5	2	
----	-----	----	----	----	----	---	---	--

30	1,475	41	43	33	33	6	3	
----	-------	----	----	----	----	---	---	--

40	2,240	52	50	44	33	7	3	
----	-------	----	----	----	----	---	---	--

50	3,175	63	57	54	33	8	4	
----	-------	----	----	----	----	---	---	--

60	4,280	74	64	63	34	8	5	
----	-------	----	----	----	----	---	---	--

70	5,555	84	71	73	34	9	6	
----	-------	----	----	----	----	---	---	--

80	7,000	94	78	83	34	10	7	
----	-------	----	----	----	----	----	---	--

90	8,615	104	85	92	35	10	8	
----	-------	-----	----	----	----	----	---	--

100	10,400	114	92	101	35	11	8	
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Items Stolen | Level 1-19: Hi-Potion
 | All Other Levels: Hi-Potion

Items Dropped | Level 1-19: Potion, Normal Ammo, Phoenix Down
 | All Other Levels: Potion, Normal Ammo, Phoenix Down

Draw Magic

LV	SLOT 1	SLOT 2	SLOT 3	SLOT 4				
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1-19	Blizzard	Silence	Confuse	None
20-29	Blizzara	Silence	Confuse	None
30-100	Blizzaga	Silence	Confuse	None

Description | They're not as strong as the leaders. Just hit them with a physical attack or two and they will die.

CREEPS | Location: Galbadia Garden

AP: 2 | EXP: 35 (+8) | WEAK VS: Holy

LV	HP	STR	VIT	MAG	SPR	SPD	EVA
----	----	-----	-----	-----	-----	-----	-----

1	210	6	3	7	171	25	30
---	-----	---	---	---	-----	----	----

10	350	13	3	16	175	26	31
----	-----	----	---	----	-----	----	----

20	600	20	4	26	180	28	32
----	-----	----	---	----	-----	----	----

30	950	28	4	35	185	29	33
----	-----	----	---	----	-----	----	----

40	1,400	35	5	45	190	30	34
----	-------	----	---	----	-----	----	----

50	1,950	42	5	55	195	31	35
----	-------	----	---	----	-----	----	----

60	2,600	48	6	64	200	33	36
----	-------	----	---	----	-----	----	----

70	3,350	55	6	73	205	34	37
----	-------	----	---	----	-----	----	----

80	4,200	62	7	83	210	35	38
----	-------	----	---	----	-----	----	----

90	5,150	68	8	92	215	36	39
----	-------	----	---	----	-----	----	----

100	6,200	74	8	101	220	38	40
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Items Stolen | Level 1-19: Coral Fragment

| All Other Levels: Coral Fragment

Items Dropped | Level 1-19: M Stone, Coral Fragment

| All Other Levels: Curse Spike, Coral Fragment, Dynamo Stone

Draw Magic

LV	SLOT 1	SLOT 2	SLOT 3	SLOT 4
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1-19	Thunder	Life	None	None
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20-29	Thundara	Life	None	None
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30-100	Thundaga	Death	Life	None
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Description | These are some annoying enemies because they will kill the person that killed it. Therefore, you will have a major problem with them. Kill them with physical attacks.

DEATH CLAW | Location: Galbadia Garden

AP: 3 | EXP: 40 (+15) | WEAK VS: N/A

LV	HP	STR	VIT	MAG	SPR	SPD	EVA
1	4,231	11	45	11	8	4	0
10	4,650	23	46	20	9	7	1
20	5,400	37	47	30	11	9	1
30	6,450	50	48	40	13	12	2
40	7,800	63	50	50	14	14	2
50	9,450	75	51	60	16	17	3
60	11,400	88	52	69	18	19	3
70	13,650	100	53	78	19	22	4
80	16,200	112	55	87	21	24	4
90	19,050	123	56	95	23	27	5
100	22,200	135	57	103	24	29	5

Items Stolen | Level 1-19: Windmill
 | All Other Levels: Windmill
 Items Dropped | Level 1-19: M Stone, Sharp Spike, Windmill
 | All Other Levels: Sharp Spike, Shear Feather, Windmill

Draw Magic

LV	SLOT 1	SLOT 2	SLOT 3	SLOT 4
1-19	Aero	None	None	None
20-29	Aero	Dispel	None	None
30-100	Aero	Dispel	Reflect	None

Description | They mainly do physical attacks, but some of their attacks
 | are breath attacks. They involve gas, so beware of that
 | stuff. Magic won't really work well, neither will summons.
 | Physical attacks will work best.

ELASTOID | Location: Centra Ruins

AP: 3 | EXP: 80 (+20) | WEAK VS: Thunder

LV	HP	STR	VIT	MAG	SPR	SPD	EVA
1	531	9	130	10	120	3	4
10	950	22	130	26	121	5	5
20	1,700	36	130	44	122	7	4
30	2,750	50	130	62	123	8	7
40	4,100	63	130	79	125	10	7

50	5,750	77	130	97	126	11	8	
60	7,700	90	130	114	127	13	9	
70	9,950	103	130	131	128	15	10	
80	12,500	116	130	149	130	17	11	
90	15,350	128	130	166	131	18	12	
100	18,500	141	131	182	132	20	12	

Items Stolen	Level 1-19: Dynamo Stone							
	All Other Levels: Dynamo Stone, Laser Cannon							
Items Dropped	Level 1-19: M Stone							
	All Other Levels: Magic Stone, Wizard Stone, Laser Cannon							

Draw Magic								

LV	SLOT 1	SLOT 2	SLOT 3	SLOT 4				

1-19	Dispel	None	None	None				
20-29	Dispel	Stop	None	None				
30-100	Dispel	Stop	Meltdown	None				

Description	These floating creatures are a tad tricky to kill. They only							
	attack with mid-range physical attacks, so that is not too							
	bad. Your best bet is to use either Thunder magic or							
	physical attacks.							

ELITE SOLDIER	Location: Dollet							

AP: 2	EXP: 30 (+5)	WEAK VS: Poison						

LV	HP	STR	VIT	MAG	SPR	SPD	EVA	

1	148	3	36	6	38	6	2	

10	260	15	37	17	38	7	3	

20	460	28	38	29	38	8	4	

30	740	41	39	42	38	9	5	

40	1,100	54	41	54	39	9	5	

50	1,540	67	42	66	39	10	6	

60	2,060	79	43	77	39	11	7	

70	2,660	91	44	89	40	12	8	

80	3,340	103	46	101	40	13	9	

90	4,100	115	47	112	40	14	10	

100	4,940	127	48	123	41	14	10	

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+++++
| Items Stolen | Level 1-19: Tent, Cottage |
|               | All Other Levels: Tent, Cottage |
| Items Dropped | Level 1-19: Potion, Phoenix Down, Shotgun Ammo, Cottage |
|               | All Other Levels: Potion, Phoenix Down, Hi Potion, Cottage |
+++++
| Draw Magic |
+++++
| LV | SLOT 1 | SLOT 2 | SLOT 3 | SLOT 4 |
+++++
| 1-19 | Fire | Thunder | Blizzard | Scan |
| 20-29 | Fira | Thundara | Blizzara | Scan |
| 30-100 | Firaga | Thundaga | Blizzaga | Dispel |
+++++
| Description | The soldiers here won't do much except for weak physical |
|               | attacks, so now would be an excellent time to draw any magic |
|               | you may need, especially magic that will help with your |
|               | junctions. Two physical attacks should be enough to defeat |
|               | these weak soldiers. |
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| ELNOYLE | Location: Ultimecia Castle |
+++++
| AP: 18 | EXP: 220 (+20) | WEAK VS: Wind |
+++++
| LV | HP | STR | VIT | MAG | SPR | SPD | EVA |
+++++
| 1 | 30,968 | 64 | 11 | 64 | 81 | 10 | 0 |
-----
| 10 | 39,975 | 82 | 17 | 81 | 90 | 11 | 0 |
-----
| 20 | 50,600 | 101 | 25 | 101 | 100 | 11 | 1 |
-----
| 30 | 61,875 | 120 | 32 | 120 | 110 | 12 | 1 |
-----
| 40 | 73,800 | 139 | 39 | 138 | 120 | 13 | 1 |
-----
| 50 | 86,375 | 158 | 47 | 157 | 130 | 13 | 1 |
-----
| 60 | 99,600 | 177 | 54 | 176 | 140 | 14 | 2 |
-----
| 70 | 113,475 | 196 | 61 | 195 | 150 | 14 | 2 |
-----
| 80 | 128,000 | 214 | 69 | 213 | 160 | 15 | 2 |
-----
| 90 | 143,175 | 233 | 76 | 231 | 170 | 16 | 3 |
-----
| 100 | 159,000 | 251 | 83 | 250 | 180 | 16 | 3 |
+++++

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| Items Stolen | Level 1-19: Moon Stone |
|               | All Other Levels: Moon Stone |
| Items Dropped | Level 1-19: Wizard Stone, Moon Stone, Energy Crystal |
|               | All Other Levels: Wizard Stone, Moon Stone, Energy Crystal |
+++++
| Draw Magic |
+++++
| LV | SLOT 1 | SLOT 2 | SLOT 3 | SLOT 4 |
+++++
| 1-19 | Pain | Double | None | None |
+++++

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20-29	Pain	Double	None	None
30-100	Pain	Double	None	None

Description	The Elnoyle is a flying creature that can really dish the pain. Seeing as he is in the final dungeon of the game, I recommend you have some pretty strong junctions before facing him and his crushing attacks. He uses physical attacks rarely. His main one is Tail Needle, which does heavy damage to all characters. Plus, his magic attacks are strong. Use physical attacks or Wind magic to kill him, but make sure to heal as needed, because he will kill you if you underestimate his abilities.
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ESTHAR SOLDIER (CYBORG)	Location: Centra Ruins
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AP: 1	EXP: 30 (+3)	WEAK VS: Thunder
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LV	HP	STR	VIT	MAG	SPR	SPD	EVA
1	163	8	44	6	31	6	0

10	345	21	44	18	35	10	1
----	-----	----	----	----	----	----	---

20	670	35	44	31	41	14	1
----	-----	----	----	----	----	----	---

30	1,125	49	44	44	46	19	2
----	-------	----	----	----	----	----	---

40	1,710	63	45	57	52	22	2
----	-------	----	----	----	----	----	---

50	2,425	76	45	69	57	26	3
----	-------	----	----	----	----	----	---

60	3,270	89	45	82	63	30	3
----	-------	----	----	----	----	----	---

70	4,245	102	46	94	68	34	4
----	-------	-----	----	----	----	----	---

80	5,350	115	46	107	74	38	4
----	-------	-----	----	-----	----	----	---

90	6,585	128	46	119	79	42	5
----	-------	-----	----	-----	----	----	---

100	7,950	140	47	131	85	46	6
-----	-------	-----	----	-----	----	----	---

Items Stolen	Level 1-19: Phoenix Down All Other Levels: Phoenix Down
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Items Dropped	Level 1-19: Potion, Phoenix Down, Tent, Cottage All Other Levels: Potion, Phoenix Down, Hi-Potion, Tent, Cottage
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Draw Magic	
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LV	SLOT 1	SLOT 2	SLOT 3	SLOT 4
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1-19	Fire	Thunder	Blizzard	None
------	------	---------	----------	------

20-29	Fira	Thundara	Blizzara	None
-------	------	----------	----------	------

30-100	Firaga	Thundaga	Blizzaga	None
--------	--------	----------	----------	------

Description	The soldiers here are basically cyborg versions of the human soldiers. Their attacks are a tad stronger, and it will take a little bit longer than usual to kill them, but they still
-------------	---

| are not too bad. Use the usual strategy of draw magic/attacks|
| to win this relatively painless and easy battle. |

| ESTHAR SOLDIER (HUMAN) | Location: Centra Ruins |

| AP: 1 | EXP: 20 (+3) | WEAK VS: Poison |

| LV | HP | STR | VIT | MAG | SPR | SPD | EVA |

| 1 | 98 | 3 | 2 | 1 | 5 | 5 | 0 |

| 10 | 210 | 13 | 2 | 8 | 6 | 7 | 1 |

| 20 | 410 | 22 | 3 | 16 | 7 | 9 | 3 |

| 30 | 690 | 32 | 3 | 24 | 8 | 10 | 4 |

| 40 | 1,050 | 41 | 4 | 31 | 10 | 12 | 5 |

| 50 | 1,490 | 50 | 5 | 39 | 11 | 13 | 6 |

| 60 | 2,010 | 59 | 5 | 46 | 12 | 15 | 8 |

| 70 | 2,610 | 68 | 6 | 54 | 13 | 17 | 9 |

| 80 | 3,290 | 77 | 7 | 61 | 15 | 19 | 10 |

| 90 | 4,050 | 85 | 7 | 68 | 16 | 20 | 11 |

| 100 | 4,890 | 93 | 8 | 75 | 17 | 22 | 13 |

| Items Stolen | Level 1-19: Potion |

| | All Other Levels: Potion, Hi-Potion |

| Items Dropped | Level 1-19: Potion, Phoenix Down |

| | All Other Levels: Potion, Hi Potion, Phoenix Down |

| Draw Magic |

| LV | SLOT 1 | SLOT 2 | SLOT 3 | SLOT 4 |

| 1-19 | Fire | Thunder | Blizzard | Cure |

| 20-29 | Fira | Thundara | Blizzara | Cura |

| 30-100 | Firaga | Thundaga | Blizzaga | Curaga |

| Description | The soldiers here won't do much except for weak physical |

| | attacks, so now would be an excellent time to draw any magic |

| | you may need, especially magic that will help with your |

| | junctions. Two physical attacks should be enough to defeat |

| | these weak soldiers. |

| FASTITOCALON | Location: Dingo Desert |

| AP: 1 | EXP: 60 (+20) | WEAK VS: N/A |

| LV | HP | STR | VIT | MAG | SPR | SPD | EVA |

40	2,000	49	53	95	66	10	9	
50	2,825	59	56	110	68	11	10	
60	3,800	70	60	124	70	13	11	
70	4,925	80	63	138	72	15	12	
80	6,200	90	66	153	74	17	13	
90	7,625	100	70	167	76	18	14	
100	9,200	110	73	181	78	20	15	

Items Stolen	Level 1-19: Fish Fin
	All Other Levels: Fish Fin
Items Dropped	Level 1-19: Fish Fin, Water Crystal
	All Other Levels: Fish Fin, Water Crystal

Draw Magic								
LV	SLOT 1	SLOT 2	SLOT 3	SLOT 4				
1-19	Blizzard	Sleep	Scan	None				
20-29	Blizzara	Sleep	Scan	None				
30-100	Blizzaga	Scan	Water	None				

Description	No one knows exactly what these swimming creatures are, but
	they put up a good fight. Their physical attacks are what
	they are best known for. Expect to lose a few HP while
	fighting these creatures. Drawing magic won't really work
	here, as they have a few mediocre spells and spells you can
	get from a lot of other creatures. Therefore, just focus on
	using physical attacks on it to send it to its grave. Magic
	attacks definitely won't work well at all, sorry to say.

| FORBIDDEN | Location: Tomb of the Unknown King |

AP: 4	EXP: 85 (+15)	WEAK VS: Holy, Fire	
-------	---------------	---------------------	--

LV	HP	STR	VIT	MAG	SPR	SPD	EVA	
1	221	14	25	1	200	11	2	
10	1,400	28	26	14	201	15	4	
20	2,900	43	27	28	202	20	6	
30	4,600	59	28	41	203	25	7	
40	6,500	74	30	54	205	30	9	
50	8,600	89	31	68	206	35	10	
60	10,900	104	32	81	207	40	12	
70	13,400	119	33	94	208	45	14	

80	16,100	134	35	107	210	50	16	

90	19,000	149	36	120	211	55	17	

100	22,100	163	37	133	212	60	19	
+++++								
Items Stolen	Level 1-19: Dead Spirit							
	All Other Levels: Dead Spirit							
Items Dropped	Level 1-19: Betrayal Sword, Dead Spirit, Zombie Powder							
	All Other Levels: Dead Spirit, Zombie Powder, Curse Spike,							
	Force Amulet							
+++++								
Draw Magic								
+++++								
LV	SLOT 1	SLOT 2	SLOT 3	SLOT 4				
+++++								
1-19	Zombie	None	None	None				
20-29	Zombie	Blind	Stop	None				
30-100	Zombie	Blind	Stop	Death				
+++++								
Description	These undead creatures like to strike with an attack that							
	causes instant death to one of your party members. However,							
	seeing as this is an undead enemy, there is a way to get him							
	to die pretty quickly. Just use a single phoenix down on the							
	enemy to take care of it instantly. ^_^							
+++++								

FUNGUAR	Location: Timber Forest							
+++++								
AP: 1	EXP: 20 (+3)	WEAK VS: N/A						
+++++								
LV	HP	STR	VIT	MAG	SPR	SPD	EVA	
+++++								
1	303	5	2	1	2	2	0	

10	345	11	6	8	6	3	0	

20	420	18	12	16	12	3	1	

30	525	24	17	24	17	4	1	

40	660	30	23	31	23	5	2	

50	825	36	28	38	28	5	2	

60	1,020	42	34	45	34	6	3	

70	1,245	47	39	52	39	6	3	

80	1,500	52	45	59	45	7	3	

90	1,785	57	50	66	50	8	4	

100	2,100	62	56	72	56	8	4	
+++++								
Items Stolen	Level 1-19: Sleep Powder							
	All Other Levels: Sleep Powder							
Items Dropped	Level 1-19: M-Stone, Sleep Powder							
	All Other Levels: Magic Stone, Wizard Stone, Sleep Powder							

```

+-----+
| Draw Magic |
+-----+
| LV      | SLOT 1      | SLOT 2      | SLOT 3      | SLOT 4      |
+-----+
| 1-19   | Sleep       | Scan        | None        | None        |
| 20-29  | Sleep       | Scan        | Silence     | None        |
| 30-100 | Sleep       | Scan        | Silence     | Confuse     |
+-----+
| Description | You would think fire spells would work best against these |
|           | enemies, but fire not effective at all. They don't use fire |
|           | based attacks, either. They use these status changing moves |
|           | that are very effective in making you poisoned, tired, etc. |
|           | Physical attacks work best to kill them. |
+-----+

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+-----+
| GALBADIAN SOLDIER | Location: Galbadia Missile Base |
+-----+
| AP: 1 | EXP: 20 (+3) | WEAK VS: Poison |
+-----+
| LV | HP | STR | VIT | MAG | SPR | SPD | EVA |
+-----+
| 1 | 45 | 3 | 1 | 1 | 2 | 4 | 0 |
+-----+
| 10 | 115 | 11 | 2 | 8 | 3 | 5 | 1 |
+-----+
| 20 | 240 | 18 | 3 | 14 | 4 | 5 | 2 |
+-----+
| 30 | 415 | 26 | 4 | 24 | 5 | 6 | 3 |
+-----+
| 40 | 640 | 33 | 6 | 31 | 7 | 7 | 3 |
+-----+
| 50 | 915 | 40 | 7 | 39 | 8 | 8 | 4 |
+-----+
| 60 | 1,240 | 47 | 8 | 46 | 9 | 8 | 5 |
+-----+
| 70 | 1,615 | 54 | 9 | 54 | 10 | 9 | 6 |
+-----+
| 80 | 2,040 | 61 | 11 | 61 | 12 | 10 | 7 |
+-----+
| 90 | 2,515 | 67 | 12 | 68 | 13 | 10 | 8 |
+-----+
| 100 | 3,040 | 73 | 13 | 75 | 14 | 11 | 8 |
+-----+

```

```

| Items Stolen | Level 1-19: Sleep Powder |
|              | All Other Levels: Sleep Powder |
| Items Dropped | Level 1-19: M-Stone, Sleep Powder |
|              | All Other Levels: Magic Stone, Wizard Stone, Sleep Powder |
+-----+

```

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+-----+
| Draw Magic |
+-----+
| LV      | SLOT 1      | SLOT 2      | SLOT 3      | SLOT 4      |
+-----+
| 1-19   | Fire        | Thunder     | Blizzard    | Cure        |
| 20-29  | Fira       | Thundara   | Blizzara    | Cura        |
| 30-100 | Firaga     | Thundaga   | Blizzaga    | Curaga     |
+-----+
| Description | The soldiers here won't do much except for weak physical |
|           | attacks, so now would be an excellent time to draw any magic |
+-----+

```

| you may need, especially magic that will help with your
 | junctions. Two physical attacks should be enough to defeat
 | these weak soldiers.

| GAYLA | Location: Trabia Snowfield |

| AP: 2 | EXP: 30 (+5) | WEAK VS: Wind |

LV	HP	STR	VIT	MAG	SPR	SPD	EVA
1	1,021	5	15	7	34	10	1
10	1,300	14	20	17	40	13	2
20	1,800	24	25	29	48	15	3
30	2,500	33	30	39	54	18	4
40	3,400	42	35	50	62	20	4
50	4,500	51	40	61	69	23	5
60	5,800	59	45	71	76	25	6
70	7,300	68	50	82	83	28	7
80	9,000	76	55	92	91	30	8
90	10,900	84	60	102	98	33	9
100	13,000	93	65	112	105	35	9

1	1,021	5	15	7	34	10	1
10	1,300	14	20	17	40	13	2
20	1,800	24	25	29	48	15	3
30	2,500	33	30	39	54	18	4
40	3,400	42	35	50	62	20	4
50	4,500	51	40	61	69	23	5
60	5,800	59	45	71	76	25	6
70	7,300	68	50	82	83	28	7
80	9,000	76	55	92	91	30	8
90	10,900	84	60	102	98	33	9
100	13,000	93	65	112	105	35	9

10	1,300	14	20	17	40	13	2
20	1,800	24	25	29	48	15	3
30	2,500	33	30	39	54	18	4
40	3,400	42	35	50	62	20	4
50	4,500	51	40	61	69	23	5
60	5,800	59	45	71	76	25	6
70	7,300	68	50	82	83	28	7
80	9,000	76	55	92	91	30	8
90	10,900	84	60	102	98	33	9
100	13,000	93	65	112	105	35	9

20	1,800	24	25	29	48	15	3
30	2,500	33	30	39	54	18	4
40	3,400	42	35	50	62	20	4
50	4,500	51	40	61	69	23	5
60	5,800	59	45	71	76	25	6
70	7,300	68	50	82	83	28	7
80	9,000	76	55	92	91	30	8
90	10,900	84	60	102	98	33	9
100	13,000	93	65	112	105	35	9

30	2,500	33	30	39	54	18	4
40	3,400	42	35	50	62	20	4
50	4,500	51	40	61	69	23	5
60	5,800	59	45	71	76	25	6
70	7,300	68	50	82	83	28	7
80	9,000	76	55	92	91	30	8
90	10,900	84	60	102	98	33	9
100	13,000	93	65	112	105	35	9

40	3,400	42	35	50	62	20	4
50	4,500	51	40	61	69	23	5
60	5,800	59	45	71	76	25	6
70	7,300	68	50	82	83	28	7
80	9,000	76	55	92	91	30	8
90	10,900	84	60	102	98	33	9
100	13,000	93	65	112	105	35	9

50	4,500	51	40	61	69	23	5
60	5,800	59	45	71	76	25	6
70	7,300	68	50	82	83	28	7
80	9,000	76	55	92	91	30	8
90	10,900	84	60	102	98	33	9
100	13,000	93	65	112	105	35	9

60	5,800	59	45	71	76	25	6
70	7,300	68	50	82	83	28	7
80	9,000	76	55	92	91	30	8
90	10,900	84	60	102	98	33	9
100	13,000	93	65	112	105	35	9

70	7,300	68	50	82	83	28	7
80	9,000	76	55	92	91	30	8
90	10,900	84	60	102	98	33	9
100	13,000	93	65	112	105	35	9

80	9,000	76	55	92	91	30	8
90	10,900	84	60	102	98	33	9
100	13,000	93	65	112	105	35	9

90	10,900	84	60	102	98	33	9
100	13,000	93	65	112	105	35	9

100	13,000	93	65	112	105	35	9
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| Items Stolen | Level 1-19: Mystery Fluid |

| | All Other Levels: Mystery Fluid |

| Items Dropped | Level 1-19: M-Stone, Mystery Fluid |

| | All Other Levels: Magic Stone, Wizard Stone, Mystery Fluid |

| Draw Magic |

LV	SLOT 1	SLOT 2	SLOT 3	SLOT 4
1-19	Sleep	Thunder	None	None
20-29	Sleep	Thundara	None	None
30-100	Sleep	Thundaga	Meltdown	None

1-19	Sleep	Thunder	None	None
20-29	Sleep	Thundara	None	None
30-100	Sleep	Thundaga	Meltdown	None

20-29	Sleep	Thundara	None	None
30-100	Sleep	Thundaga	Meltdown	None

30-100	Sleep	Thundaga	Meltdown	None
--------	-------	----------	----------	------

| Description | These enemies are some of the weirdest in the game. They |

| | will always start off with a sleep attack, and then follow |

| | it up with a normal physical attack, or an attack which |

| | removes the strength from the sleeping character. Use wind |

| | magic for a quick win. Physical attacks also work well. |

| GEEZARD | Location: Monterosa Plateau |

| AP: 1 | EXP: 10 (+5) | WEAK VS: N/A |

LV	HP	STR	VIT	MAG	SPR	SPD	EVA
----	----	-----	-----	-----	-----	-----	-----

1	43	5	4	1	1	3	0	
10	85	12	4	6	2	4	1	
20	160	19	4	11	4	5	1	
30	265	25	4	16	6	6	2	
40	400	32	5	21	7	6	3	
50	565	38	5	26	9	7	4	
60	760	44	5	30	11	8	4	
70	985	50	6	34	12	9	5	
80	1,240	55	6	37	14	10	6	
90	1,525	60	6	41	16	11	6	
100	1,840	65	7	44	17	11	7	

Items Stolen	Level 1-19: Screws	
	All Other Levels: Screws	
Items Dropped	Level 1-19: G-Returners, Screws, Healing Water	
	All Other Levels: Screws, Magic Stone, Wizard Stone,	
	Healing Water	

| Draw Magic |

LV	SLOT 1	SLOT 2	SLOT 3	SLOT 4	
1-19	Thunder	Cure	None	None	
20-29	Thunder	Thundara	Cure	Cura	
30-100	Thunder	Thundara	Cure	Cura	

| Description | These enemies are fast-paced and very agile. Fortunately,
| | speed is really their only asset. Their statistics are
| | pretty mediocre overall, and this makes them easy to kill.
| | Watch out for that status attack that they use when they're
| | fully grown. Otherwise, you should have no problem handling
| | these fully capable monsters.

| GESPER | Location: Centra Ruins |

| AP: 2 | EXP: 32 (+8) | WEAK VS: Poison |

LV	HP	STR	VIT	MAG	SPR	SPD	EVA	
1	525	6	10	51	60	4	3	
10	860	16	10	62	61	7	3	
20	1,460	26	11	75	62	9	4	
30	2,300	37	12	87	63	12	4	

40	3,380	48	13	100	64	14	4	

50	4,700	58	14	112	65	17	5	

60	6,260	69	15	125	66	22	5	

70	8,060	79	15	135	67	24	5	

80	10,100	89	16	147	68	26	6	

90	5,250	99	17	158	69	27	6	

100	14,900	109	18	169	70	29	6	

Items Stolen	Level 1-19: Black Hole							
	All Other Levels: Black Hole							
Items Dropped	Level 1-19: Black Hole, M-Stone, Remedy							
	All Other Levels: Black Hole, Remedy, Wizard Stone							

Draw Magic								

LV	SLOT 1	SLOT 2	SLOT 3	SLOT 4				

1-19	Shell	Protect	None	None				
20-29	Shell	Protect	Float	None				
30-100	Shell	Protect	Confuse	Float				

Description	Very erratic enemies that will end up attacking their allies							
	as much as they attack your party. They are still pretty							
	dangerous, however, especially with their Degenerator attack,							
	which really destroys whoever he decides to use the attack							
	on. Very weird enemies, yet still plenty dangerous overall.							

GIM47N	Location: Galbadia D-District Prison							

AP: 3	EXP: 30 (+5)	WEAK VS: Thunder, Earth, Water						

LV	HP	STR	VIT	MAG	SPR	SPD	EVA	

1	310	11	40	2	6	2	0	

10	450	21	40	3	7	3	1	

20	700	32	41	5	8	3	1	

30	1,050	43	41	6	9	4	2	

40	1,500	53	42	7	11	5	3	

50	2,050	64	43	9	12	5	3	

60	2,700	71	43	10	13	6	4	

70	3,450	80	44	11	14	6	4	

80	4,300	88	45	12	16	7	5	

90	5,250	95	45	13	17	8	6	

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-----
| 100 | 6,300 | 102 | 46 | 13 | 18 | 8 | 6 |
-----
| Items Stolen | Level 1-19: Steel Orb
| | All Other Levels: Steel Orb
| Items Dropped | Level 1-19: Screws, Steel Pipe, Steel Orb
| | All Other Levels: Steel Orb, Screws, Steel Pipe, Dynamo
| | Stone
-----

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| Draw Magic
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| LV | SLOT 1 | SLOT 2 | SLOT 3 | SLOT 4 |
-----
| 1-19 | Cure | Esuna | None | None |
| 20-29 | Esuna | Life | None | None |
| 30-100 | Curaga | Esuna | Life | None |
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| Description | The GIM47N comes equipped with numerous offensive abilities,
| | as well as a high defensive power. Fortunately, they are
| | pretty weak against Thunder and Water magic, so try to use
| | those a lot. They will attack using their steel orbs, which
| | provide a decent amount of damage, but shouldn't be
| | something you can't overcome.
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| GIM52A | Location: Lunatic Pandora
-----

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| AP: 3 | EXP: 30 (+8) | WEAK VS: Thunder, Earth, Water
-----

```

```

| LV | HP | STR | VIT | MAG | SPR | SPD | EVA |
-----
| 1 | 1,431 | 13 | 3 | 5 | 120 | 5 | 0 |
-----

```

```

| 10 | 1,850 | 26 | 12 | 15 | 121 | 6 | 1 |
-----

```

```

| 20 | 2,600 | 39 | 22 | 26 | 122 | 8 | 1 |
-----

```

```

| 30 | 3,650 | 53 | 32 | 37 | 123 | 9 | 2 |
-----

```

```

| 40 | 5,000 | 66 | 43 | 47 | 125 | 10 | 2 |
-----

```

```

| 50 | 6,650 | 79 | 53 | 57 | 126 | 11 | 3 |
-----

```

```

| 60 | 8,600 | 91 | 63 | 67 | 127 | 13 | 3 |
-----

```

```

| 70 | 10,850 | 104 | 73 | 77 | 128 | 14 | 4 |
-----

```

```

| 80 | 13,400 | 116 | 84 | 86 | 130 | 15 | 4 |
-----

```

```

| 90 | 16,250 | 128 | 94 | 95 | 131 | 16 | 5 |
-----

```

```

| 100 | 19,400 | 140 | 104 | 104 | 132 | 18 | 5 |
-----

```

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| Items Stolen | Level 1-19: Missile
| | All Other Levels: Missile
| Items Dropped | Level 1-19: Screw, Missile, Windmill, Fuel
| | All Other Levels: Screw, Missile, Windmill, Fuel
-----

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| Draw Magic

```

LV	SLOT 1	SLOT 2	SLOT 3	SLOT 4
1-19	Haste	Slow	None	None
20-29	Haste	Slow	Dispel	None
30-100	Haste	Slow	Esuna	Dispel

Description | Like its GIM47N brethren, these robotic machines have a variety of offensive attacks, mainly focusing on magic and missiles. However, they are also weak against thunder, earth, and water, so using those would help you tremendously. These are the most advanced of the Galbadia Machines, but that doesn't mean they are terribly challenging to defeat.

GLACIAL EYE | Location: Alcauld Plains

AP: 1 | EXP: 15 (+5) | WEAK VS: Fire

LV	HP	STR	VIT	MAG	SPR	SPD	EVA
1	205	3	12	5	100	10	0
10	275	9	15	12	100	10	0
20	400	15	18	20	101	11	1
30	575	21	22	28	101	11	1
40	800	26	25	36	102	12	1
50	1,075	31	28	43	103	12	2
60	1,400	35	32	51	103	13	2
70	1,775	39	35	58	104	13	2
80	2,200	42	38	65	105	13	3
90	2,675	45	42	72	105	14	3
100	3,200	47	45	79	106	14	3

Items Stolen | Level 1-19: Vampire Fang, M-Stone
 | All Other Levels: Vampire Fang, North Wind, Artic Wind
 Items Dropped | Level 1-19: Vampire Fang, M-Stone
 | All Other Levels: Vampire Fang, North Wind, Artic Wind

Draw Magic

LV	SLOT 1	SLOT 2	SLOT 3	SLOT 4
1-19	Blizzard	Cure	Scan	None
20-29	Blizzara	Cure	Scan	None
30-100	Blizzaga	Curaga	Scan	None

Description | They are very weak against fire magic, so use that for an easy win. Make sure to have your armor protected against Ice magic, since they almost always attack with Ice magic. Also,

| when their HP gets low, they will use the Vampire attack,
| which sucks HP from you and gives it to them.

| GRAND MANTIS | Location: Deling City Sewers |

| AP: 4 | EXP: 80 (+20) | WEAK VS: Ice, Thunder |

| LV | HP | STR | VIT | MAG | SPR | SPD | EVA |

| 1 | 5,213 | 8 | 150 | 2 | 2 | 3 | 0 |

| 10 | 5,395 | 18 | 152 | 3 | 6 | 4 | 0 |

| 20 | 5,720 | 28 | 155 | 5 | 12 | 5 | 1 |

| 30 | 6,135 | 37 | 157 | 6 | 17 | 6 | 1 |

| 40 | 6,760 | 47 | 160 | 7 | 23 | 7 | 1 |

| 50 | 7,475 | 56 | 162 | 9 | 28 | 8 | 2 |

| 60 | 8,320 | 65 | 165 | 10 | 34 | 9 | 2 |

| 70 | 9,295 | 73 | 167 | 11 | 39 | 10 | 3 |

| 80 | 10,400 | 81 | 170 | 12 | 45 | 11 | 3 |

| 90 | 11,635 | 89 | 172 | 13 | 50 | 12 | 3 |

| 100 | 13,000 | 97 | 175 | 13 | 56 | 13 | 4 |

| Items Stolen | Level 1-19: Sharp Spike |

| | All Other Levels: Sharp Spike |

| Items Dropped | Level 1-19: Sharp Spike, Curse Spike, Water Crystal |

| | All Other Levels: Sharp Spike, Curse Spike, Water Crystal |

| Draw Magic |

| LV | SLOT 1 | SLOT 2 | SLOT 3 | SLOT 4 |

| 1-19 | Water | Esuna | Scan | None |

| 20-29 | Water | Esuna | Scan | None |

| 30-100 | Water | Esuna | Life | None |

| Description | They were formerly water-based creatures, so thunder magic |

| | works very effectively. Their statistics are not majorly |

| | high, but they do have a few attacks which will cause some |

| | damage if you are not careful. |

| GRAT | Location: Training Center |

| AP: 2 | EXP: 38 (+10) | WEAK VS: Ice, Fire |

| LV | HP | STR | VIT | MAG | SPR | SPD | EVA |

| 1 | 209 | 3 | 3 | 2 | 8 | 8 | 0 |

10	535	14	3	12	9	9	0	
20	560	26	4	24	10	10	1	
30	875	38	4	35	11	11	1	
40	1,280	50	5	46	12	11	2	
50	1,775	61	6	57	13	12	2	
60	2,360	73	6	68	14	13	3	
70	3,035	84	7	78	15	14	3	
80	3,800	96	8	89	16	15	4	
90	4,655	107	8	99	17	16	4	
100	5,600	118	9	110	18	16	5	
-+-+-+-----								
Items Stolen	Level 1-19: Silence Powder							
	All Other Levels: Silence Powder							
Items Dropped	Level 1-19: Sleep Powder, Silence Powder, Poison Powder							
	All Other Levels: Sleep Powder, Silence Powder, Poison							
	Powder							
-+-+-+-----								
Draw Magic								
-+-+-+-----								
LV	SLOT 1	SLOT 2	SLOT 3	SLOT 4				
-+-+-+-----								
1-19	Sleep	Silence	None	None				
20-29	Sleep	Silence	Berserk	None				
30-100	Sleep	Silence	Berserk	None				
-+-+-+-----								
Description	These large plant-like creatures are a lot like the Ochus							
	you may have encountered in later Final Fantasy games. They							
	have a digestive attack which causes it to engulf one of							
	your characters for several turns, and it also has a sleep							
	attack that proves to be quite effective. These enemies are							
	quite positive, so don't hesitate to use your strongest fire							
	magic, even if you have it junctioned.							
-+-+-+-----								
-+-+-+-----								
GRENDEL	Location: Roshall Forest							
-+-+-+-----								
AP: 6	EXP: 80 (+15)	WEAK VS: Earth, Wind, and Holy						
-+-+-+-----								
LV	HP	STR	VIT	MAG	SPR	SPD	EVA	
-+-+-+-----								
1	2,131	22	51	52	121	10	2	
10	3,450	41	58	70	127	11	3	
20	5,200	62	66	89	135	12	3	
30	7,250	83	73	109	141	13	4	
-+-+-+-----								
40	9,600	103	81	128	149	14	5	

50	12,250	124	89	147	156	15	6	
60	15,200	145	96	165	163	16	6	
70	18,450	160	104	184	170	17	7	
80	22,000	185	112	202	178	18	8	
90	25,850	206	119	220	185	19	8	
100	30,000	226	127	238	192	20	9	

Items Stolen	Level 1-19: Dragon Fin							
	All Other Levels: Dragon Fin, Power Wrist							
Items Dropped	Level 1-19: Dragon Fin, Dragon Skin, Dragon Fang							
	All Other Levels: Dragon Fin, Dragon Fang, Fury Fragment							

Draw Magic								

LV	SLOT 1	SLOT 2	SLOT 3	SLOT 4				

1-19	Fire	Blizzard	Double	None				
20-29	Fira	Blizzara	Double	None				
30-100	Firaga	Blizzaga	Double	None				

Description	These dragon-like enemies have amazingly high statistics,							
	which means defeating them will be a little tougher than							
	normal. Magic wise, earth and wind seem to work best. Fire							
	really does nothing whatsoever. Physical attacks are what I							
	recommend usually, however. The physical attacks of the							
	Grendel are somewhat powerful, but you should be able to							
	overcome quite a few of them without perishing.							

GUARD	Location: D-District Prison							

AP: 1	EXP: 20 (+3)	WEAK VS: Poison						

LV	HP	STR	VIT	MAG	SPR	SPD	EVA	

1	45	3	1	1	2	5	0	
10	115	11	2	8	3	6	1	
20	240	18	3	16	4	6	2	
30	415	26	4	24	5	7	3	
40	640	33	6	31	7	8	3	
50	915	40	7	39	8	9	4	
60	1,240	47	8	46	9	9	5	
70	1,615	54	9	54	10	10	6	
80	2,040	61	11	61	12	11	7	

90	2,515	67	12	68	13	11	8	
100	3,040	73	13	75	14	12	8	
Items Stolen	Level 1-19: Potion, Phoenix Down, Remedy							
	All Other Levels: Potion, Phoenix Down, Remedy							
Items Dropped	Level 1-19: Potion, Phoenix Down, Remedy							
	All Other Levels: Potion, Phoenix Down, Remedy							
Draw Magic								
LV	SLOT 1	SLOT 2	SLOT 3	SLOT 4				
1-19	Sleep	Silence	Blind	Cure				
20-29	Sleep	Silence	Blind	Cura				
30-100	Sleep	Silence	Blind	Curaga				
Description	These soldiers like to use sleep magic and other sleep attacks a lot, but otherwise they are relatively harmless. Their attacks and defense are weak, so just kill them with physical attacks and move on.							

HEXADRAGON								Location: Grandidi Forest	
AP: 8	EXP: 240 (+30)			WEAK VS: Water					
LV	HP	STR	VIT	MAG	SPR	SPD	EVA		
1	10,052	52	71	47	51	10	0		
10	10,750	70	75	65	57	11	1		
20	12,000	89	81	85	64	12	1		
30	13,750	109	87	104	71	13	2		
40	16,000	129	92	124	78	13	2		
50	18,750	148	98	143	85	14	3		
60	22,000	167	104	162	92	15	3		
70	25,750	186	110	181	99	16	4		
80	30,000	205	115	200	106	17	4		
90	34,750	224	121	219	113	18	5		
100	40,000	243	127	238	120	18	5		
Items Stolen	Level 1-19: Red Fang								
	All Other Levels: Red Fang								
Items Dropped	Level 1-19: Dragon Fang, Red Fang, Dragon Skin								
	All Other Levels: Dragon Fang, Red Fang, Inferno Fang, Star Fragment								
Draw Magic									

LV	SLOT 1	SLOT 2	SLOT 3	SLOT 4
1-19	Fire	Shell	Protect	None
20-29	Fira	Shell	Protect	None
30-100	Firaga	Dispel	Shell	Protect

Description | These weird looking dragons love to attack your party with
| fire magic. Their breath attacks can also be particularly
| nasty, especially if you are not prepared for them. These
| enemies also have high HP, so don't mess around too much
| when you fight them!

IMP | Location: Lunatic Pandora

AP: 3 | EXP: 60 (+10) | WEAK VS: Holy

LV	HP	STR	VIT	MAG	SPR	SPD	EVA
1	4,212	6	8	9	121	4	30

10	4,380	13	10	21	126	8	32
----	-------	----	----	----	-----	---	----

20	4,680	21	13	33	132	13	33
----	-------	----	----	----	-----	----	----

30	5,100	28	15	45	138	18	35
----	-------	----	----	----	-----	----	----

40	5,640	36	18	57	144	23	36
----	-------	----	----	----	-----	----	----

50	6,300	43	20	68	150	28	38
----	-------	----	----	----	-----	----	----

60	7,080	50	23	80	156	33	39
----	-------	----	----	----	-----	----	----

70	7,980	57	25	91	162	38	41
----	-------	----	----	----	-----	----	----

80	9,000	63	28	102	168	43	42
----	-------	----	----	-----	-----	----	----

90	10,140	69	30	113	174	48	44
----	--------	----	----	-----	-----	----	----

100	11,400	76	33	124	180	53	45
-----	--------	----	----	-----	-----	----	----

Items Stolen | Level 1-19: Poison Powder

| All Other Levels: Poison Powder

Items Dropped | Level 1-19: Dead Spirit, Curse Spike

| All Other Levels: Dead Spirit, Curse Spike, Moon Stone

Draw Magic

LV	SLOT 1	SLOT 2	SLOT 3	SLOT 4
1-19	Blind	Silence	Confuse	Break
20-29	Blind	Silence	Confuse	Break
30-100	Blind	Silence	Confuse	Break

Description | These Imps are usually weak creatures in other Final Fantasy

| titles (it's practically a tradition!), but not so here. The

| reason for this is the powerful magic that the Imp has the

| ability to cast. It's weak versus Holy magic, so exploit

| that to your advantage if you wish.

| IRON GIANT | Location: Lunatic Pandora |

| AP: 8 | EXP: 140 (+30) | WEAK VS: Thunder |

| LV | HP | STR | VIT | MAG | SPR | SPD | EVA |

| 1 | 663 | 14 | 120 | 3 | 1 | 7 | 0 |

| 10 | 6,900 | 32 | 120 | 5 | 2 | 8 | 0 |

| 20 | 14,400 | 52 | 121 | 7 | 3 | 10 | 1 |

| 30 | 22,500 | 72 | 121 | 9 | 4 | 11 | 1 |

| 40 | 31,200 | 90 | 122 | 11 | 6 | 12 | 2 |

| 50 | 40,500 | 111 | 123 | 13 | 7 | 13 | 2 |

| 60 | 50,400 | 130 | 123 | 15 | 8 | 15 | 3 |

| 70 | 60,900 | 150 | 124 | 16 | 9 | 16 | 3 |

| 80 | 72,00 | 169 | 125 | 18 | 11 | 17 | 4 |

| 90 | 83,700 | 188 | 125 | 19 | 12 | 18 | 4 |

| 100 | 96,000 | 207 | 126 | 20 | 13 | 20 | 5 |

| Items Stolen | Level 1-19: Star Fragment |

| | All Other Levels: Star Fragment |

| Items Dropped | Level 1-19: Wizard Stone, Star Fragment |

| | All Other Levels: Running Fire, Star Fragment |

| Draw Magic |

| LV | SLOT 1 | SLOT 2 | SLOT 3 | SLOT 4 |

| 1-19 | Haste | Shell | Reflect | None |

| 20-29 | Haste | Quake | Shell | Reflect |

| 30-100 | Haste | Quake | Shell | Reflect |

| Description | They rely solely on physical attacks, as their strong attack |

| | power makes them a force to be reckoned with. Physical |

| | attacks barely hurt them due to their strong, fortified |

| | armor, so use limit breaks and magic attacks to take down |

| | these truly giant enemies. |

| JELLEYE | Location: Centra Plains |

| AP: 1 | EXP: 30 (+5) | WEAK VS: Holy, Wind |

| LV | HP | STR | VIT | MAG | SPR | SPD | EVA |

| 1 | 510 | 5 | 6 | 21 | 80 | 10 | 0 |

10	650	10	9	39	85	11	0	

20	900	16	12	58	90	11	1	

30	1,250	22	16	77	95	12	1	

40	1,700	27	19	96	100	12	1	

50	2,250	32	22	115	105	13	2	

60	2,900	37	26	134	110	14	3	

70	3,650	42	29	153	115	14	3	

80	4,500	47	32	172	120	15	4	

90	5,450	52	36	190	125	16	4	

100	6,500	56	39	208	130	16	5	

Items Stolen	Level 1-19: Healing Water							
	All Other Levels: Healing Water							
Items Dropped	Level 1-19: M-Stone							
	All Other Levels: Magic Stone, Wizard Stone							

Draw Magic								

LV	SLOT 1	SLOT 2	SLOT 3	SLOT 4				

1-19	Fire	Thunder	Blizzard	None				
20-29	Fira	Thundara	Blizzara	None				
30-100	Firaga	Thundaga	Blizzaga	None				

Description	One of the strangest creatures to be found in the entire							
	game, the Jelleye repeatedly changes what it does during a							
	battle, changing from physical to magic, even changing the							
	type of magic it casts. It's always an interesting battle							
	when you face one of these oddities.							

LEFTY	Location: Great Salt Lake							

AP: 3	EXP: 40 (+10)	WEAK VS: Holy						

LV	HP	STR	VIT	MAG	SPR	SPD	EVA	

1	1,821	1	1	33	180	2	0	

10	2,100	6	1	52	181	3	1	

20	2,600	11	2	72	182	4	1	

30	3,300	16	3	93	184	5	2	

40	4,200	20	4	113	185	6	2	

50	5,300	25	5	134	187	7	3	

60	6,600	29	6	154	188	8	3	

70	8,100	33	7	174	190	9	4	
80	9,800	37	8	194	191	10	4	
90	11,700	40	9	214	192	11	5	
100	13,800	44	10	234	194	12	5	
Items Stolen	Level 1-19: Life Ring							
	All Other Levels: Life Ring							
Items Dropped	Level 1-19: M-Stone, Life Ring							
	All Other Levels: Life Ring, M-Stone, Regen Ring, Wizard							
	Stone							
Draw Magic								
LV	SLOT 1	SLOT 2	SLOT 3	SLOT 4				
1-19	Blind	Drain	None	None				
20-29	Blind	Drain	Slow	None				
30-100	Bio	Demi	Quake	Ring				
Description	A very interesting character design for sure. This enemy is							
	basically a hand that sticks out of the ground for some							
	unknown reason. He's not terribly strong, but is very well							
	protected against magic with its high spirit ratings, so							
	I advise mostly using physical attacks, for an easier time.							
MALBORO	Location: Grandidi Forest							
AP: 12	EXP: 220 (+40)	WEAK VS: Fire/Ice						
LV	HP	STR	VIT	MAG	SPR	SPD	EVA	
1	1,410	26	10	4	8	4	0	
10	14,150	39	11	27	9	6	1	
20	28,400	53	12	52	52	7	1	
30	42,750	67	13	78	11	8	2	
40	57,200	80	15	102	13	10	2	
50	71,750	94	16	127	14	11	3	
60	86,400	107	17	152	15	12	3	
70	101,150	120	18	177	16	14	4	
80	116,000	133	20	202	18	15	4	
90	130,950	145	21	226	19	16	5	
100	146,000	158	22	251	20	18	6	
Items Stolen	Level 1-19: Marlboro Tentacle							

```

| All Other Levels: Marlboro Tentacle
| Items Dropped | Level 1-19: Marlboro Tentacle, Curse Spike
| All Other Levels: Marlboro Tentacle, Curse Spike, Hypno
| Crown

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| Draw Magic
-----
| LV      | SLOT 1      | SLOT 2      | SLOT 3      | SLOT 4      |
-----
| 1-19   | Bio         | None        | None        | None        |
| 20-29  | Bio         | Demi       | None        | None        |
| 30-100 | Bio         | Demi       | Quake       | None        |
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| Description | The Malboros became truly a nightmare in this game, as their
|              | Bad Breath attack causes ALL status abnormalities to occur.
|              | You better hope you have some ribbons equipped when you
|              | fight these creatures, or you might see that game over
|              | screen pretty quickly, thanks to the confusion status
|              | effect that will have your own characters attack themselves.
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| MESMERIZE | Location: Bika Snowfield
-----
| AP: 2     | EXP: 15 (+4) | WEAK VS: Nothing
-----

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-----
| LV  | HP   | STR | VIT | MAG | SPR | SPD | EVA |
-----
| 1   | 400 | 5   | 11  | 6   | 26  | 12  | 0   |
-----
| 10  | 600 | 13  | 16  | 15  | 33  | 16  | 1   |
-----
| 20  | 850 | 20  | 22  | 25  | 41  | 20  | 1   |
-----
| 30  | 1,200 | 28 | 28  | 35  | 54  | 24  | 2   |
-----
| 40  | 1,650 | 36 | 34  | 45  | 58  | 27  | 3   |
-----
| 50  | 2,200 | 43 | 40  | 55  | 66  | 31  | 4   |
-----
| 60  | 2,850 | 50 | 46  | 64  | 75  | 35  | 4   |
-----
| 70  | 3,600 | 58 | 52  | 74  | 83  | 39  | 5   |
-----
| 80  | 4,450 | 65 | 58  | 83  | 91  | 42  | 6   |
-----
| 90  | 5,400 | 72 | 64  | 92  | 100 | 46  | 6   |
-----
| 100 | 6,450 | 78 | 70  | 101 | 108 | 50  | 7   |
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| Items Stolen | Level 1-19: Mesmerize Blade
|              | All Other Levels: Mesmerize Blade
| Items Dropped | Level 1-19: Life Ring, Mesmerize Blade, Healing Water
|              | All Other Levels: Mesmerize Blade, Life Ring, Healing Mail,
|              | Regen Ring
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| Draw Magic
-----
| LV      | SLOT 1      | SLOT 2      | SLOT 3      | SLOT 4      |
-----

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1-19	Cure	Esuna	None	None
20-29	Cure	Esuna	Life	None
30-100	Curaga	Esuna	Dispel	Life

Description | They are not terribly tough enemies. They have low statistics for the most part, and their only valuable thing is their horns, which heals them sometimes. However, you will usually have them killed by then, unless you want to draw some life spells or something from them.

OCHU | Location: Roshall Forest

AP: 7 | EXP: 140 (+20) | WEAK VS: Fire/Ice

LV	HP	STR	VIT	MAG	SPR	SPD	EVA
1	152	19	20	9	16	4	0

10	1,750	35	22	30	16	5	1
----	-------	----	----	----	----	---	---

20	4,000	53	24	52	17	6	1
----	-------	----	----	----	----	---	---

30	6,750	70	26	74	17	7	2
----	-------	----	----	----	----	---	---

40	10,000	88	28	96	18	8	2
----	--------	----	----	----	----	---	---

50	13,750	105	30	118	19	9	3
----	--------	-----	----	-----	----	---	---

60	18,000	122	32	140	19	10	3
----	--------	-----	----	-----	----	----	---

70	22,750	139	34	162	20	11	4
----	--------	-----	----	-----	----	----	---

80	28,000	155	36	183	21	12	4
----	--------	-----	----	-----	----	----	---

90	33,750	171	38	205	21	13	5
----	--------	-----	----	-----	----	----	---

100	40,000	188	40	226	22	14	5
-----	--------	-----	----	-----	----	----	---

Items Stolen | Level 1-19: Ochu Tentacle

| All Other Levels: Ochu Tentacle

Items Dropped | Level 1-19: Magic Stone, Ochu Tentacle

| All Other Levels: Magic Stone, Ochu Tentacle, Wizard Stone, Force Armlet

Draw Magic

LV	SLOT 1	SLOT 2	SLOT 3	SLOT 4
1-19	Silence	Blind	None	None
20-29	Silence	Blind	Confuse	None
30-100	Silence	Blind	Confuse	Life

Description | Ochus have been known to be some of the more annoying enemies in Final Fantasy games, and the FF8 reincarnation is certainly no exception to the rule, with their nasty status effect attacks and decent physical attack power. Make sure to be well protected against blindness and confusion, and have some fire spells/Ifrit for an easier

| | time. |

| PARATROOPER | Location: Balamb Garden |

| AP: 3 | EXP: 30 (+5) | WEAK VS: Poison |

| LV | HP | STR | VIT | MAG | SPR | SPD | EVA |

| 1 | 607 | 11 | 36 | 11 | 45 | 11 | 5 |

| 10 | 705 | 28 | 37 | 30 | 45 | 12 | 6 |

| 20 | 880 | 45 | 38 | 49 | 45 | 13 | 7 |

| 30 | 1,125 | 63 | 39 | 69 | 45 | 14 | 9 |

| 40 | 1,440 | 80 | 41 | 89 | 46 | 14 | 9 |

| 50 | 1,825 | 97 | 42 | 108 | 46 | 15 | 11 |

| 60 | 2,280 | 114 | 43 | 127 | 46 | 16 | 12 |

| 70 | 2,805 | 131 | 44 | 147 | 47 | 17 | 13 |

| 80 | 3,400 | 148 | 46 | 166 | 47 | 18 | 14 |

| 90 | 4,065 | 164 | 47 | 185 | 47 | 19 | 15 |

| 100 | 4,800 | 180 | 48 | 203 | 48 | 19 | 16 |

| Items Stolen | Level 1-19: Remedy |

| | All Other Levels: Remedy |

| Items Dropped | Level 1-19: Potion, Phoenix Down, Remedy |

| | All Other Levels: Hi-Potion, Phoenix Down, Remedy |

| Draw Magic |

| LV | SLOT 1 | SLOT 2 | SLOT 3 | SLOT 4 |

| 1-19 | Aero | Water | Esuna | None |

| 20-29 | Aero | Water | Esuna | None |

| 30-100 | Aero | Water | Esuna | None |

| Description | Paratroopers are stronger than your normal, garden variety |

| | Galbadian soldiers, but overall they are still nothing to |

| | really be terribly fearful of. For one, their statistics |

| | are pretty low, when compared to other enemies in the game. |

| | In addition, they don't have any special or strong attacks, |

| | so just kill them with normal physical attacks and roll out! |

| PUPU | Location: Alcauld Plains |

| AP: N/A | EXP: N/A | WEAK VS: N/A |

| LV | HP | STR | VIT | MAG | SPR | SPD | EVA |

1	10	3	2	2	2	16	0	
10	10	11	6	3	6	28	1	
20	10	18	12	5	12	30	1	
30	10	26	17	6	17	32	2	
40	10	33	23	7	23	34	2	
50	10	40	28	9	28	35	3	
60	10	47	34	10	34	38	3	
70	10	54	39	11	39	39	4	
80	10	61	45	12	45	41	4	
90	10	67	50	13	50	43	5	
100	10	73	56	13	56	45	5	

Items Stolen	Level 1-19: None							
	All Other Levels: None							
Items Dropped	Level 1-19: None							
	All Other Levels: Accelerator							

Draw Magic								

LV	SLOT 1	SLOT 2	SLOT 3	SLOT 4				

1-19	Fire	Thunder	Cure	None				
20-29	Fira	Thundara	Cura	None				
30-100	Firaga	Thundaga	Curaga	Life				

Description	Give him five elixirs and he will give you the PuPu card.							
	This is done after defeating the UFO Quest, and you can							
	only get the PuPu card via this method.							

RED BAT	Location: Fire Cavern							

AP: 1	EXP: 8 (+3)	WEAK VS: Wind						

LV	HP	STR	VIT	MAG	SPR	SPD	EVA	

1	1	23	2	1	4	6	10	

10	65	10	6	5	6	7	12	

20	140	19	12	10	8	9	13	

30	245	27	17	14	10	10	15	

40	380	34	23	18	12	11	17	

50	545	20	28	22	14	12	28	

60	740	44	34	26	16	14	20	

70	965	48	39	30	18	15	22	
80	1,220	50	45	33	20	16	23	
90	1,505	51	50	36	22	17	25	
100	1,820	51	56	50	24	19	27	
Items Stolen	Level 1-19: Vampire Fang							
	All Other Levels: Vampire Fang							
Items Dropped	Level 1-19: M-Stone, Vampire Fang							
	All Other Levels: Magic Stone, Vampire Fang, Wizard Stone							
Draw Magic								
LV	SLOT 1	SLOT 2	SLOT 3	SLOT 4				
1-19	Thunder	Scan	None	None				
20-29	Thundara	Scan	Drain	None				
30-100	Thundaga	Scan	Drain	None				
Description	The Red Bat is not a terribly challenging enemy, even on							
	higher levels, as its statistics aren't great and they have							
	no special attacks whatsoever to speak of. Just kill them							
	with physical attacks and move on.							
RIGHTY	Location: Great Salt Lake							
AP: 3	EXP: 40 (+10)	WEAK VS: Holy						
LV	HP	STR	VIT	MAG	SPR	SPD	EVA	
1	1,821	1	1	33	180	2	0	
10	2,100	6	1	52	181	3	1	
20	2,600	11	2	72	182	4	1	
30	3,300	16	3	93	184	5	2	
40	4,200	20	4	113	185	6	2	
50	5,300	25	5	134	187	7	3	
60	6,600	29	6	154	188	8	3	
70	8,100	33	7	174	190	9	4	
80	9,800	37	8	194	191	10	4	
90	11,700	40	9	214	192	11	5	
100	13,800	44	10	234	194	12	5	
Items Stolen	Level 1-19: Magic Stone							
	All Other Levels: Wizard Stone, Rune Armlet							
Items Dropped	Level 1-19: M-Stone, Rune Armlet							

| All Other Levels: Magic Stone, Wizard Stone, Rune Armllet

| Draw Magic

LV	SLOT 1	SLOT 2	SLOT 3	SLOT 4
1-19	Shell	Protect	None	None
20-29	Shell	Protect	None	None
30-100	Shell	Protect	None	None

Description | As you may expect, the Righty is completely different than
 | the Lefty. While the Lefty used magic and was weak against
 | physical attacks, the Righty uses solely physical attacks
 | and is very weak against magic attacks, so get that magic
 | out after drawing some Protect spells to cast on your party
 | members.

| SAM08G | Location: Missile Base

| AP: 4 | EXP: 30 (+5) | WEAK VS: Thunder, Poison

LV	HP	STR	VIT	MAG	SPR	SPD	EVA
1	747	9	25	8	15	8	0

10	1,375	23	27	14	15	9	1
----	-------	----	----	----	----	---	---

20	2,500	37	30	20	15	9	1
----	-------	----	----	----	----	---	---

30	4,075	51	32	26	16	10	2
----	-------	----	----	----	----	----	---

40	6,100	64	35	32	16	10	3
----	-------	----	----	----	----	----	---

50	8,575	77	37	37	17	11	4
----	-------	----	----	----	----	----	---

60	11,500	89	40	42	17	11	4
----	--------	----	----	----	----	----	---

70	14,875	101	42	47	17	12	5
----	--------	-----	----	----	----	----	---

80	18,700	112	45	52	18	12	6
----	--------	-----	----	----	----	----	---

90	22,975	123	47	57	18	13	6
----	--------	-----	----	----	----	----	---

100	27,700	133	50	61	19	13	7
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| Items Stolen | Level 1-19: Running Fire

| | All Other Levels: Running Fire

| Items Dropped | Level 1-19: M-Stone, Running Fire, Dragon Fin, Dragon Fang

| | All Other Levels: Dragon Fin, Running Fire, Dragon Fang

| Draw Magic

LV	SLOT 1	SLOT 2	SLOT 3	SLOT 4
1-19	Shell	Protect	None	None
20-29	Shell	Protect	None	None
30-100	Shell	Protect	Reflect	Life

| Description | The SAM08G is one of the stronger robotic-like machine
 | enemies you will face in the game, but their weakness to
 | lightning will be their ultimate undoing. Cast Lightning
 | magic or use Lightning-based physical attacks to take care
 | of these nuisances. You can rarely get a XATM092 card by
 | carding them, which is a good card to have.

| SLAPPER | Location: Galbadia Garden

| AP: 3 | EXP: 40 (+10) | WEAK VS: N/A

LV	HP	STR	VIT	MAG	SPR	SPD	EVA
1	44	8	36	7	40	20	20
10	240	21	37	20	40	22	21
20	590	34	38	33	40	24	22
30	1,080	47	39	47	40	26	23
40	1,710	60	40	60	41	28	24
50	2,480	72	42	73	41	30	25
60	3,390	85	43	86	41	32	26
70	4,440	97	44	99	42	34	27
80	5,630	109	46	112	42	36	29
90	6,960	121	47	125	42	38	30
100	8,430	133	48	137	43	40	31

1	44	8	36	7	40	20	20
---	----	---	----	---	----	----	----

10	240	21	37	20	40	22	21
----	-----	----	----	----	----	----	----

20	590	34	38	33	40	24	22
----	-----	----	----	----	----	----	----

30	1,080	47	39	47	40	26	23
----	-------	----	----	----	----	----	----

40	1,710	60	40	60	41	28	24
----	-------	----	----	----	----	----	----

50	2,480	72	42	73	41	30	25
----	-------	----	----	----	----	----	----

60	3,390	85	43	86	41	32	26
----	-------	----	----	----	----	----	----

70	4,440	97	44	99	42	34	27
----	-------	----	----	----	----	----	----

80	5,630	109	46	112	42	36	29
----	-------	-----	----	-----	----	----	----

90	6,960	121	47	125	42	38	30
----	-------	-----	----	-----	----	----	----

100	8,430	133	48	137	43	40	31
-----	-------	-----	----	-----	----	----	----

| Items Stolen | Level 1-19: Hi-Potion

| | All Other Levels: Hi-Potion

| Items Dropped | Level 1-19: Hi-Potion

| | All Other Levels: Hi-Potion

| Draw Magic

LV	SLOT 1	SLOT 2	SLOT 3	SLOT 4
1-19	Blizzard	None	None	None
20-29	Blizzard	Blizzara	None	None
30-100	Blizzard	Blizzara	Blizzaga	Water

1-19	Blizzard	None	None	None
------	----------	------	------	------

20-29	Blizzard	Blizzara	None	None
-------	----------	----------	------	------

30-100	Blizzard	Blizzara	Blizzaga	Water
--------	----------	----------	----------	-------

| Description | LOL, these are by far my favorite enemies in the entire

| game! They are actually HOCKEY PLAYERS, well skeletons

| dressed up as hockey players, down to the jersey and stick

| and everything. How awesome is that? They attack with

| their hockey sticks and use teamwork to attack you as well.

| Their statistics aren't good at first, but they have an

| insanely good growth rate, so be wary of them at higher

| levels and use GFs for an easier time.

| SNOW LION | Location: Trabia Snowfield |

| AP: 8 | EXP: 150 (+20) | WEAK VS: Fire, Earth, Wind |

| LV | HP | STR | VIT | MAG | SPR | SPD | EVA |

| 1 | 1,063 | 16 | 25 | 1 | 8 | 10 | 0 |

| 10 | 10,900 | 31 | 28 | 13 | 9 | 11 | 0 |

| 20 | 22,400 | 46 | 31 | 27 | 11 | 13 | 1 |

| 30 | 34,500 | 62 | 35 | 40 | 13 | 14 | 1 |

| 40 | 47,200 | 77 | 38 | 53 | 14 | 15 | 2 |

| 50 | 60,500 | 92 | 41 | 66 | 16 | 16 | 2 |

| 60 | 74,400 | 107 | 45 | 79 | 18 | 18 | 3 |

| 70 | 88,900 | 122 | 48 | 92 | 19 | 19 | 3 |

| 80 | 104,000 | 136 | 51 | 104 | 21 | 20 | 3 |

| 90 | 119,700 | 150 | 55 | 116 | 23 | 21 | 4 |

| 100 | 136,000 | 164 | 58 | 128 | 24 | 23 | 4 |

Items Stolen	Level 1-19: Healing Mail
	All Other Levels: Healing Mail
Items Dropped	Level 1-19: North Wind, Healing Mail
	All Other Levels: North Wind, Healing Mail, Silver Mail

| Draw Magic |

| LV | SLOT 1 | SLOT 2 | SLOT 3 | SLOT 4 |

| 1-19 | Blizzard | Berserk | None | None |

| 20-29 | Blizzard | Blizzara | Berserk | None |

| 30-100 | Blizzard | Blizzara | Blizzaga | Berserk |

Description	Wow. As you can see, these enemies have very high statistics.
	And once you start to whittle down its HP, it casts a very
	powerful Ice Breath attack that causes serious damage to all
	three of your characters. Stay focused and healed while using
	Ifrit and other fire-based attacks to eventually melt this
	beast and send him back to where he belongs!

| THRUSTAEVIS | Location: Galbadia Plains |

| AP: 3 | EXP: 20 (+8) | WEAK VS: Wind |

| LV | HP | STR | VIT | MAG | SPR | SPD | EVA |

| 1 | 310 | 8 | 6 | 1 | 12 | 20 | 20 |

| 10 | 450 | 17 | 10 | 4 | 12 | 23 | 21 |

20	700	27	15	7	13	25	22	
30	1,050	36	20	10	13	28	23	
40	1,500	46	26	12	14	31	23	
50	2,050	55	31	15	15	33	24	
60	2,700	64	37	17	15	36	25	
70	3,450	73	42	18	16	39	26	
80	4,300	81	47	20	16	39	27	
90	5,250	89	52	21	17	44	28	
100	6,300	98	58	22	18	47	28	
Items Stolen	Level 1-19: Shear Feather, Windmill							
	All Other Levels: Shear Feather, Windmill							
Items Dropped	Level 1-19: Shear Feather, M-Stone, Windmill							
	All Other Levels: Shear Feather, Windmill							
Draw Magic								
LV	SLOT 1	SLOT 2	SLOT 3	SLOT 4				
1-19	Blizzard	Scan	Float	None				
20-29	Blizzara	Aero	Scan	Float				
30-100	Blizzaga	Aero	Tornado	Float				
Description	Their statistics aren't so impressive. These flying enemies							
	are pretty decently powered though, and it takes a few							
	attacks to kill them. They mostly use physical attacks, but							
	they sometimes use wind-based attacks when they're low on							
	hit points.							
TONBERRY	Location: Centra Ruins							
AP: 1	EXP: N/A	WEAK VS: Nothing						
LV	HP	STR	VIT	MAG	SPR	SPD	EVA	
1	15,200	19	32	8	37	12	1	
10	17,000	36	47	26	52	15	1	
20	19,000	55	65	46	70	18	1	
30	21,000	73	82	66	87	20	1	
40	23,000	92	100	86	105	22	1	
50	25,000	110	117	105	122	25	1	
60	27,000	128	135	124	140	27	1	

70	29,000	146	152	143	157	30	1	

80	31,000	164	170	162	175	32	1	

90	33,000	181	187	181	192	35	1	

100	35,000	198	205	200	210	37	1	

Items Stolen	Level 1-19: Chef's Knife							
	All Other Levels: Chef's Knife							
Items Dropped	Level 1-19: Chef's Knife							
	All Other Levels: Chef's Knife							

Draw Magic								

LV	SLOT 1	SLOT 2	SLOT 3	SLOT 4				

1-19	Death	None	None	None				
20-29	Death	None	None	None				
30-100	Death	None	None	None				

Description	These are one of the more interesting and infamous enemies							
	in Final Fantasy lore. They have a load of hit points, and							
	therefore are hard to kill. They walk slowly towards a							
	character and then unleash the Chef's Knife on them, killing							
	them instantly (9999 damage). Use Meltdown and limit breaks							
	for a quick victory before they cause problems for you.							

TORAMA	Location: Lunatic Pandora							

AP: 4	EXP: 100 (+10)	WEAK VS: Nothing						

LV	HP	STR	VIT	MAG	SPR	SPD	EVA	

1	231	11	39	64	111	10	10	

10	2,450	20	44	80	115	11	13	

20	5,520	30	50	97	121	13	15	

30	8,250	40	56	114	127	14	18	

40	11,600	50	63	131	133	14	18	

50	15,250	60	69	149	139	15	20	

60	19,200	69	75	166	145	18	25	

70	23,450	79	81	183	150	19	28	

80	28,000	89	88	199	156	20	30	

90	32,850	96	94	216	162	21	33	

100	38,000	105	100	233	168	23	35	

Items Stolen	Level 1-19: Regen Ring							
	All Other Levels: Regen Ring							

| Items Dropped | Level 1-19: Wizard Stone, Life Ring, Regen Ring, Moon Stone
 | | Stone
 | | All Other Levels: North Wind, Healing Mail, Silver Mail

| Draw Magic |

LV	SLOT 1	SLOT 2	SLOT 3	SLOT 4
1-19	Death	Demi	Life	None
20-29	Death	Demi	Life	None
30-100	Death	Demi	Life	None

| Description | I really hate these guys. They're known as Couerls in the
 | | later installments of the series. Their Blaster attack is a
 | | real pain, as it kills a character automatically. When they
 | | are sitting down, they use powerful magic attacks. So, they
 | | have lots of HP, strong magic attacks, and an instant death
 | | attack. I wonder why I hate them. ;) Use your strongest
 | | available attacks, even GFs if you want to.

| T-REXAUR | Location: Balamb Training Center |

| AP: 10 | EXP: 160 (+10) | WEAK VS: Ice |

LV	HP	STR	VIT	MAG	SPR	SPD	EVA
1	10,363	17	6	1	35	3	0
10	13,900	38	7	5	35	4	1
20	18,400	61	8	8	35	5	1
30	23,500	83	9	12	36	6	2
40	29,200	106	11	14	36	7	2
50	35,500	128	12	17	37	8	3
60	42,400	151	13	19	37	9	3
70	49,900	173	14	20	37	10	4
80	58,000	195	16	21	38	11	4
90	66,700	217	17	22	38	12	5
100	76,000	239	18	22	39	13	5

| Items Stolen | Level 1-19: Dino Bone
 | | All Other Levels: Dino Bone
 | Items Dropped | Level 1-19: Dino Bone, M-Stone, Magic Stone
 | | All Other Levels: Dino Bone, Dragon Fang, Star Fragment

| Draw Magic |

LV	SLOT 1	SLOT 2	SLOT 3	SLOT 4
1-19	Fire	Thunder	None	None

20-29	Fira	Thundara	None	None
30-100	Firaga	Thundaga	Quake	None

Description | Early on in the game, it's going to be an extreme pain to
 | beat these guys, unless you get some Ice magic from the
 | Balamb overworld, but even then these battles are beyond
 | difficult due to the high statistics that the T-Rexaur
 | possesses. You may be better off just running from one and
 | living to see another day.

TRI-FACE | Location: Deep Sea Research Center

AP: 8 | EXP: 130 (+40) | WEAK VS: Holy, Fire

LV	HP	STR	VIT	MAG	SPR	SPD	EVA
1	6,027	16	41	10	20	5	0

10	6,390	31	45	33	20	8	0
----	-------	----	----	----	----	---	---

20	7,040	47	50	59	21	10	1
----	-------	----	----	----	----	----	---

30	7,950	62	56	84	21	13	1
----	-------	----	----	----	----	----	---

40	9,120	78	61	109	22	15	2
----	-------	----	----	-----	----	----	---

50	10,550	93	67	134	22	18	2
----	--------	----	----	-----	----	----	---

60	12,240	108	72	158	23	20	3
----	--------	-----	----	-----	----	----	---

70	14,190	122	77	182	23	23	3
----	--------	-----	----	-----	----	----	---

80	16,400	137	83	206	24	25	4
----	--------	-----	----	-----	----	----	---

90	18,870	151	88	230	25	28	4
----	--------	-----	----	-----	----	----	---

100	21,600	165	94	253	25	30	5
-----	--------	-----	----	-----	----	----	---

Items Stolen | Level 1-19: Curse Spike
 | All Other Levels: Curse Spike

Items Dropped | Level 1-19: Poison Powder, Dead Spirit, Curse Spike
 | All Other Levels: Poison Powder, Curse Spike, Star
 | Fragment

Draw Magic

LV	SLOT 1	SLOT 2	SLOT 3	SLOT 4
1-19	Silence	Blind	None	None
20-29	Silence	Blind	None	None
30-100	Stop	Bio	Pain	Flare

Description | They're a fixed encounter in the Deep Sea Research Center and
 | you can very rarely find them in Balamb Garden. Anyways,
 | you should really look into fighting these guys as that's
 | the only way to get Curse Spikes, which you need for weapon
 | remodeling. This powerful three-headed enemies will give you
 | some problems, however, so keep healed.

| TURTAPOD | Location: Lunatic Pandora |

| AP: 2 | EXP: 50 (+10) | WEAK VS: Nothing |

| LV | HP | STR | VIT | MAG | SPR | SPD | EVA |

| 1 | 1,205 | 9 | 110 | 5 | 8 | 10 | 0 |

| 10 | 1,275 | 18 | 112 | 9 | 9 | 11 | 0 |

| 20 | 1,400 | 28 | 115 | 12 | 10 | 11 | 1 |

| 30 | 1,575 | 37 | 116 | 16 | 11 | 12 | 1 |

| 40 | 1,800 | 46 | 120 | 19 | 13 | 13 | 1 |

| 50 | 2,075 | 55 | 122 | 23 | 14 | 13 | 1 |

| 60 | 2,400 | 63 | 125 | 26 | 15 | 14 | 2 |

| 70 | 2,775 | 71 | 127 | 29 | 16 | 14 | 2 |

| 80 | 3,200 | 78 | 130 | 31 | 18 | 15 | 2 |

| 90 | 3,675 | 86 | 132 | 34 | 19 | 16 | 3 |

| 100 | 4,200 | 93 | 135 | 36 | 20 | 16 | 3 |

| Items Stolen | Level 1-19: Wizard Stone |

| | All Other Levels: Wizard Stone |

| Items Dropped | Level 1-19: Wizard Stone, Life Ring |

| | All Other Levels: Life Mail, Healing Ring, Regen Ring |

| Draw Magic |

| LV | SLOT 1 | SLOT 2 | SLOT 3 | SLOT 4 |

| 1-19 | Cure | Esuna | Dispel | None |

| 20-29 | Cure | Esuna | Dispel | None |

| 30-100 | Cure | Esuna | Dispel | None |

| Description | Yet another interesting enemy, as it randomly changes its |

| | weakness depending on what kind of damage it is suffering. |

| | So, rotate between physical and magic attacks, depending on |

| | what kind of attacks it is doing at the time. |

| VYSAGE | Location: Great Salt Lake |

| AP: 6 | EXP: 100 (+15) | WEAK VS: Holy |

| LV | HP | STR | VIT | MAG | SPR | SPD | EVA |

| 1 | 3,031 | 12 | 18 | 14 | 15 | 5 | 0 |

| 10 | 3,450 | 23 | 20 | 23 | 20 | 6 | 1 |

20	4,200	35	22	33	25	7	1	
30	5,250	46	24	43	30	8	2	
40	6,600	57	26	53	35	8	3	
50	8,250	68	28	62	40	9	3	
60	10,200	79	30	72	45	10	4	
70	12,450	89	32	81	50	11	4	
80	15,000	99	34	91	55	12	5	
90	17,850	109	36	100	60	13	6	
100	21,000	119	38	109	65	13	6	
-+-+-+-----								
Items Stolen	Level 1-19: Lightweight							
	All Other Levels: Lightweight							
Items Dropped	Level 1-19: M-Stone, Lightweight							
	All Other Levels: Magic Stone, Wizard Stone, Lightweight							
-+-+-+-----								
Draw Magic								
-+-+-+-----								
LV	SLOT 1	SLOT 2	SLOT 3	SLOT 4				
-+-+-+-----								
1-19	Esuna	Haste	None	None				
20-29	Esuna	Haste	None	None				
30-100	Esuna	Haste	Bio	None				
-+-+-+-----								
Description	This is the jackass that brings Righty and Lefty along with							
	him, so you have to contend with those enemies as well. This							
	enemy likes to use special attacks when they are around, as							
	well as a lot of support magic. I would focus on Righty and							
	Lefty first before taking care of this clown.							
-+-+-+-----								
-+-+-+-----								
WENDIGO	Location: Missile Base							
-+-+-+-----								
AP: 2	EXP: 30 (+5)	WEAK VS: Nothing						
-+-+-+-----								
LV	HP	STR	VIT	MAG	SPR	SPD	EVA	
-+-+-+-----								
1	1,026	7	3	3	4	12	1	
-+-+-+-----								
10	1,375	20	7	6	5	15	1	
-+-+-+-----								
20	2,000	33	13	9	6	17	2	
-+-+-+-----								
30	2,875	46	19	12	7	20	2	
-+-+-+-----								
40	4,000	59	25	15	9	22	3	
-+-+-+-----								
50	5,375	71	31	17	10	25	3	
-+-+-+-----								
60	7,000	83	37	20	11	27	4	
-+-+-+-----								

70	8,875	94	43	22	12	30	4	

80	11,000	105	49	25	14	32	4	

90	13,575	115	55	27	15	35	5	

100	16,000	124	62	29	16	37	5	

Items Stolen	Level 1-19: Steel Pipe							
	All Other Levels: Steel Pipe, Strength Love							
Items Dropped	Level 1-19: Steel Orb, Steel Pipe							
	All Other Levels: Steel Orb, Steel Pipe, Strength Love,							
	Black Hole							

Draw Magic								

LV	SLOT 1	SLOT 2	SLOT 3	SLOT 4				

1-19	Berserk	None	None	None				
20-29	Berserk	Protect	None	None				
30-100	Berserk	Protect	None	None				

Description	He has excellent attack power, so draw some protect magic							
	from him to cast on yourselves, then follow that up with some							
	magic attacks, as he's weak against magic. Also, he has low							
	speed which comes in handy.							

=====
--- 6.5 --- Cards ---
=====

I don't have the time nor knowledge to whip up a complete guide dedicated to Triple Triad, the great card game found in Final Fantasy 8, but I did manage to get every card in the game at one time or another, so here is a list of every card in the game, their numerical values, their class, where/win you can win them, the element of the card, and what you can get out of it via modding.

The cards go in the order that they appear in the game.

----- LEVEL 1 -----	

Note: All level 1 cards can be won in card games with card players throughout the world. I will list the alternative way to get the card, if one is available.

/ GEEZARD /	

1	Class: Monster
5 4	Element: None
1	Modding: 1x Geezard = 5x Screws
	Obtained: Card a Geezard enemy (usually found in Galbadia)

5 Class: Monster
3 1 Element: None
1 Modding: 1x Funguar = 1x M-Stone Piece
Obtained: Card a Funguar enemy (usually found in Galbadia)

/ BITE BUG /

1 Class: Monster
5 3 Element: None
3 Modding: 1x Bite Bug = 1x M-Stone Piece
Obtained: Card a Bite Bug enemy (usually found in the Balamb region)

/ RED BAT /

6 Class: Monster
2 1 Element: None
1 Modding: 1x Red Bat = 1x Vampire Fang
Obtained: Card a Red Bat enemy (found in Fire Cavern)

/ BLOBRA /

2 Class: Monster
5 3 Element: None
1 Modding: 4x Blobra = 1x Rune Armlet
Obtained: Card a Blobra enemy (found in Tomb of Unknown King)

/ GAYLA /

2 Class: Monster
4 1 Element: Thunder
4 Modding: 1x Gayla = 1x Mystery Fluid
Obtained: Card a Gayla enemy (usually found in the Trabia region)

/ GESPER /

1 Class: Monster
4 5 Element: None
4 Modding: 1x Gesper = 1x Black Hole
Obtained: Card a Gesper enemy (must be during Laguna's 2nd dream scenario)

/ FASTITOCALON-F /

3 Class: Monster
1 5 Element: Earth
2 Modding: 5x Fastitocalon-F = 1x Water Crystal
Obtained: Card a Fastitocalon-F enemy (usually found in the beach)

5 Class: Monster
4 3 Element: None
3 Modding: 1x Mesmerize = 1x Mesmerize Blade
Obtained: Card a Mesmerize enemy (usually found in Trabia overworld)

/ GLACIAL EYE /

6 Class: Monster
3 1 Element: Ice
4 Modding: 1x Glacial Eye = 1x Arctic Wind
Obtained: Card a Glacial Eye enemy (usually found in Balamb snowfield)

/ BELHELMEL /

3 Class: Monster
3 4 Element: None
5 Modding: 1x Belhelmel = 1x Saw Blade
Obtained: Card a Belhelmel enemy (found in Galbadia desert)

/ THRUSTAEVIS /

5 Class: Monster
5 3 Element: Wind
2 Modding: 1x Thrustaevis = 1x Shear Feather
Obtained: Card a Thrustaevis enemy (usually found in Galbadia)

/ ANACONDAUR /

5 Class: Monster
5 1 Element: Bio
3 Modding: 1x Anacondaaur = 1x Venom Fang
Obtained: Card an Anacondaaur enemy (usually found in forests)

/ CREEPS /

4 Class: Monster
3 2 Element: None
4 Modding: 1x Caterchipillar = 1x Spider Web
Obtained: Card a Caterchipillar enemy (found in forests)

/ GRENDEL /

4 Class: Monster
2 4 Element: Thunder
5 Modding: 1x Grendel = 1x Dragon Fin
Obtained: Card a Grendel enemy (found in Galbadia mountains)

/ JELLEYE /

3 Class: Monster
7 2 Element: None
1 Modding: 1x Jelleye = 1x Magic Stone
 Obtained: Card a Jelleye enemy (found in Centra Ruins)

/ GRAND MANTIS /

5 Class: Monster
3 2 Element: None
5 Modding: 1x Grand Mantis = 1x Sharp Spike
 Obtained: Card a Grand Mantis (found in Centra Ruins)

|-----
|-----| LEVEL 3 |-----

As usual, you can win these in card games, but I will list alternative locations.

/ FORBIDDEN /

6 Class: Monster
2 6 Element: None
3 Modding: 1x Forbidden = 1x Betrayal Sword
 Obtained: Card a Forbidden enemy (found in Galbadia)

/ ARMADODO /

6 Class: Monster
6 3 Element: Earth
1 Modding: 1x Armadodo = 1x Dino Bone
 Obtained: Card an Armadodo enemy (found in Tomb of Unknown King)

/ TRI-FACE /

3 Class: Monster
5 5 Element: Poison
5 Modding: 1x Tri-Face = 1x Curse Spike
 Obtained: Card a Tri-Face enemy (usually found in the Islands Closest to Heaven and Hell)

/ FASTITOCALON /

7 Class: Monster
3 5 Element: Earth

1 Modding: 1x Fastitocalon = 1x Water Crystal
Obtained: Card a Fastitocalon enemy (found in the Balamb Beach near
the Fire Cavern)

/ SNOW LION /

7 Class: Monster
3 1 Element: Ice
5 Modding: 1x Snow Lion = 1x North Wind
Obtained: Card a Snow Lion enemy (usually found in Trabia snowfields)

/ OCHU /

5 Class: Monster
3 6 Element: None
3 Modding: 1x Ochu = 1x Ochu Tentacle
Obtained: Card an Ochu enemy (usually found in Training Center)

/ SAM08G /

5 Class: Monster
4 6 Element: Fire
2 Modding: 1x SAM08G = 1x Running Fire
Obtained: Card a SAM08G enemy (usually found in Missile Base)

/ DEATH CLAW /

4 Class: Monster
2 4 Element: Fire
7 Modding: 1x Death Claw = 1x Sharp Spike
Obtained: Card a Death Claw enemy (usually found in Galbadia
overworld)

/ CACTUAR /

6 Class: Monster
3 2 Element: None
6 Modding: 1x Cactuar = 1x Cactus Thorn
Obtained: Card a Cactuar enemy (found only on Cactuar Island)

/ TONBERRY /

3 Class: Monster
4 6 Element: None
4 Modding: 1x Tonberry = 1x Chef's Knife
Obtained: Card a Tonberry enemy (found in Centra Ruins)

As usual, you can win these in card games, but I will list alternative locations.

/ IRON GIANT /

6 Class: Monster
5 5 Element: None
6 Modding: 3x Iron Giant = 1x Star Fragment
Obtained: Card an Iron Giant enemy (usually found in Deep Sea Research Center).

/ BEHEMOTH /

3 Class: Monster
7 6 Element: None
5 Modding: 10x Behemoth = 1x Barrier
Obtained: Card a Behemoth enemy (usually found in Deep Sea Research Center).

/ CHIMERA /

7 Class: Monster
3 6 Element: Water
5 Modding: 10x Chimera = 1x Regen Ring
Obtained: Card a Chimera enemy (found in Island Closest to Heaven).

/ PUPU /

3 Class: Monster
1 A Element: None
2 Modding: 1x PuPu = 1x Hungry Cookpot
Obtained: Complete the UFO Side Quest.

/ ELASTOID /

6 Class: Monster
7 2 Element: None
6 Modding: 1x Elastoid = 1x Steel Pipe
Obtained: Card an Elastoid enemy (found in Centra Excavation Site)

/ GIM47N /

5 Class: Monster
4 5 Element: None
7 Modding: 1x GIM47N = 10x Fast Ammo
Obtained: Card a GIM47N enemy (found in Islands Closest to Heaven or Hell)

2 Class: Boss
4 8 Element: None
8 Modding: 1x Fujin/Raijin = 1x X-Potion
Obtained: Iron Giant (Deep Sea Research Center)/Jelleye (Centra
Plains)

/ ELVORET /

7 Class: Boss
4 8 Element: Wind
3 Modding: 1x Elvoret = 10x Death Stone
Obtained: Ochu (Island Closest to Heaven)

/ X-ATM092 /

4 Class: Boss
3 8 Element: None
7 Modding: 2x X-ATM092 = 1x Turtle Shell
Obtained: Red Bat (Fire Cavern)

/ GRANALDO /

7 Class: Boss
5 2 Element: None
8 Modding: 1x Grinaldo = 1x G-Returner
Obtained: Blobra/Death Claw (Tomb of Unknown King/Death Plains)

/ IGUION /

8 Class: Boss
2 2 Element: None
8 Modding: 1x Iguion = 1x Cockatrice Pinion
Obtained: Gesper/Tonberry (Centra Ruins/Centra Ruins)

/ ABADON /

6 Class: Boss
5 8 Element: None
4 Modding: 1x Abadon = 30x Dark Ammo
Obtained: Abyss Worm/Blood Soul (Esthar/Windhill)

/ TRAUMA /

4 Class: Boss
6 8 Element: None
5 Modding: 1x Trauma = 30x Demolition Ammo
Obtained: Caterchipillar/Turtapod (Alcauld Plains/Lunatic Pandora)

/ OILBOYLE /

1 Class: Boss
8 8 Element: None
4 Modding: 1x Oilboyle = 30x Fire Ammo
Obtained: Cockatrice/GIM47N (Obel Lake/D-District Prison)

/ SHUMI TRIBE /

6 Class: Boss
4 5 Element: None
8 Modding: 5x Shumi Tribe = 1x Gambler Spirit
Obtained: Gnat/T-Rexaur (Balamb Training Center/Balamb Training
Center)

/ KRYSTA /

7 Class: Boss
1 5 Element: None
8 Modding: 1x Krysta = 10x Holy Stone
Obtained: Bomb/Buel (Fire Cavern/Centra Ruins)

+-----+
|-----| LEVEL 7 |-----|
+-----+

yawn As usual, you can win all of these from a high-level card game. I'm just going to list the enemies you can card, as there's multiple enemies per monster card.

/ PROPAGATOR /

8 Class: Boss
8 4 Element: None
4 Modding: 1x Propagator = 1x G-Mega-Potion
Obtained: Blitz/Mesmerize (Galbadia Garden/Trabia Snowfield)

/ JUMBO CACTUAR /

8 Class: Boss
4 8 Element: None
4 Modding: 1x Jumbo Cactuar = 1x Cactus Thorn
Obtained: Glacial Eye/Wendigo (Esthar City/Missile Base)

/ TRI-POINT /

8 Class: Boss

8 5 Element: Thunder
2 Modding: 40x Tri-Point = 1x Jet Engine
Obtained: Belhelmel/Torama (Monterosa Plateau/Esthar City)

/ GARGANTUA /

5 Class: Boss
8 6 Element: None
6 Modding: 10x Gargantua = 1x Strength Love
Obtained: Imp/Thrustaervis (Lunatic Pandora/Obel Lake)

/ MOBILE TYPE 8 /

8 Class: Boss
3 6 Element: None
7 Modding: 1x Mobile Type 8 = 10x Shell Stone
Obtained: Anacoundar/Blue Dragon (Timber/Trabia Snowfield)

/ SPHINXARA /

8 Class: Boss
8 3 Element: None
5 Modding: 1x Sphinxara = 1x G-Mega-Potion
Obtained: Adamantoise/Creeps (Dollet/Deling City Sewers)

/ TIAMAT /

8 Class: Boss
4 8 Element: None
5 Modding: 1x Tiamat = 10x Flare Stone
Obtained: Grendel/Hexadragon (Deep Sea Research Center/Grandidi Forest)

/ BGH251F2 /

5 Class: Boss
5 7 Element: None
8 Modding: 1x BGH251F2 = 10x Protect Stone
Obtained: Behemoth/Grand Mantis (Esthar Plains/Deling City Sewers)

/ RED GIANT /

6 Class: Boss
7 8 Element: None
4 Modding: 1x Red Giant = 5x Meteor Stone
Obtained: Forbidden (Tomb of the Unknown King)

/ CATOBLEPAS /

1 Class: Boss
7 8 Element: None
7 Modding: 1x Catoblepas = 1x Rename Card
 Obtained: Armadodo/Elnoyle (Tomb of the Unknown King/Ultimaceia
 Castle)

/ ULTIMA WEAPON /

7 Class: Boss
8 7 Element: None
2 Modding: 1x Ultima Weapon = 1x Ultima Stone
 Obtained: Elastoid/Tri-Face (Centra Ruins/Balamb Garden)

-+-+-+-----
|-----| LEVEL 8 |-----|
-+-+-+-----

Finally! You actually need to find these cards during the game, not just carding enemies, thank God!

/ CHUBBY CHOCOBO /

4 Class: GF
9 4 Element: None
8 Modding: 1x Chubby Chocobo = 100x LuvLuvG
 Obtained: Won from student outside library in Balamb Garden. Must
 lose Chicobo to the Queen first.

/ ANGELO /

9 Class: GF
3 6 Element: None
7 Modding: 1x Angelo = 100x Elixir
 Obtained: Won from Watts on the White Seed ship.

/ GILGAMESH /

3 Class: GF
6 7 Element: None
9 Modding: 1x Gilgamesh = 10x Holy War
 Obtained: Won from the King in Squall's dorm room.

/ MINI MOG /

9 Class: GF
2 3 Element: None
9 Modding: 1x Mini Mog = 100x Pet House

Obtained: Won from jogger inside Balamb Garden.

/ CHICOBO /

9 Class: GF
4 4 Element: None
8 Modding: 1x Chicobo = 100x Gyashl Greens
Obtained: Complete all six Chocobo Forest puzzles.

/ QUEZACOTL /

2 Class: GF
4 9 Element: Thunder
9 Modding: 1x Quezacotl = 100x Dynamo Stone
Obtained: Won from Mayor Dobe at Fisherman's Horizon.

/ SHIVA /

6 Class: GF
9 7 Element: Ice
4 Modding: 1x Shiva = 100x North Wind
Obtained: On White SeeD ship, Give Zone the Girl Next Door magazine for free. He will give you the Shiva card for your kindness.

/ IFRIT /

9 Class: GF
8 6 Element: Fire
2 Modding: 1x Ifrit = 3x Elem Atk
Obtained: Won from Ifrit in the Fire Cavern after defeating him in regular battle.

/ SIREN /

8 Class: GF
2 9 Element: None
6 Modding: 1x Siren = 3x Status Atk
Obtained: Won from pub owner in Dollet after beating him twice.

/ SACRED /

5 Class: GF
9 1 Element: Earth
9 Modding: 1x Sacred = 100x Dino Bone
Obtained: Defeat Sacred in the Tomb of the Unknown King.

/ MINOTAUR /

9 Class: GF
9 5 Element: Earth
2 Modding: 1x Minotaur = 10x Adamantine
 Obtained: Defeat Minotaur in the Tomb of the Unknown King.

-+-+-+-----| LEVEL 9 |-----
-+-+-+-----

As with the level 8 cards, you can only win these via special methods.

/ CARBUNCLE /

8 Class: GF
4 4 Element: None
A Modding: 1x Carbuncle = 3x Glow Curtain
 Obtained: Won from Xu in the CC Group side quest.

/ DIABLOS /

5 Class: GF
3 A Element: None
8 Modding: 1x Diablo = 100x Black Hole
 Obtained: Defeat Diablos in the Magical Lamp.

/ LEVIATHAN /

7 Class: GF
7 A Element: Water
1 Modding: 1x Leviathan = 3x Doc's Code
 Obtained: Won from Joker in the CC Group side quest.

/ ODIN /

8 Class: GF
5 A Element: None
3 Modding: 1x Odin = 100x Dead Spirit
 Obtained: Defeat Odin in the Centra Ruins.

/ PANDEMONA /

A Class: GF
7 1 Element: Wind
7 Modding: 1x Pandemona = 100x Windmill
 Obtained: Won from Balamb Hotel owner after Galbadia takes over.

/ CERBERUS /

7 Class: GF
A 4 Element: None
6 Modding: 1x Cerberus = 100x Lightweight
 Obtained: Defear Cerberus in Galbadia Garden.

/ ALEXANDER /

9 Class: GF
2 A Element: None
4 Modding: 1x Alexander = 3x Moon Curtain
 Obtained: Won from Piet in space.

/ PHOENIX /

7 Class: GF
A 2 Element: Fire
7 Modding: 1x Phoenix = 3x Phoenix Spirit
 Obtained: Won from the Presidential Aide in Esthar during the Card
 Queen side quest. Must lose Doomtrain to the Queen first.

/ BAHAMUT /

A Class: GF
6 8 Element: None
2 Modding: 1x Bahamut = 100x Megalixir
 Obtained: Defeat Bahamut in the Deep Sea Research Center.

/ DOOMTRAIN /

3 Class: GF
A 1 Element: None
A Modding: 1x Doomtrain = 3x Status Guard
 Obtained: Won from the pub owner in Dollet during the Card Queen side
 quest. Must lose Alexander to the Queen first.

/ EDEN /

4 Class: GF
A 4 Element: None
9 Modding: 1x Eden = 3x Monk's Code
 Obtained: Defeat Ultima Weapon in the Deep Sea Research Center.

These are the best, and as you may imagine, hardest to find, cards in the game. They make EXCELLENT modding cards, as you get a crapload of good items from each one, but you may want to build your collection instead.

/ WARD /

A Class: Player
8 7 Element: None
2 Modding: 1x Ward = 3x Gaea's Ring
Obtained: Won from Dr. Odine in Esthar.

/ KIROS /

6 Class: Player
A 7 Element: None
6 Modding: 1x Kiros = 3x Accelerator
Obtained: Lose Mini Mog to the Queen, then win from the man in the black outfit in the Deling City shopping mall during the Card Queen side quest.

/ LAGUNA /

5 Class: Player
9 A Element: None
3 Modding: 1x Laguna = 100x Hero
Obtained: Win from Ellone before the Ragnarok.

/ SELPHIE /

A Class: Player
4 8 Element: None
6 Modding: 1x Selphie = 3x Elem Guard
Obtained: Win from her friend in Trabia Garden.

/ QUISTIS /

9 Class: Player
2 6 Element: None
A Modding: 1x Quistis = 3x Samantha Soul
Obtained: Win from Trepie in Balamb Garden's cafeteria.

/ IRVINE /

2 Class: Player
A 6 Element: None
9 Modding: 1x Irvine = 3x Rocket Engine
Obtained: Lose the Sacred to the Queen, then win from Mayor Dobe's

wife in Fisherman's Horizon during the Card Queen side quest.

/ ZELL /

8 Class: Player
6 5 Element: None
A Modding: 1x Zell = 3x Hyper Wrist
 Obtained: Have Zell in your party, then defeat Ma Dinct in Balamb.

/ RINOA /

4 Class: Player
A A Element: None
2 Modding: 1x Rinoa = 3x Magic Armlet
 Obtained: Lose the Ifrit card to General Caraway in Deling City, then beat him to get Rinoa's card.

/ EDEA /

A Class: Player
3 A Element: None
3 Modding: 1x Edea = 3x Royal Crown
 Obtained: Won from Edea in Edea's house.

/ SEIFER /

6 Class: Player
4 9 Element: None
A Modding: 1x Seifer = 3x Diamond Armor
 Obtained: Won from Cid in Balamb Garden.

/ SQUALL /

A Class: Player
9 4 Element: None
6 Modding: 1x Squall = 3x Three Stars
 Obtained: Won from Laguna on board the Ragnarok.

!-!
| 7.0 OTHER INFORMATION 7.0 |
!-!

Finally, the end of the guide is near! Just a random section with the usual stuff that only I care about..

=====

--- 7.1 --- Credits ---

=====
Verbophobic Poet - Great tips and information provided to me via AIM, and a great person to talk to about the game as well.

Cassey Blankenship - The love of my life, for always listening to me and putting up with me through the good times and hard times. This guide, as well as every other guide I write, is done with love in my heart for only her. She keeps me inspired and motivated and I love her with every beat of my heart.

Richard Beast, Ryan Harrison, Dale Kulas, etc. - Being my best GameFAQs buddies and providing me with the needed inspiration, etc. to finish off this guide!

Everyone who put up with my constant FAQ Progress updates - Thanks for not telling me to shut up!

Brady Games/FF8 board/Other FAQs/instruction manual - Minor tips and notes taken from those sources. Thanks to everyone and everything that helped me complete this massive game and guide!

=====
--- 7.2 --- Revision History ---
=====

v1.02 - December 3, 2005 - 881.3K

- Finally got this update done. :D
- Lots of information added thanks to Verbophobic Poet.
- Major reformatting as well.

v1.01 - November 30, 2005 - 817.1K

- Not quite done yet, it seems. ;)
- Made some corrections and additions to the walkthrough, thanks to Verbophobic Poet on AIM.
- More work to be done soon, I want this to be totally complete.

v1.00 - May 21, 2005 - 814.7K

- =D =D =D =D
- I woke up and was like MAN I gotta do an entire disc 4 today? :(
- So, I wrote up the battle basics, then the deep sea center side quest..
- Then I decided WHAT THE HECK and finished the walkthrough entirely :)
- It's only 11 AM and this guide is officially DONE.
- I AM SO HAPPY RIGHT NOW!!!! YAY!!!

v0.08 - May 20, 2005 - 775.3K

- HOLY COW! I almost added 200 freaking KB today!
- Following lists done: GF's, GF abilities, items, enemies, cards. Yes, that's EVERY list now finished.
- Walkthrough updated through disc 3. This includes all side quests except Deep Sea Research Center, which I'll do tomorrow.
- Added in the magic/junction basic section, as well as introduction and conclusion/other information.
- All I'll need to do tomorrow: battle basics, disc 4, Deep Sea Research Center. Then the guide will be done. :-D

- I am about 4000000000000000000x percent happy with this update. I DID SOME SERIOUS WRITING TODAY! GO ME!

v0.07 - May 19, 2005 - 579.7K

- I am super happy about this update!
- After taking a few days off, I'm back with style!
- Lists updated: GF's, enemies, items, cards. Almost done all of those.
- The other tips section was added in.
- Walkthrough finished through disc 2, disc 3 updated to Great Salt Lake.
- Reorganized the top and added in the notes about the side quests being in the walkthrough, including a nice handy search engine feature so you can easily find the side quest you're looking for. Also included a list of side quests I did not write about, so you can email me if you need any help with those.
- Yay! Maybe I'll be done this weekend after all..

v0.06 - May 15, 2005 - 492.2K

- You can always tell when I'm on fire, when 80K in one day is considered a disappointment.
- Worked on GFs and items a lot, as those sections will be a bitch to finish. Also worked on cards and enemies.
- Got some more of the walkthrough done, up to the invasion of Balamb Garden now.
- Tomorrow I hope to finish the card list, get items and GFs done a lot more, and finish disc 2. Total planned K: 560K. Wish me luck!

v0.05 - May 14, 2005 - 411.3K

- I am on FIRE now!
- Following sections were FINISHED: Story, characters, controls, menu, weapons, and magic.
- I also worked on items. Items and enemies are the largest sections still left to do, besides the walkthrough of course.
- I decided to add in a cards list, and got THAT done through level 3 too.
- I am totally happy with my progress. Tomorrow, I hope to finish the cards list, finish disc 2, and work on items/enemies a lot. Wish me luck!

v0.04 - May 13, 2005 - 304.5K

- This is more like it!
- Work done on the GF's, characters, items, weapons, and enemies.
- I started the magic list as well.
- Walkthrough updated through the beginning parts of disc 2, up to the Missile Base.
- More to come tomorrow!

v0.03 - May 12, 2005 - 235.7K

- Sorry for the late update, I've been busy with life.
- Game sharks code list section added, added a few items as well.
- I plan to work on the enemies, items, and walkthrough tomorrow.

v0.02 - May 5, 2005 - 222.4K

- Not as huge an update as yesterday, but I'm still happy.
- Enemies updated through the letter J.
- Walkthrough started and completed to the point of going to Timber for the first time.

v0.01 - May 4, 2005 - 185.3K

-
- I am officially a sadist.
 - Format looks rather cool.
 - Weapons, characters, enemies, GF's, items, and basics all started.
 - Enemies updated through H. Wow.
 - Squall's weapons added. Squall and Rinoa added into characters.
 - One GF and dozens of items added.
 - Not bad for a first day, let's see if I can keep it going now. ;)

--- 7.3 --- My Other Guides ---

I have written about 35 complete guides now, give or take a few. I've written for a wide variety of games, mainly RPGs and wrestling games, but lately I am trying to deviate from that. I know this is not a good start, but hey, its an FF game, right? :D

You can check out all of my other guides on GameFAQs, which will hopefully include a very sexy Tales of Symphonia guide soon. I can't wait to finish that thing. I am most proud of this guide and Legend of Legaia, but I did guides for a lot of Final Fantasies, as well as some random Castlevania and wrestling games, and both Tales of Destiny games. Check them out!

In addition on my quest to write for all the Final Fantasy games, I will try to finish my Aria of Sorrow and NCAA 2004 guides, as well as some random NES games (Predator, NOES, Jeopardy Jr., and Puss and Boots, anyone?) and guides for the other 2 Castlevania games that employ the new style. Oh, and I might do a Wild Arms 3 guide. And I still have to finish my ToS and FF8 guides..

And there's always Final Fantasy 12 and NCAA Football 2006 to look forward to...

I plan to write guides for the following 5 games by the end of the summer:

- Mega Man 4
- WWF No Mercy
- Circus Capers
- Tales of Phantasia
- Final Fantasy Tactics

Wish me luck with that, I'll need it. ;)

--- 7.4 --- Contact Information ---

I appreciate any information you can contribute, especially to game basics, and team ratings. Also, feel free to email any questions that would be good for a FAQ section, as I plan to add one to a future update.

Any errors and omissions that you may see can be corrected if you inform me of them. I'll also credit you, if your error or omission is actually correct and worth an update for me to fix. I am somewhat busy, you know.

That's about it. If anyone would like me to add anything, you can always email me.

Psycho Penguin

OVER AND OUT, 2005!

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