

Final Fantasy VIII FAQ/Walkthrough

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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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||           Title: Final Fantasy VIII           ||
||   Guide type: Unofficial Strategy Guide   ||
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|| Authorized Sites:                           ||
||   o Game FAQs       - www.gamefaqs.com     ||
||   o Super Cheats    - www.supercheats.com  ||
||   o Neoseeker       - www.neoseeker.com    ||
||   o lup              - lup.com              ||
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== INTRODUCTION [ff8/I00] ==

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Final Fantasy VIII is the eighth in the series, with a few cameos of its characters in Kingdom Hearts, as well as some spin-offs

like Chocobo Racing...

It's not a hard game, but players can find the junction system and cards hard to understand. For fans of traditional RPGs there are a few other things that are off-putting as well, especially those loved Final Fantasy VII and expected the same from Square's next.

FF8 is available for PlayStation 1 and PC and being about 2.4 GB big it requires at least 4 discs (plus one for installation of the PC version).

The PC version is less reliable and has glitches that have to be fixed with patches, but you can have 30 saves instead of 15 in each of the two memory slots and can play Chocobo World without the need of a PocketStation.

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|                THE BASICS [ff8/II00]                |
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|                Basic Info [ff8/II01]                |
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Soft Reset

I like to use a soft reset to preserve the buttons on the console [just buy plenty of spare controllers when you see them cheap!]. Not all games support it but FF8 does. It's R1+L1+R2+L2+Start +Select.

Minimum system requirements for PC

- Windows 95 or higher
- 32~64 MB RAM
- 8~16 MB 3D Accelerator Graphics Card
- 8x Speed CD ROM
- DirectSound
- DirectMusic Compatible Sound Card

Examining Things

At times in the game you may need to examine switches or ladders. You can also pick up items or get the opportunity to draw magic from draw points by examining things that seem out of place. You can check things like radios or maps too. It can be an intuitive process ...

Climbing Ladders and Opening Doors

Examine to ladders to start climbing. If you're having trouble climbing ladders which can happen) go directly UP or DOWN. This can very confusing in some parts of the game.

Upgrading Weapons

In FF8 you cannot have armours and have to upgrade your weapons at Junk Shops. What you need to upgrade your weapons are:

- Items required for the weapon. Get them from various enemies.
- The cash to pay a Junk shop to put all the pieces together.
- Weapons Monthly magazine. It is possible to upgrade to a weapon without a Weapons Monthly Mag though.

Unlike normal items, weapons cannot be sold, and are displayed in the Status menu rather than the Item menu or a Weapons menu. As your characters modify their weapons, their Attack and Hit rate increase.

----- Riding a Chocobo

You can ride a chocobo after completing at least one Chocobo Forest. After doing a Chocobo Forest properly the chocobos at that forest will always be ready for you when you come in.

With a chocobo, you can go through shallow waters and forests. They are your only way of getting to the Chocobo Sanctuary.

----- The Ragnarok's Auto-Pilot Function

You can get the Ragnarok to go to any destination as quickly as possible simply by choosing your destination from one of the maps (press Select two times). For information on how to control the Ragnarok as well as other vehicles and vessels, see the "Controls" chapter.

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| Glossary [ff8/II02] |
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Ability

"Abilities" are not "Limit Breaks, as they are a special power given by GFs (if the GF knows the ability, in which case if it does not have a certain ability it can learn it by gaining AP or using an item that teaches the ability). The abilities come in different types, some that act passively and some that are used actively, and a character can only benefit by an ability by junctioning GF who has that ability.

Ability Point (AP)

These are required for GFs to learn abilities. At the end of every battle (even bosses) the GFs junctioned will all learn a certain amount of AP each. Say the game says something like "GFs got 20 AP", all of the GFs get 20 AP each.

Active Time Bar (ATB)

All battle participants have an ATB. They cannot do anything until it fills up. The Speed stat influences how fast the ATB fills up for each fighter. GFs also have ATBs in a way, except the

ATB has to empty from full before the GF will come; affinity with the character who junctions the GF will determine how fast the GF arrives.

Draw

An ability given by GFs. You can steal magic from enemies or obtain magic from draw points. To be able to draw from draw points at least one character will have to have the Draw ability equipped. To see more info about the Draw ability, go to the GF abilities section.

Evade (Eva)

How often a character evades enemy attacks. Can counteract a good Hit stat. Even a seemingly low Evade stat can make a character dodge attacks (especially from heavyweights like Omega Weapon). Kiros is good example, as he has the best evasion out of all the playable characters.

Experience (EXP)

After gathering experience from damaging enemies, a character gains levels. To learn more about experience and levels, see the battle tutorial.

Guardian Force (GF)

Powerful creatures who give your characters the ability to use magic and other commands including one that summons them into battle for their signature attack. They learn abilities with AP and earn their own EXP. More information about GFs can be found in the GF management section and appendices.

Hit Rate (Hit %)

Accuracy of physical attacks. Also depends on the enemies' Evade Rate. If the hit rate is at 255% the character will hit every time even while under Blind status. Hit Rate largely depends on the character's weapon.

Hit Points (HP)

How many times a character can be hit (their life force). A character cannot participate in battle when their HP is at zero. Novice RPG players can make the mistake that HP is the most important stat, but what really counts is your fighting style; you must adjust your battle statistics according to battle strategies -- and most importantly, actually have battle strategies! This is a strategy guide, so naturally it is filled with strategies.

Junction (suffix, -J)

A system of equipping GFs, magic and abilities. To learn about using the junction system, go to the section on that subject.

Limit Break

When in a dire situation where death is imminent (or in other words, only 10% of total HP left), a character can draw on a super

human reserve of personal power. Limit Breaks are easy to use, as all you have to do is press to the right on the "Attack" command when the arrow appears (you sometimes have to press Circle repetitively to get the arrow).

Luck

Luck ... is this a physical attribute? No! Having a high Luck stat will give you the upper hand in battle, increasing the chance of unusually good things happening, like when the enemy does something stupid, or some force nature comes and blows the opponent of its feet, or if you get a critical hit, or if a rare item is obtained; things like that. Quite amazing and strange things can happen when you have the luck.

Magic (Mag)

The Magic stat effects any "magic" orientated activity. I'm not sure if it effects magical limit breaks or not, but it effects abilities like Magic, Draw and Devour. The effect of any magic, even healing magic such as Cure will increase depending on your Mag.

Magical Attacks

Attacks used with magical force. Magical attacks can be protected against with Shell, Reflect and the Spirit stat.

Physical Attacks

Attacks used with a weapon, claws or fists. Protected against with Protect and the Vitality stat. Some spells can be protected against with Protect magic as well.

Speed (Spd)

How fast a character's ATB fills. Haste can make the ATB flow even faster. Bear in mind that a character may not be needing more speed than they have. Like in FF6, you can actually have such a high Speed stat that it is too fast for the game itself. My Squall for instance has an ATB that will fill in two seconds at most. He is not the speediest he can possibly be, but fast enough. In fact, when afflicted with Slow, Squall's ATB fills at a normal rate.

Spirit (Spr)

A lesson in Spiritual Awareness: the more Spirit your character has, the more he or she will be able to stand against magical attacks. However, there are some spells that don't actually cause magical damage, like Meteor and Quake.

Statistics (stats)

Basic attributes in a fighter. Hit Points, Strength, Vitality, Magical Power, Spirit, Speed, Luckiness, Hit Rate, Evasion, Experience and levels are all stats a character can have.

Stock

A Draw command which allows you to store magic to use later. The

more you draw, the more spells you will get.

Strength (Str)

Power of physical attacks. Strength can be increased temporarily by casting Berserk or Mad Rush (the recipient will not be able to control their actions). Weapons effect Str a great deal.

Vitality (Vit)

Defence against physical attacks. Vitality can be raised temporarily by casting Protect or equipping Auto-Protect.

Scanning equivalents of stats

Intelligence (Int): Magic (Mag)

Dexterity (Dex): Hit

Defence (Def): Vitality (Vit)

Everything else: The same

Symbols

Term	Note	Symbol
Berserk	Status (purple)	" " bubble
Darkness	Status (purple)	Eye
Death	Status (purple)	Coffin
Curse	Status (purple)	Unhappy face
Fire	Elemental (green)	Flame
Earth	Elemental (green)	Rock or stone
Holy	Elemental (green)	Light
Ice	Elemental (green)	Ice crystal
Petrify	Status (purple)	Diamond shape
Poison	Elemental (green)	Bubbles
Poison	Status (purple)	Bubbles
Silence	Status (purple)	" " bubble
Slow	Status (purple)	Clock
Stop	Status (purple)	Hand
Thunder	Elemental (green)	Lightning bolt
Wind	Elemental (green)	Tornado
Zombie	Status (green)	Human skull

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| Controls [ff8/II03] |
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Field Screen

- Directional buttons:- Move south, north, east or west
- Left Analogue Stick:- Move around in any way you like
- Square button: - Talk/challenge character to a game of cards.
- X button - Examine / talk / confirm.
- Circle button - Enter the menu screen (see below).
- Triangle button - (While moving around) you go into walk mode.
- Start button - Pause (vibration can be turned on/off here).

Menu Screen

Directional buttons - Move cursor up, down, left or right.
Left Analogue Stick - Move cursor.
Square button - Assorted functions (see Menus section).
X button - Confirm selection.
Circle button - Exit menu screen (if at main menu).
Triangle button - Cancel selection.
L1 button - Scroll character/GF screens to the left.
L2 button - Scroll character/GF screens to the left.
R1 button - Scroll character/GF screens to the right.
R2 button - Scroll character/GF screens to the right.

Battle Screen

Directional buttons - Move cursor left, right, up or down.
Left Analogue Stick - Move cursor.
X button - Confirm selection.
Circle button - Switch to next available party member.
Triangle button - Cancel selection.
Start button - Pause (you can toggle vibration function).
Select button - Hide command menu.
L1 button - (While choosing target) see in list form.
L2 button - (With R2) escape the battle.
R1 button - Gunblade trigger (while the gunblade hits).
R2 button - (With L2) escape the battle.

Whilst using Scan Magic

L1 button - (while going up) Zoom in.
L1 button - (while going down) Zoom out.
L1 button - (with left/right) Move target around screen.
R2 button - (with L1) Make target run. Enemies cannot.

World Map (walking)

Directional buttons - Move south, west, north, or east.
Left analogue stick - Move around.
Right analogue stick - Move camera angle.
Triangle button - (Press down) walk mode.
X button - Confirm action.
Circle button - Enter menu screen.
Start button - Pause (change vibration settings here).
Select button - View maps (there are three in total).
L1/L2 buttons - Move camera angle.
R2 button - Change POV (Point Of View).

Travelling in a Car

Directional buttons - Turn around.
Left analogue stick - Turn around.
Right analogue stick - Accelerate forwards/reverse vehicle.
Square button - Accelerate forwards.
Triangle button - Reverse.
X button - Get out of vehicle.

Flying the a Ship

Directional buttons - Turn around.
Left analogue stick - Turn around.
Right analogue stick - Accelerate forwards/reverse.
Square button - Accelerate forwards.
Triangle button - Reverse.
X button - Get off.
Circle button - Enter cockpit.

Soft Reset

Soft reset. As you'll be resetting a lot, prolong your Reset button's life by performing the soft reset. Press Start + Select + R1 + R2 + L1 + L2 all at once.

Default PC Controls

X: Talk, examine, or confirm a selection.
W: Cancel selection or return to field screen.
A: Challenge a person to cards.
D: Bring up the menu screen.
C: Scroll to the right.
Z: Scroll to the right.
F: Toggle maps on the over world.
E: Gunblade trigger for Squall and Seifer.
S: Pause game. You cannot pause during some scenes or while in the main menu.
Ctr + R: Soft Reset.

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| Battle Tutorial [ff8/II05] |
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How FF8's Battle System is Different to Other Final Fantasies

-
- Enemies don't tend to have fixed experience levels.
 - Magic and GFs can be drawn from opponents.
 - Magic may only be used via GFs or limit breaks.
 - There is no "Equipment" menu where weapons, armour and accessories may be chosen for battle. Each character has one single weapon which can be remodelled at junk shops for a price if you have the right ingredients. Things like Aegis Amulet are usually items that teach GFs abilities.

Random Battles

You don't "see" random battles. Most of the time, it's an invisible enemy. You're just walking along and suddenly you enter a battle! You can use Enc Half or Enc None to block out a lot of random battles, but they can be useful; by fighting randomly encountered monsters on a regular basis you can: -

- Get rare items (the more levels your party has, the better a chance you will have of getting rare items).
- Get LOTS of magic. Monsters will be your main source of getting the stuff, especially early in the game when you don't

have so many refine abilities.

- Get useful cards REALLY EARLY in the game.
- Get your GFs to learn those abilities.
- Increase GF compatibility.
- Get a better SeeD level.
- Get experience. Boss battles only provide you with AP.

In short, by fighting many random battles you can make all the non-random battles very easy. Some times you will be forced into a non-random battle where you fight a normal enemy, but they are usually very easy.

Of course, if you dislike battles, but don't mind cards, you can get around that problem...

- Drive a car.
- Ride a chocobo.
- Catch a train.
- Walk on tar sealed roads.
- Equip Diablos' Enc None or Enc Half abilities.
- Use a GameShark.
- If you do get into one you can escape.

You cannot avoid bosses. They are just part of the game. Some bosses are optional. Most bosses are immune to 99% of all status ailments.

Active Time Battle (ATB)

Zell 544 -----	A status window showing the
Squall 486 -----	character health, and ATB is
Selphie 489 -----	displayed on the battle screen.
_____	A party member can execute an
	action only when their ATB has
	filled up. When it fills up and the character is
COMMAND	ready for action you will see a list of equipped
Attack	commands they can choose from. Refer to the
Magic	Junction tutorial ([1]) how to junction abilities.
GF	
Item	Sometimes when you enter a battle you will see
_____	'First Strike' or 'Back Attack' in which you or
	your enemies will get the first strike in battle
	respectively. 'Initiative' and 'Alert' are both
	good in giving you an advantage where this is
	concerned.

Enemy statistics

Enemies level up with you, meaning, that the enemy party will have the same levels as your party!! As your enemies level up, becoming more intelligent, they acquire new abilities, items, magic and battle strategies just as you do.

Damaging to your enemy

The damage you cause to your enemies with your attacks depend on the opposing stats. For instance, the damage your character causes to the enemy with their attack depends on their Vitality and your Strength.

Str	(physical damage you inflict)	- Vit
Mag	(potency of the magic you cast)	- Spr
Hit	(accuracy of physical attacks)	- Eva
ST Atk	(status ailment caused when you attack)	- ST Def
Elem Atk	(elemental bonus caused by attack)	- Elem Def

One of the best ways of exploiting your enemies weaknesses is elementary. There are total of eight elemental attributes: earth, wind, water, fire, ice, thunder, holy and poison. Each element has its own strengths and weaknesses. Enemies can be strong or weak against certain element/s, and most of the magic spells affiliated with one or more of the elements. One of those types of magic can be used with junction abilities such as Elem Def-J or Elem Atk-J. The more the magical strain, the more effective that magic will be (100x Firaga would provide over 100% defence against fire attacks, meaning you would absorb the damage).

Elemental Chart		
Types of enemies	Weaknesses	Examples
All	Non-elemental	Laser Eye, Ultima
Fire	Ice	Diamond Dust, Blizzard
Ice	Fire	Hell Fire, Fire Breath
Water	Thunder	Thundara, Eletrocute
Thunder	Water	Tsunami, Water
Desert	Water	See other Water entries
Human	Poison	Pain, Bio, Bad Breath
Zombie	Holy	Holy Judgement, Cure
Machine	Thunder Water	Thunder Storm, Thunder Water Breath
Oil	Fire	Flame Shot, Firaga
Flying	Wind	Aero, Tornado

Statuses

In battle there are many kinds of statuses, both bad and good, that change the way your characters fight. In short, Elixirs, Megalixirs, ST Defence and the Treatment command cure any status ailment. Remedy+ not only cures negative status change, but gets rid of good ones too. Mighty Guard bestows nearly all positive status changes except Reflect while Runaway Train (Doomtrain) and Bad Breath inflict every status ailment. Dispel gets rid of any positive statuses.

Status	Symptoms	- Cause * Cure

Aura	- Limit Breaks are easier to get.	- Aura. - Aura Stone. - Mighty Guard.
Berserk	- Strength is raised. - The victim attacks the enemy in a fit of rage. you lose control of it.	* Esuna. * Remedy. * End battle. - Berserk. - Mad Rush.
Confusion	- Victim makes completely random actions in a dizzied state of confusion.	* Esuna. * Remedy. * Physical hit. * Time Lapse. * End battle. - Confuse.
Curse	- Blackish tinge to skin. - Inability to use limit breaks even with Aura or low HP.	* Remedy. * Esuna. * Holy Water.
Defend	- Attacks do not damage.	- Defend. * Confirm action
Darkness	- Attack accuracy is considerably dropped. - Black cloud over head.	* Eye Drops. * Remedy. * Esuna. * 255% Hit rate nullifies the effect of darkness. - Blind. - Acid.
Doom	- Victim is 'executed' when the counter reaches zero.	* End battle. * Remedy+. * Elixir. * Treatment. - Doom.
Double	- Cast one or two spells at once.	- Double. - CounterRockets
Haste	- ATB fills quicker.	* Time interval. - Haste.
Invincible	- Impervious to any attack.	- Hero-Trial. - Hero. - Holy War-Trial - Holy War. - InvincibleMoon
KO, death	- KO stands for Knocked The victim will be lying on the ground. If your whole party gets knocked out it's Game Over. - KO'd characters miss out on experience.	* Life. * Full-Life. * Phoenix Down. * Revive. * Mega Phoenix. - Death. - Doom.

		- Zantetsuken.
		- Degenerator.
		- LV? Death.
		- Rapture.
		- The End.

Petrification	- The victim is turned stone. They can't do anything.	* Soft. * Remedy. * Esuna.
	- If your whole party gets petrified it's Game Over.	* Treatment.
	- Petrified party members miss out on experience.	- Break.

Poison	- Victim slowly dies from damage caused when they take action.	* Antidote. * Esuna. * Remedy. - Bio. - Acid.

Protect	- Reduces the damage of physical attacks by 1/4.	* Dispel. - Protect. - Protect Stone.

Reflect	- Reflect most magic onto enemy party. Ultima and Meteor cannot be reflected.	- Reflect. * Dispel.

Regen	- Small amounts of healing at set time intervals.	- Regen. * Dispel.

Shell	- Reduce the impact of magical attacks by 1/4.	- Shell. - Shell Stone. * Dispel.

Silence	- Cannot do anything that involves using your voice, like cast magic or summon GFs. - "... " bubble.	* Echo Screen. * Esuna. * Remedy. - Silence. - Silent Voice.

Sleep	- Victim goes to sleep. You cannot use them. - Magic will not wake them up.	* Esuna. * Remedy. * Physical hit. * Time lapse. - Sleep.

Slow	- ATB slows down.	* Esuna. * Remedy. - Slow.

Stop	- ATB stops flowing.	* Esuna. * Remedy. - Stop.

Triple	- Cast two or three spells at once.	- Triple. - CounterRockets * Dispel.

Vit 0	- Skin turns a pinkish colour.	* Remedy.
	- No defence against physical attacks.	* Esuna.
		- Meltdown.
		- Acid.

Zombie	- Skin turns green.	* Remedy.
	- Victim is damaged by curative items/magic.	* Esuna.
		* Holy Water.
		- Zombie.

Using Magic

Magic is an ability all GF have, and before you can use it you have to draw it from an enemy or draw point (equip the "Draw" command). To use it in battle, the character in question has to have the 'Magic' command equipped.

MAGIC P.1	NUM.	To use Magic, select one spell and
Fire	50	choose your target.
Thunder	50	The number next to the stock is
Blizzard	>> 50	indicated next to the magic spell's
Cure	50	name.
		The >> indicates that the magic is
		junction to a character's stats.

Drawing Magic

COMMAND	'Draw' extracts magic from enemies.		
Attack			
Magic	CHOICE	CHOICE	Choose a target, and
Draw	> Fire	> Stock	magic, then Stock or Cast.
Item	> Thunder	> Cast	
			The success rate of your

draw depends on how often you draw. Meaning, the more you stock magic, the better your chances are of getting 9 spells in one stock!

Stock stores the magic for future use while Cast automatically casts the magic without having to store it in your inventory (only one spell at a time though, and in a less potent version). There is no limit to how much magic you stock from an enemy but each character can only carry

You can stock up to 100 of 32 types of magic. The maximum amount of magic for each draw is 9.

Some magic cannot be drawn unless a enemy is at a certain level or above. Enemies carry different magic as they level up. Some magic will become unavailable as an enemy levels up. To learn what you can draw from each monster at each level, refer to the Bestiary. If you want to change the enemies' level use Tonberry's LV Up/Down abilities.

According to Ninjatsu: "The success rate of your draw depends on your Magic Stat. The higher your characters stat the more chance they have of drawing a magic, and the more chance they

have to draw 9 spells at once."

Using limit breaks

COMMAND			When running low on health, an
Attack	>	Combo	arrow may appear next the 'Attack'
Magic		Angel Wing	command. Press the right
Draw		'-----'	directional button on it to reveal
Item			a character's limit break.

Each character has the own individual limit breaks. Limit breaks are even more powerful than the average attack. Each character has their own unique limit breaks. The Luck stat is important for success with limit breaks.

NOTE: Limit breaks are more common when under Aura status (your HP doesn't have to be at critical to be able to use a limit break).

Stealing items

After learning Diablos' or Bahamut's 'Mug' ability, you can steal items from your enemies while attacking them too. Unlike with dropped items that the enemies give you when you defeat them, stolen items do not vary with the level of the monster. So if you want to get an item dropped by a specific enemy do not mug it.

Receiving items

Items are usually dropped enemies. Enemies drop different items depending on their levels, but Tonberry has abilities that can temporarily change the level of (though not on bosses, as they do not drop different items at varying levels)! Later on in the game GFs Eden and Bahamut will have the 'Rare Item' ability, which increases the chances of getting items such as Bomb Spirit.

If your level is low and you're not getting very good items from your enemies, you can try carding them, then turning the cards into items with 'Card Mod'.

Ending a battle

A battle can end in a variety of different ways:

- You lose (all your party being Petrified or KO'd). You'll see a Game Over screen and have to continue from your last save.
- You win (deplete all of the enemies' remaining HPs). You will receive items/EXP/AP.
- You escape the battle (see controls section). EXP is determined by how much you damage the enemy.

Fast Facts about levelling up and learning abilities

- A character doesn't earn experience if: (1) They didn't take any action in battle, (2) are knocked out or petrified when the battle is over, (3) if the last enemy was Carded or Petrified, (4) the enemy is a boss.
- Experience points are gained even if you escape, as long as you attacked the enemy.

- The party members/guardian forces who dealt the finishing blow get the most experience.
- You get different EXP from every enemy as you level up (and they level up).
- Whoever deals the finishing blow gets the most EXP, but if all the party members had equal blows, equal EXP is shared.
- After earning 1000 EXP points from damaging enemies (none is earned from bosses), a character levels up, their stats may increase as a result.
- All enemies (including bosses) give AP to the junctioned GFs, but if a character takes no action in battle their GF receives no AP! But I'm not entirely sure ...
- The level of your enemies depend on the average level of your party, therefore their stats are different all the time.

From Ninjatsu:"

- Unlike FF7 characters not participating in the battle will not gain exp.
- Characters in battle will gain experience even if they did nothing. Unless they are k.o or petrified, or all the monsters got carded/petrified.
- Killing 1 monster then carding the second in a battle vs 2 monsters will give you exp for the first monster.
- Whoever deals the finishing blow per monster will get more exp for that monster, different level monsters give different finishing blow experience.
- The more damage done to enemies increases exp gain. Killing a 70hp monster with a 9999 blow will give you the exp for the 70hp monster. Hitting the 70hp monster for 60hp then curing it to full health then killing it gives more exp.
- All enemies give AP, including carded enemies(not sure about break). All Gf's currently alive and junctioned to the characters in the battle will gain exp and AP, even if the character they are junctioned to is k.o(not sure about break).
- Enemies levels are "roughly" the same as your average party(The 3 characters currently in battle) level. When there are more than 1 enemies in a battle they may have different levels, use different magic, and give different exp, while allowing you to draw different magic too."

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O=====O
|           Triple Triad [ff8/II06]           |
O=====O

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Introduction: What is Triple Triad?

Triple Triad is the mini-game of Final Fantasy VIII. Did you know they had a whole team working on this thing? Like most Final Fantasy mini-games, Triple Triad is similar to battles, it involves non player characters, can get you great items. It is frustrating at first, but pretty fun once you the hang of it.

When to begin playing

You can start playing right at the beginning of the game. Talk to the man near the elevator in floor 2 of Balamb Garden. He gives you 7 starter cards and shows you how to challenge players. But you can only challenge him in the CC Group side quest.

From Ninjatsu: "Not after you get the first 7 cards.... they suck (If you are really good at cards it is possible). Beat Ifrit to get his card, and beat Diablos to get his card. With 2 good cards you can start beating most people in Balamb Garden."

Yes, I did fail to note that. I found that Bomb cards are good starter cards (you can card them in the Fire Cavern). Now try challenging the boy who wears blue and runs around the Garden. He's easy to defeat and holds the MiniMog card. If you're feeling lucky you can try getting Quistis' card from a Treppe Groupie, or Seifer's card from Cid, or Zell's card from Ma Dincht. They'll be a bit tougher to get but you'll have a good hand to start the game with.

How to read the cards

Triple Triad cards are like normal cards in the way that they have numbers ranging from 1 to A (ace). Only they have 4 numbers instead of 1. The statistics of a card are directional:

3
7 2
1

Each has their own direction; in this example 3 signifies north, 7 signifies west, 2 signifies east, and 1 signifies south.

N
W E
S

How to cards work in relation to each other

5	8	2	
3 9--WIN->4	4<-WIN--A	6	
8	A	9	

These are three cards that have been lined up against each other. See how each card has four numbers? The cards on the left and the right have both one over the card in middle, because A and 9 are both higher than 4.

Upon Winning a Game of Cards

When you win a game of cards, depending on what trading rule is in play, the winner will select what cards they want. The names of the cards are displayed in colours, telling you their status:

- White. The card is currently in your hand.
 - Blue. You've haven't had the card in this current game.
 - Yellow. It's a card you've had once but lost all of.
-

Where to view your cards

To see the strengths and weaknesses of your cards go to the Card menu. It shows all the cards you have, and even the location of cards you've lost in card game with other people. Even cards that you have lost or refined will be there, but it'll tell you, that you have none of that card ... and if you refined the card you cannot retrieve it. There are 10 pages devoted to the cards. Once there are no more cards to know of, you'll see a star beside the Card heading in the main menu.

Aim of the game

The game is set on a 3x3 grid, where nine cards can be placed. Each card has 4 numbers. When a card is placed next to another card, the adjoining numbers effect each other. If the numbers are right, it will turn the other card over, resulting in a 1 point gain, which may be lost if the other player gets their card back. At the end of the game, when nine cards are placed on the board, the person with the most points wins. That is a basic outline of how to play the game; additional rules will change how the game is played.

Card Layout Rules

These rules affect the way your hand is laid out the most.

OPEN is the easiest rule to understand and involves no complications.

SUDDEN DEATH is "Fight to the death". When you have a Draw with the other player, there is an automatic rematch in which all the cards that are won are automatically placed in the winner's card inventory, so if the opposition managed to convert one of your cards he is in control of it until you win it back.

In RANDOM, the computer shuffles the cards and randomly selects a deck for you. It's quite good if additional rules such as SAME or PLUS are active (and you know how to use those additional rules).

Additional Rules

These affect how you play your actual game.

SAME

```
.----- .----- .----- . Mesmerize has 3 on E and
|   5   |   8   |   3   | Sphinxara has 3 on W and 5
|  3 3  SAME!  3 5  SAME!  5 5  | on E. Tri-Face has 5 on
|   4   |   8   |   5   | W. The numbers that "meet"
| Mesmerize | Sphinxara | Tri-Face | each and are the same set
'-----' '-----' '-----' the SAME rule in play.
```

SAME WALL

It's basically the same as SAME, only the numbers don't have to be adjacent for the rule to work. The numbers just have to be facing the edges of the board. So, Sphinxara wouldn't be placed on the left side of Mesmerize, but on any of the spaces above Mesmerize!

PLUS

```
----- .----- Okay, so C3 has [2] and [1]. When you
|      2      | add [2] to [4] it makes 6. [1] and [5]
|      6  2   | also make 6. So when C3 is placed on
|C1  [5]     | the board PLUS comes into play.
.-----|----PLUS!----|
|      4      |      [1]   |
|      2  [4] PLUS! [2] 6   |
|C2  7      |C3   3      |
'-----'-----'
```

COMBO

I don't understand the COMBO rule very well, but I will try to interpret it. When the SAME, SAME WALL or PLUS rules are in play, COMBO effects how you use them. Here's an example; the Eden card gets flipped via SAME, SAME WALL or PLUS. If the Eden card happens to be in a position where it can flip a card; with the COMBO rule, it will. Then the game will do the same with all your other cards that are on the board.

ELEMENTAL

ELEMENTAL happens when you see a symbol that represents an element. OK, say an elemental rule, for example, Wind was in the middle of the board. If you put the Pandemona or some other wind elemental card there the A north, 7 west, 1 east and 7 south would all rise one up by 1 (A cannot be raised because it is the highest). But if you put a card that was a different element there or had no element at all, it's stats would decrease by 1.

Trading Rules

- * ALL: The winner gets all the cards the loser dealt out. Good if you're trying to expand your card collection.
- * DIFF: Say your winning score was 6 and the loser's score was 2. What's the difference between 6 and 2? Take 2 from 6, you have 4. You get to choose 4 cards.
- * DIRECT allows you to play the cards you've converted in the heat of the game. This rule can be found when playing against the Card King. (Ninjatsu: "Whatever cards you flipped are yours, whatever cards your opponent flips are his. VERY DANGEROUS RULE!!!")

Changing Trading Rules Easily

The Card Queen also plays a major role where card rules are concerned. Win a card game with her with certain rules, then play with another person using the same area rules; they will have the same rules as the Card Queen.

Manipulating rules

Sometimes when you go to a different region they will have rules you are unfamiliar with, like Plus or Random. Now here are the steps:

- a) You need to find a place where the rules suit you. If you're trying to get rid of Random in Dollet, choose a place where Random does not apply.
- b) At the beginning of the game Balamb and Galbadia do not have the Random rule.
- c) Challenge a player to a game of cards.
- d) If the last game of cards you played was in a different region to where you're playing now, the player will say something like "would you like to play a game of cards using rules from Dollet and Galbadia?". DO NOT say "yes" because Random may be added to the Galbadian rules.
- e) Tell them "no". Don't worry if nothing happens, just say "no" and eventually they'll just ask you for a normal game of cards.
- f) Play with them with you want.
- g) Go back to Dollet and save your game now!
- h) Challenge the first person you meet.
- i) They'll say pretty much the same thing as the person you met in Galbadia. Only this time say "yes", because Random may be abolished.
- j) This is all random, of course (ha). When you say "yes" the list of rules will appear. Sometimes Random will be included while at other times it will not be there.
- k) Whether you choose to play or not the outcome will be determined. Reset and try again from step g) if nothing happens.
- l) If Random is abolished the player will stop using Random, and everyone else using Dollet rules will follow suit.

Here's another way; just play an ordinary game of cards. Depending on your actions, rules may be abolished (but it will take longer).

Rules in all the Regions

Balamb - Open.
 Dollet - Random and Elemental.
 Galbadia - Same.
 FH - Elemental and Sudden Death.
 Trabia - Random and Plus.
 Centra - Random, Plus and Same.
 Esthar - Elemental.
 Lunar Gate - Open, Random, Plus, Same, Same Wall, Elemental and Sudden Death.

Tips

- As with all mini-games, you should practice Triple Triad until you get the hang of it. It's like fighting battles, actually, except with numbers. You defeat another's card by having a bigger number, the player who finishes with the most cards wins, get it? Learn Triple Triad at the beginning of the game for an easier time. If you're not too familiar with Triple Triad, ?re Cavern is a good place to get reasonable cards. Also challenge everyone you see. You never know what cards someone has.

- If you can understand what the numbers on the cards mean, you can play Triple Triad. There is nothing particularly hard or difficult about the game once you learn to play it.
- Build up your collection of cards and play with everyone you can. You can also get cards by carding enemies. Some monsters can be occasionally carded for powerful cards!
- If you are starting to play cards late in the game, defeat Brothers in Tomb of the Unknown King (they are easy if you cast Float on them) and/or Diablos from the Magical Lamp. These cards are very good defensively speaking. If you are in disc 3, the Squall and PuPu are also very easy to get!
- Perfect your playing style by playing lots of games. You can develop winning strategies that will help you win against the Card Queen in disc 4.
- Be careful when getting rare cards in the GF and character ranks. If you already have a rare card but are getting another one of the same type, you'll still only have one card! I know this because Alex managed to get the Eden card in disc four, then he defeated Ultima Weapon, which you get Eden's card from too, but he still only had one Eden card! The same happened with the Shiva card when he had one it more than two times.
- Save before playing a card game. You never know what will happen in the world of Triple Triad!

 Rare Cards obtained in Ways that do not involve Card Playing

- Ifrit.....The battle with him is compulsory.
- Diablos.....Get the Magical Lamp from Cid and go fight the devil.
- Sacred.....Won from GF Brothers in Tomb of the Unknown King.
- Minotaur.....Won from GF Brothers in Tomb of the Unknown King.
- Odin.....Defeat Odin at Centra Ruins.
- Cerberus.....Defeat Cerberus in Galbadia Garden.
- PuPu.....UFO Quest.
- Shiva.....Give Zone Girl Next Door.
- Bahamut.....Defeat Bahamut at the Deep Sea Research Centre.

o=====o
 | SeeD [ff8/II07] |
 o=====o

 Introduction

What do mercenaries, assassins, politicians, lawyers and prostitutes all have in common? They all get paid to do other people's dirty work for them!

SeeDs are mercenaries who are employed by Garden. Most of the characters are SeeDs. In Final Fantasy VIII Garden will prove to be a main source of income. After walking a certain distance (on foot or on a Chocobo) a SeeD will get their salary depending on what rank they are. Your actions will effect whether your SeeD rank is lowered or raised. Here's your guide to becoming the perfect seed: stay in the ground, don't sprout in winter ... ah,

only joking!

The whole point of having a good SeeD level is the money. With the highest ranking you can get approximately 1 gil per 1 step you take. So there are other ways of getting money (which is useful if you're doing a speed game).

Getting Paid

Once you become a SeeD you will be paid your SeeD salary (in accordance with your SeeD level) every 24,575 steps. Trivia: If you're really bad and keep on getting demoted you can actually lose your SeeD level altogether! This doesn't mean anything other than salary gets changed. You just have SeeD level 0 and whenever the salary thing comes up you don't get any money at all!

More steps are covered on the world map, especially if you're travelling on a chocobo. I don't know if any "steps" are covered when travelling in a car or train ... No steps are "covered" when the computer is controlling the character directly.

The steps you take before you become a SeeD, and during Laguna dreams do not count.

General things to keep in mind

- According to The Admiral, who has written an excellent SeeD Rank Guide which can be found at www.gamefaqs.com, the SeeD ranks are built up by "SeeD experience", just in the way battle levels are built up by battle experience. So even if you don't think you've done something wrong, you are slowly moving towards getting demoted. Every level is worth 1000 points of experience, except for rank A, which is only worth 110. Each time you get promoted, the experience rounds up to the next rank.
- The Admiral also says that each kill made by a character is worth 1 SeeD experience (but not if the character kills the enemy using Doom, Break, poison, Regen, the GF command, confuse or reflect). Defeats by GFs do not count, the exceptions being GFs like Odin, Gilgamesh and Phoenix ... Kills by them are accredited to the first party member.
- Escaping battles does not effect your SeeD experience (it does effect your SeeD score badly early in the game though).
- Every time you have your salary paid, you lose 10 experience points.
- There are some fixed events in the game which can also effect your SeeD standing, and I will point them out during the walkthrough.
- When you become a SeeD, taking SeeD Tests will also increase your SeeD level. There are up to thirty tests you can take and you can only take a test to increase SeeD rank once. After that it's merely a test revision. Before you can take a test, Squall's level has to be the same as the test number. For instance, if his level was 25, he could take tests 1 to 25, but not tests 26 to 30. You can access the tests once Squall has become a SeeD. More about SeeD Tests can be found later in this chapter.
- Think you can let your hair down in the Laguna dreams? No, you can't! Laguna, Kiros and Ward will have the same experience (in battle or SeeD terms) as the normal characters. Squall always plays as Laguna. The steps you take in Laguna dreams do

not count, though.

Before you become a SeeD

- In the beginning of the game enemies defeated by GFs do not count on your SeeD report.
- Do not to escape from any battles. Before becoming a SeeD you will be rather severely punished for such an act of cowardice, and when you do become a SeeD, payments are temporarily lowered.

Rules (any time)

- Be courteous and friendly to every one you meet. Although it may or may not actually contribute to getting a good rank, you might as well.
- Don't use magic or weapons in the 2F hallways of the Garden unless you're fighting a monster (no doubt you will be asked to cast a spell or flash your weapon at some point!)
- Be perfectionist and do every mission perfectly. This is what maketh a perfect little SeeD! It's a proven fact. If you do every mission to the best of your ability (missions concerning the Sorceress' assassination don't matter), your rank will actually rise!
- Be sure to fight many battles, especially at SeeD level A (the highest). It is generally not a good idea to use Enc None too much. If you're not moving along in the story quickly make sure you kill at least 10 monsters before each SeeD payment (look at your battle report).

Getting to Level A in disc 1

When I was doing a joint game with my brother I really focused hard on getting a good SeeD level. Alex was pretty annoyed at my fussiness early in the game but by the time we where in Timber our SeeD level was pretty good. Because we were trying to get Squall's Lionheart weapon in disc 1 Alex was levelling up like crazy (while also trying to level Siren up for her to make Dark Matters) to be at a high enough level to mug Laser Cannons from Elastoids in the next Laguna dream. He was also doing all the SeeD tests. I was worried that because he was wondering around a lot and doing all the SeeD tests it would all be a big waste, but the fact that he was fighting so much over rided that, and next thing I know he's up to SeeD level A with 10 SeeD tests to spare! In disc three we had about three million gil (which I spent all on stat increasing drugs). Trivia: If the SeeD payments are given each week that's over two years worth of pay!!

Keeping at Rank A (the highest)

My only word of advise for this is ... fight lots! Don't use Enc None or Half as it would be too risky. I don't know how many battles you should fight before you get your next payment, but it's around 5 to 10. All the other rules also apply.

To see more info about being a SeeD, see the SeeD ranking guide at Game FAQs. It is very comprehensive. I will help you get up to

rank A and keep there.

Flout the rules ... yet avoid getting Demoted!

While I was doing a Speed Game of FF8 I noticed that if you don't do any SeeD tests and try to get further in the story line in as little time as possible it doesn't matter if you run away from every battle and use Enc None!

Perhaps it's something to do with the fact that I was fighting one boss battle after another instead of wandering around, escaping battles and wasting time without killing many monsters. Or maybe it was that I hadn't killed ANY monsters at all. Sometimes in these games it's all or nothing like in the Ninja story of Live-A-Live [a Square game for Super Famicom] you could complete your mission by killing 500 or 0 people [which was a difficult feat considering it was impossible to escape most battles].

O=====O
| All About Magic [ff8/II09] |
O=====O

How to use magic

You cannot cast magic without a GF (unless of course, it's a limit break). You also need to have at least one of that kind of magic - as, unlike in all the other Final Fantasies, magic is more like an item in FF8. In battle the character needs to have 'Magic' equipped.

How to obtain magic

- Draw it from enemies.
- Draw it from draw points.
- Refine it from items.

Drawing Magic

You can stock and/or use magic from enemies and draw points if one or more of your characters have the Draw ability equipped. Most draw points re-stock themselves every time you leave the area. In fact, they have colours showing their status. They are-

Purple: You can draw magic from this.

Blue: You can no longer draw magic from this.

Clear: You can draw magic from this if you come back later.

Magic levelling up

Some magic have three levels as shown by this chart:

	FIRE	THUNDER	ICE	CURE	WIND	POISON	LIFE
Lv1	Fire	Thunder	Blizzard	Cure	Aero	Bio	Life
Lv2	Fira	Thundara	Blizzara	Cura	Tornado	Pain	Full-Life

It shows that some level 2 and 3 magic both have suffixes replacing the last few letters, but level 1 has none. FF8 is the first game other than Chocobo Racing to have the -ara and -aga suffixes. However, they still keep their traditional names in the Japanese version of FF8. Water magic does not level up despite the fact that it is an element in its own right.

Getting the Most Out of your Magic

It's amazing how much you can increase the the power of any spell you use, so here's a guide on how to do it.

- Increase the Magic stat. Always be on the lookout for good junction spells for Magic, get Siren early so you can use Mag-Bonus, save up for Mag Ups [they should cost around 50,000 gil each].
- Use your elements; take note of elemental weakness via scanning or referring to the guide or extrapolating from the enemies' actions.
- Use in-battle spells like Double and Triple to cast 2~3 in one.
- Cast Meltdown on the enemies to obliterate their Spirit.

o=====o
| Junction Tutorial [ff8/II10] |
o=====o

Introduction

"The newly created Junction System makes its debut in FINAL FANTASY (R) VIII. Its purpose is to enable the player to freely customise their characters. How will the player combine the GF necessary for character development, and how will the player junction abilities and magic stats? How will the player distribute the magic that is obtained during battle? Will the player use magic during battle, or will the player stock magic to increase the character's power? Perhaps the player will distribute them evenly. Success and failure depend on the player's judgement, their ability to manipulate the different variables of the Junction System will determine how well their characters accomplish their goals in the game."

- Game Manual

The Junction Menu is like your control panel in FF8. Here you can equip GFs and abilities and junction magic to your characters for various affects, like immunising characters against certain kinds of attacks or enhancing their own attacks to inflict more damage to enemies.

Junctioning is essential to finishing the game (unless of course you want to do a no-Junction game, then you will have to rely solely on your limit breaks and attacks).

Explanation of the Commands in the Junction menu

| Junction Off Auto Ability | | Junction |
'-----' | _____ |

Junction -> GF: Equip GF/s.

 Magic: Equip magic to stats or weapons. A GF that knows junction abilities needs to be equipped beforehand.

Off -> GF: Un-junction all GFs.

 All: Un-junction everything.

Auto -> Strength: Junction the best magic to Strength.

 Magic: Junction the best magic to Magic.

 Defence: Junction the best magic to HP.

Ability -> Abilities: You can set abilities that the GF junctioned have learnt.

How to Junction Step-By-Step

1. GET A GF - A GF must be junctioned in order to use the Junction menu. Get your first two GFs in Squall's study panel at the beginning of the game.
2. CHOOSE ABILITIES FOR THE GF TO LEARN - From the GF menu.
3. EQUIP THE GF. Commands in grey cannot be selected until, as there is a GF junctioned. Once Junction is selected, the GF and Magic Commands appear. Magic is displayed in grey since a GF is not junctioned. By selecting GF, a GF list appears. Press square to see abilities possessed by the GF and X to equip it. When a GF is selected, it's junction abilities make the adjoining stats appear in white, meaning magic can be junctioned to them to power them up, therefore making your character stronger. If you don't have any magic, you will have to choose 'Ability', then set 'Draw' so you can get some magic.
4. JUNCTION ABILITIES YOUR CHARACTERS CAN USE - Choose Ability. Only a certain number of abilities can be junctioned.
5. JUNCTION MAGIC - Every kind of magic has its own unique properties for junctioning. You can increase your battle power and gain a major advantage over your adversaries by equipping magic. If a GF is equipped with the Draw command, the character it is junctioned to can draw magic from Draw Points and enemies. To junction magic, you need:

 [] A GF.

 [] The GF must know a junction ability (If you want to power up HP, a character must be junctioned to a GF who knows 'HP-J').

 [] Magic to junction.

To junction magic, choose 'Junction' in the Junction menu, then 'Magic'. Go to the left to see status/elemental defence/attack screens. Equip magic with with X and de-equip it with Square. To de-equip all the characters' magic or everything at once, choose 'All' from the Junction menu. The more magic

you have and the better it is, the greater effect it will have when it's junctioned.

If you want to make the process of junctioning magic quicker, choose "Auto" and you will see 3 options which automatically junction magic, favouring Str, Mag or Def (HP). Though You may want to change elem atk/def and status atk/def manually.

Junctioning Commands

Certain abilities, like Command, Character and Party abilities need to be equipped in the Junction menu. The character also needs to have a GF junctioned that has the ability you want to junction. Here's the procedure:

- a) Choose Junction -> GF from the Junction menu.
- b) Choose GF/s to be junctioned (press Square to see its abilities).
- c) As you are exiting the GF select screen you will come across the Abilities screen where you can junction various command/character/party abilities that the GFs happen to have.
- d) If you missed the Abilities screen this way, choose Abilities from the Junction menu. Simple huh?

Introduction to the Concept of Magic Effecting your Performance

In other Final Fantasies characters protect themselves against elements and status ailments with armour or accessories. They also attack with weapons that inflict an element or status ailment. In Final Fantasy VIII, you have to do this manually using the junction system.

When junctioning magic, press left two times to see the status /elemental screens. First, the GF needs to know stuff like ST Atk-J or Elem Def-J, and when you junction a 100 of certain status or elemental magic when your characters hit, they will have that effect.

Status/elemental defence is set up slightly differently. When you junction 100 of a certain magic to elemental defence, there will be a percentage of defence against that element. A green star next to the percentage indicates that you will not be damaged by it, or if the percentage is 100%, absorb it. That system is much the same with status defence, except you can only nullify status ailments, not absorb them.

To see all the effects of each kind of magic when junctioned, check the appendices "Status junctions".

Elemental and status magic may be junctioned to your characters weapon, so when they attack, the magic will take effect depending on how much magic was put into the weapon. Elemental and status magic can also guard your character against the elements that they represent. In effect, a fighter endowed with the essence of a certain element or status magic for defence, he/she will withstand that element or status attack depending on how much was put into protecting them, and the strength of the magic. If their Elem Def goes over 100% they will actually absorb the element making something elemental like Ruby Dragon easy as proverbial pie.

Some magic is more powerful than others, and quantity helps too, as 60 Blizzagas will be more effective than 20 Blizzagas. In

defence, if you see a green star next to the element or status the character will not be effected by it. In elemental defence, 100% defence ensures that you will be able to absorb the element.

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O=====O
|           PocketStation [ff8/III1]           |
O=====O
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What is the Pocketstation?

The Sony SCPH~4000 PocketStation is an optical communication module (IRDA). A memory card device that can hold units of data just like any other memory card, the PocketStation was first on the market in Japan in 1998, but not released anywhere else due to technical problems. The screen has 32 x 32 pixels in all and has it's own little strap. The battery's a typical Cr2032 watch battery. You need 7 blocks of available memory to play Chocobo World.

How to get a PocketStation

You can only get one from Japan, by going there or buying it over the internet. It is available in two colours: white or clear, and usually costs around \$50. Here are a few web sites where you can buy it from:

eBay: www.ebay.com
National Console Support: www.ncsx.com

Other games you can use the Pocketstation

- Street Fighter Alpha Zero.
- Street Fighter Alpha 3 (you need a GameShark too).
- Ridge Racer Type 4.
- Metal Gear Solid: Integral (Japan only).

Controls

	Field Screen	Menu Screen	Battle Screen
Up button	Go north.	Move cursor.	N/A.
Down button	Go south.	Move cursor.	N/A.
Left button	Go west.	Scroll through	Use the left or right buttons to
Right button	Go west.	status screens.	have the ATB reach 0 sooner.
Enter button	Bring up menu screen	Confirm.	Switch to nearest active

Getting a GF

- Your first two guardian forces; Shiva and Quezacotl can be got by choosing 'Tutorial' in Squall's study panel. They are junctionable GFs.
- Junctionable GFs can also be got by drawing from certain bosses like any magic.
- You can also defeat a GF in their own in environment and they will join your party (whether junctionable or not).
- GFs that are summoned using items do not need to be made to join the party (except Boco - you have to catch a chicobo first). There's only one junctionable GF you can obtain by directly using items.

If you want to find out how to get all the GFs, go to the Appendices. There are 16 junctionable GFs who level up and earn AP, and plenty of other ones as well.

If you're playing late on in the game and have missed out on the GFs earlier on, in most cases you don't need to worry, as most are available throughout the game.

- Disc 1: [Quezacotl], [Shiva], [Ifrit], Siren, Diablos, Brothers, Carbuncle.
- Disc 2: Brothers, Leviathan, Phoenix, Boco, MiniMog, Moomba, Odin, Tonberry, Pandemona, Cerberus, Alexander, Brothers.
- Disc 3: Doomtrain, Cactuar, Bahamut, Eden, Gilgamesh, Odin, Boco Phoenix, MiniMog, Moomba, Brothers.
- Disc 4: Siren, Brothers, Carbuncle, Leviathan, Phoenix, Boco, Mini Mog, Moomba, Odin, Tonberry, Pandemona, Cerberus, Alexander, Doomtrain, Cactuar, Bahamut, Eden, Gilgamesh, Boco, Phoenix, MiniMog, Moomba.

GFs surrounded by [] are GFs that you get in the course of the game (you don't have to go "out of your way" to get them). You can retrieve every GF in disc 4 except Diablos and Odin, but you will only get Gilgamesh if you got Odin first in discs 2 or 3.

If you didn't get Siren, Carbuncle, Leviathan, Pandemona, Cerberus, Alexander, or Eden by disc 4 they can be drawn from Ultimecia's servants at the end of the game. If you sold the Magical there's not much hope of getting Diablos. All the other GFs are accessible from non-town areas.

Different ways of Summoning a GF

- GFs that equipped via the Junction System can be summoned with the GF Command Ability.
 - Equip the GF command. You will be able to summon that GF.
 - Use an item such as Gysahl Greens, Phoenix Pinion, Friendship.
 - Limit Break. Angelo could be classed as a GF and Quistis' Shockwave Pulsar is a GF attack.
 - Random occurrence. Odin, Gilgamesh and Angelo (if Rinoa is in the party) show up in battle randomly.
-

How GF level up

GF gain experience and level up just like any character. They do not even have to participate, they just need to be junctioned to the characters who are in the battle (they don't get AP either), which is a good reason not to spread your GFs throughout all the characters.

How GF learn abilities

GFs learn abilities by gaining AP from battles. You know how a character can only gain EXP by actually acting in the battle? If the character doesn't act in battle and gets no EXP, any GF who is junctioned to he/her will not get AP either. Each GF gets a standard amount of AP from each enemy (it is never divided up), so bring all your GFs into battle!

Some abilities may only be learnt in the first place if the GF is above a certain level, or if other abilities have been learnt beforehand. For instance, you are not going to be able to learn "Enc None" if you haven't learnt "Enc Half" first. Shiva has to reach level 10 before she can learn "Doom." Sometimes when learning an ability another completely new one will emerge.

If you teach an ability to a GF that they are not programmed to know initially (like using a Steel Pipe on Diablos, who doesn't have "SumMag+10%" initially) the GF will learn all their abilities as normal.

But if you teach the GF an ability which it is not meant to learn (in this case Diablos learning Card), an ability may become missing (because a GF can only know 22 abilities at a time) and you may miss out on abilities exclusive to them.

From Ninjatsu: "The missing ability will come back if you use amnesia greens on one of the Gf's other abilities. Unless you already used amnesia greens on the ability that was not yet learnt before adding the other. "

E.G : Diablos can learn HP+80% after HP+40%. So you learnt the 40% and used amnesia greens on 80%, then added SumMag+10%, you will not be able to get the 80% back even though you never learnt it.

NEVER EVER EVER USE AMNESIA GREENS ON HIT-J!!

Most of these abilities have to be activated in the Junction to be used, but GF and Menu abilities start coming into effect as soon as they have been learned.

All the guardian forces have a set list of abilities they learn, but if you use items that teach them abilities they weren't meant to learn initially, you may miss out on abilities exclusive to them. Each guardian force can hold up to 22 abilities.

Types of Abilities

- Junction Abilities

Boost up stats and add elements/status to attacks or defend against them. Helps a lot in the Junction menu. Abilities ending with -J are junction abilities.

- Command Abilities

Lets your characters do things in battle such as use magic, draw, etc. Equip these abilities in the Junction menu.

- Character Abilities

Helps to enhance character statistics and allow them to use abilities such as Mug and Move-Find that are not necessarily command abilities. Equip these in the Junction menu under Command Abilities.

- GF Abilities

Enhance GFs HP and attack power. They take effect once they are learnt.

- Menu Abilities

Take effect once they are learnt. Abilities that can be accessed from the Abilities menu.

Conditions in Battle

Most guardian force must be equipped to a character and the GF command must be equipped. Guardian forces can be summoned as many times as you like, and take the brunt of enemy attacks while you are waiting for them to show up, unless the GF is knocked out or the enemy executes an attack that disallows summoning GFs.

Compatibility Ratings: Make your GFs Love You!

Why build up your compatibility rating with your GFs? For the most part, they're a waste of time and it's difficult to keep a GF junctioned to any one character 'til the end of the game. But if you're not into constantly getting new weapons for your characters or putting much into their limit breaks (or only want to do anything that even sounds like a side quest in the third disc) spare a thought for the battles at the end of disc two. Seifer and Edea can be defeated surprisingly easily using *only* your GFs, provided that they have very high compatibility. GFs come into battle more willingly the more they like their summoner. The maximum amount of compatibility a GF and character can have with each other is 1000.

- Summoning the GF will increase their compatibility, but compatibility with other junctioned GFs, especially ones of opposing elements will decrease).
- If the summoning bar stops because the battle ends or the GF is knocked out.
- Using magic of the same element as the GF will increase compatibility with it, but using an opposing element will decrease compatibility.
- Some items raise compatibility with a GF, but decrease it with others. LuvLuvG does not do this though.

GF ITEM/ACTION
-- -----

Quezacotl	Dynamo Stone (3+)
Shiva	Arctic Wind (1+), North Wind (3+)
Ifrit	Bomb Fragment (1+), Red Fang (3+)
Siren	Silence Powder (3+)

Brothers	Dino Bone (3+)
Diablos	Steel Orb (3+)
Carbuncle	Dragon Skin (3+)
Leviathan	Fish Fin (2+)
Pandemona	Shear Feather (1+), Windmill (3+)
Cerberus	Dragon Fin (3+)
Alexander	Moon Stone (3+)
Doomtrain	Poison Powder (1+), Venom Fang (3+)
Bahamut	Shaman Stone (3+)
Cactaur	Cactus Thorn (3+)
Tonberry	Chef's Knife (3+)
All	LuvLuvG (20+)

 Good Battles to Gain GF Compatibility

- Easy battles like Ifrit, Granaldo and Gerogero are good for early GFs.
- The battle with Elvoret is good for building up GFs' morale with characters as long as you use them the whole way through.

 Levelling Up GFs

As GFs all learn the same amount of EXP and AP individually for each battle it is recommendable to junction all your GFs to your three party members, making learning abilities not take so long! If you are in the habit of changing characters a lot, Junction Exchange in the Switch menu is invaluable.

 Boost GF Ability

Boost is a great ability. It boosts your GFs' attack (hence the name) and only costs 10 AP! To use boost, press down the the select button and press square simultaneously. Watch out for a red "X" appearing over Square, as the Boost effect is decreased if you keep pressing square.

 | <!-- TIPS | _____
 |-----|

- | - Organise your GFs in a careful way to make sure no abilities are overlapping each other. |
- | - Take advantage of battles with high AP such as boss battles and use them to take good chunks out of those abilities that cost a lot of AP, like Mug. |
- | - To increase compatibility with a summoner and GF, have the summoner summon their GF regularly. Incidentally, it is best way of raising compatibility. |
- | - Learn Boost as soon as you get a new guardian force. Boost costs a mere 10 ability points and can increase the damage that a guardian force causes by twice! |
- | - Be balanced in your approach to organising characters. Keep in mind the stats of that character. Say Squall's hit |

points were 9999, you wouldn't need to junction him a GF that had HP-J.

- GF Compatibility is important. This will improve the speed at which the GF is summoned and it's power. Having a character use elemental magic opposed to their GF, junctioning two elementally opposed GF to one character, and cancelling a GF attack mid summon (finishing the battle, being knocked out, etc.) all decrease compatibility.
- Don't rely on guardian forces too much. Although it may seem tempting to just use your guardian forces all the time, the sequences are sure to get HELL boring after a while and you'll suddenly find your characters are too weak to fend off normal enemies with their attacks or magic.
- Only teach an ability (with an item) to a guardian force you have learnt all 22 initial abilities. It'd be a real bummer if Shiva couldn't learn something because you taught her something with an item!
- Only use Amnesia Greens on useless abilities. To learn more important abilities such as 'Devour' or 'MiniMog', you might want to get rid of other abilities that make this impossible. Always have a good supply of Amnesia Greens just in case and remember, you only ever delete abilities such as 'HP+10%' and only teach a guardian force an ability artificially after deleting one with an Amnesia Greens, to avoid it not learning hidden abilities later on. Abilities you NEVER erase unless you definitely have a really good reason to. Only delete abilities no longer needed.

See Menus and Battle Tutorial for more info on GFs.

=====
 | Character Management [ff8/II14] |
 =====

 Types of Fighters

To build a good strategy plan, it is a good idea to have "roles" for party members. A certain character who is set up the right way can provide backup and support for the other two.

Warrior

The offensive mover-and-shaker of the party. You'll want to bless him with god-like strength, good speed and hit rate, so early in the game choose someone who will be your primary warrior, junction Ifrit and Str Bonus til he reaches level 100. Speed should also be a high priority. The Defender and Physical Fighter roles could be combined. In any case, Ifrit, Pandemona, Bahamat, Eden and Cerberus are able GF candidates for this role. Squall, Seifer, Rinoa, Zell and Irvine would make sufficient physical fighters.

Wizard

This type of character is like the physical fighter, except everything is focused on the wizard's ability to cast magic, mostly the offensive kind. The best GF for any would-be wizard is Siren. With her you can junction Mag Bonus until the chosen wizard is at level 100. Rinoa, Squall, Laguna, Quistis, Selphie and Quistis will make the best magicians.

Medic

As I mentioned before, the medic's job is to provide backup and support. Medics would require decent Magic and Spirit. Good GFs for medics are Siren, Diablos, Leviathan, and Alexander. Rinoa, Squall, Laguna, Selphie, Quistis and Edea are the best candidates for the role as a medic.

Defender

The defender's main responsibility is to defend the party! High HP and high defensive stats to bring the party out of trouble when the other two party members are knocked out, and preferably, sufficient Strength too. Good GFs for Defenders are Shiva, Brothers and Carbuncle. Squall, Laguna, Seifer, Rinoa, Edea and Zell are preferable defenders.

Tank

Basically an fighter who can fill the requirements of any role. Try to keep stats balanced as your tank character levels up. Decide whether you want to make your tank character primarily offensive or defensive and base your junctioning decisions on that. The most balanced characters are Seifer, Quistis, Zell and Rinoa.

Stat Priorities

It's easy to go overboard with stats, especially HP. You need to walk a fine line between physical fighters having little or no defence and wizards who won't be able to swing an axe if they run out of spells or can't use a GF. You have to plan for all contingencies.

So there is minimum requirement in all stat ranges for any type of fighter. HP isn't the most important, but you should have one party member who has a very high HP if you're in a place where you could suddenly be annihilated by a hulking, menacing creature of myth. On the name note, Vitality is vitally important, possibly more so than Spirit, though in some areas they're equally as significant. Evasion and Luck are handy to have on your side, but not entirely essential. Hit Rate is only needed for monsters like Creeps, Imp, Slapper, Thrustaevis and Cactuar especially.

As for Strength, Magic and Hit Rate, it depends on the role you've chosen for your character. If a magic user has enough Magic and Spirit to get along fine in the area they're in, put a little into getting their Strength and Defence up.

Stat Bonuses A-Z (GETTING)

[under construction]

Eva: - Assign Cactuar, Eden or a GF who's been given Aegis Amulet for Eva-J and junction x100 magic (preference: Triple, Ultima, Blind, Apocalypse/Tornado, Double/Flare/Stop...)

- Junction Cactuar or Tonberry and learn/assign Eva +30% (Cactuar must learn Eva-J first).
- More Speed means more Evasion (approx. 10 Spd per 1 Eva).

Hit: - Upgrade weapons.

- Junction Diablos, Cerberus or Eden, assign Hit-J and junction Triple.

Luc: - Take a Luck Up pill.

- I could be totally wrong but the overall Luck of your party may make a difference.
- Junction a GF who's learned Luck-J and Luck 50% and assign the latter (Cactuar already has them, Tonberry & Eden have the latter; you can make a GF learn the former with a scroll). For Luck-J, Ultima is ideal at +64% but next on that list is Aura or Pain at +40%.

Mag:

Spd:

Spr:

Str:

Vit:

Characters' Individual Attacks

When fighting a battle you may notice that whenever one of your characters attack you see some flame or ice. Each character has their own colour for their weapon. I still don't know if these mean anything.

==RED====-Blue==

Squall		Quistis
Selphie		Seifer
Irvine		Edea
Zell		
Rinoa		

Building up your Characters Stats

- ~ JUNCTION MAGIC ONTO YOUR STATS. Stats can be increased greatly with this method. All you need is some decent magic and a GF who knows abilities like HP-J and Str-J. It's the simplest and least tedious of all the options, even if you have to juggle a bit.
- ~ USE STAT INCREASING ITEMS. These rare items are exactly that -- rare. You can get quite a few in the walkthrough. In disc three they are easier to get (but it all adds up to at least two more digits than what the USA paid Russia for Alaska).
- ~ USE ABILITIES LIKE MAG BONUS. Okay, this is the main reason for a low level game, because some GFs have abilities that will give your stats an additional boost every time you level up.
- ~ USE THE DEVOUR COMMAND. Some monsters can be devoured for a stat boost. However, this is rather tedious, as it is difficult to find and devour the "nutritious" monsters.

Using the Bonus abilities: Advice

- ~ DON'T LEVEL UP TOO MUCH EARLY IN THE GAME...until you have

everyone taking advantage of the Bonuses.

- ~ THE GFS WHO CARRY THESE BONUSES ARE...Ifrit, Siren, Brothers, Leviathan, Carbuncle, Cactuar. See the GF section to learn what you need to learn first (with all GFs except Cactuar the Bonus ability will not initially be available).
- ~ THE CHARACTER INFO SECTION HAS TELLS YOU ABOUT WHAT STATS ARE INCREASED EVERY TIME A CHARACTER LEVELS UP. Refer to it when wondering what character should receive what stat increase.

Overview of the Bonus abilities

HP	Brothers	+10	So, if Irvine at level 13, 699 base HP levels up with Brothers and HP Bonus equipped, instead of ending up with 739 (40 HP acquired by levelling up), he ends up with 749 instead. If you chose to junction Ifrit and Str Bonus to him, when he levelled up to 14, instead of his Strength not changing at all (as it does when Irvine reaches level 14), the loss would be evened out. The individual stat bonuses for each character when levelling up are listed in Character Info.
	Cactuar	+10	
Strength	Ifrit	+1	
	Cactuar	+1	
Magic	Siren	+1	
	Cactuar	+1	
Vitality	Carbuncle	+1	
	Cactuar	+1	
Spirit	Leviathan	+1	
	Cactuar	+1	

Overall Items to get for characters (see Item List)

- o 17 M-Stone Pieces
- o 2 Magic Stones
- o 2 Mesmerize Blades
- o 3 Dino Bones
- o 2 Star Fragments
- o 12+ Pulse Ammo
- o 3 Spider Webs
- o 3 Malboro Tentacles
- o 1 Steel Orb
- o 3 Curse Spikes
- o 1 Saw Blade
- o 1 Cockatrice Pinion
- o 1 Moon Stone
- o 1 Black Hole
- o 1 Missile
- o 1 Mystery Fluid
- o 1 Running Fire
- o 1 Power Generator
- o Shotgun Ammo
- o Pet Pals Vol. 3
- o Demolition Ammo
- o Pet Pals Vol. 6
- o 78 Screws
- o 11 Sharp Spikes
- o 1 Betrayal Sword
- o 2 Red Fangs
- o 4 Adamantines
- o 1 Fish Fin
- o 7 Dragon Skins
- o 6 Energy Crystals
- o 2 Inferno Fangs
- o 5 Star Fragments
- o 2 Windmills
- o 1 Force Armlet
- o Combat King 001
- o Combat King 002
- o Combat King 003
- o Combat King 004
- o Combat King 005
- o Pet Pals Vol. 1
- o Pet Pals Vol. 2
- o Fire Ammo
- o Pet Pals Vol. 5
- o 4 Steel Pipes
- o 2 Ochu Tentacles
- o 2 Turtle Shells
- o 1 Chef's Knife
- o 4 Dragon Fangs
- o 1 Dragon Fin
- o 2 Fury Fragments
- o 2 Bomb Fragments
- o 1 Life Ring
- o 1 Shear Feather
- o 2 Regen Rings
- o 4 Dynamo Stones
- o 1 Coral Fragment
- o 1 Water Crystal
- o 1 Laser Cannon
- o 1 Barrier
- o 1 Dark Matter
- o Normal Ammo
- o AP Ammo Dark Ammo
- o Pet Pals Vol. 4
- o Fast Ammo

| <!> TIP |

- | o The best places to level up are the Islands Closest to |
| Heaven and Hell. |
|

count on your SeeD report.

- Be courteous and friendly to every one you meet. Although it may or may not actually contribute to getting a good rank, you might as well.
- Don't use magic or weapons in the 2F hallways of the Garden unless you're fighting a monster (no doubt you will be asked to cast a spell or flash your weapon at some point!)

 Squall's Study Panel (s)

Gather as much info as you can. Squall's study panel in Balamb Garden tells you all the basics of the game, a bit of a magic list and even some stuff other game guide writers on this site have neglected to mention. Also remember those cryptic things you'll see about magic and weapons not being allowed in corridors for future reference as you'll be needing it.

To get your first two GFs, Shiva and Quezacotl choose "Tutorial" on Squall's panel in the 2F classroom. It's at the back of the left row.

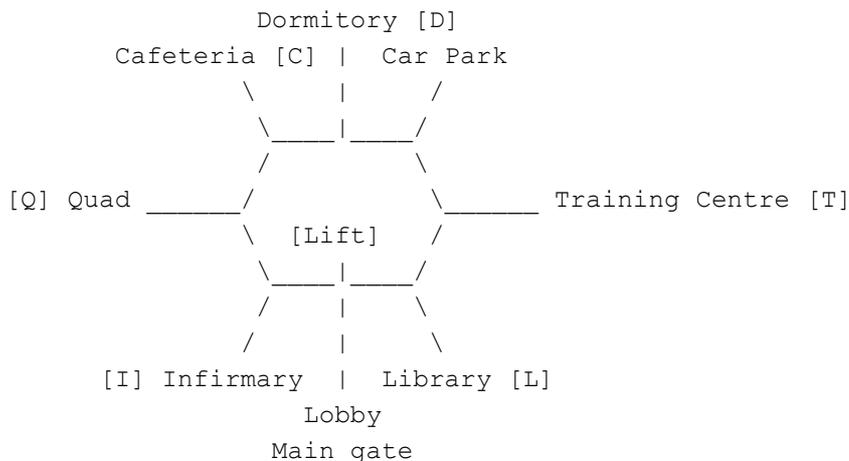
Once you've levelled Shiva up to 10 you can learn Doom and the fights with the T-Rexaurs (found mostly in the Training Centre) will be a lot easier. Plus, you get 10 AP from each T-Rexaur killed.

I'm not sure, but I think it effects your SeeD score badly if you get the GFs from Quistis instead of Squall's study panel.

 First Pack of Cards (s)

If you are interested in learning Triple Triad, talk to the man standing near the elevator on the second floor of the Garden. He will give you seven cards ("the worst cards" - Alex).

 Stuff to do in the Garden before visiting the Fire Cavern (s)



Quad:

Nothing special. Just a girl pestering you about joining some Garden Festival Committee. You couldn't really get to help it even if you wanted to anyway. If you don't talk to her now, she'll ask you later on.

_____ Cafeteria:
 | |__| |__| | | C | The Disciplinary Committee

bosses like Diablos and Brothers)."

Ze: "Yes, I think I agree with you. It's only 'perfectionist' anyway depending on what type of game you're playing. I only included this so this player might get all the magic/items available in the area. As I was focusing a lot on this section of the walkthrough I didn't stop to consider it might be better to do this kind of thing later, when you've got the Mug ability."

- Learn all your GFs' abilities. The best place to do that at this point is the beach (Fastitocalon-Fs will give you 6 AP per battle). How to destroy Fastitocalon-Fs quickly? Simple! Stock up on thunder magic from the Caterchipillars inhabiting the forests and cast that on them.
- Teach your GFs all their abilities. Well, maybe not all. Card, Card Mod, Boost, SumMag+10%, I Mag-RF and T Mag-RF are musts for an perfectionist though.
- Teach Quistis as much Blue Magic as possible. This means getting a lot of items! Refer to the character info and items section for more inspiration.
- Try to get items needed for upgrading Squall and Quistis' weapons. Try getting items needed for Ultimate Weapons if possible!
- (Contributed by Ninjatsu) "Squall can get his 2nd best weapon here if you spend time leveling up and getting a few abilities from the 2 GFs, namely Card-Mod. Items Needed : 1 Tonberry Card, 8 Iron Giant Cards, 2 Adamantoise Cards, some Geezard Cards."
- (Contributed by Ninjatsu) "Get Dragon Fangs from T-Rexaurs, and 20 Elnoye cards before leaving for timber if you want Lionheart on Disc 1."

Ze: "You don't have to get 20 Elnoye Cards. Instead, get some Laser Cannons from high level Elastoids in the second Laguna dream."

- (Contributed by Ninjatsu) "You can get all Lvl1-5 cards, Quistis and Minimog before Ifrit (Only for crazy TT fans).

Ze: "I guess that makes me an INSANELY obsessed TT fan. :) Come on, it's not that hard. Especially after you've got a few Elvoret, Elnoye and Shumi Tribe cards."

Card Players (s)

You can only play against Ma Dincht if you have Zell in your party. She has Zell's card.

The owner of the Hotel is only available to play with once you have fought Raijin and Fujin in disc 2. If you left town during the Galbadian Army incident with the help of the Big Bad Rascal, you will have to play with the Hotel Owner's daughter. Either person will have Pandemona's card.

In disc 2 there is a man near the docks who you can play cards with to abolish every rule in Balamb. Do this only if you've

totally messed up the rules here.

Timber Maniacs (s)

Find one at the Train Station or the Hotel. The "Timber Maniacs" in at the Dincht's is a fake. The dream in the train depends on where / when you find a Timber Maniacs magazine.

Side Quests (s)

Queen of Cards Quest - IV58.

Introduction to the Queen of Cards Quest: what are the rewards?
If you start the quest now, you can get the Kiros card in Deling City later on. After that you will get the Irvine Card, Chubby Chocobo Card, Doomtrain Card and Phoenix Cards. You will have to deal with the Card Queen's royal antics of course...

Weapon Upgrading (s)

For Squall

Sheer Trigger: - 1x Steel Pipe and 6x Screws are needed.

- Win an Elastoid card and refine it.
- Win 2x Geezard cards and refine them.
- It costs 200 gil. Attack: 4.
- Squall will learn Fated Circle limit break (an attack marginally better than Rough Divide).

Cutting Trigger: - 1x Mesmerize Blade and 6x Screws are needed.

- Win a Mesmerize card and refine it.
- Win 2 Geezard cards and refine them.
- It costs 400 gil. Attack: 10.

Flame Sabre: - Requires 1x Betrayal Sword, 1x Turtle Shell and 4x Screws.

- Win a Forbidden card and refine it.
- Win 3x Adamantoise cards and refine them.
- Win a Geezard card and refine it.
- Cost is 600 gil. Attack: 12.
- Squall will learn Blasting Zone limit break.

Twin Lance: - 1x Dino Bone, 2x Red Fangs and 12x Screws needed.

- Win and refine 1x Armadodo or 2x T-Rexaur cards.
- Win and refine 3x Hexadragon cards.
- Win and refine 3x Geezard cards.
- Costs 800 gil. Attack: 15.

- Squall will learn Blasting Zone limit break.

Punishment: - 1x Chef's Knife, 2x Star Fragments, 1x Turtle Shell and 8x Screws needed.

- Win and refine a Tonberry or King Tonberry card.
- Win and refine 6x Iron Giant cards.
- Win and refine 3x Adamantoise cards.
- Win and refine 2x Geezard cards.
- 1000 gil payment. Attack: 18.
- Squall will learn Blasting Zone limit break.

For Quistis

- Slaying Tail: - 2x Magic Stones and 1x Sharp Spike needed.
- Win and refine 2x Grat, Buel or Jelleye cards.
- Win and refine 1x Death Claw or Grand Mantis card.
- Costs 200 gil. Attack: 3. Hit: 104%.

- Save the Queen: - 2x Malboro Tentacles, 4x Sharp Spikes and 4x Energy Crystals needed -- tall order!
- Costs 800 gil. Attack: 13. Hit: 110%.

The Ideal Junctioning Magicks from the Area (s)

I recommend that Squall has Shiva and Quistis has Quezacotl, so either one won't be able to have every junction ability. I don't recommend levelling up at all at this point, which is why having good magic and putting junction abilities up on your list of priorities is so important.

In this party set-up Quistis is the medic and mage while Squall is the tank.

Hit Points: [Quistis] Tornado.

Strength: [Squall] Flare.

Vitality: [Both] Tornado.

Magic Skill: [Quistis]

Spirit: [Squall]

Elem Atk/Def: [Both] Pretty simple, just get as many in the strongest order possible. The only refining abilities available for making magic are for the lightening, wind, water and ice elements.

Available Magick

From Monsters [low level]: Fire, Scan, Thunder, Blizzard, Cure, Sleep, Scan, Silence.

From monsters [mid level]: Fira, Scan, Thundara, Blizzara, Cura, Slow, Sleep, Silence, Berserk, Drain.

From monsters [hi level]: Firaga, Scan, Meltdown, Thundaga, Blizzaga, Stop, Water, Curaga, Silence, Berserk, Confuse, Drain.

From T Mag-RF: Thunder, Thundara, Thundaga, Aero, Tornado.

From I Mag-RF: Water, Blizzard, Blizzara, Blizzaga.

To see magic rankings see the appendices.

Tornado & Aero

[A] Go on a card-playing spree. Play and get as many Thrustaevis cards as you can. Remember Balamb Town has different rules to the Garden -- just refuse to play with anyone using Balamb Town rules until they get the picture. Even better if you get an Abyss Worm instead!

[B] Using Quezacotl's Card Mod (which isn't available until you've learned "Card") refine the Thrustaevis and Abyss Worm cards into Shear Feathers and Windmills.

[C] Using Quezacotl's T Mag-RF refine the Shear Feathers and

Windmills into Aero and Tornadoe magic.

[D] Junction the Tornado magic to HP and you'll get 30+ HP per spell! That's 600+ HP for every Abyss Worm card you get! Then there's 9+ Str, 4+ Vit, 8+ Mag, 6+ Spd, 2+ Eva, 4+ Hit or 2+ Luck! It's better than levelling up! But I'd recommend this spell for HP. Aero is a weaker version of Tornado but easier to get and very useful all the same.

Flare

This is the least practical spell to wish for so far, as you'll need 20 Ruby Dragon cards (a relatively rare monster card) which will refine into 1 Info Fang and in turn refine into 20 Flares. I guess it isn't too bad that each card translates into 11+ Str, but it's not entirely worth it is it? But I'd pick a Ruby Dragon card over a Thrustaevis all the same.

Meltdown

If you're high-levelled this is a spell you can draw from Bombs in the Fire Cavern...or if you're very lucky and happen to meet a high-level bomb that has meltdown in its draw list... 100 Meltdowns for 80+ Vit!

Quake

This goes the same for Meltdown except the monster you're facing is the almighty T-Rexaur. And trust me, it's probably not worth it! Not only do you have a nigh impossible chance of getting a rexy with quake on his back unless you're really high-levelled yourself, the meanies get twice as mean 'cos now they can cause an earthquake -- and there's no chance of getting "Float" to protect yourself against it...

Curaga

This spell is your best chance for Spirit-ual growth at this time. ... The Caterchipillar and Glacial Eye will have Curaga (only at a high level).

Stop & Slow

These are a high-levelled spells that are found from a Caterchipillar, and are good for Spd and Eva.

Fire Cavern

Before you can get Ifrit, and consequently become a Seed, you will have to head to its residence to kill it.. with a Seed backup of course.

The Fire Cavern is just behind a forest near the Garden. The Garden Faculties at the entrance give you a time limit to go by. Choose any limit you like, as long as it's under 30 minutes.

Rush to the end of the path. Fire Cavern is very strait-forward, but don't take any detours for now. Check the bestiary (L4F03) to see how to defeat every enemy in the Fire Cavern, except Ifrit, (his strategy below) who is waiting at the end of the tunnel for you.

Dollet Dukedom

It used to be a huge empire, which stretched over the whole continent, but now, even the tomb of their last emperor is in Galbadian hands. Dollet is also notorious for having a lousy army, and the only reason the country is independant is because of the SeeD.

Lucrative Materials Available from the Local Wild-Life (s)

Anacondaaur: Draw as much Bio as you can carry (as it's good for junctioning early on and is hard find too). Also make sure you get some Dragon Skin, as it can be used to upgrade Quistis' whip to the Slaying Tail (if you didn't get Save the Queen earlier on).

Elite Soldier: Draw Dispel (if you're high levelled enough).

G-Soldier: Draw Cure magic.

Make the Battle with Seifer at the end of Disc 1 Easier

After the Dollet assignment Seifer will not join your party again, so don't bother equipping any GFs to him. When you fight him he will only know how to attack (I tried it myself - he doesn't even do his limit break!)

Biggs & Wedge / BOSS!

Drop: 2x Elixir | FIRST FORM!
AP: 8
LV: 1~10

HP (Biggs) : 467~705

Attacks (Biggs): [Machine Gun], [Charge], Cure, Thunder

Draw (Biggs): Fire, Esuna, Blizzard, Thunder

Weaknesses (Biggs): Vit 0, gravity, The End

Draw (Wedge): Fire, Cure, Thunder, Blizzard

Immunities (Wedge): Bio

Preparations:

Biggs & Wedge are two weaklings you don't really need to worry about. The real reason for this battle is Elvoret anyway. Draw is a very important command for all your party members to have, because Esuna, Cure and Double will be some of your most advantageous charms early on in the game. And there's the GF Siren which you can draw too (your only chance after that is a boss in the final dungeon -- and not in the Japanese version).

As for magic and status junctions Blind, Slow and Drain are good against Elvoret. He is also weak to vit 0, gravity and The End.

Elvoret / BOSS! / GF!

AP: 18 | Flying Foe | Lv 1~11 | HP 1,563 ~ 3,523 | SECOND FORM!

Rating:

Elvoret is an over-rated boss, as his top level is 11! The most annoying part about him is his Storm Breath, but if you dispose of him quickly and have heal all party members with Selphie's Full Cure. If you're strong enough you may defeat him in three full turns.

Draw:

Thunder, Cure, Double, Siren -- draw Siren & Double! And draw Double by the double! It's great for junctioning and using magic in battle. Also, Thunder will help with the next boss and Cure is beneficial anyhow.

```

-----,-----
X-ATM092 / BOSS!
-----'-----
Name: X-ATM092, a.k.a. The Black Widow /
  LV: 1~11 /
Location: Com. Tower to Lapin Beach /
Weak: Thunder /
  AP: 50 /
Draw: Fire, Blizzard, Cure, Protect /
No effect: Poison /
Drops: Orihalcon, Power Wrist, Hypno Crown or/
      Force Armlet /
-----'-----

```

Before the battle have Quezacotl learn Boost, SumMag+10%, SumMag+20%, SumMag+30%, and Boost, as he will be a primary factor in defeating the "Black Widow". It will also be a good idea to get the compatibility between Quezacotl and the person he's junctioned to 1000.

The first time you fight the X-ATM092 you will never be able to defeat it--instead the party takes turns at expressing their exasperation. So, summon Quezacotl and after a short period of time you'll get the opportunity to run from the battle. This does not affect your SeeD record.

If you cause enough damage to the X-ATM092 you can get 50 AP every time! This can be done as many times as you like (until Quistis destroys it). However, your SeeD report will not get as good a score.

```

If you manage to / [LIFT] \
encounter the X-ATM092 | DP S |
only once and get down | _____ |
to the bay within 10 | | |
minutes, you will get \ 1 \ / _____ \
100 points for Conduct \ \ _____ / / \ \
in your report. \ \ _____ / / /
/ _____ / /
/ _____ /
/ 3 / Avoiding the X-ATM092...
| | 1) Run, run, run!
| | 2) Hug to the inner side.
| | 3) Walk with Triangle.
| | 4) Run along the bridge till
\ \ you hear the X-ATM092 jump
\ \ then quickly head in the
| | opposite direction. Go

```


Squall's New Room

All SeeD get a dormitory room to themselves. Although
it's a bit smaller than the dormitory double, it's more
private. There's also a Weapons Monthly April on the
desk (maybe a gift from the girl you saved in the
Training Centre...?)

Diablos (s)

The next day Cid sees you off on your first mission. Talk to him
again and he'll give you a Magical Lamp, which you can use to
fight GF Diablos with (save beforehand though).

Guardian Forces are like Genies, are they not? So Diablos
must have been trapped in the Magical Lamp... In FF5 there is
an item called 'Magic Lamp', which summons random summon
creatures for unlimited times.

Granaldo and its Raldo cronies

/ BOSS!

Draw: Fire, Thunder, Protect (x4 Raldo), Sleep, Blind, Shell (Gra-
naldo); Mug: 8 Wizard Stones (Granaldo); LV, 1~11; Granaldo's HP,
1314~1538.

The Granaldo has three cronies called Raldos, which it uses to
kick at Quistis and Squall. Don't worry about these guys. Why not
build up some compatibility with your GFs? While you're at it take
the time to stock up on Protect and Shell, as not only can they
decrease the amount of damage your enemies cause on you, they jun-
ction pretty well to magic too. As they are essentially monsters
they're weak against Rapture, Death, Bio, Sleep, Stop, Doom and
Gravity. Most of the Granaldo's attacks depend on the Raldo so
kill them off first.

AP: 10

Drop: 8 Wizard Stones

A Final Flippancy before Bed (s)

After or before defeating the Granaldo and its cronies you can
attempt to leave the Garden? The receptionist won't let you
through, though, and your SeeD level will be decreased.

L Mag-RF (s)

Siren's Life Magic Refinement takes 30 AP to learn (approximately
3 T-Rexaur battles, 6 Fastitocalon-F battles, or 12 battles of
pretty much anything else). The following items which refine into
Life magic can all be modded from cards.

ITEM	REFINE	WHAT'S IT GOOD FOR?
Zombie Powder	Zombie	Junction 100 Zombies to ST Atk, so when you attack and the enemy is inflicted with Zombie, you can use curative items/

Soldier: "You're damned right, sir. Why should he?"

-
- | 1. Give Watts your pass-phrase. |
 - | 2. Follow Watts into the train. |
 - | 3. Wake up 'the Princess', errand boy! |
 - | 4. Enter strategy room and listen to the plan. |
 - | 5. Talk to Watts and tell him you're ready. |
 - | 6. Complete the mini-game. |
 - | 7. Talk to Rinoa and tell her you're ready. |
 - | 8. Assassinate the President. |
 - | 9. Talk to Watts and tell him you're ready to leave the train. |
 - | 10. Make your way to the TV Station. |
 - | 11. Find refuge in the Forest Fox HQ. |
 - | 12. Talk to Quistis twice (everyone else says the same thing). |
 - | 13. Attempt to leave the building (you don't need to talk to |
 - | anyone). |
 - | 13. Head to the Dollet/East Academy Station and take the next |
 - | train out of town. |
 - | 14. Talk to everyone in the train, then talk to Zell and choose |
 - | to leave him alone. |
- '-----'

Ideal level: 12

Passphrase...

When Watts tells you, "Timber sure has changed!" Answer: "But the Owls are still around." If you do not answer correctly, Watts will show you the base anyway. I am not sure, but Rinoa may be available in your party when you fight Gerogero.

From Ninjatsu: "This (whether you can the passphrase right or not) does nothing. Giving the wrong one is more amusing. Rinoa is never in the fight against Gerogero."

Angelo Card (s)

Challenge Watts for cards. He says "Mr. SeeD, you seem to know rules unfamiliar with this region. Let's play a game with Balamb's rules and ours, sir." If you like the rules in Balamb what rules are in Galbadia?. When you see the rules, DON'T play, quit. Keep on doing this until you get a message saying the 'Same' rule has spread in this region. Go save, then come back for his Angelo's card. But if he starts asking to mix the rules again, soft reset, and try again.

By the way, once you tell Watts you want to leave the train after defeating Gerogero, the next chance you'll get of playing with him will be in disc three. I don't know if you can play with him while he's dressed in Galbadian soldier uniform...

From Ninjatsu: "Watts already has the Same rule. What you want to happen when you come from Balamb is for the Open rule to spread. I usually leave Same for the sake of removing rules in other areas later in the game."

Finding "The Princess"

She's at the end of the hall and it turns out she was that girl from the party! Man, it's a small world. She's the only character other than Squall you can name. My favourite name to call Rinoa is Sasha, as it reflects her lively personality. I've also called her Rose, after my little sister. But don't be too influenced by that. Call her whatever you like; after you (if you're a girl you could call her after yourself - if, of course you didn't call Squall after a family member. THAT would be too weird...) You can also name her pet dog, whose default name is Angelo. You can change the latter's name later, with a Pet Name-tag... but not with "The Princess", as she's not technically a pet or a GF... After the "Strategy meeting" examine Rinoa's dressing table to get a Pet Pals Vol 2 for Angelo or whatever you decide to call him.

Anarchist Monthly (s)

You can also look at the Anarchist Monthly clipping on the wall of the strategy room which says how Vinzer became president. There's also a dummy of Vinzer Deling (Rinoa's target practice...? ^_^) in the control room.

Hijack Mission

Talk to Watts when you're ready. This mini-game is easy. You don't even have to remember the instructions! What you basically need to do is jump down while the guards aren't looking and punch in the random codes Rinoa gives you, and if you're not caught once, your SeeD rank goes up by one. Here are some tips:

- Keep a sharp eye out if Selphie or Zell aren't there to watch.
- If Selphie and Zell are there DROP everything when they call!
- Look at the numbers you have to press before entering it and input what you memorized.
- The sensors on the rear car don't work, so just run over it to save time.

Gerogero

/ BOSS!

This is the last battle where you have to use Squall, Selphie and Zell. This boss doesn't appear has Gerogero at first but Fake President (easy to defeat just by attacking). Throw a Phoenix Down, X-Potion or Elixir on the Gerogero and it will die instantly. Don't do it right away, however, as the boss has some good spells to draw. You'll always get x8 Zombie Powder from mugging. By-the-by Gerogero can inflict some pretty nasty statuses like Slow, Curse, Blind and Sleep, as well as knowing Dispel.

Map of Timber

Balamb Train

```
      |      |
Pet   |      |
Shop  |      |  Souvenir
_| |_____|  | C Shop
|
```


| way. |

Junction exchange between parties...

Squall - Laguna
Selphie - Ward
Quistis - Kiros

Setting up for later (s)

By doing certain things in Laguna's time, in the future (disc three) Squall and co. will be find a Power Generator, Phoenix Pinion, and Silence draw point (the Power Generator is really rare!)

- 1) After defeating the Esthar Soldiers turn at the first right and climb down the ladder.
- 2) Continue until you see some debris which you should examine.
- 3) Go to the left. You'll find three hatches in the ground. Tamper with the middle hatch. As you leave a stubborn Esthar Soldier will fall for Laguna's ingenious trick!
- 4) Head back where you fought the soldiers and take the forward route instead of going right. At the bottom of the ladder there will be more debris. Examine them to find and lose yet another key (no wonder Laguna never has much money ^_^).
- 5) Continue along the path and examine the left hatch.
- 6) Go right back to your original path.
- 7) Examine the right hatch.
- 8) Go back a few screens then go up until you find a bomb detonator.
- 9) Press the red switch (furthest away). The left hatch will open itself.
- 0) Now choose the blue fuse. The right hatch opens. Done!

Rare Items (s)

Meanwhile you might encounter Gaspers and Elastoids. They are occasionally carded for Igion's and Ultima Weapon's cards respectively. Ultima Weapon's card refines into an Ultima Stone, which casts the most powerful magic in the game. Unfortunately you can't convert it to magic at this point. If you have a fairly high level Elastoids can be mugged for Laser Cannons, which are great because they:

- Teach Quistis Homing Laser.
- Can be refined into Pulse Ammo (the most powerful ammo).

Pulse Ammo can be used to obtain Squall's Lionheart, which is by far the best weapon in the whole game.

Elastoids are encountered mostly in the screen with the save point in it or in the area that looks like it has pink ice.

Hidden Cure Draw Point

After the bomb detonator, there's a boulder on the left side of

Abolishing the rules of Trabia (s)

In the Ice Rink Clubroom of this Garden there is an exchange student who uses Trabian rules. Although Trabia is much further on at this stage, if you want to get the Selphie card you will have to deal with the Random and Plus rules. It will rather annoying to attempt abolishing/introducing rules then.

- 1) Ask to play cards with the person from Trabia.
- 2) They will ask if you can mix rules with Trabia and Galbadia. Say yes.
- 3) Check the rules. If there are rules you don't know how to use or don't like choose 'Quit'.
- 4) You may have to keep on asking and playing with other people before anything happens.

Enemies in Galbadia (s)

Go north-west of Deling City to a desert. Here you enemies such as Chimeras, and Vysages. Chimera can be mugged for Red Fangs, which 2 will be needed for Squall's Twin Lance. They can also increase compatibility with Ifrit by 3, and can be refined into Firaga magic with 'F Mag-RF', naturally.

Deling City Item Shop (s)

Buy 50 Normal Ammo and 10 Fuel from the shops. Refine them into Fast Ammo, and fire Ammo with Ammo-RF. Also refine your Poison Powder, Venom Fangs, Missiles, Sharp Spikes, Chef's Knives, Running fires, and Cactus Thorns into Demolition Ammo.

O-O=~~~~~O-O
| | Deling City [ff8/III08] | |
O-O=~~~~~O-O

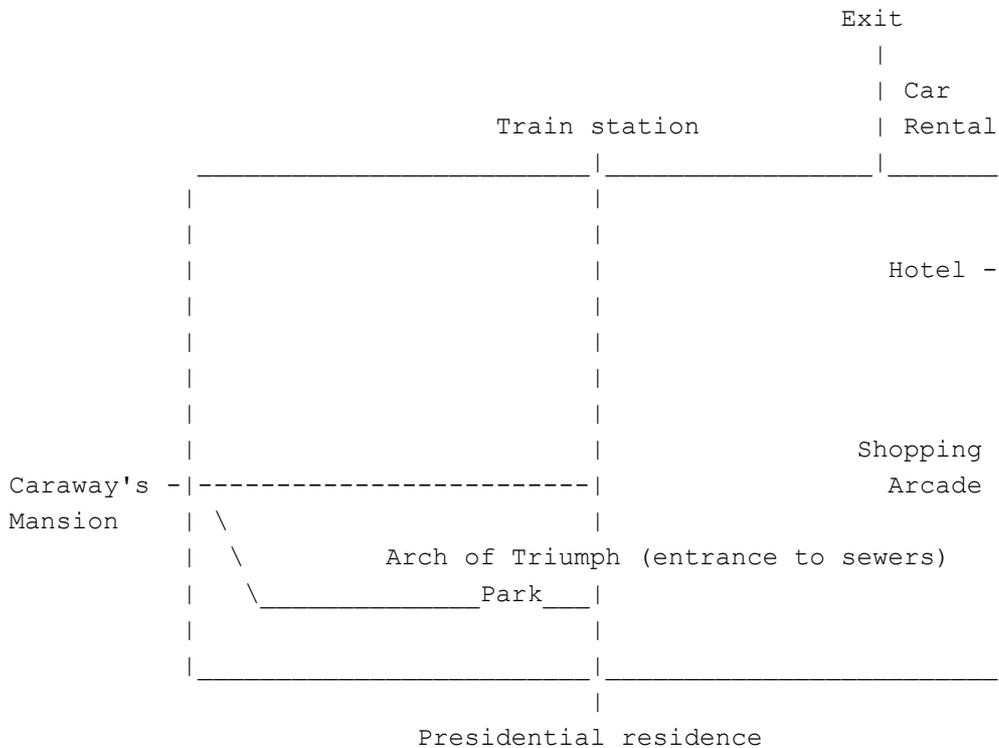
Squall: "...An enemy that is pure evil? Right and wrong are not what separate us and our enemies. It's different standpoints, our perspectives that separate us. Both sides blame one another. There's no good or bad side. Just two sides holding different views..."

- .
- | | |
|--|--|
| 1. Exit the train station and talk to one of your party | |
| members | |
| 2. Talk to the soldier outside Caraway's mansion and give him | |
| the password, which is found in the Tomb of the Unknown | |
| King. | |
| 3. Enter Caraway's mansion | |
| 4. Talk to Rinoa last, and walk around a bit. | |
| 5. Follow Caraway around until he reaches the gateway. | |
| 6. Talk to Caraway. | |
| 7. Return to Caraway's mansion when you're ready. | |
| 8. As Quistis, try to leave the room. | |
| 9. Follow Caraway to the gateway. | |
| 10. Talk to Caraway. | |
| 11. Leave and follow Caraway to the Presidential Residence. | |
| 12. As Quistis, go back to Caraway's mansion. | |
| 13. As Rinoa, climb up the crates, leap onto the building, and | |
| climb to the top. | |
| 14. Attempt to talk to Sorceress Edea. | |

- | 15. As Quistis, take a goblet out of the cabinet and place it |
 - | in the statue's hand. |
 - | 16. Go down to where there's a ladder and climb down it. |
 - | Examine the waterwheel to go up. Walk down the path. |
 - | 17. As Squall and Irvine, run to the right and sneak into the |
 - | Presidential Residence. Go the same way Rinoa did. |
 - | 18. Rescue Rinoa from the Iguions. |
 - | 19. Examine a hatch in the hallway. |
 - | 20. Examine the rifle on the ground. |
 - | 21. Talk to Irvine last. |
 - | 22. Find your way out of the sewers. |
 - | 23. Go up the ladder of the gateway and examine the switch. |
 - | 24. Talk to Zell. |
 - | 25. Defeat Seifer. |
 - | 26. Fight Edea (it doesn't matter if you lose). |
- '-----'

Ideal level: 20

 Deling City full Map



 Tomb of the Unknown King

Located to the east of Deling City. It's on the edge of a long peninsular. Rent a car if you like.

Check the gunblade and write down the number (this is the only thing you need to do if you don't want to fight the Brothers yet). The code changes depending on your progress in the game (thanks to Scott Ong for this piece of info). Refer to Secrets and Side Quests for a guide on how to get the Brothers.

 For the Perfectionists (s)

- You know the area where there are canyons? Go there and you will find Vysages to fight. They have Haste magic to draw, which can

be junctioned to Speed very effectively.

- If your level is high enough you can draw Tornado magic from Thrustaevs and refine it from the Windmills they drop. Speaking of which, Winmills are one of the ingredients for Rinoa's best weapon.

Caraway's Guard

How do you enter the code? Well, if it's 045, you enter in from digits to tens to hundreds (5 - 4 - 0).

There are some theories on how this number is chosen, because it is only different every time you play a different game, therefore it may depend on how well you did any any particular game. Here are a few numbers I got:

52: In my speed game. SeeD rank 6. Sorry, I don't remember any others.

Transport in Deling City

Deling City has a good transport system. The buses go all over town so you can jump off at designated bus stops. When you see the bus conductors waiting at the bus stops they will ask if you want to go to the next bus stop in the schedule.

Card Players (s)

Go to the shopping arcade. There's only one person who play cards here, and he has the Kiros card, so swipe that up.

After getting the Kiros card, save at the hotel (get the Timber Maniacs in the Hotel Room while you're at it). Across the street from the hotel is a woman dressed in green. Spread the 'Open' rule with her.

Deling City has some more cards to offer, including Grendel, which you can refine into good items. Dragon fins are used to upgrade Zell's weapon.

Item Shop (s)

While you're there, why not stock up? For the cost of a train ticket, buy 300 Antidotes (can only carry 100 at a time) and refine them into Bio magic, which I suggest you give to the character with status attack. Antidotes can also be refined from Poison Powders and Venom Fangs using 'ST Med-RF'. Buy some Softs, as the Iguions (boss) can petrify your party members.

Weapons Mon Mar (s)

While you are Rinoa, examine a hatch in the ground to get into the sewers. You can't open any doors, but there is a Weapons Mon Mar at the end of the path.

Escaping Caraway's Mansion

The Object of this Place is to...

Explore the village right back to the end of the path (take the first right, as you can't go back that way) and back to Raine's pub. Killing more monsters could trigger a different remark from Raine.

Item Shop (s)

Spend all Laguna's cash on items you think you'll need. 3000 gil in total which you'll be able to spend at your leisure, as it's not Squall's money!

Potion	100 G	30x	Not useful for refining at this point.
Hi-Potion	500 G	6x	Not useful for refining at this point.
Phoenix Down	500 G	6x	Not useful for refining at this point.
Antidote	100 G	30x	30x Bio magic with ST Mag-RF.
Eye Drops	100 G	30x	30x Blind magic with ST Mag-RF.
Soft	100 G	30x	30x Break magic with ST Mag-RF.
Echo Screen	100 G	30x	30x Silence magic with ST Mag-RF.
Holy Water	100 G	30x	30x Zombie magic with ST Mag-RF.
Remedy	1000 G	3x	Not useful for refining at this point.
Tent	1000 G	3x	30x Curaga magic with L Mag-RF.
Fuel	3000 G	1x	10x Fire Ammo with Ammo-RF.
Normal Ammo	20 G	150x	150x Fast Ammo with Ammo-RF.
Shotgun Ammo	40 G	75x	150x Fast Ammo with Ammo-RF.
G-Potion	200 G	15x	Not useful for refining at this point.
G-Returner	500 G	6x	Not useful for refining at this point.

I personally suggest buying Tents, as Curaga will be the best to Junction at this point.

Oh, and don't forget... Save before Venturing to the next Section!

After you fight a few monsters and Raine tells you to have a rest, save before going to bed. You never know, you could get killed in your dreams!

```
O-O~::~::~D-District Prison [ff8/III10]~::~::O-O
| |                      | |
O-O~::~::~~::~O-O
```

Prisoner: "Women were my downfall."
Zell: "What kind of women?"
Prisoner: "Those who carry handbags."

1. Talk to Rinoa, Quistis and Selphie, then Rinoa again.
2. Recover the weapons in floor 8.
3. Show Biggs and Wedge who's boss.
4. Get Squall from the Torture Chamber.
5. At the very bottom of the place examine the door to have the pathway cave in.
6. Choose a party member to accompany Squall and Rinoa.
7. Head to floor 13.
8. Take Irvine down to floor 3.
6. Get to the top of the Prison.
7. Defeat the Elite Soldier and GIM52A.
8. Get on the other side of the bridge as much as possible.

Ideal level: 22

MISC. TIP | Make sure you make a back-up save, as you may have to |
| repeat this whole thing due to a stupid mistake! If |
you can't do a back-up, get another memory card.

-----,-----
Biggs, Wedge / BOSS!
-----'

Biggs

Lv: 1~22

HP: 1,467~2,235

AP: 10

Str: 6~41

Vit: 31~45

Mag: 9~44

Spr: 45~55

Spd: 6~8

Eva: 2~4

Weaknesses: Poison (80%), darkness (80%), silence (80%),
zombie (70%), slow (90%), reflect (100%), float
(100%), confuse (60%), drain (100%), Vit 0,
gravity, The End

Magic Drawn: Cure (Cura from lv. 20~22), Haste, Slow, Regen

Items Mugged: 1x Regen Ring

Items Dropped: 3x Elixir

Note-Worthy Attacks: Same as last time, only now Biggs can
use medium level cure and thunder; his new spells are haste
slow and regen; if you cast confuse Wedge and he attacks
Biggs, Biggs will counteract his ally.

Wedge

Lv:

HP: 1,467~2,235

AP: 10

Str: 6~41

Vit: 31~45

Mag: 9~44

Spr: 45~55

Spd: 6~8

Eva: 2~4

Weaknesses: Poison (80%), darkness (80%), silence (80%),
zombie (70%), slow (90%), reflect (100%), float
(100%), confuse (60%), drain (100%), Vit 0,
gravity, The End

Magic Drawn: Cure (Cura from lv. 20~22), Haste, Slow, Regen

Items Mugged: 1x Regen Ring

Items Dropped: 3x Elixir

Note-Worthy Attacks: Same as last time, only now Biggs can
use medium level cure and thunder; his new spells are haste
slow and regen; if you cast confuse Wedge and he attacks
Biggs, Biggs will counteract his ally.

Strategy: They have valuable magic for you to draw and rare

items to mug. Cast Bad Breath or Confuse on them for an easy win.

The Prison

I suggest you explore the place after defeating Biggs and Wedge. Before you do though, you can go to level 6 and use the save point there.

- Floor 1 Combat King 001, Save Point.
Floor 2 Cottage, Str Up.
Floor 3 Pet House.
Floor 4 Tent.
Floor 5 A prisoner who charges 500g for a game of cards. He gives you an item if you win. He's been known to give the rare Luck Up [about 1% chance].
Floor 6 Save Point.
Floor 7 Zell, Quistis, Selphie, Rinoa's cell.
Floor 8 A man who sells items.
Floor 9 Berserk draw point.
Floor 10 Player on the tenth floor who charges 300 g for a game of cards. When you win against him he gives you the Character Report, which can be found in the same place as the Battle Report (Note: If you haven't already got the Battle Report from Cid this guy won't even talk to you). There's also a save point on this level.
Floor 11 The guy on the eleventh floor charges 200 g per game. When you win against him, he'll randomly give you items such as Eye Drops, Potions and the odd Rosetta Stone, Holy Stone or HP Up! It's well worth playing with this guy. If you get an HP Up in 100 games it'll only have costed you 20,000 gil [which is very, very low]. Jebus told me he got a Rosetta stone in 106 games and hinted that he got more than 1 HP Up in the process. There is also a hidden Thundaga Draw Point.
Floor 12 Nothing here. :C
Floor 13 Torture Chamber. You can get a Pet Nametag and Cottage from the Moombas if: When the warden is questioning Squall don't lie to him. Give Up.
Floor 14 Here you fight the GIM52As and Elite Soldier.

Gifts from the Moombas (s)

- If you give up, you'll receive a Cottage and Rename Card from the Moomba and receive some evidence of who Squall's father is.
- I you want to avoid a few fights defend them from the Mean Guys--they'll give you a key to the torture chamber.

Items Got from Card Games (s)

Info got from FF8 strategy guide by Absolute Steve

BOTH PLAYERS

500 G PLAYER

300 G PLAYER

V. Common: Potion | V. Common: Potion | V. Common: Potion
Common: Eye Drops | Common: Eye Drops | Common: Eye Drops

Uncommon: Remedy		Uncommon: Gysahl G.		Uncommon: Hi-Potion+
Rare: N/A		Rare: Flare S.		Rare: Holy Stone
Once Only: Luck Up		M.Phoenix		M.Potion
		P. Pinion		V. Rare: Rosetta S.
		Once Only: HP Up		

-----,-----
GIM52A and Elite Soldiers / BOSS!
-----'

The Elite Soldiers know cure magic, so kill them off first. Bio, Bad Breath, and Acid are particularly affective against the Elite Soldiers. Quezacotl, Brothers, Electrocute, and Water Breath against the GIM52A.

ORGANISING CHARACTERS

| You have to choose who will go on each party. Seeing as |
| nothing different (save a bit of dialogue, but who cares) |
| happens no matter which characters you choose for Selphie's |
party.

| Best choices for Selphie's team: |
| _ Selphie, Rinoa, Irvine. _ Selphie, Rinoa, Zell. |
| _ Selphie, Quistis, Irvine. _ Selphie, Quistis, Zell. |
_ Selphie, Irvine, Zell.

| Squall's team: |
| Zell : Asks if you Squall have a walk with him. Take him |
| to the libaray and he asks Girl with Pigtail if she |
| has 'Goodbye Pupurin'. If Rinoa is in the party |
| will not happen. |
| Rinoa : Asks if Squall can take her on a tour of the Garden. |
| You get to see an additional cut-scene of Rinoa |
| the Garden becomes mobile. |
| Irvine : Lectures about elemental attack. * |
Quistis: Lectures about elemental attack. *

| * On this note it's much better for the story line if Zell |
| and Rinoa come on Squall's team, because if you haven't |
| got Irvine or Quistis there to lecture you about elemental |
| attack (if you've got both of them Quistis will lecture |
| you), Zell or Rinoa don't that kind of thing, so Squall |
| does. He gives an unusual perspective on the matter, |
| actually. This set-up is also good because you can enjoy |
| the added scenes with Rinoa, but if you want to see Zell's |
| additional scene you can't have Rinoa in the party, |
| otherwise Zell will have no reason to ask Squall for a |
walk.

Rinoa's Card (s)

You can win Rinoa's card from Caraway, but before he deals it, you'll have to play a game with him to sacrifice your Ifrit's card. Ifrit's card will be won again from Garden Master Martine, who you will see in FH. Don't worry, when you drive in using the army vehicle you can go out anytime you want and you'll be back in your car.

"Tactical espionage action!"

1. Enter the Missile Base driving the army truck. |
2. Examine the ID identifier to the right of the door on the left. Choose to walk by quietly. |
3. Continue along the path until you reach a save point. |
4. Talk to the soldiers inside the room south of the save. |
5. Tell to the soldiers in the Launcher Room to "Go ahead". |
6. Talk to the soldiers mentioned in step 4. |
7. Make your way to the Circuit Room. |
8. Go toward the control panels and do whatever. |
9. Tell the Soldiers "We were just about to call on you." |
10. At the entrance of the Launcher Room there is a guard who asks a few questions. Choose the first option 2 times. |
11. Help the soldiers push the launchers into place. |
12. Set the error ratio to maximum and upload data. |
13. Make your way up to the console room. |
14. Fight the guards. |
15. Look for the Selph...ah...Self-Destruct Panel. You have to check every control panels in both rooms. |
16. Set the self destruct time limit. |

Comments

I can see a whole Metal Gear Solid-type game based on this section! "Agent Selphie: Revenge against Galbadia"! This Missile Base thing is pretty pathetic in my opinion.

Circuit Room

Choose "Just hit whatever!" to have Selphie tamper with the controls automatically. Choose the other option ("Bang it hard!") to do it yourself manually. Remember, if you choose the manual option you will have to press Square simultaneously. I don't know if it makes any difference what you choose.

Cheat (s)

On the computer choose 'Equipment'. Push Square + Triangle + Up or Down to see a dancing Galbadian soldier. There are two types to look at.

When Self-Destruct is Activated...

Selphie and co. will have to get outta this place before it blows! And defeat the next boss while they're at it!!

Operate the controls to start the self-destruct sequence. If you chose 20 minutes the side door exit will be available. If you do it all under that time you'll get a SeeD level up.

Party Differences

It seems Quistis and Irvine remind you of how to use ST Atk-J. However, without them in your party Squall will explain how to do it instead, which is quite interesting, as he will give you a very quick explanation of his own as well as an option to overlook it in the tutorial.

When the Garden becomes mobile, if you have Rinoa in your party you see a cut scene of her. The next morning she asks Squall for a personal tour of the Garden.

Obel Lake Quest (s)

If you exit the Garden, you will be able to visit the rest of Balamb. Examine Rinaul Coast until you find a rock.

Garden Tour...

When you first enter the Garden everyone is looking for Cid. Before you can leave the first floor though you have to check all the compartments the level has to offer.

- Front Gate : Where you first meet the Garden Faculties. Do anything other than saying you're with the Garden Master and he will unleash a Grat and Caterchipillar onto your party. Talk with the wounded SeeD Cadet afterwardsto get a Mega Potion.
- Infirmary : This is where you fight a Grinaldo. You can play cards and/or get an Elixir from Dr. Kadawaki.
- Quad : If you don't talk to the Faculty as he rushes out of the compound you won't have to fight a Glacial Eye and Bomb. But if you do, you meet some SeeD near the stage, one of whom give give you an X-Potion!
- Cafeteria : The Bomb you're forced to battle before entering the Cafeteria has Meltdown for you to draw, so get a much of it as you can. After the battle, speak to the girl in the Cafeteria twice and she will give you a Gysahl Greens.
- Dorms : Caterchipillar. After defeating it, have a nap, and save.
- Car Park : Kill the Grendel here. If you are having difficulty, junction Death, Petrify, or Zombie to status attack. Get a Tent from the people.
- Training Centre: T-Rexaur. The same tactics you did with the Grendel should work fine here. You'll get a Remedy from the boy for defeating this fearsome creature.
- Library : Face the wrath of... the Grat....! Honestly... where have their faculties gone ?! Afterwards, get a Mega-Potion from Girl with Pigtail.
-

-----'

Use Slow magic, Ifrit, and Fire Breath against them. If a party member gets a status ailment draw/cast Esuna. Sleep, Drain, Silence, Vitality 0, Gravity and Poison based attacks are also effective. Both Rapture and The End work. You can encounter Oilboyles as monsters in the final dungeon by the way.

Draw: Esuna, Blind, Cure/Cura, Confuse [lvl 20+ for Cura]

Mug: Lvl 1~29: 4x Fuel [lvls 1~29]

30+: 8x Fuel or 2x Orihalcon [rare]

Rewards: 10 AP, x8 Wizard Stone or x1 Orihalcon [rare]

-----',-----'

NORG

/ BOSS! / GF ALERT!

-----'

~ Use Tornado, Aero, and Demi.

Note: You can't attack NORG until you have broken his pod, which you can only attack if the orbs on the left and right of NORG are not red. You should draw Leviathan from the pod at your first opportunity.

Stats for NORG's Pod: A lot of Hit Points. High Defence, Spirit, and Dexterity. Low Strength, Intelligence, and Evasion. Unaffected against Thunder and Poison.

Stats for Orbs: Very high Hit Points, Defence, and Spirit. Low Strength, Intelligence, Evasion and Dexterity. Not affected by any element or status ailment.

Warning: The fight with NORG is notorious for stuffing up in one way or another. Even in the PAL version, because once when I summoned Shiva while fighting NORG, I over-boosted her attack right at the end, and something weird happened. All of a certain shade of grey in the menus and dialogue boxes were for some reason converted to a very ugly orange.....

Glitch?

If both Orbs are red, any attack, including GF attacks only cause 0 HP damage to NORG. What I did in the past when fighting NORG is I constantly summoned GFs (being a huge GF fan). Despite the fact that they were doing 0 damage to NORG I defeated him anyway.

-----'

Card Club Group (s)

-----'

After the Garden becomes mobile is the perfect time to start off the CC Group quest. These are the first 4 members:

- Jack is near the directory in front of the elevator. You don't need to worry if you are being asked to go somewhere. Challenge Jack twice. Jack will only play with you if you've won 15 card games in the Garden, and about 20 games outside the Garden.
- Joker is selling items in the Training Centre. He has Leviathan's card and will give you a Guardian Force Report, which is similar the Character and Battle Reports.
- Club has black hair and can be found by walking between the Cafeteria, Dormitory, and Car Park.
- Diamond are the twins who stand in front of the directory in the lobby. Stock up on level 7 cards from them. Remember, if you ever had any second thoughts when naming your guardian

2. Talk to him again. Now he thinks about it, he would like Squall to do him a favour.
3. Visit the junk shop for a funny scene. =)
4. Talk to the Master Fisherman again, and he will ask you to meet at the hotel.
5. After going to the hotel, go to where the Master Fisherman once was to get a Full-Life draw point, so make full use of it!
6. After the concert talk to the Grease Monkey.
7. Head for the area in front of the train station where you fought BGH251F2. You should see a chap in a blue shirt, and white trousers. Say to him, "Isn't he the cafeteria lady's son?" (note: he will not be here if you did not listen to all of what Cafeteria Lady had to say in disc 1).
8. Visit Grease Monkey again for a Mega Phoenix.
9. Go to level 2 of the repair shack, and choose to accompany the Master Fisherman a bit longer. Talk to him again and choose the second option to receive a Megalixer.

Timber Maniacs (s)

- Hotel room.
- Grease Monk's place.

Rare Cards (s)

Go to the Mayor's house in the middle of the city. Mayor Dobe has the Quezacotl card to win. If you gave Sacred to the Queen of Cards Flo has Irvine's card. Outside their house, to the right, is Martine, who has all the level 6 and 7 boss cards for you to win, and Ifrit's card if you lost it to Caraway earlier on.

BGH251F2

/ BOSS!

Spoils: [Drops: 8x Running Fire (common), 8x Missile (rare)],
[Mugs: Adamantine (100%)], [Draw: Shell, Protect, Stop]

Follow through with the strategies you had last time, using the GFs and things on offer. Lowest HP is higher than the original and highest HP is lower than the original, which seems a little weird. Highest level is now 28.

Card Club Group Quest (...continued) (s)

- a. Go to the Bridge to challenge CC Group Heart (Xu). She has Carbuncle's card by the way. Speak to Nida, who realises Xu is a club member. 8)
- b. Challenge Dr. Kadawaki to a game.

Choosing Instruments

Tune A (folk song): Guitar, violin, flute, tap dance.

Tune B (ballad): Electric guitar, bass guitar, saxophone, piano.

Notes:

- Later on in the evening an event will happen depending on what

music you chose. Folk song is best, followed by ballad and random.

- If you would like an additional piece to try out check out KatanaSoul's walkthrough at GameFAQs. It's like a mix of tune A and B.
- While you're choosing the instruments as Irvine, you can head up to the save point making it easier to see all the tunes, play cards with Dobe and Flo, and explore the rest of FH. =]

Exploring FH as Irvine (s)

If you visit the Grease Monkey, a soldier is there. Exit and re-enter to find the Grease Monkey defeated the soldier! Talk to the Grease Monkey and he will give you a Phoenix Down, then examine the soldier repeatedly to find some of the best ammo in the game!

You can also explore Balamb Garden as Irvine. Squall is in the dormitory, sleeping. Also note that Irvine will play cards with males and females (unlike what he claims ^_^).

Kashkald Desert (s)

In Kashkald Desert you will encounter a UFO. Make sure you do, as it's part of the 'Extra Terrestrial' side quest in which you will get the rarest card in the world--the PuPu card! Check out Secrets/Sidequests for a full walkthrough for the quest. Check "Locations Index" in the appendices if you do not know where Kashkald Desert is.

On the way to Kashkald Desert on the plains you will battle encounter Blitzs, and if you've defeated 30 enemies over level 30, will VERY occasionally drop Power Generators, which teach Quistis Ray-Bomb and refine into Irvine's best ammo, but you'd be very lucky to get one. I'd be glad to know anyone who got one just to congratulate them on it!

Phuc Bach: "I found a way to fight Cactuars(20 AP each! Yay!) right at disc 2 (after getting the flying garden): Land the garden near Kashkald Desert than have Squall (equip Encounter-None if needed) run to the direction where Cactuar Island is. Run until Squall can't run in that direction anymore. Open the menu and it will say the current location is Kashkald Desert-Cactuar Island. Now de-equip Encount None and go crazy fighting Cactuars ^_^ (as long as you get close enough to Cactuar Island)."

Long Horn Island (s)

Fly to Long Horn Island. It's north west of Dollet town, and is the only place in the world (at this point) to Adamantoise. These creatures (I really did think they were just rocks ^_^) drop Adamantine - a dead useful item which you can use to upgrade into the best weapons and it teaches Vit+60%, an ability not GF has! That's to name a few. You can also find Whispers, which teach Quistis White Wind.

Obel Lake Quest pt.II (s)

Clue	Where to go
"You'll find something on an island east of Timber, too."	The island just north of the transcontinental bridge south-east of Timber.
"Take time off at Eldbeak Peninsular."	Eldbeak Peninsular is directly north of Balamb.
"Back in my day, south of here, there used to be a small, but beautiful village surrounded by deep forests. Everybody lived a happy life there."	In the forests north of Edea's house. You won't find any rocks, but the remains of an abandoned village.

0-0=~~~~~ Balamb IV [ff8/III14] ~~~~~0-0
 0-0=~~~~~0-0

Raijin: "Time to get serious, ya know!?"

1. Whatever happens Zell will be in your party, so you might as well have him to avoid Rinoa, Quistis or Irvine being taken out of the party.
2. Speak to the guard. If nothing different happens the second time exit and re-enter the town.
3. Try to enter the Hotel.
4. Talk to Ma Dincht and while you're at it you can rest in Zell's room. ^_^
5. Speak with all the soldiers in town.
7. Talk to Ma Dincht. There is a foul stench in the air...
8. Talk to the dog at the docks.
9. Follow it to the train station.
10. Meet Raijin at the hotel for a bash-up!
11. Defeat Raijin again this time with his lil' sis.

Before Entering Balamb... (s)

Now you've levelled up since the beginning of the game, you might as well check out the Fire Cavern again. Get a few Bomb Fragments for weapon upgrading and maybe even a Bomb Spirit!

How to leave Balamb during this section (s)

- 1) Talk to the girl in the house next to the Dincht's.
- 2) Talk to Big Bad Rascal (how threatening..) in the Dincht's twice.
- 3) Return to the other house, and talk to the everyone in there.
- 4) Talk to the sentry guarding the exit. DON'T close his message screen, and wait until Big Bad Rascal comes. Talk to him now.

Zell's Room

When Zell allows you to go in his room, a variety of different things happen depending on who your third party member is.

Rinoa : She comments on Zell's father, and they talk about him, and why Zell aspires to him so much.

Quistis: Notices Zell's spare T-Board. She reminisces about an embarrassing moment of Zell's.

Irvine : Notices Zell's grandfather's rifle and how great it is. He tries to give it a go, causing havoc!

Selphie: Teases Zell.

Improve Squall's Martial Arts! (s)

Also, if you want to improve Squall's punching technique, keep on punching Zell's punch bag (by examining it) and measure how much time it takes between punching the bag, then punching it again. Depending on his strength, Squall will eventually get tired and take longer to give the back another punch. At first, you'll notice he is really slow, but after about a hundred or so punches he'll get faster. Mind you, he stops improving after punching the bag repetitively about 100 times. Do 110 just to make sure.

This helps later on, when Squall has to struggle with a Galbadian Paratrooper. After punching Zell's punch bag a hundred or so times you will be able to out-punch the Paratrooper!

Though this is not entirely proven. Andro the darknight has informed me that he punched the bag over 300 times and it didn't make a difference, so sorry for any times wasted there.

Tabloid Guy (s)

You can buy info from the Tabloid guy from behind the truck, but it'll lower your SeeD rank. You don't need him if you've got this guide anyway.

Raijin (with 2 Galbadian Soldiers) / BOSS!

Stats: High Hit Points. Moderate Strength and Defence. Low Intelligence, Spirit, Evasion, and Dexterity. Absorbs Thunder. Weak to Poison.

Preparation: Junction 100x Blind to status attack. It will inflict the blind ailment on the soldiers and Raijin. Equip Draw to at least one party member as well, because in the battle right after this you can draw a GF!

- ~ Summon a GF to kill off the Galbadian cronies.
- ~ If Raijin's attacks are a little too much for you to handle, draw/cast Protect onto your party.
- ~ Cast Meltdown on Raijin and use your physical attacks against him for the rest of the battle. I'm telling you to use normal attacks because with 100x Blinds junctioned to status attack and Mug equipped, you'll get as much out of the battle as possible (draw some magic too!).

Raijin and Fujin / BOSS! / GF ALERT!

You have to fight Raijin again, only now his little sister has fired a crack shot. In her Ellone-finding essay she has stood constant vigilance, and now she's kicked some fighting spirit into her older brother.

Fujin is proficient with a pinwheel and the element of wind. The main concern with her is that she has an attack that reduces HP to 1 100% of the time, is fond of healing her party with Hi-Potions and cures her status ailments with Remedies. Raijin only uses Hi-Potions.

Reflect won't work either way because they don't use healing magic; they only magic Fujin uses will heal her when it bounces back onto her.

Fujin's stats per level are 300 for HP. Her str & spr are twice as high in lower levels (1~20) as in high (20~29); her Vit is quite low no matter what her level; her Mag is average; her Spd & Eva remain static, but are fairly good none-the-less. Raijin's HP per level is 400. He has good Str and Vit, average Mag, mediocre Spd & Eva and lousy Spr.

Junction Status Attack with x100 Bio, Sleep or Slow before the the battle to attack Fujin with. Sleep is best since Fujin has no opportunity to Remedy her ailment but if you don't have enough of them have those who will attack Raijin junction Slow or Bio.

They're also weak to vit 0, gravity and The End, so casting Meltdown is important especially at higher levels. Whatever you do, don't use wind elemental on Fujin or thunder on Raijin, as they absorb those elements.

Before the battle give x100 Sleep to your warriors' status attacks and x100 Bio to their elemental attack. Give everyone Aero or Tornado on their elemental defence. Don't forget Mug and Draw!

At the beginning of the battle, cast Double on your wizard and have them cast Protect onto their allies and Meltdown on the opponents. Then cast demi on them or summon Diablos. You can also attack and use Darkside.

If all else fails, call Selphie in for a happy ending.

No matter what level she is you'll be able to draw Aero, Cura, Life and Pandemona from Fujin. Possibly while she is inflicted by sleep or slow you could draw a good amount of Life magic from her, as this is valuable for junction and other purposes. Raijin also has good magic (despite the fact he can't use it).

You get a Megalixir from mugging Fujin, but if you're very lucky (10% lucky) you get a Hero instead. It's better trying than winning the battle and only getting x1 Megalixir. You'll either win x2 Str Up from Raijin or he'll drop x1.

You get 22 AP and Combat King 002 at the end of the battle no matter how you do it.

Combat King 002

At the end of the fight you get a Combat King 002. It teaches Zell Meteor Strike, and you'll be able to upgrade Burning Rave to a more powerful combination of attacks; instead of doing Heel Drop, do Meteor Strike OR you could do a chain of attacks: Booya, Heel Drop, Meteor Strike, Booya, Burning Rave.

- | 11. The junior classmen is at the end of the hall. Talk to him |
- | and just after he leaves a paratrooper will come after you. |
- | 12. Press the examine button and look for another option. |
- | 13. Press examine again and open the emergency exit. |
- | 14. Kick and punch the paratrooper off his flying craft. |
- | 15. Exit the battlefield by going to the left. |
- | 16. Name Squall's ring. |
- | 17. Enter Galbadia Garden. |
- | 18. Choose a party who can deal with the moderately tough |
- | enemies in Galbadia Garden. |
- | 19. Get all the keycards from students throughout the Garden. |
- | 10. Defeat Seifer in the Master Room. |
- | 11. Finish off Seifer and defeat Edea in the Auditorium. |

 Where is Edea's House?

It's on the east side of the continent to the far south of the world. Edea's house should be easy to recognise as it's the only establishment apart from Centra Ruins. Getting too close to the forest means entering a whole lot palava, so make another save game just in case, by making sure you land the Garden just near Edea's house, but not too far away. To ensure you don't accidentally get too close to Galbadia Garden, fly to the region (Cape of Good Hope) from the south and try to keep as close to Edea's House as you can once on land.

 Fighting with the Paratrooper

This is not like an ordinary battle because you press certain buttons to kick, punch and defend. If Squall did his punching practice in Zell's room his punches will be more swift and consistant.

 A tip on navigating Galbadia Garden

I found Galbadia Garden easier to navigate by drawing a map as I went along.

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 Cerberus (s) / OPTIONAL BOSS! / GF!
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Mug: Spd-J Scroll	
Draw: Quake, Double, Triple	
(lv 20+)	
Booty: 20 AP, Cerberus Card,	
G-Returners, Cerberus <GF!>	
Stats: High Hit Points,	
Strength, Intelligence &	
Spirit. Moderate Evasion &	
Dexterity. Low Defence.	
Absorb: Thunder	
No effect: Wind	
Weakness: Drain (80%), Vit 0,	
The End	
Attacks: Tail whack is 100%	

critical when Cerberus has
triple status; casts Quake,
Tornado, Thundaga, Triple,
Dispel, Blind, Berserk

Strategy: Cerberus is very tough opponent if you don't know how to combat him. Casting Dispel is a top priority because this boss can become oh-so-much more powerful when he casts triple on himself. Luckily there are some enemies in Galbadia Garden that you can draw it from. To give him a taste of his own medicine you can draw-cast double or triple on your party.

Protect your party against silence, blind and berserk; use Drain as a status attack. If you have the time cast Float, Shell and Protect on your party or Quistis' Mighty Guard. Cast Meltdown to decimate that high Spirit of his and ladle all the non-elemental magic you can on the bastard! Any magic! Just not Aero, Tornado or thunder. Demi is a good spell to use.

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Seifer / BOSS!
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Drop:      HP...H      Weak: Poison
Mega-Potion Str..M
           Def..M      Summon Cerberus and cast Protect
Mug:      Int..M      on your party. Draw/cast Haste
Hero      Spr..VH     onto as many party members as
           Eva..L     you can. Cast Meltdown onto
Drawing list: Dex..H   Seifer, then have your fighter
Fire, Thunder, types use their limit breaks on
Dispel, Haste. Seifer while your medic types
           AP: 20     keep up Protect and Haste.

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-----,-----,-----
Edea / BOSS! / GF!
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Level range is 1 to 32; at last Edea has HP that can be 10,000+, though she still isn't that strong. The first thing you need to do is summon Alexander and mug a Royal Crown.

I would suggest having Irvine (choose Zell if he doesn't have enough ammo) and Selphie to come along and help Squall. Yeah Rinoa, we don't need you in this battle. =)

Cast Meltdown; Reflect doesn't work like it did last time. Have someone with the Treatment command to allay the effects of Maelstrom (slow + curse). Alternatively you should have plenty of Hoyle Waters and Remedies or Esuna spells on hand. Put silence, slow or death on your status defence and blizzard, fire or thunder on your elemental defence. Summon Cerberus and Diablos if you have them. Once you've got triple status on your party imbue them with shell, haste and aura, then pummel the enchantress with limit breaks. You can also cast tornado and quake by twos and threes.

Make sure you mug a Royal Crown and take advantage of the magic that can be drawn (Blizzard/Blizzara/Blizzaga, Demi, Esuna), as well as the GF Alexander.

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Introduction to Disc Three

Disc three is much the same as disc two in the ways that there are more side quests, more abilities, and more plot twists! Yay! Plus, you get to go to Esthar, and obtain the spaceship Ragnarok!

O-O~::~~::Edea's House [ff8/III17]

"War tears up civilisation by the roots and leaves only wounded in its wake, regressing civilisation more than it progressed."

- 1. Go to the bridge.
2. Visit Edea at her house.
3. Check on Rinoa, who's in the infirmary of the Garden.

Get a Weapons Monthly July (s)

There's a Weapons Mon Jul in the Training Centre for you to bag. It's hard to see. Go in the left entrance it it will be lying on the ground in front of a boulder.

Get your Pet Nametag! (s)

You know the aspiring journalist in Timber ? If you encouraged him to become a journalist is discs 1 and 2 he will now give you a Pet Nametag.

Goodies at Edea's House (s)

Grab the Timber Maniacs and take advantage of the Curaga draw point while you're there.

Sidequest Reminders (s)

Table with 3 columns: Item Name, ID, and Description. Includes items like 'The Magical Lamp', 'Dollet Revisited', 'Tomb of t.Unknown King', etc.

0-O=~~~~~0-O

| | White SeeD Ship [ff8/III19] | |

0-O=~~~~~0-O

Cid: "Squall, I understand how you feel. But you are in a position of leadership. The other students at Garden have a right to know about the outcome of the battle and what's to come. Take whatever information you can get here, back to Garden. Remember, it wasn't just Rinoa. Everyone fought."

.-----.

| 1. Visit Edea. |

| 2. Board the White SeeD Ship. |

| 3. Talk with the captain of the White SeeD Ship. |

'-----'

Location of the White SeeD Ship

It's somewhere in the shallow waters of centra hidden in a small harbour. Go north of Edea's house and you will find a region full of hidden inlets. The White SeeD ship is in one of these inlets.

Other things to do on the ship (s)

Before leaving the ship talk to Zone in the upstairs compartment of the ship three times. If you have The Girl Next Door (got from Timber Maniacs HQ in Timber), he will give you a Rename Card and Shiva's card IF you give Girl Next Door to him for FREE. Take the opportunity to win the Angelo card from Watts if you didn't do it in disc 1. There's also a Timber Maniacs magazine close to where Watts is standing. On the stern of the ship you'll be able to hear about Sorceress Hyne, and there's a kid you can talk with to get off the ship without talking to the captain (in case you need to grab Girl Next Door). Take note that if you leave after talking to the captain you will go back to the same inlet the ship was in before to discover it's not there anymore.

Garden Festival Committee

If you have got all the Timber Maniacs up until now you have all the Timber Maniacs, so view them on Squall's study panel in the second floor of the Garden (or at least, Selphie's comments on them...).

Preparations for getting Doomtrain

- Take Cerberus to Kashkabald Desert. Have him learn ST Def-J x2.
- Also have Alexander learn 'Med LV Up'.
- Get 100 Bios for all your characters with ST Def. To do this, you can refine Wizard Stones or Antidotes with ST Mag-RF.
- Get 100 Confuses for all your characters by refining Betrayal Blades (got from Forbiddens, who can be found on the upper levels of Centra Ruins).
- Get 6 Steel Pipes from defeating/mugging a Wendigo or refining an Elastoid card.
- Get 6 Malboro Tentacles by refining Malboro cards or defeating Malboros. At this point Malboros can only be occassionally

Phoenix Pinions with Tool-RF or Med LV Up. You can also refine 20 Phoenix Pinions into a Phoenix Spirit, which teaches a guardian force Recover. You can also get Mega Phoenixs by using Med LV Up on Phoenix Downs.

Getting Megalixirs Easily

You'll need 500 000 g for this; buy 10 Elixirs and convert them to 10 Megalixers. They'll become very helpful in the battle against Omega Weapon.

Tricks for Angelo to Learn

You can buy a Pet Pals Vol 5 there which teaches Angelo the very useful 'Angelo Search'. You can get many rare items using it, such as Hungry Cookpot (which you can use to teach Devour to a guardian force), Hero, Aegis Amulet (which, as you know teaches a guardian force Eva-J! With this item you can make sure every character has a high evade rate putting you at a major advantage to your foes) etc. Refer to the hints section of this guide for how to increase the chance of random events. However, you'll have to wait until Angelo and Rinoa reunite after getting the Ragnarok. Pet Pals Vol 6 teaches Wishing Star. Angelo's most powerful offensive ability.

GF Doomtrain

Doomtrain will join your party when you use an item called Solomon's Ring (you can see what it looks like in one of the Occult Fans). This ring is found at Tears' Point. It's the gold object near the statues toe. Before you can successfully get Doomtrain you will have to have certain items in your inventory. They are:

- 6 Steel Pipes. Refine Elastoid cards. If you can't do this and don't have enough Steel Pipes, you will have to wait until you get the Ragnarok.
- 6 Malboro Tentacles. Malboros can be occasionally found in the Esthar area. See L4F01 for a strategy.
- 6 Remedies+. You need Alexander for this. With his Med LV Up you can refine 10 Remedies into 1 Remedy+. I bought my Remedies using Call Shop. If you don't/can't have that ability, however, you will have to go into the city again.

Combat King 004

When you first enter Esthar as Squall, talk to the Esthar Soldier, marked by the "GI" on the map. He's the guy who says "Oh, that's right." When you're Zell, talk to the man again, and he'll give you a Combat King 004!!

Meeting up with the Lunatic Pandora

Dr. Odine gives you mission, and that is to get onto the Lunatic Pandora, which is making its way through the heart of the city. You can get onto it by going to specific meeting points at

- | be finished. |
 - | 14. Talk to Piet in the Control Room. |
 - | 15. Talk to Ellone. |
 - | 16. Go to the escape pod, which is to the right. |
 - | 17. Talk to Ellone again after going down on the elevator. |
 - | 18. Enter your own escape pod. |
 - | 19. Talk to Ellone again when you can. |
 - | 20. Save Rinoa! |
- '-----'

Rare Cards: Alexander and Laguna

Ellone has Laguna's card and Piet has Alexander's card. Lunar Base can be a hard place to obtain rare cards due to the fact that the region has every rule you could possibly have in a card game. Yet I have managed to abolish rules without even being able to go anywhere else, as although you can get Alexander's card later on, the same cannot be done with Laguna's card. You will have to wait until disc four for that, and even then you're not likely to get it. I have managed to abolish rules without even needing to leave the Lunar Base. Here's how:

- 1) Challenge Piet or Ellone to card battle.
- 2) Quit instead of Playing. You'll need a lot of patience, but after doing this A LOT of times a random rule will be abolished. For a novice player I would recommend getting rid of Plus and Random, as they seem to be the rules that cause the most trouble. However, for a more advanced player the Plus / Same / Same Wall combination serves as a nice challenge. In any case, getting rid of Random might well be at the top of your priority list.

The Laguna card is possibly the hardest card to get in the game, but the frustrating reality is it was first ever rare card I won in a card game. If you give up, don't worry, you can get the Laguna card from the CC Group's Diamond Duo in disc four.

If you're really desperate, want to get Laguna's card from Ellone can't get rid of the random rule you could get rid of all your cards except the valuable ones, then only your good cards will be chosen. But I did it in my game and have regretted it ever since.

Glitch: The Transparent Side of Rinoa

You know when Rinoa is staggering along and there are about three transparent versions of her walking along? You can stop any one of these "versions" just by standing in front of it. It will just stay there while the other Rinoas continue walking!

Saving the Princess...in Space!

The only way you can rescue Rinoa is keeping her in the middle of the screen so she doesn't "get lost forever". You can't move more quickly by using the fuel but it will help you turn. Be careful as it runs out quickly.

If you fail, you can always try again. It doesn't effect anything to my knowledge. Tip: The first time you try this mini-game

- b. Go to the room with the green Propagator mentioned in step six. The next yellow Propagator is in the room to the left.
- 8) Go to the place where you fought your first Propagator. Enter the small door on the right side under the stairs. A green Propagator will be there for you to fight.
- 9) The final Propagator guards the elevator that goes to the cockpit.

Cactuar Island

Fly the Ragnarok to a near-by island. This is Cactuar Island, and it has a huge cactuar on it! Try to avoid it for now, as it is a GF. Instead, take advantage of the great AP and learn a few abilities. If you want, you can learn Doomtrain's Forbid Med-RF and refine X-Potions got from Raijin, Fujin cards into Elixirs.

Rescuing Rinoa Again...

Using the Ragnarok's auto-pilot feature (Access the large world map, then select your destination) go to the Esthar Sorceress Memorial. Get in there to take her out! Take the Ragnarok to Edea's house. Just off to the first right there is a flower field. The dialogue will no doubt resolve your burning questions of what the hell was happening in the beginning movie.

Angelo Search

I've heard you can get some great items with Angelo Search! Although it's never worked out for me, YOU might as well check out the Angelo Search Limit Break FAQ at GameFAQs.

Card Queen Quest Segment

If you've been following this guide the next card to give to the Card Queen is Alexander. If you didn't get it while in the Lunar Base, do not worry, as you can challenge Piet for it again at the escape pod crash site. Go past Tears' Point. It is somewhere on the peninsular. Go to Dollet and give the Card Queen her desired card (Alexander). See where she's going and get Alexander back from her son. Now you can win Doomtrain's Card from the pub owner in Timber. Now give the Doomtrain card to the Card Queen and make sure she's going to Dollet. Get it back from her son. You can now get the last card in the Card Queen Quest; Phoenix, which is one from one of the guards in the Presidential Residence. While you're at it, see the paragraph below entitled "Elnoyle Heaven".

Elnoyle Heaven

Elnoyles are relatives of Elvoret. They are harder, but give much better items. Esthar city now has tough enemies like Elnoyles and Behemoths, but they are occasionally found. However, by talking to an Esthar Soldier (the vicinity is marked "GI" on my map of the city for General Insanity :) you get to fight an Elnoyle. You can do this as many times as you like, just exit the screen and re-enter. The man will be back where he was.

Elnoyles have many useful and rare items such as Moon Stones and Energy Crystals which will help you get all the ultimate weapons for your characters as well as powerful magic and items.

Best Weapons

Note: Bahamut's Junk Shop ability is very useful.

- 1: Fight Adamantoise on the beaches of Dollet (islands off the coast of Long Horn Island are a good bet). Fight them until you get 3+ Adamantines. They teach your GFs Vit+60%!
- 2: Fight high level Thrustaevis until you get 2 Windmills.
- 3: Fight Anacondaurs until you find 4 Dragon Skins.
- 4: Fight Grendels on Island Closest to Hell until you get a few Fury Fragments (you only need one for Zell's best weapon but it is good for refining into Aura).
- 5: Fight Malboros on Island Closest to Heaven (sometimes Hell) until you get 2 Malboro Tentacles.
- 6: You need 4 Sharp Spikes. They can be won from Death Grand Mantis'.
- 7: You can get Regen Rings from Toramas, Chimeras and Mesmerizes. Get 2.
- 8: Go to the Training Centre in Balamb or the Island Closest to Hell and fight mid level T-Rexaurs until you get 4 Dragon Fangs. Other enemies on Island Closest to Hell give you them too. While you're at it get 2 Dino Bones for Irvine's Exeter.
- 9: Make sure you have 18 Screws. If you don't have any win them from Geezards, who chiefly live on the plains of Dollet.
- 10: Get 2 Curse Spikes from a Creeps, Forbidden or Malboro.
- 11: Get 8 Energy Crystals from Elnoyles and refine 2 of them into 20x Pulse Ammo. While you're at mug a Moon Stone from them as well.
- 12: Iron Giants can be fount at Tears' Point. Get 5 Star Fragments from them.
- 13: Buy a Force Armlet from Esthar Pet Shop.

Dragon Fangs can be got from T-Rexaurs levels 20 to 29. Don't mug them. Acquire at least 4 of them. Use LV Down/Up for easier results.

If you're good at playing cards quite a few ingredients can be got from refining them. For instance:

Item	AN*	Cards Needed
Adamantine	3	1 Minotaur
Windmill	2	2 Abyss Worm
Regen Ring	2	20 Chimeras
Energy Crystal	8	80 Elnoyles
Malboro Tentacle	2	8 Malboros
Sharp Spike	4	4 Death Claw / Grand Mantis
Fury Fragment	1	4 Blue Dragons
Star Fragment	5	15 Iron Giants
Curse Spike	2	2 Tri-Faces
Dino Bone	2	4 T-Rexaurs
Screw	18	4 Geezards

* Amount Needed

Meeting Laguna

Take the Ragnarok to the Esthar Airstation and go to the Presidential Palace. Ask Laguna what he's doing here, first to find out what he's been doing the past few years. You can also challenge Laguna for Squall's card. I personally think he's giving the card to you.

Getting Edea's Card

In disc three you can win Edea's card from Edea herself, but seeing as Centra rules are difficult, you might want to do a bit of rule manipulation first. Edea will only mix with rules she knows. i.e, Esthar rules. So, in a nutshell:

- i. Play cards in Esthar. Do not mix rules. Save the game.
- ii. Challenge Edea. Say "Yes" to mixing with Esthar's rules.
- iii. Quit from the game instead of playing. Hopefully Random or Same or Plus will be abolished.
- iv. If nothing happened challenge her again. Sometimes this happens and the card player doesn't suggest to mix rules anymore you can go back to step ii and try again.
- v. If a rule was a abolished or spread that you'd rather not you will have to go back to step ii and try again.

Pointing the Bone Sidequest

While you're in Dollet keep on talking to the dog outside the artist's house, then going back in to receive some items. Can be done in the earlier discs for not as good profit.

Shumi Tribe Sidequest Pt II

Laguna's statue should be complete by now. On the way in, get the Ultima draw point, then visit the workshop, followed by the Elder. You'll notice they're playing the music Selphie, and the others wrote...For if you didn't hear the Folk Music at the concert earlier on. For such a retiring community these Shumis sure travel!

EXP by the Bucketful!

The Island Closest to Heaven and the Island Closest to Hell are EXP havens, they can only be accessed with the Ragnarok. First, go to the Island Closest to Hell. See the pointy looking island right on the Southwest edge of Galbadia? It's there.

You should save after each ?ght and be immune to Berserk, Confuse and Petrify. Limit breaks such as Renzokuken, Degenorator (Blue Magic), and Rapture work well here. You could also junction 100 Deaths or Zombies to elemental attack!

The Island Closest to Heaven is one of the islands close to

battles, and LV Up / Down make it easier to get certain items needed for upgrading weapons. Another excellent tip to try is: you'll fight many Mesmerizes in Trabia and Esthar. So many you'll keep discarding Mesmerize Blades! Using Carbuncle's Recov Med-RF you can refine those Mesmerize Blades into Mega-Potions, which heals 2000 HP to all party members!

BOSS: Raijin and Fujin

- As with last time, stay away from anything thunder or wind elemental because Raijin and Fujin can absorb them respectively.
- Mug a Str Up from Raijin and a Megalixir from Fujin.
- Raijin knows magic now, and he'll use it too.
- Summon Cerberus and Doomtrain. Cast Double and Triple on your party imbue them with Haste, Protect and Shell.
- If you cast Reflect on both Raijin and Fujin, when they try to heal themselves with magic it'll bounce onto you.

BOSS: Mobile Type 8

- Before the battle junction Thundaga to elemental attack.
- The Mobile Type 8 has two different modes: Mobile Weaponry Attack mode and Support Weaponry Attack mode. Basically when it is in Mobile Mode it is weak to magic, so summon Cerberus, then cast Haste and Protect on your party. Summon Eden and Quezacotl, then cast Thundaga a few times. When it switches to Support Mode it will be weak to physical attacks, so cast Meltdown and/or summon Doomtrain, then cast Aura on your party.
- If Corona is used against you (reduces party's HP to 1), you can use Quistis' White Wind, Selphie's Full-Cure (perhaps a little risky...), cast Curaga on the party, or use a Mega-Potion. It should be easily defeated with Renzokuken, Shot, Duel, Blue Magic, Combine, or Angel Wing. You could even do Selphie's Slot trick and get The End. It's all up to you.

BOSS: Seifer

- If Odin has joined you he will enter the battle and get a taste of his own medicine from Seifer. Awww.....
- Don't let that put you off though, as after an interval of time Odin's brother Gilgamesh will avenge his death. During that interval you will need to keep alive though! Mug an invincibility item from Seifer and draw some Aura magic.
- For those without Odin I highly suggest you get him now, as this will be your only chance to get Gilgamesh (unless, of course, you intentionally don't want to have Gilgamesh).
- Anyway, watch out for Seifer's Bloodfest attack! It's nasty!

| <!-- TIP | _____

|-----|
| - After the fight with Seifer disc 3, keep in mind that this |
| is a point of no return -- you will never be able to |
| return to any town again, so do all side quests involving |
| towns while you can! It's also a good idea to have another |
| save game kept before defeating Seifer in disc 3. Don't |
| say I didn't warn you! |

Introduction to Disc Four

Phew! Three fourths of the game are already over. Congratulations on defeating the fearsome Adel! In disc four, towns and cities cannot be accessed. The places you can go to in disc four are the fire cavern, tomb of the unknown king, chocobo forests, the Ragnarok, Centra ruins, deep sea research centre and other places like that. Just not towns or cities! Instead, you can explore the feature exclusive to disc four -- Ultimecia castle!

BOSS: Adel (hard)

Adel's HP	Rinoa's HP	Recommended Parties
-----	-----	-----
Lv. 1: 6 000	Lv. 1: 6 021	Squall, Selphie, Quistis
10: 15 000	10: 6 300	Squall, Selphie, Irvine
20: 25 000	20: 6 800	Squall, Selphie, Zell
30: 35 000	30: 7 500	
40: 45 000	40: 8 400	
46: 51 000	46: 9 036	

Shivers rush down spine uh, again, it all depends on your style of playing Final Fantasy VIII. I used to find Adel tough before I started drawing magic and junctioning it all the time, so I got Selphie to cast The End. Maybe it'll work for you, too. Otherwise I suggest taking the following steps: -

- 1) Get out of Lunatic Pandora. If you haven't got a spare save game outside that place I guess you'll have to start the game again.
- 2) Go around drawing the best magic. Ultima, Meteor, Full-Life, Triple, Meltdown, Reflect, Haste, Tornado, Aura, and Pain.
- 3) Learn all junction abilities and distribute your GFs evenly.
- 4) Develop some real strategies for the actual battle. You're ready to go!

Strategy:

- Before battle junction your best magic to Attack (preferably Ultima, if you don't have enough to give to all your party members give it to those with already powerful attacks).
- This battle is quite difficult because if Rinoa dies it's over, so you can't use attacks that damage all "enemies". Though, if you do an attack that will kill all enemies at once such as The End or possibly Renzokuken.
- Draw Regen from Rinoa and cast it back onto her. Cast Curaga or use Recover on her occasionally to keep her health up.
- Also, before destroying Adel make sure you mug both her and Rinoa (cure Rinoa afterwards).
- You can defeat Adel most easily using the Vit 0/limit break combo.

Andrew Noteling's tactics:

- Need Quistis in party.
- Junction best magic to HP.
- Junction best magic to Attack.


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() : Switch Points.

TD: Trapdoor. It leads to Tri-Point and a draw point. You can only in it by walking on the chandelier with the lever left not depressed.

OW: This is where you meet Omega Weapon. But you need to pull the rope in the gallery first and there's a time limit to get there.

Key: *Walk* up to the key (using Triangle) and pick it up, other wise you'll have to climb down a ladder on the other side of the bridge to pick it up.

P: The prison has a cell, armoury and water gate that each require a key... If you get the watergate key you can almost reach this place via the emptied canal...

S: This corridor leads from the stairs in the foyer.

Ti: When you reach the swinging bell near the top of the tower jump across it to reach a platform that'll take you to Tiamat's room!

Ulti: Climb down the clock-face and eventually you'll come to Ultimecia's lair and the final battle.

-----[NOTE]

Special Facilities in Ultimecia Castle...

Switch Points - Green circles on the ground where you can switch a different party. If both parties are on the same Switch Point you can change the party members.

Levers/Locks - Some places in Ultimecia Castle can only be accessed using a lever or key.

[NOTE]-----

Area Data (A~I)

A- Main Hall (when you first enter): There's a Switch Point, door, and stairs leading up. The door leads to the Dining Room, and the stairs lead to Sphinxaur.

B- Main Hall (stairs): Sphinxaur is blocking the passage. You will have to defeat him if you want to continue along that passage.

The passages to the left and right join up to each other; on the left you will find the Treasure Room (if you have the right key), while on the right you will find the art gallery, dungeon, and a Save Point.

Just ahead of Sphinxaur you can cross the Dining Room chandelier to get to Krysta (see section on Krysta if you want

to see how to get there).

C- Treasure Room (left passage of Main Hall stairs): See section on Catoblepas to find how to get here.

D- Storage Room (elevator): See section entitled "Getting a Rosetta Stone".

E- Art Gallery (right passage of Main Hall stairs): See section on Trauma.

F- Dungeon: See sections entitled "Boss: Red Giant" and "Get a Rosetta Stone".

G- Dining Room: There is a Switch Point, trapdoor, and main door here. See section on Tri-Point to find out how to open the trap door. The main door opens out to the Courtyard.

H- Courtyard:

Fountain - There's a key to be found next to the fountain.

Draw Point - If you have Draw unsealed.

Passage leading right - See section entitled "Getting a Rosetta Stone" to find out about how to get into the hidden passage.

Chapel - Fight Omega Weapon and play the organ here. See section on Gargantua.

Bridge - The key'll fall off if you run and end up in the gutter or the dungeon where you'll have to retrieve it - you won't be going out of your way if you know what you're doing to don't worry. There's a ladder which leads down on the other side, as well as the clock tower.

I- Clock Tower: See Section on Tiamat if you want to fight him. Once you get to the top of the tower, you can go through the engine room and down the clock face. This path leads to Ultimecia's personal chambers where the final battle will take place. Don't worry if you stumble into her chambers accidentally because Squall will give you an option not to go in. There's a Save Point just outside her personal chambers. Plus, monsters that were once bosses can be encountered in the area near her chamber... (Oilboyles and Granaldos).

Steps (1~28)

1. Make sure you have Meltdown, Ultima, Meteor, Aura and Drain magic, as well as all of the rare items. See appendices for more info.
2. I suggest you make your first party Squall, Rinoa and Selphie/Irvine with your second one as Quistis, Zell and Irvine/Selphie -- that way you won't always be changing the parties to accommodate the castle, but there is enough flexibility to choose which one will be the light/heavy party or whether you prefer Irvine (ammo) or Selphie (luck), as they are the only characters who don't anyone else as much. Squall and Rinoa are the

ultimate defensive/offensive mix, so Selphie will provide the healer they need and Irvine is offensive overkill in that party. Quistis and Zell back each other well in normal enemy fights and Irvine gives them just the oomph they need to scrape past tough bosses.

3. Enter the castle and go up the stairs to defeat Sphinxaur. Unlock Command abilities so you can use Mug (or Draw there's a GF you need to get from the other bosses in the castle).
4. Walk strait ahead and onto the chandelier.
5. Enter the trapdoor and face Tri-Point if you wish. In non-JP versions of FF8 he has Siren to draw. If you get him now unlock Limit Breaks so you can use Angelo Search and others.
6. Depress the lever in the main hall.
7. Enter the courtyard north of the main hall and pick up the Treasure Key that lies near the fountain.
8. Backtrack to the chandelier on the second floor and face Krysta if you wish. He has Carbuncle btw. Unlock GF or Draw.
9. Take the western wing of the castle using your secondary party. Make them a light party with at least two female characters in it.
10. On the way through the corridor defeat Catoblepas if you're game. His GF is Alexander.
11. Leave that party one the left side of the scales and switch back to the first party (heavy party).
12. Take your heavy party to the eastern wing of the castle.
13. Solve the gallery puzzle and defeat Trauma if you wish.
14. Take a left at the stairs to the prison and switch to the other party when you've got the the switch point.
15. Take the Waterway key from the storage room.
16. Face Catoblepas now if you didn't before.
17. Put the light party on the right side of the scales and the heavy party on the left so you can go back to the gallery to fight Trauma if you didn't before.
18. Enter the prison to fight the Red Giant if you wish, whose GF is Pandemona. Unlock Magic if you don't need anything else.
19. Pull the lever in the dungeon area to close the watergate.
20. Backtrack to the main hall (save on the way back) and enter the chapel just across the courtyard.
21. Climb up the stairs in the chapel and walk to the key to pick it up. It doesn't matter if you run and the Armoury Key falls down, you'll just get it later on in the canal somewhere.
22. Play the organ in the church; press every button on the controller except Start and Select (which will reset the game).
23. Walk down the path the right of the courtyard where the pipes are; if you did the organ correctly you'll be able to walk through. You'll find the Rosetta Stone lying around.
24. Continue to the dungeon via the empty canal and open the Armoury with the key you found on the way.
25. Fight Gargantua (after the Vysage, Lefty and Righty). His GF is Cerberus.
26. Take the canal route back to the chapel and up to the tower.
27. Climb to the top of the tower and defeat Tiamat, whose GF is Eden.
28. Climb down the clock face and meet Ultimecia...

Getting a Rosetta Stone

You know the door in the prison that can only be open from the

other side? I will tell you how to get on the other side, where a Rosetta Stone lies!

- 1) At the moment there will be water on the other side of the door... So... you need to get rid of the water. To do this, you'll need to push a lever in the dungeon, which has to be unlocked by the Watergate Key.
- 2) To get the Watergate Key, you need to get to the Storage Room, which is located down the hall from the Treasure Vault, but you can only get up there by using the giant scales. Arrange your parties so that one is heavy and one is light. These following combinations of parties will work:-

Light Party | Heavy Party

Quistis, Selphie, Irvine | Squall, Rinoa, Zell
Quistis, Selphie, Rinoa | Squall, Irvine, Zell
Squall, Rinoa, Quistis | Selphie, Irvine, Zell
Squall, Rinoa, Selphie | Quistis, Irvine, Zell
Quistis, Selphie, Zell | Squall, Irvine, Rinoa
* Squall, Quistis, Selphie | Rinoa, Irvine, Zell
Irvine, Selphie, Rinoa | Squall, Quistis, Zell *
Zell, Selphie, Rinoa | Squall, Quistis, Irvine *
Irvine, Quistis, Rinoa | Squall, Selphie, Zell *
Zell, Quistis, Rinoa | Squall, Selphie, Irvine *

* Denotes a commonly chosen party.

From the main hall, take the light party up the stairs and turn at the first left. Switch to the heavy party on the left side of the scales. Take the heavy party up the stairs of the main hall, this time going to the right and standing on the right side of the scales, lifting the light party up. Examine the shiny object to receive a Watergate Key.

- 3) Now you have the Watergate key you can use it to unlock the lever in the dungeon. Use the lever to stop water flow.
- 4) Now the water is cleared you can take the path leading to the right in the courtyard to get to the Rosetta Stone. The only thing stopping you, however, are bars in the middle of the the passageway. To get rid of these you need examine the organ in the chapel and press every button except Select and Start (yes, I did all the buttons at once, it reset my game...). NOW press Start. If there are still a few bars left in the passage try again.

What to Unseal and When

This is assuming you don't need to draw the GFs:

1. Defeat Gargantua. Unseal Command Abilities.
2. Defeat Trauma or Sphinxaur. You could unseal Limit Break, Draw or GF.
3. Defeat Red Giant. Unseal Limit Break, Draw or GF.
4. Defeat Tiamat or Catoblepas. Unseal Limit Break, Draw or GF.
5. Defeat Krysta once you have Draw and GF.
6. Defeat Tri-Point.
7. Defeat whoever.

This is assuming you do need to draw GFs:

1. Defeat Sphinxaur. Unseal Draw immediately.
2. Defeat Trauma or Sphinxaur. You could unseal Limit Break, GF, or Command Abilities.
3. Defeat Red Giant. Unseal Limit Break, GF, or Command Abilities.
4. Defeat Tiamat or Catoblepas. Unseal Limit Break, GF, or Command Abilities.
5. Defeat Krysta once you have GF.
6. Defeat Tri-Point.
7. Defeat whoever.

Tips

-
- If you junction 100 Drains to status attack, you can cure yourself by attacking the enemy, even if nothing has been unsealed.
 - Every time you change your party, do Junction Exchange between the party members.
 - Some of the bosses in Ultimecia Castle have assistants that they call along. Mostly, it's best that you just leave them alone and focus on the main foe.
 - Another point I want to make clear is that using the switch points (flashing green circles) located throughout the castle you can change set up your parties and even switch to your sub-party. You can only change the party set ups while both are on the same switch point.

Boss: Sphinxaur

-
- Most people tend to go for this guy first. Although it may seem daunting to fight a boss battle with only the Attack command, but remember, you can still junction magic!
 - Mug an Elixir from Sphinxaur if you can.
 - When Sphinxaur is defeated it'll morph into Sphinxara, which will summon Jelleye. If you kill the Jelleye off it'll summon a Forbiddens, then Tri-Faces.
 - You don't need to kill the monsters summoned by Sphinxara.
 - If you fight another servant and unlock the Command Ability seal and equip Mug. You can mug Curse Spikes from the Tri-Points if you defeated Ultima Weapon before without making use of the Tri-Points in the Deep Sea Research Centre. You'll also get more AP.
 - Sphinxara also casts Doom and level 3 elemental magic. You can avoid Doom by putting Zombie on your party members. Reflect the magic onto it with Auto-Reflect.
 - Physical attacks are enough. If you focus on attacking Sphinxaur/Sphinxara, you will win eventually.
 - You could junction Drain to status attack so that when you hit the enemy the character absorbs some of their HPs.

Boss: Tri-Point <GF Alert!>

In the dining hall there is a trapdoor which has become rusted, therefore the only way you can open it is by breaking through the rust. Do this by walking on the chandelier on the second level

(lever cannot be depressed!).

Strategies:

- You can draw Siren <GF!> if you haven't got her already.
- Tri-Point's main attack is Mega Spark, which is thunder elemental. You can absorb it by junctioning 100 Thundagas to your elemental defence.
- Summon Ifrit, Shiva, Leviathan, Pandemona, Alexander, Diablos, Cactuar and Doomtrain.
- Tri-Point says: "WHATEVER I DON'T USE I DON'T LIKE".
- Stay away from thunder or earth attacks.
- Apparently this is the best boss to use Angelo Search with.

Boss: Krysta <GF Alert!>

Location: Ultimecia Castle- Balcony. You can only get here by walking over the chandelier, but if you try doing it your party will simply fall to the next floor, so have your sub-party stand on the switch point there to depress the lever and you can get Across!

Strategies:

- Krysta is fairly easy. Stay away from ice attacks and beware of Ultima.
- Junction heavily on Spirit to reduce the impact of Ultima.
- Draw some Holy magic.
- Draw Carbuncle <GF!> if you haven't already.
- Summon Eden, Cactuar, Cerberus and Diablos.
- Keep away from ice or earth elemental attacks.

The Gallery Puzzle

All the paintings in the gallery are:

- IGNUS (Fire) - On the north-western corner of the room.
- INANDANTIA (Flood) - On the other side of INANDANTIA.
- JUDICIUM (Judgement) - Next painting to the right.
- INTERVIGILIUM (Sleep) - On the other side of the room.
- VIVIDARIUM (Garden) - Top of the stairs on far left.
- VIGIL (Watchman) - Next to the right from VIVIDARIUM.
- VIATOR (Messenger) - Next to the right from VIGIL.
- XIPHIAS (Swordfish) - Next to the right from VIATOR.
- XERAMPELINAE (Red Clothes) - Next to the right.
- VENUS (Love) - Next to the right from XERAMPELINAE.
- XYSTUS (Tree-Lined Road) - At the top of the stairs.
- INAUDUX (Cowardice) - Top of the stairs to the right.

At the top of the stairs, to the far right you will see a giant picture of a clock face on the below floor. The hands are pointing to VIII, IIII and VI. This makes sense, because each "Roman numeral" indicates that you should choose, in order, names that have the same letters. If the code has a letter at the beginning of it, you should use the same letter in your answer. I'll give you an example: -

VIII: Choose a word that starts with "V" and has three "I"s in it. Get it now?

Meteor

Location: Ultimecia Castle- Treasure Room. You need the Treasure Room key is located near the fountain in the courtyard. Use it on the passageway on the way to the Storage Room. There are four boxes which you will need to open all at once. Examine the 1st to the left, the 4th, 2nd, then 3rd.

Strategies:

Like, Tri-Point, Catoblepas is thunder based. Junction Earth or Water to Attack and Thundaga to Defence and cast Shell on your party as soon as the battle begins. This battle should be no trouble if you have your characters set up well. When Catoblepas casts Meteor it's a sign that he's broken.

Boss: Tiamat <GF Alert!> What is this, a lesson in spelling!?

I've had the pleasure of knowing Tiamat in Final Fantasies I and II...now he's harder...

Location: Ultimecia Castle- Clocktower. See the large bell? Climb on it to get to a hidden chamber (which has been mostly destroyed.)

Strategies:

- To decrease the damage caused by Dark Flare (a stronger version of Mega Flare which is counted down by Tiamat spelling it out like this: D - A - R - K - F - L - A - R - E) junction fire to elemental defence. Not so hard now, is he?

Boss: Omega Weapon

The most powerful monster in the game. See how to find and defeat it/him in S3F18. But before you do, keep in mind you'll have to have nearly maxed out stats unless you want to be blown away by Omega's shear power...

Wanna start a new game?

If you want to begin a new game and have a Game Shark, why not do New Game+? Here are the steps...

- 1) You must have a Game Shark.
- 2) Enter the debug codes:

(US)	(Japanese)
D00705E8 010F	D006F308 000F
800704A8 0001	8006F1C8 0001
D00705E8 010F	D006F308 000F
800704AA 0049	8006F1CA 0049

- 3) Boot the game up and enter your save game. Press Select + L1 + L2 + R1 + R2 at the same time. Don't include Select if it is the Japanese version.
- 4) If all went well you should be in debug mode now. Talk to the man who is not standing on a tile with Japanese writing.
- 5) Choose "Save Menu", then "Disc 1". Save your game.

6) Reload the disc one file and talk to the same guy again. Choose "To main", then "From the beginning". You will start a new game, only now you'll have everything you had in your previous game!

Preparation for the Final Bosses

In this fight three party members are chosen randomly out of all your characters, and not long after they are KO'd Ultimecia uses her Angel spell to absorb them into time. Another random character will then show up.

There are 3 ways to deal with this problem: (1) kill off three characters you aren't planning to use, (2) reset until Ultimecia has chose your preferred party, (3) disperse all the GFs amongst every character and have them all your party members participate.

Party Set-Up

Instead of giving you party recommendations I will give you a list of all the GFs and the abilities from them that will be useful. If you have to learn an ability from an item, refer to the items list for help. Suggestions for party set-ups can be found in the sub-section below.

Quezacotl: HP-J, Vit-J, Mag-J, Elem Atk-J, Elem Def-J x2, Mag+40%
Shiva : Str-J, Vit-J, Spr-J, Elem Atk-J, Elem Def-J x2, Vit+40%, Spr+40%
Ifrit : HP-J, Str-J, Elem Atk-J, Elem Def-J x2, Str+40%
Siren : Treatment, Mag-J, Mag+40%, ST Def-J x2
Brothers : HP-J, Str-J, Spr-J, Elem Atk-J, Elem Def-J, HP+80%
Diablos : Darkside, HP-J, HP+80%, Mag-J, Mag+40%, Hit-J, Ability x3
Carbuncle: HP-J, HP+80%, Vit-J, Vit+40%, Mag-J, ST Def-J x2, Auto Reflect
Leviathan: Recover, Mag-J, Spr-J, Spr+40%, Auto-Potion, Elem Atk-J, Elem Def-Jx2
Pandemona: Str-J, Spd-J, Spd+40%, Elem Atk-J, Elem Def-J x2
Cerberus : Str-J, Mag-J, Spr-J, Spd-J, Spd+40%, Hit-J, Ability x3, ST Def-J x4, Auto-Haste
Alexander: Revive, Spr-J, Ability x3, Elem Def-J x4, Med Data.
Doomtrain: Darkside, Elem Def-J x4, ST Def-J x4, Auto Shell.
Bahamut : Ability x4, Str+60%, Mag+60%, Auto-Protect.
Cactuar : Kamiaze, Eva-J, Luck-J, Auto Potion, Expend x2-1, Eva+30%, Luck+50%.
Tonberry : Auto Potion, Luck+50%, Eva+30%.
Eden : Darkside, Spd-J, Eva-J, Hit-J, Luck+50%.

All Party Set-Up (by Zenalasca)

Squall	Ifrit	Magic	ST Def-J x4 *
	Pandemona	Item	Elem Def-J x2
	Diablos	Darkside	HP+80%
			Str+40% / Str+60% *
			Spr+60% *

Have Squall use Darkside until his HPs get low, then use his limit break until you need to cure him again, then start the

process over. I find it preferable to have him during the final stages of the battle.

Rinoa	Brothers	GF	Ability x3
	Eden	Darkside	Elem Def-J x4
	Siren	Defend	ST Def-J x2
			Auto-Shell
			HP+80% / Luck+50%
			Mag+xx / Str+xx

Get her to use Darkside until her HPs are at critical so you can use her limit breaks. If you'll be using Combine, I suggest junctioning Str+40/60*% and Luck+50%. If you want to use Angel Wing instead, junction Mag+40/60*% and HP+80%, and remove all magic that can be used against the enemy except Meteor.

Zell	Shiva	Magic	Elem Def-J x2
	Bahamut	Item	ST Def-J x4 *
		Kamikaze / Draw	Ability x4
			Expend x2-1
			Str+60% / HP+80% *
			Mag+60% / Str+40% *
			Auto-Protect

Zell as he is set-up here is a very flexible character. If you want him to use Kamikaze, you will have to focus more on the HP stat though. If he's got a high enough basic Str stat he won't even need Str+40%, so you can give more to his Mag stat.

Quistis	Doomtrain	GF	ST Def-J x4
	Leviathan	Recover	Elem Def-J x2
	Tonberry	Magic	Eva+30%
			Luck+50%
			Ability x3
			HP+80% *

Quistis can summon Doomtrain and use her Blue Magic. She will be a good healer as well. Make sure she knows Mighty Guard, White Wind, Ray Bomb, and Shockwave Pulsar (optional).

Irvine	Quezacotl	Magic	ST Def-J x4
	Cerberus	GF	Elem Def-J x2
	Cactuar	Item	Ability x3
			Expend x2-1
			Spd+40%
			Auto Haste

Irvine will have plenty of time to pick the Shots and summon Cerberus with this set-up.

Selphie	Alexander	Item	Elem Def-J x4
	Carbuncle	Revive	ST Def-J x2
		Draw	Ability x3
			Expend x3-1 *
			Med Data
			HP+80% *
			Counter
			Vit+40% / Spr+60% *

Selphie's The End attack may or may not work, but she'll be a

great healer anyway. Have her Draw/Cast Apocalypse magic and Full-Cure in the final round.

* The GFs the character has do not know this ability initially. You will have to get rid of a useless ability and use an item to teach them the ability you want. If a character does not have an essential ability such as Mag-J or Vit-J teach it to their GFs with ability Scrolls bought from pet shops (Tonberry's Familiar and Call Shop are helpful).

Limited Party Set-Up (by Split Infinity)

Character: Squall.
GFs: Quezacotl, Siren, and any other GF you want.
Junction Abilities: HP-J, Str-J, Vit-J, Mag-J, Spr-J, Spd-J, Eva-J, Luck-J, Elem Atk-J, Elem Atk-J x2, Elem Atk-J x4, ST Atk-J, ST Def-J, ST Def-J x2, ST Def-J x4.
Command Abilities: Item, Recover, Revive.
Character Abilities: Auto-Haste, Str+60%, Auto Shell, Spr+60%.

Character: Quistis.
GFs: Shiva, Cerberus, and any other GF you want.
Junction Abilities: HP-J, Str-J, Vit-J, Mag-J, Spr-J, Spd-J, Eva-J, Luck-J, Elem Atk-J, Elem Atk-J x2, Elem Atk-J x4, ST Atk-J, ST Def-J, ST Def-J x2, ST Def-J x4.
Command Abilities: Magic, Treatment, Revive.
Character Abilities: Auto-Haste, Str+60%, Auto Shell, Spr+60%.

Character: Zell / Irvine.
GFs: Ifrit, Diablos, and any other GF you want.
Junction Abilities: HP-J, Str-J, Vit-J, Mag-J, Spr-J, Spd-J, Eva-J, Luck-J, Elem Atk-J, Elem Atk-J x2, Elem Atk-J x4, ST Atk-J, ST Def-J, ST Def-J x2, ST Def-J x4.
Command Abilities: Item, Recover, Treatment.
Character Abilities: Auto-Haste, Str+60%, Auto Shell, Spr+60%.

Limited Party Set-Up (from Brandon's GF set-up guide)

Character: Squall.
GFs: Shiva, Diablos, Pandemona, Doomtrain, Bahamut.
Junction Abilities: HP-J, Str-J, Vit-J, Mag-J, Spr-J, Spd-J, Elem Atk-J, Elem Atk-J x2, Elem Atk-J x4, ST Atk-J, ST Def-J, ST Def-J x4, Ability x3, Ability x4.
Command Abilities: Darkside, Absorb.
Character Abilities: HP+80%, Str+40%, Str+60%, Vit+40%, Mag+40%, Mag+60%, Spr+40%, Spd+40%, Mug, Expend x2-1, Auto Shell, Auto Protect, Initiative.

Character: Fighter.
GFs: Quezacotl, Ifrit, Cerberus, Alexander, Cactuar.
Junction Abilities: HP-J, Str-J, Vit-J, Mag-J, Spr-J, Spd-J, Eva-J, Luck-J, Elem Atk-J, Elem Atk-J x2,

Elem Atk-J x4, ST Atk-J, ST Def-J, ST Def-J
x2, ST Def-J x4, Ability x3.

Command Abilities: Defend, Revive.

Character Abilities: Str+40%, Mag+40%, Spr+40%, Spd+40%, Eva+30%,
Luck+50%, Med Data, Expend x2-1, Auto Haste,
Auto Potion, Initiative.

Character: Healer.

GFs: Siren, Brothers, Carbuncle, Leviathan,
Tonberry, Eden.

Junction Abilities: HP-J, Str-J, Vit-J, Mag-J, Spr-J, Spd-J,
Eva-J, Elem Atk-J, Elem Atk-J x2, ST Atk-J,
ST Def-J, ST Def-J x2, Ability x3.

Command Abilities: Recover, Treatment, Darkside, Defend.

Character Abilities: HP+80%, Vit+40%, Mag+40%, Spr+40%, Eva+30%,
Luck+50%, Counter, Expend x3-1, Auto
Reflect.

How to utilise each character

Squall: Renzokuken will be critical in this battle.

Especially if he uses Lionheart. I generally like
have him in the final round.

Rinoa: Keep her as a healer, but if you have no need for
that (you may have Selphie and/or Quistis) put her
on Angel Wing. You can't control her, she tends to
use magic from her own inventory and it will be
A LOT more powerful.

Zell: Use My Final Heaven and other powerful combos. In
my game, Zell has the best Str, Vit and Mag.

Quistis: Quistis should be a semi-support character. Her
White Wind doesn't cure status ailments like
Selphie's does but I defiantly prefer Mighty Guard
to Wall. Also have her cast the powerfully damaging
blue magic spells like Ray-Bomb and Shockwave
Pulsar.

Irvine: AP Ammo, Demolition Ammo, Fast Ammo and Pulse Ammo
are all great. In the past I have defeated many
bosses prematurely simply by being trigger-happy...

Selphie: Full-Cure works like a Megalixir and appears on the
slot quite frequently (if it takes you a while to
do things in battle you can always try the Slot
trick). Wall, which is slightly rarer and is okay
if you don't have Quistis. I don't think Rapture or
The End will work but you can always try...

- You should also have a reasonable supply of items including:
Elixirs and Megalixirs, Remedies+, Phoenix Pinions, Heroes and
Gyshal Greens (if you have levelled up Boco).

- Make sure all your characters have learnt decent limit breaks.

Quistis: Mighty Guard, White Wind, Acid and Ray-Bomb.

Squall: It doesn't matter as long as he has high Strength.

Rinoa: Wishing Star, Invincible Moon.

Zell: My Final Heaven and other combos.

Irvine: Pulse, Demolition and Fast Ammo.

Selphie: Full-Cure and Wall at the least.

-
1. To Status Defence junction Auras and Slows. These will relieve the status impact of Maelstrom. Ultimecia is weak to Bio but Griever absorbs it, so it would be risky to junction it to Status Attack.
 2. Other magic you should get include: Triple, Protect, Shell, Haste, Regen, Demi, Ultima, Meteor, Flare, Water, Meltdown. To see how to get all this magic refer to the Magic List. Don't worry about getting rid of your crap magic unless you have to, because it's more likely that your worst magic will be stolen first. If you want to make the most of Rinoa's Angel Wing you will have to get rid of the crap magic, though.
 3. Use Rinoa's Angel Wing to its best effect (see Character Info).
 4. The first form of Ultimecia is the easiest and reminds me of the last battle with Edea. Take the opportunity to set up for the harder forms of this battle by:
 - Casting Triple on your party (you can summon Cerberus to do this).
 - Casting Aura, Shell, Haste and Regen on the party (you can also have Quistis use Mighty Guard. Protect and Shell can be cast with Selphie's Wall as well).
 5. Use Doomtrain, Acid or Bad Breath take advantage of Ultimecia's weaknesses, or cast Meltdown.
 6. Demi apparently works on the first form of Ultimecia.

This is an easier form than the other four, so it's a good opportunity to prepare for the other battles by making sure your party are kept fighting fit.

Re-fuel Shell and Triple when they go out. Cast Meltdown or Acid on Griever then use your limit breaks to give his buttocks a good whipping / slashing / beating.

Like in the last battle with Ultimecia, if Giever tries to cast any supportive spell on himself promptly cast Dispel or use a Remedy+ on him.

Griever has an annoying habit (like Vysages) of stealing your magic. Not just 15 or 4 spells here and there, though, but entire stocks of magic! So if for some unlucky reason he gets your Ultima stock a certain part of the character's defences will be greatly undermined...

The good news, however, is that like Rinoa when she's in Angel Wing, Griever tends to start from the weakest magic, then go up (Scan always ends up being stolen...), so if you have lousy magic lying about it will be more likely that Griever will take that. It is not good news for Angel Wing (so you wouldn't want Rinoa in the battle).

Griever will also cast Doom on a party member occasionally. You can stop the timer by casting Treatment or using a Elixir or Megalixir. If you get desperate instead of using a Mega Phoenix use a Phoenix Pinion.

Doomtrain, Cerberus and Alexander are good GFs to summon; Meltdown and Holy good spells to inflict.

Getting the Magical Lamp

When the Magical Lamp is used, you enter a boss battle with GF Diablos in some kind of weird void. It's a very rare item and mostly obtained by talking to Cid.

You must talk to Cid twice after he gives you the briefing for the Timber mission in the first disc since there aren't any more chances to get the magical lamp (unless you have a PocketStation -- a very, very rare find -- or GameShark). *Or*, my brother tells me that if you don't have it yet an old man in Dollet Square will give it to you instead!

Diablos

The rewards for defeating Diablos are great, especially if you do it as soon as possible. He not only gives you his GF power when you defeat him, but a powerful card boasting an A (useful for when you want to get Cid's Seifer card early in the game).

It doesn't matter what level you are (though there are some schools of thought that say the lower the better), but if you want to stock-pile on Flare and Holy and get the chance to acquire some Hero potions, Diablos has to be at least level 30.

O-----O-----	
0	0
Boss: How to Kill Diablos	Type: Flying Enemy
O-----O	O Lv. 1 (HP): 1,600
Draw/cast Demi onto Diablos until it	10: 8,800
doesn't cause much damage (meaning, he	20: 16,800
hasn't got much HP left). Then you can	30: 24,800
finish him off with limit breaks and	40: 32,800
GFs. You see, Demi takes off 1/4 the HP	50: 40,800
Diablos has left. At level 10 and full	60: 48,800
HP it will take away 2200, then 550;	70: 56,800
then 137; this is when you should stop	80: 64,800
because the next one will only be 34.	90: 72,800
Diablos will have 5913 HP left. It's the	100: 80,800
same when he is level 100 except that	Str: 17~255
you add a digit to each number.	Vit: 51~112
Attacks to use are Aero, Tornado,	Mag: 5~226
Pandemona summon; status attack should	Spr: 77~225
be set on Blinds or Drains. Doomtrain's	Spd: 15~62
always useful if you have him, as is	Eva: 0~7
Meltdown or The End (if you're lucky).	Draw notes: Lv 30+
Use the spells drawn from him to your	for Holy & Flare
advantage.	Drop: 8x G-Returner,
Gravija and Diablos' claw attack are	4~8x Hero (lv. 30+)
a dangerous combination indeed. Luckily	O-----O
you can draw Curaga to cast on your party. If you a character	
casts Demi from their own inventory instead of draw-cast they	
will be cured by Diablos himself! He casts Curaga as a counter.	
O-----O	O-----O

From Trev: "It might not be good enough to worth a mention but there is a super-easy way to beat Diablos at early levels. Everyone knows if you stock his Demi and cast it back on to him, he'll cast Curaga. If you have one character cast Double (stocked from Elvoret) onto Squall after Squall has stocked some Demi - you can get Diablos' HP down much faster."

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Dollet Revisited [ff8/IV02]

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Rewards from this Side Quest

You get all sorts of items and cards (including the Siren card). The people in Dollet are also quite funny, and I like the theme music. Dollet reminds me of what a northern/eastern European city such as St. Petersburg or Prague, but it also reminds me of Sydney in a lot of ways!

Abolishing Card Rules in Dollet

To abolish Random and any other Dollet rule you may not like take the following steps: -

- 1) Play a game of cards in an area that does not have the rule you would like to get rid of in Dollet.
- 2) Save before going in Dollet.
- 3) Challenge a player (Sister suggests the girl at the Rent-A-Car). Instead of playing, Quit until your hated rule is abolished!

A Few Laughs at the Shining Bomber

The Shining bomber is a pub found in the main street of Dollet. You'll find a 'woman' on one end of the bar. He is hilarious (yes, I did say he -- he he he!)

Master Card Player

Talk to the man near the gambling table, and play cards with him (don't forget the Timber Maniacs on the gambling table!). When you win against him he'll invite you to his private gambling room. Play with him again, as he has Siren's card.

Search the piles of magazines scattered over the room. One of them says "Nothing of interest here." but keep examining it until you don't get any more items. When you exit and re-enter the room you'll be able to get items again. It's endless! Eventually you'll get an Occult Fan II from this pile. The other piles of magazines hold notes that the gambler has scrawled down, which are quite interesting.

Bone Side Quest

You can do this quest in any disc, but you get better items in disc 3, so I advise you do it then.

- 1) Enter the Artist's House.
- 2) Look at the picture.
- 3) Talk to the boy.
- 4) Go to the fountain area.
- 5) Pat the dog to get an item.
- 6) Go back to the Artist's House.
- 7) Examine the new painting and talk to the boy again.
- 8) Go north and examine the dog to get an item.
- 9) Repeat steps 7 to 8.

Other Things to Do

- Get the Timber Maniacs at the hotel.
- Encourage the young man outside Timber Maniacs HQ to become a journalist. In disc three you can collect your prize.

Tomb of the Unknown King [ff8/IV03]

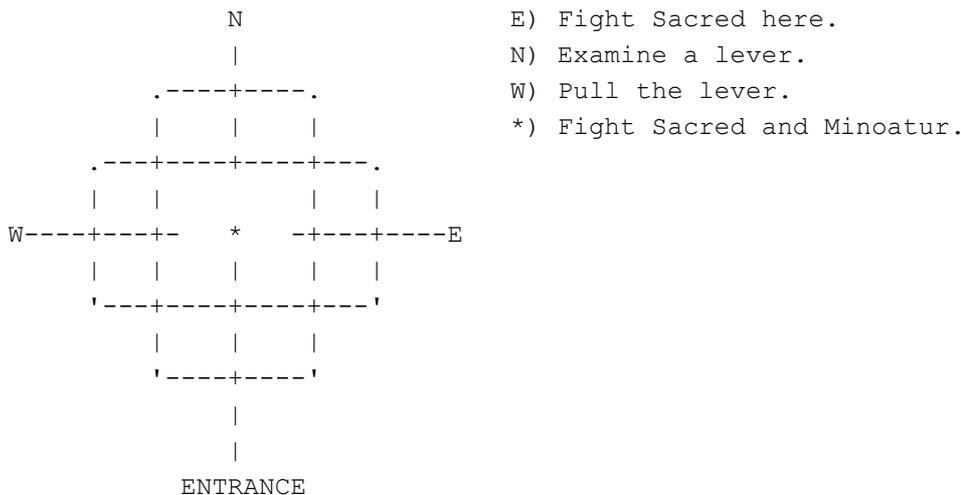
Rewards of this Side Quest

There are some draw points in this dungeon and apparently you can find out how well you've done so far by looking at a student ID number here. After defeating Sacred and Minotaur, you get the GF "Brothers" and two cards.

Location

The Tomb of the Unknown King is on Gotland peninsular south-east of Deling City.

Map (and locations to go to solve the puzzle)



This dungeon is rather hard to navigate due to the camera angle, and all the corridors look the same. You can go to W and E easily by going on all the right or left turns.

Tales of the lost SeeD Cadet

- W) "It feels like I've been here forever. I still can't find what they asked me to find. I can't take it anymore, physically or mentally. I'm not qualified to be a SeeD. For those of you reading this, follow these directions to get to the exit. Back, forward, right, left, right, forward."
- N) "This place of a big maze full of danger. The directions to the exit are as follows: Back, forward, left twice, forward twice, right twice, forward twice."

Another Test...

When you enter you will be able to access a map. Go forward until you see a gunblade on the ground. Examine it to get a serial number which is the code you'll need to get into Caraway's mansion.

The Map

While in the tomb, press the map button (the same one you use on the overworld to bring up the map) to see a layout of the tomb. To get a marker for what location your party is at, pay Caraway's Guard 5000 gil (though you won't be able to do that once you give him the code). You can escape the tomb if you are lost, but your SeeD rank will decrease by one.

Fighting Sacred alone

-
- Draw/cast Protect onto your party members to reduce the impact of physical attacks.
 - Stock up on some Life magic as it junctions well.
 - If you cast Float on Sacred he will not be constantly curing his HPs. Another way to do this is summon Siren or cast Silence.
 - Keep away from any earth elemental attacks.

Fighting Sacred and Minotaur together

-
- The same applies to Minotaur as Sacred.
 - Watch out for Sacred and Minotaur's team moves. They are deadly.
 - Cast Float on them. Their HPs will stop curing themselves.
 - Cast Float on your party to avoid "Mad Cow Special", which is rather nasty.
 - When I was doing my speed game of FF8 Sacred and Minotaur got my party with Mad Cow Special when my guard was down. Luckily for me, Irvine was in the process of summoning Quezacotl, and although the poor GF died Irvine had about 119 HPs left. I used his Shot (with Normal Ammo) to finish them off.

Other Enemies

The monsters in Tomb of the Unknown King have a lot of protective magic such as Shell and Protect.

Weapon Upgrading

You see the brown regions near Delling City? Here you can fight with Wendigos, which you should mug Steel Pipes from especially if you couldn't earlier. Continue on to Dollet. You should be able to upgrade Squall and Irvine's weapons at a junk shop.

Card Queen Quest

Remember how the Card Queen said she wanted Sacred's card? Lose it to her (should know how to do this by now). The ideal thing to happen would be if she went to Balamb. You will be able to win Irvine's Card from Flo in FH later in the game.

Vase Fragment Side Quest

The only item you get for this side quest is single Holy Stone and Phoenix Pinion. Go ahead if you want to do it. To start the side quest, talk to the owner of the town mansion. Oh no! His valuable family vase is missing! It's now up to you to recover all the missing pieces before it's too late! Here are all the locations of the vase fragments: -

- The suit of armour in the mansion. In disc 2 you need Irvine in your party to do this, but you don't need him in disc 3.
- At Raine's house talk to the new owner and examine her cat until she starts repeating herself. Descend to the lower level, then examine one of the tables to the far right. You should see Raine, but it's actually a cat! Pat it.
- After talking to the old lady at the flower shop examine the bunches of white flowers there.
- At the Chocobo Crossing, catch the chocobo multiple times to receive various items (they drop to the ground), including a vase piece, and a Phoenix Pinion.

Take all the vase pieces back to the rich man to receive your miserable reward. (ONE HOLY STONE! HOLY COW!?! ONLY ONE HOLY STONE? THAT'S WHAT YOU GET FOR YOUR EFFORTS??) Man, that sucks big time.

Other things to Do

- Outside Winhill are those pesky Vysages. They are good with magic, but don't let that bother you! They're weak against Silence, so Siren will render them helpless (Mwahahahah!!). They drop Lightweights, which refine into 20 Hastes. Good magic for junctioning to Speed. Leftys also drop Life Rings, which you can refine into Life magic with L Mag-RF. A Lefty, Righty and Vysage will give you 12 AP.
- While you're at it do part of the UFO side quest by encountering a UFO at Winhill Bluffs.

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Shumi Village [ff8/IV05]
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Rewards of this Side Quest

There is an Ultima draw point here. If you complete the Shumi Tribe quest completely you will get (in total): Phoenix Pinion, Status Guard, Blizzaga and Ultima magic.

Location

The Shumi Tribe is located north of Trabia Garden on Winter Island.

The Ultimate Magic

Enter the village and you will see three Shumis standing side by side. Speak with the middle one twice and pay 5 000 g for the Ultima draw point. Have the person with the highest magic rating draw from it. It's well worth it, as Ultima is the "ultimate", magic overall in the whole game.

Timber Maniacs

Stay at the hotel to obtain an issue of Timber Maniacs and hear "familiar" music. It's Julia's "Roses and Wine". There's some sort of switch which you can press to change the music to "Dance with the Balamb-Fish" theme. If you didn't get the Timber Maniacs here, it'll be in the artisan's hut.

The Artisan

Talk with the artisan to view some of his creations, all of which are some of the vehicles you may have already seen.

Shumi Tribe Side Quest Walkthrough

- Enter the workshop and talk to the Shumis at the back. | The Shumis there are making a statue of Laguna. Naturally they want you to help them.
- Tell them you will help them and go to the Elder's house. | The Elder's house is second to the right from the workshop.
- Say "alright" to the Elder when he asks for help. |
- Return to the workshop. | You'll be asked to gather materials for Laguna's statue. Clues can be found from the Shumi sitting in front of the hotel. After getting each stone you need to report back and see what you need to get next.

Stone	Clue	Location
Blue Stone	In the workshop.	Right next to the statue.
Wind Stone	Where wind blows.	Among the boulders to the left of the inn.
Life Stone	Where life grows.	Examine the tree to the right of the Elder's Hut.
Water Stone	Where there is water.	Sink of the Artisan's House. The stone on the pond is a fake.
Shadow Stone	Where there are shadows.	Near the Shumi guarding the Ultima draw point, in the shadow of the elevator dome.

- Visit the Elder | He will give you your reward, but it is rather disappointing, but you will receive a Phoenix Pinion as well. When you exit the hut if you choose "explain what it all meant..... " to get some interesting dialogue.
- Exit the the establishment. | The reason is because nothing will happen unless you exit and re-enter. To make the trip up to the surface and back down you can do a side quest if you like

- Visit the Elder, then follow the Moomba back to the workshop.
| (the first Chocobo Forest is not far from the Shumi Village).
| Keep going between the Elder and the workshop until they start repeating themselves, then chat with the Artisan, then back to the Elder.
- Fly the Garden to FH, and visit Grease Monkey.
| He will give you a toy Moomba which you can take back to the Shumi Village.
- Go back to the Elder, then to the Artisan. Have another conversation with the Elder.
| You will get a Status Guard.

Completion of Laguna's statue in Disc Three

 Visit the Shumi tribe in disc three and you will get a surprise!
 As a celebration, the music performed by Selphie, Irvine, Quistis and Zell in disc two will be played.

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Chocobo Catching [ff8/IV06]

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Introduction

 There are forests all over the world where chocobos reside. If you manage to earn the trust of chocobos in all forests you can get the valuable Chicobo card, which will enable you to continue the Card Queen quest. You can only complete a forest if you have obtained the magic Stones in that forest. You will know you've completed a forest when, if you return to it, the chocobo will waiting there for you to ride. You cannot do this sidequest in disc 4.

When you enter a Chocobo Forest for the first time (or one that you have not completed) the ChocoBoy will ask you if you want some info, but you don't need his stupid tutorial when you've got my guide!

Rewards of this Side Quest

 You can get the Chicobo card this way. Other than than, it's just magic stones and frustration...

Duties of the ChocoBoy

 Speak to the ChocoBoy and you will be confronted with the preceding options:

- ChocoWhis Buy Chocobo catching device.
- Hint Buy the clue for the forest for 100 gil.
- Gysahl Greens Buy an item that will summon Boco into battle.
- Question Ask a question for 10 gil.
- Help Me! Pay the ChocoBoy to catch one for you for 1200 g.

Overview of the Forests

What you basically need to do in each forest, is search for a chocobo signal with the ChocoSonar, then catch with the

ChocoZiner. However, only chicobos come when you use the Ziner. Seeing as you can only ride chocobos, you need to lure out a chocobo. How you do this is trick the chicobos into not coming out in twos or threes, because the mother chocobo will come out when she sees a single chicibo alone!

Now the mother chocobo is out, you can ride out or search the forest for magic stones. If you just ride out though, the forest will be not completed and you'll have to start over again if you want a chocobo from that forest. Use the ChocoSonar and ChocoZiner to find the stones.

Beginner's Forest

Location: Near the Shumi Village on Winter Island.

Clue: "Try to find a spot where only one falls down."

- 1) Use the ChocoSonar in the upper left hand of the forest, then ChocoZiner where the ChocoSonar beeped the most.
- 2) Talk to the cute little chicobo to bring out the mother.
- 3) Use the ChocoSonar/Ziner to get an Aura Stone.

Basics Forest

Location: West of Trabia Garden

Clue: "You only need to blow the whistle twice."

- 1) Use the ChocoSonar/Ziner in the middle. Three chicobos fall.
- 2) Use ChocoSonar/Ziner on the far left of where you last were. Two chicobos will scurry off, leaving a lone one. Talk to it.
- 3) Use the ChocoSonar/Ziner to get a Flare Stone.

Roaming Forest

Location: Directly north of Trabia Garden.

Clue: "Be careful where the sonar reacts."

- 1) When you enter the forest there will be chicobos already there. Use the ChocoSonar/Ziner on the one to the right. Two chicobos should leave.
- 2) Use ChocoSonar/Ziner in the middle of the forest. Three chicobos should drop down.
- 3) Head to the exit of the forest and use ChocoSonar/Ziner there. A cute little chicobo will fall down.
- 4) Use ChocoSonar/Ziner on the chicobo on the far left. The three chicobos will, fly off, leaving the chicobo near the exit alone.
- 5) After examining the lone chicobo its mother will come out.
- 6) ChocoSonar/Ziner to get Shell and Holy Stones.

Forest of Solitude

Location: North-west of Centra Ruins.

Clue: "Search carefully where the sonar reacts."

- 1) This forest is tricky, because you need to use the ChocoSonar/Ziner in a particular place. To see a map of where you should use ChocoSonar/Ziner, go to Game FAQs (www.gamefaqs.com).

If, though, for some reason you can't get the internet I shall have to tell you the hard way: use ChocoSonar/Ziner

slightly north-east of the ChocoBoy. The clue is very important concerning this part.

- 2) Once you have got the mother chocobo out ask the ChocoBoy for a game of cards. Tell him to move. Next, examine the spot where he was to get Protect and Meteor Stones.

Forest of Fun

Location: Near Edea's House.

Clue: "ChocoBowling with 4 bottles and 1 ball."

- 1) ChocoSonar / Ziner to the right of where the ChocoBoy stands. It will bring down three chicobos.
- 2) ChocoSonar / Ziner a little closer to the ChocoBoy. One more chicobo will drop down.
- 3) ChocoSonar / Ziner behind the chicobo to the far right. This will bring down a chicobo near the ChocoBoy.
- 4) ChocoSonar / Ziner on top of the chicobo near the ChocoBoy (all the other chicobos need to be out) to see a Chocobo version of bowling.
- 5) ChocoSonar / Ziner to obtain Meteor, Flare and Ultima Stones.

Enclosed Forest

Location: West of Kashkabald Desert.

Clue: "Collect on outer side, then go in."

- 1) ChocoSonar / Ziner in the upper left area to bring down 2 chicobos.
- 2) This part is tricky. ChocoSonar / Ziner in area to the the upper left of where the chicobo to the right is standing, but not too close to the other chicobo. If you've done it correctly one chicobo will go up and one come down.
- 3) ChocoSonar / Ziner on the bottom right side of the large rock. Another chicobo comes down.
- 4) ChocoSonar / Ziner on upper right hand corner of the forest. Another chicobo comes down.
- 5) ChocoSonar / Ziner in the centre of where all the chicobos are standing. The mother chocobo comes out.
- 6) ChocoSonar / Ziner to get Meteor, Holy and Ultima Stones.

Chocobo Sanctuary

After finishing all the chocobo forest puzzles the chocobos will do a little chocobo dance for you and give you the Chicobo card. If you do not know how to get there, take a chocobo from Trabia to Grandidi Forest in Esthar. The sanctuary is somewhere there. It is a round part sticking above the rest of the forest. The Chicobo card is essential to completing the Card Queen Side Quest.

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Chocobo World [ff8/IV07]
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----- Introduction

You basically go around fighting random battles and levelling up. At certain levels parts of the Chocobo World story line

unfold. If you can play Chocobo World the proceeds are defiantly worth all the time and effort spent. See the PocketStation section in basics for more information.

This is the only place you will be able to raise your Chicobo so that when you used Gysahl Greens its attack will be more powerful. GFs MiniMog and Moomba can also be got via the Chocobo World. There are some items you can only get in Chocobo World. There is even a glitch that allows you to duplicate items ad infinitum.

Menus

World : Send Boco into the Chocobo World.

Home : Go back to FF8, and choose to transfer any items acquired while in the Chocobo World.

Do Over : Go to another Pocketstation (it has to be in the other slot).

How to Play: A tutorial on how to play Chocobo World.

In-Game Menus

Map : The flashing dot is Boco, and all the other dots signify an encounter.

Status : Shows Boco's attack power. Out of all the numbers there is a 25% chance of hitting that amount of damage.

Treasure : Shows what items Boco has acquired, but only item classes, varying in value from A (the most valuable) to D.

IR Link : Here you can battle with another persons Boco. After the battle you can raise Boco's attack stat.

Event Wait : With event wait activated the PocketStation wait for you whenever an important event occurs.

MiniMog Status : Make MiniMog Standby. While MiniMog is on Standby he will try to defeat any enemy who was too tough for Boco. If MiniMog is defeated he will be lost and you'll have to find him all over again.

Move : Configure Boco's moving set-up.

Battle

When Boco encounters an enemy, he will be taken to the battle screen, which looks like the diagram on the left:

On the right side is displayed Boco's HP. On the left, the enemies'. After the ATB reaches 0 Boco will make his attack. The same applies with his enemy. When a battle participants HP reaches 0 they lose the battle and the other person wins.

If Boco wins a battle he is rewarded with magic stones and items. After receiving a certain amount of magic stones, Boco's level will increase.

When Boco loses a battle he goes into hibernation for a while in order to recuperate. While it is possible to wake him up during recovery mode, his HP will not be fully restored.

Getting Items

Cactuar occasionally shows up to give you a few treasures he's found.

Depending on your ID#, Boco gets better items. The lower the number, the more chances of you getting great items, but the only way you can do this is by linking with another PocketStation.

When you get these items the game does not tell you what exactly they are. Just an item class. Item classes range from A (the rarest) to D (the most common).

To find out about all the items to be found, refer to chocobo world section in Secrets and Side Quests.

Events

As Boco levels up random events may occur. I've read you have to set the game on "event wait", but I'm not sure as I don't have access to Chocobo World.

Each time Boko gets an attack upgrade his attack when you use Gysahl Greens in FF8 will change. The boosts are as follows:

- 1) ChocoFlare
- 2) ChocoMeteor
- 3) ChocoBuckle.

Events Walkthrough

1. Level up to 20.
2. Level up to 25.
3. Level up to 50. Warning: If you don't have Event Wait on you can't get Boco's first power-up, and it is possible that if Boco doesn't get his first power-up, he will not get any others!
4. Level up to 75.
5. Level up to 100.
6. Encounter and beat the Demon King.

Mog

After meeting Mog, you can find him in one of the menus of Chocobo World. If you have him on standby, he will serve as a battle backup to Boco... If Mog loses, too, you'll have to find him all over again.

Weapons

Every now and then Mog may appear and give you a weapon. Now 'weapons' are a series of numbers like this: 8347. The numbers show how much damage the weapon will do. To find this out, add up the four numbers ($8 + 3 + 4 + 7 = 22$), then divide the answer by 4 ($22 / 4 = 5.5$).

List of Items that can be Obtained

- M-Stone Piece	- Magic Stone	- Wizard Stone
- Normal Ammo	- Dark Ammo	- Demolition Ammo
- AP Ammo	- Antidote	- Soft
- Eye Drops	- Echo Screen	- Holy War
- Screw	- Mesmerize Blade	- Coral Fragment
- Arctic Wind	- Dragon Skin	- Poison Powder

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| Common

- Rename Card	- Chocobo's Tag	- Potion
- Hi-Potion	- X-Potion	- Mega-Potion
- Phoenix Down	- Mega Phoenix	- Elixir
- Megalixir	- Remedy	- Remedy+
- Shell Stone	- Protect Stone	- Death Stone
- Holy Stone	- Meteor Stone	- Regen Ring
- Turtle Shell	- Doc's Code	- Ochu Tentacle
- Cockatrice Pinion	- Zombie Powder	- Lightweight
- Sharp Spike	- Curse Spike	- Screw
- Mesmerize Blade	- Fury Fragment	- Betrayal Sword
- Sleep Powder	- Life Ring	- Dragon Fang
- Spider Web	- Coral Fragment	- Black Hole,
- Water Crystal	- Missile	- Mystery Fluid
- Running Fire	- Inferno Fang	- Red Fang
- Malboro Tentacle	- Whisper	- Laser Canon
- Barrier	- Arctic Wind	- North Wind
- Dynamo Stone	- Shear Feather	- Venom Fang
- Steel Orb	- Moon Stone	- Dino Bone
- Windmill	- Dragon Skin	- Dragon Fin
- Poison Powder	- Dead Spirit	- Chef's Knife
- Cactus Thorn	- Pet Nametag	

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| Rare

- Friendship	- HP Up	- Str Up
- Mag Up	- Spd Up	- Vit Up
- Spr Up	- Luck Up	- Aegis Amulet
- Hero	- Ultima Stone	- Gysahl Greens
- Tent	- Cottage	- G-Hi-Potion
- G-Returner	- Str-J Scroll	- Mag-J Scroll
- Spd-J Scroll	- Elem Atk	- Elem Guard
- Status Atk	- Status Guard	- Rosetta Stone
- Magic Scroll	- Draw Scroll	- Gambler Spirit
- Phoenix Spirit	- Hungry Cookpot	- Mog's Amulet
- Star Fragment	- Samantha Soul	- Silver Mail
- Diamond Armour	- Giant's Ring	- Power Wrist
- Orihalcon	- Force Armlet	- Hypno Crown
- Jet Engine	- Rocket Engine	- Steel Curtain
- Accelerator	- Hundred Needles	- Ribbon
- Girl Next Door	- Pet Nametag	- Magical Lamp
- LuvLuv G		

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| Very Rare

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- Monk's Code	- Moon Curtain	- Aegis Amulet	
- Hundred Needles	- Steel Curtain	- Rocket Engine	
- Friendship	- Elem Atk	- Elem Guard	
- Status Atk	- Status Guard	- Bomb Spirit	
- Hungry Cookpot	- Three Stars	- Ribbon	
- Dark Matter	- Shaman Stone	- Bomb Spirit	

Mini-Bestiary

As Boco levels up he will encounter more and more monsters. None of them actually have names, but they do look like monsters from the main game itself.

Name	Statistics	Levels
Creeps	The easiest enemy in Chocobo World.	1~100.
Red Bat	Slightly harder than the creeps.	10~100.
Blobra	Like the red bat, but quicker.	30~100.
Wendigo	Boasts power AND speed.	70~100.
Demon King	Has the highest HP (99).	100.

Boco's Hobbies (and yours too if you get bored)

- . Sleeping
- . Eating
- . Fishing
- . Sitting near a campfire with Moomba
- . Looking at the night sky with Cactuar
- . Playing in the sand
- . Watching TV
- . Listening to the radio

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 Odin [ff8/IV08]
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Where is Odin?

Fly the Garden to Centra. Find a tower, but before you enter, engage in a few battles until your characters are in limit break status. Card the Jelleys you encounter while you're at it. You occasionally get a Raijin, Fujin's card.

Centra Ruins: How to get to Odin

- 1] Go upwards until you reach a stone platform.
- 2] Examine to make it go up like a lift.
- 3] Take the left ladder, then press the switch at the top.
- 4] Climb back down.
- 5] Take the path to the right.
- 6] When you reach a platform with a ladder, climb up it.
- 7] Take the ruby eye out of the stone gargoye.
- 8] Continue along the winding path until the top.
- 9] Put the ruby in where the other eye should be, and you'll see a random password. Write it down for future reference. Take out both of its eyes, and place them in the other gargoye. It will ask you for the random password. When you answer

give too much EXP.

Cactuars are weak, but they have an annoying tendency of running away before your characters get a chance to attack them. Plus, they are nimble, so even if your characters get a chance they'll need a high Hit Rate. The best characters to have are Squall, Irvine and Selphie (if she has her Strange Vision, otherwise, Rinoa is your best bet). Focus junctions on Hit and Spd. Junction Water to elemental attack. That should take care of those pesky Cactuars.

There's a 2% chance of getting a Jet Engine and 0.10% likelihood of getting a Rocket Engine when you defeat a Cactuar, so the chance is there ... Vice President Triell Hearmiton says in his character set-up guide that there's a 10% chance of getting Jet & 1% chance of getting Rocket, and that a 10% chance is virtually no chance at all. Well, what I'm saying is the percentage is actually far less than what Triell says, but IT CAN BE DONE! All you need is another reason to spend your whole afternoon fighting Cactuars.

So why not Cactus Thorns? When you get 100 Cactus Thorns, you can refine them into a Hundred Needles using Eden's Abil Med-RF, then into a Spd Up, if you like, with Doomtrain's Forbid Med-RF.

Me and Alex took turns in fighting Cactuars for 100 Cactus Thorns. I think we each did it once. The largest amount of Jet Engines I got in 50 or so battles was 3, and out of 100 or so battles we got 1 or 2 Rocket Engines. Even if you don't get any Jet or Rocket Engines, it's still very useful to have 100 Cactus Thorns which you can refine into a Hundred Needles and Demolition Ammo for Irvine's limit break.

***** Boss: Jumbo Cactuar <GF Alert!> *****
Jumbo Cactuar is the green cactus like creature wandering around Cactuar Island. It's HUGE! 10 000 Needles cause 10 000 units of damage to one party member, making it an instant death attack. This shouldn't cause you to much grief if you have the Revive ability. Draw/Cast Meltdown or summon Doomtrain.

From now on, if any of your offensive party members are pelted with 10 000 needles just use a Phoenix Down on them and take advantage of their limit breaks (although you should probably have at least one person with full HP). If you don't feel too comfortable with this set-up, you can cast Slow or summon Doomtrain Jumbo Cactuar so it will not attack so often.

Use your magically powerful characters to cast Water (summon Cerberus to make the effect three fold). If he hesitates it means you've nearly defeated him. If you refrain from finishing him off there and then he will run off like a big fat Cactuar and you'll have to start over again. To prevent this from happening summon Leviathan for a pretty much guaranteed 9999 attack.

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PuPu the Alien [ff8/IV12]
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The Point of this Side Quest

You only get one thing from this side quest. It is a monster card, but a very rare monster card. Actually, it's the rarest card in the whole game (as well as being quite a decent playing card). And the best thing about this quest is that you can start or stop it any time in the game you like.

Locations of all the UFOs

- Winhill Bluffs (just outside Winhill).
- Mandy Beach (south of Timber, on the shore).
- Kashkabald Desert (where the Ragnarok landed, west of Cactuar Island).
- One of the islands off Heath Peninsular (east of Trabia Garden). You need the Ragnarok for this.

"I've Encountered All the UFO's. What now?"

When you have encountered UFOs in all 4 described locations. fly too the mountain range north of where the chocobo forest in Grandidi Forest is. There you will encounter a UFO. You get an Aegis Armet for defeating it.

Now make sure you have 'Item' equipped to at least on of your party members and 5 Elixirs (bought from Johnny's shop in Esthar).

Take the your ship to Acauld Plains in Balamb. Just outside the town you will encounter an alien who asks for Elixir. You can:

- Give it 5 Elixirs. The friendly alien will thank you by giving you its card--the PuPu card, which is so rare you won't find it any other way (unless you have a GameShark, of course). It's a monster card by the way. But one of it's stats are A.
- Devour it. You can teach one of your GFs devour with an item called Hungry Cookpot, which can apparently be found with Angelo Search (see Angelo Search FAQ). It will increase the devourer's Spd stat by one, which is rather pitiful considering you're sacrificing a really FANTASTIC card.
- Kill it. You'll get an Accelerator, which you can get by other means, so I don't suggest it. Anyway, PuPu's too cute to kill =).

Getting Elixirs

- Various bosses (you should already have quite a few Elixirs unless you've used them already).
- Refine Angelo card.
- Dollet Revisited side quest.
- Use Forbid Med-RF to refine Elem Atk/Guard, Mega-Potion, X-Potion, Status Atk/Guard.
- Use Med LV to refine Remedy+.
- Angelo Search (very small chance).
- Johnny's Shop in Esthar.

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CC Group Quest [ff8/IV13]

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Introduction: What are the rewards?

- Leviathan Card --> Refines into 3 Doc's Codes.
- Carbuncle Card --> Refines into 3 Glow Curtains.
- Gilgamesh Card --> Refines into 10 Holy Wars.
- GF Report Card --> Seen in Tutorial menu.

Note About the CC Group

You have to defeat the club members in order unless otherwise

stated. You have to defeat a certain amount of players inside the Garden and a certain amount outside before members will even admit to being part of the group.

The CC Members

Jack -| He is that guy loitering around the lobby of the
| Garden.
Joker -| You can play with him any time after defeating Jack.
| You can find him selling items in the Training Centre
| (random). He also upgrades your battle metre if you win
| against him and owns the Leviathan card.
Club -| Appears randomly near the Cafeteria in the main hall.
Diamond -| The Diamond Duo are in the same area as CC Group Jack.
Spade -| Second floor near the elevator. He's that guy who gave
| you cards at the beginning of the game. He also said he
| didn't play, the liar.
Heart -| It's Xu! Play with her on the bridge. She has
| Carbuncle.
King -| Talk to Dr. Kadawaki in the infirmary, then have rest
| alone at the dormitory. The CC Group King (or Quistis)
| will come in and challenge you to a game. You can
| challenge her afterwards again at the bridge.

The Joker in Every Pack (submitted by Patrick Wass)

Once you refine for an example Squalls card for some "three stars", you'll get the items and lose the card. BUT!, right after you do that, play a game against Joker (I think it's him, anyway the one who sells items on the ship!) and he will have your card that you just refined. And yeah, just as you think, you can win it back! So you have the "three stars" from refining the Squall card, and a few minutes later you can win back the card. This method makes a WHOLE lot things easier, and you can say it gives you a rare items by no costs!

In Short:

- Refine a rare card
- Play a card game against Joker at the Ship.
- He will have the card you just refined.
- Win it back!
- Win, make, Win situation!

If you refine one card after one other, then maybe the first card is gone forever, I don't really remember, but if you refine--->win it back---> refine a new card It's All Good!

The CC Members in Disc 4

In disc 4 you can challenge the CC Group Members in the Ragnarok. I don't know whether you have to defeat them in the previous discs before you can meet them in this disc, though. They all use rules from all the different regions.

The set of rules that each player uses is random. They may use rules from Balamb, Galbadia, Dollet, Trabia, FH, Centra, Esthar or Lunar Base.

Here is a list of the CC members' initial rules:

Jack -| Balamb.
Joker -| Centra.

Club -| Dollet.
Diamond -| Trabia.
Spade -| Esthar.
Heart -| FH.
King -| Lunar Base.

A member may add or abolish a rule depending on what you do, just like in the former discs (only that do it a lot more often now).

If you're having troubles manipulating the rules on the Ragnarok in disc to I suggest you save, then play a game of cards; if you like the result, save again, but if you don't, reset. Do this and ALWAYS say NO immediately when a play suggests mixing rules. At first they'll say something like "Let's combine Balamb's rules with Dollet's. Do you wanna play?", but after one, or perhaps ten tries it will be "Do you wanna play?" You can also make it easier by manipulating the rules earlier on using a similar method. Then when the Diamond Duo offer to "Mix Centra's rules with Trabia's rules" you won't feel so annoyed.

How to play with the King in disc 4

Ann has kindly submitted information on how to play against the King in disc 4 and this is what she said: "Have her IN your party, cross the bridge at the top of the stairs into the airlock area, turn around and talk to her. Guess I was just lucky she was in my party as I was wandering around and I gave talking to her a try though I didn't expect it to actually WORK."

The Danger of Abolishing Rules

Take note that whenever you get rid of a rule in every area you abolish it from the game PERMANENTLY, even in the fourth disc, except when going against the Card Queen in the Crash Site beyond Tears' Point.

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Queen of Cards [ff8/IV14]
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The rewards of this Side Quest

- Kiros Card --> 3 Accelerators
- Irvine Card --> 3 Rocket Engines.
- Chubby Chocobo Card --> 100 LuvLuvGs.
- Doomtrain Card --> 3 Status Guards.
- Phoenix Card --> 3 Phoenix Spirits.

Where the Card Queen can be found

Galbadia: Galbadia Hotel in Deling City.
Dollet: Shining Bomber pub 2F.
Balamb: in front of the train station.
Trabia: Shumi Village hotel.
FH: the abandoned train station.
Centra: the Winhill hotel.
Esthar: Presidential Palace.
Lunar Base: (random).

A few Quirks of the Card Queen...

When you play against the Card Queen she has her own rules, and it has an affect on what everyone else uses, so never play with her using rules you don't like!

You can also play money to have rules in the region changed, but you don't get to choose. Instead it goes automatically one rung up.

When you lose to her, she goes to a different region. If you lose the right card to her, when she ends up in Dollet she will get her artist father to create a new one.

Current Region	Regions she may go to
Balamb	Galbadia or Dollet.
Dollet	Galbadia or Balamb.
Galbadia	Balamb, Dollet, Centra or FH.
FH	Esthar, Centra, or Dollet.
Trabia	Dollet, Balamb, Lunar Base.
Centra	Galbadia, Dollet or FH.
Esthar	Trabia, Dollet or Lunar Base.
Lunar Base	Random (she doesn't say).

How to Play

In the Card Queen quest you can get loads of rare cards by losing certain cards to the Card Queen.

- 1) Challenge the Queen. Remember, the trading rule has to be what you want it to be, or you might not ever have the chance to change it back, so Quit until your rules come up.
- 2) Choose the card that the Card Queen wants and 4 other cards you don't mind losing. Lose to the Queen and make sure she gets the card.
- 3) Talk to her again. If she says she's going to Dollet you'll be able to go to Dollet and get your MiniMog card back from her son and continue the quest.
- 4) Play with another person to make sure the rules you want still exist in the area - you don't want to have to deal with bad rules when the Queen's not there!
- 5) Create separate save file just in case things don't work out.

Mini-Walkthrough

1. Get MiniMog from the running boy in Balamb Garden.
2. Sacrifice it to the Card Queen. Make sure she goes to Dollet.
3. Meet up with her in Dollet and get MiniMog back.
4. Get the Kiros card from the man in the Shopping Arcade of Deling City.
5. Defeat Sacred and Minotaur in Tomb of the Unknown King.
6. Sacrifice Sacred to the Queen.
7. Get Sacred back from the Queen's son.
8. Win Irvine's card from Flo in FH.
9. Solve all the Chocobo Forest puzzles, and go to the Chocobo Sanctuary to get the Chicobo card.
10. Sacrifice your newly won Chicobo card to the Queen, and make sure she's going to Dollet.
11. Talk to her in Dollet, and re-win Chicobo from her son.
12. Get a brand new Chubby Chocobo card from someone in Balamb

- Garden (on the bench opposite the library).
13. Win Alexander from Piett in the Lunar Base or crash site.
 14. Sacrifice it to the Card Queen.
 15. Get Alexander back.
 15. Win Doomtrain from the pub owner in Timber.
 16. Get back to the Card Queen and sacrifice Doomtrain. Make sure she gets to Dollet.
 17. Win Doomtrain back from Card Queen's son.
 18. The Presidential Official in Esthar has the Phoenix card now.
 19. Hurrah! The quest is finally over! it's over! it's over!

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Obel Lake Quest [ff8/IV15]

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Introduction: What's in it for me?

By doing this quest, you can waste your time finding clues all over the world which lead to two rare-as items. Luck-J Scroll allows you to junction magic to your Luck stat, meaning GFs like Odin, Gilgamesh or Phoenix will visit you more often to help in battle, you'll get more critical hits in battle, there will be a higher rate of success using limit breaks like Renzokuken, Duel, Slot, and Combine, and you'll encounter more rare/high level monsters. Three Stars is also a great item if you like to use 3 times in a row all the time; and this is certainly a better way of getting it than refining your Squall card or defeating Omega Weapon.

Obel Lake is a huge lake north-west of Timber. You'll see a small round peninsular jutting into it. Press the action button on the shore until you get a message saying, "This must be Obel Lake." Try humming. Hum again and a black shadow appears. What you need to do now is find all the rocks scattered all over the world after talking to the black shadow. Not all of them are rocks, though ...

Clues and Where to Look

Clue	Where to look
"Hello! Can you do me a favour please? It's my friend, Mr Monkey. Can you find him for me? Mr Monkey should be in the forest somewhere. Keep walking around and you're sure to find him."	You'll find Mr Monkey in Dollet's only forest. He tends to travel in a north-east direction, so tilt a little that way. You can sing or throw a rock at him.
"At the beach in Balamb, something special washes ashore at times."	Rinaul Cost. Can't go there at the moment, as it's in Balamb.
"Mr. Monkey had a rock like this I think..."	Throw rocks until you come up with a message saying the rock skipped many times. Go back to the monkey, and throw a rock at it.

"Take a break at railroad bridge."	This doesn't actually take you to a rock, but it refers to the draw points found on bridges the trains go over.
"You'll find something on an island east of Timber, too."	The island just north of the transcontinental bridge south-east of Timber.
"Take time off at Eldbeak Peninsular."	Eldbeak Peninsular is directly north of Balamb.
"Back in my day, south of here, there used to be a small, but beautiful village surrounded by deep forests. Everybody lived a happy life there."	In the forests north of Edea's house. You won't find any rocks, but the remains of an abandoned village.
"There's also something on top of a mountain with a lake and cavern."	The mountains overlooking where Galbadia Garden once was. You will find a bird warming it's egg. Check it out.

Treasure on Minde Isle

There's a Luck-J Scroll to be found in Minde Isle (courtesy of going to Eldbeak Peninsular), which is a small island directly south of Esthar city.

Mordred Plains

After you have got all the rocks, you can find Moais here. You must visit the black shadow BEFOREHAND, however. The red Moai's directions are the easiest to understand because he only says what is the opposite of the truth. When he says "the treasure is not here" search for it in that general area. Eventually you will get Three Stars.

On a side note, you can visit Trabia Canyon where scene 12 of "The Sorceress and the Knight" was filmed.

=====
Bahamut [ff8/IV16]
=====

Introduction

For all of you people who are not familiar with the Final Fantasy series, Bahamut has been a summoned monster ever since FF3j; call it an FF tradition.

Bahamut can be found in the Deep Sea Research Centre, which is in the middle of the ocean and can only be boarded using the Ragnarok. It's in the south-west corner of the world map. It's not right down to the south, and it's not right over to the west. Turn around completely every now and then to make sure it isn't right behind you (surprisingly, you can turn around and find it was behind you all along even though you knew you must be in the right

place.

How to get to Bahamut to Fight

Once you get inside, you'll see a huge orb with flashing blue lights. When the blue light flashes you'll encounter an enemy if you are moving and not be able to make any progress. Examine the big orb and you'll be asked a question. If you answer incorrectly a Ruby Dragon will appear. If you answer correctly a Ruby Dragon will appear anyway but you'll be asked a different question. After fighting two Ruby Dragons you will have to fight Bahamut. The questions are:

1st question: "It's not our will to fight."

2nd question: "Never."

3rd question: "None of your business." (Hidden third option).

----- Optional Boss: Bahamut -----

HP: 1 - 10 800	Recommended Parties:	Immunities:
10 - 18 260	Squall, Zell, Quistis	Poison, Death,
20 - 26 000	Squall, Irvine, Quistis	Petrify, Darkness
30 - 34 000		(50%), Silence,
40 - 42 000	Draw List (for all levels):	Berserk, Zombie,
50 - 50 000	Flare, Curaga, Full-Life,	Sleep, Doom, Slow
60 - 58 000	Dispel	(10%), Stop, Slow
70 - 66 000		Petrify, Float,
80 - 74 000	Drop: 1x Hyper Wrist, Bahamut	Confuse, Drain,
90 - 82 000	card	Vit 0, The End
100 - 90 000		

Steal: 1x Hyper Wrist (won't
get Hyper Wrist drop)

Attack Notes: Very strong offensive capabilities, Tornado, Stop & Thundaga; Mega Flare ignores Vitality.

Boss Strategy: Bahamut

-
- You can mug a Hyper Wrist, which isn't very rare, but will save you money.
 - My suggested party for this battle would be Squall, Zell or Irvine and Quistis. Quistis can serve as a supportive character with her White Wind and Mighty Guard.
 - Equip Auto-Haste to the character who has Cerberus and focus a lot on Str. This will be your key to defeating Bahamut.
 - Junction Thundaga, Tornado and Stop to ST/Elem Def. Bahamut is weak to Blind, so junction that to ST Atk.
 - Have Quistis draw/cast Curaga and Full-Life onto the party when needed.
 - Cast Meltdown and Blind on Bahamut. Doomtrain cures Bahamut, but it hardly matters if Bahamut's HP is already full, right?
 - Summon your other GFs (except Quezacotl, Pandemona and Brothers) to take the full brunt of Mega Flare.
 - After summoning Cerberus, triple Aura onto the party. Have the guys do their limit breaks while Quistis casts Mighty Guard and White Wind. She should also make sure the party is at full HP, make sure they have Aura, Shell, etc. on them and draw some of the powerful magic Bahamut has to offer in her spare time. Ahh,

I work that lady too hard...

It shouldn't be too long before Bahamut is defeated. Y'know, I always thought Bahamut had a voice like Sean Connery... ^_^

=====
Ultima Weapon [ff8/IV17]
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Location of the Ultima Weapon

Ultima Weapon lies in the depths of the Deep Sea Research Centre. After defeating Bahamut, if you want trek down to the Deep Sea Deposit you will not be able to until you enter the cockpit of the Ragnarok and tell the co-pilot (Selphie, Zell or Irvine) you're ready to go.

Getting Down to it

Climb down the thick vine. On the next floor you'll find a steam pressure machine. You need steam pressure to open all the doors in the floors below.

The Levels

- B1: Save and climb down the vine.
- B2: See the marine life ? Other than that, nothing special.
- B3: Examine the steam pressure machine to get 20 units. If you run out of steam units later down the track you can come back here to reset it. Put 4 units in, for now.
- B4: Use 2 units.
- B5: Use 2 units. Also, by examining the machine on the left, if you use 4 units you can get 7 back. There is also an Esuna draw point in there.
- B6: Use 1 unit.
- B7: Use 1 unit.
- B8: If you have Zell in your party you can have him use the machine free of cost (hit the damn thing!). if you don't have Zell you will have to use 4.

Tips on Traversing the Deep Sea Research Centre

- After defeating Ultima Weapon there will be no monsters left in the Deep Sea Research Centre, except on B3.
- There are random and fixed encounters. Equipping Enc None or Enc Half only stops the random encounters. The fixed encounters run in this order: Tri-Face, Grendel & Imp, Behemoth, Ruby Dragon, 2 Iron Giants.
- You can mug Curse Spikes from the Tri-Faces. I suggest fighting them until you get 100 of these. Refine them into a Dark Matter using Siren's 'Tool-RF' (Siren must be level 100). If you like you can repeat the process until you have as many Dark Matters as you want.
- The Imps in the higher levels drop Dead Spirits, so get 100! This way there'll be a 99% chance of Odin or Gilgamesh coming to your rescue (in theory..) ! For an added safety, junction Sleep to your status attack, use Tonberry's LV Down, and Selphie's Rapture (which, by the way, rids all enemies).
- Quistis' Degenerator can be useful if you don't like Selphie

How to Face Omega Weapon

Omega Weapon resides in Ultimecia castle. He is described as the strongest monster in the world of FF8.

Omega Weapon inhabits the chapel of Ultimecia Castle, but he does not come out until called by a certain bell found within the castle. Where is this bell, you ask ? It is in the room south of the gallery. So I'll explain the procedure in brief: -

- 1] Take your preferred party to the switch point in the courtyard.
- 2] Take the other party to the bell and pull it.
- 3] Enter the chapel and encounter Omega in under 30 seconds. It can be hard sometimes to get him to fight you. It also can be hard because you'll get random battles if you don't have Enc None.

What I did to defeat Omega Weapon

Man, this monster is tough. When I first faced him he blew my characters right off their feet in one single attack when their HP was all at 9999! In short, you'll need the ultimate party to even stand up to this beast. I found it pretty difficult to get to him in time let alone fight him. I got frustrated eventually and decided to put up with the fact one of my characters' Party / Character ability slots were taken up by Enc-None.

At first, I chose Squall, Quistis and Rinoa for my ultimate party. I figured Squall and Rinoa could hit Omega with their offensive limit breaks (see Angel Wing FAQ for more info about Rinoa), while Quistis would cast the invaluable White Wind and Mighty Guard (by the time my Siren was up to level 100 I had used half of my Curse Spikes and couldn't fight Tri-Faces in the Deep Sea Research Centre anymore). It didn't work out too well, as I had lousy timing where fighting Omega was concerned. Plus, I realised that Magic hadn't been unlocked yet. You see, I had got sick of the game and hadn't played it for about three months.

```
-----
| White Mage   Quezacotl  Defend    Mag+40%   | ...Right...
|              Shiva      Revive    Vit+40%   | If any of
|              Leviathan Recover    Spr+40%   | the party
|              Alexander                               | members do
|              Cactuar                                | not know
|-----|-----|-----|-----|-----|-----|
| Black Mage   Siren      Defend    Mag+40%   | such as Str-
|              Brothers  Darkside  HP+80%    | J and Vit-J
|              Carbuncle Draw                               | make one of
|              Doomtrain                               | their GFs
|              Tonberry                               | learnt it.
|-----|-----|-----|-----|-----|-----|
| Warrior      Ifrit      Draw      Str+60%   | The White
|              Diablos   Item       HP+80%    | Mage does
|              Pandemona Darkside  Auto-Protect | not have
|              Cerberus                               | HP+80% so
|              Eden                                           | you will
|              Bahamut                               | have to make
|-----|-----|-----|-----|-----|-----|
|-----|-----|-----|-----|-----|-----|
|-----|-----|-----|-----|-----|-----|
```

Make sure each character has Death junctioned to their status defence if their level is a multiple of 5. If you have to switch

GFs because one party member doesn't have a very important ability keep note that Str-J, Mag-J, Spr-J, Vit-J and Spr-J Scrolls can be bought.

After attempting fight Omega a couple of times I opted for the The End tactic. I made it so Selphie had a 91 Luck stat and had her summon a GF in case Omega used one of his powerful attacks. He did, leaving Selphie the only party member standing up. Omega used Gravija, but I was not quick enough to do her Slot trick. Omega's next attack was Terra Break. I didn't get revived by Phoenix, either.

In the end I chose to refine all my cards and make a separate save file. The winnings aren't all that great anyway; just 250 AP, Three Stars, and the Proof of Omega option in the Tutorial (which doesn't give you any relevant info). I replaced Selphie with Irvine, because, like Squall and Rinoa, Irvine is capable of bombarding the enemy with attack after attack. I didn't hold back in using any item either, so I ended up with a party that had +60% abilities, Ability x4, Auto-Haste, Holy Wars, and a few spare Heroes. I defeated Omega with resounding success, and only used 3 Holy Wars! This is basically what I did: -

- * Summoned Doomtrain to inflict Vit 0. Didn't matter that it healed a bit of HP because I hadn't taken any away.
- * Used an Aura Stone on Rinoa before using a Holy War (had already learnt the hard way that Aura has no affect while under the Invincible status). Tried getting her onto Angel Wing mode, but didn't work because of her Invincible status.
- * The Holy War lasted only one or two turns.
- * Used Aura Stone on Rinoa again, and this time made sure I got her to use Angel Wing before I used a Holy War.
- * Got Irvine to attack while Squall used Darkside. The thing about Darkside is that it takes HP away from the person using it even if they are invincible, so I gradually got down to a point where he could use his limit breaks. Meanwhile Rinoa was constantly casting Meteor on Omega. The Holy War was lasting an unusually long amount of time even though my party had Auto-Haste, but it stopped when I used Renzokuken for the second time, and his finishing move was Lionheart.
- * Used yet another Holy War just in time for Omega to use Megido Flame. Even got Irvine to summon Tonberry, just in case it didn't work out (yeah, Holy War actually missed once). Everything worked out fine. I got Squall to use Renzokuken two more times. Each time he executed the Lionheart finishing move. I must have done 160,000 HPs worth of damage! You must not forget Rinoa has been on Angel Wing for most of the battle as well.
- * The second time Squall did his Lionheart attack Omega stopped. ...The battle was won! Yay! Gold medals to Squall and Rinoa for their amazing work!

Good luck with your attempt at Omega Weapon. Hopefully you'll be less lazy than I was and take the time to give everyone all the best magic, unseal ALL the abilities in Ultimecia Castle and not sleep too much -_~.

9	1	1	1	0	0	0	58	0	0	0	0	0	0
10	1	1	0	1	1	0	59	1	0	1	0	0	0
11	1	0	1	1	0	0	60	0	1	0	1	0	0
12	0	1	1	0	0	0	61	1	0	1	0	0	0
13	1	0	0	1	0	0	62	0	1	0	0	0	0
14	1	1	1	0	0	0	63	0	0	0	1	0	1
15	1	1	1	1	1	0	64	1	0	1	0	0	0
16	0	0	0	0	0	0	65	0	1	0	0	1	0
17	1	1	1	1	0	0	66	1	0	0	0	0	0
18	0	0	1	1	0	0	67	0	0	1	1	0	0
19	1	1	0	0	0	0	68	0	0	0	0	0	0
20	1	1	1	1	1	0	69	1	0	0	0	0	0
21	1	0	1	0	1	1	70	0	1	1	1	1	0
22	0	1	0	1	0	0	71	0	0	0	0	0	0
23	1	0	1	0	0	0	72	1	0	0	0	0	0
24	0	1	1	0	0	0	73	0	1	1	0	0	0
25	1	1	0	1	1	0	74	0	0	0	0	0	0
26	1	0	1	1	0	0	75	1	0	0	1	1	0
27	0	1	0	0	0	0	76	0	0	0	0	0	0
28	1	0	1	1	0	0	77	0	1	1	0	0	1
29	0	0	1	0	0	0	78	0	0	0	0	0	0
30	1	1	0	1	0	0	79	1	0	0	0	0	0
31	1	1	0	0	0	0	80	0	0	1	0	1	0
32	0	0	1	0	0	0	81	0	0	0	0	0	0
33	1	0	1	1	0	0	82	1	1	0	0	0	0
34	0	1	0	0	0	0	83	0	0	0	1	0	0
35	1	1	1	1	1	1	84	0	0	1	0	0	0
36	1	0	0	0	0	0	85	0	0	0	0	0	0
37	0	1	1	1	0	0	86	1	0	0	0	1	0
38	1	0	0	0	0	0	87	0	1	0	0	0	0
39	0	0	1	0	0	0	88	0	0	0	0	0	0
40	1	1	1	1	1	0	89	0	0	1	0	0	0
41	0	0	0	0	0	0	90	1	0	0	1	0	0
42	1	1	0	1	0	0	91	0	0	0	0	0	1
43	0	0	1	0	0	0	92	0	0	0	0	0	0
44	1	1	1	0	0	0	93	0	0	0	0	0	0
45	1	0	0	1	1	0	94	0	1	0	0	0	0
46	0	1	0	1	0	0	95	1	0	1	0	1	0
47	0	0	1	1	0	0	96	0	0	0	0	0	0
48	1	0	0	0	0	0	97	0	0	0	0	0	0
49	0	1	1	0	0	0	98	0	0	0	0	0	0
50	1	1	1	1	1	1	99	0	0	0	0	0	0
51	0	0	0	0	0	0	100	0	1	0	1	1	0
52	1	1	1	0	0	0	_____	_____	_____	_____	_____	_____	_____
53	0	0	0	1	0	0							
54	1	1	1	0	0	0							
55	0	0	0	1	1	0							
56	1	0	1	0	0	0							
_____	_____	_____	_____	_____	_____	_____							

Squall's Bonus Totals

Strength: 41 Most Vitality
Vitality: 36 Most Spirit
Magic: 40
Spirit: 32
Speed: 17
Luck: 6

Weapon: Gunblade

For about 10% more power on your gunblade, use the trigger (R1) to shoot the bullet just as Squall hits his target. The same goes for Renzokuken.

Revolver

Attack: 11

Hit: 255%

Shear Trigger

Attack: 14

Hit: 255%

Cutting Trigger

Attack: 18

Flame Sabre

Attack: 20

Hit: 255%

Twin Lance

Attack: 22

Hit: 255%

Punishment

Attack: 24

Hit: 255%

Lionheart

Attack: 30

Hit: 255%

Limit break: Renzokuken

In Renzokuken Squall performs a multiple Gunblade attack, then, depending on what weapon he has equipped, Squall will randomly execute a special attack. Squall's different special attacks are acquired by remodelling his gunblade.

TRIGGER	
Press	###
R1	<---- ### <---- ###
	###

Rough Divide: Slashes through an enemy, causing an explosion. Available to the Revolver and up.

Fated Circle : A shockwave to all enemies. Available to Shear Trigger and up.

Blasting Zone: A pillar of light that damages all foes. Available to the Flame Sabre and up.

Lion Heart: Slashes an enemy repeatedly, causing an insane amount of damage surpassing the 9999 limit. Only available to the Lionheart.

* To see a list of requirements for upgrading weapons, refer to L4F04 in the Appendices

Special Feature: Getting the Lionheart in disc one

The Lionheart needs the following materials: 1 Adamantine, 3 Dragon Fangs, and 12x Pulse Ammo.

Dragon Fangs are dropped from mid level (your party has to be around levels 30 to 50) T-Rexaurs, who are found in Balamb Garden's Training Centre.

Adamantine can be obtained from Adamantoise who can occasionally be found on the beaches of Dollet.

As for the Pulse Ammo, fight high level Elastoids in the second Laguna dream for Laser Cannons, and refine them into Pulse Ammo with Ifrit's Ammo-RF. You don't even have to be all that high levelled actually. When me and Alex did it, our average party level was in the 50's or 60's.

Conclusion

Squall, like his card is a good defensive player. He has the most HP at level 100. Those factors, combined with Renzokuken and the Lionheart makes Squall possibly the best fighter in FF8. Most of the time you've got no choice in not include Squall in the party, but he's good to have around all the same.

=====

= Rinoa Heartilly =

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Stat Bonuses for each Level Gained

Level	Str	Vit	Mag	Spr	Spd	Luk	Level	Str	Vit	Mag	Spr	Spd	Luk
12	1	1	0	1	0	0	56	1	1	1	1	0	1
13	1	1	1	1	0	0	57	0	0	0	0	0	0
14	1	1	0	1	0	0	58	1	0	1	0	0	0
15	1	1	1	1	0	0	59	1	0	0	0	0	0
16	0	1	1	0	0	0	60	0	1	1	1	1	0
17	1	1	0	0	0	0	61	1	0	0	0	0	0
18	1	1	0	1	0	0	62	0	0	1	1	0	0
19	1	0	1	0	0	0	63	1	0	0	0	0	0
20	1	1	1	1	1	0	64	1	1	1	0	0	0
21	1	0	0	0	0	0	65	0	0	0	0	1	0
22	0	0	1	1	0	0	66	1	0	1	1	0	0
23	1	1	1	0	0	0	67	0	0	0	0	0	0
24	1	0	0	1	0	1	68	1	1	1	0	0	0
25	1	1	1	0	0	0	69	0	0	0	0	0	0
26	1	0	1	1	0	0	70	1	0	1	1	1	0
27	1	1	0	0	0	0	71	0	0	0	0	0	0
28	0	0	1	1	0	0	72	1	0	0	0	0	1
29	1	0	1	0	0	0	73	0	1	1	0	0	0
30	1	1	1	1	1	0	74	0	0	0	1	0	0
31	1	0	1	0	0	0	75	1	0	1	0	0	0
32	1	1	1	0	0	0	76	0	0	0	0	0	0
33	1	0	0	0	0	0	77	0	0	1	0	0	0
34	0	0	1	1	0	0	78	1	1	0	0	0	0
35	1	1	1	0	1	0	79	1	0	1	1	0	0
36	1	0	0	1	0	0	80	0	0	0	0	1	0
37	1	0	1	0	0	0	81	0	0	0	0	0	0
38	0	1	0	1	0	0	82	1	0	1	0	0	0
39	1	0	1	0	0	0	83	0	0	0	0	0	0
40	1	1	1	1	1	1	84	1	1	1	1	0	0

41	0	0	0	0	0	0	85	1	0	0	0	1	0	
42	1	0	1	0	0	0	86	0	0	1	0	0	0	
43	1	0	0	1	0	0	87	0	0	0	0	0	0	
44	1	1	1	0	0	0	88	1	1	0	0	0	1	
45	1	0	1	0	0	0	89	0	0	1	0	0	0	
46	0	1	0	1	0	0	90	1	0	0	1	1	0	
47	1	0	1	0	0	0	91	0	0	0	0	0	0	
48	1	0	0	1	0	0	92	0	0	1	0	0	0	
49	0	0	1	0	0	0	93	1	0	0	0	0	0	
50	1	1	1	1	0	0	94	0	0	0	0	0	0	
51	0	0	0	0	0	0	95	1	0	1	0	1	0	
52	1	0	0	0	0	0	96	0	0	0	0	0	0	
53	1	1	1	1	0	0	97	0	0	1	0	0	0	
54	1	0	0	0	0	0	98	1	0	0	0	0	0	
55	0	0	1	0	1	0	99	0	1	0	0	0	0	
____	____	____	____	____	____	____	100	0	0	1	1	0	0	
							____	____	____	____	____	____	____	

Rinoa's Bonus totals

Strength: 55 Most Strength
Vitality: 29 Most Magic
 Magic: 47 Least Speed
Spirit: 30
 Speed: 12
 Luck: 5

Weapon: Pinwheel

Pinwheel
Attack: 11
Hit: 99%

Valkyrie
Attack: 14
Hit: 104%

Rising Sun
Attack: 18
Hit: 103%

Cardinal
Attack: 24
Hit: 104%

Shooting Star
Attack: 28
Hit: 107%

Limit break: Combine

Rinoa's dog, Angelo, helps her in battle. To teach him new tricks to use at his own discretion (meaning all are random), get the "Pet Pals" magazines and walk around with Rinoa in your party until it is learnt. The location of each Pet Pals are in the Appendices.

NAME	USE	PET PALS
----	---	-----

{Combine}

Angelo Rush	Physical damage to an enemy	n/a
Invincible Moon	Party is invincible for 3 turns	Vol. 3
Angelo Cannon	Physical damage to all enemies	n/a
Angelo Strike	Physical damage to an enemy	Vol. 1
Wishing Star	Physical Damage to all enemies	Vol. 6

{Random}

Angelo Recover	Heal Rinoa.	Vol. 2
Angelo Reverse	Revive Rinoa when she is KO'd	Vol. 4
Angelo Search	Find item on battlefield. *	Vol. 5

* Check out the Angelo Search FAQ at Game FAQs to find out EVERYTHING about Angelo Search.

Limit break: Angel Wing

Rinoa gets this limit break in disc 3, when you first enter the Ragnarok. Rinoa acts of her own free will and casts magic. Although she tends to only casts strengthened variations of magic that is in her inventory, she doesn't actually use the magic. The 'Angel Wing' status remains until Rinoa is KO'd or the battle ends.

| <!-- TIP | _____
|-----|
| See the Angel Wing FAQ at Game FAQs (www.gamefaqs.com). It |
| tells you EVERYTHING about the Angel Wing limit break and is |
| defiantly worth getting. |
|_____|

Conclusion

Rinoa reminds me of Terra from FF6, because she is particularly good at offensive damage in both magical and physical respects. Rinoa's ultimate weapon, the Shooting Star is bested only by the infamous Lionheart (although it comes third in terms of accuracy). Her Speed and Luck are terrible, however. In and after the third disc when Rinoa gets Angel Wing as a new limit break (which is a bit like Terra's Morph in FF6), Rinoa is my favourite character for dishing out the pain, but she is preferable in boss battles to monster ones.

=====

= Selphie Tilmitt =

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Stat Bonuses for each Level Gained

_____							_____							
	Str	Vit	Mag	Spr	Spd	Luk		Str	Vit	Mag	Spr	Spd	Luk	
	___		___		___		___		___		___		___	
	9		1		0		0		0		0		0	
	10		0		0		1		1		0		0	
	11		1		0		0		0		0		0	
	12		1		1		1		1		0		0	
	13		0		0		1		0		0		0	

14	1	0	0	1	0	0		60	0	1	1	0	1	0	
15	1	1	1	0	0	0		61	0	0	0	0	0	0	
16	0	1	0	1	1	0		62	1	0	1	1	0	0	
17	1	0	1	1	0	0		63	0	0	0	0	0	0	
18	1	0	1	0	0	1		64	1	0	0	0	1	0	
19	0	1	0	1	0	0		65	0	1	1	1	0	0	
20	1	0	1	0	1	0		66	0	0	0	0	0	1	
21	0	1	0	1	0	0		67	1	0	1	0	0	0	
22	1	0	1	0	0	0		68	0	0	0	0	1	0	
23	1	1	0	1	0	0		69	0	0	0	1	0	0	
24	1	0	1	0	1	0		70	1	1	1	0	0	0	
25	0	1	1	1	0	0		71	0	0	0	0	0	0	
26	0	0	0	0	0	0		72	0	0	0	0	1	0	
27	1	0	0	1	0	0		73	1	0	1	1	0	0	
28	1	1	1	0	0	0		74	0	0	0	0	0	0	
29	0	0	0	1	0	0		75	0	0	1	0	0	0	
30	1	1	1	0	0	1		76	0	1	0	0	1	0	
31	0	0	1	0	0	0		77	1	0	0	1	0	0	
32	1	0	0	0	1	0		78	0	0	1	0	0	1	
33	1	1	1	1	0	0		79	0	0	0	0	0	0	
34	0	0	0	0	0	0		80	1	0	0	0	1	0	
35	1	0	1	0	0	0		81	0	0	1	0	0	0	
36	0	1	0	1	1	0		82	0	0	0	0	0	0	
37	1	0	1	0	0	0		83	0	0	0	1	0	0	
38	0	0	0	0	0	0		84	1	0	0	0	0	0	
39	1	1	1	0	0	0		85	0	1	1	0	0	0	
40	0	0	0	1	1	0		86	0	0	0	0	0	0	
41	0	0	1	0	0	0		87	0	0	0	0	0	0	
42	1	1	0	0	0	1		88	0	0	1	1	1	0	
43	1	0	1	1	0	1		89	1	0	0	0	0	0	
44	0	0	0	0	1	0		90	0	0	0	0	0	1	
45	1	1	1	1	0	0		91	0	0	0	0	0	0	
46	0	0	0	0	0	0		92	0	0	1	0	1	0	
47	0	0	0	0	0	0		93	1	0	0	0	0	0	
48	1	1	1	1	1	0		94	0	0	0	0	0	0	
49	1	0	0	0	0	0		95	0	0	1	0	0	0	
50	0	0	1	1	0	0		96	0	0	0	1	1	0	
51	0	0	0	0	0	0		97	0	0	0	0	0	0	
52	1	1	1	0	1	0		98	0	0	0	0	0	0	
53	0	0	0	1	0	0		99	1	0	0	0	0	0	
54	1	0	0	0	0	1		100	0	0	1	0	1	0	
____	____	____	____	____	____	____		____	____	____	____	____	____	____	

Selphie's Bonus totals

Strength: 39 Most Luck
Vitality: 22
 Magic: 39
 Spirit: 28
 Speed: 19
 Luck: 8

Weapon: Nunchaku

Flail
 Attack: 12
 Hit: 98%

Morning Star

Attack: 15
Hit: 99%

Crescent Wish
Attack: 20
Hit: 100%

Strange Vision
Attack: 25
Hit: 255%

Limit break: Slot

Selphie can cast any spell in the game. Even magic only available to her. Do Over turns the slot machine to randomly select magic and Cast executes the spell as well as making it easier for Selphie to find it in future. The following are the special spells Selphie can get. She can get any spell at any point in the game, but they're automatically taught to her at certain levels.

NAME	EFFECT	LEVEL
----	-----	-----
Full-Cure	Restore party to full health	Initial
Wall	Cast Shell and Protect on all allies	12 or 14?
Rapture	Remove enemies	20?
The End	Defeats all enemies (never misses!!)	100
Percent	Puts enemies into critical status	*
Catastrophe	Heavy damage to enemy party	*

* Percent and Catastrophe require a GameShark.

Slot Trick

- 1] Selphie must be in critical to use her limit break.
- 2] Get another party member to select a Magic spell to cast.
- 3] Quickly open the CD holder of your PlayStation (I'm not sure whether it would be a good idea with a PC) before the character casts their spell. They will be stuck in their casting pose and Selphie can choose spells for her Slot at her leisure!

Attacks that can be used in conjunction with the Slot Trick: you know how there's a little graphic before a character casts a spell? If the attack has that same graphic, it will work fine with the Selphie glitch. It even works when a monster's in the spell-casting act.

How to get Selphie's fabled special attack The End

You just have to be lucky. In one game of mine I managed to defeat Diablos using The End just before going into the train for the first time and Selphie was at level 11. After that, I had a really good run with it. Whenever there was a tough battle and I wanted to use The End it seemed to magically appear eventually, but since then I haven't been able to find it once. Once The End or any other special attack is shown in Selphie's status screen it is easier to find. Another way of getting The End onto her status

screen however, is levelling her up to 100.

Conclusion

Selphie is one of those characters who isn't particularly outstanding on first impressions but really she can be more valuable than Squall or Rinoa combined. After all, stats like Speed, Luck and Hit Rate are very difficult to increase. Selphie just happens have the best Luck and Hit Rate.

Strange Vision, combined with Selphie's good Speed stat and fairly decent Strength make her perfect for killing Cactuars. Not only that, Selphie can use The End and Rapture to get rid of almost any enemy who happens to be annoying her (if she's lucky -- and that's saying something).

=====
= Quistis Trepe =
=====

Stat Bonuses for each Level Gained

	Str	Vit	Mag	Spr	Spd	Luk		Str	Vit	Mag	Spr	Spd	Luk
9	0	1	1	1	0	0	55	1	0	0	1	1	0
10	1	0	0	1	1	0	56	0	0	0	0	0	0
11	1	1	1	0	0	0	57	0	1	1	0	0	0
12	1	0	1	1	0	0	58	1	0	0	0	0	0
13	0	1	0	0	0	0	59	0	0	0	0	0	0
14	1	0	1	1	0	0	60	1	1	1	0	0	0
15	1	1	1	0	1	0	61	0	0	0	0	0	0
16	0	0	0	1	0	0	62	0	0	1	0	0	0
17	1	1	1	0	0	0	63	1	0	0	0	0	1
18	1	0	1	1	0	0	64	0	0	0	0	0	0
19	0	0	0	0	0	0	65	0	0	1	1	1	0
20	1	1	1	1	0	0	66	1	1	0	0	0	0
21	0	1	0	0	0	1	67	0	0	0	0	0	0
22	1	0	1	1	0	0	68	1	0	0	0	0	0
23	1	0	0	0	0	0	69	0	0	1	0	0	0
24	0	1	1	1	0	0	70	0	1	0	1	1	0
25	1	0	1	0	1	0	71	0	0	0	0	0	0
26	1	1	0	1	0	0	72	1	0	1	0	0	0
27	0	0	1	0	0	0	73	0	0	0	0	0	0
28	1	1	0	1	0	0	74	0	0	0	0	0	0
29	1	0	1	0	0	0	75	1	0	1	1	1	0
30	1	1	1	1	1	0	76	0	0	0	0	0	0
31	0	0	0	0	0	0	77	0	1	0	0	0	1
32	1	1	1	0	0	0	78	1	0	0	0	0	0
33	1	0	0	1	0	0	79	0	0	0	0	0	0
34	0	0	1	0	0	0	80	0	0	1	1	0	0
35	1	0	0	1	1	1	81	0	0	0	0	0	0
36	0	1	1	0	0	0	82	0	0	0	0	0	0
37	1	0	0	0	0	0	83	1	0	0	0	0	0
38	0	1	0	1	0	0	84	0	0	1	0	0	0
39	1	0	1	0	0	0	85	0	0	0	0	1	0
40	0	1	1	1	0	0	86	1	0	0	0	0	0
41	1	0	0	0	0	0	87	0	0	0	0	0	0
42	0	0	0	0	0	0	88	0	1	0	0	0	0
43	1	0	1	1	0	0	89	0	0	1	0	0	0

44	0	1	0	0	0	0	90	1	0	0	1	1	0
45	1	0	1	1	1	0	91	0	0	0	0	0	1
46	0	0	0	0	0	0	92	0	0	0	0	0	0
47	1	1	1	0	0	0	93	0	0	0	0	0	0
48	1	0	0	1	0	0	94	0	0	0	0	0	0
49	0	0	1	0	0	1	95	0	0	1	0	1	0
50	0	1	0	1	1	0	96	1	0	0	0	0	0
51	1	0	0	0	0	0	97	0	0	0	0	0	0
52	0	0	1	0	0	0	98	0	0	0	0	0	0
53	0	1	0	0	0	0	99	0	0	0	0	0	0
54	1	0	1	1	0	0	100	0	0	0	0	0	0
____	____	____	____	____	____	____	____	____	____	____	____	____	____

Quistis' Bonus totals

Strength: 41
Vitality: 26
Magic: 37
Spirit: 28
Speed: 14
Luck: 6

Weapon: Whip

Chain Whip
Attack: 12
Hit: 103%

Slaying Tail
Attack: 15
Hit: 104%

Red Scorpion
Attack: 20
Hit: 105%

Save the Queen
Attack: 25
Hit: 107%

Limit break: Blue Magic

Blue magic is enemy abilities Quistis can learn by studying certain items. Here's a list of blue magic:

NAME	EFFECT	ITEM NEEDED
----	-----	-----
Laser Eye	Damage an enemy	n/a
Ultra Waves	Damage all enemies + Berserk*	Spider Web
Electrocute	Thunder on all enemies	Coral Fragment
LV? Death	Death on certain enemies	Curse Spike
Degenerator	Kill an enemy*	Black Hole
Aqua Breath	Water on all enemies	Water Crystal
Micro Missiles	Damage an enemy	Missile
Acid	Status maladies to enemy*	Mystery Fluid
Gatling Gun	Damage one enemy	Running Fire
Fire Breath	Fire damage to all enemies	Inferno Fang

Bad Breath	Status change on all enemies	Malboro Tentacle
White Wind	Cure your party	Whisper
Homing Laser	Damage an enemy	Laser Cannon
Mighty Guard *	Defend your party	Barrier
Ray-Bomb	Damage all enemies	Power Generator
Shockwave Pulsar	Seriously damage all enemies	Dark Matter

* Status maladies to an enemy -

Random. To my knowledge it has inflicted Vitality 0, poison and blind.

* Kill an enemy -

Disposes of any monster except Tonberries.

* Berserk -

MAY cause berserk.

* Mighty Guard -

May imbue your characters with Aura.

Conclusion

Quistis is a reliable party member with great limit breaks such as Degenerator, White Wind, Mighty Guard and Shockwave Pulsar. Not only is she good in pretty much every monster battle (whether it be a Tonberry or Iron Giant), Quistis can also be valuable in boss battles (though I prefer Rinoa, Selphie or Zell for bosses).

Although none of her stats are outstanding, Quistis can be counted on to keep all of her stats steady at all times (which kind of makes sense, as she is a Libran ^_^).

```

=====
=                               Zell Dincht                               =
=====

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Stat Bonuses for each Level Gained

	Str	Vit	Mag	Spr	Spd	Luk		Str	Vit	Mag	Spr	Spd	Luk	
	_____		_____		_____		_____		_____		_____		_____	
9	1		1		0		0		0		0		0	
10	1		1		1		1		1		0		0	
11	0		0		1		0		0		0		1	
12	1		1		1		0		0		1		0	
13	1		0		0		0		0		0		0	
14	0		1		1		1		0		0		0	
15	1		0		1		0		1		0		0	
16	1		1		0		1		0		0		0	
17	1		0		1		0		0		0		0	
18	0		1		0		1		0		0		0	
19	1		0		1		0		0		0		1	
20	1		1		1		0		0		0		1	
21	0		0		0		1		0		0		0	
22	1		1		1		0		0		0		0	
23	0		0		0		1		0		0		0	
24	1		1		1		0		0		1		0	
25	1		0		1		1		1		0		0	
26	0		1		0		0		0		1		0	
27	1		0		0		0		0		1		0	
28	0		1		1		1		0		0		0	
29	1		0		1		0		0		0		1	

30 1 1 0 1 1 0 76 1 0 0 0 0 0
31 0 0 1 0 0 0 77 0 0 0 0 0 0
32 1 0 0 0 0 0 78 0 0 1 0 0 0
33 0 1 1 1 0 0 79 0 0 0 1 0 0
34 1 0 0 0 0 0 80 1 1 0 0 0 0
35 1 1 1 1 1 0 81 0 0 0 0 0 0
36 0 0 0 0 0 0 82 0 0 1 0 0 0
37 1 1 1 0 0 0 83 0 0 0 0 0 0
38 0 0 0 0 0 0 84 1 0 0 0 0 0
39 1 0 1 1 0 0 85 0 0 0 0 1 0
40 0 1 0 0 0 1 86 0 0 1 0 0 0
41 1 0 1 0 0 0 87 0 0 0 0 0 0
42 0 0 0 1 0 0 88 1 0 0 0 0 1
43 1 1 1 0 0 0 89 0 0 0 0 1 0
44 0 0 0 0 0 0 90 0 1 0 0 0 0
45 1 1 1 0 0 0 91 0 0 0 0 0 0
46 0 0 0 1 1 0 92 0 0 1 0 0 0
47 1 0 0 0 0 0 93 1 0 0 0 0 0
48 0 1 1 0 0 0 94 0 0 0 1 1 0
49 1 0 0 1 0 0 95 0 0 0 0 0 0
50 0 1 1 0 1 0 96 0 0 0 0 0 0
51 0 0 0 0 0 0 97 0 0 0 0 0 0
52 1 0 1 0 0 0 98 0 0 0 0 0 0
53 0 0 0 1 0 0 99 1 0 0 0 0 0
54 1 1 0 0 0 0 100 1 0 0 0 0 0
_____ _____ _____ _____ _____ _____ _____ _____ _____ _____ _____ _____ _____ _____

Zell's Bonus totals

Strength: 41
Vitality: 28
Magic: 35
Spirit: 23
Speed: 14
Luck: 5

Weapon: Gloves

Metal Knuckle

Attack: 12
Hit: 98%

Maverick

Attack: 15
Hit: 99%

Gauntlet

Attack: 20
Hit: 101%

Ehrgeiz

Attack: 25
Hit: 103%

Limit break: Duel

Teach Zell special martial arts moves from issues of Combat King

magazine. You have to enter in the right buttons execute duel combinations, like in fighting or dance games. To get a finishing move you need to chain certain combos.

NAME	CK	NOTE
----	--	----
{Combos}		
Punch Rush	N/A	-
Booya	N/A	-
Heel Drop	N/A	-
Mach Kick	N/A	-
Dolphin Blow	001	-
Meteor Strike	002	The bigger the enemy, the more damage caused!!
{Finishing moves}		
Burning Rave	N/A	- Punch Rush + Mach Kick + Punch Rush + Heel Drop or Meteor Strike + Burning Rave. - Booya + Heel Drop + Meteor Strike + Booya + Burning Rave
Meteor Barret	003	- Punch Rush + Dolphin Blow + Meteor Barret. - Booya + Meteor Strike + Dolphin Blow + Punch Rush + Mach Kick + Meteor Barret. - Booya + Heel Drop + Mach Kick + Heel Drop + Booya + Punch Rush + Mach Kick + Meteor Barret.
Different Beat	004	- Punch Rush + Booya + Meteor Strike + Booya + Different Beat. - Booya + Heel Drop + Mach Kick + Heel Drop + Booya + Different Beat.
My Final Heaven	005	- Punch Rush + Booya + Heel Drop + Meteor Strike + My Final Heaven. - Booya + Heel Drop + Mach Kick + Punch Rush + My Final Heaven.
Looped Combos	N/A	- Mach Kick, Booya, Punch Rush. - Punch Rush, Booya.

How to get Finishing Moves: I have found out a way of getting the most powerful finishing move without having to look up the combo in a guide! What you do, is when the first list of moves come up choose the one at the top. Next time, do the second one down, and so on.

Conclusion

 Although Zell is a popular character to use, he isn't all that jazz -- like Quistis, Zell's stats are balanced but not extraordinary in any way. Actually, Zell's stats and are overall worse than Quistis! But his limit breaks are good in boss battles.

=====
 = Irvine Kinneas =
 =====
 Stat Bonuses for each Level Gained

	Str	Vit	Mag	Spr	Spd	Luk	Bonus totals	Valient
								Attack: 12
14	0	0	0	1	0	0	Strength: 36	Hit: 105%
15	1	1	1	0	0	0	Vitality: 23	
16	0	1	1	1	1	1	Magic: 32	Ulysses
17	1	0	0	0	0	0	Spirit: 21	Attack: 15
18	1	1	1	1	0	0	Speed: 17	Hit: 108%
19	1	0	1	0	0	0	Luck : 7	
20	1	1	0	1	0	0		Bismarck
21	0	0	1	0	0	0	Least Strength	Attack: 20
22	1	0	0	1	0	0	Least Magic	Hit: 110%
23	1	1	1	0	0	0	Least Spirit	
24	0	0	1	1	1	0		Exeter
25	1	1	0	0	0	0	Pathetic. This	Attack: 25
26	0	0	1	1	0	0	guy wouldn't	Hit: 115%
27	1	1	0	0	0	0	know what it	
28	1	0	1	0	1	0	was to be "powerful" if it hit	
29	0	0	0	1	0	0	him smack bang in the face. Well	
30	1	1	1	0	0	0	actually he would. Quite	
31	0	0	0	1	0	0	literally. But he does have a	
32	1	1	1	0	1	0	fair amount of those ever hard	
33	0	0	1	0	0	1	to come by stats Luck and Hit %,	
34	1	0	0	1	0	0	so that's saying something for	
35	0	1	0	0	0	0	the bloke. Also, I've got a	
36	1	0	1	1	1	0	distinct feeling that his piss	
37	0	1	0	0	0	0	poor Strength stat effects his	
38	1	0	1	0	0	0	limit break none whatsoever,	
39	0	0	0	0	0	0	because you can cause a lot of	
40	1	1	1	1	0	1	damage using Shot. Plus, he's	
41	0	0	0	0	0	0	the third best character for	
42	1	1	1	1	0	0	hunting Cactuars (other than	
43	0	0	0	0	0	0	Squall and Selphie).	
44	1	0	1	0	1	0		
45	0	1	0	1	0	0		
46	1	0	1	0	0	0		
47	0	0	0	0	0	0		
48	1	1	1	1	1	0		
49	0	0	0	0	0	0		
50	1	0	1	0	0	0		
51	0	0	0	0	0	0		
52	0	1	0	1	1	0		
53	1	0	1	0	0	0		
54	0	0	0	0	0	0		
55	1	1	0	1	0	0		
56	0	0	1	0	1	1		
57	0	0	0	0	0	0		
58	1	0	0	0	0	0		
59	0	0	1	0	0	0		
60	1	1	0	1	0	0		
61	0	0	1	0	0	0		
62	0	0	0	0	0	0		
63	1	0	0	0	0	0		
64	0	1	1	1	1	1		
65	1	0	0	0	0	0		
66	0	0	0	0	0	0		
67	0	0	0	0	0	0		
68	1	1	1	0	1	0		
69	0	0	0	0	0	0		
70	0	0	0	1	0	0		
71	1	0	0	0	0	0		

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| 72 | 0 | 0 | 1 | 0 | 1 | 0 |
| 73 | 0 | 1 | 0 | 0 | 0 | 0 |
| 74 | 1 | 0 | 0 | 0 | 0 | 0 |
| 75 | 0 | 0 | 0 | 0 | 0 | 0 |
| 76 | 0 | 0 | 1 | 0 | 1 | 0 |
| 77 | 0 | 0 | 0 | 0 | 0 | 0 |
| 78 | 1 | 0 | 0 | 0 | 0 | 0 |
| 79 | 0 | 0 | 0 | 0 | 0 | 1 |
| 80 | 0 | 1 | 1 | 1 | 0 | 0 |
| 81 | 0 | 0 | 0 | 0 | 0 | 0 |
| 82 | 1 | 0 | 0 | 0 | 0 | 0 |
| 83 | 0 | 0 | 0 | 0 | 0 | 0 |
| 84 | 0 | 0 | 1 | 0 | 1 | 0 |
| 85 | 1 | 0 | 0 | 0 | 0 | 0 |
| 86 | 0 | 0 | 0 | 0 | 0 | 0 |
| 87 | 0 | 0 | 0 | 0 | 0 | 0 |
| 88 | 0 | 0 | 0 | 0 | 1 | 1 |
| 89 | 1 | 0 | 0 | 0 | 0 | 0 |
| 90 | 0 | 1 | 1 | 0 | 0 | 0 |
| 91 | 0 | 0 | 0 | 0 | 0 | 0 |
| 92 | 0 | 0 | 0 | 0 | 1 | 0 |
| 93 | 0 | 0 | 0 | 0 | 0 | 0 |
| 94 | 1 | 0 | 0 | 0 | 0 | 0 |
| 95 | 0 | 0 | 0 | 0 | 0 | 0 |
| 96 | 0 | 0 | 0 | 0 | 1 | 0 |
| 97 | 0 | 0 | 0 | 0 | 0 | 0 |
| 98 | 0 | 0 | 0 | 0 | 0 | 0 |
| 99 | 1 | 0 | 1 | 0 | 0 | 0 |
| 100 | 0 | 0 | 0 | 0 | 0 | 0 |
| ____|__|__|__|__|__|__|

```

Limit break: Shot

All you need for one of Irvine's Shots is the correct ammo, which can be got from shops or with Ifrit's 'Ammo-RF' ability. Unless the Shot targets all, each bullet can be aimed at individual enemies.

SHOT	EFFECT	AMMO NEEDED
Normal	Damage one enemy	Normal
Scatter	Damage all enemies	Shotgun
Dark	Damage one enemy + Blind	Dark
Flame	Fire damage to all enemies	Fire
Canister	Damage one enemy	Demolition
Quick	Damage one enemy	Fast
Armour	Defence ignoring damage to an enemy	AP
Hyper	Big damage to an enemy	Pulse

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= Seifer Almasy =

=====

You have him in your team briefly in the Dollet Field Exam, but after that he becomes your enemy (and unlike Kain of FF4, he does not rejoin your party, either). IF you have a GameShark, you can put Seifer permanently into your party with this code: 80077C2C 0001. See the Seifer/Edea FAQ found in GameFAQs for more info.

	Str	Vit	Mag	Spr	Spd	Eva	Luk	Bonus totals	Most Speed
20	7	6	6	6	3	0	0	Strength: 38	Wow! Seifer
30	6	5	6	4	3	1	1	Vitality: 31	is the SPEED
40	6	5	5	5	3	0	1	Magic: 36	KING! He has
50	5	4	4	3	3	0	1	Spirit: 28	10 more Spd
60	4	4	4	4	3	1	0	Speed: 29	bonuses than
70	3	2	4	2	3	0	1	Evade: 2	Selphie, who
80	3	3	3	2	3	0	1	Luck: 6	is the next in
90	2	1	2	1	3	0	0		line. His stat
100	2	1	2	1	2	0	1		bonuses are very good early
									on, but they're tapered off.

Level	HP	Str	Vit	Mag	Spr	Spd	Eva	Hit	Luck
10	812	22	8	9	10	18	1	255	13
20	1400	29	14	15	16	21	1	255	13
30	1980	35	19	21	20	24	2	255	14
40	2553	41	24	26	25	27	2	255	15
50	3117	46	28	30	28	30	2	255	16
60	3674	50	32	34	32	33	3	255	16
70	4223	53	34	38	34	36	3	255	17
80	4765	56	37	41	36	39	3	255	18
90	5298	58	38	43	37	42	3	255	18
100	5823	60	39	45	38	45	3	255	19

Weapon: Hyperion

Seifer has a gunblade like Squall's. Shoot the bullet just as Seifer hits his target. This will increase his attack by about 10%.

Limit break: No Mercy

Fire Cross : Casts Fire on the victim, then hurls an ball of energy it it. This is the only limit break that will ever be available to you even with a GameShark.

Demon Slice: Seifer has this when you fight him in Galbadia Garden (disc 2). Basically amore powerful version of Fire Cross without the fire.

Bloodfest : Seifer has this attack when you fight him in Lunatic Pandora (disc 3). It is a devastating attack against your whole party.

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= Sorceress Edea =

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If you want to have her permanently in your party you need a Game Shark and this code: 80077CC4 0001. See the Seifer/Edea FAQ found in GameFAQs for more info.

	Str	Vit	Mag	Spr	Spd	Eva	Luk	Bonus totals	Least Vitality
20	6	3	7	6	1	0	0	Strength: 37	
30	6	2	6	5	2	0	1	Vitality: 19	Edea's a love-

```

| 40 | 5 | 3 | 5 | 4 | 1 | 0 | 0 | Magic: 36 | ly lady, but |
| 50 | 4 | 2 | 4 | 3 | 2 | 1 | 1 | Spirit: 29 | where stats r |
| 60 | 6 | 2 | 4 | 3 | 1 | 0 | 0 | Speed: 15 | concerned she |
| 70 | 3 | 2 | 3 | 3 | 2 | 0 | 1 | Evade: 1 | is rather od- |
| 80 | 3 | 2 | 3 | 2 | 1 | 0 | 0 | Luck: 4 | ious. Magic & |
| 90 | 2 | 1 | 3 | 2 | 2 | 0 | 1 | _____ | Spirit are |
| 100 | 3 | 2 | 1 | 1 | 1 | 0 | 0 | Edea's strong points, but |
| _____ | _____ | _____ | _____ | _____ | _____ | _____ | _____ | they're not the best even so. |
| Edea has the best beginning compatibility with all the GFs |
| (maybe because she is where you draw Alexander from when you |
| fight her?). |

```

```

+-----+
| Level  HP      Str  Vit  Mag  Spr  Spd  Eva  Hit  Luck |
+-----+
| 10   | 566 | 26 | 2 | 18 | 14 | 18 | 1 | 97 | 11 |
| 20   | 954 | 32 | 5 | 25 | 20 | 19 | 1 | 97 | 11 |
| 30   | 1334 | 38 | 7 | 31 | 25 | 21 | 1 | 97 | 12 |
| 40   | 1707 | 43 | 10 | 36 | 30 | 22 | 1 | 97 | 12 |
| 50   | 2071 | 47 | 12 | 41 | 34 | 24 | 2 | 97 | 13 |
| 60   | 2428 | 51 | 14 | 45 | 37 | 25 | 2 | 97 | 13 |
| 70   | 2777 | 54 | 16 | 48 | 40 | 27 | 2 | 97 | 14 |
| 80   | 3119 | 57 | 17 | 51 | 42 | 28 | 2 | 97 | 14 |
| 90   | 3452 | 59 | 18 | 54 | 44 | 30 | 2 | 97 | 15 |
| 100  | 3777 | 61 | 20 | 55 | 45 | 31 | 2 | 97 | 15 |
+-----+

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Physical Attack: Astral Punch

This attack is really weak. Try focusing on her magic rather than wasting your time on this.

Limit Break: Sorcery

Gamers with good memories will know this is the attack Edea used at the end of disc one to mercilessly impale Squall's shoulder. It does around 4000 units worth of damage.

----->>-ONLY-AVAILABLE-DURING-LAGUNA-DREAM-SEQUENCES-<<-----

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= Laguna Loire, Kiros Seagill and Ward Zabac =

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| Laguna's Stats |
+-----+
| Level  HP      Str  Vit  Mag  Spr  Spd  Eva  Hit  Luck |
+-----+
| 10   | 577 | 9 | 8 | 8 | 7 | 24 | | | 15 |
| 20   | 1005 | 16 | 14 | 15 | 13 | 25 | | | 15 |
| 30   | 1425 | 22 | 19 | 21 | 18 | 27 | | | 16 |
| 40   | 1838 | 28 | 24 | 26 | 22 | 28 | | | 17 |
| 50   | 2242 | 33 | 28 | 31 | 26 | 30 | | | 18 |
| 60   | 2639 | 37 | 32 | 35 | 29 | 31 | | | 18 |
| 70   | 3028 | 39 | 35 | 39 | 32 | 33 | | | 19 |
| 80   | 3410 | 41 | 37 | 41 | 33 | 34 | | | 20 |
| 90   | 3783 | 44 | 39 | 44 | 35 | 36 | | | 20 |
| 100  | 4148 | 46 | 41 | 46 | 36 | 37 | | | 21 |
+-----+

```

	Str	Vit	Mag	Spr	Spd	Luk	Bonus totals	Like Quistis and Zell, Laguna does
20	7	6	7	6	1	0	Strength: 37	not have the most
30	6	5	6	5	2	1	Vitality: 31	or least of any-
40	6	3	5	4	1	1	Magic: 40	thing (not count-
50	5	4	5	4	2	1	Spirit: 29	in Evade, as I
60	4	4	4	3	1	0	Speed: 15	don't know the Eva
70	2	3	4	3	2	1	Luck: 6	stats for all the
80	2	2	2	1	1	1		characters). On
90	3	2	3	2	2	0		average he gets more stat bonuses
100	2	2	2	1	1	1		than Quistis or Zell (except for
								Str).

A Summary of Laguna, Kiros and Ward

LKW's limit breaks are simple enough; they deliver non-elemental damage and have semi-realistic animations (as opposed to Zell building up momentum by running all over the world to charge headlong into his enemy -- coincidentally he is an Aries ^_^).

LKW (particularly Kiros) have an interesting way of fighting, and the less common statistics such as Luck and Evade are extenuated.

Ward is like Guy of FF2 in the way that he has phenomenal strength, but not all that pleasant to the eye. His limit break, Massive Anchor is a solid attack. Kiros' limit break, Blood Pain reminds many gamers of Squall's Renzokuken, and in the Japanese version of the game the name Seifer's Bloodfest is actually Kiros' limit break; Seifer's attack is called Blood Pain ... Weird.

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= Summary of total stat gains =

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Strength

- 1st: 55 - Rinoa
- 2nd: 41 - Squall, Quistis, Zell
- 3rd: 39 - Selphie
- 4th: 38 - Seifer
- 5th: 37 - Edea, Laguna
- 6th: 36 - Irvine

Vitality

- 1st: 36 - Squall
- 2nd: 31 - Seifer, Laguna
- 3rd: 29 - Rinoa
- 4th: 28 - Zell
- 5th: 26 - Quistis
- 6th: 23 - Irvine
- 7th: 22 - Selphie
- 8th: 19 - Edea

Magic

- 1st: 47 - Rinoa
- 2nd: 40 - Squall, Laguna
- 3rd: 39 - Selphie
- 4th: 37 - Quistis

5th: 36 - Seifer, Edea
6th: 35 - Zell
7th: 32 - Irvine

Spirit

1st: 32 - Squall
2nd: 30 - Rinoa
3rd: 29 - Laguna, Edea
4th: 28 - Selphie, Quistis
5th: 23 - Zell
6th: 21 - Irvine

Speed

1st: 29 - Seifer
2nd: 19 - Selphie
3rd: 17 - Squall, Irvine
4th: 16 - Laguna, Edea
5th: 14 - Quistis, Zell
6th: 12 - Rinoa

Luck

1st: 8 - Selphie
2nd: 7 - Irvine
3rd: 6 - Squall, Quistis, Seifer, Laguna
4th: 5 - Zell, Rinoa
5th: 4 - Edea

Overall

1st: 178 - Rinoa
2nd: 172 - Squall
3rd: 170 - Seifer
4th: 158 - Laguna
5th: 155 - Selphie
6th: 152 - Quistis
7th: 146 - Zell
8th: 141 - Edea
9th: 136 - Irvine

Conclusion

These statistics were created using not all the information about stats, so it's basically a summary of the characters' total stat bonuses when they level up excluding Evade and Hit%. Rinoa, Squall and Seifer are the best characters (too bad Seifer is only in the party a short while); the middle range characters are Laguna, Selphie, Quistis, and Zell; THE WORST characters are Edea and Irvine.

I think I can safely say that Irvine is the worst character in FF8. The only good thing about him is that you can take LOADS of hits with his limit break (if you've got enough ammo, that is). Edea is also a rather pitiful character, except for her affinity with the GFs. Too bad you can't keep Laguna a permanent character, because he's pretty damn good. Selphie is one of the most underrated characters of all time, yet statistically she's more powerful than Zell, Quistis and Irvine, who are very popularly used ... Strange.

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====/\=====  
      ) (           Bestiary [ff8/V02]           ) (  
====\/=====  
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Abyss Worm

Low Lv: M-Stone Piece, Magic Stone, Windmill
Mid Lv: Magic Stone, Wizard Stone, Windmill
Hi Lv: Windmill

Mug: Windmill, Magic Stone (low level only)

Low Lv: Aero
Mid Lv: Aero
Hi Lv: Aero, Tornado, Quake

AP: 6

Weak VS.: Wind, Water
No effect: Earth

Locations: Kashkabald Desert.

Strategy: These Creatures are not particularly strong in any way, but they tend to cast protective spells on themselves, so nullify them when it happens. Cast Water, Water Breath Aero and Tornado. Leviathan and Pandemona are also affective.

Adamantoise

Low Lv: Turtle Shell, Whisper, Orihalcon
Mid Lv: Turtle Shell, Orihalcon, Adamantine
Hi Lv: Adamantine

Mug: Whisper, Orihalcon (high level only)

Low Lv: Blizzard
Mid Lv: Blizzara, Shell, Protect
Hi Lv: Blizzaraga, Shell, Protect, Reflect

AP: 4

Weak VS.: Thunder, Earth
No effect: -

Locations: Beaches of Dollet (even the islands close to Dollet), beach of the Talle Mountains (near the big desert in Centra).

Strategy: Appears in pairs of two. Adamantoise are pretty tough, as they are always increasing their defences and healing themselves with their White Wind attack. The only way of stopping them from doing this is casting Berserk on them, slightly raising their their far from powerful Attack. You can use Mad Rush or cast Protect on your party. Kill them off by casting Quake, Thunder magic, Electrocute and summoning Quezacotl, Brothers.

Anacondaaur

Low Lv: M-Stone Piece, Venom Fang, Dragon Skin
Mid Lv: Venom Fang, Dragon Skin
Hi Lv: Dragon Skin, Star Fragment

Mug: Venom Fang

Low Lv: Fire, Cure
Mid Lv: Fira, Cura
Hi Lv: Firaga, Curaga, Bio

AP: 4

Weak VS.: Ice
Absorbs: Poison

Locations: Dollet mountains and forests, Deep Sea Research Centre (before fighting Bahamut).

Strategy: Keep an item or magic handy in case characters get hit with this creature's poisonous venom. Cast ice magic and summon Shiva.

Armadodo

Low Lv: M-Stone Piece, Sharp Spike
Mid Lv: Magic Stone, Sharp Spike, Turtle Shell
Hi Lv: Turtle Shell, Sharp Spike

Mug: Turtle Shell

Low Lv: Protect
Mid Lv: Protect, Shell
Hi Lv: Protect, Shell, Quake

AP: 3

Locations: Tomb of the Unknown King.

Strategy: It falls over if you hit it with enough force. It's statistics deduct that using magic will result in an easier victory. There are two ways of hiding from its earth attacks. They are; casting Float on your party, or inflicting status such as Berserk that will TurtleShell stop it from doing so.

Behemoth

Low Lv: Wizard Stone, Barrier
Mid Lv: Barrier, Giant's Ring, Energy Crystal
Hi Lv: Barrier, Giant's Ring, Energy Crystal

Mug: Barrier

Low Lv: Regen, Tornado
Mid Lv: Regen, Tornado
Hi Lv: Regen, Tornado, Flare

AP: 12

Locations: Anywhere in Esthar after the Lunar Cry, Deep Sea Research Deposit (before fighting Ultima Weapon).

Strategy: Summon GFs (to build up compatibility as well) and use limit breaks. Death magic works too.

Belhelmel

Low Lv: M-Stone Piece, Saw Blade
Mid Lv: Magic Stone, Saw Blade
Hi Lv: Wizard Stone, Saw Blade, Laser Canon

Mug: Saw Blade

Low Lv: Sleep, Thunder
Mid Lv: Confuse, Thundara
Hi Lv: Confuse, Thundaga

AP: 2

Weak VS.: Holy

Locations: Area where Galbadia Garden is / was.

Strategy: Reportedly they change their fighting styles depending on whether they're happy or not. Make a Belhelmel happy by not harming it and unhappy by harming it. It is weak to holy.

Bite Bug

Low Lv: M-Stone Piece
Mid Lv: M-Stone Piece, Magic Stone
Hi Lv: Wizard Stone

Mug: See Bite Bug dropped items

Low Lv: Fire, Scan
Mid Lv: Fira, Scan
Hi Lv: Firaga, Scan

AP: 1

Weak VS.: Ice, Wind

Locations: Forests and plains all over the world.

Strategy: Bite Bugs have a very high Speed, and their Fart attack can inflict poison and/or berserk on a party member. Not so easy when they come in swarms, but can usually be defeated if you have reasonable magic junctioned to your Attack stat

Blitz

Low Lv: M-Stone Piece, Betrayal Sword, Coral

Fragment

Mid Lv: Magic Stone, Betrayal Sword

Hi Lv: Dynamo Stone

Mug: Betrayal Sword, Power Generator (high level, rare mug)

Low Lv: Thunder

Mid Lv: Thundara, Thundaga

Hi Lv: Thunder, Thundara, Thundaga

AP: 2

Absorbs: Thunder

Locations: Centra mountains.

Strategy: "Becomes electrified when attacked with thunder. Attacking it while electrified causes thunder damage." This situation is easy to take advantage of. While in Centra mountain ranges (where you tend to fight Blitzs) junction 100 Thundagas to elemental attack. After charging it up by using thunder elemental attacks such as Electrocute on it, your characters will be healed when they attack the Blitz! Also, you should have Berserk on your status attack. Finish them off by casting Water, Water Breath and summoning Leviathan.

Blitz and Grand Mantis together

Strategy: These monsters when together can be easily exploited using the Draw command. Blitz is weak to Water magic, which can be drawn from the Grand Mantis, while the Grand Mantis, who used to be a nautical animal is weak to Thunder magic, drawn from the Blitz.

Blobra

Low Lv: M-Stone Piece, Rune Armlet

Mid Lv: Magic Stone, Rune Armlet

Hi Lv: Wizard Stone, Rune Armlet

Mug: Same as Blobra drop list

Low Lv: Shell

Mid Lv: Shell, Blind, Berserk

Hi Lv: Shell, Reflect, Blind, Confuse

AP: 3

Elemental: Varies

Locations: Tomb of the Unknown King, Centra Ruins.

Strategy: Weaknesses differ with each Blobra you meet. Cast Scan to discover them, then do attacks according to those weaknesses.

Blood Soul

Low Lv: M-Stone Piece, Zombie Powder

Mid Lv: M-Stone Piece, Zombie Powder
Hi Lv: Magic Stone, Zombie Powder

Mug: Zombie Powder

Low Lv: Zombie, Float
Mid Lv: Zombie, Float, Silence
Hi Lv: Zombie, Float, Silence, Dispel

AP: 1

Weak VS.: Holy, Fire

Locations: Plains of Galbadia (brown patches).

Strategy: Throw a Phoenix Down at it or cast the appropriate level of cure magic on it and it will die. You could also use Revive or Recover on it, cast Fire Breath, summon Ifrit or Alexander. Do whatever seems comfortable to you.

Blue Dragon

Low Lv: Dragon Fang, Dragon Skin, Fury Fragment
Mid Lv: Dragon Fang, Fury Fragment
Hi Lv: Dragon Fang, Fury Fragment

Mug: Fury Fragment

Low Lv: Blind
Mid Lv: Blind, Drain, Bio
Hi Lv: Blind, Break, Death, Bio

AP: 1

Weak VS.: Ice
Absorbs: Poison

Locations: Island Closest to Hell, forests in Trabia.

Strategy: Like with the T-Rexaur use Blind, Death, or Break. Doom works quite well too.

Bomb

Low Lv: M-Stone Piece, Bomb Fragment
Mid Lv: Magic Stone, Bomb Fragment
Hi Lv: Bomb Fragment

Mug: Bomb Fragment, Bomb Spirit (high level, rare mug)

Low Lv: Fire
Mid Lv: Fire, Fira
Hi Lv: Fire, Fira, Firaga, Meltdown

AP: 6

Weak VS.: Ice, Wind

Absorbs: Fire

Locations: Fire Cavern, Centra Ruins.

Strategy: If you wait around for too long the Bomb could blow up in your face, killing off a party member, but it will die with on hit of an ice spell.

Buel

Low Lv: M-Stone Piece

Mid Lv: Magic Stone

Hi Lv: Wizard Stone

Mug: Same as drop list. High level rare mugs are: Circlets.

Low Lv: Fire, Thunder, Blizzard

Mid Lv: Fira, Thundara, Blizzara

Hi Lv: Firaga, Thundaga, Blizzaga

AP: 1

Weak VS.: Wind, Holy

Locations: Fire Cavern, Centra Ruins, Tomb of the Unknown King.

Strategy: Buels are incredibly strong against magic, and incredibly weak against physical attacks. You know what to do!

Cactuar

Low Lv: Cactus Thorn, Lightweight

Mid Lv: Cactus Thorn, Lightweight

Hi Lv: Cactus Thorn, Jet Engine

Mug: Cactus Thorn

Low Lv: Haste

Mid Lv: Haste

Hi Lv: Haste

AP: 20

Weak VS.: Water

Locations: Kashkabald Desert, Cactuar Island.

Strategy: What you need is a strong attack, excellent hit rate and high Speed. Without these Cactuars will run away before you can even blink. They're worth it for the AP. The best characters to have while in a Cactuar inhabited region are Squall, Irvine and Selphie (if she has her Strange Vision weapon).

Caterchipillar

Low Lv: M-Stone Piece, Spider Web

Mid Lv: Magic Stone, Spider Web
Hi Lv: Wizard Stone, Spider Web

Mug: Spider Web

Low Lv: Thunder, Cure
Mid Lv: Thundara, Cura, Slow
Hi Lv: Thundaga, Curaga, Slow, Stop

AP: 2

Weak VS.: Fire, Ice

Locations: Forests in Balamb.

Strategy: Caterchipillars are strong against magic, so physical attacks and limit breaks should suffice. At high levels, watch out for an attack that casts Stop on a party member. Luckily, Stop is not permanent, so it will go away after a while.

Chimera

Low Lv: Water Crystal, Red Fang
Mid Lv: Water Crystal, Red Fang, Star Fragment
Hi Lv: Water Crystal, Red Fang, Star Fragment,
Regen Ring

Mug: Red Fang

Low Lv: Water, Thunder, Esuna
Mid Lv: Water, Bio, Thundara, Esuna
Hi Lv: Water, Bio, Thundaga, Esuna

AP: 10

Weak VS.: Holy
No effect: Poison
Absorbs: Thunder, Wind, Water

Cockatrice

Low Lv: Coral Fragment, Cockatrice Pinion
Mid Lv: Coral Fragment, Cockatrice Pinion, Dynamo
Stone
Hi Lv: Coral Fragment, Cockatrice Pinion, Dynamo
Stone

Mug: Cockatrice Pinion

Low Lv: Thunder
Mid Lv: Thundara, Break
Hi Lv: Thundaga, Break

AP: 2

Weak VS.: Wind
No effect: Poison, Thunder

Locations: Forests in Timber.

Strategy: When a Cockatrice uses Petrify Stare it's like Doom except with Petrify, so when the counter reaches zero, the characters is petrified. To stop the affect in its tracks use a oft or Remedy, or cast Esuna. It even works while the countdown is still going.

Creeps

Low Lv: M-Stone Piece, Coral Fragment
Mid Lv: Curse Spike, Coral Fragment, Dynamo Stone
Hi Lv: Curse Spike, Dynamo Stone

Mug: Coral Fragment

Low Lv: Thunder, Life
Mid Lv: Thundara, Life
Hi Lv: Thundaga, Life, Death

AP: 2

Weak VS.: Holy
No effect: Thunder

Locations: Deling City Sewers.

Strategy: A pretty easy enemy. Use your typical attack strategy for this one. Just keep away from thunder attacks.

Death Claw

Low Lv: M-Stone Piece, Sharp Spike, Windmill
Mid Lv: Sharp Spike, Shear Feather, Windmill
Hi Lv: Sharp Spike, Shear Feather, Windmill

Mug: Shear Feather

Low Lv: Aero
Mid Lv: Aero, Dispel
Hi Lv: Aero, Dispel, Reflect

AP: 3

Elastoid

Low Lv: M-Stone Piece
Mid Lv: Magic Stone, Laser Canon
Hi Lv: Wizard Stone, Laser Canon

Mug: Dynamo Stone, Laser Canon (high level)

Low Lv: Dispel
Mid Lv: Dispel, Stop
Hi Lv: Dispel, Stop, Meltdown

AP: 3

Weak VS.: Thunder
No effect: Poison

Locations: Lunatic Pandora Excavation Site (Laguna dream), Esthar (Laguna dream).

Strategy: An easy monster. When it casts Shell on itself draw / cast Dispel onto it. It is weak to thunder, so cast thunder magic, Electrocute, and summon Quezacotl.

Elite Soldier

Low Lv: Potion, Phoenix Down, Shotgun Ammo, Cottage
Mid Lv: Potion, Hi-Potion, Phoenix Down, Cottage
Hi Lv: Potion, Hi-Potion, Cottage

Mug: Cottage, Tent (low levels)

Low Lv: Fire, Thunder, Bizzard, Scan
Mid Lv: Fira, Thundara, Blizzara, Scan
Hi Lv: Firaga, Thundaga, Blizzaga, Dispel

AP: 2

Weak VS.: Poison

Locations: Dollet Mountain Hideout.

Strategy: "An officer working with others. Defeat him first, before he uses recovery magic on the other Soldiers." That should be easily accomplished by using physical attacks.

Elnoyle

Low Lv: Wizard Stone, Moon Stone
Mid Lv: Wizard Stone, Moon Stone, Energy Crystal
Hi Lv: Energy Crystal

Mug: Moon Stone

Low Lv: Pain, Double
Mid Lv: Pain, Double
Hi Lv: Pain, Double, Holy

AP: 18

Weak VS.: Wind

Locations: Esthar (after Lunar Cry). By talking to a man in Esthar you can trigger a fight with one.

Strategy: Cast Tornado and summon Panemona. Bio is also quite effective as I discovered.

Esthar Soldier

Low Lv: Potion, Phoenix Down
Mid Lv: Potion, Phoenix Down
Hi Lv: Potion, Hi-Potion, Phoenix Down

Mug: Potion, Hi-Potion (high level)

Low Lv: Fire, Thunder, Blizzard, Cure
Mid Lv: Fire, Thundara, Blizzara, Cura
Hi Lv: Firaga, Thundaga, Blizzaga, Curaga

AP: 1

Weak VS.: Poison

Locations: Only in Laguna dreams. They are your allies later on in the game.

Strategy: There are two types of Esthar Soldiers. Human and cyborg. The cyborg ones are a different colour. The only difference between the two concerning weaknesses is that the human ones are weak to poison while the cyborg ones are weak to thunder.

Esthar Soldier

Low Lv: Potion, Phoenix Down, Tent, Cottage
Mid Lv: Potion, Phoenix Down, Tent, Cottage
Hi Lv: Potion, Hi-Potion, Tent, Cottage

Mug: Phoenix Down

Low Lv: Fire, Thunder, Blizzard
Mid Lv: Fire, Thundara, Blizzara
Hi Lv: Firaga, Thundaga, Blizzaga

AP: 1

Weak VS.: Thunder
No effect: Poison

Locations: Only in Laguna dreams. They are your allies later on in the game.

Strategy: There are two types of Esthar Soldiers. Human and cyborg. The cyborg ones are a different colour. The only difference between the two concerning weaknesses is that the human ones are weak to poison while the cyborg ones are weak to thunder.

Fastitocalon

Low Lv: Fish Fin, Water Crystal
Mid Lv: Fish Fin, Water Crystal
Hi Lv: Fish Fin, Water Crystal

Mug: Water Crystal

Low Lv: Blizzard, Sleep, Scan
Mid Lv: Blizzara, Sleep, Scan
Hi Lv: Blizzaga, Scan, Water

AP: 1

No effect: Earth
Absorbs: Water

Locations: Every beach except the one in Balamb.

Strategy: Throw all your thunder-type abilities at it like Thunder, Quistis' Electrocute, etc, or junction your most powerful thunder magic to elemental attack.

Fastitocalon-F

Low Lv: Fish Fin
Mid Lv: Fish Fin, Water Crystal
Hi Lv: Fish Fin, Water Crystal

Mug: Fish Fin

Low Lv: Blizzard, Sleep, Scan
Mid Lv: Blizzara, Sleep, Scan
Hi Lv: Blizzaga, Scan, Water

AP: 3

No effect: Earth
Absorbs: Water

Locations: Every beach in the world.

Strategy: Summon Ifrit or use Fire Breath for an easy battle.
Fastitocalon-F appear on every beach in the world.

Forbidden

Low Lv: Betrayal Sword, Dead Spirit, Zombie Powder
Mid Lv: Dead Spirit, Zombie Powder, Curse Spike
Hi Lv: Curse Spike, Zombie Powder, Force Armlet

Mug: Dead Spirit

Low Lv: Zombie
Mid Lv: Zombie, Blind, Stop
Hi Lv: Zombie, Blind, Stop, Death

AP: 4

Weak VS.: Holy, Fire
No effect: Poison

Locations: Tomb of the Unknown King, Centra Ruins.

Strategy: Use a Phoenix Down or Recover / Revive ability for an instant win. You can also summon Ifrit, Alexander and use Fire Breath.

Funguar

Low Lv: M-Stone Piece, Sleep Powder

Mid Lv: Magic Stone, Sleep Powder

Hi Lv: Wizard Stone, Sleep Power

Mug: Sleep Powder

Low Lv: Sleep, Scan

Mid Lv: Sleep, Scan, Silence

Hi Lv: Sleep, Scan, Silence, Confuse

AP: 1

Locations: Forests in Timber.

Strategy: Easily defeated with physical attacks. It's Sleep attacks can be really annoying, so junction 100 Sleeps to your ST Def whenever you enter a forest in Galbadia.

G-Soldier

Low Lv: Potion, Normal Ammo, Phoenix Down

Mid Lv: Potion, Phoenix Down

Hi Lv: Potion, Phoenix Down

Mug: Potion, Hi-Potion, or Phoenix Down

Low Lv: Fire, Thunder, Blizzard, Cure

Mid Lv: Fira, Thundara, Blizzara, Cura

Hi Lv: Firaga, Thundaga, Blizzaga

AP: 1

Weak VS.: Poison

Gayla

Low Lv: M-Stone Piece, Mystery Fluid

Mid Lv: Magic Stone, Mystery Fluid

Hi Lv: Wizard Stone, Mystery Fluid

Mug: Mystery Fluid

Low Lv: Sleep, Thunder

Mid Lv: Sleep, Thundara

Hi Lv: Sleep, Thundaga, Meltdown

AP: 2

Weak VS.: Wind

Locations: Trabia snowfields.

Strategy: Attacks and magic should be enough. Watch out for its Acid attack which temporarily reduces your characters' Vitality to zero.

Geezard

Low Lv: Screw, Healing Water
Mid Lv: Screw, Healing Water, Magic Stone
Hi Lv: Screw, Healing Water, Wizard Stone

Mug: Screw

Low Lv: Thunder, Cure
Mid Lv: Thunder, Thundara, Cure, Cura
Hi Lv: Thunder, Thundara, Cure, Cura

AP: 1

Gesper

Low Lv: M-Stone Piece, Black Hole, Remedy
Mid Lv: Black Hole, Remedy
Hi Lv: Wizard Stone, Black Hole, Remedy

Mug: Black Hole

Low Lv: Shell, Protect
Mid Lv: Shell, Protect, Float
Hi Lv: Shell, Protect, Float, Confuse

AP: 2

Weak VS.: Poison

Locations: Only encountered in the Laguna dreams. They were part of the Estharian army and are not used now anyway, due to their unreliability.

Strategy: After Degenerator is used, the victim cannot be revived until after the battle is won. This is quite annoying, as you may be left with only one party member left, or even worse, get defeated. The gesper is known to use any of its attacks on allies or enemies, including Shell.

GIM47N

Low Lv: Steel Orb, Steel Pipe, Screw
Mid Lv: Steel Orb, Steel Pipe, Screw, Dynamo Stone
Hi Lv: Steel Orb, Screw, Dynamo Stone

Mug: Steel Orb

Low Lv: ????
Mid Lv: ????
Hi Lv: Esuna, Curaga, Life

AP: 3

Weak VS.: Thunder, Earth, Water
No effect: Poison

GIM52A

Low Lv: Screw, Missile, Windmill, Fuel
Mid Lv: Screw, Missile, Windmill, Fuel
Hi Lv: Missile, Windmill, Fuel

Mug: Missile

Low Lv: Haste, Slow
Mid Lv: Haste, Slow, Dispel
Hi Lv: Haste, Slow, Dispel, Esuna

AP: 3

Weak VS.: Thunder, Earth, Water
No effect: Poison

Locations: A Galbadian unit. Can only be fought while escaping the D-District Prison.

Strategy: If you find this enemy tough, summon Quezacotl and Brothers. Or you can use Electrocute and Quake.

Glacial Eye

Low Lv: M-Stone Piece, Vampire Fang, Arctic Wind
Mid Lv: Vampire Fang, North Wind, Arctic Wind
Hi Lv: Vampire Fang, North Wind

Mug: Vampire Fang, Arctic Wind, or North Wind
(North Wind not available in low levels)

Low Lv: Blizzard, Cure, Scan
Mid Lv: Blizzara, Cura, Scan
Hi Lv: Blizzaga, Curaga, Scan

AP: 3

Weak VS.: Fire
No effect: Ice

Granaldo

Low Lv: Wizard Stone
Mid Lv: Wizard Stone
Hi Lv: Wizard Stone

Mug: Wizard Stone

Low Lv: Sleep, Blind, Shell
Mid Lv: Sleep, Blind, Shell
Hi Lv: Sleep, Blind, Shell, Pain

AP: 8

Weak VS.: Wind

Grand Mantis

Low Lv: Sharp Spike, Curse Spike, Water Crystal
Mid Lv: Sharp Spike, Curse Spike, Water Crystal
Hi Lv: Sharp Spike, Water Crystal

Mug: Sharp Spike

Low Lv: Water, Esuna
Mid Lv: Water, Esuna
Hi Lv: Water, Esuna, Life

AP: 4

Weak VS.: Ice, Thunder

Grat

Low Lv: Sleep Powder, Silence Powder, Poison Powder
Mid Lv: Sleep Powder, Silence Powder, Poison Powder
Hi Lv: Sleep Powder, Silence Powder, Poison Powder

Mug: Silence Powder

Low Lv: Sleep, Silence
Mid Lv: Sleep, Silence, Berserk
Hi Lv: Sleep, Silence, Berserk, Confuse

AP: 2

Weak VS.: Fire, Ice

Locations: Balamb Garden Training Centre.

Strategy: These "fly catchers" are not very clever, as their only attacks other than a Sleep attack are physical! Ha! Card them repetitively until you get the semi-rare Shumi Tribe card.

Grendel

Low Lv: Dragon Fang, Dragon Fin, Dragon Skin
Mid Lv: Dragon Fang, Dragon Fin, Fury Fragment
Hi Lv: Dragon Fin, Fury Fragment

Mug: Dragon Fin, Power Wrist (high level rare mug)

Low Lv: Fire, Blizzard, Double
Mid Lv: Fira, Blizzara, Double
Hi Lv: Firaga, Blizzaga, Double

AP: 6

Weak VS.: Earth, Wind, Holy

Locations: Island Closest to Hell, Deep Sea Research Deposit.

Strategy: Summon Doomtrain and any grendel will become a sitting duck! However, be careful, as Doomtrain may get knocked out by the grendel if its HP are not very high. In the event that this does happen you can always cast Sleep, Stop, Berserk, Doom, Confuse, Silence or Petrify on it.

Guard

Low Lv: Potion, Phoenix Down, Remedy

Mid Lv: Potion, Phoenix Down, Remedy

Hi Lv: Potion, Phoenix Down, Remedy

Mug: Potion, Phoenix Down, or Remedy

Low Lv: ????

Mid Lv: ????

Hi Lv: Sleep, Silence, Blind, Curaga

AP: 1

Weak VS.: Poison

Hexadragon

Low Lv: Dragon Skin, Dragon Fang, Red Fang

Mid Lv: Dragon Fang, Red Fang, Inferno Fang

Hi Lv: Red Fang, Inferno Fang, Star Fragment

Mug: Red Fang

Low Lv: Fire, Shell, Protect

Mid Lv: Fira, Shell, Protect

Hi Lv: Firaga, Shell, Protect, Dispel

AP: 8

Weak VS.: Water

Absorbs: Poison, Fire

Locations: Ultimecia Castle (Clocktower), Island Closest to Hell, Great Plains of Esthar (before Lunar Cry), Great Salt Lake, Grandidi Forest.

Strategy: The most reliable and easiest way to defeat this foe is to use any Water magic you may have hanging around (it will take about 1.5% of their full HP away, making it better than Demi magic!) or get Quistis to cast Water Breath.

Imp

Low Lv: Dead Spirit, Curse Spike

Mid Lv: Dead Spirit, Curse Spike

Hi Lv: Dead Spirit, Curse Spike, Moon Stone

Mug: Poison Powder

Low Lv: Blind, Silence, Confuse, Break

Mid Lv: Blind, Silence, Confuse, Break
Hi Lv: Blind, Silence, Confuse

Weak VS.: Holy
No effect: Earth

Iron Giant

Low Lv: Wizard Stone, Star Fragment
Mid Lv: Running Fire, Star Fragment
Hi Lv: Running Fire, Star Fragment

Mug: Star Fragment

Low Lv: Haste, Shell, Reflect
Mid Lv: Haste, Shell, Reflect
Hi Lv: Haste, Shell, Reflect, Quake

AP: 8

No effect: Poison

Locations: Esthar (after Lunar Cry), Deep Sea Research Deposit.

Strategy: Two Iron Giants can wipe out your party in under 30 seconds, especially if your party's HP is not at full. What I tend to do is have Blind on my ST Atk-J or cast at the beginning of the battle. Iron Giants are very prone to this and pretty much rely on their physical attacks. Next, you will have to focus on defeating these guys because they have A LOT of HP! You can summon Bahamut, Quezacotl, Diablos and Doomtrain. Zell's Meteor Barret is also fantastic, as the damage caused is determined by how heavy the enemy is. As Iron Giants are VERY heavy, it does 9999 damage! Also, if you're feeling a bit lazy you can use Degenerator, Rapture, or maybe even The End.

Jelleye

Low Lv: M-Stone Piece
Mid Lv: Magic Stone
Hi Lv: Wizard Stone

Mug: Healing Water

Low Lv: Fire, Thunder, Blizzard
Mid Lv: Fira, Thundara, Blizzara
Hi Lv: Firaga, Thundaga, Blizzaga

AP: 1

Weak VS.: Holy, Wind

Lefty

Low Lv: M-Stone Piece, Life Ring
Mid Lv: Magic Stone, Life Ring, Regen Ring
Hi Lv: Wizard Stone, Life Ring, Regen Ring

Mug: Life Ring

Low Lv: Blind, Drain

Mid Lv: Blind, Drain, Slow

Hi Lv: Bio, Demi, Quake, Regen

AP: 3

Weak VS.: Holy

Malboro

Low Lv: Malboro Tentacle, Curse Spike

Mid Lv: Malboro Tentacle, Curse Spike

Hi Lv: Malboro Tentacle, Curse Spike, Hypno Crown

Mug: Malboro Tentacle

Low Lv: Bio

Mid Lv: Bio, Demi

Hi Lv: Bio, Demi, Quake

AP: 12

Weak VS.: Fire, Ice

No effect: Earth

Absorbs: Poison

Locations: Grandidi Forest, Island Closest to Heaven, Island Closest to Hell.

Strategy: This monster is easy...if you have a strategy plan...
What I do is I have as many characters as I can set up with with
ST Def-J x2 or more. I junction Confuse and Berserk on them
because these are the status ailments that prevent you from
controlling your characters. One of these characters has Treatment
equipped on them. When you finally meet a Malboro you can use
Treatment on your remaining characters and attack the Malboro.
It's not very strong, actually.

Mesmerize

Low Lv: Life Ring, Mesmerize Blade, Healing Water

Mid Lv: Life Ring, Mesmerize Blade, Healing Mail

Hi Lv: Life Ring, Mesmerize Blade, Regen Ring

Mug: Mesmerize Blade

Low Lv: Cure, Esuna

Mid Lv: Cura, Esuna, Life

Hi Lv: Curaga, Esuna, Life, Dispel

AP: 2

Ochu

Low Lv: Magic Stone, Ochu Tentacle
Mid Lv: Magic Stone, Ochu Tentacle
Hi Lv: Wizard Stone, Ochu Tentacle, Force Armlet

Mug: Ochu Tentacle

Low Lv: Silence, Blind
Mid Lv: Silence, Blind, Confuse
Hi Lv: Silence, Blind, Confuse, Pain

AP: 7

Weak VS.: Fire, Ice
No effect: Earth

Oilboyle

Low Lv: Wizard Stone
Mid Lv: Wizard Stone
Hi Lv: Wizard Stone, Orihalcon

Mug: Fuel, Orihalcon (high level rare mug)

Low Lv: Esuna, Blind, Cure, Confuse
Mid Lv: Esuna, Blind, Cura, Confuse
Hi Lv: Esuna, Curaga, Confuse, Dispel

AP: 10

Weak VS.: Fire
No effect: Water

Paratrooper

Low Lv: Potion, Phoenix Down, Remedy
Mid Lv: Hi-Potion, Phoenix Down, Remedy
Hi Lv: Hi-Potion, Phoenix Down, Remedy

Mug: Remedy

Low Lv: Aero, Water, Esuna
Mid Lv: Aero, Water, Esuna
Hi Lv: Aero, Water, Esuna

AP: 3

Weak VS.: Poison

PuPu

Low Lv: Accelerator
Mid Lv: Accelerator
Hi Lv: Accelerator

Mug: -

Low Lv: Fire, Thunder, Blizzard, Cure

Mid Lv: Fira, Thundara, Blizzara, Cura
Hi Lv: Firaga, Thundaga, Blizzaga, Curaga

AP: -

Note: PuPu can only be encountered once. See
Secrets and Side Quests for more about
it.

Raldo

Low Lv: Wizard Stone
Mid Lv: Wizard Stone
Hi Lv: Wizard Stone

Mug: Wizard Stone

Low Lv: Fire, Thunder, Protect
Mid Lv: Fira, Thundara, Protect
Hi Lv: Firaga, Thundaga, Protect

AP: 2

Red Bat

Low Lv: M-Stone Piece, Vampire Fang
Mid Lv: Magic Stone, Vampire Fang
Hi Lv: Wizard Stone, Vampire Fang

Mug: Vampire Fang

Low Lv: Thunder, Scan
Mid Lv: Thundara, Scan, Drain
Hi Lv: Thundara, Scan, Drain

AP: 1

Weak VS.: Wind

Righty

Low Lv: M-Stone Piece, Rune Armllet
Mid Lv: Magic Stone, Rune Armllet
Hi Lv: Wizard Stone, Rune Armllet

Mug: Magic Stone, Wizard Stone (mid level),
Rune Armllet (High level)

Low Lv: Shell, Protect
Mid Lv: Shell, Protect
Hi Lv: Shell, Protect

AP: 3

Weak VS.: Holy

Ruby Dragon

Low Lv: Inferno Fang, Fury Frgment, Star Frgment
Mid Lv: Inferno Fng, Fury Frgment, Star Frgment
Hi Lv: Fury Fragment, Energy Crystal

Mug: Inferno Fang

Low Lv: Aero, Fira
Mid Lv: Aero, Firaga, Demi
Hi Lv: Firaga, Reflect, Flare, Meteor

AP: 14

Weak VS.: Holy, Ice
Absorbs: Fire, Wind

Locations: Island Closest to Hell, Deep Sea Research Deposit.

Strategy: Junction fire to Elem Def if you don't want to be turned into toast! This will work as an advantage, because Ruby Dragons are clever and will attack you with Meteor. This is one of the reasons why Reflect is defiantly not a good idea. Summon Doomtrain / cast Meltdown and hit it with what ya got!

SAM08G

Low Lv: M-Stone Piece, Running Fire, Dragon Fin, Dragon Fang
Mid Lv: Running Fire, Dragon Fin, Dragon Fang
Hi Lv: Running Fire, Dragon Fin, Dragon Fang

Mug: Running Fire

Low Lv: Shell, Protect
Mid Lv: Shell, Protect, Life
Hi Lv: Shell, Protect, Life, Reflect

AP: 4

Weak VS.: Thunder, Poison

Slapper

Low Lv: Hi-Potion
Mid Lv: Hi-Potion
Hi Lv: Hi-Potion

Mug: Hi-Potion

Low Lv: Blizzard
Mid Lv: Blizzard, Blizzara, Water
Hi Lv: Blizzard, Blizzara, Blizzaga, Water

AP: 3

Snow Lion

Low Lv: North Wind, Healing Mail
Mid Lv: North Wind, Healing Mail, Silver Mail
Hi Lv: North Wind, Silver Mail

Mug: Healing Mail

Low Lv: Blizzard, Berserk
Mid Lv: Blizzard, Blizzara, Berserk
Hi Lv: Blizzard, Blizzara, Blizzaga, Berserk

AP: 8

Weak VS.: Fire, Earth, Wind
Absorbs: Ice

T-Rexaur

Low Lv: M-Stone Piece, Magic Stone, Dino Bone
Mid Lv: Dino Bone, Dragon Fang
Hi Lv: Dino Bone, Star Fragment

Mug: Dino Bone

Low Lv: Fire, Thunder
Mid Lv: Fira, Thundara
Hi Lv: Firaga, Thundaga, Quake

AP: 10

Weak VS.: Ice, Poison

Locations: Balamb Garden Training Centre, forests of Balamb, Island Closest to Hell.

Strategy: These tough dinosaurs can defeat your party in under ten seconds and they're built like tanks! Fortunately, however, everyone has vulnerabilities and I am going to tell them to you:

- Shiva. Summon her multiple times whilst healing your party members.
- Card. Shiva must know SumMag+10% and optionally, SumMag+20%. summon her a few times then start trying to use card. The great about this method is that you only have to take away less than half of the T-Rex's HP!
- Sleep. While T-Rexaur is sleeping you can summon Shiva/cast magic. It'll wake up automatically if you hit it with physical attacks
- Blind. Low to mid level T-Rexaurs rely entirely on their physical prowess, so when they are afflicted with darkness there's nothing they can do! But never be too complacent, as their attacks DO hit occasionally.
- Death. T-Rexaurs are weak to all types of death attack (Quistis' LV? Death is not too reliable...).

- Petrify. Yes! A one turn win!

Note: When you one of your GFs learn ST Atk the above status ailments can be grafted into your characters attacks using the junction system.

Thrusteavis

Low Lv: M-Stone Piece, Shear Feather, Windmill

Mid Lv: Shear Feather, Windmill

Hi Lv: Shear Feather, Windmill

Mug: Shear Feather or Windmill (Windmill is acquired more in high levels)

Low Lv: Blizzard, Scan, Float

Mid Lv: Blizzara, Scan, Float, Aero

Hi Lv: Blizzaga, Tornado, Float, Aero

AP: 3

Absorbs: Wind

Tonberry

Low Lv: Chef's Knife

Mid Lv: Chef's Knife

Hi Lv: Chef's Knife

Mug: Chef's Knife

Low Lv: Death

Mid Lv: Death

Hi Lv: Death

AP: 1

Torama

Low Lv: Wizard Stone, Life Ring

Mid Lv: Regen Ring, Moon Stone

Hi Lv: Regen Ring, Moon Stone

Mug: Regen Ring

Low Lv: Death, Demi, Life

Mid Lv: Death, Demi, Life

Hi Lv: Death, Demi, Life

AP: 4

Locations: Esthar (after Lunar Cry), Deep Sea Research Centre.

Strategy: LV5 Death affects all party members whose levels are a multiple of 5. Especially annoying when all your characters are at level 100! Equip 100 Death to ST Def. To prevent it attacking you so much by cast Sleep on it. Can also use LV Down on it.

When its HPs are nearly depleted it will use Blaster, which may kill OR Petrify a party member!

Tri-Face

Low Lv: Poison Powder, Dead Spirit, Curse Spike
Mid Lv: Poison Powder, Dead Spirit, Curse Spike
Hi Lv: Poison Powder, Curse Spike, Star
Fragment

Mug: Curse Spike

Low Lv: Silence, Blind
Mid Lv: Silence, Blind, Slow, Bio
Hi Lv: Stop, Bio, Pain, Flare

AP: 8

Weak VS.: Holy, Fire

Absorbs: Poison

Locations: Galbadia Garden main hall (disc 2), Deep Sea Research Centre.

Strategy: Has a poison attack, which you can decrease the effect of greatly by junctioning 100 Bios to elemental defence. You'll also need to junction Confuse magic.

Turtapod

Low Lv: Wizard Stone, Life Ring
Mid Lv: Life Ring, Regen Ring, Healing Mail
Hi Lv: Life Ring, Regen Ring, Healing Mail

Mug: Wizard Stone

Low Lv: Cure, Esuna, Dispel
Mid Lv: Cure, Esuna, Dispel
Hi Lv: Cura, Esuna, Dispel

AP: 2

UFO?

Low Lv: Aegis Amulet
Mid Lv: Aegis Amulet
Hi Lv: Aegis Amulet

Mug: -

Low Lv: Demi
Mid Lv: Demi
Hi Lv: Demi

AP: -

Vysage

Low Lv: M-Stone Piece, Lightweight
Mid Lv: Magic Stone, Lightweight
Hi Lv: Wizard Stone, Lightweight

Mug: Lightweight

Low Lv: Esuna, Haste
Mid Lv: Esuna, Haste
Hi Lv: Esuna, Haste, Bio

AP: 6

Weak VS.: Holy

Wendigo

Low Lv: Steel Orb, Steel Pipe
Mid Lv: Steel Orb, Steel Pipe, Strength Love
Hi Lv: Steel Orb, Strength Love, Black Hole

Mug: Steel Pipe

Low Lv: Berserk
Mid Lv: Berserk, Protect
Hi Lv: Berserk, Protect

AP: 2

Some crappy monster jokes

Which is a monster's favourite ballet?

Swamp Lake.

What's a monster's favourite song?

"Ghouls just wanna have fun".

What's a blood sucker's favourite building?

Vampire State Building?

What do you get when a behemoth walks through your garden?

Squash!

What did the blue dragon say when he saw three SeeDs go by in a jeep?

Goodie, goodie, meals on wheels!

Cactuar: "You don't have a brain in your head."

Chimera: "Which head?"

How can you tell if a monster is male or female?

Give it something to eat. If he eats it he's male. If she eats it she's female.

What kind of beans does the Ruby Dragon eat?

Human beans!

Notes:

- Only one rare card exists in the world. This is the PuPu card. It's the only card that cannot be won in disc 4 from the Card Queen or CC Group.
- I make a lot of references to the Card Queen quest, but don't take my advice literally. You can only sacrifice cards to the Card Queen in a certain order. For the record, you can get those cards back from her son, who lives in Dollet.

Level 1 Monster Cards

1	Name: Geezard
1 4	Card Mod: 5 Screws
5	Element: None
5	Name: Funguar
3 1	Card Mod: 1 M-Stone Piece
1	Element: None
1	Name: Bite Bug
5 3	Card Mod: 1 M-Stone Piece
3	Element: None
6	Name: Red Bat
2 1	Card Mod: 1 Vampire Fang
1	Element: None
2	Name: Blobra
5 3	Card Mod: 1 Rune Armlet (4 cards needed)
1	Element: None
2	Name: Gayla
4 1	Card Mod: 1 Mystery Fluid
4	Element: Thunder
1	Name: Gesper
1 5	Card Mod: 1 Black Hole
4	Element: None
3	Name: Fastitocalon-F
1 5	Card Mod: 1 Water Crystal (5 cards needed)
2	Element: Earth
2	Name: Blood Soul
1 1	Card Mod: 1 Zombie Powder
6	Element: None
4	Name: Caterchipillar
3 2	Card Mod: 1 Spider Web
4	Element: None
2	Name: Cockatrice
6 1	Card Mod: 1 Cockatrice Pinion
2	Element: Thunder

Level 2 Monster Cards

7 Name: Grat
1 1 Card Mod: 1 Magic Stone
3 Element: None

6 Name: Buel
3 2 Card Mod: 1 Magic Stone
2 Element: None

5 Name: Mesmerize
4 3 Card Mod: 1 Mesmerize Blade
3 Element: None

6 Name: Glacial Eye
3 1 Card Mod: 1 Arctic Wind
4 Element: Ice

3 Name: Belhelmel
3 4 Card Mod: 1 Saw Blade
5 Element: None

5 Name: Thrustaevis
5 3 Card Mod: 1 Shear Feather
2 Element: Wind

5 Name: Anacondaur
5 1 Card Mod: 1 Venom Fang
3 Element: Poison

5 Name: Creeps
2 2 Card Mod: 1 Coral Fragment
5 Element: Thunder

4 Name: Grendel
2 4 Card Mod: 1 Dragon Fin
5 Element: None

3 Name: Jelleye
7 2 Card Mod: 1 Magic Stone
1 Element: None

5 Name: Grand Mantis
3 2 Card Mod: 1 Sharp Spike
5 Element: None

Level 3 Monster Cards

6 Name: Forbidden
2 6 Card Mod: 1 Betrayal Sword
3 Element: None

6 Name: Armadodo
6 3 Card Mod: 1 Dino Bone
1 Element: Earth

3 Name: Tri-Face

5 5 Card Mod: 1 Curse Spike
5 Element: Poison

5 Name: Fastitocalon
3 2 Card Mod: 1 Water Crystal
5 Element: None

7 Name: Snow Lion
3 1 Card Mod: 1 North Wind
5 Element: Ice

6 Name: Ochu
3 5 Card Mod: 1 Ochu Tentacle
3 Element: None

5 Name: SAM08G
4 6 Card Mod: 1 Running Fire
2 Element: None

4 Name: Death Claw
2 4 Card Mod: 1 Sharp Spike
7 Element: Fire

6 Name: Cactuar
3 2 Card Mod: 1 Cactus Thorn
6 Element: None

3 Name: Tonberry
4 6 Card Mod: 1 Chef's Knife
4 Element: None

7 Name: Abyss Worm
5 2 Card Mod: 1 Windmill
3 Element: Earth

Level 4 Monster Cards

2 Name: Turtapod
7 3 Card Mod: 1 Healing Mail (5 cards used)
6 Element: None

6 Name: Vysage
5 5 Card Mod: 1 Wizard Stone
4 Element: None

4 Name: T-Rexaur
7 6 Card Mod: 1 Sharp Spike
2 Element: None

2 Name: Bomb
3 7 Card Mod: 1 Bomb Fragment
6 Element: Fire

1 Name: Blitz
7 6 Card Mod: 1 Dynamo Stone
4 Element: Thunder

6 Name: Wendigo

7 3 Card Mod: 1 Steel Orb
 1 Element: None

7 Name: Torama
 4 4 Card Mod: 1 Life Ring (5 cards used)
 4 Element: None

3 Name: Imp
 6 7 Card Mod: 1 Wizard Stone
 7 Element: None

6 Name: Blue Dragon
 3 7 Card Mod: 1 Fury Fragment (4 cards needed)
 2 Element: Poison

4 Name: Adamantoise
 6 5 Card Mod: 1 Turtle Shell
 6 Element: Earth

7 Name: Hexadragon
 3 5 Card Mod: 1 Red Fang
 4 Element: Fire

 Level 5 Monster Cards

6 Name: Iron Giant
 5 5 Card Mod: 1 Star Fragment
 6 Element: None

3 Name: Behemoth
 7 6 Card Mod: Barrier (10 cards needed)
 5 Element: None

7 Name: Chimera
 3 6 Card Mod: 1 Regen Ring (10 cards needed)
 5 Element: Water

3 Name: PuPu
 1 A Card Mod: 1 Hungry Cookpot
 2 Element: None

Getting it: There are "?" encounters to be found all over the world. These are UFOs, and once you see them all, you will be able to encounter the actual UFO on Grandidi Forest mountains and defeat it. PuPu, the game's ET will be blasted all the way to Balamb. Encounter him there, give him 5 Elixirs and he will give his card. See the chapter "Secrets and Side Quests" for more info.

6 Name: Elastoid
 7 2 Card Mod: 1 Star Fragment
 6 Element: None

5 Name: GIM47N
 4 5 Card Mod: 10 Fast Ammo
 7 Element: None

7 Name: Malboro
2 7 Card Mod: 1 Malboro Tentacle (4 cards needed)
4 Element: Poison

7 Name: Ruby Dragon
4 2 Card Mod: 1 Inferno Fang (10 cards needed)
7 Element: Fire

5 Name: Elnoyle
6 3 Card Mod: 1 Energy Crystal (10 cards needed)
7 Element: None

4 Name: Tonberry King
4 6 Card Mod: 1 Chef's Knife
7 Element: None

6 Name: Biggs, Wedge
7 6 Card Mod: 1 X-Potion
2 Element: None
Getting it: Card Snow Lion or Funguar (rare)

Level 6 Boss Cards

2 Name: Fujin, Raijin
4 8 Card Mod: 1 X-Potion
8 Element: None
Getting it: Card Iron Giant or Jelleye (rare)

7 Name: Elvoret
4 8 Card Mod: 10 Death Stones
3 Element: Wind
Getting it: Card Bite Bug or Ochu (rare)

4 Name: X-ATM092
3 8 Card Mod: 1 Turtle Shell (2 cards needed)
7 Element: None
Getting it: Card Red Bat or SAM08G (rare)

7 Name: Granaldo
5 2 Card Mod: 1 G-Returner
8 Element: None
Getting it: Card Blobra or Deathclaw (rare)

1 Name: Gerogero
3 8 Card Mod: 1 Circlet (10 cards needed)
8 Element: Poison
Getting it: Card Cactuar or Gayla (rare)

8 Name: Iguion
2 2 Card Mod: 1 Cockatrice Pinion
8 Element: None
Getting it: Card Tonberry or Gesper (rare)

6 Name: Abadon
8 6 Card Mod: 30x Dark Ammo
4 Element: None
Getting it: Card Tonberry or Gesper (rare)

4 Name: Trauma
6 8 Card Mod: 30x Demolition Ammo
5 Element: None
Getting it: Card Turtapod or Caterchipillar (rare)

1 Name: Oilboyle
8 8 Card Mod: 30x Fire Ammo
4 Element: None
Getting it: Card GIM47N or Cockatrice (rare)

6 Name: Shumi Tribe
5 4 Card Mod: 1 Gambler's Spirit (you need 5 cards)
8 Element: None
Getting it: Card T-Rexaur or Grat (rare)

7 Name: Krysta
5 8 Card Mod: 10 Holy Stones
1 Element: None
Getting it: Card Bomb or Buel (rare)

Level 7 Boss Cards

8 Name: Propogator
4 8 Card Mod: 1 G Mega-Potion
4 Element: None
Getting it: Card Blitz or Mesmerize (rare)

8 Name: Jumbo Cactuar
8 4 Card Mod: 1 Cactus Thorn
4 Element: None
Getting it: Card Wendigo or Glacial Eye (rare)

8 Name: Tri-Point
6 8 Card Mod: 1 Jet Engine (you need 40 cards)
2 Element: Thunder
Getting it: Card Torama or Belhelmel (rare)

5 Name: Gargantua
6 8 Card Mod: 1 Strength Love (you need 10 cards)
6 Element: None
Getting it: Card Imp or Thrusaevis (rare)

8 Name: Mobile Type 8
6 3 Card Mod: 10 Shell Stones
7 Element: None
Getting it: Card Blue Dragon or Anacondaaur (rare)

8 Name: Sphinxara
3 8 Card Mod: 1 G Mega-Potion
5 Element: None
Getting it: Card Adamantoise or Creeps (rare)

8 Name: Tiamat
8 4 Card Mod: 10 Flare Stones
5 Element: None
Getting it: Card Hexadragon or Grendel (rare)

5 Name: BGH251F2
7 5 Card Mod: 10 Protect Stones
8 Element: None
Getting it: Card Behemoth or Grand Mantis (rare)

6 Name: Red Giant
8 7 Card Mod: 5 Meteor Stones
4 Element: None
Getting it: Card Chimera or Forbidden (rare)

1 Name: Catoblepas
8 7 Card Mod: 1 Rename Card
7 Element: None
Getting it: Card Elnoyle or Armadodo (rare)

7 Name: Ultima Weapon
7 8 Card Mod: 1 Ultima Stone
2 Element: None
Getting it: Card Elastoid or Tri-Face (rare)

Level 8 GF Cards

4 Name: Chubby Chocobo
4 8 Card Mod: 100 LuvLuvGs
9 Element: None
Getting it: This is part of the Card Queen Quest.
 If you sacrifice the Chicobo card to the
 Card Queen, you will be able to get
 Chubby Chocobo from the guy sitting on a
 bench in Balamb Garden. See "Secrets and
 Side Quests" for more info.

9 Name: Angelo
6 3 Card Mod: 100 Elixirs
7 Element: None
Getting it: Win it from Watts while you're at the
 Forest Owls HQ in Timber or the White
 Seed Ship in Centra.

3 Name: Gilgamesh
7 6 Card Mod: 10 Holy Wars
9 Element: None
Getting it: Win from the CC Group King. To find out
 more about the CC Group, see "Secrets
 and Side Quests".

9 Name: MiniMog
3 2 Card Mod: 100 Pet Houses
9 Element: None
Getting it: Win from the boy in blue who is running
 around the Garden, or the girl who wants
 to grow up to become a Seed (if the boy
 dies because you didn't help him in disc
 2).

9 Name: Chicobo
4 2 Card Mod: 100 Gysahl Greens
8 Element: None

Getting it: Solve the puzzles of all the Chocobo Forests around the world, and get the items which are hidden in them. If you have done this, the chocobos at Chocobo Sanctuary in Grandidi Forest will give you a Chicobo card. See "Secrets and Side Quests" for info on how to solve the puzzles.

2 Name: Quezacotl
9 4 Card Mod: 100 Dynamo Stones
9 Element: Thunder
Getting it: Win from Dobe, the mayor of FH.

6 Name: Shiva
7 9 Card Mod: 100 North Winds
4 Element: Ice
Getting it: While you're in the White SeeD Ship, talking to him three times and giving him your Girl Next Door magazine (which can be found in Timber Maniacs HQ).

9 Name: Ifrit
8 6 Card Mod: 3 Elem Atks
2 Element: Fire
Getting it: Defeat Ifrit. He's the first boss in the game.

8 Name: Siren
2 9 Card Mod: 3 Status Atks
6 Element: None
Getting it: Win against the Master Card Player. He'll let you in his private room, then you can win Siren from him.

5 Name: Sacred
1 9 Card Mod: 100 Dino Bones
9 Element: Earth
Getting it: Defeat Sacred and Minotaur in the Tomb of the Unknown King. See "Secrets and Side Quests" for more info.

9 Name: Minotaur
9 5 Card Mod: 10 Adamantines
2 Element: Earth
Getting it: Defeat Sacred and Minotaur in the Tomb of the Unknown King. See "Secrets and Side Quests" for more info.

Level 9 GF Cards

8 Name: Carbuncle
4 4 Card Mod: 3 Glow Curtains
A Element: None
Getting it: Win from CC Group Heart. To find out more about the CC Group, see "Secrets and Side Quests".

5 Name: Diablos
A 3 Card Mod: 100 Black Holes
8 Element: None
Getting it: Defeat Diablos using the Magical Lamp
(which you get from Cid in disc 1 if you
talk to him a second time).

7 Name: Leviathan
A 7 Card Mod: 3 Doc's Codes
1 Element: Water
Getting it: Win from CC Group Joker. To find out
more about the CC Group, see "Secrets
and Side Quests".

8 Name: Odin
A 5 Card Mod: 100 Dead Spirits
3 Element: None
Getting it: Show Odin what you're made of in Centra
Ruins. See "Secrets and Side Quests" for
more info.

A Name: Pandemona
1 7 Card Mod: 100 Windmills
7 Element: Wind
Getting it: Win from the hotel owner or his daughter
after Balamb's Galbadian occupation. If
you escaped town during the occupation,
it's the girl who has the card.

7 Name: Cerberus
4 A Card Mod: 100 Lightweights
6 Element: None
Getting it: Defeat Cerberus in Galbadia Garden, disc
2.

9 Name: Alexander
A 2 Card Mod: 3 Moon Curtains
4 Element: Holy
Getting it: Win from Piet at Lunar Base, or at the
pod crash sight after the Lunar Cry. In
disc 4, the Card Queen will be at the
crash site instead.

7 Name: Phoenix
2 A Card Mod: 3 Phoenix Spirits
7 Element: Fire
Getting it: This is part of the Card Queen Quest.
If you sacrifice Doomtrain's card to the
Card Queen, you will be able to get the
Phoenix card from the presidential
official in Esthar. See "Secrets and
Side Quests" for more info.

A Name: Bahamut
8 6 Card Mod: 100 Megalixirs
2 Element: None
Getting it: Defeat Bahamut in the Deep Sea Research
Centre.

3 Name: Doomtrain

1 A Card Mod: 3 Status Guards
A Element: Poison
Getting it: This is part of the Card Queen Quest.
 If you sacrifice Alexander's card to the
 Card Queen, you will be able to get the
 Doomtrain card from the bartender in
 Timber. See "Secrets and Side Quests"
 for more info.

4 Name: Eden
4 A Card Mod: 3 Monk's Codes
9 Element: None
Getting it: Defeat Ultima Weapon far down in the
 Deep Sea Research Deposit. See "Secrets
 and Side Quests" for information on how
 to do this.

Level 10 Character Cards

4 Name: Ward
4 A Card Mod: 3 Gaea Rings
9 Element: None
Getting it: Win from Dr. Odine in his Esthar lab.

4 Name: Kiros
4 A Card Mod: 3 Accelerators
9 Element: None
Getting it: This is part of the Card Queen Quest.
 If you sacrifice the MiniMog card to the
 Card Queen, you will be able to get
 Kiros' card from the man in Deling City
 arcade who is dressed in dark green. See
 "Secrets and Side Quests" for more info.

4 Name: Laguna
4 A Card Mod: 100 Heroes
9 Element: None
Getting it: Win from Ellone when you're at Lunar
 Base.

4 Name: Selphie
4 A Card Mod: 3 Elem Guards
9 Element: None
Getting it: Win from Selphie's friend at Trabia
 Garden.

4 Name: Quistis
4 A Card Mod: 3 Samantha Souls
9 Element: None
Getting it: There are several people in Balamb
 Garden who can have Quistis' card up for
 grabs. The female students in the 2F
 classroom, or one of the male students
 (the one on the right) in the cafeteria.

4 Name: Irvine
4 A Card Mod: 3 Rocket Engines
9 Element: None

Getting it: This is part of the Card Queen Quest.
If you sacrifice the Sacred card to the
Card Queen, you will be able to get
Irvine's card from Flo in FH. See
"Secrets and Side Quests" for more info.

4 Name: Zell
4 A Card Mod: 3 Hyper Wrists
9 Element: None

Getting it: If you have Zell in your party, you can
win his card from his mother in Balamb.

4 Name: Rinoa
4 A Card Mod: 3 Magic Armlets
9 Element: None

Getting it: Won from Rinoa's father in Deling City.
You have to sacrifice an Ifrit card
before he'll play his daughter's card,
though. After you win Rinoa's card,
he'll tell you he lost Ifrit's card to
Martine, who is in FH.

4 Name: Edea
4 A Card Mod: 3 Royal Crowns
9 Element: None

Getting it: Win from Edea in the third disc. Because
rules in Centra are difficult, you might
want to mix them with Esthar rules. The
patrollers in Winhill are good players
to do it with.

4 Name: Seifer
4 A Card Mod: 3 Diamond Armours
9 Element: None

Getting it: Win from Cid when he's at Balamb Garden
or Edea's house. Preferably at Balamb
Garden, if you don't want to bother with
the Centra rules.

4 Name: Squall
4 A Card Mod: 3 Three Stars
9 Element: None

Getting it: Win from Laguna when he's in Esthar (as
president).

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      ) (           Card Players Directory [ff8/V04]           ) (  
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Here you will find a list of players who may be useful or of
some interest in the game.

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Balamb Garden	Starting Rule: Open
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Player	: Cafeteria Lady.
Place	: Cafeteria counter (on left).
Note	: Part of a side quest involving her son.

Player : Dr. Kadawaki.
Place : Infirmary.
Note : She was once the CC Group King.

Player : Girl who wants to become a SeeD.
Place : Outside the training centre.
Note : Can only play with her if the running boy was killed when NORG was trying to find Cid.

Player : Girl with Pigtail.
Place : Library.

Player : Man who thinks he's Smart.
Place : Sitting on bench near the library.
Rare card: Chubby Chocobo. First you must give the Card your Chicobo card.

Player : Nida.
Place : From disc 2 onwards he pilots the Garden.

Player : Receptionist.
Place : Garden reception.
Note : A an easy player who holds some good starting cards.

Player : Running boy.
Place : Main hall or corridor leading to cafeteria.
Rare card: MiniMog.
Note : If the running boy dies because you didn't save him from the T-Rexaur in disc 2, the little girl in pink (the one who says she'll try hard to become a SeeD) will have his card deck.

Player : Male Cadet who asks Squall to do things.
Place : 2F corridor (outside classroom).
Note : If you do what he tells you, you'll be punished by Mr. Aki!

Player : Headmaster Cid.
Place : Floor three (in disc one).
Rare card: Seifer.

Player : Zell.
Place : Between library and training centre.
Note : In discs two to three you can play with Zell if he is not in your main party.

Player : CC Group Jack.
Place : Lobby.
Note : Must defeat over 20 different card players.

Player : CC Group Club.
Place : Found walking between the cafeteria and dorms.
Note : Must defeat former CC members first.

Player : CC Group Diamond Duo.
Place : Lobby.
Note : Must defeat former CC members first.

Player : Man from Garden (or CC Group Joker).

Place : Training centre.
Rare card: Leviathan.
Notes : Must defeat CC Group Jack. Upgrades Character Report to GF Report.

Player : Xu (or CC Group Heart).
Place : Bridge.
Rare card: Carbuncle.
Note : Must defeat former CC members.

Player : Quistis (or CC Group King ^_^).
Place : Take a break in the dormitory and Quistis will challenge you randomly. After that you can play with her on the bridge.
Rare card: Gilgamesh.
Note : You have to defeat Xu first.

=====
Balamb Town Starting Rule: Open

Player : Big Bad Rasal.
Place : The Dincht's living room.
Note : Has some good cards on offer.

Player : Ma Dincht.
Place : The Dincht's kitchen.
Rare card: Zell.
Note : Must have Zell in party.

Player : Card Queen.
Place : Outside train station.
Note : Goes to another location if you lose to her.

Player : Hotel Owner.
Place : Outside hotel.
Rare card: Pandemona.
Note : You can only play with him in disc 2 after defeating Raijin and Fujin. If you got out of Balamb with Big Bad Rascal's help, you'll have to play with his daughter instead.

Player : Hotel Owner's Daughter.
Place : Outside hotel.
Rare card: Pandemona.
Note : You can only play with her in disc 2 after defeating Raijin and Fujin if you got out of Balamb with Big Bad Rascal's help. If you didn't you'll have to play with her father instead.

Player : Garden Student.
Place : Dock.
Notes : Not available in disc one. Has his own special rules system (no additional rules). You can clear Balamb of its additional rules with this guy.

Player : Chef.
Place : Dock.
Note : You must defeat Raijin and Fujin first.

=====

Timber Starting Rule: Same

Player : Watts.
Place : Timber Owls Base.
Rare card: Angelo.
Note : Be sure to get the Angelo card before leaving the
Timber Owls Base (after defeating Gerogero), as
it will be your last chance until disc three.

=====

Dollet Starting Rules: Random, Elemental

Player : Master Player.
Place : Second floor of the Shining Bomber pub.
Rare card: Siren (after defeating him initially).

Player : Card Queen.
Place : Second floor of the Shining Bomber pub.
Note : Goes to a different region if you lose to her.

Player : Artist's Son.
Place : Artist's house.
Rare card: When the Card Queen gets a rare card from you,
she passes it on to the Artist's Son.

=====

Deling City Starting Rule: Same

Player : Man in Black.
Place : Shopping Arcade.
Rare card: Kiros (see Queen of Cards sidequest in S3F11).

Player : Traveller from FH.
Place : Across the road from Galbadia Hotel.
Note : Uses FH rules.

Player : Card Queen.
Place : Hotel.
Note : Goes to different place if you lose to her.

Player : General Caraway.
Place : Caraway's mansion.
Rare card: Rinoa (you have to give up your Ifrit card first).
Note : You can only play with him after the Sorceress
: assassination attempt.

=====

D-District Prison Starting Rule: Same

Player : Prisoner.
Place : Level 5.
Notes : You must give him 500 g to play. He gives you a
random item if you win. I myself got an average
of one rare item in fifty common ones. There's
also the chance to win a Rosetta Stone!

Player : Prisoner.
Place : Level 10.
Notes : You need to have obtained the Battle Report from
Cid before you can play with this prisoner. You

also need 300 gil each time you play. If you defeat him he will upgrade Battle Report to have Character Report as well.

Player : Prisoner.
Place : Level 11.
Notes : You have to pay 200 g per game. He gives you items, but not very valuable ones. The best thing I got here were a few X-Potions.

=====
FH Starting Rules: Elemental, Sudden Death

Player : Martine.
Place : Near Mayor's house.
Rare card: Ifrit (if you lost it to Caraway).

Player : Mayor Dobe.
Place : Mayor's house or train station.
Rare card: Quezacotl.

Player : Flo.
Place : Mayor's house.
Rare card: Irvine (see Queen of Cards quest, S3F11).

Player : Card Queen.
Place : Abandoned train station.
Note : Goes to different place if you lose to her.

=====
Winhill Starting Rule: Same

Player : Card Queen.
Place : Hotel.
Note : Goes to different place if you lose to her.

=====
Trabia Garden Starting Rules: Random, Plus

Player : Selphie's Friend.
Place : Standing in front of fountain.
Rare card: Selphie.
Note : Can only play with her after witnessing scene in basketball court.

=====
Shumi Village Starting Rules: Random, Plus

Player : Card Queen.
Place : Hotel.
Note : Goes to different place if you lose to her.

=====
Esthar Starting Rule: Elemental

Player : Card Queen.
Place : Presidential Residence.
Note : Goes to different place if you lose to her.

Player : Doctor Odine.

Place : Odine's Laboratory.
Rare Card: Ward.

Player : Laguna.
Place : Presidential Residence.
Rare Card: Squall.
Note : You can only play with him after getting the Ragnarok and taking Rinoa to Edea's House. After talking to him to first time, you can play with him in the passenger's cabin of the Ragnarok.

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Lunar Base	Starting Rules: Open, Same, Random, Plus Same Wall, Elemental, Sudden Death
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Player : Card Queen.
Place : Dock (?).
Note : Goes to different place if you lose to her.

Player : Piet.
Place : Control room.
Rare card: Alexander.

Player : Ellone Loire.
Place : Residential Zone.
Rare card: Laguna.

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((Magic List [ff8/V05]) (
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Note: Cure, Blizzard, Fire and Thunder can be levelled up using Mid Mag-RF and Hi-Mag-RF.

Life Magic

Cure / Cure / Curaga

Description: When used on a character with depleted HP it recovers a certain amount HP. Cura and Curaga are more powerful but it depends on the Mag stat of the castor as well.

Draw Points (Cure): B-Garden (entrance), front of pub in Timber, Dollet docks, Dollet hills (near the train station in Dollet you should find a crease in the mountain range).

Draw Points (Cura): Western chamber or Tomb of the Unknown King, Ultimecia Castle- passageway between dungeon and save point.

Draw Points (Curaga): Winhill- Spare House, Esthar city, Lunatic Pandora- chamber with all the lifts in it, Edea's House- Kitchen.

Enemies: Geezard, Caterchipillar, Mesmerize, Glacial Eye, Anaconda, Turtapod, GIM47N, Oilboyle, Propogator, PuPu, Esthar Soldier, G-Soldier, Guard, Ifrit, Biggs, Wedge, Elvoret, Diablos, Fake President, Iguion, Seifer, Abadon, Fujin (2nd time), Sphinxaur.

Refined from: M-Stone Piece, Magic Stone, Wizard Stone, Cottage, Healing Mail, Healing Water, Healing Ring.

Life / Full-Life

Description: Revives a character from KO, and depending on the castor's Mag stat also gives a little extra HP. Full-Life fully restores HP as well as reviving.

Draw Points (Life): Galbadia Garden- Skating Rink Clubroom, Tears' Point- Entrance, Ragnarok- hall down from Airlock.

Draw Points (Full-Life): Missile Base- Launcher Room, Balamb Garden- MD Level (just before fighting Oilboyles), FH (while going to the Mayor's House, look for a ladder on the side of the path. When the old man isn't fishing, you'll see a draw point where he sat), Ultimecia Castle- Prison Cell (hidden), Island Closest to Heaven, Island Closest to Hell.

Enemies (Life): Creeps, GIM47N, Grand Mantis, Lefty, Mesmerize, SAM08G, Torama, Turtapod, Sacred, Seifer, Edea, Left Orb (NORG), Tonberry, Fujin, Propogator

Enemies (Full-Life): Tonberry King, Bahamut.

Refined from: Life Ring, Regen Ring, Phoenix Spirit.

Holy

Description: The only holy elemental spell. Works best on undead creatures such as Forbiddens and Blood Souls, otherwise, its damage is limited. In conclusion, best used in the junction menu rather on the battlefield.

Draw Points: White SeeD Ship- Captain's Cabin (you can only go there once), Lunatic Pandora, Ultimecia Castle- Treasure Room, World Map- next to Edea's House, Island Closest to Heaven, Island Closest to Hell.

Enemies: Elnoyle, Jelleye, Diablos, Krysta, Omega Weapon, Ultimecia (first form).

Refined from: Holy Stone, Moon Stone.

Death

Description: Also a spell better used in the junction menu if you can. The strong but not so intelligent monsters such as T-Rexaurs will fall to the Grim Reaper easily.

Draw Points: Luantic Pandora Laboratory.

Enemies: Blue Dragon, Creeps, Forbidden, Tonberry, Torama.

Refined from: Chef's Knife, Dead Spirit, Saw Blade.

Zombie

Description: Has a wider range of success than Death. When you junction 100 Zombies onto ST Atk-J you can turn most enemies into undeads simply by attacking. Then you can use Recover, Revive, or Life to instantly kill them (actually, zombies are already dead and when you use cure magic / items / abilities to defeat them you are actually relieving them from their condition, letting them go to their after life, or whatever).

Draw Points: Deling City- Sewers, Trabia Garden- Cemetery.

Enemies: Blood Soul, Forbidden.

Refined from: Zombie Powder, Holy Water.

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Support Magic

Protect

Description: Cuts physical damage by half. Might not sound much at first, but think about it - if you've got low Vit and the enemy gives one of your characters a 1000 HP attack... think how much less it would be if only that character had Protect cast on him, and with better Vit, think how much less it would be even then! Anyway, it saves a lot of hassle curing your characters.

Draw Points: Galbadia Garden- Skating Rink, Tomb of the Unknown the King- Entrance.

Enemies: Adamantoise, Armadodo, Gesper, Hexadragon, Raldo, Righty, SAM08G, Wendigo.

Refined from: Protect Stone, Turtle Shell, Giant's Ring, Steel Curtain.

Shell

Description: Reduces effect caused by any magic by half (even curative magic), so it's clearly not as good as Protect, but it's pretty useful against enemies who are always using magic, like sorceresses.

Draw Points: Galbadia Garden- Athletic Track, FH, Ultimecia Castle- Gallery (2F).

Enemies: Gesper, Granaldo, Hexadragon, Iron Giant, Righty, SAM08G.

Refined from: Shell Stone, Barrier, Rune Armet, Moon Curtain.

Reflect

Description: Reflects magic (except forbidden magic such as Meteor and Ultima) into other party. Be wary, as you could accidentally reflect positive magic (Haste, Aura, Cura, etc.) on your enemies. The secret of Reflect is, it will only reflect magic twice. Say, if both parties had Reflect and you cast Cure on yourself. The Cura would go to the enemy as usual, but because the enemy has Reflect on him it will reflect back onto a random party member, and instead of reflecting back again, cure them.

Draw Points: Tears' Point, Winhill.

Enemies: Adamantoise, Death Claw, Iron Giant, Ruby Dragon, SAM08G.

Refined from: Dragon Skin, Glow Curtain.

Esuna

Description: Works like a Remedy in the way that it heals most common status ailments. Other than that, nothing too special.

Draw Points: Balamb Garden- Library (you can only draw from it once), Balamb train tunnel, train tunnel near Deling City, Deling City- Sewer.

Enemies: Chimera, GIM47N, Grand Mantis, Mesmerize, Oilboyle, Paratrooper, Turtapod, Vysage, Biggs, Gerogero, Igioun, GIM52A, NORG, Edea (2nd time), Abadon, Propogator, Left Prob (Mobile Type 8), Rinoa, Droma (Trauma), Helix (Ultimecia form 2).

Refined from: Remedy, 1 M-Stone Piece, Dragon Fang, Med Kit.

Dispel

Description: Removes any supportive status an enemy may have.

Draw Points: Winhill (boat), Deep Sea Research Centre, Ultimecia Castle- Chapel, remnants of Galbadia Garden (after it became mobile and left the site).

Enemies: Blood Soul, Death Claw, Elastoid, Elite Soldier, GIM52A, Hexadragon, Mesmerize, Oilboyle, Turtapod, Edea (1st time), Seifer (1st and 2nd times), Abadon.

Refined from: Magic Stone, Saw Blade, Wizard Stone.

Regen

Description: Slowly regenerates your character with a little HP occasionally. More affective when Haste is cast as well.

Draw Points: centre of FH (to the right of the Mayor's House).

Enemies: Behemoth, Lefty, Biggs (2nd time).

Refined from: Mesmerize Blade.

Aura

Description: Increases the chances of getting a limit break. In status defence it also protects against Curse.

Draw Points: Trabia Garden- Stage (hidden), just outside Galbadia Garden in disc 2 (hidden), Ultimecia Castle- Wine Cellar (hidden), the tip of Long Horn Island, Island Closest to Heaven, Island Closest to Hell.

Enemies: Seifer (3rd time).

Refined from: Aura Stone, Fury Fragment.

Trivia: Aura, or zephyr means "gentle breeze" in Greek.

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Time Magic

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Haste

Description: Speeds up ATB. Also overrides Slow.

Draw Points: Galbadia Garden- middle of the main hall, FH- abandoned train station.

Enemies: Cactuar, GIM52A, Iron Giant, Vysage, Biggs (2nd time), Seifer (2nd and 3rd times), Tri-Point, Ultimecia.

Refined from: Magic Stone, Lightweight, Aegis Amulet, Accelerator.

Quake

Description: Looks like a GF attack (perhaps you're summoning a T-Rexaur...?). Earth elemental. Has no affect on flying creatures such as Thrustaevis and Bahamut. You can avoid it yourself by casting Float.

Draw Points: The front of Odine's Laboratory in Esthar city, Island Closest to Heaven.

Enemies: Abyss Worm, Armadodo, Iron Giant, Lefty, Malboro, T-Rexaur, Cerberus, Gargantua, Griever (1st form).

Refined from: Dino Bone.

Slow

Description: Slows down ATB, reducing the amount of turns an enemy can have.

Draw Points: Ultimecia Castle- Courtyard.

Enemies: Caterchipillar, GIM52A, Lefty, Tri-Face, Biggs (2nd time), Ultimecia (form 1).

Refined from: M-Stone Piece, Spider Web.

Stop

Description: Stops ATB completely. The victim regains movement in a period of time, however.

Draw Points: Esthar Sorceress Memorial, Ultimecia Castle- Clock Tower.

Enemies: Caterchipillar, Elastoid, Forbidden, Tri-Face, BGH251F2.

Demi

Description: Takes away 1/4 of the enemies' remaining HP. Not to be used on foes who have little HP left. Basically, it helps you take away the brunt of an enemies' HP, leaving you to knock them off with your other attacks.

Draw Points: None.

Enemies: Lefty, Torama, Malboro, UFO?, Diablos, Edea (2nd time), Red Giant, Ultimecia (1st form).

Steel Orb, Black Hole.

Double

Description: Allows you to use to spells at once. When used in conjunction with Expend x2-1, you only use one spell per cast.

Draw Points: Galbadia Garden- Auditorium, Odine's Lab- Lobby.

Enemies: Grendel, Elnoye, Elvoret, Gerogero, Minotaur, Edea (1st time), Cerberus.

Refined from: Dragon Fin.

Triple

Description: Allows you to use three spells at once. Great for when you're casting the same spell on your whole party and for giving enemies the beating of their lifetime with repeated magic. With Expend x3-1, you only use one spell per cast.

Draw Points: Bottom of Deep Sea Deposit (where you fight Ultima Weapon), the wilderness near Ultimecia Castle where Edea's House used to be, Ultimecia Castle- Clock Tower hidden chamber where you fight Tiamat (hidden), Island Closest to Heaven, Island Closest to Hell.

Enemies: Cerberus, Odin.

Refined from: Rocket Engine, Samantha Soul, Three Stars.

Status Magic

Break

Description: Turns enemy into stone. Once all enemies are stoned (no pun intended...) the battle is won.

Draw Points: Lunatic Pandora- up a ladder on the right on the path to where Adel is (hidden).

Enemies: Cockatrice, Imp, Blue Dragon, Iguion.

Refined from: Soft, Cockatrice Pinion.

Silence

Description: Silence is golden... It prevents your enemies from being able to cast magic, which is particularly good for monsters who are reliant on magic but are weak to Silence, such as Vysages (though I'd personally prefer just to summon Siren). Junction it to your status defence.

Draw Points: Lunatic Pandora, Dollet.

Enemies: Funguar, Blood Soul, Grat, Tri-Face, Ochu, Imp, Guard, Paratrooper.

Refined from: M-Stone Piece, Echo Screen, Silence Powder.

Sleep

Description: Victim cannot move until it is physically attacked or wakes up by itself. Good against tough enemies early in the game.

Draw Points: Excavation Site (2nd Laguna dream).

Enemies: Funguar, Gayla, Fastitocalon-F, Blood Soul, Grat, Guard, Paratrooper.

Blind

Description: Considerably reduces the hit rate of a foe so they mostly miss when they try to attack. Has no affect on Seifer, who has 255% hit rate, and could not miss even if he had blind on him. However, it is good for enemies like T-Rexaurs, who rely on their attacks.

Draw Points: Dollet- Comm Tower, Missile Base.

Enemies: Blobra, Blood Soul, Forbidden, Tri-Face, Ochu, Imp, Oilboyle, Guard, Paratrooper.

Refined from: Eye Drops, Ochu Tentacle.

Confuse

Description: Enemies become confused, turning on their allies and making random actions.

Draw Points: Lunatic Pandora (in the Laguna dream and in Squall's time), remnants of Galbadia Garden in Galbadia.

Enemies: Funguar, Bobra, Grat, Belhelmel, Fastitocalon, Ochu, Imp, Oilboyle.

Refined from: Betrayal Sword.

Bio

Description: Every time the enemy makes a move they get copped with a certain amount of damage. It's amazing how many bosses are weak to this ailment.

Draw Points: Deling City- Sewer.

Enemies: Anacondaaur, Tri-Face, Vysage, Lefty, Blue Dragon, Chimera, Propogator, Gargantua, Griever (form 1).

Refined from: Antidote, Wizard Stone, Venom Fang, Malboro Tentacles.

Berserk

Description: Make an enemy angry; thus, you will lose control of them and they will attack constantly. Their attacks are stronger though. A useful alternative when Silence doesn't work, because it makes those who rely on their magic rely on their attacks! He he...

Draw Points: D-District Prison 9F.

Enemies: Grat, Belhelmel, Snow Lion, Wendigo.

Refined from: Magic Stone, Steel Pipe.

Meltdown

Description: Temporarily reduces Vit to 0. It works on 99% of all enemies and increases the affect of physical attacks ten fold. Can help you defeat the toughest of enemies. Draw it today!

Draw Points: None.

Enemies: Gayla, Bomb, Elastoid, Trauma.

Refined from: Mystery Fluid.

Pain

Description: Inflicts poison, blind and silence on the enemy. See Bio, Blind and Silence. When junctioned to status attack you can inflict any of the status ailments just by attacking!

Draw Points: Centra Ruins, Comm Tower (you need to examine it on on the world map).

Enemies: Tri-Face, Ochu, Elnoyle, Grinaldo.

Refined from: Curse Spike.

Drain

Description: Absorb HP from the enemy. It it quite effective when junctioned to status attack.

Draw Points: Winhill, Centra Ruins.

Enemies: Red Bat, Lefty, Blue Dragon.

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Fire Magic

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Fire / Fira / Firaga

Description: Basic fire elemental magic.

Draw Points (fire): Fire Cavern.

Draw Points (Fira): None.

Draw Points (Firaga): Shumi Village- Workshop.

Enemies: Buel, Anaconda, Grendel, Jelleye, T-Rexuar, Bomb, Hexadragon, Ruby Dragon, PuPu, Raldo, Esthar Soldier, Elite Soldier, G-Soldier, Bite Bug, Ifrit, Biggs, Wedge, Raldo, Seifer, Abadon, Mobile Type 8, Adel, Sphinxaur, Tri-Point, Ultimecia (form 2).

Refined from: M-Stone Piece, Magic Stone, Wizard Stone, Bomb Fragment, Red Fang, Bomb Spirit, Phoenix Pinion.

Flare

Description: A powerful spell. Although it has connotations with fire it is technically non elemental. In Elem Def-J it protects you against Fire, Ice and Thunder.

Draw Points: Odine's Lab (does not refuel itself), Ultimecia Castle- Entrance, Island Closest to Heaven, Island Closest to Hell.

Enemies: Tri-Face, Behemoth, Abadon, Mobile Type 8, Tiamat, Ultimecia (final form), Bahamut, Ultima Weapon, Trauma, Red Giant, Gargantua, Omega Weapon.

Refined from: Flare Stone, Inferno Fang.

Thunder and Wind Magic

Thunder / Thundara / Thundaga

Description: Basic thunder elemental magic.

Draw Points (Thunder): Balamb- Junk Shop.

Draw Points (Thundara): Deling City- Garden.

Draw Points (Thundaga): D-District Prison- 11F, Trabia Garden- Entrance, Great Salt Lake (go up the skeleton when you enter).

Enemies: Geezard, Red Bat, Gayla, Caterchipillar, Cockatrice, Buel, Belhelmel, Creeps, Jelleye, T-Rexaur, Blitz, Chimera, Propogator, PuPu, Raldo, Esthar Soldier, Elite Soldier, G-Soldier, Elvoret, Left & Right Orbs (NORG), Raijin, Seifer (every time except the first time), Mobile Type 8, Adel, "Sorceress", Sphinxaur, Ultimecia (form 2).

Refined from: M-Stone Piece, Magic Stone, Wizard Stone, Dynamo Stone.

Aero / Tornado

Description: Wind elemental magic. It is quite effective, as it affects earth elementals and flying monsters. Tornado damages all enemies.

Draw Points (Aero): Dingo Desert (near D-District Prison), Centra Ruins, Esthar City- Shopping Mall, Island Closest to Heaven.

Enemies (Aero): Death Claw, Ruby Dragon.

Enemies (Tornado): Behemoth, Jumbo Cactuar, Fujin, Tri-Point, Griever (form 1).

Enemies (Aero and Tornado): Thrustaevis, Abyss Worm.
Refined from: Shear Feather, Windmill.

Ice and Water Magic

Blizzard / Blizzara / Blizzaga

Description: Basic ice elemental magic.

Draw Points (Blizzard): Balamb Garden- Training Centre, Esthar City- Presidential Palace.

Draw Points (Blizzara): Missile Base- Inspection Room.

Draw Points (Blizzaga): Timber Maniacs HQ- Storage Room (doesn't recharge), Shumi Village- Elder's House.

Enemies: Fastitocalon, Fastitocalon-F, Buel, Glacial Eye, Thrustaevis, Grendel, Jellee, Snow Lion, Adamantoise, PuPu, Esthar Soldier, Elite Soldier, G-Soldier, Slapper, X-ATM092, Edea, NORG, Mobile Type 8, Seifer (2nd time only), Adel, "Sorceress", Sphinxaur, Ultimecia (form 2).

Water

Description: The only water elemental spell. Damages thunder elemental enemies the most. A good spell to junction at the beginning of the game.

Draw Points: None.

Enemies: Fastitocalon, Fastitocalon-F, Grand Mantis, Chimera, Paratrooper, Slapper.

Forbidden Magic

Apocalypse

Description: In battle, even more powerful than Ultima. A hidden magic that can only be obtained from Ultimecia.

Draw Points: None.

Enemies: Ultimecia Generator.

Meteor

Description: The enemy party is taken into outer space where they are hit by a shower of meteors, causing physical damage. They do not always hit the enemies, however.

Draw Points: Great Salt Lake (when you enter walk up the large skeleton), Lunatic Pandora- Entrance, Island Closest to Heaven, Island Closest to Hell.

Enemies: Ruby Dragon, Catoblepas, Omega Weapon.

Refined from: Meteor Stone, Star Fragment.

Ultima

Description: An amazing spell that causes at least 1000 damage to the enemy party and works wonders in the junction menu (yes, 100 having Ultimas is like having a GF who knows Strength 60%). It is

the optimum magic (meaning, it cannot be the "ultimate" magic because it is the best for junctioning but isn't as powerful as Apocalypse when you cast it).

Draw Points: FH- 2F of Mayor's House (Hidden), Shumi Village- Entrance (you have to pay 5,000 gil to get in - make sure Draw is equipped before drawing or your money may be wasted!), Ultimecia Castle- Armoury (hidden), Island Closest to Heaven, Island Closest to Hell.

Enemies: Ultima Weapon, Omega Weapon.

Refined from: Dark Matter, Energy Crystal, Pulse Ammo, Ultima Stone.

Miscellaneous Magic

Scan

Description: See enemy data, telling you a little about the enemy, its statistics and weaknesses. You can also manipulate the picture by using the L1, L2, R1, R2 and directional buttons. Party members can be scanned as well.

Draw Points: Timber- Alleyway.

Enemies: Funguar, Bite Bug, Red Bat, Fastitocalon, Fastitocalon-F, Glacial Eye, Thrustaevis, Elite Soldier, Ifrit, Captain.

Float

Description: Protects against earth attacks such as Quake.

Draw Points: Tomb of the Unknown King- Northern Chamber.

Enemies: Gesper, Blood Soul, Thrustaevis.

====/\=====
) (Status Junctions [ff8/V06]) (
====\/=====

This chart works on the assumption that you have 100 of each magic, therefore 100%. If you had 10 Ultimas the effect would be 10% Ultima effect, meaning you get 600+ HP rather than 6000+. Holy is an easier magic to get and 50x Holy alone would get you 1900+ HP. That's why it's the best idea most of the time auto-junction magic. The objective of this chapter is to enable you to find the best magic for any circumstance and optimise it amongst party of three to six characters that you use full-time.

Key

Lv 1 Elem : This indicates level 1 elemental magic such as Fire, Blizzard and Thunder.

Lv 2 Elem : Level 2 elemental magic such as Fira, Blizzara and Thundara.

Lv 3 Elem : Level 3 elemental magic such as Firaga, Blizzaga and Thundaga.

Cure Lv 1 : Simple Cure.--\ This is simply because I wanted my

Cure Lv 2 : Cura. > Cure magic to be in chronological

Cure Lv 3 : Curaga.-----/ order as well as alphabetic.

+-----+
| Junctioning magic to statistics |

Magic	HP	Str	Vit	Mag	Spr	Spd	Eva	Hit	Luck
Aero	300	17	10	16	10	20	8	22	15
Apocalypse	4200	80	80	80	90	30	12	30	30
Aura	3400	70	22	24	24	10	2	50	40
Berserk	300	13	8	14	8	5	2	4	3
Bio	700	24	15	24	15	5	2	4	4
Blind	100	6	5	10	10	3	20	30	2
Break	1000	20	20	32	35	10	4	10	12
Confuse	700	22	18	28	18	18	4	8	8
Cure Lv 1	200	4	15	2	15	3	2	2	2
Cure Lv 2	500	8	28	8	28	4	2	3	3
Cure Lv 3	2200	20	65	18	65	10	4	10	10
Death	1800	22	22	38	58	10	4	10	38
Demi	1600	34	18	36	18	12	4	14	10
Double	200	15	16	18	6	10	10	40	2
Dispel	1000	12	36	16	60	8	4	8	14
Drain	400	13	30	20	24	6	2	5	4
Elem Lv 1	100	10	4	10	4	8	3	10	8
Elem Lv 2	150	15	8	15	8	12	4	16	12
Elem Lv 3	300	30	16	30	16	14	4	20	14
Flare	1300	56	26	44	26	12	10	26	12
Float	200	8	15	8	15	16	4	12	20
Full-Life	4800	20	80	20	85	8	4	8	20
Haste	500	12	16	20	20	50	8	10	10
Holy	3800	55	28	45	48	10	8	24	14
Life	1200	8	50	10	50	4	3	3	4
Meltdown	1500	24	80	20	20	3	4	12	8
Pain	2800	42	36	60	45	4	2	4	40
Protect	400	6	40	10	18	3	2	3	14
Quake	2600	40	20	40	20	7	3	30	12
Reflect	2000	14	46	20	72	10	4	8	16
Regen	2600	18	70	16	60	8	4	12	8
Tornado	3000	48	24	42	24	33	12	38	14
Triple	2400	70	10	70	10	70	40	150	30
Scan	100	5	5	5	5	3	2	3	3
Shell	400	6	18	10	40	3	2	3	14
Silence	100	6	5	12	10	4	2	3	2
Sleep	100	6	5	12	10	4	4	3	2
Slow	500	12	16	20	20	40	8	10	10
Stop	800	18	20	30	24	48	10	20	10
Ultima	6000	100	82	100	95	60	24	60	64
Water	300	20	14	18	14	12	4	18	13
Zombie	800	15	24	15	12	2	1	2	2

Elemental defence/attack

Magic	Element/s	Atk	Def
Fire	Fire	50%	50%
Fira		80%	80%
Firaga		100%	120%
Blizzard	Ice	50%	50%
Blizzara		80%	80%
Blizzaga		100%	120%

Thunder	Thunder	50%	50%
Thundara		80%	80%
Thundaga		100%	120%
-----+			
Aero	Wind	80%	80%
Tornado		100%	200%
-----+			
Water	Water	100%	150%
-----+			
Holy	Holy	100%	200%
-----+			
Float	Earth	----	50%
Quake		100%	200%
-----+			
Bio	Poison	100%	150%
-----+			
Meteor	Earth	----	150%
	Wind	----	150%
-----+			
Protect	Fire	----	20%
Flare	Ice	----	80%
	Thunder		
-----+			
Shell	All	----	20%
Life		----	30%
Full-Life		----	40%
Apocalypse		----	100%
Ultima		----	----
-----+			

=====
Status defence/attack
=====

Magic	Status	Atk	Def
-----+			
Aura	Curse	----	100%
-----+			
Berserk	Berserk	100%	100%
-----+			
Blind	Darkness	100%	100%
-----+			
Bio	Poison	100%	100%
-----+			
Confuse	Confusion	100%	100%
-----+			
Break	Petrify	100%	100%
-----+			
Silence	Silence	100%	100%
-----+			
Sleep	Sleep	100%	100%
-----+			
Slow	Slow	100%	100%
-----+			
Stop	Stop	100%	100%
-----+			
Zombie	Zombie	100%	100%
-----+			
Death	Death	100%	100%
Life		----	20%

Full-Life		----	40%

Dispel	Absorb	----	50%
Drain		100%	100%

Esuna	Berserk	----	20%
	Confuse	----	20%
	Petrify	----	20%
	Poison	----	20%
	Silence	----	20%
	Sleep	----	20%
	Slow	----	20%
	Stop	----	20%

Holy	Absorb	----	40%
	Berserk	----	40%
	Confuse	----	40%
	Curse	----	40%
	Death	----	40%
	Zombie	----	40%
	Poison	----	40%
	Sleep	----	40%

Pain	Curse	100%	100%
	Poison	100%	100%
	Silence	100%	100%

Reflect	Berserk	----	25%
	Confuse	----	25%
	Silence	----	25%
	Petrify	----	25%
	Poison	----	25%
	Silence	----	25%
	Slow	----	25%
	Stop	----	25%

Summary of Magical Effects to Stats -- In order of Power

Summary (the strongest spells)

HP: Ultima or Full-Life
Str: Ultima or Aura or Triple
Vit: Ultima or Full-life or Regen
Mag: Ultima or Triple
Spr: Ultima or Full-Life or Reflect
Spd: Triple or Ultima or Haste
Eva: Triple or Ultima or Blind
Hit: Triple or Ultima or Aura
Luck: Ultima or Pain

Hit Points

1st: 6000 - Ultima
2nd: 4800 - Full-Life
3rd: 4200 - Apocalypse

4th: 3800 - Holy
5th: 3400 - Aura
6th: 3000 - Tornado
7th: 2800 - Pain
8th: 2600 - Quake
9th: 2400 - Triple
10th: 2200 - Curaga
12th: 2000 - Reflect
13th: 1800 - Death
14th: 1600 - Demi
15th: 1500 - Meltdown
16th: 1300 - Flare
17th: 1200 - Life
18th: 1000 - Break, Dispel
19th: 800 - Stop & Zombie
20th: 700 - Bio & Confuse
21st: 500 - Haste & Cura
22nd: 400 - Drain, Protect & Shell
23rd: 300 - Firaga, Blizzaga, Thundaga, Aero, Berserk & Water
24th: 200 - Cure, Double & Float
25th: 150 - Fira, Blizzara & Thundara
26th: 100 - Blind, Fire, Blizzard, Thunder, Scan, Silence & Sleep

Strength

1st: 100 - Ultima
2nd: 80 - Apocalypse
3rd: 70 - Aura & Triple
4th: 56 - Flare
5th: 55 - Holy
6th: 48 - Tornado
7th: 42 - Pain
8th: 40 - Quake
9th: 34 - Demi
10th: 30 - Firaga, Blizzaga & Thundaga
11th: 24 - Meltdown & Bio
12th: 22 - Death & Confuse
13th: 20 - Full-Life, Curaga, Break & Water
14th: 18 - Stop
15th: 17 - Aero
16th: 15 - Zombie, Double, Fira, Blizzara & Thundara
17th: 14 - Reflect
18th: 13 - Drain & Berserk
19th: 12 - Haste, Dispel & Slow
20th: 10 - Fire, Blizzard & Thunder
21st: 8 - Life, Cura, Float
22nd: 6 - Protect, Shell, Blind, Silence, Sleep
23rd: 5 - Scan
24th: 4 - Cure

Vitality

1st: 82 - Ultima
2nd: 80 - Apocalypse, Full-Life, Meltdown
3rd: 70 - Regen
4th: 65 - Curaga
5th: 50 - Life
6th: 46 - Reflect
7th: 40 - Protect
8th: 36 - Pain, Dispel

9th: 30 - Drain
10th: 28 - Cura
11th: 26 - Flare
12th: 24 - Zombie, Tornado
13th: 22 - Death, Aura
14th: 20 - Break, Quake, Stop
15th: 18 - Confuse, Demi, Shell
16th: 16 - Slow, Double, Firaga, Blizzaga, Thundaga
17th: 15 - Bio, Cure, Float
18th: 14 - Water
19th: 10 - Aero, Triple
20th: 8 - Berserk, Fira, Blizzara, Thundara
21st: 5 - Silence, Sleep, Scan, Blind
22nd: 4 - Fire, Blizzard, Thunder

Magic

1st: 100 - Ultima
2nd: 80 - Apocalypse
3rd: 70 - Triple
4th: 60 - Pain
5th: 45 - Holy
6th: 44 - Flare
7th: 42 - Tornado
8th: 40 - Quake
9th: 38 - Death
10th: 36 - Demi
11th: 32 - Break
12th: 30 - Stop
13th: 28 - Confuse
14th: 24 - Aura, Bio
15th: 20 - Drain, Full-Life, Haste, Meltdown, Reflect, Slow
16th: 18 - Water, Double, Blizzaga, Firaga, Thundaga
17th: 16 - Aero, Dispel, Regen
18th: 15 - Zombie, Blizzara, Fira, Thundara
19th: 14 - Berserk
20th: 12 - Silence, Sleep
21st: 10 - Blind, Fire, Blizzard, Thunder, Life, Protect, Shell
22nd: 8 - Cura, Float
23rd: 5 - Scan
24th: 2 - Cure

Spirit

1st: 95 - Ultima
2nd: 90 - Apocalypse
3rd: 85 - Full-Life
4th: 72 - Reflect
5th: 65 - Curaga
6th: 60 - Dispel, Regen

Spirit

1st: 95 - Ultima
2nd: 90 - Apocalypse
3rd: 85 - Full-Life
4th: 72 - Reflect
5th: 65 - Curaga
6th: 60 - Dispel, Regen
7th: 58 - Death

8th: 50 - Life
9th: 48 - Holy
10th: 45 - Pain
11th: 40 - Shell
12th: 35 - Break
13th: 28 - Cura
14th: 26 - Flare
15th: 24 - Aura, Drain, Tornado, Stop
16th: 20 - Slow, Quake, Meltdown, Haste
17th: 18 - Confuse, Demi, Protect
18th: 16 - Firaga, Blizzaga, Thundaga
19th: 15 - Bio, Cure, Float
20th: 14 - Water
21st: 12 - Zombie
22nd: 10 - Silence, Sleep, Triple, Blind, Aero
23rd: 8 - Berserk, Fira, Blizzara, Thundara
24th: 6 - Double
25th: 5 - Scan
26th: 4 - Fire, Blizzard, Thunder

Speed

1st: 70 - Triple
2nd: 60 - Ultima
3rd: 50 - Haste
4th: 48 - Stop
5th: 40 - Slow
6th: 33 - Tornado
7th: 30 - Apocalypse
8th: 20 - Aero
9th: 18 - Confuse
10th: 14 - Fira, Blizzara, Thundara
11th: 12 - Water, Demi
12th: 10 - Reflect, Holy, Death, Curaga, Break, Aura, Double
13th: 8 - Dispel, Fire, Thunder, Blizzard
14th: 7 - Quake
15th: 5 - Berserk, Bio
16th: 4 - Cura, Life, Pain, Silence, Sleep
17th: 3 - Blind, Cure, Meltdown, Protect, Scan, Shell
18th: 2 - Zombie

Evade

1st: 40 - Triple
2nd: 24 - Ultima
3rd: 20 - Blind
4th: 12 - Apocalypse, Tornado
5th: 10 - Double, Flare, Stop
6th: 8 - Aero, Haste, Holy, Slow
7th: 4 - Break, Confuse, Curaga, Death, Demi, Dispel, Fira,
Blizzara, Thundara, Blizzaga, Firaga, Thunaga, Float,
Full-Life, Meltdown, Reflect, Regen, Sleep, Water
8th: 3 - Fire, Blizzard, Thunder, Life, Quake
9th: 2 - Aura, Berserk, Bio, Cure, Cura, Drain, Pain, Protect,
Scan, Shell, Silence
10th: 1 - Zombie

Hit Rate

1st: 150 - Triple

2nd: 60 - Ultima
 3rd: 50 - Aura
 4th: 40 - Double
 5th: 38 - Tornado
 6th: 30 - Apocalypse, Blind, Quake
 7th: 26 - Flare
 8th: 24 - Holy
 9th: 22 - Aero
 10th: 20 - Furaga, Blizzaga, Thundaga, Stop
 11th: 18 - Water
 12th: 16 - Fira, Blizzara, Thundara
 13th: 14 - Demi
 14th: 12 - Float, Regen
 15th: 10 - Break, Curaga, Death, Fire, Blizzard, Thunder, Haste,
 Slow
 16th: 8 - Confuse, Dispel, Full-Life, Reflect
 17th: 5 - Drain
 18th: 4 - Berserk, Bio
 19th: 3 - Cura, Life, Protect, Scan, Shell, Silence, Sleep
 20th: 2 - Cure, Zombie

Luck

1st: 64 - Ultima
 2nd: 40 - Aura, Pain
 3rd: 38 - Death
 4th: 30 - Apocalypse, Triple
 5th: 20 - Float, Full-Life
 6th: 15 - Aero
 7th: 14 - Dispel, Firaga, Blizzaga, Thundaga, Holy, Protect,
 Tornado, Shell
 8th: 12 - Break, Fira, Thundara, Blizzara, Flare, Quake
 9th: 13 - Water
 10th: 10 - Curaga, Demi, Haste, Slow, Stop
 12th: 8 - Confuse, Fire, Thunder, Blizzard, Meltdown, Regen
 13th: 4 - Bio, Drain, Life
 14th: 3 - Berserk, Cura, Scan
 15th: 2 - Blind, Cure, Double, Silence, Sleep, Zombie

Overall

4632 - Apocalypse
 3642 - Aura
 418 - Aero
 357 - Berserk

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=====\/\=====\/\=====
      ) (           Guardian Forces [ff8/V07]           ) (
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This section lists each GF, it's attributes, abilities, and how to get it. If you would like to learn more about the basics of GFs, see the GF Management section.

The keyword system is fairly simple. Just enter in "GF" and the first three letters of the GF you want to find. Say you wanted to find Odin, you would type in "GF ODI" without the space.

Here is a short list of all the GFs described (in order of the walkthrough):

Quezacotl	Brothers	MiniMog	Cerberus	Eden
Shiva	Carbuncle	Moomba	Alexander	Gilgamesh
Ifrit	Leviathan	Odin	Doomtrain	Griever
Siren	Phoenix	Tonberry	Cactuar	
Diablos	Boco	Pandemona	Bahamut	

-----GFQUE

Quezacotl

Review: A good, basic GF for the pretty much all of the game. Quezacotl boasts abilities like Card, Card Mod-RF, Mid Mag-RF, T Mag-RF and Elem Def-J x2.

Type of GF: Junctionable GF
 GF's Attack: Thunder Storm
 Description: A thunder elemental attack. Dead useful against water and mechanical fiends.

How to get the GF: At the beginning of the game go onto Squall's study panel and choose "Tutorial". You will get both Quezacotl and Shiva. If you haven't got them this way, Quistis will give them to you when you meet her at the front gate.

Abilities:	HP-J	50	
	Vit-J	50	--> Elem Def-J
	Mag-J	-	
	Elem Atk-J	160	
	Elem Def-J	100	--> Elem Def-J x2
	Elem Def-J x2	130	
	Magic	-	
	GF	-	
	Draw	-	
	Item	-	
	Card	40	--> Card Mod
	Mag+20%	60	--> Mag+40%
	Mag+40%	120	
	SumMag+10%	40	--> SumMag+20%
	SumMag+20%	70	--> SumMag+30%
	SumMag+30%	140	
	GFHP+10%	40	--> GFHP+20%
	GFHP+20%	70	
	Boost	10	
	T Mag-RF	30	--> Mid Mag-RF
	Mid Mag-RF	60	
	Card Mod	80	

Allocating: The only thing you'd want to take into consideration while choosing a character to junction Quezacotl is Elem Def-J x2, HP-J, Vit-J and Mag-J (all of which can be taught with items anyway). So unless you want to use Quezacotl's lightning powers or Card enemies, he's not a very important GF.

Vital Stats:	LV	HP	Damage
	1	300	275
	10	754	572

20	1266	902
30	1786	1232
40	2314	1562
50	2850	1892
60	3394	2222
70	3949	2552
80	4506	2882
90	5074	3212
100	5650	3542

-----GFSHI

Shiva

Review: Like Quezacotl, Shiva is a basic GF that you will be using for elemental purposes throughout the game. Her Doom ability can be used to defeat quite a few fearsome monsters.

Type of GF: Junctionable GF
 GF's Attack: Diamond Dust
 Description: A deluge of ice which bites the enemy with chilling cold. Not a flash hot attack but great for freezing the arse off creatures who rely on extreme heat to survive.

How to get the GF: At the beginning of the game go onto Squall's study panel and choose "Tutorial". You will get both Quezacotl and Shiva. If you haven't got them this way, Quistis will give them to you when you meet her at the front gate.

Abilities: Str-J 50 --> Elem Atk-J
 Vit-J 50 --> Vit+20%
 Spr-J -
 Elem Atk-J 160
 Elem Def-J 100 --> Elem Def-J x2
 Magic -
 GF -
 Draw -
 Item -
 Doom (lv 10) 60
 Vit+20% 60 --> Vit+40%
 Vit+40% 120
 Spr+20% 60 --> Spr+40%
 Spr+40% 120
 SumMag+10% 40 --> SumMag+20%
 SumMag+20% 70 --> SumMag+30%
 SumMag+30% 140
 GFHP+10% 40 --> GFHP+20%
 GFHP+20% 70
 Boost 10
 I Mag-RF 30

Allocating: You'll want to allocate her to a defensive character who needs to attack as well.

Vital Stats: LV HP Damage

1	298	263
10	734	564

20	1226	897
30	1726	1230
40	2234	1564
50	2750	1897
60	3274	2230
70	3806	2563
80	4346	2897
90	4894	3230
100	5450	3563

-----GFIFR

Ifrif

Review: Another compulsory GF. This is the first GF who knows any of the Bonus abilities. Mad Rush and F Mag-RF will also be useful. Ammo-RF will allow you to get Squall's Lionheart as early as possible.

Type of GF: Junctionable GF
 GF's Attack: Hell Fire
 Description: Ifrit forms a massive ball of fire and engulfs the enemy party, burning ice and oil fiends severely.

How to get the GF: Defeat in Fire Cavern (see walkthrough).

Abilities: HP-J 50
 Str-J -
 Elem Atk-J -
 Elem Def-J 100 --> Elem Def-J x2
 Elem Def-J x2 130
 Magic -
 GF -
 Draw -
 Item -
 Mad Rush * 60
 Str+20% 60
 Str+40% 120
 Str Bonus 100
 SumMag+10% 40
 SumMag+20% 70
 SumMag+30% 140
 GFHP+10% 40 --> GFHP+20%
 GFHP+20% 70 --> GFHP+30%
 GFHP+30% 140
 Boost 10
 F Mag-RF 30
 Ammo-RF * 30

* Ifrit has to be level 10 before he can learn these.

Allocating: Ifrit is ideal for the physical fighter. Learn Str+20% and Str+40% as quickly as you can to take advantage of Str Bonus!

Vital Stats: LV HP Damage

 1 305 298

10	804	607
20	1366	950
30	1936	1293
40	2514	1636
50	3100	1980
60	3694	2323
70	4296	2666
80	4906	3009
90	5524	3352
100	6150	3695

-----GFSIR

Siren

Review: Woo hoo! The first optional GF! Although she can be hard to miss because you have to draw her from certain boss/s. She is worth it though. Although her attack doesn't always inflict Silence on your enemies you'd be surprised to know how often it works to great effect. Treatment, Mag Bonus, Move-Find L Mag-RF, ST Med-RF and Tool-RF are what I like about Siren. She has the lowest HP and attack power.

Type of GF: Junctionable GF

GF's Attack: Silent Voice

Description: A large mass of water floods the area, a rock is formed and Siren appears on it, playing a harp. The sound waves reverberate on the enemy inflicting non elemental damage and Silence.

How to get the GF: Draw Siren from Elvoret or Tri-Point.

Abilities: Mag-J -
 ST Atk-J - --> Elem Def-J
 ST Def-J -
 ST Def-J x2 100
 Magic - --> Elem Def-Jx2
 GF -
 Draw -
 Item -
 Treatment * 100
 Mag+20% 60 --> Mag+40%
 Mag+40% 120 --> Mag Bonus
 Mag Bonus 100
 Move-Find 40
 SumMag+10% 40 --> SumMag+20%
 SumMag+20% 70 --> SumMag+30%
 SumMag+30% 140
 GFHP+10% 40 --> GFHP+20%
 GFHP+20% 70
 Boost 10
 L Mag-RF 30
 ST Med-RF 30
 Tool-RF 30

* Siren has to be level 12 before she can learn Treatment.

Allocating: I would recommend Siren for a magic user or medic.

Vital Stats:	LV	HP	Damage
	3	391	223
	10	724	393
	20	1206	634
	30	1696	875
	40	2194	1115
	50	2700	1356
	60	3214	1596
	70	3736	1837
	80	4266	2078
	90	4804	2318
	100	5350	2559

-----GFDIA

Diablos

Review: Diablos is considered a tough opponent, but he's well worth it considering the immense benefits such as Ability x3, Darkside, HP+80%, Mug, Enc None, Time Mag-RF, and ST Mag-RF. A large bag of goodies. If you haven't got him, GET him. He's the first decent GF. Other than that, there's his attack. If you want your enemies to be turned into toast level Diablos up to 100 - if the enemy isn't immune to Diablos' attack 100% of their HPs will be turned into zip!

Type of GF: Junctionable GF
GF's Attack: Dark Messenger
Description: Takes percentage off the enemy's HP depending on Diablos' level.

How to get the GF: Just before going on your first mission in Timber listen to Cid's briefing. When he finishes DON'T LEAVE. Instead talk to him until he gives you "Magical Lamp". Use it to fight Diablos.

Abilities:	HP-J	50	--> HP+20%
	Mag-J	50	
	Hit-J	-	
	Ability x3	160	
	Magic	100	
	GF	130	
	Draw	-	
	Item	-	
	Darkside	-	
	HP+20%	-	--> HP+40%
	HP+40%	40	--> HP+80%
	HP+80%	60	
	Mag+20%	120	--> Mag+40%
	Mag+40%	40	
	Mug	70	
	Enc-Half	140	--> Enc-None
	Enc-None	40	

GFHP+10%	70	--> GFHP+20%
GFHP+20%	10	--> GFHP+30%
GFHP+30%	30	
Time Mag-RF	60	
ST Mag-RF	80	

Allocating: Diablos would be ideal for a medic type party member, because medics need to have good magic and defence. Also, you're always going to have a medic in your party so it's easy if you use Enc None a lot.

Vital Stats:	LV	HP	Damage
	10	784	10%
	20	1326	20%
	30	1876	30%
	40	2434	40%
	50	3000	50%
	60	3574	60%
	70	4156	70%
	80	4746	80%
	90	5344	90%
	100	5950	100%

-----GFBRO
 Brothers

Review: Brothers are worth getting for their cards alone. Yes, you get TWO cards for each of these GFs. Both of which are great for a starting card player. Even if you don't want to get them for their cards, you'll love them for things like HP+80% and HP Bonus.

Type of GF: Junctionable GF
 GF's Attack: Brotherly Love
 Description: A earth attack similar to Quake. Does not effect flying enemies (the attack misses without causing any damage), so don't waste it.

How to get the GF: Defeat them both in Tomb of the Unknown King.

Abilities:	HP-J	-
	Str-J	50 --> Elem Atk-J
	Spr-J	50 --> Elem Def-J
	Elem Atk-J	100
	Elem Def-J	100
	Magic	-
	GF	-
	Draw	-
	Item	-
	Defend	100
	HP+20%	-
	HP+40%	120 --> HP+80%
	HP+80%	240 --> HP Bonus
	HP Bonus	100
	Cover	100
	SumMag+10%	40 --> SumMag+20%
	SumMag+20%	70 --> SumMag+30%

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SumMag+30%  140
GFHP+10%    40 --> GHP+20%
GFHP+20%    70 --> GFHP+30%
GFHP+30%    140
Boost       10 -

```

Allocating: Brothers are good for a defender/physical fighter. Too bad their abilities don't include Vit+.

Vital Stats:	LV	HP	Damage
	7	670	529
	10	824	632
	20	1406	977
	30	1996	1322
	40	2594	1667
	50	3200	2012
	60	3814	2357
	70	4436	2702
	80	5066	3047
	90	5704	3392
	100	6350	3737

```

Game Shark Codes: (Max. HP)  300774E9 0001
                   80078D68 270F
                   80078D6A 270F
(Max. EXP) 80078D6C E0FF
                   80078D6E 05F5
(Lv. 99)  80078D70 0063

```

-----GFCAR
Carbuncle

Review: Ruby Light can be very annoying, but once you know how to use it, it can be a great asset. Counter and Vit bonus are other incentives. Carbuncle's HP is just as bad as Siren.

Type of GF: Junctionable GF
GF's Attack: Ruby Light
Description: Carbuncle jumps out of his little hole to imbue your party with Reflect. See the magic section for info about reflect.

How to get the GF: Draw from one of the Iguions at the end of disc 1 or from Krysta in disc 4.

```

Abilities: HP-J          50 --> HP+20%
           Vit-J         -
           Mag-J         50 --> ST Atk-J
           ST Atk-J      160
           ST Def-J      100 --> ST Def-J x2
           ST Def-J x2   130
           Ability x3    -
           Magic         -
           GF            -
           Draw          -
           Item          -
           HP+20%       60 --> HP+40%

```

HP+40%	120	
Vit+20%	60	--> Vit+40%
Vit+40%	120	--> Vit Bonus
Vit Bonus	100	
Counter	200	--> Auto-Reflect
Auto-Reflect	250	
GFHP+10%	40	--> GFHP+20%
GFHP+20%	70	--> GFHP+30%
GFHP+30%	140	
Recov Med-RF	30	

Allocating: Vit and HP abilities make Carbuncle the best GF for a defensive character from late disc 1 to early disc 2. When Carbuncle learns Counter and Auto-Reflect the effect will be even greater.

Vital Stats:	LV	HP	Damage
	10	724	393
	20	1206	634
	30	1696	875
	40	2194	1115
	50	2700	1356
	60	3214	1596
	70	3736	1837
	80	4266	2078
	90	4804	2318
	100	5350	2559

-----GFLEV

Leviathan

Review: The first time I actually saw this GF was when I was playing a demo of Final Fantasy VIII on my cousin's PC (it was included with a guide for Final Fantasy X-2). Leviathan, like all the other elemental GF will always be used exclusive from every other GF at least once. Leviathan has quite a few good abilities like Recover, Spr Bonus, Auto-Potion and Supt Mag -RF.

Type of GF: Junctionable GF
 GF's Attack: Tsunami
 Description: A powerful water attack most effective on machines and desert dwelling fiends.

How to get the GF: Draw from NORG (disc 2) after his pod is broken or from Trauma in disc 4.

Abilities:	Magic	-
	GF	-
	Draw	-
	Item	-
	Spr-J	-
	Mag-J	50 --> Elem Atk-J
	Elem Atk-J	160
	Elem Def-J x2	130
	Recover	200

Spr+20%	60	--> Spr+40%
Spr+40%	120	--> Spr Bonus
Spr Bonus	100	
Auto-Potion	150	
SumMag+10%	40	--> SumMag+20%
SumMag+20%	70	--> SumMag+30%
SumMag+30%	140	
GFHP+10%	40	--> GFHP+20%
GFHP+20%	70	--> GFHP+30%
GFHP+30%	140	
Boost	10	
Supt Mag-RF	20	--> GF Recov Med-RF
GF Recov Med-RF	30	

Allocating: Like Diablos, Leviathan is best chosen for a medic-type character. Recover will help him/her heal easily (although it takes a long time to learn: 10 Cactaur battles), and Auto-Potion will keep the person's own HP up.

Vital Stats:	LV	HP	Damage
	10	754	572
	20	1266	902
	30	1786	1232
	40	2314	1562
	50	2850	1892
	60	3394	2222
	70	3949	2552
	80	4506	2882
	90	5074	3212
	100	5650	3542

-----GFPHO
Phoenix

Review: Really a fantastic GF. It may seem daunting at first to use a Phoenix Pinion, but late in the game they're very easy to come by (see the item section for more info).

Type of GF: Item GF
 GF's Attack: Rebirth Flame
 Description: A fire elemental attack which revives any fallen comrades. After you use Phoenix Pinion the first time, Phoenix may show up if your party is defeated.

How to get the GF: Use a Phoenix Pinion in battle. Phoenix won't join your party, but he'll do his attack and appear randomly whenever your party is defeated.

Common Occurrences: I've had Phoenix rescue my party the most during the following battles; Ruby Dragon (that would be right...) and Ultima Weapon. Most during Ultima though, I once had Phoenix revive my party 5 times in a row!

-----GFBOC

Boco

Review: I don't know if it's worth getting a PocketStation for the sake of levelling Boco up, but I'm willing to try one day. When I do I'll add it to this guide. ChocoFire has roughly the same impact of normal Fire magic, except it can't be raised by the castor's Magic stat, so it's not worth it.

Type of GF: Item GF

GF's Attack: ChocoFire (can be updated via Chocobo World).

Description: A fire elemental attack. It's pretty weak, but if you have the PC version of FF8 or own a PocketStation you can turn Boco's matchstick flame into an inferno more potent than a puffed up Eden (apparently).

How to get the GF: When you catch your first chocobo in a Chocobo Forest you will be given a baby chicobo who you can name like any other GF. After that you can use Gysahl Greens (an item that would otherwise be completely useless) so summon the plucky little fellow.

Other Attacks: ChocoFlare
ChocoMeteor
ChocoBuckle

More Information: Refer to the PocketStation and Chocobo World sections for information about levelling Boco up.

-----GFMIN

MiniMog

Review: I don't have a PocketStation and I've never seen MiniMog in action, but he sounds like a worthy choice if you summon GFs a lot.

Type of GF: Command Ability GF (in other words you have to have a junctionable GF to summon MiniMog).

GF's Attack: Mog's Dance

Description: Works like a Pet House in the way that it heals all your GFs (great for enemies like Ultima or Omega Weapon who can take out any of your GFs in a single go, but you can't revive them). The summon costs 100 gil for each of the average levels of your party, costing up to 1000 gil each time.

How to get the GF: You have to obtain an item called "Mog's Amulet" from the Chocobo World and use it on a GF to have them learn the "MiniMog" command ability.

-----GFMO

Moomba

Review: Again, I don't have a PocketStation, so I don't

know what Moomba does. I've heard it's really good though.

Type of GF: Item GF

GF's Attack: Moomba Moomba Moomba

Description: Just say "Moomba" three times, eh? Reportedly this attack reduces the enemies' HP to 1, though apparently Friendship is a really rare item!

How to get the GF: Use a Friendship item to summon Moomba. Like Mog's Amulet, you can only get it from Chocobo World. It's the most uncommon of all the items received from Chocobo World, so make sure you use the item duplication trick (it's very well explained in Scott Ong's guide).

-----GFODI
Odin

Review: Although it's annoying that Odin doesn't appear in boss battles, he can save your bacon in quite a few occasions. Especially down in the Deep Sea Research Centre.

Type of GF: Random GF

GF's Attack: Zantetsuken (Iron Cutting Sword)

Description: Odin will show up randomly at the start of normal battles to deal out his instant death attack (although he does seem to have a real grievance against Mesmerizes).

How to increase the rate of Odin paying you a visit:

- > The amount of Dead Spirits you have. These are easily obtained from high level Imps.
- > Your parties' combined Luck stats. The characters with the best luck are Selphie, Quistis, and Squall. If you fight in an area with lots of Mesmerizes and choose characters with the best Luck Odin will come 95% of the time (well it happens whenever I play FF8 anyway).

How to get the GF: At Centra Ruins climb to the top of the tower. On the way there is a stone gargoyle. Take its ruby eye out and take it to the top of the tower where there is an exact replica of the stone gargoyle. Place the ruby in the empty socket. You'll see random code which you should note for later use. Now you'll be able to take out both rubies and put them in the other statue where you'll be asked for the code. Enter in the code correctly and the door to Odin's chamber will open where you can defeat him.

Note that you have to do this all in 20:00 minutes. Once the time is up and you haven't

defeated Odin yet, he'll use his only attack, which kills your whole party.

-----GFTON

Tonberry

Review: The only remarkable thing about Tonberry is its interesting abilities (non of which are anything to do with junctioning by the way) such as LV Down/Up, Eva+30%, Luck+50%, Move-HP Up, Haggle, Sell High, Familiar and Call Shop.

Type of GF: Junctionable GF

GF's Attack: Chef's Knife

Description: I think this is Tonberry's way of getting back at you for defeating it. A rather weak non elemental attack which will get your enemy sweating (visually it's a hilarious attack). Like Tonberry King's "it's sharp!" attack, except with a *very* blunt knife.

How to get the GF: You will have to defeat Odin first. After fighting 18 or so Tonberries in Centra Ruins you encounter their king. Defeat him and he will "form an alliance", so to speak.

Abilities:	Magic	-	
	GF	-	
	Draw	-	
	Item	-	
	LV Down	-	
	LV Up	-	
	Eva+30%	-	
	Luck+50%	-	
	Initiative	160	
	Move HP-Up	200	
	Auto-Potion	150	
	SumMag+10%	40	--> SumMag+20%
	SumMag+20%	70	--> SumMag+30%
	SumMag+30%	140	
	GFHP+10%	40	--> GFHP+20%
	GFHP+20%	70	--> GFHP+30%
	GFHP+30%	140	
	Boost	10	
	Haggle	150	--> Sell-High
	Sell-High	150	
	Familiar	150	--> Call Shop
	Call Shop	200	

Allocating: As I mentioned before Tonberry doesn't have any junction abilities. His only stat increasing abilities are Eva+30% and Luck+50%. On the good side this doesn't make it too difficult to change Tonberry to whatever character you want at whenever you want.

Vital Stats:	LV	HP	Damage
	30	2596	1492
	40	3394	1830

50	4200	2167
60	5014	2505
70	5836	2842
80	6666	3180
90	7504	3517
100	8350	3855

-----GFPAN

Pandemona

Review: Yet another elemental GF, Pandemona will not be used so much for its signature attack, but for its speed giving properties.

Type of GF: Junctionable GF
 GF's Attack: Tornado Zone
 Description: A wind elemental attack.

How to get the GF: Draw from Fujin in disc 2 or Red Giant in disc 4.

Abilities: Str-J -
 Spd-J 120 --> Spd+20%
 Elem Atk-J -
 Elem Def-J -
 Elem Def-J x2 -
 Magic 130
 GF -
 Draw -
 Item -
 Absorb 80
 Str+20% 60 --> Str+40%
 Str+40% 120
 Spd+20% 150 --> Spd+40%
 Spd+40% 200
 Initiative 160
 SumMag+10% 40 --> SumMag+20%
 SumMag+20% 70 --> SumMag+30%
 SumMag+30% 140
 GFHP+10% 40 --> GFHP+20%
 GFHP+20% 70 --> GFHP+30%
 GFHP+30% 140
 Boost 10

Allocating: Best chosen for someone who needs Speed. If you're junctioning Pandemona to a physical attacker, Absorb could be useful (combined with the Speed abilities and attacking a lot. Against an elemental enemy you could junction the element the enemy's weak to and strong to, to Elem Atk-J and Elem Def-J respectively, then equip Spd+40% and Absorb. The character would then be causing a lot of damage against the enemy and being healed as well!

Vital Stats: LV HP Damage

19	1442	1052
20	1506	1092
30	2146	1466

40	2794	1840
50	3450	2213
60	4114	2587
70	4786	2961
80	5466	3335
90	6154	3706
100	6850	4082

-----GFCER

Cerberus

Review: Cerberus, like Diablos, can be hard to defeat at first, but he's worth it all the same. Counter Rockets is one of those attacks you could use for every boss, because it's so useful. Not only that, Cerberus has better Speed abilities than even Pandemona. An all-round good GF. His best abilities are Spd-J, Hit-J, ST Def-J x4, Spd+40%, Auto-Haste, Expend x2-1, and Alert.

Type of GF: Junctionable GF
 GF's Attack: Counter Rockets
 Description: Cerberus comes out from the underworld, and imbues your party with the Triple status, so they may cast up to three of one spell at once.

How to get the GF: Defeat in Galbadia during disc 2 or draw from Gargantua in disc 4.

Abilities:	Str-J	-
	Mag-J	50 --> ST Atk-J
	Spr-J	50 --> ST Def-J
	Spd-J	120 --> Spd+20%
	Hit-J	-
	ST Atk-J	160
	ST Def-J	100 --> ST Def-J x2
	ST Def-J x2	130 --> ST Def-J x4
	ST Def-J x4	180
	Ability x3	-
	Magic	-
	GF	-
	Draw	-
	Item	-
	Spd+20%	150 --> Spd+40%
	Spd+40%	200 --> Auto-Haste
	Auto-Haste	250
	Expend x2-1	250
	Alert	200
	GFHP+10%	40 --> GFHP+20%
	GFHP+20%	70 --> GFHP+30%
	GFHP+30%	140

Allocating: Wow, this GF can *almost* cater for the needs of a perfectly balanced and quick fighter alone! Otherwise, junction him on those who need the extra Hit% and Spd to fight Cactaurs.

Vital Stats: LV HP Damage

23	1490	N/A
30	1876	N/A
40	2434	N/A
50	3000	N/A
60	3574	N/A
70	4156	N/A
80	4746	N/A
90	5344	N/A
100	5950	N/A

-----GFALE

Alexander

Review: Alexander inflicts holy damage, so he can be used against quite a few enemies. Where his abilities are concerned my favourites are Elem Def-J x4, Ability x3, Revive, High Mag-RF, and Med LV Up. Plus, you can't get Doomtrain without first getting Alexander.

Type of GF: Junctionable GF
 GF's Attack: Holy Judgement
 Description: A holy elemental attack which blasts rockets at the enemy/s. Invaluable when fighting against Ruby Dragon or Abadon.

How to get the GF: Draw from Sorceress Edea in disc 2 or Catoblepas during disc 4.

Abilities:	Spr-J	-
	Elem Atk-J	160
	Elem Def-J x2	-
	Elem Def-J x4	180
	Ability x3	-
	Magic	-
	GF	-
	Draw	-
	Item	-
	Revive	200
	Spr+20%	60 --> Spr+40%
	Spr+40%	120
	Med Data	200 --> Med LV Up
	SumMag+10%	40 --> SumMag+20%
	SumMag+20%	70 --> SumMag+30%
	SumMag+30%	140
	GFHP+10%	40 --> GFHP+20%
	GFHP+20%	70 --> GFHP+30%
	GFHP+30%	140
	Boost	10
	High Mag-RF	60
	Med LV Up	120

Allocating: Alexander is a good option for a medic type character. The Spr abilities and Elem Def-J x4 will protect the medic while Med Data and Revive will help him do his job :).

Vital Stats:	LV	HP	Damage

	25	1925	1350

30	2266	1542
40	2954	1920
50	3650	2298
60	4354	2676
70	5066	3054
80	5786	3432
90	6514	3810
100	7250	4188

Game Shark Codes: (Max. HP) 80078DA4 270F
80078DA6 270F
30077681 0001
(Max. EXP) 80078DA8 E0FF
80078DAA 05F5
(Lv. 99) 80078DAC 0063

-----GFDOO

Doomtrain

Review: This would have to be one of my favourite GFs. Not only is Runaway Train a great attack to have, there are more goodies like ST Def-J x4, Elem Def-J x4, Darkside, Auto-Shell, Junk Shop, and Forbid Med-RF. Hard to get, this is a GF you'll be preparing for most of the game to obtain.

Type of GF: Junctionable GF

GF's Attack: Runaway Train

Description: This attack throws every status ailment in the book the enemies' way! Even in boss battles most foes will have Meltdown on them!! Beware, however, that some enemies absorb Poison, and the attack will not effect mechanical foes.

How to get the GF: You'll need 6 Malboro Tentacles, 6 Remedy+, 6 Steel Pipes. Use the Solomon Ring found in the Esthar Sorceress Memorial.

Abilities: GF -
Draw -
Elem Atk-J -
ST Atk-J -
Elem Def-J x4 180
ST Def-J x4 180
Magic -
GF -
Draw -
Item -
Darkside 100
Absorb 80
Auto-Shell 250
SumMag+10% 40 --> SumMag+20%
SumMag+20% 70 --> SumMag+30%
SumMag+30% 140 --> SumMag+40%
SumMag+40% 200
GFHP+10% 40 --> GFHP+20%
GFHP+20% 70 --> GFHP+30%
GFHP+30% 140 --> GFHP+40%
GFHP+40% 200

Boost 10
 Junk Shop -
 Forbid Med-RF 200

Allocating: Junction this GF to someone who needs to protect themselves against status ailments or elemental attacks. Darkside, Absorb, and Auto-Shell should also be taken into account depending on circumstances.

Vital Stats:	LV	HP	Damage
	28	2521	1931
	30	2628	2028
	40	3514	2509
	50	4350	2990
	60	5194	3471
	70	6046	3943
	80	6906	4434
	90	7774	4915
	100	8650	5396

-----GFCAC

Cactuar

Review: Cactuar is one of the best GFs in the game. Its attack does good, reliable non elemental damage on your enemies and it has some valuable abilities such as Eva-J, Luck-J, Kamikaze, Eva+30%, Luck+50%, Initiative, Move HP-Up, and all the Bonus abilities. Another thing I like about Cactuar is its 1,000 Needles attack, which is the second most powerful after Eden.

Type of GF: Junctionable GF
 GF's Attack: 1,000 Needles
 Description: Non elemental damage depending on Cactuar's level. Every ten levels his attack increases by 1000.

How to get the GF: Defeat it on Cactuar Island. When it hesitates it will run away if you don't do enough damage on it and you'll have to start over again.

Abilities:	Eva-J	200	--> Eva+30%
	Luck-J	200	--> Luck+50%
	Magic	-	
	GF	-	
	Draw	-	
	Item	-	
	Defend	100	
	Kamikaze	100	
	Eva+30%	150	--> Expend x2-1
	Luck+50%	200	
	Initiative	160	
	Move HP-Up	200	
	HP Bonus	-	
	Str Bonus	-	
	Vit Bonus	-	
	Mag Bonus	-	

Spr Bonus	-	
Auto-Potion	150	
Expend x2-1	250	
GFHP+10%	40	--> GFHP+20%
GFHP+20%	70	--> GFHP+30%
GFHP+30%	140	

Allocating: Give Cactuar to someone who needs any of its abilities.

Vital Stats:	LV	HP	Damage

	10	????	1000
	20	1766	2000
	30	2536	3000
	40	3314	4000
	50	4100	5000
	60	4894	6000
	70	5696	7000
	80	6550	8000
	90	7324	9000
	100	8150	10,000

Game Shark Codes:	(Max. HP)	3007774D 0001
		80078DC8 270F
		80078DCA 270F
	(Max. EXP)	80078DCC E0FF
		80078DCE 05F5
	(Lv. 99)	80078DD0 0063

-----GFBAH
Bahamut

Review: Bahamut may sound menacing to defeat at first, but he's surprisingly easy. What I love the most about Bahamut are his abilities; Str+60%, Mag+60%, Mug, Move HP Up, Rare Item and Forbid Mag-RF, as well as Ability x4 are the discerning factors that make this GF highly desirable. His attack is *very* disappointing for a late game GF (not much better than Siren--and that's saying something). At level 100 he has the second highest HP, though.

GF's Attack: Mega Flare

Description: A visual feast and plenty of damage to boot. But beware that if you only use GFs in boss battles, there's a strong possibility that Bahamut could be killed while being summoned, so it's probably a good idea to summon him in a few battles to increase compatibility with his summoner in order to make him come quicker.

How to get the GF: Examine the orb like device inside the Deep Sea Research Centre. He'll ask you three questions in which you will have to fight a Ruby Dragon each time. You fight Bahamut on the third question.

Abilities: Ability x4 -

Magic	-	
GF	-	
Draw	-	
Item	-	
Str+60%	-	
Mag+60%	-	
Mug	200	
Move HP-Up	200	
Auto-Protect	250	
Expend x2-1	200	
Rare Item	250	
SumMag+10%	40	--> SumMag+20%
SumMag+20%	70	--> SumMag+30%
SumMag+30%	140	--> SumMag+40%
SumMag+40%	200	
GFHP+10%	40	--> GFHP+20%
GFHP+20%	70	--> GFHP+30%
GFHP+30%	140	--> GFHP+40%
GFHP+40%	200	
Boost	10	
Forbid Mag-RF	-	

Allocating: Bahamut will enhance the performance of any offensive fighter whether they be mage or physical type.

Vital Stats:	LV	HP	Damage
	35	3274	1451
	40	3714	1614
	50	4600	1940
	60	5494	2260
	70	6396	2593
	80	7306	2919
	90	8224	3245
	100	9150	3571

Game Shark Codes: (Max. HP) 30077709 0001
80078DBC 2704
80078DBE 270F
(Max. EXP) 80078DC0 E0FF
80078DC2 05F5
(Lv. 99) 80078DC4 0063

-----GFEBE

Eden

Review: Eden is considered the best junctionable GF you can have. It certainly is the most powerful. Although Eternal Breath does take long time (it feels "eternal" ;)), this gives you a lot of time to use Boost. It's a potent non elemental attack. In disc three Eden may be considered quite difficult to get and in disc four it's quite easy. Eden has the best HP and strength.

GF's Attack: Eternal Breath

Description: This is one of the strongest GF attack in the game. THE strongest if you don't happen to own a PocketStation. The attack takes about a

minute, giving you plenty of time to boost Eden's attack to be even more deadly. Eden's best abilities include Spd-J, Eva-J, Hit-J, Devour, Luck+50% and Expend x3-1.

How to get the GF: Draw from Ultima Weapon or Tiamat.

```

Abilities: Spd-J          -
           Eva-J          -
           Hit-J          -
           Magic          -
           Draw           -
           Item           -
           GF             -
           Mad Rush       60
           Darkside       100
           Devour         -
           Luck+50%       200
           Expend x3-1    250
           SumMag+10%     40
           SumMag+20%     70 --> SumMag+30%
           SumMag+30%     140 --> SumMag+40%
           SumMag+40%     200
           GFHP+10%      40 --> GFHP+20%
           GFHP+20%      70 --> GFHP+30%
           GFHP+30%      140 --> GFHP+40%
           GFHP+40%      200
           Boost          10
           GF Abil Med-RF 30

```

Allocating: Like all of the junctionable GFs in disc three and four, Eden doesn't have any particular leaning towards a certain type of party member. Just as a note, physical fighters would find the Spd-J, Eva-J, Hit-J, Mad Rush, Darkside, and Luck+50% abilities useful.

```

Vital Stats: LV   HP   Damage
-----
30   4786  5425
40   6314  6300
50   7850  7175
60   9334  8050
70   9999  8925
80   9999  9600
90   9999 10,675
100  9999 11,550

```

Special Feature: Shopping in Esthar with Eden

Now this is a list of what to buy, and what to refine it into, to get even rarer items. You'll need 10 of each item to be able to refine it. While you are Zell, you can get a Rosetta Stone from Cheryl's Shop.

Item	GF Abil Med-RF	Forbid Med-RF	Cost
Giant's Ring	--> Gaea's Ring	----> HP Up	1.5 million
Power Wrist	---> Hyper Wrist	----> Str Up	1.5 million
Force Armlet	--> Magic Armlet	---> Spr Up	1.5 million
Royal Crown	---> Hypno Crown	----> Mag Up	1.5 million

Absorb

Description: Steal HP. Junctioning 100 Drains to your status attack is much better, as it does not waste a command slot.

Card

Description: Turn enemies into cards. It only works on monsters who are weakened. Occasionally you will acquire a boss card by carding certain monsters. Great for getting boss cards early in the game.

Darkside

Description: A strong physical attack with one drawback; it takes HP from you as well!! If you have good Attack and Vitality status this attack will be almost as good as a limit break, causing stacks of damage while only suffering a tiny amount yourself.

Kamikaze

Description: One large step from Darkside, Kamikaze does more damage still, but the character gets KO'd and disappears from the battlefield, leaving you with only the remaining party member/s. Unlike Darkside, I don't think you have to have high strength to take advantage of Kamikaze but you defiantly need to have more HPs. Once I had Irvine do Kamikaze against a Turtapod while with little HP (1000 HP) and he caused around 3000 damage. Then I revived him to full HP (a bit over 7000) and used Kamikaze on the next enemy (which was a Turtapod). This time it did more like 60 000 damage!

Defend

Description: Character goes into a defensive mode until they are attacked. This ability is particularly useful when fighting an enemy who is predictable.

Doom

Description: A red counter appears above the enemies' head and whenever they make a move the number decreases. When the counter reaches zero, Death is cast on the foe. If you're having trouble with a T-Rexaur and don't have enough Death magic to junction to status attack, Doom is the ability for you.

Draw

Description: Allows you to draw magic from a Draw Point or enemy. Always check what magic you can draw from a new enemy or boss. Some GFs can be drawn from bosses. An invaluable ability to have from the junctioning point of view. I got sick of constantly

drawing magic, so I just put the controller under an object where the pressure was placed on the X button. A mattress with a cord around the edges or a bit of sticky tape are ideal--just check every five minutes or so to make sure your party hasn't been defeated, or that a character isn't trying to draw more than 100 of one spell ^_^ . Be wary around Wendigos. I left my party with a Wendigo and when I came back I had a Game Over screen! This happened about three or four times. Talk about annoying. Oh, by the way - the cursor has to be set on Memory (do this in the Config menu).

GF

--

Description: Summon the guardian forces who are junctioned to the character. Once upon a time GF command was virtually the only one I used, and I only had the three beginning GFs. I summoned GFs in virtually every battle, but I got up to disc 4 nonetheless (Adel was too impossible for me at that time). Because as I always summoning the few GFs I had, they probably had really great compatibility (Shiva had been me and Alex's favourite - it took only about 2 seconds to summon her). The great thing about it was the enemy had no chance to attack the GF, OR any of the party! The GFs were just too quick! Enemies like Edea didn't even get a chance...

Item

Description: Use battle items during battle. The debate rages on; Item or Magic? Well, with the Item command you can use many wonderful items such as Holy War and Phoenix Pinion. Plus, the character need not be strong in any department. But you can't inflict Vit 0 with an item, and you can't use three items at once. Sometimes it's just better to have Magic and Item. I'll leave it up to you.

Mad Rush

Description: Casts Shell, Protect, Haste and Berserk on the party. The downside is you can't control your party members until the end of the battle, but the upside is they're well protected (so if their HP is at full and you've got a good junction set-up you shouldn't really have a problem). Their Strength is also higher than usual.

Magic

Description: Lets your characters use magic that they own in battle. This command becomes less useful for things like Triple, Reflect and other status change magic later on in the game.

Recover

Description: Fully recover the HP of one character. This ability may not seem much at first, but essentially, it's like using an X-Potion, in which case it's only useless if you have an abundant

supply of X-Potions. It is also fantastic against undead enemies.

Revive

Description: This ability works like Full-Life in the way that it fully restores HP as well as removing KO (don't try it on a party member who is still conscious though). Great for killing zombies. With this ability you can save your Full-Life magic for more important things (like junctioning!).

Treatment

Description: Heals status ailments. You might not see much use in an attack that is in common with Esuna and Remedy, but there are some ailments Esuna or Remedy do not cure, so it is very convenient to have a character with Treatment on them ready to go. Great when fighting Malboros!

LV Up

Description: Level up enemy. When it says "levelled up to 0", that means the enemy is now level 100. You get more EXP than usual. Doesn't work on bosses. A good attack to have if you want to get certain magic and items that are only available from higher levelled enemies. Also good if you want to level up easily. Use LV Up on moderately easy (but not too easy) foes like Mesmerizes. You'll gain more EXP.

LV Down

Description: Decrease an enemies' level. You don't get as much EXP. Doesn't work on bosses. The only reason I'd use this attack is if there was an item I wanted to get, but the enemies' level was too high. Like for instance if you're trying to get a Dragon Fang from a T-Rexaur or a Malboro Tentacle from a Malboro. This attack also makes hard enemies not so tough!

Devour

Description: It lets you eat your enemies for certain side effects. Some enemies make you healthy, while others make you feel sick. You can receive various permanent statistics by devouring the right kinds of monster. You'll need a lot of patience though, as it rarely works. Especially on monsters who give status bonuses. Let me take you on a world tour of the finest delicacies of the world...

- a. Grab a few Behemoths on your way into the Deep Sea Research Centre. It will will mix their magic in your blood! (Mag+1) As Wakka says in FF10 "How many steaks do you think you can get out of one of these?"
- b. The Adamantoise on Long Horn Island increase your vitality, therefore making it easier to withstand physical attacks!
- c. Malboros (Grandidi Forest, Island Closest to Heaven)

increase your spirit by +1, making magical enemies a breeze!

- d. Ruby Dragons (Island Closest to Hell) make you very healthy (HP+10)
- e. T-Rexaurs (Garden Training Centre) make you strong (Str+1), consequently making limit breaks and attacks even more lethal!

Every time you successfully devour an enemy you will hear an odd sound and hear a comment about how it tasted.

Tastes okay...	: 50% of HPs recovered.
Tastes delicious!!!	: 100% of HPs recovered.
Refreshing!	: Fully cures the devourer.
All systems go!	: Fully cure and raise HPs by 10.
Gained strength	: Fully cure and raise Strength stat by 1.
Feel healthier.	: Fully cure and raise Vitality stat by 1.
Clear head!	: Fully cure and raise Magic stat by 1.
Increased morale.	: Fully cure and raise Spirit stat by 1.
Light on my feet!	: Fully cure and raise Speed stat by 1.
Tastes awful!!!	: Slight HP damage and status ailments.
Shouldn't have...	: Heavy HP damage (3/4) and status ailments.
Tastes rotten...	: HP damage (3/4) and zombie status.
Barf...Bwahhh!!!	: HP damage and poison status.
Tastes funny...	: Petrify status.
No good!	: Nothing happens.
Couldn't devour!	: Nothing happens.

While your character is attempting to devour the enemy and you get the censor screen, there are a few nice pictures you can look at:

- * Daffodils.
- * A green field filled with white flowers.
- * Blue ocean.

For a complete devour list refer to narchel01's Devour Guide.

MiniMog

Description: Heal GFs. Costs 100 gil for each average level of your party. Obviously good from the perspective that you can heal your GFs in battle, but it is an item that can only be obtained by the following:

- If you have a PocketStation.
- Or a GameShark.
- Or if you own the PC version of FF8.

-----[GAJUA]
Junction Abilities

Overview

Ability x3: Allows you to have 3 character / party abilities.
Ability x4: Allows you to have 4 character / party abilities.

Eva-J: Junction magic to stat in order to power it up.
 HP-J: Junction magic to stat in order to power it up.
 Luck-J: Junction magic to stat in order to power it up.
 Mag-J: Junction magic to stat in order to power it up.
 Spr-J: Junction magic to stat in order to power it up.
 Str-J: Junction magic to stat in order to power it up.
 Vit-J: Junction magic to stat in order to power it up.
 Elem Atk-J: Allows you to infuse elemental magic into weapons.
 Elem Def-J: Allows you to infuse elemental magic into defence.
 Elem Def-J x2: Allows you to infuse 2 kinds of elemental magic
 into defence instead of only 1.
 Elem Def-J x4: Allows you to infuse 4 kinds of elemental magic
 into defence instead of only 1 or 2.
 ST Atk-J: Allows you to infuse status magic into weapons.
 ST Def-J: Allows you to infuse status magic into defence.
 ST Def-J x2: Allows you to infuse 2 kinds of status magic into
 defence instead of only 1.
 ST Def-J x4: Allows you to infuse 4 kinds of elemental magic into
 defence instead of only 1 or 2.

-----[GACHA]
 Character Abilities

Eva+%30, HP+%20, HP+%40, HP+%80, Luck+%50, Mag+%20, Mag+%40, etc.

 Description: Raise stat by specified percentage.

Str Bonus, Mag Bonus, Spr Bonus, HP Bonus, Vit Bonus

 Description: Increase specified stat by 1+ at level up.

Mug

 Description: Turn "Attack" into "Mug", where you attack and steal
 at once. This ability allows you to get ever more items. I try to
 get this ability as soon as possible because you can mug items
 from bosses who wouldn't get by just defeating them.

--MONSTERS-----MUG-----

Abyss Worm	Windmill, Magic Stone (low level only)
Adamantoise	Whisper, Orihalcon (high level only)
Anacondaaur	Venom Fang
Armadodo	Turtle Shell
Behemoth	Barrier
Belhelmel	Saw Blade
Bite Bug	See Bite Bug dropped items (bestiary)
Blitz	Betrayal Sword, Power Generator (high level)
Blobra	Same as Blobra drop list (bestiary)
Blood Soul	Zombie Powder
Blue Dragon	Fury Fragment
Bomb	Bomb Fragment, Bomb Spirit (high level)
Buel	[magic] Stones, Circlet (high level)
Cactuar	Cactus Thorn
Caterchipillar	Spider Web
Chimera	Red Fang
Cockatrice	Cockatrice Pinion

Creeps	Coral Fragment
Death Claw	Shear Feather
Elastoid	Dynamo Stone, Laser Canon (high level)
Elite Soldier	Cottage, Tent (low levels)
Elnoyle	Moon Stone
Esthar Soldier	Potion, Hi-Potion (high level)
Esthar Soldier	Phoenix Down
Fastitocalon	Water Crystal
Fastitocalon-F	Fish Fin
Forbidden	Dead Spirit
Funguar	Sleep Powder
G-Soldier	Potion, Hi-Potion, or Phoenix Down
Gayla	Mystery Fluid
Geezard	Screw
Gesper	Black Hole
GIM47N	Steel Orb
GIM52A	Missile
Glacial Eye	Vampire Fang, Arctic Wind, or North Wind (not available in low levels)
Grinaldo	Wizard Stone
Grand Mantis	Sharp Spike
Grat	Silence Powder
Grendel	Dragon Fin, Power Wrist (high level rare mug)
Guard	Potion, Phoenix Down, or Remedy
Hexadragon	Red Fang
Imp	Poison Powder
Iron Giant	Star Fragment
Jelleye	Healing Water
Lefty	Life Ring
Malboro	Malboro Tentacle
Mesmerize	Mesmerize Blade
Ochu	Ochu Tentacle
Oilboyle	Fuel, Orihalcon (high level rare mug)
Paratrooper	Remedy
PuPu	-
Raldo	Wizard Stone
Red Bat	Vampire Fang
Righty	Magic Stone, Wizard Stone (mid level), Rune Armlet (High level)
Ruby Dragon	Inferno Fang
SAM08G	Running Fire
Slapper	Hi-Potion
Snow Lion	Healing Mail
T-Rexaur	Dino Bone
Thrusteavis	Shear Feather or Windmill (more in high levels)
Tonberry	Chef's Knife
Torama	Regen Ring
Tri-Face	Curse Spike
Turtapod	Wizard Stone
UFO?	-
Vysage	Lightweight
Wendigo	Steel Pipe

 ==-BOSSSES-----===-MUG-----

Ifrit	-
Biggs	Elixir (you have to have a Game Shark)
Wedge	Cottage (you have to have a Game Shark)
Elvoret	G-Returner (you have to have a Game Shark)
X-ATM092	Elixir (you have to have a Game Shark)
Grandaldo	Wizard Stone

Raldo	-
Diablos	-
Fake President	-
Gerogero	Phoenix Down
Sacred	-
Minotaur	-
Iguions	G-Returner
Seifer	Hero or Holy War
Edea	Elixir
Biggs	Regen Ring
Wedge	Strength Love
Base Leader	Tent or Cottage
Base Soldier	Hi-Potion
BGH251F2	-
Oilboyles	Fuel
NORG	Circlet
NORG Pod	-
Left Orb	Mag Up
Right Orb	Spr Up
BGH25FF2	-
BGH251F2	Adamantine
Odin	Luck-J Scroll
Tonberry King	-
Raijin	Str Up
Raijin	Str Up
Fujin	Megalixir or Hero
Cerberus	Spd-J Scroll
Seifer	Mega Phoenix
Seifer	Hero or Holy War
Edea	Royal Crown
Abadon	Power Wrist
Propogator	Wizard Stone
Jumbo Cactuar	Cactus Thorn
Bahamut	Hyper Wrist
Ultima Weapon	Three Stars
Raijin	Power Wrist
Fujin	Megalixir
Mobile Type 8	Laser Cannon
Left Probe	Vit Up
Right Probe	Str Up
Seifer	Hero or Holy War
Adel	Samantha Soul
Rinoa	Megalixir
Sorceress	Meteor or Ultima Stone
Sphinxara	Elixir
Tri-Point	-
Red Giant	-
Trauma	-
Droma	Meteor Stone
Krysta	-
Gargantua	-
Catoblepas	-
Tiamat	-
Omega Weapon	-
End Boss	-

Counter

Description: Counter-attack when attacked. I find this a very

useful ability because I my characters will attack the enemy without even wasting a turn!

Cover

Description: Take damage for another character until that character is hit. You can only cover for the party member next to you. Say one of your characters were low levelled and you wanted to level them up quickly by fighting a strong opponent such as a T-Rexaur. By having a stronger character Cover for the weaker one, the weak character will not be hurt.

Initiative

Description: ATB fills automatically. A useful ability to have with enemies that have high Speed stats.

Move HP-Up

Description: Recover HP as you walk. Shall I say more...? This ability is really great because it's almost like having Regen outside of battle.

Auto-protect

Description: Constant Protect effect. Another great ability. Protect decreases the damage physical attacks cause by half.

Auto-Shell

Description: Constant Shell effect. I prefer Auto-Reflect, really, but Auto-Shell still quite good for those who forget not to cast magic directly on a character with Reflect on them.

Auto-Reflect

Description: Constant Reflect effect. Reflect is not for the faint hearted. You can either use any thing that isn't magic, or cast Reflect onto the enemy as well and cast the magic onto them so that it will bounce back to your party! This sounds good in theory, but as I said before - not for the faint hearted.

Auto-Haste

Description: Constant Haste effect. Haste is one of those spells that is useful in any battle, as it increases how fast it takes for the ATB to fill up. Good stuff!

Auto-Potion

Description: Whenever your character is damaged, they use a potion on themselves. This can be rather annoying if you don't have

large amounts of Potions, as the character will stupidly use the next potion-type item on the list (like an Hi-Potion or X-Potion), despite only having suffered 2 or 300 units worth of damage. Talk about gluttony...!

Expend x2-1

Description: Allows character to cast up to two kinds of magic at once. Although it's not as good as Expend x3-1, you can assure yourself in disc three you will be able to set up your whole party with this ability.

Expend x3-1

Description: Allows character to cast up to three kinds of magic at once. A truly great ability, especially if you're the kind of person who likes to take their party on round of supportive magic at the start of every boss battle.

Med Data

Description: The effect of a curative item is doubled, so a normal Potion will heal 400 HP instead of only 200 (how cool is that? If you have Tonberries' Haggles as well you could buy an item for half price and make it twice as valuable with Med Data).

Damage Return

Description: Counter-attack with an attack that takes away 1/4 of the enemies' HP. See Counter.

Ribbon

Description: Guards against all status ailments. Sadly for most people likely to be looking at this guide you can only get this item through a PocketStation or GameShark.

-----[GAPAA]

Party Abilities

Move-Find

Description: See hidden save/draw points. Extremely convenient, especially if there are no normal save points near a boss battle.

Enc-Half

Description: Lower encounter rate by half. Fighting so many random battles can become exceedingly irritating, so why not? The chances are you might not get your Seed Rank decreased for missing out on too many battles as well.

Enc-None

Description: No encounters. The thought of being able to explore

without threat of being approached is hopeful, but there are strings attached; wandering around too much with Enc-None equipped offers the high possibility of having your SeeD rank lowered down from A.

Alert

Description: Prevent back-attack. Back-attack is when your characters are ambushed from enemies without warning, and because their backs are turned, enemy attacks cause more damage, but ONLY while their backs are turned, so Initiative or a high Speed stat are better in my opinion.

Rare Item

Description: Raises the chance of getting a rare item. Why not increase the chance of getting a rare item? In theory, this ability sounds fantastic, but don't mix up 'raising the CHANCE of getting a rare item' with 'WILL get a rare item', you hear?

-----[GAGFA] GF Abilities

SumMag+10% / SumMag+20% / SumMag+30% / SumMag+40%

Description: Increase GF attack power by specified percentage.

Boost

Description: Bolster GF attack power (press Square manually while holding down Select. Don't press Square while you see the red X or you'll have to start over again). For only 10 AP, you should learn Boost as soon as you get a GF who has it. The maximum number you can get (in the PAL version anyway) is 250.

GFHP+10% / GFHP+20% / GFHP+30% / GFHP+40%

Description: Increase GF HP by specified percentage.

-----[GAMEA] Menu Abilities

Tip <!>

One man's trash is another man's treasure. It is amazing what some of the most common items can turn into with the refinement system. If there is an item you have very little of, you shouldn't use it until you know what it is does and what it refines into.

Ammo-RF

Refine list: 1x Normal Ammo = 1x Fast Ammo
 1x Shotgun Ammo = 2x Fast Ammo
 1 Screw = 8x Normal Ammo
 1 Missile = 20x Demolition Ammo
 1 Running Fire = 20x Demolition Ammo
 1 Cactus Thorn = 40x Demolition Ammo
 1 Red Fang = 40x Fire Ammo
 1 Steel Orb = 10x Fire Ammo
 1 Venom Fang = 20x Dark Ammo
 1 Sharp Spike = 10x AP Ammo
 1 Chef's Knife = 20x AP Ammo
 1 Laser Cannon = 5x Pulse Ammo
 1 Energy Crystal = 10x Pulse Ammo
 1 Power Generator = 20x Pulse Ammo

Card Mod

Refine list: 1 Geezard = 5 Screws
 1 Funguar = 1 M-Stone Piece
 1 Bite Bug = 1 M-Stone Piece
 1 Red Bat = 1 Vampire Fang
 4 Blobras = 1 Rune Armlet
 1 Gayla = 1 Mystery Fluid
 1 Gesper = 1 Black Hole
 5 Fastitocalon-Fs = 1 Water Crystal
 1 Blood Soul = 1 Zombie Powder
 1 Caterchipillar = 1 Spider Web
 1 Cockatrice = 1 Cockatrice Pinion
 1 Grat = 1 Magic Stone
 1 Buel = 1 Magic Stone
 1 Mesmerize = 1 Mesmerize Blade
 1 Glacial Eye = 1 Arctic Wind
 1 Belhelmel = 1 Saw Blade
 1 Thrustaevis = 1 Shear Feather
 1 Anacondaaur = 1 Venom Fang
 1 Creeps = 1 Coral Fragment
 1 Grendel = 1 Dragon Fin
 1 Jelleye = 1 Magic Stone
 1 Grand Mantis = 1 Sharp Spike
 1 Forbidden = 1 Betrayal Sword
 1 Tri-Face = 1 Curse Spike
 1 Fastitocalon = 1 Water Crystal
 1 Snow Lion = 1 North Wind
 1 Ochu = 1 Ochu Tentacle
 1 SAM08G = 1 Running Fire
 1 Death Claw = 1 Sharp Spike
 1 Cactuar = 1 Cactus Thorn
 1 Tonberry = 1 Chef's Knife
 1 Abyss Worm = 1 Windmill
 5 Turtapods = 1 Healing Mail
 1 Vysage = 1 Wizard Stone
 2 T-Rexaurs = 1 Dino Bone
 1 Bomb = 1 Bomb Fragment
 1 Blitz = 1 Dynamo Stone
 1 Wendigo = 1 Steel Orb
 5 Toramas = 1 Life Ring
 1 Imp = 1 Wizard Stone
 1 Blue Dragon = 1 Fury Fragment
 3 Adamantoise = 1 Turtle Shell

3 Hexadragons	= 1 Red Fang
3 Iron Giants	= 1 Star Fragment
10 Behemoths	= 1 Barrier
10 Chimeras	= 1 Regen Ring
1 PuPu	= 1 Hungry Cookpot
1 Elastoid	= 1 Steel Pipe
1 GIM47N	= 10x Fast Ammo
4 Malboros	= 1 Malboro Tentacle
10 Ruby Dragons	= 1 Inferno Fang
10 Elnoyles	= 1 Energy Crystal
1 Tonberry King	= 1 Chef's Knife
1 Biggs, Wedge	= 1 X-Potion
1 Raijin, Fujin	= 1 X-Potion
1 Elvoret	= 10 Death Stones
1 X-ATM092s	= 1 Turtle Shell
1 Grenaldo	= 1 G-Returner
10 Gerogeros	= 1 Circlet
1 Iguion	= 1 Cockatrice Pinion
1 Abadon	= 30x Dark Ammo
1 Trauma	= 30x Demolition Ammo
1 Oilboyle	= 30x Fire Ammo
5x Shumi Tribe	= 1 Gambler's Spirit
1 Krysta	= 10 Holy Stones
1 Propagator	= 1 G-Mega-Potion
1 Jumbo Cactuar	= 1 Cactus Thorn
40 Tri-Points	= 1 Jet Engine
10 Gargantuas	= 1 Strength Love
1 Mobile Type A	= 10 Shell Stones
1 Sphinxara	= 1 G-Mega-Potion
1 Tiamat	= 10 Flare Stones
1 BGH251F2	= 10 Protect Stones
1 Red Giant	= 5 Meteor Stones
1 Catoblepas	= 1 Rename Card
1 Ultima Weapon	= 1 Ultima Stone
1 Chubby Chocobo	= 100 LuvLuv Gs
1 Angelo	= 100 Elixirs
1 Gilgamesh	= 10 Holy Wars
1 MiniMog	= 100 Pet Houses
1 Chicibo	= 100 Gysahl Greens
1 Quezacotl	= 100 Dynamo Stones
1 Shiva	= 100 North Winds
1 Ifrit	= 3 Elem Atks
1 Siren	= 3 Status Atks
1 Sacred	= 100 Dino Bones
1 Minotaur	= 10 Adamantines
1 Carbuncle	= 3 Glow Curtains
1 Diablos	= 100 Black Holes
1 Leviathan	= 3 Doc's Codes
1 Odin	= 100 Dead Spirits
1 Pandemona	= 100 Windmills
1 Alexander	= 3 Moon Curtains
1 Phoenix	= 3 Phoenix Spirits
1 Bahamut	= 100 Megalixirs
1 Doomtrain	= 3 Status Guards
1 Eden	= 3 Monk's Codes
1 Ward	= 3 Gaea's Rings
1 Kiros	= 3 Accelerators
1 Laguna	= 100 Heros
1 Selphie	= 3 Elem Guards
1 Quistis	= 3 Samantha Souls

1 Irvine	= 3 Rocket Engines
1 Zell	= 3 Hyper Wrists
1 Rinoa	= 3 Magic Armlets
1 Edea	= 3 Royal Crowns
1 Seifer	= 3 Diamond Armours
1 Squall	= 3 Three Stars

Forbid Med-RF

Refine list:	20 Mega-Potions	= 1 Elixir
	1 Luck-J Scroll	= 1 Luck Up
	1 Aegis Amulet	= 1 Spd Up
	1 Gaea's Ring	= 1 HP Up
	10 Power Wrists	= 1 Str Up
	5 Adamantines	= 1 Vit Up
	1 Knight's Code	= 1 Vit Up
	10 Magic Armlets	= 1 Spr Up
	1 Monk's Code	= 1 Str Up
	10 Royal Crowns	= 1 Mag Up
	50 Jet Engines	= 1 Spd Up
	1 Hundred Needles	= 1 Spd Up
	5 Rocket Engines	= 1 Spd Up
	1 Elem Atk	= 4 Elixirs
	1 Elem Guard	= 4 Elixirs
	1 Status Atk	= 4 Elixirs
	1 Status Guard	= 4 Elixirs
	1 Med Kit	= 2 Megalixirs
	1 Doc's Code	= 1 Megalixir
	10 Shaman Stones	= 1 Hero-Trial*

F Mag-RF

Refine list:	1 M-Stone Piece	= 5 Fires
	1 Magic Stone	= 5 Firas
	1 Bomb Fragment	= 20 Firas
	1 Wizard Stone	= 5 Firagas
	1 Red Fang	= 20 Firagas
	1 Bomb Spirit	= 100 Firagas
	1 Phoenix Pinion	= 100 Firagas
	1 Flare Stone	= 1 Flare
	1 Inferno Fang	= 20 Flares

Forbid Mag-RF

Refine list:	1 Dark Matter	= 100 Ultimas
	1 Energy Crystal	= 3 Ultimas
	5x Pulse Ammo	= 1 Ultima
	1 Ultima Stone	= 1 Ultima
	1 Meteor Stone	= 1 Meteor
	1 Star Fragment	= 5 Meteors

I Mag-RF

Refine list:	1 Fish Fin	= 20 Waters
	1 Water Crystal	= 50 Waters
	1 M-Stone Piece	= 5 Blizzards
	1 Magic Stone	= 5 Blizzaras

1 Wizard Stone = 5 Blizzagas
1 North Wind = 20 Blizzagas

L Mag-RF

Refine list: 1 Life Ring = 20x Life
1 Regen Ring = 20x Full-Life
1 Phoenix Spirit = 100x Full-Life
1 Chef's Knife = 30 Deaths
1 Dead Spirit = 20 Deaths
1 Saw Blade = 10 Deaths
1 M-Stone Piece = 5 Cures
1 Magic Stone = 5 Curas
1 Wizard Stone = 5 Curagas
1 Cottage = 20 Curagas
1 Healing Mail = 20 Curagas
1 Healing Water = 20 Curagas
1 Healing Ring = 100 Curagas
1 Holy Stone = 1 Holy
1 Moon Stone = 20 Holys
1 Holy Water = 2 Zombies
1 Zombie Powder = 3 Zombies
1 Mesmerize Blade = 20 Regens

Recov Med-RF

Refine list: 1 Healing Water = 2 Hi-Potions
1 Healing Mail = 6 Hi-Potions
4 Tents = 1 Mega-Potion
2 Cottages = 1 Mega-Potion
1 Mesmerize Blade = 2 Mega-Potions
4 Healing Rings = 2 Mega-Potions
1 Life Ring = 2 Phoenix Downs
1 Regen Ring = 8 Phoenix Downs
1 Phoenix Spirit = 100 Phoenix Downs

GF Recov Med-RF

Refine list: 1 Healing Mail = 1 Pet House
1 Silver Mail = 2 Pet Houses
1 Gold Armour = 4 Pet Houses
1 Diamond Armour = 16 Pet Houses
1 Healing Water = 2 G-Hi-Potions
1 Whisper = 4 G-Hi-Potions
1 Healing Ring = 20 G-Mega-Potions
1 Life Ring = 1 G-Returner
1 Phoenix Spirit = 40 G-Returners

GF Abil Med-RF

Refine list: 20 Adamantines = 1 Steel Curtain
50 Barriers = 1 Aegis Amulet
100 Bomb Fragments = 1 Bomb Spirit
100 Cactus Thorns = 1 Hundred Needles
1 Dark Matter = 1 Luck-J Scroll
5 Silver Armlets = 1 Gold Armour
5 Gold Armours = 1 Diamond Armour

5 Diamond Armours	= 1 Elem Guard
100 Dragon Skins	= 1 Glow Curtain
10 Elixirs	= 1 Doc's Code
10 Energy Crystals	= 1 Samantha Soul
100 M- Tentacles	= 1 Glow Curtain
100 Dragon Skins	= 1 Glow Curtain
2 Glow Curtains	= 1 Monk's Code
5 Holy Wars	= 1 Knight's Code
2 HP Ups	= 1 HP-J Scroll
2 Str Ups	= 1 Str-J Scroll
2 Vit Ups	= 1 Vit-J Scroll
2 Mag Ups	= 1 Mag-J Scroll
2 Spr Ups	= 1 Spr-J Scroll
2 Spd Ups	= 1 Spd-J Scroll
2 Luck Ups	= 1 Luck-J Scroll
10 HP-J Scrolls	= 1 Giant's Ring
10 Giant's Rings	= 1 Gaea's Ring
10 Str-J Scrolls	= 1 Power Wrist
10 Power Wrists	= 1 Hyper Wrist
10 Vit-J Scrolls	= 1 Orihalcon
10 Orihalcons	= 1 Adamantine
20 Adamantines	= 1 Steel Curtain
10 Mag-J Scrolls	= 1 Force Armlet
10 Force Armlets	= 1 Magic Armlet
10 Spr-J Scrolls	= 1 Hypno Crown
10 Hypno Crowns	= 1 Royal Crown
20 Royal Crowns	= 1 Status Atk
10 Jet Engines	= 1 Rocket Engine
20 Phoenix Pinions	= 1 Phoenix Spirit
50 Energy Crystals	= 1 Samantha Soul
100 Lightweights	= 1 Accelerator
10 Accelerators	= 1 Rocket Engine
100 Dragon Fangs	= 1 Med Kit
100 Whispers	= 1 Healing Ring
1 Shaman Stone	= 1 Rosetta Stone

ST Mag-RF

Refine list:	1 M-Stone Piece	= 5 Silences
	1 Magic Stone	= 5 Berserks
	1 Steel Pipe	= 20 Berserks
	1 Antidote	= 1 Bio
	1 Wizard Stone	= 5 Bios
	1 Venom Fang	= 20 Bios
	1 Malboro Tentacles	= 40 Bios
	1x Eye Drops	= 1 Blind
	1 Ochu Tentacle	= 30 Blinds
	1 Betrayal Sword	= 20 Confuses
	1 Sleep Powder	= 20 Sleeps
	1 Soft	= 3 Breaks
	1 Cockatrice Pinion	= 20 Breaks
	1 Echo Screen	= 2 Silences
	1 Silence Powder	= 20 Silences
	1 Curse Spike	= 10 Pains
	1 Mystery Fluid	= 10 Meltdowns

ST Med-RF

Refine List: 1 Zombie Powder = 3 Holy Waters
5 Sleep Powders = 1 Remedy
1 Curse Spike = 1 Remedy
1 Dragon Fang = 1 Remedy
5 Betrayal Swords = 1 Remedy
1 Malboro Tentacle = 2 Remedies
1 Med Kit = 20 Remedies
1 Poison Powder = 3 Antidotes
1 Venom Fang = 10 Antidotes
1 Silence Powder = 3 Echo Screens
1 Ochu Tentacle = 3 Eye Drops
1 Cockatrice Pinion = 3 Softs

Supt Mag-RF

Refine List: 1 Aura Stone = 1 Aura
1 Fury Fragment = 5 Auras
1 Shell Stone = 1 Shell
1 Barrier = 40 Shells
1 Rune Armlet = 40 Shells
1 Remedy = 5 Esunas
1 M-Stone Piece = 5 Esunas
1 Magic Stone = 5 Dispels
1 Saw Blade = 20 Dispels
1 Wizard Stone = 20 Dispels
1 Dragon Fang = 20 Esunas
1 Med Kit = 100 Esunas
1 Dragon Skin = 20 Reflects
1 Protect Stone = 1 Protect
1 Turtle Shell = 20 Protects
1 Giant's Ring = 60 Protects
1 Steel Curtain = 100 Protects
1 Glow Curtain = 100 Reflects
1 Moon Cutain = 100 Shells

Tool-RF

Refine list: 3 Mega Phoenixs = 1 Phoenix Pinion
1 Rosetta Stone = 1 Shaman Stone
1 Hungry Cookpot = 1 Shaman Stone
1 Mog's Amulet = 1 Shaman Stone
1 Magic Scroll = 10 Wizard Stones
1 Item Scroll = 10 Wizard Stones
1 GF Scroll = 10 Wizard Stones
1 Gambler Spirit = 10 Wizard Stones
1 Healing Water = 2 Tents
1 Regen Ring = 5 Tents
1 Whisper = 1 Cottage
1 Healing Ring = 30 Cottages
1 Diamond Armour = 50 Cottages
1 Steel Pipe = 1 Aura Stone
1 Strength Love = 2 Aura Stones
1 Circlet = 2 Aura Stones
1 Power Wrist = 10 Aura Stones
1 Hypno Crown = 10 Aura Stones
1 Orihalcon = 1 Protect Stone
1 Turtle Shell = 10 Protect Stones
1 Rune Armlet = 10 Shell Stones

1 Force Armlet	= 30 Shell Stones
1 Star Fragment	= 2 Meteor Stones
1 Energy Crystal	= 2 Ultima Stones
1 Inferno Fang	= 2 Flare Stones
1 Moon Stone	= 2 Holy Stones
1 Dead Spirit	= 2 Death Stones
1 Power Generator	= 20 Pulse Ammo
1 Shaman Stone	= 1 LuvLuv G

Time Mag-RF

Refine list: 1 M-Stone Piece	= 5 Slows
1 Magic Stone	= 5 Hastes
1 Wizard Stone	= 5 Stops
1 Lightweight	= 20 Hastes
1 Aegis Amulet	= 100 Hastes
1 Accelerator	= 100 Hastes
1 Spider Web	= 20 Slows
1 Dino Bone	= 20 Quakes
1 Steel Orb	= 15 Demis
1 Black Hole	= 30 Demis
1 Dragon Fin	= 20 Doubles
1 Rocket Engine	= 30 Triples
1 Samantha Soul	= 60 Triples
1 Three Stars	= 100 Triples

T Mag-RF

Refine List: 1 M-Stone Piece	= 5 Thunders
1 Magic Stone	= 5 Thundaras
1 Wizard Stone	= 5 Thundagas
1 Dynamo Stone	= 20 Thundagas
1 Shear Feather	= 20 Aeros
1 Windmill	= 20 Tornados

Med LV Up

Refine list: 3 Potions	= 1 Potion+
3 Potion+	= 1 Hi-Potion
3 Hi-Potions	= 1 Hi-Potion+
3 X-Potions	= 1 Mega-Potion
50 Phoenix Downs	= 1 Mega Phoenix
10 Elixirs	= 1 Megalixir
10 Remedies	= 1 Remedy+
10 Remedy+	= 1 Elixir
10 Hero-Trials	= 1 Hero
10 Heros	= 1 Holy War-Trial
10 Holy War-Trial	= 1 Holy War

Mid Mag-RF

Refine List: 5 Blizzards	= 1 Blizzara
5 Thunders	= 1 Thundara
5 Fires	= 1 Fira
5 Cures	= 1 Cura

Hi Mag-RF

Refine List: 5 Blizzaras	= 1 Blizzaga
5 Thundaras	= 1 Thundaga
5 Firas	= 1 Firaga
5 Curas	= 1 Curaga
10 Doubles	= 1 Triple
10 Aeros	= 1 Tornado

Junk Shop

Description: Call your nearest junk shop.

Haggle

Description: Buy items at discounted prices. [Credits for anyone who can tell me the the prices of all the items with Haggle =].

Sell-High

Description: Sell things for more than they're worth. [Credits for anyone who can tell me the the prices of all the items with Sell-High =].

Familiar

Description: Purchase rarer items. [Credits for anyone who will list which ones =].

Call Shop

Description: Call shops all over the world.

Note

* The GF must be at level 100 to get this item.

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      )(          Timber Maniacs [ff8/V09]          )(
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Timber Maniacs is basically a news magazine. You can find old issues of Timber Maniacs mostly in hotels, but you can't read them in your inventory. Somehow Selphie gets hold of them all (hence the ".....You finished reading it!" message) and scans only the articles by Laguna onto her her computer. You can access Selphie's comments of each article (not the article itself...) on Squall's study panel. Man, that girl keeps a lot secret.....

Below is a list of Timber Maniacs locations. Note that you don't have to pay the hotel fee to get a magazine unless there's something there to stop you. Sometimes there is only one magazine in each town but in some towns you can choose where you want to get it. The Laguna dreams can change depending on where and when you get these magazines.

Balamb	* Balamb Hotel or Train Station.
Timber	* Hotel. You have to pay to get in, but in disk

two if you save the girl near the platform
 that goes to Dollet/East Academy Station you
 can get in for free (examine the model train
 for the latest Timber news ^_^).

- * Timber Maniacs building.
- Dollet * Second floor of the Shining Bomber pub.
- Deling City * Galbadia Hotel (not in the Laguna dream).
- FH * Hotel.
- Shumi Village * Hotel or Artisan's house.
- Trabia Garden * Graveyard.
- Edea's House * Backyard.
- White SeeD Ship * Bridge (where Watts is).

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      ) (                Weapons [ff8/V10]                ) (
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Weapon	Issue	Requirements	Cost
=====			
Squall's gunblade			
=====			
Revolver	Mar	2 M-Stone Pieces, 2 Screws	100
Shear Trigger	Apr	Steel Pipe, 4 Screws.	200
Cutting Trigger	May	1 Mesmerize Blade, 8 Screws.	400
Flame Sabre	Jun	1 Betrayal Sword, 1 Turtle Shell, 4 Screws.	600
Twin Lance	Jul	1 Dino Bone, 1 Red Fang, 12 Screws.	800
Punishment	Aug	1 Chef's Knife, 1 Turtle Shell, 2 Star Fragments, 8 Screws.	1000
Lionheart	1st	1 Adamantine, 4 Dragon Fangs, Pulse Ammo x12.	2000
=====			
Rinoa's pinwheel or shuriken			
=====			
Pinwheel	Mar	3 M-Stone Pieces.	100
Valkyrie	May	1 Shear Feather, 1 Magic Stone.	200
Rising Sun	Jul	1 Saw Blade, 8 Screws.	400
Cardinal	Aug	1 Cockatrice Pinion, 1 Mezmerize Blade, 1 Sharp Spike.	800
Shooting Star	1st	2 Windmills, 2 Regen Rings, 1 Force Armlet, 2 Energy Crystals.	1000
=====			
Quistis' whip			
=====			

Chain Whip	Mar	2 M-Stone Pieces, 1 Spider Web.	100

Slaying Tail	May	2 Magic Stones, 1 Sharp Spike	200

Red Scorpion	Jun	2 Ochu Tentacles, 2 Dragon Skins.	400

Save the Queen	Aug	2 Malboro Tentacles, 4 Sharp Spikes, 4 Energy Crystals.	800
=====			
Zell's gloves			
=====			
Metal Knuckle	Mar	4 M-Stone Pieces, 1 Fish Fin.	100

Maverick	Apr	1 Dragon Fin, 1 Spider Web.	200

Gauntlet	Jun	1 Dragon Skin, 1 Fury Fragment.	400

Ehrgeiz	Aug	1 Adamantine, 4 Dragon Skins, 1 Fury Fragment.	800
=====			
Irvine's pistol			
=====			
Valiant	Apr	1 Steel Pipe, 4 Screws.	100

Ulysses	May	1 Steel Pipe, 1 Bomb Fragment, 2 Screws.	200

Bismarck	Jul	1 Steel Pipe, 4 Dynamo Stones, 8 Screws.	400

Exeter	1st	2 Dino Bones, 1 Moon Stone, 2 Star Fragments, 18x Screws.	800
=====			
Selphie's flail, or nunchaku, or giant shinbou			
=====			
Flail	Mar	2 M-Stone Pieces, 1 Bomb Fragment.	100

Morning Star	Jun	2 Steel Orbs, 2 Sharp Spikes.	200

Crescent Wish	Jul	1 Inferno Fang, 1 Life Ring, 4 Sharp Spikes.	400

Strange Vision	1st	1 Adamantine, 3 Star Fragments, 2 Curse Spikes.	1000

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) (                Items [ff8/V11]                ) (
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This section is unique. Unique because it shows you the easiest way of getting hard-to-get items. NOT EVERY BLOODY EVERYTHING ON THE BLOODY BLOCK! I mean, honestly, do you really want to look at five hundred ways to obtain rat's bottom, or some such thing? I do not claim to be a nerd!

If you really want to know everything about that rat's bottom

(it's just a name I made up - doesn't actually appear in the game) refer to Scott Ong's Walkthrough / FAQ Part II at Game FAQs. Of course, many of the rare items involve obtaining more common items; naturally, I only show the easiest and best tips on how to get them.

If you can't find the item you're looking for here, type its name in the searching box and look for it in areas of the guide like the bestiary and PocketStation chapters.

Key for Refining Abilities		
Abbrev.	Full Name	GF
TM-RF	T Mag-RF	Quezacotl
MM-RF	Mid Mag-RF	""
CM	Card Mod	""
IM-RF	I Mag-RF	Shiva
FM-RF	F Mag-RF	Ifrit
A-RF	Ammo-RF	""
LM-RF	L Mag-RF	Siren
STMd-RF	ST Med-RF	""
T-RF	Tool-RF	""
TiM-RF	Time Mag-RF	Diablos
STM-RF	ST Mag-RF	""
RMd-RF	Recov Med-RF	Carbuncle
SM-RF	Supt Mag-RF	Leviathan
GFRMd-RF	GF Recov Med-RF	""
HM-RF	Hi Mag-RF	Alexander
MdLVU	Med LV Up	""
FMd-RF	Forbid Med-RF	Doomtrain
FM-RF	Forbid Mag-RF	Bahamut
GFAMd-RF	GF Ability Med-RF	Eden

[under construction]

- Add rest of Angelo Search percentages

Accelerator

Getting it: - In the Winhill Bluffs in the southern tip of Galbadia you can encounter Vysages, who, at high levels drop Lightweights. Once you have assembled 100 Lightweights you can refine them into an Accelerator with GF Abil Med-RF.

- Get the Kiros card from the Queen of cards quest and refine the Kiros card.
- Kill PuPu instead of giving him elixirs (you won't ever get the PuPu card if you do though).
- Refine 10 Spd Scrolls.

Its uses: - Teaches GF Auto-Haste.

- Refines into 100 Hastes with TiM-RF.
- 50 Accelerators refine into a Spd Up with FM-RF.
- 10 Accelerators turn into a Rocket Engine; GFAM-RF.

Pros: - Auto-Haste is one of those abilities which is always extremely useful.

- It's a rare ability too, as only Cerberus learns it.

Cons: - To get this item you have to be either very patient, or go on the Card Queen Quest and not worry about missing out on some cards.

Adamantine

Getting it: - Defeat Adamantoise at mid to high levels. If you don't mug them, they will almost certainly give you their Adamantine. Adamantoise are to be found on the beaches of Dollet (encounter rate may be low). Or you can mug them at low levels.

- Buy 100 Vit-J Scrolls (either if you have Familiar or if you're buying from Esthar). It'll cost 500,000 g, or 250,000 if you've got Haggle. Refine them into 10 Orihalcons with GFABM-RF, then refine into Adamantine.
- Defeat the Brothers in Tomb of the Unknown King and refine the Minotaur card.
- Mug BGH251F2 the second time you fight it.

Search: 0.69%.

Its uses: - Extremely useful as items for upgrading weapons, particularly for the ultimate weapons; Squall's Lionheart, Zell's Ehrgeiz and Selphie's Strange Vision.

- 5 Adamantines refine into 1 Vit Up with FM-RF.
- Can be refined into Vit+60%, an ability no GF has.
- Refine 20 of them into a Steel Curtain with GFAM-RF.

Aegis Amulet

Getting it: - Refine from 50 Barriers. Barriers are acquired from Behemoths, who live in the Deep Sea Research Centre or Esthar (after the Lunar Cry). During disc 3 you can also encounter Behemoths in the elevator area of Lunatic Pandora. They'll be very easy to kill because all the monsters there are at level 1.

- If you have a PocketStation you *might* be able to get one. It's just as slight a possibility as if you were trying to get a Jet Engine from a Cactuar (2 out of 64 chance).

Search: 1%.

AP Ammo

Getting it: - Refine AP Ammo from Chef's Knives and Sharp Spikes, both of which are easy to get, especially if you play cards.

Bomb Spirit

Getting it: - Rarely dropped from a Bomb -- the Rare Item ability helps

- Refine 100 Bomb Fragments obtained from Bombs with
GF Abil Med-RF.

Chocobo's Tag

Getting it: - Can only be obtained in the Chocobo World or with a
GameShark.

GameShark: 80077F82 64A5

Combat King 001

Getting it: - D-District Prison 1F.

Combat King 002

Getting it: - Win from Raijin in disc 2.

Combat King 003

Getting it: - In disc 3 go into Balamb with Zell in your party.
Speak to a young woman at the entrance of the town
then visit Zell's mother. There should be some extra
dialogue. Then have a rest at the Balamb Hotel and
next morning Zell will be downstairs talking to a
girl from the Garden.

Combat King 004

Getting it: - Before going into space talk to a soldier in Esthar.
He will say something like "oh, that's right." When
you are controlling Zell go to the same soldier
again. He will give you a gift.

Combat King 005

Getting it: - Find it in Lunatic Pandora.

Circlet

Getting it: - Mug one from NORG.
- If you're persistent enough you can get one from 10
Gerogero cards but the rewards aren't that great.

Dark Matter

Getting it: - You could get Dark Matter as soon as you got Siren,
but that would be too tedious. Wait until you can
get a steady supply of Curse Spikes (in Galbadia
Garden or Deep Sea Research Centre). Siren has to be
at level 100.

Dino Bone

Getting it: - Win from T-Rexaurs, who are found at the Training Centre in Balamb Garden, Island Closest to Hell and in the forests of Balamb.

Dragon Fang

Getting it: - Win from mid level T-Rexaurs and dragon-type enemies on Island Closest to Hell.

Dragon Skin

Getting it: - Fight T-Rexaurs (Balamb Garden, Island Closest to Hell, the forests of Balamb) and Anacondaurs (Dollet mountains -- if you can't go on the mountain tops yet go there via the town).

Elem Guard

Getting it: - Refine Ifrit's card to get 3. Trauma gives you one when you defeat him.

Gold Armour

Getting it: - Refine a Selphie card for 3.
- Won from Krysta.

Energy Crystal

Getting it: - In disc 3, after the Lunar Cry, if you talk to a certain man in Esthar you will be forced into a fight with an Elnoyle (they are also rarely encountered elsewhere in the city). I noticed that you can usually only get Energy Crystals if you haven't mugged from the Elnoyle.

Friendship

Getting it: - Can only be obtained in the Chocobo World or with a GameShark.

GameShark: - 80077F82 6420

Gold Armour

Getting it: - Refining 10 Silver Mails (an item rarely dropped by Snow Lions). Tedious ...

Search: You can get it this way, but it's tedious.

Healing Mail

Getting it: - You can get them from Mesmerizes, Snow Lions and Turtapods. Have a high level and equip Rare Item to increase your chances.

Healing Ring

Getting it: - You will have to work for this item if you want to get it; Refine 100 Whispers with GF Abil Med-RF.

Search: 0.35% chance -- you might have to do Angelo Search up to 288 times).

Hero

Getting it: - You can always mug Seifer for Heroes, and occasionally, Holy Wars.
- Can also be got by refining 10 Hero-Trials.
- Refine a Laguna card.

Search: Yes.

HP Up

Getting it: - In disc 3 when you have access to the Esthar pet shop buy 10 Giant's Rings, and with Eden's GF Abil Med-RF refine them into into a Gaea's Ring. Using Doomtrain's Forbid Med-RF refine it into an HP Up. You'll need 50 000 gil to get just one HP Up, though. Note that Giant's Rings can also be obtained from Ochus and Behemoths.

Holy War

Getting it: - Refine Gilgamesh card to get 10 Holy Wars.

Hungry Cookpot

Getting it: - There is NO easy way to get Hungry Cookpot. Other than using Angelo Search or getting it from Chocobo World (both very rare) you will have to refine the PuPu card.

Search: Yes.

Knight's Code

Getting it: - Using the Gilgamesh card, Card Mod and GF Abil Med-RF you can get 2 Knight's Codes. Refine the Gialgamesh card into 10 Holy Wars, then refine them into Knight's Codes. Knight's Code teaches Defend, by the way.

Luck Up

Getting it: - Get it from Minde Island during the Obel Lake quest. You only have to refine one Luck-J Scroll into a Luck Up. To get a Luck-J Scroll you can refine 2 Luck Ups (haha -- what a joke). Or you can mug from Odin when you fight him. Though I would suggest using the Luck-J Scrolls and junctioning good magic to them.

- One of the card players in D-District Prison sometimes give you a Luck Up if you win against him at cards.

Mag Up

Getting it: - Buy 10 Hypno Crowns from the pet shop in Esthar. It should cost somewhere around 50,000 gil. Refine them into 1 Royal Crown with GF Abil Med-RF (you can also mug a Royal Crown from Edea and win it from Tonberry King). You need 10 Royal Crowns for one Mag Up using Forbid Med-RF.

Magical Lamp

Getting it: - Before leaving for Timber for the first time speak with Cid after he has given you his briefing.

- It's possible [though not proven] that you can also get it from a man in Dollet.
- You could also get it via PocketStation or GameShark.

It's Use: - Magical Lamp is the essential item for obtaining the GF Diablos. When you use it, you engage in a fight with him. Gee, I've never fought a battle before that could be so close to a save point ...

Malboro Tentacle

Getting it: - Mug or win from Malboros.

- Also refined from Malboro cards.

Med Kit

Getting it: - Refine 100 Dragon Fangs using GF Abil Med-RF.

Moon Stone

Getting it: - Mug from Torama or Elnoyle. You can get this item in Esthar or the Deep Sea Research Centre.

Mega Phoenix

Getting it: - Buy from Johnny's Shop. You can also refine 50

Mega-Potion

Getting it: - Refine from Mesmerize Blades using Recov Med-RF. At last! Something to do with those damn Mesmerize Blades that keep piling up! Using this method I need not worry about Mega-Potions either.

Mog's Amulet

Getting it: - Can only be obtained in the Chocobo World or with a GameShark.

GameShark: - 80077F82 6441

Moon Curtain

Getting it: - Refine Alexander's cards.
- Buy 100 Force Armllets from Esthar pet shop. Costs a whopping 2 MILLION gil (1.5 with Haggle) so you better have a few gil tricks handy! This should be enough to get you 10 Magic Armllets, but you NEED 20 to be able to get a Moon Curtain so you'll have to do the process again.
- Refine 100 Malboro Tentacles. Go Malboro Tentacle crazy! Refine your Malboro cards, mug Malboros, etc.

Occult Fan I

Getting it: - Bookshelf in library of Balamb Garden.

Occult Fan II

Getting it: - Master Card Player's room in Dollet.

Occult Fan III

Getting it: - The Master Fisherman in FH gives it to you.

Occult Fan IV

Getting it: - Esthar Presidential Palace after talking to an Aide.

Pulse Ammo

Getting it: - In the second Laguna dream, if you have a high enough level you can obtain Laser Cannons from the Elastoids. Refine the Laser Cannons into Pulse Ammo.
- There is also a sub-quest you can do when you first enter FH to get some ammo (including Pulse Ammo). In

discs 3 and 4 when you can fight Elnoyles, Energy Crystals, which turn into Pulse Ammo are not too difficult to win from them.

Royal Crown

Getting it: - Purchase 10 Hypno Crowns at the Esthar pet shop and refine them into a Royal Crown.

- Edea can also be mugged for it in disc 2 and her card can be turned into 3 Royal Crowns.
- If you can't wait till fighting Edea, though, Tonberry King gives you one when you defeat him.

Rune Armlet

Getting it: - You can get it from Blobras and Vysages. 4 Blobra cards turn into a Rune Armlet.

Pet Pal Vol 1

Getting it: - Zell gives it to you when you first go on a train.

Pet Pal Vol 2

Getting it: - Rinoa's cabin in the Forest Owls train (after mini-game).

Pet Pal Vol 3

Getting it: - Buy from a pet shop.

Pet Pal Vol 4

Getting it: - Buy from a pet shop.

Pet Pal Vol 5

Getting it: - Buy from Esthar pet or book shop.

Pet Pal Vol 6

Getting it: - Buy from Esthar pet or book shop.

Phoenix Pinion

Getting it: - Using Tool-RF, refine 3 Mega Phoenixes. There are various quests you can also get it from the Shumi Village Revisited and Winhill Revisited quests.

Potion

Getting it: - By far the easiest item to get in the game. In fact, you already have 6 when you begin the game! However, it is equally as easy to get complacent about Potions. Keep them stocked up early in the game! You can buy Potions from shops, but being the ultimate cheapskate, I know where to go where you can get Potions for FREE!

- Talk to the man standing on the bridge near the hotel. If you have Quistis or Rinoa in your party he will give you some Potions, then run off! It only works early in the game, however.
- After defeating the Master Card Player in Dollet you can go in his room. Examine the pile of magazines to get items like Potions and Softs an unlimited amount of times (if you get nothing for a while, exit and re-enter the room).
- After the Dollet assignment you can go into the mountain hideout again where you will encounter Galbadian soldiers, who tend to give you Potions.
- There are a couple of guys in the D-District Prison who will give you an item (Potions, mostly) every time you defeat them in cards.

Regen Ring

Getting it: - Win from high level Mesmerizes, Vysages and Toramaas. Although they are not quite as common as Mesmerize Blades, you can get quite a few. It would help to equip Rare Item.

Ribbon

Getting it: - Can only be obtained in the Chocobo World or with a GameShark.

GameShark: - 80077F82 6464

Rosetta Stone

Getting it: - Ahh... the infamous Rosetta Stone - anyway - they're very rare (as you would expect). You can get one by visiting Cheryl's Shop randomly and the other in Ultimecia Castle (see the walkthrough).

- Obtain 100 Curse Spikes. Refine the Curse Spikes into a Dark Matter (Siren must at level 100), then refine Dark Matter into a Shaman Stone; refine the Shaman Stone into a Rosetta Stone with GF Abil Med-RF.

Samantha Soul

Getting it: - Mug from Adel or refine 3 from a Quistis card. If that isn't enough you could refine 50 Energy Crystals, which are won from Elnoyles. It is possible, but perhaps a little unreasonable.

Sharp Spike

Getting it: - Win from Grand Mantis and Death Claws. You can also get Sharp Spikes by refining their cards.

Solomon's Ring

Getting it: - Can be found at Tears' Point in disc 3 and 4. Whatever happens it's always waiting for you there.

Status Atk

Getting it: - Refine a Siren card to get 3 or defeat Catoblepas at Ultimeacia Castle.

Status Guard

Getting it: - Refine a Doomtrain card to get 3 or defeat Tiamat.
- Can also be obtained via the Shumi Village Revisited side quest.

Star Fragment

Getting it: - Mug Iron Giants at Esthar (post Lunatic Pandora is your best bet, or the bit between the salt lake and ocean) or Deep Sea Research Deposit.
- Defeat high level T-Rexaurs.
- Can also be obtained from 3 Iron Giant cards.

Spd Up

Getting it: - Go to Kashkabald Desert or Cactuar Island where Cactuars live and fight them until you get 100 Cactus Thorns. When you have you can use Eden's GF Abil Med-RF to refine them into a Hundred Needles. 1 Hundred Needles can refine into a Spd Up! There'll also be the slight chance you can get a Jet or Rocket Engine!

Spr Up

Getting it: - Buy 10 Force Armlets from Esthar pet shop. Refine them into a Magic Armlet with GF Abil Med-RF. You need 10 Magic Armlets to get a Spr Up. Note that you can get 3 Magic Armlets from Rinoa's card.

Star Fragment

Getting it: - Defeat / mug an Iron Giant or refine 3 or its cards. You can also get them from very high-levelled T-Rexaurs (quite a few, actually).

Status Guard

Getting it: - By refining Doomtrain's card you can get 3 Status Guards.
- It is also got by defeating Tiamat in disc 4.

Steel Pipe

Getting it: - You can get it from Wendigos, who appear mostly in the forests in Timber.
- Can also be refined from Elastoid cards.

Str Up

Getting it: - Buy 10 Power Wrists from the Esthar pet shop. Refine them into a Hyper Wrist with GF Abil Med-RF. You need 10 Hyper Wrists to get a Str Up.
- Note that you can get 3 from Zell's card.

Strength Love

Getting it: - Obtained from Wendigos (equip Rare Item!)

Three Stars

Getting it: - Win Squall's card from Laguna and refine it. Laguna is the worst card player in the world (well, close to it...).
- Obel Lake side quest.
- Mug Ultima Weapon.
- Defeat Omega Weapon.

Turtle Shell

Getting it: - Win from Adamantoise.
- Refine 4 Adamantoise cards.

Vit Up

Getting it: - You only need 5 Adamantines to refine into a Vit Up! Go to the beaches of Dollet where you can encounter Adamantoise. Have a fun at the beach!

Weapons Mon Mar

Getting it: - Won from Elvoret.

Weapons Mon Apr

Getting it: - Squall's bedside table after rescuing Ellone.

Weapons Mon May

Getting it: - Deling Sewers (near Presidential Residence).

Weapons Mon Jun

Getting it: - Won from BGH251F2.

Weapons Mon Jul

Getting it: - Training Centre, on left of entrance (disc 3).

Weapons Mon Aug

Getting it: - Near the fountain at Trabia Garden.

Weapons Mon 1st

Getting it: - Lunatic Pandora Research Centre Control Room.

Windmill

Getting it: - Win from Thrustaevis, who nest in the Galbadia region.

X-Potion

Getting it: - Buy Johnny's Shop in Esthar. If you can't though, my favourite way of getting X-Potions is refining them from Raijin, Fujin / Wedge, Biggs cards.

Pros: - X-Potions will fully heal a character. So in a tough area it will be easy to prepare your characters for the coming battles (there are some areas where it is wise to constantly heal -- and you only have to use 1 X-Potion.)

- X-Potions work like the Recover ability, which you can only get from the 2nd disc on. Even so, they're useful to have if you prefer using the Item command instead of Recover. It would be good if you had a lot of X-Potions and Aura Stones.

Cons: - They are hard to get if you don't play cards often and are quite uncommon items anyway, in which case you won't need them most of the time, rendering them rather useless in many circumstances.

- Once you get the Recover command you tend to use it more often in places like Island Closest to Heaven or Hell, or The Deep Sea Deposit -- that way you can utilize your characters' limit breaks without having to use Aura and heal them quickly and easily.

ITEMS CHECKLIST:

- | | | |
|--|--|---|
| <input type="checkbox"/> Occult Fan I* | <input type="checkbox"/> Combat King 003** | <input type="checkbox"/> M-Stone Piece |
| <input type="checkbox"/> Magic Stone Piece | <input type="checkbox"/> Wizard Stone | <input type="checkbox"/> Vampire Fang |
| <input type="checkbox"/> Arctic Wind | <input type="checkbox"/> Spider Web | <input type="checkbox"/> Dino Bone |
| <input type="checkbox"/> Dragon Fang | <input type="checkbox"/> Star Fragment | <input type="checkbox"/> Bomb Fragment |
| <input type="checkbox"/> Sleep Powder | <input type="checkbox"/> Silence Powder | <input type="checkbox"/> Fish Fin |
| <input type="checkbox"/> Bomb Spirit | <input type="checkbox"/> Accelerator** | <input type="checkbox"/> Weapons Mon Jul* |
| <input type="checkbox"/> Magical Lamp** | | |

DRAW CHECKLIST:

- | | | |
|---|------------------------------------|--|
| <input type="checkbox"/> Esuna [1 only] | <input type="checkbox"/> Cure etc. | <input type="checkbox"/> Blizzard etc. |
| <input type="checkbox"/> Water | <input type="checkbox"/> Fire etc. | <input type="checkbox"/> Scan |
| <input type="checkbox"/> Thunder etc. | <input type="checkbox"/> Drain | <input type="checkbox"/> Slow |
| <input type="checkbox"/> Stop | <input type="checkbox"/> Sleep | <input type="checkbox"/> Silence |
| <input type="checkbox"/> Berserk | <input type="checkbox"/> Confuse | <input type="checkbox"/> Death |
| <input type="checkbox"/> Quake | <input type="checkbox"/> Meltdown | |

CARDS CHECKLIST:

- | | | |
|--------------------------------------|---|--|
| <input type="checkbox"/> Bite Bug | <input type="checkbox"/> Elvoret | <input type="checkbox"/> Red Bat |
| <input type="checkbox"/> X-ATM092 | <input type="checkbox"/> Caterchipillar | <input type="checkbox"/> Trauma |
| <input type="checkbox"/> Grat | <input type="checkbox"/> Shumi Tribe | <input type="checkbox"/> Buel |
| <input type="checkbox"/> Krysta | <input type="checkbox"/> Glacial Eye | <input type="checkbox"/> Jumbo Cactuar |
| <input type="checkbox"/> PuPu** | <input type="checkbox"/> Mini-Mog* | <input type="checkbox"/> Carbuncle** |
| <input type="checkbox"/> Pandemona** | <input type="checkbox"/> Quistis** | <input type="checkbox"/> Zell* |
| <input type="checkbox"/> Seifer* | <input type="checkbox"/> Funguar* | <input type="checkbox"/> Gesper* |
| <input type="checkbox"/> Gayla* | | |

MONSTER LIST:

- | | | |
|---|--------------------------------------|---|
| <input type="checkbox"/> Bite Bug | <input type="checkbox"/> Buel | <input type="checkbox"/> Caterchipillar |
| <input type="checkbox"/> Fastitocalon-F | <input type="checkbox"/> Glacial Eye | <input type="checkbox"/> Grat |
| <input type="checkbox"/> T-Rexaur | <input type="checkbox"/> Bomb | |

WEAPON POSSIBILITIES [without card refinement]:

- | | | |
|--|-------------------------------------|--------------------------------|
| <input type="checkbox"/> Metal Knuckle | <input type="checkbox"/> Chain Whip | <input type="checkbox"/> Flail |
| <input type="checkbox"/> Pin Wheel | | |

LIMIT BREAK POSSIBILITIES:

- | |
|--------------------------------------|
| <input type="checkbox"/> Ultra Waves |
|--------------------------------------|

SIDE-QUEST PARTICIPANCE:

- | | | |
|---|--|--|
| <input type="checkbox"/> Timber Manics | <input type="checkbox"/> Obel Lake mystery | <input type="checkbox"/> PuPu card |
| <input type="checkbox"/> Card Queen Quest | <input type="checkbox"/> CC Group | <input type="checkbox"/> Zell's Love Quest |
| <input type="checkbox"/> Getting Diablos | | |

REFINEMENT POSSIBILITIES:

- | | | |
|---|---|--|
| <input type="checkbox"/> Echo Screen | <input type="checkbox"/> M-Stone Piece | <input type="checkbox"/> Magic Stone |
| <input type="checkbox"/> Screw | <input type="checkbox"/> Vampire Fang | <input type="checkbox"/> Mystery Fluid |
| <input type="checkbox"/> Hungry Cookpot** | <input type="checkbox"/> Death Stone | <input type="checkbox"/> Pet House |
| <input type="checkbox"/> Dynamo Stone | <input type="checkbox"/> North Wind | <input type="checkbox"/> Samantha Soul |
| <input type="checkbox"/> Hyper Wrist | <input type="checkbox"/> Diamond Armour | <input type="checkbox"/> Mega Potion |
| <input type="checkbox"/> G-Returner | <input type="checkbox"/> Arctic Wind | <input type="checkbox"/> Spider Web |
| <input type="checkbox"/> Dino Bone | <input type="checkbox"/> Bomb Fragment | <input type="checkbox"/> Bomb Spirit |
| <input type="checkbox"/> Med Kit | <input type="checkbox"/> Black Hole | <input type="checkbox"/> Water Crystal |
| <input type="checkbox"/> Remedy | <input type="checkbox"/> Shaman Stone | <input type="checkbox"/> Esuna |
| <input type="checkbox"/> Fire etc. | <input type="checkbox"/> Blizzard etc. | <input type="checkbox"/> Cure etc. |
| <input type="checkbox"/> Silence | <input type="checkbox"/> Esuna | <input type="checkbox"/> Slow |
| <input type="checkbox"/> Thunder etc. | <input type="checkbox"/> Berserk | <input type="checkbox"/> Dispel |

The Dollet empire once spread over the all of the western continent. Now, much like Rome it has shrunked into a considerably smaller size. Although the Dollet Dukedom has faced the threat of Galbadian rule many times over and had much of its land taken away, Garden and SeeD have prevented any further damage. Dollet beaches are a haven for a rare species; Adamanantoise.

Dollet's only forest is home to a grumpy monkey who plays a part in the Obel Lake quest.

	Exit
Rent- _____	Dollet Town itself is a
A-Car	cosmopolitan city that
	reminds me of Sydney. It is
	also has my favourite cars
	in FF8. My brother will
	rent cars in no other
Hotel	place!
\	Nautilus is an item/
---	junk shop and the Shining
/	Bomber is the place to go
	when you want a good game
-Nautilus	of cards.
	This is also where the
Shining-	Card Queen lives, so Dollet
Bomber	will play a vital role in
	the Card Queen quest.
	There is also another
-Artist's house	sidequest here involving
	relations between the Card
	Queen's artist father and
	her son, but if you want to
=	get better items you should
Lapin Beach	do it in disc three.
	You can also get to the
	Mountain Hideout by talking
	to the soldier guarding the
	way out, but you can't get
	all the way to the
	communication tower. I the
	only reason you'd go there
	is to fight Galbadian
	soldiers whenever you want.

The Centra region includes Winhill, and the areas most south-east. Centra is largely a cold and isolated place.

Winhill Bluffs is part of the UFO quest. You can find Vysages, Lefties and Righties there.

The Winhill village is a quaint remote little village with very limited services. The broken vase quest here is quite fun though, and can nab you a Phoenix Pinion.

In the heart of the Centra region is Centra Ruins, where people lived before the last Lunar Cry and now live in Esthar. When you first enter it (it looks like a tripod) you have to find and show Odin what ye got before the timer runs out. After defeating Odin you can then focus on getting GF Tonberry if you like, but I suggest that you get Diablos first.

Further south from Centra Ruins is Edea's House, but you can't enter it until disc three.

There's also the Deep Sea Research Centre, which is on the south-west corner of the map a bit north of the exact corner. You can defeat Bahamut and brave the depths of the Deep Sea Deposit if you like, but it's all optional. Of course if you succeed, you can get the two of most powerful GFs in the game.

=====
Trabia Area L413T

Trabia Garden and Shumi Village reside in this area, as well as numerous Chocobo Forests (actually, Trabia is where ChocoBoys train). Despite the cold enviroment, warm and friendly people live in these places.

You can get some useful magic and items in this region from the Gaylas, Mesmerizes, Blue Dragons (forests) and Snow Lions (Winter Island) who inhabit it.

Trabia Garden was ruined after the Galbadian Missiles hit it. Speaking of which you can find an issue of Timber Maniacs in the graveyard. There's also a Weapons Monthly magazine in the courtyard. You can win Selphie's card from her friend.

By doing the Shumi Village side quest you can get a Phoenix Pinion, Status Guard and Ultima magic. For more info, see S3F05.

=====
Esthar Area L413E

Esthar is to the south of Trabia and has more of a desert-like climate. However, this hasn't stopped it from becoming a powerful and technologically advanced society. For some time it was ruled by Sorceress Adel, who looked after her own selfish desires rather than looking out for the future of her country. After finally kidnapping Ellone, Laguna went searching for her, and while in Esthar lead a coupe to dispose of the inconsiderate leader. After becoming president, Laguna closed off ties with the rest of the world so Esthar could go on with its research without interruptions. A barrier surrounds most of the country, making it impossible to get in unless you get in via a control duct or have an airship with

	800786C8 FFFF	card in this section.
	300786CA 0001	
Have all items	5000C602 0001	
	80077EBC 6401	
Infinite Fuel	30077FFF 0064	
Save Anywhere	8006F372 0100	
Save Anywhere	80070B02 0100	Meant for the PAL version.
Save Anywhere	D01FA27A 0000	
	801FA27A 0100	
Infinite Gil	80076BA4 0FFF	Some of my FF8 dreams would
	80066BA6 5F5E	be fulfilled with this code
		alone...
Infinite HPs	800775B 2270F	In other games where the code
	8007778 2270F	is listed as "Infinite HP",
	8007795 2270F	but when you activate it it's
		not really "unlimited".
Play in a mod- chipped system	D009B2B0 FFF3	To my knowledge, it allows you
	8009B2E0 0046	to play the US version of
	D009B2B0 FFF3	Final Fantasy VIII on a
	8009B2E2 1000	Japanese console.
Debug Mode	JP: D006F308 000F	These codes should work with
	8006F1C8 0001	version 2.4 or higher. When
	D006F308 000F	you have entered them in load
	8006F1CA 0049	up your game (preferably just
	US: D00705E8 010F	outside a town), enter the
	800704A8 0001	town and press Select + L1 +
	D00705E8 010F	L2 + R1 + R2. Refer to a
	800704AA 0049	debug guide for more info.
100 of all items	5000C602 0001	It is meant for the NTSC
	80077EBC FF01	version.
255 AP after each battle	80078CE0 00FF	Sounds cool...
Walk through walls (press R1 to turn on and R2 to turn off)	D00831E8 0008	
	8009DE04 0010	
	D00831E8 0008	
	8009DE06 1000	
	D00831E8 0002	
	8009DE04 0027	
	D00831E8 0002	
	8009DE06 1440	

Enable Seifer and Edea

Enable Seifer	80077C2C 0001
Enable Edea	80077CC4 0001

Refer to the Seifer/Edea FAQ by Tom Brant. Seifer and Edea will

join you permanently with these codes. There are some places you can't take them or the game will glitch up.

You can have them in these places:

- The world map.
- Fighting Seifer in disc 2.
- B-Garden Training Centre.
- Tomb of the Unknown King.
- Deep Sea Research Centre.
- All hotels except the one in Deling City.
- Centra Ruins, but if you want to go up the lift bring them BOTH.
- All towns, but you can't make them climb anything.

 Individual Card Codes (if you have a GameShark older than 2.2)

Lv. 1 Card	Code	Lv. 2 Card	Code
Geezard	30078658 00FF	Grat	30078663 00FF
Funguar	30078659 00FF	Buel	30078664 00FF
Bite Bug	3007865A 00FF	Mesmerize	30078665 00FF
Red Bat	3007865B 00FF	Glacial Eye	30078666 00FF
Blobra	3007865C 00FF	Belhelmel	30078667 00FF
Gayla	3007865D 00FF	Thrustaervis	30078668 00FF
Gesper	3007865E 00FF	Anacondaaur	30078669 00FF
Fastitocalon-F	3007865F 00FF	Creeps	3007866A 00FF
Blood Soul	30078660 00FF	Grendel	3007866B 00FF
Caterchipillar	30078661 00FF	Jelleye	3007866C 00FF
Cockatrice	30078652 00FF	Grand Mantis	3007866D 00FF

Lv. 3 Card	Code	Lv. 4 Card	Code
Forbidden	30078679 00FF	Turtapod	30078679 00FF
Armaddodo	3007867A 00FF	Vysage	3007867A 00FF
Tri-Face	3007867B 00FF	T-Rexaur	3007867B 00FF
Fastitocalon	3007867C 00FF	Bomb	3007867C 00FF
Snow Lion	3007867D 00FF	Blitz	3007867D 00FF
Ochu	3007867E 00FF	Wendigo	3007867E 00FF
SAM08G	3007867F 00FF	Torama	3007867F 00FF
Death Claw	30078680 00FF	Imp	30078680 00FF
Cactuar	30078681 00FF	Blue Dragon	30078681 00FF
Tonberry	30078682 00FF	Adamantoise	30078682 00FF
Abyss Worm	30078683 00FF	Hexadragon	30078683 00FF

Lv. 5 Card	Code	Lv. 6 Card	Code
Iron Giant	30078684 00FF	Fujin, Raijin	3007869F 00FF
Behemoth	30078685 00FF	Elvoret	30078690 00FF
Chimera	30078686 00FF	X-ATM092	30078691 00FF
PuPu	30078687 00FF	Grinaldo	30078692 00FF
Elstoid	30078688 00FF	Gerogero	30078693 00FF
GIM47N	30078689 00FF	Iguion	30078694 00FF
Malboro	3007868A 00FF	Abadon	30078695 00FF
Ruby Dragon	3007868B 00FF	Trauma	30078696 00FF
Elnoyle	3007868C 00FF	Oilboyle	30078697 00FF
Tonberry King	3007868D 00FF	Shumi Tribe	30078698 00FF
Wedge, Biggs	3007868E 00FF	Krysta	30078699 00FF

Lv. 7 Card	Code	Lv. 8 Card	Code
Propogator	3007869A 00FF	Chubby Chocobo	300786A5 00F0
Jumbo Cactuar	3007869B 00FF	Angelo	300786A6 00F0
Tri-Point	3007869C 00FF	Gilgamesh	300786A7 00F0
Gargantua	3007869D 00FF	MiniMog	300786A8 00F0
Mobile Type 8	3007869E 00FF	Chicobo	300786A9 00F0
Sphinxaur	3007869F 00FF	Quezacotl	300786AA 00F0
Tiamat	300786A0 00FF	Shiva	300786AB 00F0
BGH251F2	300786A1 00FF	Ifrit	300786AC 00F0
Red Giant	300786A2 00FF	Siren	300786AD 00F0
Catoblepas	300786A3 00FF	Sacred	300786AE 00F0
Ultima Weapon	300786A4 00FF	Minotaur	300786AF 00F0

Lv. 9 Card	Code	Lv. 10 Card	Code
Carbuncle	300786B0 00F0	Ward	300786BB 00F0
Diablos	300786B1 00F0	Kiros	300786BC 00F0
Leviathan	300786B2 00F0	Laguna	300786BD 00F0
Odin	300786B3 00F0	Selphie	300786BE 00F0
Pandemona	300786B4 00F0	Quistis	300786BF 00F0
Cerberus	300786B5 00F0	Irvine	300786C0 00F0
Alexander	300786B6 00F0	Zell	300786C1 00F0
Phoenix	300786B7 00F0	Rinoa	300786C2 00F0
Bahamut	300786B8 00F0	Edea	300786C3 00F0
Doomtrain	300786B9 00F0	Seifer	300786C4 00F0
Eden	300786BA 00F0	Squall	300786C5 00F0

Codes for Squall (meant for NTSC version)

Cheat	Code 1	Code 2
Unlimited HP	8007780A 270F	8007780C 270F
Maximum Experience	8007780C E0FF	8007780E 05F5
Maximum Strength	30077812 00FF	
Maximum Vitality	30077813 00FF	
Maximum Magic	30077814 00FF	
Maximum Spirit	30077815 00FF	
Maximum Speed	30077816 00FF	
Maximum Luck	30077817 00FF	

Changing characters' levels (meant for NTSC version)

Characters	Lv.	Code	Code 2
Squall	100	8007780C 4A38	8007780E 0000
	20	8007780C FFFF	8007780E 0001
Quistis	100	800779D4 4A38	800779D6 0000
	20	800779D4 FFFF	800779D6 0001
Irvine	100	8007793C 4A38	8007793E 0000
	20	8007793C FFFF	8007793E 0001
Zell	100	800778A4 4A38	800778A6 0000
	20	800778A4 FFFF	800778A4 0001
Rinoa	100	80077A6C 4A38	80077A6E 0000

```

      | 20 | 80077A6C FFFF | 80077A6E 0001
Selphie | 100 | 80077B04 4A38 | 80077B06 0000
      | 20 | 80077B04 FFFF | 80077B06 0001
- - - - -' - - - - -

```

GF codes (mean for NTSC version)

You can find these in the GFs section. Just go to the Find menu, type in "GF" and the first three letters of the GF you want to find.

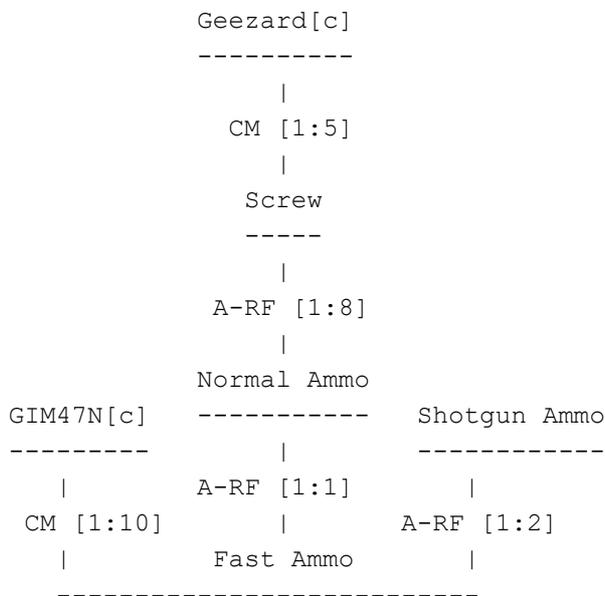
```

====/\=====/\=====
) (           Refining Tree [ff8/V14]           ) (
====\/=====\/=====

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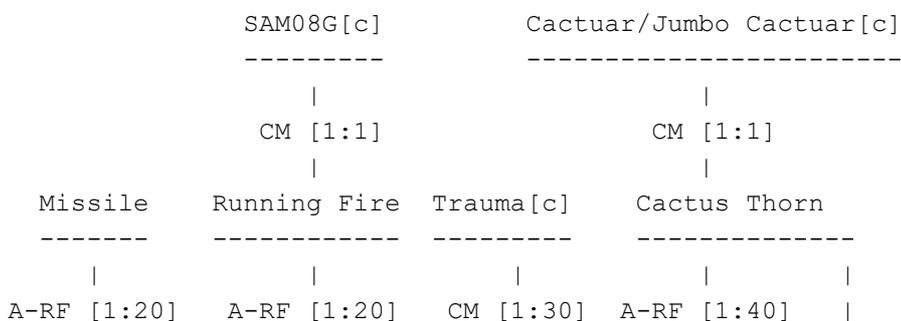
For more info about refining see V08, GF Abilities. Items that aren't part of a refining tree are Shotgun Ammo.

Chart 1: Refining for the Gun Enthusiast



Beautiful and simple. Fast Ammo is got from the GIM47 card using Quezacotl's Card Mod; Shotgun ammo and Normal Ammo also get changed into Fast Ammo, only using Ifrit's Ammo-RF (and both these items are very easy to get), so it's easy to prepare for Irvine before he even joins your party.

Chart 2: Irvine's Choice



! Note...

Like the low class elementals the mid and high Cures, Fires, Thunders and Blizzards can be refined using Magic Stones and Wizard Stones respectively using their familiar ref abilities, and I'd need much more space to show you that directly. For the record...

Magic Stones are got from: Grat/Buel/Jelleye[c] [1:1] (CM)
Wizard Stones are got from Vysage/Imp[c] [1:1] (CM),
Magic Scroll/Item Scroll/GF Scroll/Gambler Spirit [1:10] (T-RF)
NOTE: Gambler's Spirit can be got via CM (Shumi Tribe[c][5:1])
Magic Stones also refine into: Berserk (STM-RF), Dispel (SM-RF),
Haste (TiM-RF) ALL of which have a ratio of 1:5.
Wizard Stones can also refine into: Bio (STM-RF), Dispel (SM-RF), Stop (TiM-RF) all of which have a ratio of 1:5 except Dispel which has 1:20.

* also derived from [other than the obvious]...

Firaga (FM-RF only): Red Fang FM-RF [1:20], Bomb Spirit [1:100]
Pheonix Pinion [1:100]

Blizzaga (IM-RF only): North Wind [1:20]

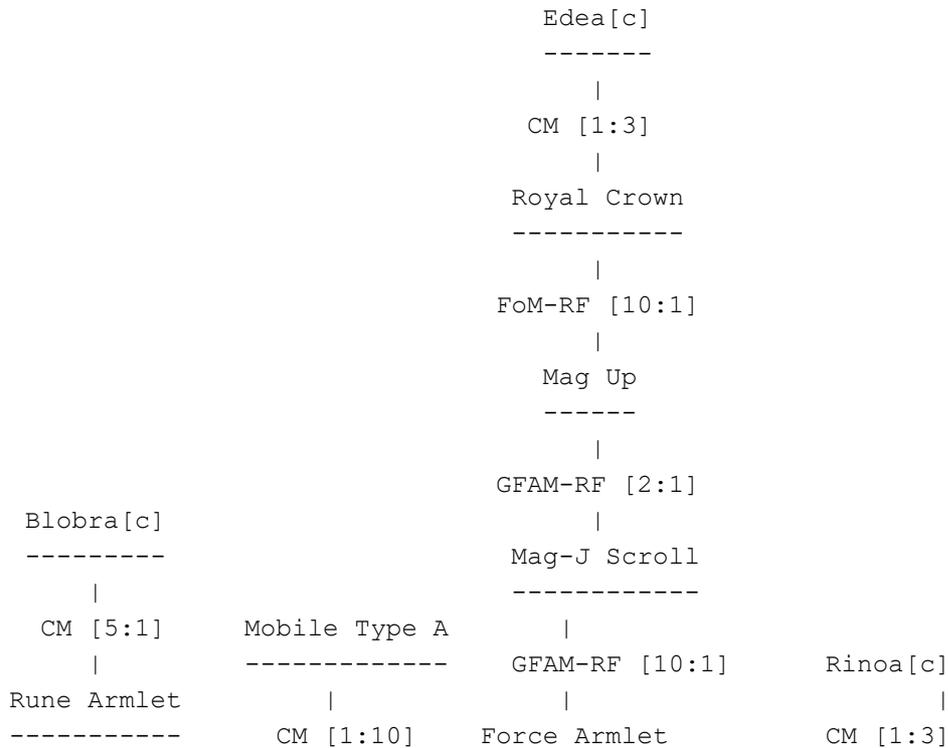
Curaga (LM-RF only): Cottage [1:20], Healing Water [1:10],
Healing Mail [1:20], Healing Ring [1:100]

Thundaga (ThM-RF only): Dynamo Stone [1:20]

Chart 8: Miscellaneous

Red Bat[c] (CM [1:1]) = Vampire Fang
Gayla[c] (CM [1:1]) = Mystery Fluid (STM-RF [1:10]) = Meltdown

Chart 9: Sorceress' Lineage



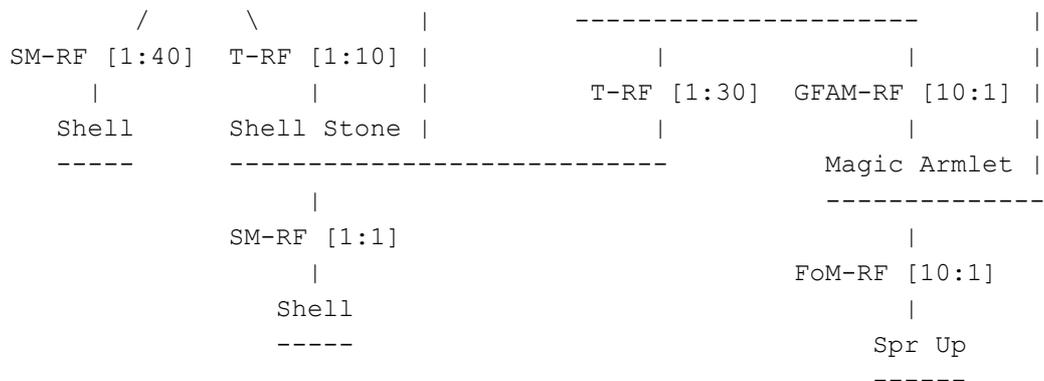


Chart 10: All roads to More Demi

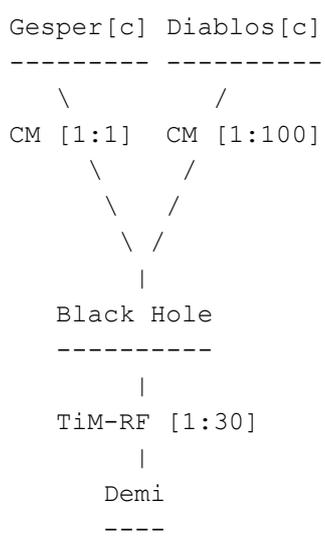


Chart 11: Water World

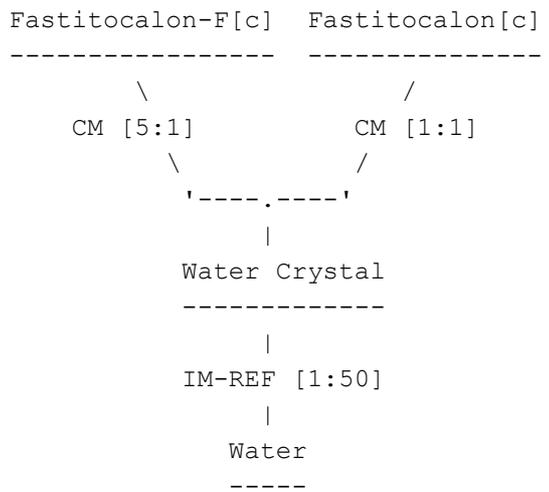


Chart 12: The Potion Progression

```

====/\=====\/====
) (           Item Price Index [ff8/V15]           ) (
====\/=====\/====

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Note 1: None of the following listings included items got via Haggle or sold. To get the haggle price, halve the normal price, half again and subtract the result [it's a quarter].

Note 2: Normal shops are the item shops in Balamb, Timber, Dollet, Winhill and man at the Garden.

Note 3: * denotes that you need familiar to buy it at that shop.

Note 4: This chart doesn't include items got via monster drops or card refining.

Shop Prices

Item	Gil	Shop/Method
----	---	-----
Potion	100	Normal shops, Johnny's
Potion+	300	Refine 3x Potion [MLU]
Hi-Potion	500	Normal shops, Johnny's, Cloud's
	900	Refine 3x Potion+ [MLU]
Hi-Potion+	2,700	Refine3x Hi-Potion [MLU]
X-Potion	5,000	Johnny's*
	8,100	Refine 3x Hi-Potion+ [MLU]
Mega Potion	10,000	Johnny's*
	24,300	Refine 3x X-Potion [MLU]
	200,000	Refine 4x Elixir [FoM-RF]
Phoenix Down	500	Normal shops, Johnny's, Cloud's
Mega Phoenix	10,000	Johnny's*
	25,000	Refine 50x Phoenix Down [MLU]
Phoenix Pinion	30,000	Refine 3x Mega Phoenix [T-RF]
Elixir	50,000	Johnny's*
Megalixir	500,000	Refine 10x Elixir [MLU]
Antidote	100	Normal shops, Johnny's
Eye Drops	100	Normal shops, Cloud's, Johnny's
Soft	100	Normal shops, Cloud's
Echo Screen	100	Normal shops, Johnny's, Johnny's

Holy Water	100	Normal shops, Johnny's

Remedy	1,000	Normal shops, Cloud's, Johnny's

	5,000	Refine 1x Elixir [MLU]

Remedy+	10,000	Refine 10x Remedy [MLU]

Tent	1,000	Normal shops, Johnny's

Cottage	1,800	Johnny's

Magic Scroll	1,000	Timber Pet Shop

GF Scroll	1,000	Timber Pet Shop

Item Scroll	1,000	Timber Pet Shop

Draw Scroll	1,000	Timber Pet Shop

HP-J Scroll	10,000	Timber Pet Shop*, Rinnin's

	4,000,00	Refine 2x HP Up [GFAM-FR]

Str-J Scroll	10,000	Timber Pet Shop*, Rinnin's

	4,000,00	Refine 2x Str Up [GFAM-FR]

Vit-J Scroll	10,000	Timber Pet Shop*, Rinnin's

	4,000,00	Refine 2x Vit Up [GFAM-FR]

Mag-J Scroll	10,000	Timber Pet Shop*, Rinnin's

	4,000,00	Refine 2x Mag Up [GFAM-FR]

Spr-J Scroll	10,000	Timber Pet Shop*, Rinnin's

	4,000,00	Refine 2x Spr Up [GFAM-FR]

Giant's Ring	20,000	Rinnin's*

	100,000	Refine HP-J Scroll [GFAM-RF]

Power Wrist	20,000	Rinnin's*

	100,000	Refine 10x Str-J Scroll [GFAM-RF]

Force Armlet	20,000	Rinnin's*

	100,000	Refine 10x Mag-J Scroll

Hypno Crown	20,000	Rinnin's*

	100,000	Refine 10x Spr-J Scroll [GFAM-RF]

Orihalcon	100,000	Refine 10x Vit-J Scroll

Gaea Ring	200,000	Refine 10x Giant's Ring [GFAM-RF]

Royal Crown	200,000	Refine 10x Hypno Crown [GFAM-RF]
Hyper Wrist	200,000	Refine 10x Power Wrist [GFAM-RF]
Magic Armlet	200,000	Refine 10x Force Armlet [GFAM-RF]
Elem Atk	200,000	Refine 4x Elixir [FoM-RF]
Elem Guard	200,000	Refine 4x Elixir [FoM-RF]
Status Atk	200,000	Refine 4x Elixir [FoM-RF]
Status Guard	200,000	Refine 4x Elixir [FoM-RF]
Amnesia Greens	1,000	Timber Pet Shop, Rinnin's
HP Up	2,000,000	Refine 10x Gaea Ring [FoM-RF]
Str Up	2,000,000	Refine 10 Hyper Wrist [FoM-RF]
Mag Up	2,000,000	Refine 10x Royal Crown [FoM-RF]
Wizard Stone	500	Refine 1x Magic, GF, Draw and Item Scrolls
Fuel	3,000	Normal shops, Cloud's
	5,000	Refine 10x Fire Ammo
Weapons Mon Mar	1,000	Karen's
Weapons Mon Apr	1,000	Karen's
Weapons Mon May	1,000	Karen's
Weapons Mon Jun	1,000	Karen's
Weapons Mon Jul	1,000	Karen's
Weapons Mon Aug	1,000	Karen's
Weapons Mon 1st	50,000	Karen's*
Combat King 001	1,000	Karen's
Combat King 002	1,000	Karen's
Combat King 003	1,000	Karen's
Combat King 004	1,000	Karen's*
Combat King 005	30,000	Karen's*
Pet Pals Vol. 1	1,000	Karen's
Pet Pals Vol. 2	1,000	Karen's
Pet Pals Vol. 3	1,000	Timber Pet Shop
Pet Pals Vol. 4	1,000	Timber Pet Shop

Pet Pals Vol. 5	1,000	Rinnin's
Pet Pals Vol. 6	1,000	Rinnin's
Normal Ammo	20	Normal shops, Cloud's
Shotgun Ammo	40	Normal shops, Cloud's
Dark Ammo	300	Cloud's
Fire Ammo	500	Cloud's
Demolition Ammo	800	Cloud's*
Fast Ammo	20	Refine 1x Normal/Shotgun Ammo [A-RF]
	100	Cloud's*
Occult Fan I	35,000	Karen's
Occult Fan II	35,000	Karen's
G-Potion	200	Normal shops, Timber Pet Shop, Cloud's, Rinnin's, Johnny's
G Hi-Potion	600	Normal shops, Timber Pet Shop, Cloud's, Rinnin's
G-Returner	500	Normal shops, Timber Pet Shop, Cloud's, Rinnin's
Pet House	1,000	Timber Pet Shop, Rinnin's
Protect spell	333	Refine Giant's Ring [SM-RF]
Gysahl Greens	600	Buy from ChocoBoys in Chocobo Forests
Venom Fang	1,000	Refine 10x Antidote [RM-RF]
Poison Powder	300	Refine 3x Antidote [RM-RF]
Whisper	1,800	Refine 1x Cottage [T-RF]
Healing Ring	30,000	Refine 30x Cottage [T-RF]
Diamond Armour	50,000	Refine 50, Cottage [T-RF]
Ochu Tentacle	300	Refine 3x Eye Drops [SM-RF]
Bomb Fragment	10,000	Refine 20x Fire Ammo [A-RF]
Red Fang	20,000	Refine 40x Fire Ammo [A-RF]

Junk Shop Prices for Remodelling

Upgrade	Price	Materials
-----	-----	-----

to somewhere far away", right after I battled her at Esthar.
Do you have any idea where she went? so I could finish the
quest, and the game! PLEASE!

Should I start the quest on Disc 3 or on Disc 4??

On Disc 4, it says on the magazine, a walkthrough that I have,
that the Queen will move on the southwest peninsula in Esthar.
Do you know exactly where she is on Disc 4?

In Ultimecia's castle, do I have to battle Omega Weapon? What
would you suggest?

Where exactly can I get 5 elixirs?

How can I battle the CC King in the Ragnarok?

In Winhill, where are the pieces of the missing vase? Do I get an
award after finding the pieces for the owner?

Who is the Queen's son? Is he the one who puts a white bone on
the old man's paintings? or is he the card master on the 2nd
floor Dollet Pub?

I have an imported PocketStation, what items can I obtain in the
mini game? I mean are they items that are very useful in the
game?

Do you know where exactly the Queen goes from one place to
another?

Can you name all the places where the Queen stays in a certain
area?

I can't get to Johnny's shop with Call Shop or in Esthar!

How do the GF earn APs?

Why is the Card Queen in winhill when she said she's in Centra?
Is Winhill in Centra?

I kinda lost my [insert any monster or boss card with the
exception of PuPu]. Do you know where I can get those?

You said the queen is "virtually unbeatable" how come? The Queen
is easy to defeat. The random rule is the only thing that
stinks.

Where is Adamantoise?

GETTING FINAL FANTASY VIII

Final Fantasy VIII is getting pretty old, how can I get it?

If I get a Final Fantasy VIII import will it work on my
PlayStation?

MISCELLANEOUS QUESTIONS

What is Chocobo Racing?

Do you know anything about Final Fantasy XII?

Tell me about the PS3.

What about Nintendo's Revolution?

Can you give Square representatives any suggestions for their
next game or maybe even a completely new one?

Where have you played Final Fantasy VIII?

Are there any good pictures of the characters, etc.?

Guide Questions

Q: How often do you update?

A: With the guide creeping up past version 8.00 I'm afraid I will
be updating the guide even less frequently -- probably not at
all. I am still taking e-mails on the subject, however, and

FF8 remains my favourite game.

Q: Why won't you answer my e-mail?

A: (1) The question you ask has already been answered in the guide, (2) you paid no attention to the "Feedback" section, and (3) I generally take a week to answer e-mails. If you don't get a reply within that time, check the latest version updates to get an idea of what you're missing out on or "Version History."

Q: What other guides have you written?

A: This is my first. I haven't released any others as yet, but I'm co-authoring a guide for FF7.

Q: Can this guide be used for all versions of the game?

A: There are only small differences between the versions which I will try to point out. Other than that, I don't see why not!

Q: Should I try my hand at guide writing?

A: Guide writing should not be taken up lightly! It's a long tedious process that will take 6 months-- AT LEAST. But hey, if you get it on GameFAQs and they like it you'll even have other sites asking to put it in their FAQ lists! Okay, Here are some guidelines: -

- Only write a guide for a game you've really got into and know a lot about.
- Offer something that nobody has before. I just hate those clone guides who only have negative comments to say about the game and are only writing a guide for the heck of it. Those losers should get a life. If all guide writers had something unique to offer a lot of people wouldn't have to settle for second best.
- Another thing I hate about a lot of guide writers is they have really bad spelling and grammar! Haven't they ever heard of spell check or a dictionary?? I mean, I could write a guide in German and still get the spelling right.
- Names are important. As most people may or may not be likely to know about sites like Game FAQs and IGN, so they're going to look up "Final Fantasy VIII Guide" or "walkthrough", not "Final Fantasy VIII FAQ". When I looked it up on Google I only found ONE guide from Game FAQs! Maybe you could call it a Walkthrough FAQ Guide or what ever to get the most hits. Also, if you create your own web site or web page you can tell search engines about it so people will find it when they look it up using their directories.
- Format is important when you're thinking of submitting a guide a gaming website. Most sites, like Game FAQs will only accept your guide if it is in Word Pad format and bound using RETURN/ENTER keys. Each line has to be 72 characters or less (you can appeal to have lines over 72 characters long if you have a good enough reason). Otherwise, if you have any line which is too long, the site will tell you which line it is. Luckily for you, Word Pad has a function which allows you to type in a line number and go directly to it! Go to the Edit menu and click on Go To... or press Ctr+G.
- Before I have a final copy to upload to the internet I've found that it's easier to keep my draft copy in separate folders (preferably on my iPod, as I only ever go on the

internet rarely and at short notice-- so I'm always carrying the latest version wherever I go!). Not only is it safer, it's easier to access certain chapters rather than scrolling down and backing up all the time.

-- Last, but not least, it's probably not such a good idea that you write your own FF8 guide. My guide and Scott Ong's guides together basically tell you all you'll ever want to know about Final Fantasy VIII. Plus, writing a guide for this game takes so bloody long! You may not finish it, even (as quite a few people have actually affirmed by writing to tell me they tried and failed to write a guide for FF8).

-- This is a trick I learned a bit too late, but GameFAQs doesn't tend to mind about the content of a FAQ if it's for a game that's been released recently [like Dragon Quest 8 in 2008], as long as you've included a table of contents and the thing looks like it has promise.

Q: I can't understand [this thing in your guide].

A: If you find anything lacking or confusing, please do tell me. Even after two years of working on it I had people e-mailing me over just this sort of thing.

Q: There are so many side quests in FF8. I don't want to go through your Secrets and Side Quests because I'm afraid I might not be able to do every one.

A: If you're in disc three, don't worry, it's the best time for side quests. In various parts of my walkthrough, I have "sidequest reminders", which give you a list of side quests you can do at that point in the game.

Q: I read the spiel about The Dream Saga and thought it looked interesting, but I can't get it anywhere!

A: Yes, publishing a book is a difficult business, especially when your publisher is a con-artist. You can't order books from the Sid Harta website. You could try Amazon. If you met me in the street I'd defiantly be able to get you a copy because we have caravans full of boxes of 'em, over 1,000 copies in all. In any case my dad's writing a new book. It's called Rebel Dawn...

Game Questions

Q: Help! I'm, stuck, what do I do?

A: (1) Consult the guide. (2) Talk to people. They give you hints on what you're supposed to be doing and how to play the game. Or maybe even talk to REAL people. (3) Look around. Be adventurous! If you're stuck in an indoor scenario examine anything that could be a door or switch.

Q: I HATE random battles! How can I avoid them?

A: You can always use a game enhancer, but if you don't have one of those for PlayStation (like me) you can avoid them by walking on roads on the world map, driving a car, and riding on a train or chocobo (the big yellow birds). If, however you're going somewhere or doing something where these forms of escape cannot be used, you need the GF Diablos who has an ability called Enc None where you don't encounter random battles.

Q: Do you get anything if you get all the Triple Triad cards?

A: If you have managed to get all the cards at some point there will be a yellow star next to the "Cards" entry in the main menu. So even if you had to lose your Edea card in the process of obtaining Laguna, you'll still get the yellow star if all card entries are filled.

From Ninjatsu: "You get the yellow star next to Card in your Menu. That's the only thing you get. I recently just got the max amount of every card, 100 cards for each monster from Lvl - 7 except PuPu, but it doesn't do anything (WHAT A WASTE OF 25 HOURS >.<)."

Q: What are the highest stats in this game?

A: The most HPs you can have is 9999. As for the other stats, I don't know.

From Ninjatsu: "HP:9999, All Elem: 100% absorb(200% altogether, 190% for each together using Ultima, Full-Life, Life, Shell), All Status: 100%, Str, Vit, Spr, Mag, Spd, Hit, Luck: 255 (Note: Evasion cannot go very high even with Ultima junctioned, which does about 48% but I've seen it get to ~80% with 100 Ultimas junctioned)."

Q: Is it possible to get the Guardian Force Griever?

A: Bad news; No. Good news; If you use the item Dark Matter on Quistis she will learn Griever's trademark attack, Shockwave Pulsar. Find out how to get Dark Matter in the items list.

Q: Can you get Cloud from Final Fantasy VII?

A: No, no, and no. If you could I think there would be a GameShark code to get him. This is mentioned in Scott Ong's Final Fantasy VIII FAQ, and he lists some rumoured solutions for getting Cloud:

"1) Have 15 Gameover at Island closest to Hell and Island closest to Heaven. You are allowed to access through the same memory file.

"Well, I have actually try this but it never works! Really, I just load the file and get into a random battle and just let my characters die!

"2) Steal a "?????" from the Galbadian Soldiers after the battle against BGH251F2 in the Missile Base. Use the item and Cloud will be summoned, doing a cool Omnislash at all enemies just like Odin or Gilgamesh.

"This rumour I have not yet tried it but most of the chances that it will not worked. As all items can be unlocked by using the Item Modifier Code, I doubt this would not worked either. BTW, as I normally picked 10 minutes for the time limit, I don't really have that much chance in stealing from those soldiers. I will be rather happy if someone test this out for me."

I have tried stealing from BGH251F2 during the Missile Base episode, so what did I come up with? NOTHING! That's right, when you try to mug BGH251F2 it just says "has nothing".

Q: Does Mighty Guard cast Aura on your characters?

A: Well it does for me. I get Aura about 99% of the time that I cast Mighty Guard, but I have heard other people have a lot more trouble achieving this. I don't know what controls the appearance of Aura. Perhaps it's something to do with the Luck stat, or maybe it depends on how much you have Quistis in your party.

Q: Do I need invincibility items such as Hero to defeat Omega Weapon?

A: Hero-Trial, Hero, Holy War-Trial, and Holy War are all items that can make your characters oblivious to everything coming their way, except, of course, if they use an attack like Darkside or Kamikaze. There are three ways you can defeat Omega Weapon: (1) Refine your Gilgamesh card into 10 Holy Wars to use during battle and have your characters use Darkside until they get into critical mode, where you will then use their limit breaks, (2) Focus on getting the "ultimate" team, and attempt to win against Omega Weapon without any invincibility items. Megalixirs and Invincible Moon are recommended, (3) Get Selphie out and sincerely hope she gets The End before Omega Weapon dishes out a serious walloping.

Q: How long does it take to finish the game?

A: Depends on how you play it, which I will divide into three categories: Normal, Perfectionist, and Speedy. I can't tell you how long you will take to finish, but hopefully this will give a rough estimate:

--CHAPTER-----	NORM.	PERF.	SPEEDY---
Balamb I	1 hr	10 hrs	30 mins
Dollet	2~3 hrs	3 hrs	1~2 hrs
Balamb II	2 hrs	5~10 hrs	1 hr
Dream World I	20 mins	20 mins	10 mins
Timber	3 hrs	20 hrs	2 hrs
Dream World II	30 mins	1 hr	1 hr
Galbadia Garden	30 mins	1 hr	20 mins
Deling City	5 hrs	4 hrs	1 hr
Dream World III	30 mins	30 mins	30 mins
D-District Prison	2~3 hrs	10+ hrs	1 hr
Missile Base	2 hrs	2 hrs	1 hr
Balamb III	3 hrs	4 hrs	2 hrs
FH	1 hr	5hrs	1 hr
Balamb IV	1 hr	1 hr	1 hr
Trabia Garden	30 mins	1 hr	20 mins
Centra	3~4 hrs	15 hrs	3 hrs
Edea's House	10 mins	20 mins	5 mins
Dream World IV	50 mins	50 mins	30 mins
White SeeD Ship	30 mins	1~2 hrs	30 mins
Great Salt Lake	1 hr	1.5 hrs	30 mins
Dream World V	30 mins	30 mins	20 mins
Esthar	1 hr	4 hrs	30 mins
Lunar Base	30 mins	2~? hrs	30 mins
Ragnarok	2 hrs	2 hrs	1 hr
Lunatic Pandora	2 hrs	2 hrs	1 hr
Ultimecia Castle	10 hrs	10+ hrs	1~10 hrs
Total-----	45+ hrs	110 hrs	28 hrs

Q: Should I level up early in the game?

A: Some GFs have abilities where, if you level up you will get a bonus stat increase. To take full advantage of these abilities

you can be meticulous and equip the abilities just before a character is about to level up. Get the abilities from the APs given by bosses. See the "Character Info" section for stats acquired with each level.

--GF-----ABILITY-----ABILITY REQUIREMENTS--

Ifrit	Str Bonus	Str+20%, Str+40%
Siren	Mag Bonus	Mag+20%, Mag+40%
Brothers	HP Bonus	HP+20%, HP+40%, HP+80%
Carbuncle	Vit Bonus	Vit+20%, Vit+40%
Leviathan	Spr Bonus	Spr+20%, Spr+40%
Cactuar	All Bonuses!!	All already learned!!!

=====

Q: Where are the best places in the game to level up?

A: In disc 1 and 2 the Training Centre of Balamb Garden (if you encounter T-Rexaurs). In disc 3 and 4, the Islands Closest to Heaven and Hell.

Q: Where are the best places to learn abilities?

A: Any desert with Cactuars in it like Kashkabald Desert or Cactuar Island (both east of Centra).

Q: What's Final Fantasy VIII most like?

A: In my opinion, it's like a mix of Final Fantasy VI and Chrono Trigger.

Q: What is debug mode?

A: When an RPG is being made programmers use it so they can look at anything in the game at any time. You can enter debug mode with a Game Shark. Final Fantasy VII was the first game to have debug rooms.

Q: What is the best party combination?

A: I say any party can be good if there's one person to administer healing and supportive magic. The best candidates for this are Quistis and Selphie. Here is my party combinations list. Sometimes you'll need a Game Shark in order to have a particular person in your party (especially Seifer or Edea).

- | | |
|----------------------------|------------------------------|
| - Squall, Seifer, Edea | - Squall, Seifer, Rinoa |
| - Squall, Seifer, Quistis | - Squall, Seifer, Selphie |
| - Squall, Seifer, Zell | - Squall, Seifer, Irvine |
| - Squall, Edea, Rinoa | - Squall, Edea, Quistis |
| - Squall, Edea, Selphie | - Squall, Edea, Zell |
| - Squall, Edea, Irvine | - Squall, Rinoa, Quistis * |
| - Squall, Rinoa, Selphie * | - Squall, Rinoa, Zell * |
| - Squall, Rinoa, Irvine | - Squall, Quistis, Selphie * |
| - Squall, Quistis, Zell * | - Squall, Quistis, Irvine * |
| - Squall, Selphie, Zell * | - Squall, Selphie, Irvine * |
| - Squall, Zell, Irvine * | - Seifer, Edea, Rinoa |
| - Seifer, Edea, Quistis | - Seifer, Edea, Selphie |
| - Seifer, Edea, Zell | - Seifer, Edea, Irvine |
| - Seifer, Rinoa, Quistis | - Seifer, Rinoa, Selphie |
| - Seifer, Rinoa, Zell | - Seifer, Rinoa, Irvine |
| - Seifer, Quistis, Selphie | - Seifer, Quistis, Zell |
| - Seifer, Quistis, Irvine | - Seifer, Selphie, Zell |
| - Seifer, Selphie, Irvine | - Seifer, Zell, Irvine |
| - Edea, Rinoa, Quistis | - Edea, Rinoa, Selphie |
| - Edea, Rinoa, Zell | - Edea, Rinoa, Irvine |

- Edea, Quistis, Selphie - Edea, Quistis, Zell
- Edea, Quistis, Irvine - Edea, Selphie, Zell
- Edea, Selphie, Irvine - Edea, Zell, Irvine
- Rinoa, Quistis, Selphie - Rinoa, Quistis, Zell
- Rinoa, Quistis, Irvine - Rinoa, Selphie, Zell
- Rinoa, Selphie, Irvine - Rinoa, Zell, Irvine
- Quistis, Selphie, Zell - Quistis, Selphie, Irvine
- Quistis, Zell, Irvine - Selphie, Zell, Irvine

* This combination is commonly chosen.

For most of the time, just fighting ordinary monsters and using a Squall-compulsary team I would choose Squall (I'd choose him anyway), Quistis and Irvine. Why Irvine? As long as you keep his ammo stocked up he's good for busting monsters' arses. For bosses, I'd replace Quistis with Selphie, and if Irvine doesn't have enough ammo, Zell or Rinoa. Rinoa is versatile, so she can replace Irvine at any time. So, I'll summarise that for you; only use Irvine if he has sufficient ammo, otherwise use Zell or Rinoa; Quistis and Zell are for monsters; Selphie and Irvine are for bosses.

Q: How do you get money quickly?

A: On the eastern continent you'll notice there are a lot of Mesmerizes. So many that you soon find yourself overloading on Mesmerize Blades if you're fighting in the area. Well, here's how to use them. 1 Mesmerize Blade can be refined into 2 Mega Potions with Supt Mag-RF (you'll need Leviathan, which you should have by now if you drew it from NORG). And the Mega Potions sell like hot cakes for 7500 gil a pop. If you have Tonberry you can sell them on the go -- and for a higher price.

Q: Can I save on a PS2 memory card?

A: You can play Final Fantasy VIII on a PS2, but you'll need a PSX formatted memory card. They're cheap and can be bought from any gaming store. I got mine from a couple of garage sales for \$5 each, Alex got his from Cash Traders for \$10 each.

Q: Can I delete save files?

A: Choose the save file from the system browser and choose delete. You can also copy files. How to discern each file from another? Each file has a picture on it which coincides with the block number.

- | | | | | |
|-----------|------------|-----------|------------|------------|
| 1: Squall | 4: Quistis | 7: Seifer | 10: Kiros | 13: Fujin |
| 2: Zell | 5: Rinoa | 8: Edea | 11: Ward | 14: Cid |
| 3: Irvine | 6: Selphie | 9: Laguna | 12: Raijin | 15: Angelo |

For instance, If you save on block 6, the picture will be Selphie. Or you can just save over the file.

Q: I can't find the Garden/Ragnarok/my car. I've lost it. What...

A: Now don't panic. All vehicles including ships are denoted by a flashing red dot on the world map. At times I've investigated these dots to discover abandoned cars in Timber or Galbadia ("never take the rental cars back into the towns," says Alex, "because then you'll only have to pay for fuel.")

Q: I've got the 100 Curse Spikes. Why can't Siren change them into Dark Matter?

A: Siren has to be at level 100 to do this, and she has to have

learnt Tool-RF. If you want her to level up, summon her into battles so she'll gain more EXP.

Q: When I started the Queen of Cards Quest, I progressed for a little while, but then I became stuck when she said "I'll go to somewhere far away", right after I battled her at Esthar. Do you have any idea where she went? so I could finish the quest, and the game! PLEASE!

A: you were at Lunar Base, right? I've never played against her there, but I have read that having her there is a risky business (in more ways than one). She's said "I'll go to somewhere far away", because she's heading back to terra firma. Where on terra firma? It's random. You'll have to look for her in Balamb, Dollet, Galbadia, FH, Trabia, Centra, and Esthar, then you can continue the card quest. For those who don't know, terra firma isn't any place in particular; it's just another way of saying "dry land."

Q: Should I start the Card Queen quest on Disc 3 or on Disc 4?

A: Well, I guess you could say it depends. When I'm playing I just do whatever bits of the quest I can do in that disc, but I recommend that YOU start BEFORE disc 4. The Card Queen in disc 4 can give you any card (any except PuPu), but not only is she hard to find, she changes the rules she uses randomly and is very hard to defeat.

Anyway, I've read about a rumour where you can get all the cards that the Card Queen owns from the CC Group's Diamond Duo. I tested this rumour and to my delight the Duo had the Laguna card -- a card which I hadn't been able to get into my collection until then. Just bear in mind that if you already have a rare card and want to get another of that type you won't be able to -- you can only carry ONE of the rare cards each; therefore it is impossible to obtain a second (even from battles).

Q: On Disc 4, it says on the magazine and a walkthrough that I have, that the Queen will move on the southwest peninsula in Esthar. Do you know exactly where she is on Disc 4?

A: Ah, yes, it took me a long time to find too. Still does. Anyway, you know how Lunatic Pandora is at Tears' Point? There's a really long peninsular near there. There's rise in the ground not far before the tip of the peninsular. When you'll find her the screen will change and you will see the Card Queen beside a wrecked escape pod. You can also go there in disc three after the lunar cry and get the Alexander card from Piet.

Q: In Ultimecia's castle, do I have to battle Omega Weapon? What would you suggest?

A: Omega Weapon isn't worth it for all you put into preparing for the battle. All you get is a stupid Three Stars and victory certificate in the Information menu (tutorial). Honestly, when I was fighting Omega I had to refine Squall's card to get 3 Three Stars! What I did, was I saved on a new file and prepared my party just the way it needed to be prepared (without worrying about refining rare cards), and treated it as a token win. The three major things that helped me defeat Omega were speed, limit breaks, and Holy Wars. They're very, very important.

Q: Where exactly can I get 5 elixirs?

A: Check the items section, or the section about PuPu.

Q: How can I battle the CC King in the Ragnarok?

A: I don't know. I defeated all of the CC Group in disc 3, then in disc 4 I couldn't find the CC King despite the fact she wasn't even in my active party!

Q: In Winhill, where are the pieces of the missing vase? Do I get an award after finding the pieces for the owner?

A: You only get a Holy Stone (bastard! That stupid cheap bastard rich guy!). To find out where all the vase pieces are go to the section "Winhill Revisited".

Q: Who is the Queen's son? Is he the one who puts a white bone on the old man's paintings? or is he the card master on the 2nd floor Dollet Pub?

A: The Card Master and the Card Queen don't have anything to do with each other. If you talk to her at the Dollet pub, she might talk about her family.

Q: I have an imported PocketStation, what items can I obtain in the mini game? I mean are they items that are very useful in the game?

A: You get virtually every item in the game. Even Chocobo World exclusive items like Friendship, Ribbon, Chocobo's Tag and Mog's Amulet. The great thing about it is with the PocketStation there's a glitch where you can duplicate items (I don't know much about it though, as the Chocobo world really is a dark spot for me at the moment).

Q: Do you know where exactly the Queen goes from one place to another?

A: Check the section on the Card Queen in Secrets and Side Quests.

Q: I can't get to Johnny's shop with Call Shop or in Esthar!

A: I'm not sure but I think you can only visit Johnny's shop while chasing after the Lunatic Pandora as Zell (there's also something else you can only do in that scenario). Your hope isn't lost after that, though. You see you'll always be able to visit the shop at LEAST ONCE in the game to be able to have Tonberry call it. After you visit it in the "flesh" that one time, you'll only be able to ask for their goods via Call Shop. So if you can't get to Johnny's via Call Shop it's probably because you haven't actually went to the shop when it was open. If you haven't gone there yet, don't give up trying to get in. It's called "Esthar Shop!!!" in the Call Shop menu by the way.

Q: How do the GF earn APs?

A: If a GF is junctioned to a character and the character helps win a battle, the GF will earn some APs.

Q: Why is the Card Queen in Winhill when she said she's in Centra? Is Winhill in Centra?

A: It is weird that in the TT world Galbadia is classified as part of Centra. You've gotta remember, although it's the "small Galbadian village", Ellone and Squall were sent to an orphanage in CENTRA, which perhaps signifies that like Timber, the area of Winhill was not Galbadian. In recent years, large areas of Dollet have also been taken, so it's possible that some people

still consider Winhill to be part of Centra. It reminds me of when the USA bought Alaska from Russian for a million dollars.

Q: I kinda lost my [insert any monster or boss card with the exception of PuPu]. Do you know where I can get those?

A: Once you get a card, it will always be listed in the Cards menu (if you lose your stock of that card, the lettering will become yellow). Unless you already know, in the Cards menu, you can see your stock of any particular card, as well as its stats and where it can be found. Notice how it says [area], [monster]; if it's a monster (or monsters), it means that particular card can be obtained by using the Card command on those monsters when they're weak. With boss cards, they're harder to get.

Q: Where is Adamantoise?

A: You can find it easily by walking on any beach of Dollet, either to the west of the city and the island to the north. Sometimes the encounter is rarer than others.

Getting Final Fantasy VIII

Q: Final Fantasy VIII is getting pretty old, how can I get it?

A: On the internet, or other places if you look hard enough. Despite being older than Final Fantasy IX, VIII is easier to find.

Q: If I get a Final Fantasy VIII import will it work on my PlayStation?

A: Only if the console and game are compatible with each other. For instance, a Japanese game wouldn't play unless it's on a Japanese console. Here is a chart of all the versions and the regions you're likely to find them in:

```
--VERSION====-REGIONS-----  
PAL          | Europe, Australia, New Zealand  
NTSC-UC     | USA, Canada  
NTSC-J      | Japan  
N/A         | International
```

Miscellaneous Questions

Q: What is Chocobo Racing?

A: A game released around the same time as Final Fantasy VIII. Although I've never played it myself, I've read that it's similar to Crash Team Racing and has some things taken from Final Fantasy VIII like ...

```
--RACERS-----MAGIC-----TRACKS-----  
Chubby Chocobo | Haste      | F.F.VIII Circuit  
Behemoth       | Fire       | (it's a track  
Bahamut        | Fira       | that runs through  
Squall         | Firaga    | Balamb Garden,  
               | Blizzard  | described as having  
               | Blizzara  | "sharp turns").  
               | Blizzaga  |  
               | Thunder   |  
               | Thundara  |  
               | Thundaga  |
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Q: Do you know anything about Final Fantasy XII?

A: I don't know much, but search Google by all means. I have never actually played the game. FF10 was a bit of a flop in many respects but it was Square's first Final Fantasy for PS2, and I'm hoping that Square will have settled into using DVDs instead of CDs or cartridges by now. I've seen pictures of FF12 and they're amazing -- almost life like.

Someone said "Final Fantasy XII is like a cross over of Skies of Arcadia and Final Fantasy IX". I heard that each city is as big as Esthar in FF8!

The world of FF12 based on Final Fantasy Tactics Advance so you will be able to enjoy the world of Ivalice with its trimmings (the different species such as Viera, Baanga, Moogles, Nu Mou, etc, and even judges! But instead of Totemas there'll be Espers).

The battle has drastically changed. Fighting will be integrated into the game-play rather than having to wait for those annoying end/start of battle segments.

Q: Tell me about the PS3.

A: Well, the first thing that comes to mind about the PS3 is all the nifty technology on it. There are all the usual gizmos like wireless controllers and internet access, and like the PS2, the PS3 is backward compatible meaning you can play PS1 and PS2 games on it -- but there is also the in-build cell processor that runs at an amazing 120 frames per second and the Blu-Ray technology. Sure, the quality of most games won't be effected by such niceties, but the possibilities are massive. Blu-Ray discs have a capacity of 80 GB each! Lastly, there's quite a large incentive for me to buy Sony's PS3 -- NOT! Why? The PS3 costs more in Australia than it does in the US but it's not as good as the US model. That seriously sucks! I don't see why us Aussies have to put up with that.

Q: What about Nintendo's Wii?

A: It used to be called "Revolution," but I think Nintendo finally noticed that its name was too similar to that of its rival, the Xbox 360 (360 degrees is called a "revolution"). The only other thing I know about the Wii is that the controllers are rather unusual ... Shaped for virtual sword-wielding ...

Q: Can you give Square representatives any suggestions for their next game or maybe even a completely new one?

A: I'm sad to say that due to copyright protection Square can only source game material by their own means. In other words, you cannot influence the games in any way, except maybe if you were an employee of Square Enix, living in Japan. I think you can do beta testing if you live outside of Japan, but all the same you have to have the right qualifications (see the Square Enix site for more information).

Q: Where have you played Final Fantasy VIII?

A: I've played it at my mum's place, friends' places, on a black and white TV, a DVD player, a PC. In the car, out of bounds, in the depths of the night, on a bed ... Bloody hell, where've I not played Final Fantasy VIII? I've even tried playing it on

